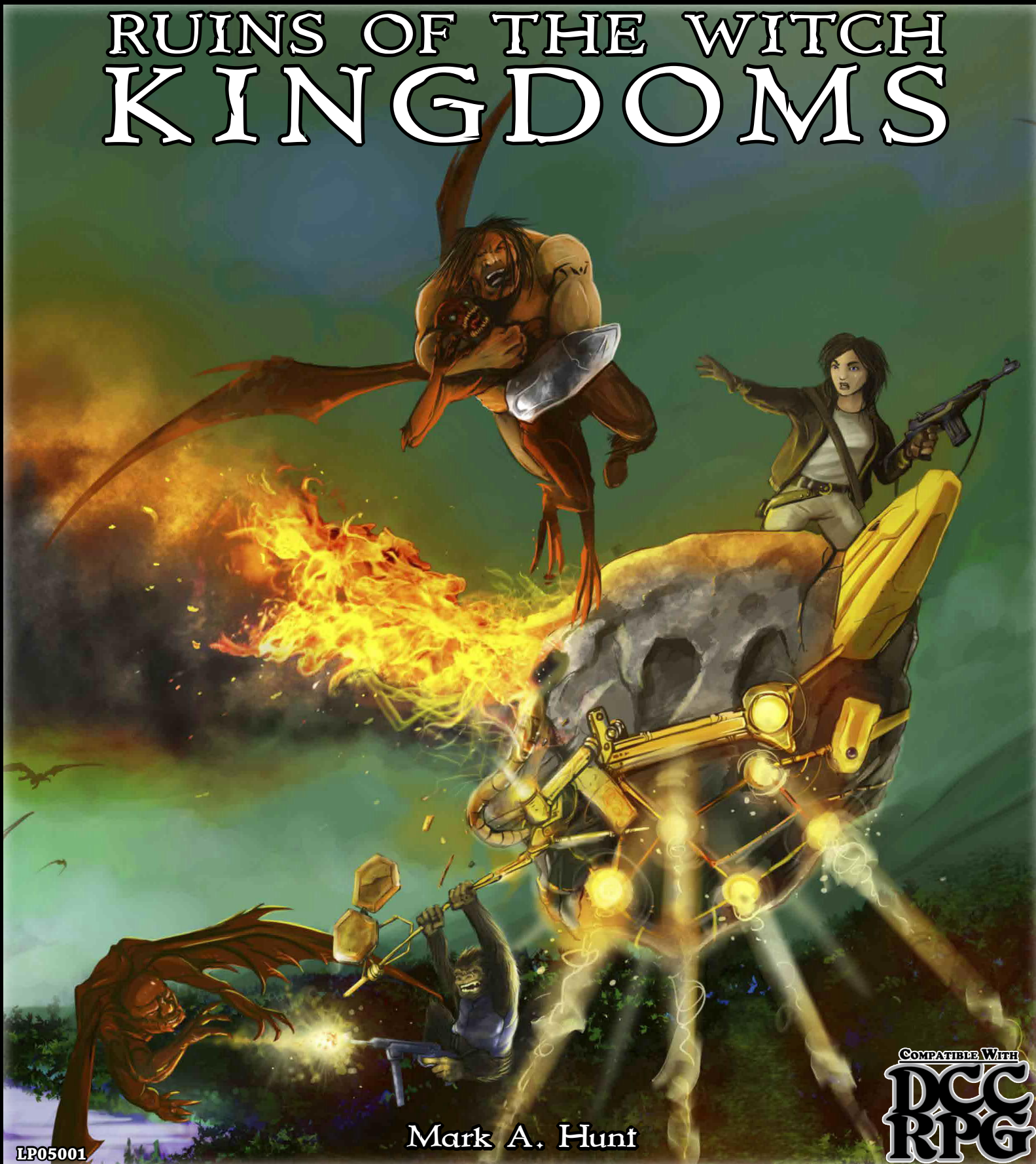


DRONGO

RUINS OF THE WITCH KINGDOMS



LP05001

Mark A. Hunt

COMPATIBLE WITH
**DCC
RPG**

COMPATIBLE WITH
**DCC
RPG**

A RUINED WORLD, CRUSHED BENEATH THE HEEL
OF A TYRANT, AWAITS ITS SALVATION.

DEAD SPIRE-CITIES REACH SKYWARD, ALIEN
ARTIFACTS WAITING PATIENTLY IN THE DARK FOR
REDISCOVERY.

YOU MUST BE SAVAGE TO SURVIVE; A KEEN
SWORD KEEPS YOU SAFE IN THE NIGHT BUT YOUR
REPUTATION AND HONOR WILL OPEN MORE
DOORS THAN A WELL AIMED RAY-GUN.

NIGHTMARE BEASTS, MADMEN, AND WORSE
SUMMONED FROM ACROSS ALL OF TIME AND
SPACE AND NOW BEFORE THE INSCRUTABLE GOD-
KING YOU HAVE BEEN CALLED TO SERVE BUT ONE
PURPOSE...

TO FIGHT AND DIE FOR HIS AMUSEMENT

DRONGO

RUINS OF THE WITCH KINGDOMS



0602
2014

DRONGO

RUINS OF THE WITCH KINGDOMS

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SERIOUSLY, PLEASE DON'T RAIN ON THIS PARADE.

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A planet of peril

To walk upon a million shores, traverse the vast wilderness, experience the bizarre, probe the terrible, and bask in the wonders of the strange. Stare into the maelstrom at the heart of creation and retain your sanity in the face of madness. To embrace the furthest reaches of imagination and technological terrors while retaining your humanity. This and more awaits you as you explore *Drongo, Ruins of the Witch Kingdoms*.

Welcome to Drongo, a modular supplement for the Dungeon Crawl Classics Roleplaying Game. As such, it requires that you have access to the DCC RPG rulebook. The information provided in this book uses the DCC RPG as a basis for all its actions. All the rules mesh with what can be found in this rule booklet, and you only need to plug in the data presented here to explore a strange new world. It uses the same game mechanics as any DCC game, and its powers and abilities are scaled in line with that game in a unified way.

Strap in and prepare for takeoff: 3...2...1...

Drongo, a world where one's fate is as often decided by acts of bravery and wit as by magic and technology; a world where swordsmanship is as important as marksmanship and a good sword is well mated with a trusty ray gun. For the strong, daring, and clever there is life, pleasure, and wealth; for all others there is only death, suffering, and crushing need.

Drongo merges the ancient with the futuristic, the ordinary with the cosmic, and the familiar with the strange. These action-filled stories of adventure take place on a distant and savage world of swords, ray guns, death, and danger; a world of exotic mysteries and dark impulses. The emphasis is on swashbuckling adventures, not high ideals. It is about delving into dark dungeons, destroying star beasts, flying rocket ships, shooting ray guns, amassing treasure, and ultimately power—perhaps enough to, someday, get back home.

Drongo draws much inspiration—unapologetically—from the genre of planetary romance and owes a deep debt of gratitude to all those who came before. Following is a list of some of the authors whom we greatly admire and enjoy and whose works inspired us to pursue the long path that lead to Drongo.

Poul Anderson ▪ Hiromu Arakawa ▪ Isaac Asimov ▪ Edgar Rice Burroughs ▪ Leigh Brackett ▪ Ray Bradbury
Lin Carter ▪ Philip José Farmer ▪ Gardner Fox ▪ Robert A. Heinlein ▪ Frank Herbert ▪ Robert E. Howard
Ursula K. Le Guin ▪ Michael Moorcock ▪ Philip Francis Nowlan ▪ Alex Raymond ▪ Jules Verne & H.G. Wells

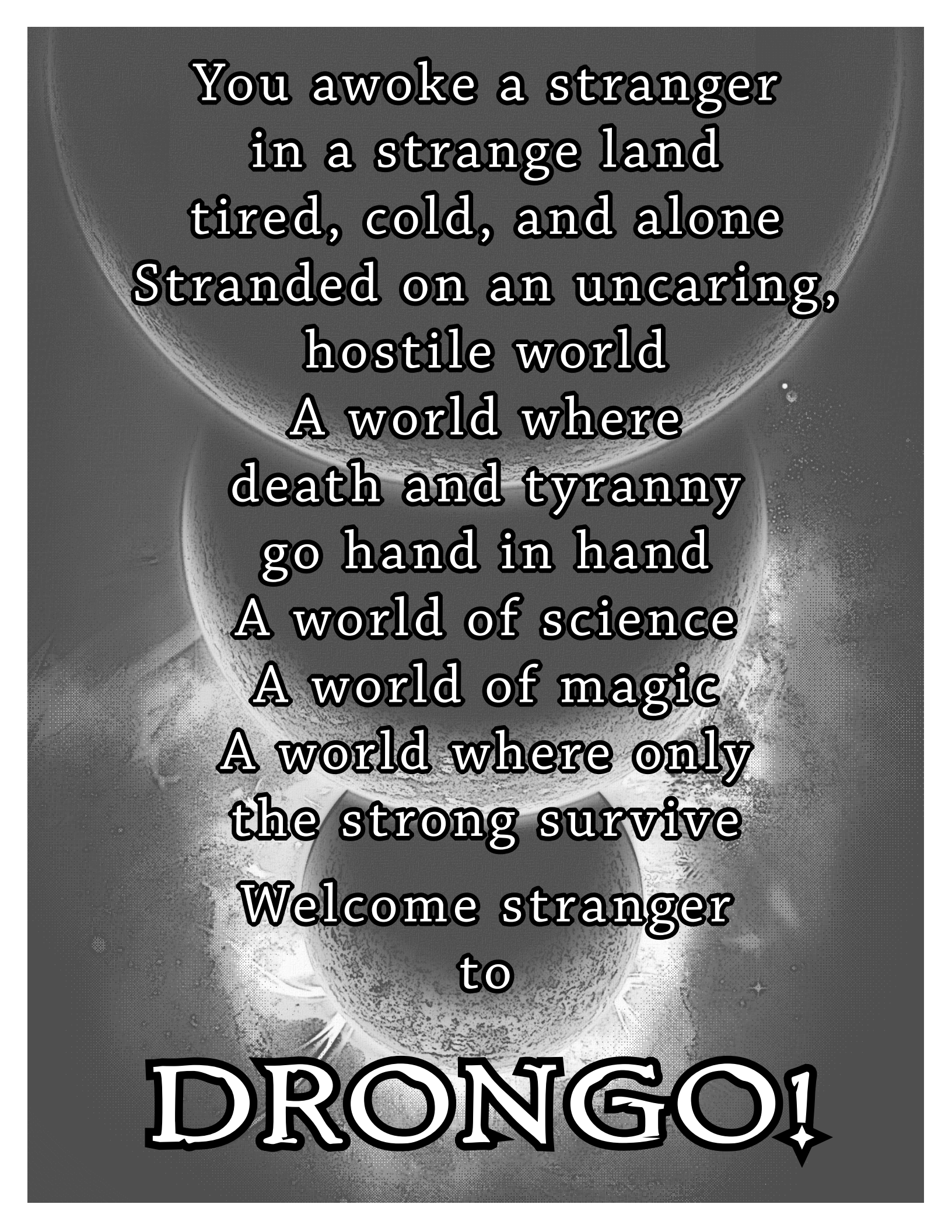
How to use Drongo

Drongo is a love letter to pulp-era science fiction. It is a world where, inexplicable paradoxes, mind-bending horrors, and spine tingling adventures take place beneath the light of a dying sun. It is a place where sword-wielding savages battle cybernetic super soldiers armed with impossible ray guns; in short, it is a world where the bold prosper and the weak perish.

Drongo is also a sandbox setting; that is to say, there is plenty of left space for you to tell the fantastic stories that you want to tell. In fact, this book is easily used as a toolbox for designing your own campaigns of heroic adventure. Therefore, whether you want to take on this hostile alien world as a classic dungeon crawl or frame your over-the-top heavy metal inspired psychedelic science fiction magnum opus—rest assured—we'll have your back all the way.

REGARDLESS OF HOW YOU CHOOSE TO UTILIZE DRONGO WE URGE YOU TO ALWAYS

**FOCUS THE STORY ON THE
PLAYER CHARACTERS**



You awoke a stranger
in a strange land
tired, cold, and alone
Stranded on an uncaring,
hostile world

A world where
death and tyranny
go hand in hand
A world of science
A world of magic
A world where only
the strong survive

Welcome stranger
to

DRONGO!

SETTING

HISTORY

Long ago, before the coming of the Tamer of Worlds, the lands of Drongo were compressed into a single super-continent. Since that time, mountains have cracked, rivers shifted, and islands formed leaving the world we know today. The true origins of this world have been lost to time leaving only stories wrapped in myth and legend.

Biologically the world is still young. Giant reptiles—on Earth they would be known as dinosaurs—still roam the lands while massive sea creatures rule the oceans. Most of the planet remains unexplored, even the First Ones (see below), have only vague knowledge of what lies more than a few days travel from their homes.

The First Ones—descendants of people abducted from ancient Africa and Greece—tell of the bitter harshness of the world when their ancestors first settled here. They tell stories of how the first great cities were built to protect the people from the dangers of the world. Over the generations, they rediscovered the magic of their ancestors and were able to thrive. They slowly raised themselves from the depths of barbarism to the heights of civilization, blending science with and magic to bend nature to their will. Their civilization was great and advanced beyond anything the Earth has ever known. The people enjoyed a life of comfort and ease for 7,000 years—but this was not to last. Even though these people were amazingly advanced, they still suffered from one critical flaw, their humanity. As happens to all human civilizations over time they fell to squabbling with each city-state thinking they alone had the right to govern. The inevitable outcome of this squabbling was a series of great wars, known collectively as the Witch Wars, which engulfed all of the First Ones and left them vulnerable.

At the height of the wars, a powerful wizard known as Taverrig came to power. He rose to dominate, first one, then the majority of the city-states. He ruled with absolute power, becoming stronger with each victory, and with the possibility of ruling the entire world as Supreme Emperor within his grasp, he set about to make his planetary empire a reality.

Taverrig the Tamer of Worlds claimed Drongo as his new plaything and unleashed Mazgadon, his Herald of Hatred, to lay waste to the planet so he could more easily bend the world to his will. The remaining free people fought as best they could, but theirs was a losing battle. Death and destruction swept across the entire world as sorcery and magic locked horns with science and savagery. War consumed Drongo as great machines unleashed devastation

across entire continents. This battle raged for decades. Soon the world filled with ruins of temples, cities, tombs, and palaces toppled and cracked, overrun with foul creatures of destruction. Slowly the people of the world realized they could resist no longer. Taverrig had won, and they hailed and worshiped him as all the vanquished must.

After his victory, the Tamer of Worlds remained unsatisfied. Once he had mastered their planet, he set about to master the inhabitants' very lives. He ordered magnificent gladiatorial arenas constructed and filled their attached breeding pits with the finest warriors and fiercest creatures to be found anywhere. Soon his scientists and wizards developed arcane war machines for his chaos factories to churn out. With this new army, he raised his gaze to the stars, dreaming of the day he could subjugate the entire galaxy and become like the gods.

However, men are not supposed to be gods. The Tamer of Worlds lost control of the forces he sought to master. His lust for power shattered the very fabric of reality, denying him the ability to travel the dimensional vortex he could once enter freely.

Now we enter the current age, known as the War of Kings. The last city-states hold out as they attempt their desperate rebellion against the great and powerful ruler of the planet.

CIVILIZATIONS & LEADERS

The civilizations dotted across Drongo exist as curious amalgams of races, cultures, traditions, and scientific achievement. One may find a hovering city deep in the jungles populated by savages, or a primitive society who have the power to travel the void. On a world populated with beings drawn from all of space and time who are forced to fight, and die, for the pleasure of one man, traditions provide the stability and certainty that allows hope, as slim as it may be, to survive another day on Drongo.

Seven major power-blocs control the majority of the civilized world while dozens of lesser groups fight in the periphery for the scraps or, simply, to remain hidden from the others. When these blocs mobilize under powerful masters they can effect major changes but those changes always come at a high price for soon the blood of hundreds or thousands will be spilled for the inscrutable goals of their masters.

The Broken Circle

This great alchemist guild maintains the last great machines and salvages past technology from around the planet. They sponsor research expeditions into the unknown hoping to find some ancient formula they claim can reshape the world. They crave pure knowledge and they do not really care how they get it.

Govia Dynasty

The motley assortment of races inhabiting this tiny city-state is beset by enemies on all sides. Raiders, pirates, and would-be treasure seekers all want to get in the action to take down Govia. This is the only city-state to survive from before the Witch Wars. The only thing that keeps Govia from being overrun is the mile of solid ice and stone it was built beneath.

The Ninth Alliance

The people claim to come from Earth some billion years in the future although they haven't fared any better than the others at leaving Drongo or defying the will of the Tamer of Worlds. The Alliance is attempting to build a machine to harvest the various nanotechnologies left behind by the multitude of species who have been stranded on Drongo in their desperate attempt to return home.

The Tamer of Worlds

Taverrig rules from his fortress city known simply as the Citadel and it is the most technically advanced location on the planet. Its awe-inspiring spires, aerodynamic vehicles, and vast factories all serve the Tamer of Worlds in this capital of the empire. It is a blend of both magic and science, the only place on Drongo where they coexist peacefully. The Tamer of Worlds now sits in his castle of wonders as the sole ruler of the witch kingdoms, snatching others from the cosmos to serve as his new playthings. Now, with nothing but time and resentment to feed his anger, he watches and waits for the prophesied one to appear. This one person will free him from this world so that he may travel the stars. Until that day, he fends off his boredom by pitting the populace against each other. Those he has selected serve as amusements for his pleasure as they struggle to survive the horrors of Drongo, Ruins of the Witch Kingdoms.

The United Front

This ragtag group is an odd collection of mostly former military personnel who have banded together to protect one another. They are usually peaceful but if one of their cities is attacked, they are vicious, heavily armed, and adept at defending themselves. Each of the half dozen city-states that are part of the Front are built like a virtual fortress all except

its capital Fort Vickers, which is a small farming town and shipping port. They are on very good terms with Aquaria and enjoy vast privileges up on the high seas.

Wakovia Stronghold

This region is covered with a nearly untouched lush jungle, home to the Simians who protect its vast gardens and mineral riches to the last ape. This huge area near the planet's equator hides multiple ancient ruins obscured by heavy vegetation. They are nearly impossible to find from the ground but easily spotted from the air, making them tempting targets for treasure seekers. Many excursions have tried to reach the carved stone ruins that cover at least sixty square miles of jungle. Very few have succeeded.

The Witch Kings

Said to be descended from the First Ones on Drongo, these eight powerful mages make it their business to stop and hinder the Tamer of Worlds every chance they can. Not that these creatures are on the side of good, no, they simply want to rule the world as much as he does. The Witch Kings control the Valley of Temples with its huge dungeon complex. The Witch Kings are bent on conquering all of the other factions and setting themselves as absolute rulers of everything and everyone on Drongo.

PLACES OF INTEREST

Alonyki

This massive natural rock is an inactive volcano surrounded by dense jungles. Savage creatures roam and feed upon those who trespass on these lands.

Anchar

A region that is home to the air whales and scattered primitive tribes that live amongst hundreds of tiny island fragments that once made up the proud kingdom of Monearls.

Aquaria

An undersea kingdom ruled by Nepton.

Belldorum

Site of a massive starship that crashed and scarred the land, leaving technological wonders to be rediscovered. This task is complicated by the many robots roaming the area trying to fulfill their long-forgotten tasks.

Flame Mountains

These volcanic mountains near Tamboriyon spew ash far across the land and the lava flows are visible in the night sky for dozens of miles.

Grey Wastes

This desolate land lies on a high and arid plain and is the home of the people collectively known as *The Lost*. A brave and secretive race who have some mysterious bond to the ancient lands of the Levant on Earth. These people know many secrets necessary to survive in this harsh land and any traveler who would sojourn here is wise to seek them out, both for advice and to pay the proper respect. Those who ignore this advice tend to leave their bones for the wind and desert scavengers.

Great Mountains

This high mountain range stretches across half the planet, with nooks and valleys that are said to reach into the center of the world. Many races have taken to strip mining large sections of this mountain of its vast mineral wealth.

Kythera

The cold waters that divide this land stand as a reflection to the Grey Tower, this massive steel and stone structure rises some four and a half miles into the sky, standing like an arrow pointing to the heavens. No one has been able to get into this structure since the time of the Witch Wars.

Lajos Reach

This steppe is home to a nomadic tribe of xenophobic warriors who ride woolly mammoths and keep to themselves.

Maralkan

This vast structure floats above the clouds and is the home of the deathless. The less said about this place, and its inhabitants, the better.

Syros

Home to Fort Vickers, a town built by a lost world-war one patrol, this large seaport has made the area prosperous with its large shipping companies and reputation for fair trade.

Székely Gate

This massive structure is a high-tech ring of unknown origin that spans six-hundred feet from end to end. Every day at local noon it activates and strange lands can be seen wavering in the center of the ring.

Tamboriyon

These foreboding ruins are believed to be the remnants of a mighty city of the Ancient Ones. It is surrounded by an expanse known as the Great Glass Fields and a sea of dust and gravel where it is said two stones are not stacked one upon another. Craters dot this field for as far as the eye can see.

Tribal lands

This western plain is a wide-open area where many tribal people call home. The fallen city of El Torran rises from the middle of the plain, long feared by the tribes as the fabled city of the great Black Lizard.

Valley of Temples

This is one of the oldest regions on the planet, home to hundreds of temple complexes, statues, and shrines to the old Greek gods. These structures dot the land and line the great river that flows to the sea.

Valley of Corfu

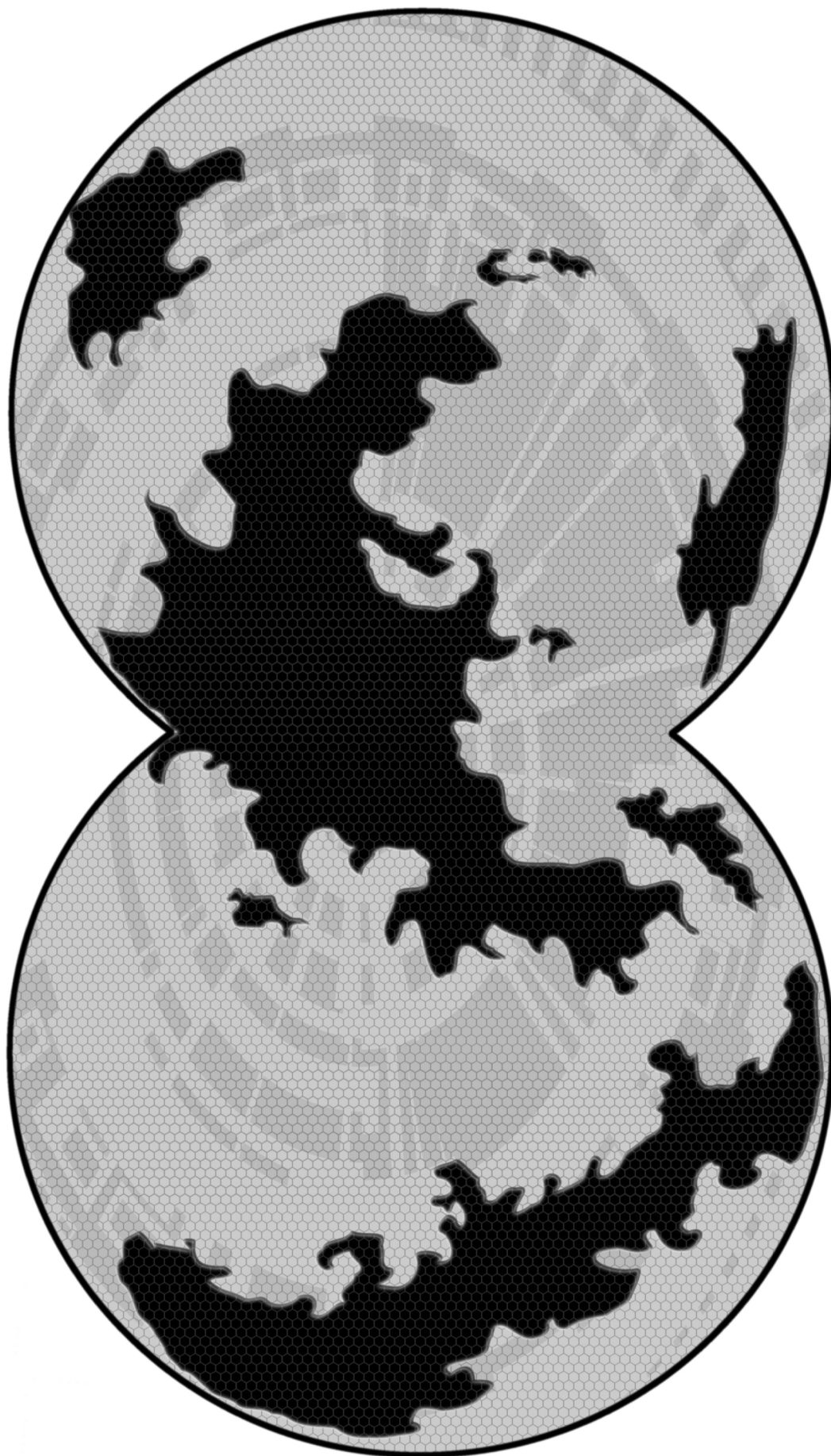
This place provides a home to things best left alone. Even dragons avoid this valley.

Wakovia Stronghold

This region is covered with a nearly untouched evergreen forest to the north and a shallow sea to the south. The simians who call Wakovia home will protect its vast gardens and mineral riches to the last ape.

Zangovia

One of the last free city-states located under nearly a mile of solid ice. This great northern city escaped the brunt of the devastation that wrecked most of the planet and now fights to maintain its freedom.



CHARACTERS

THE BASICS

There are two ways to create characters for use on Drongo. Existing DCC characters could enter a dungeon or find a cave cut from steel in the mountains leading to a planar junction; or they could discover a magical gate or doorway that leads to this dangerous realm. Either way, the existing characters have arrived, ready to begin their adventures on Drongo. Another option is to create characters using the rules below, which allows for aliens, humans from the earth circa 1843–2020, or descendants of the First Ones. Either method or a combination of both should provide many opportunities for thrilling adventure on Drongo.

Looking the Part

Planetary romances often feature glamorous and attractive heroes who, against all odds, save the day, but not every story need follow that model. On Drongo, it is typically the average everyman, with all the inherent flaws, who rises up, challenges expectations, and (win or lose) accepts the challenge of survival. Your character need not look like the traditional hero but regardless of their outward appearances, it is up to you to find the spark in them that will allow them to survive or die trying.

The build table provides a short list of adjectives to inspire further description of your character. Use of this table is optional and recommended only if you need help forming an image of your character's looks. Roll 1d6 and add your Personality modifier, and either your Strength or Stamina modifier to the roll.

TABLE 2.2: PHYSICAL BUILD

1d6+PER	Choose one descriptor
-2 or less	Flabby, Frail, Inactive, Rotund
-1	Gaunt, Hungry, Thin, Willowy
0–2	Doughy, Heavy-Set, Husky, Plump
3–4	Boyish, Lanky, Pixyish, Wiry
5–6	Athletic, Capable, Sturdy, Vigorous
7–8	Attractive, Graceful, Poised, Well-Built
9+	Alluring, Chiseled, Heroic, Voluptuous

So, where y'all from?

Where did you call home? It might be some bland small town or the big city, but its location provides the character with some local flavor or specific regional knowledge. Being from the central states you might know how to ride a horse or farm a bit, while the big city might provide you with a bit of street savvy. This regional flavor helps inject life into the character.

TABLE 2.1: HOME REGION

d20	Region
1–2	Great Lakes
3	Japan
4–5	Pacific Northwest
6–7	Central Plains
8	Russia
9–10	New England
11	West Coast
12	Rocky Mountains
13	Florida
14	Southeast States
15	Germany
16	England
17	Texas
18+	East Coast

What Year Is It?

Most humans who are drawn to Drongo originate from Earth 1843–2020. This is a large range, and people separated by more than a few decades may not fully relate to each other at first. This can lead to some interesting game play as a Civil War soldier may end up with a sharecropper from the 1950s and a disco queen from the '70s. Roll 1d20 + Luck modifier.

TABLE 2.3: YEAR OF ORIGIN

d20	Earth year	Bonus
1 or less	1840+3d6	+1 Stamina
2–7	1860+2d12	+1 Fortitude save
8–12	1880+2d20	+1 Strength
13–14	1910+1d20	+1 Reflex Save
15–18	1930+4d6	+1 Will Save
19–20	1950+1d24	+1 Personality
21+	1960+3d20	+1 Intelligence

Occupations

You once worked at an ordinary job just like everybody else you knew—brothers, sisters, friends, and family—until that fateful day when you were whisked away to the far-off world of Drongo. You found yourself in a strange land with only the knowledge and skills of your former occupation and the clothes on your back. You hope this will be enough to let you start anew and survive until the day you discover a way home.

TABLE 2.4: OCCUPATIONS

d%	Occupation	Trained Weapon	Trade Goods
1–2	Construction Worker	Shovel (staff)	Lunch box and hard helmet
3–4	Hawken Navigator*	Dagger	Compass
5–6	Hawken Soldier*	Spear	20' of rope
7–8	Hawken Scout*	Pistol	Four days rations
9–10	Merchant	Broom (staff)	1d6 cans of soup
11–12	Bank Robber	Pistol	Ski mask and gloves
13–14	Miner	Shovel (staff)	A handful (1d6 oz.) of silver
15–16	Gambler	Pistol	Dice and a set of cards
17–18	Electrician	Screwdriver (dagger)	A 10' pole and ohm meter
19–20	Sanitation Engineer	Flashlight (club)	Tool box and radio
21–22	Book Keeper	Ink pen (dagger)	Calculator and notepad
23–24	Machine Operator	Hammer	Safety goggles and gloves
25–26	Deck Hand	Broken mop (spear)	Binoculars and whistle
27–28	Cook	Hatchet	Leather apron (hide armor)
29–30	Auto Mechanic	Screwdriver (dagger)	Set of tools and tool belt
31–32	Smuggler	Pistol	Box of illegal medicine
33–36	Simian Trader/Gatekeeper*	Short sword	An empty crate / Lunch box, empty
37–38	Simian Slaver*	Stun Gun	Chains and manacles for three
39–40	Pirate	AK-47	Canteen and boots
41–42	Teacher	Ink pen (dagger)	Book bag with 1d4 books
43–44	Civil Service Worker	Ink pen (dagger)	Thin book of notes
45–46	Hawken Servant*	Broom (staff)	Dust bin
47–48	Hawken Mechanic*	Hammer	Tool box and gloves
49–50	Ditch Digger	Shovel (club)	Mirror
51–52	Doctor	Scalpel (dagger)	Pair of well-made shoes
53–54	Parking Attendant	38 special pistol	Old car magazine
55–56	Soldier	M-16 rifle	Flak jacket and helmet
57–60	Dock Worker/Lumberjack	Hammer/Ax	Gold chain worth 10gp / Hard hat and lunch box
61–62	Bus Driver	Tire iron (club)	Correct change
63–64	Bartender	Wood mallet (club)	A bottle of whiskey
65–66	Gym Coach	Towel (garrote)	Towel and whistle
67–68	News Reporter	Scissors (dagger)	Blanket, wool
69–70	Animal Trainer	Walking stick (staff)	Pet rock
71–72	Professional Athlete	Brass knuckles (club)	Ukulele
73–74	Truck Driver	Tire iron (club)	Bottle of thick beer, 4
75–76	Airline Pilot	Pocketknife (dagger)	Sack of fruit
77–78	Paramedic	Knife (dagger)	Blanket, wool
79–80	Fireman	Fireman's Ax	Bottle of cheap wine
81–82	Engineer	Big protractor (club)	Ring full of keys
83–84	Conductor	Ink pen (dagger)	Pair of well-made shoes
85–86	Entertainer	Knife	Fine suit with brass buttons
87–88	Disc Jockey	Ukulele (club)	Gold ring worth 10 gp
89–90	Simian Pilot*	Ink pen (dagger)	Dice and goggles
91–92	Simian Explorer*	Walking stick (staff)	Wide-brimmed hat
93–94	Simian Engineer*	Ink pen (dagger)	Whistle and a note book
94–96	Lawyer	Briefcase (club)	Gold watch
97–98	Security Contractor	Rifle	Duffel bag and canteen
99–00	Use the chart in the main DCC rules		

*Characters whose 0-level result includes an alien race must advance in class as that alien. For example, a simian miner levels up as a simian

AWAKENED

Whatever brought you to Drongo has awakened something in your mind, unleashing its true potential. You have gained the ability to manifest though into tangible reality and as a result are feared by all. As an awakened mentalist, you have the ability to transform your thoughts into direct action. The power of the mind is a dangerous thing, wild and unpredictable yet immensely powerful. You wield the power of thought as warriors use swords. Some awakened are trained in combat, but they are rarely a match for Roughneck in physical combat.



Hit Points: The Awakened gain 1d4 hit points at each level.

Weapon Training: Awakened are proficient with simple archaic weapons such as a clubs, staffs, and other cudgels. Due to their highly developed mental capacity they tend to be excellent with ballistic ranged weapons such as crossbows but find other bows tedious and avoid them if possible. While they can use normal and power blades they lack the intestinal fortitude to risk spilling their own blood and drop one step on the die chain when utilizing these weapons. They may uses projectile and ray weapons without penalty. Armor does not interfere with the manifestation of powers.

Alignment: The awakened pursue various mental arts according to their natural inclinations. They can be of any alignment.

Power Level: Power level is a measurement of how well an awakened can channel psionic energy and is equal to their awakened level. For example, a 2nd-level awakened has a power level of 2

Psionic Powers: Psionic powers are poorly understood, alien, and exceptionally volatile even when manifested by gifted Awakened. Only the most focused or twisted minds dare manifest these powers without careful consideration as improperly unleashing psychic powers occasionally fails at properly harnessing a psionic power. When this happens, unpredictable results follow.

Awakened manifest powers by making a Power check. A power check is typically 1d20 + Personality modifier + Power Level. Depending on the specific Psychic Anomalies associated with the Awakened's manifestation of the power they may roll a different die on a power check

Known Powers: The Awakened begins play with 3 psionic powers rolled at random. As they gain levels they may manifest new and increasingly potent powers. An awakened knows a number of powers as shown on table 2.5 modified by his Personality score.

Action Dice: The first action die can be used for attacks or power checks, but their second action die can only be used for power checks. At 5th level, the awakened can manifest two psionic abilities in a single round, the first with a d20 power check and the second with a d14. Note that the results of psionic manifestation may modify the action dice based on the dice chain.

Soul Sword: At first level, an awakened adds his Luck modifier to attack rolls with one specific kind of sword (e.g., "long sword," not "swords"), just as a warrior does. This weapon must be chosen at 1st level, and the modifier remains fixed, even if the characters Luck value later changes.

Luck: An awakened applies his Luck modifier to rolls for madness.

TABLE 2.5: AWAKENED

Level	Attack	Critical Die/ Table	Action Die	Psionic Powers/ Max Level	Ref	Fort	Will
1	+0	d4/I	1d20	2/1	+0	+0	+2
2	+0	d6/I	1d20	3/1	+1	+0	+3
3	+1	d6/ II	1d20	4/2	+1	+1	+4
4	+1	d8/ II	1d20	5/2	+2	+1	+4
5	+2	d8/ II	1d20+ d14	6/3	+2	+2	+5
6	+2	d10/ II	1d20+d14	7/3	+3	+2	+5
7	+3	d12/ II	1d20+d16	8/4	+3	+3	+6
8	+3	d12/ III	1d20+d16	9/4	+3	+3	+6
9	+4	d14/ III	1d20+d20	10/5	+4	+4	+7
10	+4	d16/ III	1d20+d20	12/5	+4	+4	+7

GUARDIAN

Killing will lead to more death, so maybe we should try helping and working with the locals to show them we are not their enemy. You may have been a caregiver, nurse, paramedic, or even a soldier who has seen too much death, and you know that sometimes it requires an act of kindness to turn an enemy to a friend. Killing everything that moves is not always the right action. Maybe showing some simple compassion and empathy would help.

Hit Points: A guardian gains 1d8 hit points at each level.

Weapon Training: A guardian is trained in the use of these weapons: club, dagger, mace, pistol, short sword, sling, and staff. Guardians may wear any armor, and their medical checks are not hindered by its use.

Alignment: Guardians tend to be lawful, though they can be of any alignment.



First Impressions: A guardian has the ability to win over a target through sheer force of personality, a winning smile, and soft talking. The target must have an Intelligence score of 3 or higher, be within 30 feet of the guardian, and be able to see, hear, and understand the guardian to be susceptible to a first impression attempt. To make a good first impression on a target, the guardian must not be under attack. This must also be the first time the guardian and target have encountered each other. The guardian makes a check (DC 15), adding his or her personality modifier as a bonus. If the check succeeds, the target can try to resist.

TABLE 2.6: GUARDIAN

Level	Attack	Critical Die/ Table	Action Dice	Ref	Fort	Will
1	+0	1d4/I	1d20	+0	+0	+1
2	+1	1d6/I	1d20	+1	+1	+1
3	+1	1d8/I	1d20	+2	+1	+2
4	+2	1d10/II	1d20	+3	+2	+2
5	+2	1d10/II	1d20	+3	+2	+3
6	+3	1d12/II	1d20+1d14	+4	+3	+3
7	+3	1d14/II	1d20+1d16	+4	+3	+4
8	+4	1d14+2/II	1d20+1d20	+5	+4	+4
9	+4	1d16/II	1d20+1d20	+5	+4	+5
10	+5	1d20/II	1d20+1d20	+6	+5	+6

The target resists by making a Will saving throw (DC 10 + the guardian's level + the guardian's personality bonus). If this save is made the target becomes very hostile. If the save fails, the target perceives the person giving the impression as non-hostile so long as the target is not harmed in any way. This is a mind-affecting ability.

Handle Poison: Sometimes the best way to end a fight quickly is with a poison blade. Any time a guardian uses poison he must make a DC 10 safety check. On a failure, he accidentally poisons himself! This check is made each time poison is applied to a blade or other surface. Additionally, on a natural 1 on any attack roll with a poisoned blade, the guardian automatically poisons himself in addition to any fumble results.

Empathy: The guardian has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts explicitly communicated. This innate talent provides a bonus on checks involving interaction with other humanoids, provided the guardian spends at least 1 minute observing his or her target prior to making the skill check against a DC 15, adding the guardian's personality modifier as a bonus.

Medical Knowledge: Guardians have knowledge on how to heal and treat the injured. By making a check, a guardian may apply that knowledge to heal damage to any living creature. The guardian may not heal the un-dead, animated objects (e.g., living statues), extra-planar creatures (e.g., demons, devils, elementals, etc.) or constructs (e.g., robots) in this manner. The guardian must physically touch the wounds of the person they intend to work on for 1d6 actions. This check is made as any other: roll 1d20 + personality modifier + guardian level. If the check fails nothing more may be done for this person for 24 hours.

TABLE 2.7: MEDICAL KNOWLEDGE

Roll	Human target	Any other species
01–11	Failure	Failure
12–15	2 dice	Failure
16–19	3 dice	2 dice
20–23	4 dice	3 dice
24+	5 dice	4 dice

The damage healed varies according to several factors.

- Results of the medical knowledge check are always figured using the hit dice of the one to be healed.
- The number of dice healed cannot exceed the target's hit dice or class level.
- Specific injuries require the following results to heal
- 1d: Broken limb
- 2d: Organ damage or Disease
- 3d: Paralysis or Poison
- 4d: Blindness or Deafness

Action Dice: A guardian can use his action dice for attack rolls or medical knowledge checks.

HAWKEN

You are a child of the sky. You live to fly the north winds. You are hawken! Your people are birdlike men with short beaks and feathered wings, naturally adapted to conditions at high velocities and altitudes. Your people have hollow bones and are used to free movement. Wearing armor will impede your ability to fly and fight, so you have learned other ways to protect yourselves. Your people have done well since arriving here on Drongo after gaining a reputation as fierce warriors who back up threats of violence with action at the drop of a hat.

Hit Points: A hawken gains 1d6 hit points at each level.

Weapon Training: Hawken are trained in the use of these weapons: club, dagger, dart, hand ax, long sword, pistol, short sword, sling, spear, and staff. Hawken do not wear armor or use shields.

Alignment: With their carefree lives and proclivity for action, hawken tend toward chaotic and neutral alignments.

Winged Flight: Hawken wingspans often exceed 20'. So long as they have room to flap their wings, they can fly 40' a round. While flying, hawken can only carry 30 pounds plus 15 pounds per +1 strength bonus.

Infravision: Hawken can see in the dark up to 60'.

Heightened Senses: Hawken have very good sight and instincts. All hawken characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, hawken are entitled to a check to detect it.

Unarmored AC Bonus: When unencumbered by armor and free to move, hawken add this bonus to Armor Class.

Dive Bomb Attack: When fighting from the air, the hawken may make a dive bomb attack to gain a +1 attack bonus and +1d4 damage during the first round in which the hawken flies to engage an enemy.

Claw Strike: Hawken have natural claws that can serve as weapons, which they prefer to use in combat. They use these claws in an instinct-driven form of martial arts, so they suffer no penalties from fighting without weapons and inflict normal damage with their strikes.

Action Dice: Action dice may be used for attacks or skill rolls.

TABLE 2.8: HAWKEN

Level	Attack	Critical Die/ Table	Action Dice	AC Bonus*	Claw strike	Ref	Fort	Will
1	+1	d8/II	1d20	+1	d4	+1	+0	+1
2	+2	d10/II	1d20	+2	d5	+1	+0	+1
3	+3	d12/II	1d20	+2	d6	+2	+0	+1
4	+4	d16/II	1d20	+3	d8	+2	+1	+2
5	+4	d16/III	1d20+1d14	+3	d8	+3	+1	+2
6	+5	d20/III	1d20+1d14	+4	d10	+3	+2	+2
7	+5	d24/III	1d20+1d16	+4	d10	+4	+2	+3
8	+6	d24/IV	1d20+1d20	+5	d12	+4	+3	+3
9	+7	d30/IV	1d24+1d20	+8	d14	+5	+3	+4
10	+8	d30/V	1d24+1d24	+10	d16	+5	+4	+4

*In addition to the AC bonus from high Agility



MAD SCIENTIST

Being transported here has presented you with wonderful opportunities to test some things you would never thought of trying back on earth. There comes a time for field research, when one must leave the lab and put one's theories to the test! The search for truth, enlightenment, and understanding of the vast universe around us: that is the true calling of man. You may call them professors, antiquarians, historians, research scientists, authors, doctors, or even priests. One thing remains common to them all: their thirst for knowledge. Their lives have been dominated by the discovery of new things, and this knowledge has unlocked secrets hidden from commoners.

Scientists are not well versed in the arts of combat. They specialize in the application of obscure knowledge. If you need minor details about a historical figure, or the common characteristics of a particular chemical, or even local folklore about a specific location, then you must seek out a scientist.

Academic Lore: At first level, scientists must select a field of study as their specialty under the Academic Lore skill, often academic, scientific, or geographic in scope. Examples of specialties include Roman history, mythology of Atlantis, organic chemistry, and Victorian London. When dealing with his area of specialty, an academic may make a special Academic Lore check, with a bonus equal to his level + his Intelligence modifier to see if he recalls any relevant information (as supplied by the Judge).

Hit Points: A scientist gains 1d4 hit points at each level.

Weapon Training: A scientist is trained in the use of the dagger, club, pistol, and staff. Scientists rarely wear armor, as it hinders research.

Research Level: This skill quantifies the scientist's level of understanding regarding the calculations he must perform. A Scientist's research level equals his level as a scientist. For example, a 2nd level scientist has a research level of 2.

TABLE 2.9: MAD SCIENTIST

Level	Attack	Critical Die /Table	Action Die	Known Calc.	Max Level	Ref	Fort	Will
1	+0	d4/I	1d20	3	1	+1	+0	+1
2	+1	d6/I	1d20	4	1	+1	+0	+1
3	+1	d6/I	1d20	5	2	+1	+1	+2
4	+2	d8/I	1d20+1d14	6	2	+2	+1	+2
5	+2	d8/I	1d20+1d16	7	3	+2	+2	+3
6	+3	d8/II	1d20+1d16	8	3	+3	+2	+3
7	+3	d10/II	1d20+1d20	9	4	+3	+3	+4
8	+4	d10/II	1d20+1d20	10	4	+4	+3	+4
9	+4	d14/II	1d24+1d20	12	5	+4	+3	+5
10	+5	d16/II	1d24+1d24	14	5	+5	+4	+5

Mathematics, the Language of the Universe: Scientists use mathematics to unlock the unknown, dangerous, and inhuman. Scientists devote themselves to rigorous study and research, lest they err in a critical calculation and drive themselves into madness with misdirected mathematical principles. Even the best scientist occasionally fails to take into account all the mysteries of the universe, and sometimes a faulty equation causes unpredictable results.

Calculations: The mad scientist’s understanding of the universe allows her to perform these spell-like feats with the power of mathematics. Known calculations are determined randomly (see table below). They may be of any research level for which the scientist is eligible, as shown by the max-research-level column. The scientist chooses the level before making his die roll. Higher-level calculations are more powerful but harder to compute, with worse consequences for failure. Scientists perform calculations by making a math check. A scientist’s math check roll is usually 1d20 + Intelligence modifier + calculation level. In some cases, a scientist may roll a different die on the spell check (see Research Projects).

Research Assistant: More than one Scientist has found support for his work by employing an assistant. A 3rd level Scientist may seek out such a helper. Roll d6 + Intelligence modifier, roll separately for both.
All assistants: Have 1d8+5 hit points and gain +1 hp for every 2 levels their master has attained.

- Know how to use short sword, staff, dagger, and pistol.
- Gain +3 to hit when protecting their master.
- Use their master’s saving throw bonuses with an additional + 4 to Fort saves.
- Have an Intelligence score of 1d8+5.
- Assistants are loyal to their scientist masters, and never need to check morale.
- Determine personality using *table 7–6 in Dungeon Crawl Classics*

Luck with Madness: A Scientist’s Luck modifier applies to rolls for madness (see below).

Languages: A scientist knows two additional languages for every point of Intelligence modifier, as described in Appendix L.

Action Dice: A scientist’s first action die can be used for attacks or math checks, but his second action die can only be used for math checks. At 5th level, a scientist can perform two computations in a single round, the first with a d20 math check and the second with a d14.

Madness: Low-level scientists are powerful. High-level scientists fear for their sanity. Continual use of mathematical equations to peer into the unknown results in...changes. Exposure to unspeakable truths, radiation from other planes, and elemental energies in toxic quantities all affect a scientist over the course of her career.
Every time a scientist rolls a natural 1 on a math check, she suffers the effect of the failure. Moreover, her computations may misfire and she may suffer madness. The individual entries include specific results associated with a natural 1 on each check, as well as misfire and madness results specific to the computation. If this is required, the roll is 1d20 minus the computation’s level plus the scientist’s Luck modifier. In select circumstances, other modifiers may apply as well (e.g., faulty equipment).

TABLE 2.9: MAD SCIENTIST CALCULATIONS

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Force Manipulation	Fire Resistance	Haste	Transmute Earth	Weather Control
2	Read Magic	Neutralize Poison or Disease	Animate Dead	Wizard Sense	Mind Purge
3	Magic Shield	Cure Paralysis	Sword Magic *	Lokerimon’s Orderly	Magic Bulwark
4	Paralysis	Restore Vitality	Planar Step	Cause Earthquake	
5	Resist Cold or Heat	Wizard Staff **	Write Magic		
6	Flaming Hands	Scorching Ray	Dispel Magic		
7	Comprehend Languages	Ray of Enfeeblement	True Name		
8	Magic Missile	Locate Object	Spiritual Weapon		
9	Color Spray				
10	Detect Magic				

*Sword magic is used to create items of super science.
**Wizard staff - This is the scientist’s lab kit.

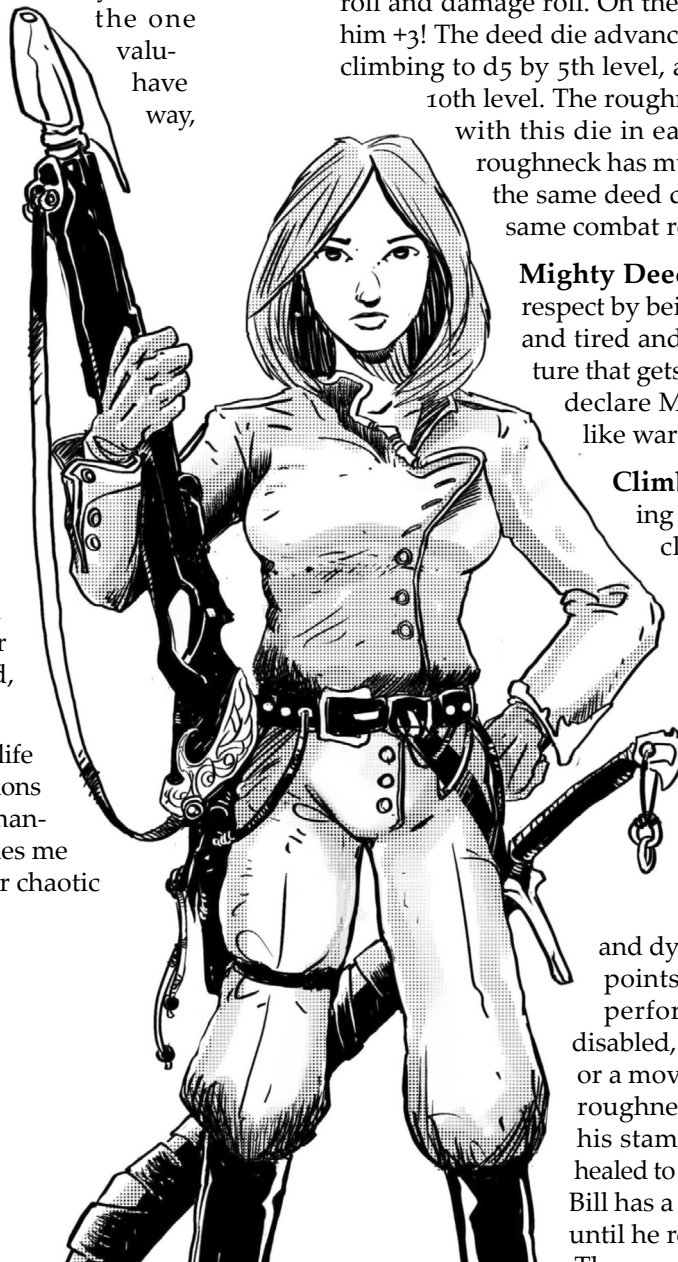
ROUGHNECK

Maybe you were meek and quiet before, or maybe you were a boxer, cop, or sportsman. Regardless of your background you are mad as hell and not going to be pushed around by anyone or thing. It is your turn to be doing the pushing. You are able in a fight and, while you learned a few lessons the hard way, rarely allow anyone or anything to get the best of you. You have **Drongo** figured out: it is simple, kill or be killed, and if your time is up you will take a few of your enemy down with you.

Hit Points: A roughneck gains 1d10 hit points at each level.

Weapon Training: A roughneck is trained in the use of these weapons: club, crossbow, dagger, garrote, hand ax, longbow, long sword, mace, pistol, rifle, short sword, sling, spear, staff, and warhammer. Roughnecks wear whatever armor they can afford, find, or steal.

Alignment: Roughnecks pursue life according to their natural inclinations and as such follow the age-old mantra of "if it doesn't kill me it makes me stronger." They may be lawful or chaotic but tend towards neutral.



Attack Modifier: Unlike other classes, Roughnecks do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The roughneck rolls this d3 on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The deed die advances with the roughneck's level, climbing to d5 by 5th level, and then higher up to d8+2 at 10th level. The roughneck always makes a new roll with this die in each combat round. When the roughneck has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Arms: Roughnecks earn respect by being sick and tired of being sick and tired and take it out on any poor creature that gets in their way. Roughnecks can declare Mighty Deeds of Arms exactly like warriors from the DCC rulebook.

Climb Sheer Surfaces: Never willing to be beaten by a mere wall or cliff, you have overcome any fear of heights you once had. Roll against DC 20 for a perfectly smooth surface with no visible hand-holds. A normal rough-hewn stone wall is DC 10.

Last Man Standing: The Roughneck gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the roughneck's hit points reach -1, the roughneck can perform as though he or she were disabled, making either an attack action or a move action every round until the roughneck's negative hit points reach his stamina score or the roughneck is healed to at least 1 hit point. For example, Bill has a 13 stamina, so he can function until he reaches -13 hit points and dies. The roughneck can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

Action Dice: A Roughneck always uses his action dice for attacks. At 5th level, a roughneck gains a second attack each round with his second action die, and at 10th level he gains a third attack with his third action die.

TABLE 2.10: ROUGHNECK

Level	Deed Die	Critical Die/ Table	Threat Range	Action Die	Ref	Fort	Will
1	d3	d8/II	19-20	1d20	+1	+1	0
2	d3	d10/II	19-20	1d20	+1	+1	+1
3	d4	d12/III	19-20	1d20	+2	+2	+1
4	d4	d14/III	19-20	1d20	+2	+2	+2
5	d5	d16/III	18-20	1d20+1d10	+3	+3	+2
6	d6	d20/IV	18-20	1d20+1d12	+3	+3	+3
7	d6+1	d24/IV	18-20	1d20+1d14	+4	+4	+3
8	d8	d30/IV	17-20	1d20+1d16	+4	+4	+4
9	d8+1	2d20/V	17-20	1d20+1d20	+5	+5	+4
10	d8+2	2d20/V	17-20	1d20+1d20+d14	+5	+5	+5

SCAVENGER

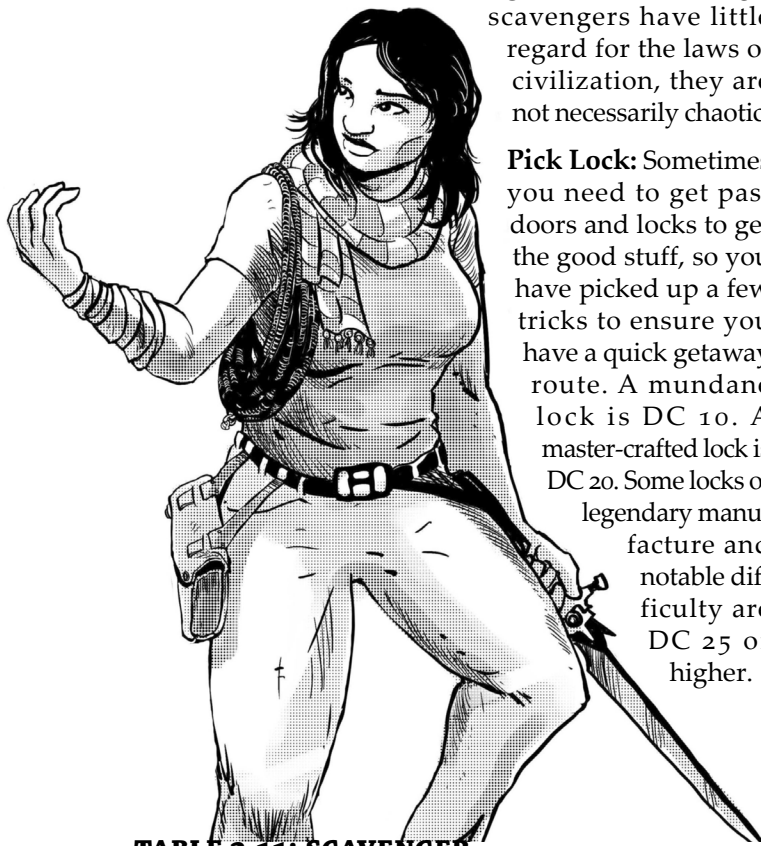
Why fight when you can scavenge? You can find lots of useful stuff nearly anywhere. You have seen what happens to people who think they can fight and kill everything they meet, and you would like to avoid that fate. While you are not a coward, you know running is often the better part of valor. You will fight if you must, but you know it is best to run and hide to live another day.

Hit Points: 1d6 hit points at each level.

Weapon Training: A scavenger is trained in these weapons: blackjack, crossbow, dagger, dart, pistol, short sword, sling, and staff. Scavengers are careful in their choice of armor, as it affects the use of their skills.

Alignment: Although scavengers have little regard for the laws of civilization, they are not necessarily chaotic.

Pick Lock: Sometimes you need to get past doors and locks to get the good stuff, so you have picked up a few tricks to ensure you have a quick getaway route. A mundane lock is DC 10. A master-crafted lock is DC 20. Some locks of legendary manufacture and notable difficulty are DC 25 or higher.



Scavenge: You have a knack for finding useful stuff. You need a few hours (1d8) to scour an area for useful items. You are quick to pocket things lying around, and you easily notice things others may see as cast off junk. You can recover useful items that may not be showroom condition, but they usually have at least a little life left. Locating a mundane item is DC 10. A master-crafted item is DC 20. A nice piece of equipment of sturdy manufacture and notable quality is DC 25 or higher.

Sneak: A scavenger never makes an opposed check to sneak silently; that is, the check is never made against the targets attempt to listen. The scavenger rolls against a hard DC, as noted below, and success means the scavenger did indeed sneak silently. With the exception of demigods and extraordinary magic or super science, the scavenger's movement cannot be heard. This skill is often used to sneak up on unsuspecting guards and make a backstab attempt. The base DC for moving across stone surfaces is DC 10. Cushioned surfaces, such as grass or carpet are DC 5. Moderately noisy surfaces, such as creaking wooden boards are DC 15, and extremely noisy surfaces, like dry leaves, still water, or crunchy gravel are DC 20.

Run & Hide: A successful Run & Hide check means you cannot be seen. As with sneaking away, this check is made against a set DC and is never an opposed roll. The scavenger can attempt to hide in broad daylight should he be so bold! The base DC for sneaking down a hallway with moderate cover (chairs, bookcases, crevasses, nooks and crannies, alcoves, etc.) is DC 10. Hiding at night or in a shaded or dimly lit area is DC 5; hiding under a full moon is DC 10. Hiding in daylight but in a dark shadow or behind a solid object is DC 15, and hiding in broad daylight with minimal cover is DC 20.

Find & Disable Traps: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded ax, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. Rolling a natural 1 on a disable trap check triggers the trap.

Action Dice: A scavenger uses his action dice for any normal activity, including attacks and skill checks.

TABLE 2.11: SCAVENGER

Level	Attack	Critical Die/ Table	Action Dice	Find & Defeat Traps*	Pick Lock*	Run & Hide*	Scavenge	Sneak*	Ref	Fort	Will
1	+0	1d6/II	1d20	+1	+0	+1	+0	+1	+1	+0	+0
2	+1	1d8/II	1d20	+3	+1	+3	+2	+3	+1	+1	+0
3	+1	1d10/II	1d20	+5	+2	+5	+3	+5	+2	+2	+0
4	+2	1d12/II	1d20	+7	+4	+7	+3	+5	+2	+2	+1
5	+2	1d12/II	1d20	+9	+6	+8	+4	+7	+3	+3	+1
6	+3	1d14/II	1d20+1d14	+10	+8	+9	+4	+10	+4	+3	+2
7	+4	1d16/II	1d20+1d16	+12	+10	+10	+5	+12	+4	+4	+2
8	+4	1d16+2/II	1d20+1d20	+13	+12	+12	+8	+13	+5	+4	+3
9	+5	1d20/II	1d20+1d20	+14	+14	+14	+10	+14	+5	+5	+3
10	+6	1d24/II	1d20+1d20	+15	+16	+16	+12	+15	+6	+6	+4

*THE SCAVENGER'S AGILITY MODIFIER ALSO MODIFIES CHECKS FOR THESE SKILLS.

SAVAGE

You figured out the only way to survive on Drongo it meet savagery with savagery, blow for blow. What you did not know was Drongo has an effect on all beings. Some were quite sane before coming to the planet, and in-deed many retain their sanity, nearly intact, but some are changed by the experience gradually descending into barbarism. Many of these people simply spend their short lives viciously lashing out at all they encounter, but a few are able to harness the rage and thrive on Drongo. By embracing the wild side they have become tough and resolved, and attuned to their surroundings and in the wilderness have a keen expertise in staying alive where lesser folks die. Many of these so called savages form clans of various structures for mutual defense and companionship and over generations these clans form complex structures incorporating customs that each member brings with it. Many are human but a significant number are of other races. Some clans are xenophobic while others are inclusive—seeing their alien brothers as a strength.

Hit points: Savages gain d8 Hit points per level

Weapon Training: The Savage is trained in the use of these weapons: battle-ax, club, dagger, hand ax, javelin, longbow, longsword, mace, short bow, short sword, sling, spear, staff, two-handed sword, and warhammer. Savages do not wear any form of armor, as it affects their movement abilities.

Alignment: The Savage is typically Neutral or Chaotic, for the only law they respect is the laws of nature.

Mighty Leap: The salvage's tremendous physical nature allows him to leap Action dice + 3 in feet. This can of course be boosted by luck this can be used once per day.

Stalking Prey (Agility) : Savages can walk or run without leaving any tracks and without being hampered by difficult terrain. DC 10 is for familiar terrain and DC 15 if not familiar with the terrain or environment.

Primal Instincts: While outdoors, the savage may make a Luck check to avoid being surprised. This is in addition to any perception and surprise checks.

Kill or be killed: The Savage primal instincts have come to work at highest efficiency, allowing him to detect attacks before they occur. This allows him to choose at the beginning of his turn to apply his deed die to Attack or Defense, boosting his attack or Armor Class by the amount rolled its either one or the other.

Wilderness Lore: The savage is in tune with his surroundings, and can move quickly and easily through his native lands to detect intruders. The Savage gain the ability to follow tracks, identify edible plants, and create basic shelters, and gains a +2 to all checks to avoid surprise.

Luck: savages add their Luck modifier to Armor Class.

Action dice: A savage will always uses his action dice for attacks. At 5th level a savage gains a second attack for each round with his second attack die.

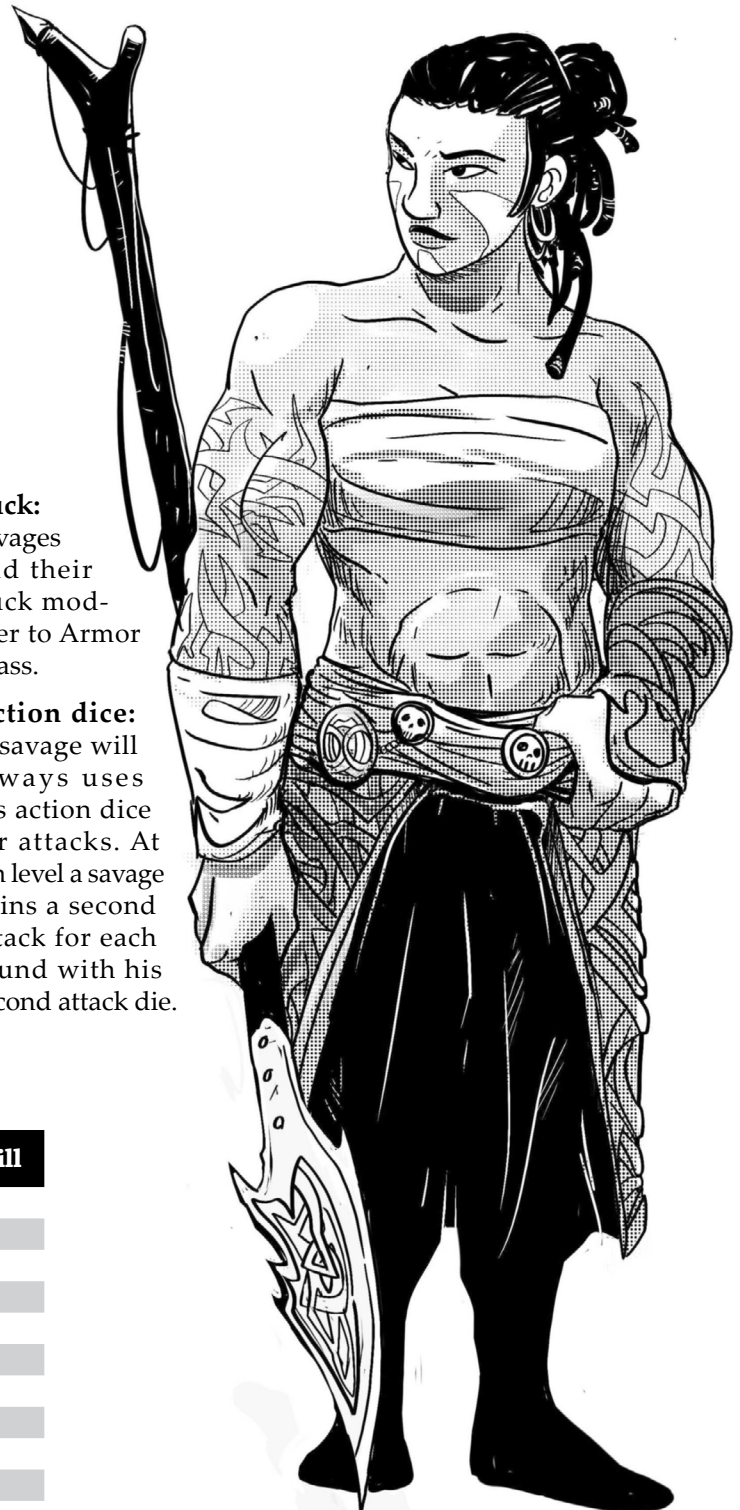


TABLE 2.12: SAVAGE

Level	Attack/ Deed Die	Crit Die / Table	Action dice	Ref	Fort	Will
1	d3	1d6/ III	1d20	+1	+1	+0
2	d4	1d8/III	1d20	+1	+2	+0
3	d5	1d10/ III	1d20	+2	+2	+1
4	d6	1d10/ IV	1d20	+2	+3	+1
5	d7	1d12/ IV	1d20+1d14	+3	+3	+1
6	d8	1d12/ V	1d20+ 1d16	+3	+4	+2
7	d10	1d16/ V	1d20+ 1d20	+3	+4	+2
8	d10+1	1d20/ V	1d20+1d20	+4	+5	+2
9	d10+2	1d24/ V	1d20+1d20+1d14	+4	+6	+3
10	d10+3	1d30/ V	1d20+d20+1d16	+5	+6	+3

SIMIAN

We are the Sons of the Lawgiver. We are simian. Humans came to our world, seeking to claim its riches. They dared to plant a flag and claim it in their name. We watched and waited, and then we struck, smashing everything and everyone save for the last two humans. We wanted to send them back to tell the rest of their kind that this world is ours and they were not welcome! The last two humans, properly beaten and shackled, were put on trial for crimes against Nature, found guilty by our elders, and put back on their ship and sent back to their home world as a warning.

Although the planet appeared devoid of intelligent life at first, the surviving crew members stumble upon a society in which apes have evolved into creatures with human-like intelligence and speech who lived in peace with nature in all its sciences.

When the simians returned the survivors to earth, it was a massive shock to humanity. Cries for war spread like wildfire. Both sides decided to take up arms and small units fought skirmishes on both worlds. In the end, diplomacy and peace prevailed. Since that time, simians have traveled the stars alongside man. Now nearly every world, spacecraft, and station has a simian delegation sent to watch, learn, and wait.

The simians see humans as vile beasts that must be contained, as their existence challenges both the Sacred Scrolls and the Simian Laws of Science. A few may be redeemable, they admit, but in large numbers, humans are not to be trusted. Remember the First Law, the simian clergy say, if they do this to the land, think of what they will do to you!

Body painting is sometimes practiced by those lawful simians who follow the teachings of the Second Scroll: An enemy who does not know you cannot defeat you. These followers only refer to each other as Brother and Sister. They are the protectors of the True Faith.

Hit Points: A simian gains 1d8 hit points at each level.

Weapon Training: Simians are trained in the use of these weapons: blackjack, club, crossbow, dagger, dart, garrote, hand ax, net, pistol, rifle, and short sword. They tend to favor light armor but can wear any.

Alignment: Simian society is as complex as human society, so a simian can be of any alignment.

Innate Naturalists: Simians are naturally skilled zoologists and botanists and keen to preserve the natural world. They apply their Luck modifier to answer any questions dealing with nature.

Camouflage: Drawing on their forest dwelling heritage they can briefly blend in with the forest for 1 round per point of Intelligence score. The DC to pierce this camouflage is 9, +1 per level of the simian.

Frightening Display: The victims of this display must succeed at a willpower save versus a DC of 12, +1 per level of the simian or the victim becomes so frightened that they must run away from the savage display of raw animal power for 1d4 rounds. If the victim makes their will save, they are immune to this display until the simian gains a new level.

War Cry: By means of a special undulating call, the simian may rouse other simians to fight in an enraged state for 1 round per level of the simian performing the war cry. This state grants affected simians a +1 bonus to hit and melee damage for every two levels of the performer. The war cry DC equals 11, +1 per level of the simian performing the war cry, plus intelligence bonus. This can be used once a day. Only lawful simians are taught this as part of the teachings of the Second Scroll.

Scent: Simians have an excellent sense of smell, gaining a +4 on any related checks. Simians can also track by scent. The DC is set by the Judge based on the terrain, weather, and time elapsed since the passage of the simians quarry.

Action Dice: Simians may use their action dice for attacks or any activity related to their special abilities.

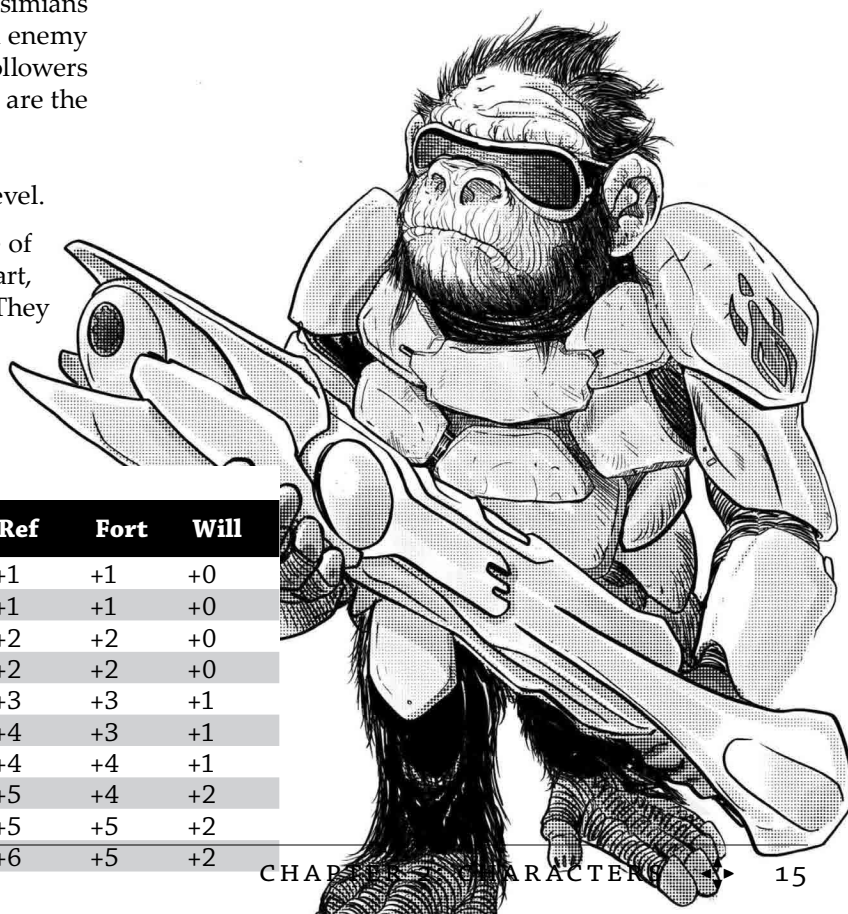
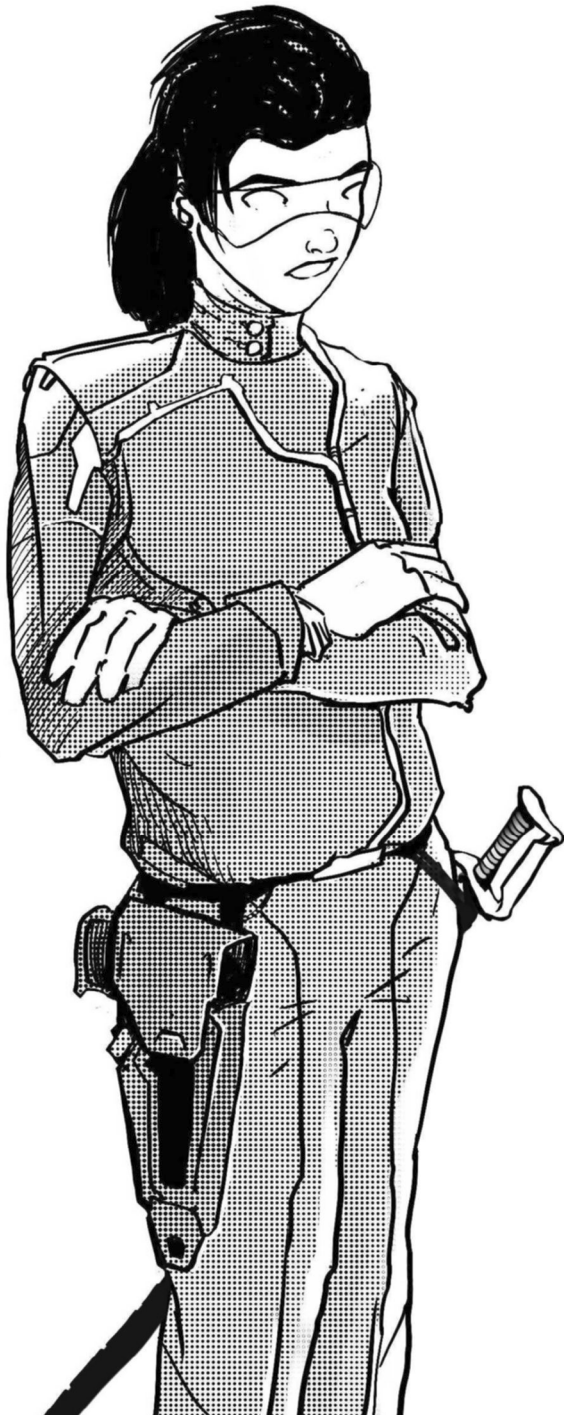


TABLE 2.13: SIMIAN

Level	Attack	Critical Die/ Table	Action Dice	Ref	Fort	Will
1	+1	1d10/II	1d20	+1	+1	+0
2	+2	1d12/II	1d20	+1	+1	+0
3	+2	1d14/II	1d20	+2	+2	+0
4	+3	1d16/II	1d20	+2	+2	+0
5	+3	1d20/II	1d20	+3	+3	+1
6	+4	1d24/II	1d20+1d14	+4	+3	+1
7	+5	1d30/III	1d20+1d16	+4	+4	+1
8	+6	1d30+2/III	1d20+1d20	+5	+4	+2
9	+7	1d30+4/IV	1d20+1d20	+5	+5	+2
10	+8	1d30+6/IV	1d20+1d20	+6	+5	+2

TACTICIAN



Not every battle goes to the most brutish, but to the one who can adapt to the situation at hand. You know you are no match for the horrors you have come across here so you use your wits to even out the playing field. It's no way you can stand toe to toe with the monsters you have seen, to survive you have to use your brains to out think, out wit and out last your opponents. Now if you can everyone to go along with the plan.

Hit Points: A tactician gains 1d6 hit points at each level.

Weapon Training: A tactician is trained in these weapons: crossbow, dagger, hand ax, pistol, short sword, sling, and staff. Tacticians tend to use only light armor because it is much easier to run in when needed.

Alignment: Tactics vary widely, so tacticians can be of any alignment.

Every Edge You Can Get: Tacticians are masters at two-weapon fighting, as follows: Normally, two-weapon fighting depends on the character's Agility to be effective (see pages 94–95 in the DCC core book). Your tactical knowledge has given you an edge. If your Agility is less than 16, you are considered to have an Agility of 16 when fighting with two weapons. This means you roll at one less die type for the first attack and second, based on the dice chain (typically 1d16 for the first attack, and 1d16 for the second). Use the normal two-weapon fighting rules if your Agility is over 16. A tactician can fight with two equal-sized one-handed weapons, such as two hand axes or two short swords. Unlike other characters, when fighting with two weapons a tactician scores an automatic critical hit on any roll of a natural 16. When fighting with two weapons, the tactician fumbles only when both dice come up a 1.

TABLE 2.16: TACTICIAN

Level	Attack/Deed Die*	Critical Die/Table	Action Dice**	Ref	Fort	Will
1	+d4	1d6/II	1d20	+1	+0	+0
2	+d4	1d6/II	1d20	+1	+1	+1
3	+d5	1d8/III	1d20	+2	+2	+1
4	+d5	1d8/III	1d20	+2	+2	+2
5	+d6	1d10/ III	1d20	+3	+3	+2
6	+d6	1d10/IV	1d20+1d14	+3	+3	+3
7	+d7	1d12/IV	1d20+1d16	+4	+4	+3
8	+d7	1d12/IV	1d20+1d20	+4	+4	+3
9	+d8	1d14/IV	1d20+1d20	+5	+5	+4
10	+d10	1d16/IV	1d24+1d24	+5	+5	+4

*You may only use your deed die against foes against whom you have successfully exploited a weakness.

**Applies to attacks with a single weapon. A tactician fighting with two weapons follows special rules as outlined in the class description.

Exploit Weakness: After 1 round of combat, the tactician may discover weaknesses in one targets fighting style. The tactician uses a move action and makes an exploit weakness check modified by his Intelligence. If the check succeeds, for the rest of the combat the tactician receives the benefits described on the table below. If you have found a way to exploit your foe’s weakness you also get to add your deed die when attacking that opponent.

TABLE 2.14: EXPLOIT WEAKNESS

Exploit Weakness	Damage Bonus	Tactical Awareness
1-11	Failure	Failure
12-13	+1	+0 AC
14-16	+2	+2 AC
17-22	+3	+3 AC
23+	+4	+5 AC

Knowledge of the Enemy: Knowing how to antagonize an opponent can be the difference between life and death on the battlefield. You have studied the behavior of every kind of creature you have met and now you plan to put that knowledge to good use. You have mastered the taunts and tricks that can force an enemy to play into your plans. You may try this at the beginning of your second combat round with one type of foe.

TABLE 2.15: KNOWLEDGE OF THE ENEMY

Roll	Effect
1-11	No effect
12-14	You know how to enrage this type of opponent. They are Infuriated and attack with abandon taking a -1 to AC and all saves until the end of your next round.
15-18	You have figured out how to keep the target focused on you for 1d4 rounds. So long as you have their attention they take a -2 penalty to AC and all saves for everyone else, but they gain a +2 to hit you.
18-19	Your knowledge of what this foe hates has caused it to lose all interest in your allies and run to attack you! Your foe will blindly rush for you. The opponent takes a -3 to AC and all saving throws until it manages to hit you the first time in melee.
20+	Your actions have attracted the attention of every enemy not engaged in melee. They have decided they have had enough of you, but you stand ready for them. You meet them head on, your next attack gains a + d8 to hit and + d10 damage for the next round of combat only. If you manage to strike and kill even a single one, all enemies that moved to engage you must make immediate morale checks and flee for 1d6 rounds if they fail.

“Trust me, I have a plan.” The tactician can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the tactician for a full round for the plan to be explained, and the tactician must make an intelligence check (DC 10). An inspired ally gains a +2 bonus to morale on saving throws, attack rolls, and damage rolls. The effect lasts for a number of rounds equal to the tactician’s Intelligence modifier.

A tactician cannot grant morale bonuses to herself. The tactician can inspire a number of allies equal to one-half her level, rounded down (to a minimum of one ally).

Attack Modifier: Unlike other classes, tacticians do not receive an attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. The deed die can only be used against foes you have successfully used your Exploit a Weakness special ability. Against all other enemies, you have an attack modifier of +0.



PSIONIC POWERS

Psionic powers are generated entirely by the strange and seldom understood workings of the mind. While the use of magic can be bargained for and studied, the awakened creates psionic energy from pure thought by using areas of the brain usually left untapped to do things few can comprehend. The ability to control the workings of the universe with one's mind is tied to the secret of the meaning of existence. While the mind may unlock certain secrets and delve into the untapped power of creation that is still left over in the filaments of every world, no one has ever been able to discover more abilities. Thus, the abilities that follow are by no means all the powers in the universe. They are merely some that are known among the more esteemed Mentalists. Each psionic power entry includes the following elements.

Manifestation

When one Mentalist faces another, he does not necessarily know what powers are being thrown at him; all he can observe is the visual effect. This entry provides options for the visual manifestation of a power. When a Mentalist first learns a power, he learns to create it with one of these manifestations. (The player can roll randomly or choose.) The same power may have completely different manifestations in the hands of different Mentalist.

Corruption

For psychic powers, a randomized list of potential corruption effects, which can potentially occur when the caster rolls a natural 1.

Misfire

For mental powers, a randomized list of potential misfire effects, which can potentially occur when the caster rolls a natural 1.

Madness

Low-level psionic users are powerful. High-level psionics fear for their sanity. Continual exposure to the wonders of the universe and peering into the depth of other creatures mind results in—changes. Exposure to unspeakable truths, foreign intelligences from other planes, elemental energies in toxic quantities, all affect an awakened mentalist over the course of his career.

Each time an awakened rolls a natural 1 on a skill check; he suffers the effect of the failure. Moreover, his abilities may misfire and he may suffer madness. The individual entries include specific results associated with a natural 1 on each check, as well as misfire and madness results specific to the ability. If this is required, the roll is 1d20 plus the ability level plus the awakened mentalist's Luck modifier. In select circumstances, other modifiers may apply as well (e.g., faulty equipment). Certain kinds of failed psychic powers may trigger madness more often, as indicated and adjusted by the psychic table.

An awakened that suffers madness may burn a point of Luck to avoid the madness. The Luck can be burned after the player rolls to determine the specific madness result. Patron taint is considered corruption for these purposes.

Psychic Anomalies

The power of the mind has never been fully realized and tapping into such an unknown and powerful source can have unforeseen consequences. As a result, the effect of psionic usage varies according to who wields its power. A psionic power invoked by one awakened may be more powerful or at least different from the same ability exercised by a peer. These variations are unpredictable, as the subtleties that produce them can never be fully cataloged. When an awakened learns a new mental power roll once on Table 3.2 to determine how that power manifests in his hands. This percentile roll is adjusted by the character's Luck modifier x 10; i.e., a +2 Luck modifier gives a +20 on the check

TABLE 3.1: PSIONIC ABILITIES

d8	1st level	2nd level	3rd level	4th level	5th level
1	Adapt Body	All-Seeing Eye	Astral Form	Clairvoyant Sense	Bend Reality
2	Attraction	ESP*	Astral Warrior		Id Stalker
3	Color Spray*	Forget*	Consult Spirit*		Mind Purge*
4	Comp. Languages*	Immobilize	Fly*		
5	Detect Psionics	Levitate*	Haste*		
6	Feather Fall*	Scare*	Transference*		
7	Psionic Blast				
8	Sleep*				

* These psionic powers are identical to the wizard spells of the same name. See the DCC rulebook for details.

TABLE 3.1: PSYCHIC ANOMALIES

d100	Side effect
01–09	Sleep of ages. After using this ability, the awakened must make a Fort save (DC 5 + the Power's level) or fall into a deep sleep for 1 day for each level of the ability. He cannot be awakened by any mundane, technological, psionic or magical means during this time.
10–14	Luck distortion. For 1d4 rounds following the use of this ability, take a -2 penalty to all rolls.
15–16	Open a planar rift. Using this power tears a jagged hole in the warp and weft of the multiverse. There is a cumulative 1% chance that a horror from the outer dark steps through the rift. The fearsome creature has HD equal to the user's level + 5. Roll 1d3: (1) the monster steals this psionic ability from the PC's mind before vanishing forever; (2) the monster attacks the character and fights to the death; (3) the monster seeks to strike a bargain, offering the character forbidden knowledge (Judge's choice) in exchange for the souls of the character's party.
17–18	Memories of a dying god: Using this ability accesses the memories of a dying god. The user must succeed on a DC 13 Will save or be overcome for 1d3 rounds by hallucinations of a bloody god-war. If the character ever succeeds on the Will save with a natural 20, he triumphs over the god and is never troubled by these hallucinations again. Once dispelled, all future checks for this ability are made with 1d24.
19–20	Ravenous: the user becomes ravenously hungry after using this ability. Hungry people are often cranky, so the awakened suffers a -2 Personality until he is able to eat.
21–24	Weal or woe. Each time this ability is used, there is a random 10%-60% chance that the user's Luck score is altered by its power. If the character's Luck is affected, it either is raised 1 d3 points (50% chance) or lowered 1d3 points (50% chance).
25–28	Fear and loathing. The character is forbidden knowledge inspires fearsome antipathy in intelligent beings. Friendly allies are immune, but all others are affected as follows: those of half the user's HD or less must make morale checks or flee; those of greater HD focus all their attacks on the character.
29–34	Prismatic distortion. Nearby light is distorted. Roll 1d6: (1) area within 20' darkens to shadow; (2) all light sources (torches, flashlights, lanterns, etc.) within 20' are extinguished; (3) incandescent flash upon completion of the ability; (4) all colors are drained within 20' of user for 1d6 rounds; (5) light takes on a green/orange/blue/yellow hue for 1d4 rounds; (6) shadows multiply from different directions for 1d8 rounds after completion, as if there were additional invisible light sources.
35–39	Unwanted attention. Using this ability draws the attention of a powerful supernatural being, who watches the user for 10 minutes. Roll 1d4: (1) a bloodshot eye opens on the character's forehead, seeing everything the character sees; (2) a small glowing animal (crow, frog, cat, etc.) appears and follows the character around; (3) the character and his allies feel as if something huge and terrible is standing right behind them; (4) an agent of the supernatural being appears and interrogates the character on his use of this power.
40–44	Loud enough for you? Due to the mental demands of this ability, the caster must chant loudly to use it, which effectively negates any chance of remaining undetected before the use of the power is completed.
45–65	No change. The ability manifests as standard.
66–69	A thousand silent screams. Using this ability steals mental energy from a dying world, and any use of the power causes the death of untold thousands. Every night following a use of the ability, the character is haunted by mental communications from a distant sorcerer-king desperate to save his people.
70–75	Call of the outer dark. Strange chimes scream in the air and foreign stars waver above the character. Anyone looking at the character must make a DC 10 Will save or be entranced for 1d3 rounds. Attacking entranced characters instantly frees them from their enchantment.
76–80	Temporal echo. Each time the character uses this ability, he predicts the numerical result of his spell check roll. If he rolls this number exactly, the ability automatically re-casts itself each round for 1d3 rounds. The predicted result must be a successful ability check; predicting a failed result has no effect.
81–82	A sight terrible to behold. The character becomes fearsome when using this ability. Roll 1d6: (1) the character appears to grow in size; (2) the character takes on a horrid expression; (3) the character glows a fiery red; (4) the character's body is shadowed while his face is brightly lit; (5) the aspect of the character's patron towers above him; (6) the wind whirls around the character.
83–84	Yellow Triangle. A yellow triangle flares brightly on the character's forehead each time the ability is used. The triangle casts a circle of light 25' in diameter per ability level.
85–86	Planar blink. After using this ability, the character unpredictably blinks in and out of this plane of existence, granting a +4 bonus to the character's AC at cost of a -4 penalty to all attacks. The effect lasts for 1 round per ability level. There is a 1% chance per ability level that the user does not return from his involuntary jaunt across the cosmos.
87–90	Phase out. After using this ability, the character shifts out of phase with the world, making him invisible and invulnerable to attack but preventing him from interacting with his environment. This state lasts for 1d6 rounds +1 round per level of the ability.
91–92	Psychic focus. Using this ability clears the character's mind and prepares him to channel further energy. For 1d4 rounds after the power is used, the user receives a +4 bonus to other ability checks. This effect does not stack with itself.
93–94	Powerful mentalist. Spell check die is improved by one step on the dice chain (e.g., d20 becomes d24).
95	Natural talent. Instead of rolling as normal on a spell check, the character rolls a die type improved by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d30).
96	Skeletal mind. The character's skin and internal organs become transparent for 1d6 rounds after using this ability, making him appear as a clothed skeleton. Although likely to be mistaken as an un-dead, the character also enjoys a +2 bonus to his AC against missile attacks.
97	Cannibal mind. The character suffers damage equal to 1d4 + the ability's level each time he uses it, unless he is physically touching another individual willing to suffer the damage in his stead. Unwilling or unknowing individuals cannot be forced to suffer for the user.
98	Third eye. The use of this ability causes a fully functioning third eye to appear on the user's forehead. The eye remains for 1d3 rounds. During that time, this third eye has its own 1d20 action die under the control of the player, with which it can speak, wield abilities as the character could, or spout cryptic wisdom.
99	Roll again twice.
00	Psionic static bubble. In the round following the use of this ability, all other mental abilities (including the user's own) used within 100' suffer a -4 penalty to usage checks.

ADAPT BODY

Level: 1 Range: Personal Duration: See below Casting Time: 1 standard action Save: N/A

General	Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.
Manifestation	Roll 1d5: (1) nothing visible; (2) caster's head glows; (3) caster's eyes turn misty; (4) shimmering waves emanate from caster's skull; (5) flashes of light jump from caster periodically.
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;
Misfire	Roll 1d4: (1) caster causes a fire to erupt on his person, as his clothing, scrolls, or other possessions suddenly catch fire, dealing 1d4 damage before sputtering out; (2) caster makes himself more vulnerable to fire; he receives a -2 save penalty against fire-based effects and suffers an additional point of damage from fire for the next 1d4 hours; (3) caster creates a wave of cold that passes instantaneously but not before deep-freezing all liquids on his person (including potions); (4) caster lights a fire at the feet of one randomly determined person within 50', inflicting 1d4 damage.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) madness + misfire + patron taint; (1-2) Madness; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	The caster gains limited resistance to fire. For the next turn, he ignores 1 hp of fire damage each round
14-17	For the next turn, the caster ignores up to 2 hp of fire damage each round. Additionally, the caster gains a +2 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells).
18-22	For the next turn, the caster ignores up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.
23-27	For the next turn, the caster ignores up to 10 hp of fire damage each round, and allies within 10' also resist up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.
28-31	The caster creates a shield of fire resistance around himself for one turn. All heat or fire damage within 20' is suppressed; the caster and creatures within 10' ignore a collective 30 hp of fire damage each round. As the "heat sink" is absorbed, the caster selects where any overflow damage is directed. For example, if all allies within 20' take 17 hp of fire damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of fire damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.
32+	The caster and all allies within 30' are immune to fire and heat for the next turn. The caster takes no damage from fire, lava, magma, fireballs, and so on. The caster cannot be set afire, nor will objects in contact with him ignite.



ALL-SEEING EYE

Level: 2	Range: Self	Duration: 1 round or more	Casting time: 1 round	Save: N/A
General	Using looking into your inner self, you perceive part of the many futures. In doing so, you gain insight about the consequences your actions will bring.			
Manifestation	Roll 1d3: (1) a third eye appears in the caster's forehead; (2) the caster's eyes glow; (3) the caster's eyes are fused shut but he can still see.			
Corruption	Suffer 1d4 madness effects for d8 days			
1	Lost, failure, and worse! You suffer a negative d4 to all actions for d6 hours.			
2–11	Lost. Failure.			
12–13	For one round, the caster glimpses the future. In doing so, he gains great insight into the most effective manner to complete any action. The caster receives a +4 bonus to a single roll of his choosing on his next round, whether it's an attack roll, damage roll, skill check, power check, or something else.			
14–17	The caster has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The caster gets a sense of whether the action will be to his benefit or harm. There is a 75% chance that the sense the caster receives is accurate.			
18–19	The caster has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The caster gets a sense of whether the action will be to his benefit or harm. There is an 80% chance that the sense the caster receives is accurate.			
20–23	For the next hour, the caster receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is an 85% chance that the sense is accurate. By concentrating, the caster can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.			
24–27	For the next hour, the caster receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 90% chance that the sense is accurate. By concentrating, the caster can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.			
28–31	For the next day, the caster receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 95% chance that the sense is accurate. By concentrating, the caster can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a caster could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his cause.			
32+	The caster has read the tablets of time. For the next month, he receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 99% chance that the sense is accurate. By concentrating, the caster can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a caster could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his cause. In addition, the caster receive a +1 bonus to all rolls while the second sight is active, reflecting his general insight into the consequences of all actions			

ASTRAL FORM

Level: 3	Range: Self	Duration: Instant/1 hour (see text)	Casting time: 1 standard action	Save: none
General	Following in the Old Master's path, the caster has succeeded in learning how to place his soul within an amulet or gem (worth no less than 1d8 x 100 gp) while still maintaining control of his mortal body. The caster has no awareness of the phylactery or its surroundings when inhabiting a body. If his mortal form is slain, his awareness returns to the phylactery and he has a variable period of time to inhabit a new body before his soul departs. Any new body must be living and physically touch the phylactery; the victim receives a Will save vs. spell check to resist being forced from its shell.			
Manifestation	Roll 1d3: (1) caster's body takes on a pallid air and his eyes glaze over as his soul is sent into the phylactery; (2) a crack resounds in the heavens and the air smells of copper and burnt offerings; (3) the caster crumples to his knees, howling in spiritual agony as his soul is torn from his mortal shell.			
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;			
Misfire	Character fades into a shadow for 1d6 turns unable to effect anything			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness; (1-2) corruption; (3) madness; (4+) misfire.			
2-11	Lost. Failure.			
12-13	The caster places his soul within the chosen phylactery. His body can travel no further than 10 miles from the phylactery; any further distance causes the body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d6+CL hours to inhabit a new body before his soul dissipates into nothingness.			
14-17	The caster places his soul within the chosen phylactery. His body can travel no further than 50 miles from the phylactery; any further distance causes the body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d10+CL days to inhabit a new body before his soul dissipates into nothingness.			
18-19	The caster places his soul within the chosen phylactery. His body can travel no further than 100 miles from the phylactery; any further distance causes the body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d16+CL days to inhabit a new body before his soul dissipates into nothingness.			
20-23	The caster places his soul within the chosen phylactery. His body can travel no further than 500 miles from the phylactery; any further distance causes the body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d20+CL days to inhabit a new body before his soul dissipates into nothingness.			
24-27	The caster places his soul within the chosen phylactery. His body can travel no further than 1,000 miles from the phylactery; any further distance causes the body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d6+CL weeks to inhabit a new body before his soul dissipates into nothingness.			
28-29	The caster places his soul within the chosen phylactery. His body can travel anywhere on this plane, but extraplanar travel (even for an instant) causes his body to die and the soul's awareness to return to its vessel. Without a body to sustain him, the caster has 1d10+CL weeks to inhabit a new body before his soul dissipates into nothingness.			
30-31	The caster places his soul within the chosen phylactery. His body can travel anywhere in the multiverse without restrictions. If the caster's body is slain, he has 1d16 + CL weeks to inhabit a new body before his soul dissipates into nothingness.			
32+	The caster places his soul within the chosen phylactery. His body can travel anywhere in the multiverse without danger. If the caster's body is slain, he has 1d100 + CL years to inhabit a new body before his soul dissipates into nothingness.			

ASTRAL WARRIOR

Level: 3	Range: Self	Duration: Varies	Casting time: 1 round	Save: None
General	You are able to reach across the astral plane and force a warrior to serve on your behalf.			
Manifestation	Roll 1d4: (1) a simple cloth doll grows to become a life sized shield maiden, replete with armor and wielding a spear; (2) a lock of blond hair is consumed in a burst of light, leaving a shield maiden standing in the dissipating smoke; (3) the caster draws a line across his palm with a dagger and a shield maiden emerges from the pooling blood; (4) the caster calls out to the sky and a shield maiden appears, stepping from between the rays of the dazzling sun.			
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;			
Misfire	The creature summoned turns on the caster, attacking for 1d6 rounds before vanishing into mist.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness (1-2) corruption; (3) madness; (4+) misfire.			
2-11	Lost. Failure.			
12-13	A shield maiden appears with stats as a level 1 warrior, 10 hp, and mundane equipment. The maiden serves for 1 hour before vanishing into mist, freed from her indenture.			
14-17	A shield-maiden appears with stats as a level 2 warrior, 15 hp, and mundane equipment. The maiden serves for 1 day before vanishing into mist, freed from her indenture.			
18-19	A shield maiden appears with stats as a level 3 warrior, 20 hp, and mundane equipment. The maiden bears a kite shield, granting +1 to her master's AC against ranged attacks and +1 to saves against physical damage. The maiden serves for 1 week before vanishing into mist.			
20-23	A shield maiden appears with stats as a level 4 warrior, normal ability scores, 25 hp, and armed with a +1 spear. The maiden bears a great shield, granting +2 to her master's AC, +3 vs. ranged attacks and +2 to saves against physical damage. The maiden serves for 1 month before vanishing into mist, freed from her indenture.			
24-27	A shield maiden appears with stats as a level 4 warrior, one exceptional ability score, 25 hp, and armed with a +2 spear. The maiden bears a great shield, granting +2 to her master's AC, +3 vs. ranged attacks and +2 to saves against physical damage. Any time a physical attack succeeds against her master, the shield maiden can make an immediate counterattack against the foe that struck her master. The maiden serves for 1 year before vanishing into mist, freed from her indenture.			
28-29	A shield maiden appears with stats as a level 5 warrior, two exceptional ability scores, 30 hp, and armed with a +2 spear. The maiden bears a great shield, granting +2 to her master's AC, +3 vs. ranged attacks, and +2 to saves against physical damage. Any time a physical attack succeeds against her master, the shield maiden can make an immediate counterattack against the foe that struck her master. The maiden serves for 1 year before vanishing into mist.			
30-31	A shield maiden appears with stats as a level 6 warrior, three exceptional ability scores, 35 hp, armed with a +2 spear, and astride a pegasus. The maiden bears a great shield, granting +2 to her master's AC, +3 vs. ranged attacks, and +2 to saves against physical damage. Any time a physical attack succeeds against her master, the shield maiden can make an immediate counterattack against the foe that struck her master. The maiden serves for 10 years before vanishing into mist.			
32+	A shield maiden appears with stats as a level 7 warrior, four exceptional ability scores, 50 hp, and armed with a +2 spear, astride a pegasus. The maiden bears a +1 great shield, granting +3 to her master's AC, +4 vs. ranged attacks, and +3 to saves against physical damage. Any time a physical attack succeeds against her master, the shield maiden can make an immediate counterattack against the foe that struck her master. The maiden serves for the remainder of her master's life. Upon the caster's death, she vanishes into mist, freed from her indenture.			

ATTRACTION

Level: 1 Range: Close (25 ft. + 5 ft./2 levels) Duration: 1 hour/level Casting time: 1 standard action Save: Will negates

General	You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, “reasonable” means that, while attracted, the subject doesn’t suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won’t perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can’t command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).
Manifestation	Roll 1d6: (1) flash of light; (2) lulling harmony; (3) black cloud; (4) glittering pixie dust; (5) black beam; (6) moonbeam from above
Corruption	Roll 1d4: (1) caster’s skull expands grotesquely as his brain doubles in size; (2) caster’s eyes turn permanently clouded; (3) caster’s thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald.
Misfire	Roll 1d4: (1) caster falls in love with intended target; (2) 1d4 randomly determined nearby creatures fall in love with each other; (3) caster inadvertently puts intended target to sleep (Will save to resist); (4) target is not charmed but instead repulsed and angered by caster.
1	Lost, failure, and worse! Roll 1d4 modified by Luck: (0 or less) corruption + misfire + madness; (1–2) corruption; (3) madness (or corruption if no patron); (4+) misfire.
2–11	Lost. Failure.
12–13	A single target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.
14–23	A single target must make a Will save or fall under the caster’s complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target’s willpower must be forcibly subverted for the caster to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the wizard’s control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3–6 = one month; Int 7–9 = three weeks; Int 10–11 = two weeks; Int 12–15 = one week; Int 16–17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster’s control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up.
24–31	The caster can target a number of creatures equal to 2d6 + caster level. Each target must make a Will save or fall under the caster’s complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3–6 = one month; Int 7–9 = three weeks; Int 10–11 = two weeks; Int 12–15 = one week; Int 16–17 = three days; Int 18+ = next day.
32+	The caster can influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. The caster can attempt to charm up to 100 people at once, as long as they are within his line of sight – there is no effective range limit, and the targets need not be grouped together (e.g., if the wizard is scrying to observe five armies at once, he can target 20 people from each army). Targets of equal or fewer HD than the casters do not receive a saving throw. Those with greater HD than the caster receive a Will save. Failure indicates the targets fall under the caster’s complete control and consider him their close friend. The targets receive another save to break the charm according to their original Intelligence, as follows: Int 3–6 = one month; Int 7–9 = three weeks; Int 10–11 = two weeks; Int 12–15 = one week; Int 16–17 = three days; Int 18+ = next day.

BEND REALITY

Level: 5 Range: See text Duration: See text Casting time: 1 standard action Save: Will save vs. spell check if unwilling

General	Bend reality lets you create nearly any type of effect to reverse the die roll just made or about to be made.
Manifestation	Roll 1d3: (1) caster freezes for the duration of the casting time, perceiving the strands and threads of fate that make up the universe; (2) large, pale, interdimensional spiders descend through rifts in reality, drawing threads of fate-silk behind them; (3) a dusky hue passes over the caster's vision and all living creatures within his sight appear as corpses, as he witnesses the inevitable end to all living things.
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald.
Misfire	Caster winks out of existence for 1d4 rounds. When they reappear they take 4d6 damage.
1	Misfire. Suffer madness.
2–11	Lost. Failure.
12–14	The caster can alter a single saving throw, ensuring that a failed save is successful or a successful save is failed.
15–19	The caster can alter 1d3 saving throws or attack rolls, making failed rolls successful or vice versa.
20–23	The caster can alter 1d7 saving throws, attack rolls, power checks, spell checks, skill checks (including thief skills), or damage rolls. He can make failed checks successful or vice versa or ensure maximum or minimum results on damage rolls. Altered abilities succeed at the lowest possible power check result, or fail, but are not lost.
24–27	As result 18–23 above or the caster can cause 1d3 targets to suffer Critical failures or successes to attack rolls or spell checks.
28–31	As result 18–23 above and the caster can cause 1d6 targets to suffer Critical failures or successes to attack rolls or spell checks.
32+	The caster can alter 1d8 saving throws, attack rolls, spell checks, skill checks (including thief skills), or damage rolls, and cause 1d7 targets to suffer Critical failures or successes to attack rolls or spell checks. Alternatively, for 1d5+CL rounds, the caster determines the failure or success of every die rolled within the spell's radius. This includes attacks, saving throws, spell checks, skill checks (including thief skills), and damage rolls. Damage rolls can be maximized or minimized. Altered spells succeed at the lowest possible check result, or fail, but are not lost. The caster's control of fate is not fine enough to determine Critical failures or successes for attacks and spell checks (though such results can still be generated naturally). There is a 5% cumulative chance per round that the Fates reject the caster's intervention, ending the spell and inflicting 1d20 damage to all creatures within the spell radius.

CLAIRVOYANT SENSE

Level: 4	Range: See text	Duration: 1 min./level	Casting time: 1 standard action	Save: None
General	You can see and hear a distant location as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your clairvoyant sense doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it. The caster extends his senses beyond the normal human range to observe distant events or glimpse the truth.			
Manifestation	Roll 1d4: (1) caster's eyes turn dead white; (2) a third eye opens in the caster's forehead; (3) fleshy antennae extend from the top of the caster's head; (4) caster's eyes vanish completely from their sockets.			
Corruption	Roll 1d6: (1) caster's eyes permanently vanish (sight is unaffected); (2) caster gains a permanent third eye; (3) caster's ears become bat-like; (4) caster's eyes never close, even in sleep; (5) caster sees meaningless visions from time to time that may interrupt his concentration (judge's discretion); (6) strange events from distant lands can be seen in the caster's eyes.			
Misfire	Roll 1d4: (1) caster observes false events, believing them to be true; (2) caster struck blind and deaf for 1d4 hours; (3) caster broadcasts embarrassing or dangerous secrets to those under observation; (4) caster's eyes literally fall out of his head and roll away, blinding him until they are placed back in their sockets.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness; (1–2) corruption; (3) madness; (4+) misfire.			
2–11	Lost. Failure.			
12–16	The caster can see magical auras, invisible creatures, and pierce illusions of all types to see creatures and objects in their true forms. This mystical sight also reveals secret doors and traps if they are present. The enhanced vision has a limit of 60'.			
17–20	As above, but the caster also gains x-ray vision, allowing him to see through up to 30' of stone and 60' of wood or other less-dense material. Lead or gold foils x-ray vision.			
21–26	The caster extends his hearing to detect sound and conversation at a distance. The caster must choose a location either well known to him (his own home, for instance) or within sight of his current position (beyond a closed door, a copse of trees, the roof of a nearby tower, etc.). The caster clearly hears any normal noises occurring within a 60' radius of that designated locale.			
27–31	Similar to the above, but the caster extends his vision to observe whatever is in seeing distance from his designated location. Illumination is a factor, and the caster can only observe an area in a 10' radius from his chosen point if the space is dark. The caster's sight is considered normal for this effect and does not gain the additional spectra of vision noted above.			
32+	The caster creates an invisible eye that he can send out to reconnoiter or spy for him. The eye moves at 30' per round and is incorporeal, so it can pass through solid matter. It "sees" up to 10' in darkness and up to 60' in brightly lit conditions. The eye can see magical auras, invisible creatures, and discern illusions. It sees traps if they are present. There is no limit on how far the eye may travel from the caster, but it vanishes when the spell expires regardless of position.			

DETECT PSIONICS

Level: 1	Range: 30 ft. Duration: Concentration, up to 1 min./level	Casting time: 1 round	Save: Will vs. spell check DC (sometimes)
General	You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. The caster knows if there has been a psionic enchantment laid upon a person, place or thing within range.		
Manifestation	Roll 1d3: (1) a glimmering path of light connects the caster and his chosen target(s); (2) the eyes of the connected casters glow with the same eerie blue illuminations; (3) sparks of magical lightning flicker between the connected casters.		
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;		
Misfire	Character is struck blind for 1d4 hours		
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness; (1-2) corruption; (3) madness; (4+) misfire.		
2-11	Lost. Failure.		
12-16	The caster is aware of psionic enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as abilities. The caster cannot distinguish which portions of the targets are psionically enhanced. For example, a creature enchanted by a psionic ability or carrying a psionic weapon or item registers simply as "psionic," so the true extent and nature of the psionic ability is not always evident. The caster does not receive any information on the nature of the psionic ability, only its existence. Intelligent magic creatures and creations that wish to hide their psionic nature can do so with a Will save. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.		
17-20	The caster is aware of psionic object or creature within range. This includes weapons or armor worn by a creature, as well as abilities. The caster cannot distinguish which portions of the targets are psionically enhanced.		
21-24	The caster can determine exactly which objects or creatures are psionic within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as psionic. Further the caster receives a rough gauge of the psionic's strength, revealed as the approximate level of an ability, the general range of bonus (or plus) for weapons or armor, and so on.		
25-31	The caster can determine exactly which objects or creatures are psionic within range. In addition, this ability reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, undead, etc.). The caster can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as psionic. Further, the caster receives a rough gauge of the psionic's strength, revealed as the approximately level of an ability, the general range of bonus (or plus) for weapons or armor, and so on.		
32+	To an extended range of 120', the caster can determine exactly which objects or creatures are psionic and magically enchanted. In addition, the ability reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The caster can distinguish between psionic, magical creatures, and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical or Psionic" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the caster receives a very precise understanding of the items or person's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).		

ID STALKER

Level: 5	Range: Varies	Duration: Varies	Casting time: 1d4 Hours	Save: None
General	By manifesting this power, you generate psychic monster of the Id to kill or capture his quarry. This power creates either a lesser or greater id stalker, whose statistics follow on the next page.			
Manifestation	Roll 1d4: (1) the stalker coalesces from the shadows and then streaks off in search of its target; (2) caster vomits up a mass of bile and cancerous flesh that assumes the stalker's form; (3) the target dreams of a faceless entity pursuing him every night until the stalker finds him; (4) the target's possessions burst into flames and the stalker forms from the smoke it creates.			
Corruption	Roll 1d4: (1) caster gains a mania about where his allies or enemies are at any given moment; (2) caster begins to eat like a hound, eschewing silverware to eat and drink with his mouth alone; (3) caster takes on a doglike appearance; (4) caster has horrible nightmares of being chased that might cause temporary Stamina loss at the judge's discretion.			
Misfire	Roll 1d5: (1) a lesser unerring hunter appears and attacks the caster; (2) the caster offends the hunter race and cannot attempt to cast this spell again until either 1 year has passed or he undertakes steps to make amends (judge's discretion); (3) target becomes aware it is being sought and knows who is attempting find it; (4) target's possession is destroyed in the attempt and the caster must find a new item to replace it; (5) caster is targeted by a lesser unerring hunter that attempts to capture him and bring him to his intended target.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness; (1-2) corruption; (3) madness; (4+) misfire.			
2-11	Lost. Failure.			
12-14	The caster conjures a lesser id stalker to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster must have an object belonging to the target in order for the stalker to lock on to its victim. Without such an item, the ability fails. If given the wrong item (an object belonging to someone other than the intended quarry), the stalker carries out its mission on the owner of the item regardless of the caster's wishes. The stalker can track down a single target up to 10 miles away and pursues its prey for up to 24 hours.			
15-17	The caster conjures a lesser id stalker to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster does not need an object belonging to the target, but without it there is a possibility that the stalker fails to "find the scent" of its intended prey. If the caster lacks an object but has seen the target personally, the stalker has a 90% chance of successfully tracking the victim. If the caster has seen an image of the intended target, the stalker has a 75% chance of finding its victim. If the caster has only a verbal description of the intended target, the stalker has just a 50% chance of locating its quarry. A stalker that fails to find the scent of its prey dissipates after an hour and the ability cannot be used again until 24 hours have passed. The lesser id stalker can track its target for up to 250 miles or for two weeks.			
18-21	The caster conjures a greater id stalker to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. It tracks its target up to 500 miles away or until 1 month has passed. It always finds the trail of its target regardless of whether the caster has an object belonging to its victim or not.			
22-26	The caster can either summon a lesser id stalker that pursues its target regardless of distance/time until it is either successful or destroyed, or the caster can set a greater id stalker against a foe that is up to 1,000 miles away or for up to three months' time. No object belonging to the target is needed.			
27-31	The caster can summon up to three id stalkers to pursue multiple targets or a single id stalker that relentlessly tracks its target until successful or destroyed. Multiple lesser id stalkers can be sent against a single target and all three must be destroyed to prevent the ability from being renewed against the target for one month's time. Regardless of whether multiple lesser stalkers, or a single greater stalker, are summoned, there is no limit to time or distance on the hunt, and an object relating to the target is not required.			
32+	The caster summons three greater id stalkers to track down his target. These stalkers can track their quarry across any distance and into other planes of existence if necessary. They hunt until their assigned mission is successful or they are destroyed. An object belonging to the target is not required.			

IMMOBILIZE

Level: 2	Range: Touch or more Duration: 1 round or more Casting time: 1 round Save: Will save vs. spell check
General	The character's force of will prevents his enemies from raising a hand to perform baleful deeds.
Manifestation	Roll 1d4: (1) crackle of electricity; (2) black ropy binds; (3) white pallor; (4) ethereal gray mist.
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;
Misfire	Enemies get a +1d6 bonus to strike and damage the caster for the duration of the combat.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire +madness; (1-2) corruption; (3) madness; (4+) misfire.
2-11	Lost. Failure.
12-13	The caster's hands and melee weapons are charged with the energy of paralysis. The caster must make a normal attack on his next round. If it succeeds, he causes normal damage and his enemy must succeed on a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.
14-17	The caster's melee weapons and missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.
18-20	The caster designates one creature within 30' and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.
21-26	The caster designates up to three targets within 100' and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.
27-31	The caster imbues his touch with the power to paralyze an enemy. The caster retains the latent paralysis touch for up to 24 hours. At any point during that time, he may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.
32+	Choose any one of the effects above, and the duration of the paralysis is doubled.

PSIONIC BLAST

Level: 1	Range: 150' or more	Duration: Instantaneous	Casting time: 1 action or 1 turn (see Save; None Below)
General	The caster projects a burst of mental energy that automatically hits an enemy.		
Manifestation	Roll 1d8: (1) glowing force rays; (2) force dagger; (3) force fist; (4) screaming flaming skull; (5) black beam; (6) force ax; (7) energy beams from eyes; (8) ray of hatred.		
Corruption	Roll 1d4: (1) caster's skull expands grotesquely as his brain doubles in size; (2) caster's eyes turn permanently clouded; (3) caster's thoughts are visible (literally) as waves of shimmering light that radiate outward from his skull, expanding in frequency to torchlight-equivalent when he is deep in thought and fading to a slow pulse at night; (4) caster goes completely bald;		
Misfire	Roll 1d3: (1) explosion of missiles sprays in all directions – all creatures within 100' (allies and enemies) are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each.		
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + madness; (1-2) corruption; (3) madness (4+) misfire.		
2-11	Lost. Failure.		
12-13	The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).		
14-18	The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).		
19-22	The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).		
23-26	The caster throws 1d6+3 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).		
27-31	The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy magic shield and other protections; compare this spell check against the spell check used to create the magic shield. If the magic missile check is higher, the magic shield has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.		
32+	The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, and then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.		





EQUIPMENT

The people of Drongo understand that new folks arrive from time to time and not everyone has coinage so they are willing to barter most of the time. The only place where barter is not going to work is in the capital, where it is cash only, and only the royal scrip. You might be able to trade your mirrored sunglasses for a nice pair of pants or even some farm implements, if the other person is willing to deal. Below show the costs of weapons, armor, and equipment in gold pieces this is the trade value of the item most people rarely have that much imperial script, often they will trade you a collection of items to come to something of the approximate value such as boots, furs, ammo and other knickknacks to both parties are happy.

Technology

Technology is rare on Drongo for a number of reasons. Perhaps the greatest cause is the will of Tiverrig. His troops zealously enforce his anti-technology edict. If it is seen as a threat to his power, they will try to destroy it, or seize it and use it for his glory. Second, often no one has the skill to maintain an item from some distant planet, perhaps the replacement parts simply do not exist on Drongo, or the technology is so different that nobody understands what a device does. Lastly, the people who control the high tech knowledge are often not willing to share with others they know nothing about.

The items provided below represent those, which are either very popular or specific to the world of Drongo. This List can by no means list every possible item available on the market.

Understanding Alien Technology

Characters will run across all sorts of weird and crazy technology, and they invariably fiddle with a new toy until it works. The heart of science fiction is technology, but technology requires understanding.

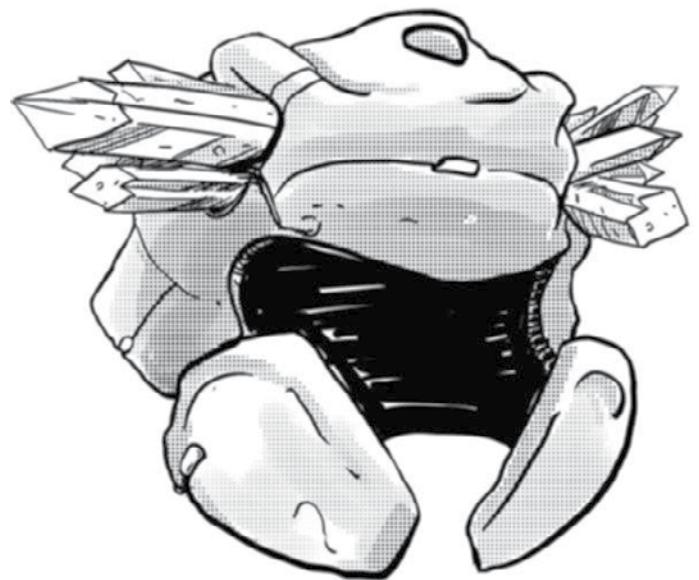
When a character encounters a device containing unknown technology, the Judge can require an Int roll against DC 20 to see if the character can comprehend the device and begin the process of getting it to work. If the check fails, the item is beyond the character's comprehension. The character will never fathom how to use this device no matter how many times it may be explained, demonstrated, or studied.

If the character is capable of comprehending the device, roll 1d20 + Intelligence modifier to see how long it will take to learn to activate the device reliably. Judges can have characters accidentally activate a new device, usually at the worst possible time.

If the Judge rolls a 14 or more on 1d20, the device is broken and needs to be repaired before use. Recovering the parts needed to fix a strange new device can be an adventure in itself. Roll 1d20 plus luck modifier on the table below to see how long it will take to repair.

TABLE 4.1: USING/FIXING ALIEN TECHNOLOGY

Roll	How do I use it?	How long to repair?
1	Cracking the alien cipher will take d20 years.	Device is destroyed, explosively if possible.
2–10	You have no clue where to begin: d12 months.	1d8 days to repair. Parts are fused and need to be replaced.
11–12	You can figure it out in 1d8 weeks.	1d4 hours to repair if you have the right parts.
13–15	You may be able to get it going in 1d10 days.	1d20 minutes to clean and repair.
16–18	1d8 hours to figure out the finer points of control.	You fumble with the device for 1d10 minutes before it starts working.
19–21	1d16 minutes to adjust the device.	1d6 rounds to repair and reassemble.
22–25	I wonder if a swift kick will work... Yep, it worked.	1 round to repair. You've got the touch.
26+	Looks like I should press this button.	There's nothing wrong with this.



ARMOR

Combat cape: For the stylish person who desires to look good while wearing a few yards of ballistic poly-neutrino cloth.

Leather coat: This stylish trench coat covers coat around the chest, shoulders, and bottom edges are made rigid from boiling, but most of the armor is composed of softer and more flexible leather.

Combat jumpsuit: This one-piece skintight suit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

Flight suit: This one-piece padded flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks as well. Flight suits comes with a matching helmet and gloves that seal around the wearer and provide up to 24 hours of life support in a hostile environment. The flight suit provides a +2 equipment bonus on Fortitude saves made to resist extreme temperatures.

Tactical vest and helmet: This armor consists of a lightweight helmet and a composite vest that, when worn together, offers limited protection against shrapnel, melee weapons, pistols, and even ray guns.

Defense suit: A combat-ready one piece skin tight suit that provides additional protection against vacuum for limited periods, (bubble helmet included), this armor comes in various models. With the helmet, a wearer can survive in space for up to 24 hours. This suit provides a +4 equipment bonus on Fortitude saves made to resist cold temperatures.

Armored Mercenary Suit: This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 10 days in space or any other hostile, anaerobic environment. Unarmored versions provide only life support, while the armored model also protects against attacks. This suit provides a +5 equipment bonus on Fortitude saves made to resist cold and hot temperatures.

Assault star suit: This combines protective metal frame of composite plates with a Defense suit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources. This also gives the user a built in jetpack and a wearer can survive in space for up to 10 days. This suit provides a +4 equipment bonus on Fortitude saves made to resist extreme temperatures.

Powered Assault Star Suits: This contains all the features of the regular Assault star suit and features more plating than padding, including various pieces molded to fit the user, such as breastplates and arm and leg armor. This suit also adds +6 to the wearer's strength while it is on also a tactile computer that grants a +1 to initiative also.

TABLE 4.2: ARMOR

Armor	AC Bonus	Check Penalty	Speed Penalty	Fumble Die	Cost
Combat cape	+1	–	–	d4	10
Leather coat	+1	–	–	d4	15
Combat jumpsuit	+2	–	–	d6	25
Flight suit	+2	–	–	d6	40
Tactical vest & helmet	+2	-1	–	d6	50
Defense suit	+3	-2	-5'	d10	200
Armored mercenary suit	+3	-3	-5'	d12	1600
Military grade defense suit	+4	-4	-10'	d14	2200
Assault star suit	+6	-5	-10'	d12	4500
Powered assault star suit	+9	-6	–	d6	9700

GADGETS

The items here are listed by name only. It is up to the Judge to tell the players what the device can or cannot do.

Antigravity Harness: A personal anti-gravity apparatus capable of making one levitate and fly at walking or running pace. 500gp.

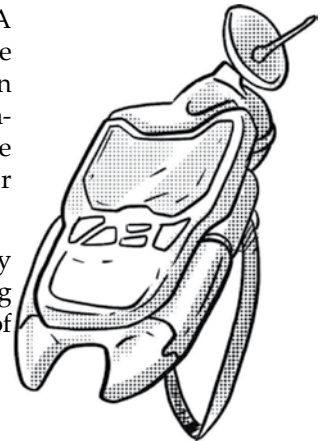
Food Synthesizer: Feed in any organic matter and this high tech device will process it, spit out the bits it cannot use and exude a foul-tasting and rather chewy grey bar of nutrients. Foul, but it will keep you alive. If fed enough organic material it can produce enough food to sustain three people. 100gp.

HUD Glasses: These glasses have full augmented reality display, can access planetary data-nets, and can be loaded with applications and other interesting software. 15gp.

Jet Pack: A personal flight-kit less subtle, but much faster, than an antigravity harness. 200gp.

Personal Communicator: A small device used for local scale communication. It may also be an entertainment center and personal computer though it lacks the power of dedicated computer apparatus. 10gp.

Power Winch: An electrically powered winch capable of hauling up two or three people's worth of weight. 5gp.



Tablet Computer: A powerful, portable computer capable of running a wide variety of programs and working on voice or haptic commands. 25gp.

Tool Kit: Separate kits for electricians, mechanics, locksmiths etc. all come with their own sets of tools. These are all packed into a nice, portable carry box about the size of a sports bag and cost 25gp.

TABLE 4.3: MISCELLANEOUS EQUIPMENT

Item	Cost
Six burst Jet pack five turns per burst - 50' flight	1500
Science scanner	550
Meal pack	20
Leisure clothing	75
Formal clothing	200-5,000
Cold weather gear	210
Desert survival gear	390
First aid kit	25
Com unit 5km range	100
Glow tube 48 hours usage	10
Utility web belt	50
Towel	25
Field shelter for 4 person	500
2 person field shelter	200
Vapor canteen	100
Tool kit, portable	275
Trauma pack heals 1d6 per pack	250
Stasis chamber and hover cart	4500

MISCELLANEOUS GEAR

Art Supplies: A full set of paints, brushes, markers, pencils, charcoals and other artistic gear all in a neat, portable box or the cost of a dedicated artistic suite for your personal computer. 40gp.

Clothing: A full set of clothing, including shoes. At the standard level, this is the equivalent of jeans, underwear, trainers, a t-shirt and a hooded top. 8gp.

Musical Instrument: A single example of a reasonably well made musical instrument. 15gp.

Restraints: A set of wrist or ankle cuffs. More elaborate restraints for recreational purposes cost a good deal more. 2gp.

Riding Tack: A full set of gear to set an animal up for comfortable riding and control. Different animals need their own tack. One size does not fit all. 15gp.

Survival Gear Atmosphere Tester: A device that can test the atmosphere for a wide variety of toxins and gasses. It is about the size of a cell phone. 5gp.

AutoDoc: A high tech, computerized, partially robotic device that can diagnose and crudely treat injuries. At the standard cost it has appropriate skills at 1, rising by +1 for each higher quality level. It folds down into a heavy case about the size of a sports bag. 850gp.

Backpack: A military-style backpack with a spacious main area plus many pockets and side pouches for carrying your gear. 3gp.

Chain: 5m of 250 kilo capacity chain. 1gp.

Climbing Rope: 50m of 300 kilo capacity climbing rope. 8gp.

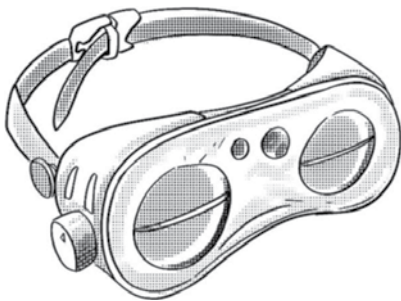
Cooking Gear: A full set of military-style mess kit and camping stove. 5gp.

Entrenching Tool: A folding spade that can also be used as an improvised weapon. 3gp.

Extreme Environment Gear: A set of full survival clothing for an extreme environment (arctic or desert being typical). 25gp.

First Aid Kit: A basic first-aid kit with disinfectant, bandages, gear for stitching, re-hydration etc. 2gp.

Fishing Gear: A full set of standard fishing gear. Rod, tackle and transport box.25gp.



Flash Goggles: A set of eye-protectors for use when welding or venturing onto dangerously sunny worlds. 1gp.

Food Tester: A simple, hand-held box of technological wonder that can test alien flora and fauna for toxicity. 5gp.

Hand-light: A hand-held, powerful light source. This can be a torch, lantern, headpiece or similar apparatus. 2gp.

Life Raft: An inflatable life raft, used to survive the sinking of a maritime vessel. Contains water purification gear, signaling gear, oars, and other vital necessities including a survival manual. Can support up to six people. 400gp.

Panniers: A set of panniers—or saddlebag—with the capacity of a backpack, each. 2gp.

Pressurized Tent: A pressurized tent is used on low- or no-atmosphere worlds in order to survive or camp out. While tough, they can be burst by micrometeorites and come with a hand-operated airlock. 10gp per person.

Sleeping Bag: A nice, warm, snugly sleeping bag. 3gp.

Space Suit: A fully rated space suit for day to day use. 50gp.

Survival Pod: An inflatable pod with life support for one person along with a flashing light, transponder, and water recycling system. If a spaceship is destroyed in space this pod can sustain someone for a while, hoping for rescue. 800gp.

Tent: A standard tent providing some weather-proofing and a snug space for someone to sleep. 2gp per person capacity.

Water Purifier: A purification apparatus capable of rendering five liters of tainted water drinkable per standard day. 10gp.



HOUSING

Hotel Room: 2gp per night with nothing included.

Mansion: A multi-room mansion with large grounds and plenty of prestige. 250,000gp.

House: A ground level, free-standing home. 3,000gp per bedroom.

Flat/Apartment: 1,500gp per bedroom. Part of an urban high-rise.

Prefab Colonial Box: A large, rectangular, single-room box set up to be plumbed in and wired up to a grid. Crude and cheap shelter, a first step on the property ladder. 200gp.

FOOD & DRINK

Bottle of Liquor: A bottle of strong (30%+) alcohol. 2gp.

Bottle of Wine: A bottle of palatable drink with a strength of 10% to 20%. 0.2gp.

Mil-Rats: 2gp per day (three meals). A basic, but edible, source of nutrition.

SKILL ASSISTANCE DEVICES

Science fantasy is filled with characters using devices to do seemingly impossible things all the time, like recalibrating the sensors to emit a pulsar beam and reversing the polarity on the scanner to pick up neutron energy. All this is possible because the players have tools that can assist them in innovative ways. The players may have a set of tools or lock picks or even a database on rocket ships of the known worlds. These various gadgets provide a bonus to skill checks.

Having the right tool can make the difference when the character's life is on the line. Rather than have endless modifiers it is assumed that this equipment is useful in the course of a character's adventures and at the right time the player may burn Luck to get a bonus from the piece of equipment. This is not really luck but usefulness in a situation.

As noted in the main DCC rulebook, a character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but his Luck score is now 6 points lower.

The following rules govern the burning of usefulness from equipment:

A character can only burn usefulness to modify his own die rolls. Usefulness cannot be burned to affect the die roll of other characters or monsters, even if they affect the character.

Usefulness is typically used to affect a character's Skill checks, spell checks, thief checks, and saving throws, but it can also be used for other purposes.

A character can declare his intent to burn usefulness before or after his die roll. He then specifies how many points he will burn. A character can only burn usefulness once per roll. If the character uses up an item in a single use, it breaks during the use of it. The character gets to finish his task with the item but it is useless junk afterwards.

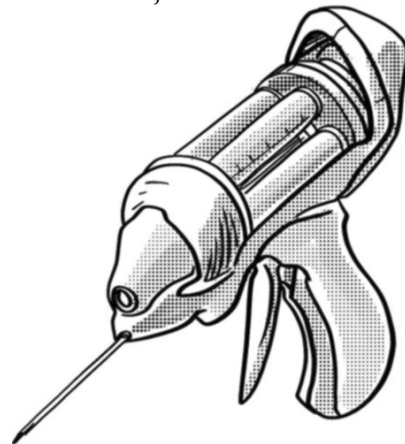


TABLE 4.4: ITEM USEFULNESS

Item	Usefulness
Multi-Tool	d6
Computer Watch	d4+1
Laptop Computer	d5
Jet Pack	d8
Lock Picks	d6
Ray Gun	d8
Force Shield	d10
Scanner	d12
Tool Kit	d4
Space Suit	d8
Communications Unit	d6
Orbital Defense Array	d16
Hover Bike	d10
Tactical Drone	d6
Reflector Dish Array	d14
Super Science Device	d100

Judges are encouraged to come up with an item's usefulness, if the need arises. When in doubt, roll a d10 and use that.

Some pieces of equipment are more useful than others. Some have wear and tear that make them prone to breakage should you use them in unpredictable ways.

When the usefulness of an item drops to zero, it becomes junk and needs to be either repaired or replaced before you can use it to gain a bonus again. To repair the usefulness of an item you will normally need time to maintain the item and roll an Intelligence check against DC 15. This will repair 1 point of usefulness. This normally takes d6 hours and proper tools to be effective. You cannot repair more than 1 point a day per item, and you can never raise an item's usefulness above the value the item originally started with.

SUPER SCIENCE

It is said these were forged by the gods themselves to blend science and magic in a techno-magic unmatched since the times of the coming of the World tamer. These few items are nearly indestructible and reach a level of technological advancement that they to all others as magic. Every super science item is a unique creation, crafted for a specific purpose that the creator had in mind. These devices are often hundreds if not thousands of years old and most date from the age of prophecy, designed for use during the witch wars. Often finding out how to use these great creations is to delve into its past and learn why it was made and for what purpose.

All Super Science devices share these properties:

- Each one is unique.
- Each item has a 3d6+2 intelligence and can speak.
- Each one desires to be used for what they are designed to do.

FIREARMS

Ray guns and firearms are unique weapons: they each have their own Critical hit tables. When rolling a critical with a gun, the character uses his normal critical die but rolls it either on the ray guns table or on the firearms table. An untrained character using a gun suffers no die shifts on his attack roll and damage, but the fumble range doubles.

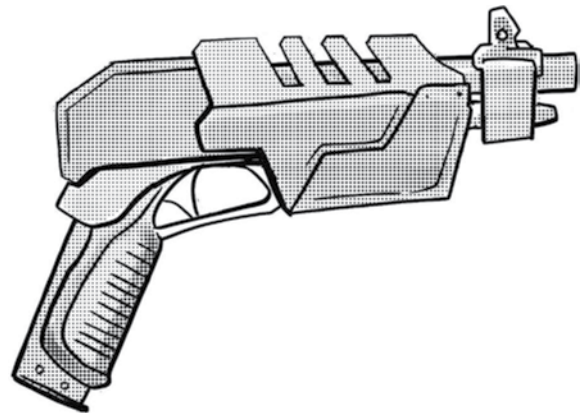
Each set of armor has a fumble die listed with it. Roll that die on this table when rolling a Firearm Fumble. For those who are without armor you roll a d4.

TABLE 4.5: FIREARMS

Weapon	Dam	Range	Ammo	Cost
Revolver	d6	60/120/180	6	15
Pistol	d8	70/140/210	9	25
Shotgun	d8	50/100/160	12	50
Rifle	d10	80/150/250	30	150

TABLE 4.6: AMMUNITION TYPE

Ammunition Type (Qty)	Cost	Damage Modifier
5.56mm (20)	40	+0
7.62mm (20)	30	+1
.444 caliber (20)	15	+2
.50 caliber (20)	150	+3
9mm (50)	25	+2
10mm (50)	30	+3
.22 caliber (50)	15	+0
.32 caliber (50)	20	+0
.38 special (50)	25	+1
.357 caliber (50)	30	+1
.44 caliber (50)	50	+2
.45 caliber (50)	20	+2
10-gauge buckshot (10)	80	+3
12-gauge buckshot (10)	60	+2



RAY GUNS

How do you keep the Appendix N feel to the game when you introduce ray guns to the characters?

Ray gun is the generic term for the weapons that fire disintegrator beams. This powerful engine of destruction in the hands of players can wipe out whole armies and lay waste to demons, dragons, and even starships, so how do you control such a weapon? Simple: you do not. If the players can have one, so can the NPC's.

All ray guns have three settings:

Destroy: *This is the famed disintegrator beam; it may be used for a single shot before the cell is discharged*

Kill: *This standard combat discharge allows multiple shots along the die chain.*

Freeze/Stun: *immobilizes the target on a hit.*

Destroy: This is the famous disintegrator beam. If a target is struck when the ray gun is set to destroy the target must succeed at a REF save at DC 20 otherwise, if the targets number of HD are fewer than the die of the weapon, the target dies, its body reduced to a fine ash. If the target has a greater number of hit dice than the die-value of the ray, the target merely takes triple dice damage. If the target makes the REF save, it only takes 3d6 damage as it is grazed by the powerful blast of displaced molecules. *Example: A d8 ray gun can disintegrate any target that has under eight hit dice. If the target has more hit dice than the rating of the ray gun, the target takes three times the ray gun's damage. Therefore, a d8 ray gun that hits a 9HD target causes 3d8 damage.*

This setting also completely drains the integrated pulse cell after one shot and must be allowed to recharge. If the destroy setting is used on an inanimate object such as a wall or rocket ship, it can blast an opening equal to its damage dice in feet across and deep. Consequently, a d6 ray gun will make a hole six feet deep and six feet wide before it is completely discharged.

Kill: This setting uses standard power and the damage it inflicts is based on the number of shots fired. A ray gun's weapon damage declines in power along the dice chain, if a ray gun has a damage of d12 it starts the first shot at d12 then as more and more shots are fired the damage drops off as the stored energy dissipates.

Freeze or stun: This setting is often used to disable an opponent without killing. If the target is hit with this setting, they must make a Fort save (DC 20) or become disabled for 1d8 rounds minus their stamina modifier. The stun or freeze setting can only affect a target that is equal to or less in HD as the current maximum damage inflicted by the ray gun. A ray gun (d8) can only stun a target with 8 HD or less. Each shot of this setting also decreases the damage along the dice chain.

TABLE 4.7: RAY GUN DAMAGE TRACK

1st shot	2nd shot	3rd shot	4th shot	5th shot	6th and later shots
d10	d8	d7	d6	d5	d4

This is the damage track for a d10 ray gun

All ray guns have a self-recharging pulse cell. The weapon damage given for a ray gun is used for the first shot, thereafter, it follows the dice chain down to the next smaller die as its cell depletes.

This is why people carry swords, axes, and daggers to use once the weapon discharges all its stored energy.

TABLE 4.8: RAY GUNS

Weapon	Damage	Range	Ammo	Cost
Ray Gun (d12)	d12	60/150/200	**	2900
Ray Gun (d10)	d10	60/160/210	**	1800
Ray Gun (d8)	d8	70/170/260	**	1200
Pulsed Ray Rifle	d10	80/190/310	**	2500

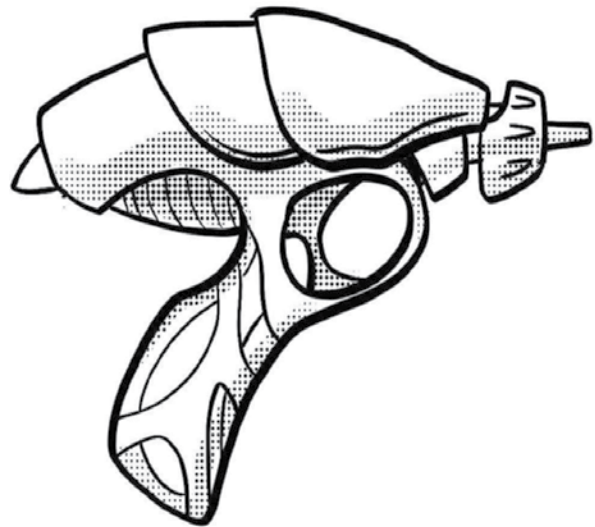


TABLE 4.9: RAY GUN AND FIREARM FUMBLES

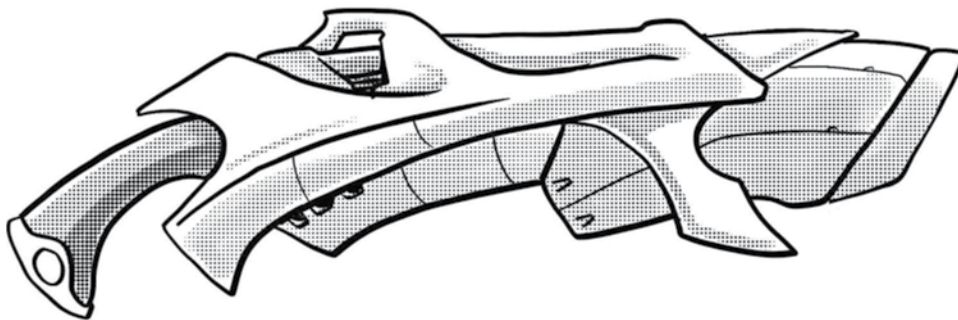
Roll	Effects
0 or less	You somehow manage to throw your weapon instead of fire the weapon. It flies 1d20 feet away. You are disarmed.
1	You leave your finger on the trigger and discharge the firearm into the air before the attack. Take 1d3 points of damage as a bird, squirrel, bat, or rock from the ceiling falls on your head. Roll a DC 13 Agility check or fall prone as well.
2	You realize you still had the safety on. Oops.
3	You manage to hit an ally. Roll damage for one randomly chosen ally.
4	You lose hold of the weapon and suffer a -2 to your next attack roll as you struggle to regain your grip.
5	The weapon alarms you almost as much as your target. Make a DC 10 Reflex save or drop the firearm.
6	The vibrations in your hands make you shake. You take a -4 to your next attack roll.
7	The weapon misfires. You lose your turn to fix the issue.
8	The kickback from the firearm sends the weapon flying. You drop it and are disarmed.
9	The weapon explodes in your hand. You take 1d6 points of damage from flying parts and the weapon is rendered useless. Additionally, you are at -2 to attack rolls with the hand that held the weapon until you have healed.
10+	You drop the gun causing it to discharge and you take the brunt of the attack. Roll damage.

TABLE 4.10: CRITICAL HIT TABLE FOR FIREARMS

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding bullet for 1d8 damage
1	The target takes a bullet in the chest and coughs up blood. Add +3d6 damage and the target must make a DC 15 Fortitude save or die.
2	The target takes a bullet in the shoulder and drops his weapon. Add +1d4 to the damage and the target is disarmed.
3	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
4	Crack shot! Inflict +1d6 damage with this strike.
5	The bullet goes cleanly through the target's shoulder for an additional +1d4 damage.
6	Bullet passes cleanly through foe's calf. Muscles and tendons are severed.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Bullet punctures the target's lung. Add +2d10 damage.
9	Gut shot. Unless the target receives medical treatment, he will die in 1d6 hours.
10	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.
11	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
12	Masterful strike. Inflict +2d6 damage with this strike.
13	Devastating shot to the chest. Inflict +2d8
14	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack. + 1d10 damage
15	The target is shot in the face. His jaw is dislocated. Add +1d10 damage and the target takes 1d4 Personality damage.
16	Blow severs (roll 1d4): (1-2) leg; (3-4) arm. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
17	Force of bullet knocks the target to the ground. Add +2d6 damage and the target falls prone.
18	The target takes a bullet to the groin. Add +2d6 damage and the target must make a Fort save (10 + PC level) or lose consciousness and fall to the ground
19	The bullet shatters sternum, sending shards of bone through his lungs, liver, and stomach. Inflict + 3d6 damage.
20	The target takes a bullet in the abdomen. Add +1d6 damage and the opponent loses an action on his next round.
21	Blow to chest staggers foe. You can make an immediate free attack.
22	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
23	The target's spinal column is blown apart. Add +3d6 damage and the target must make a Fort save (DC 15 + PC level) or become paralyzed.
24	Bullet pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
25	Hole blown through chest removing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
26	Crippling blow to spine. Inflict +2d8 damage with this strike, and the foe suffers permanent paralysis.
27	Head Blown clean off. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.
28+	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.

TABLE 4.11: CRITICAL HIT TABLE FOR RAY GUNS

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. +2d8 damage, but the nearest ally is also hit for 1d4 damage.
1	Beam fuses ankle. Foe's movement reduced by half.
2	That grazing shot appears to have made it angry. It's a shame your weapon jammed.
3	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
4	Savage attack! +1d6 damage.
5	Minor burn on shoulder will scar badly.
6	Beam passes cleanly through foe's calf. Muscles and tendons are severed. Foe's movement reduced by half.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Beam slices bicep, bone, and tendons. Arm is completely useless. +1d10 damage.
9	Stress flaws cause armor to shatter. Shock forces foe to the ground.
10	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage.
11	Blow to throat. Foe staggers around for 2 rounds unable to speak, cast spells, or attack.
12	Masterful strike! +2d6 damage.
13	Devastating chest strike. +2d8 damage.
14	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you can make another attack.
15	Beam pierces chest, missing heart by a hand's width. Inflict + 2d6 damage.
16	Blow severs leg. +2d12 damage, and foe's movement drops to 0'. Foe wails in agony for 1d4 rounds.
17	Blast finds flaw in foe's armor, carving into the side of foe's head. +2d16 damage.
18	Beam slices excess tissue from brain. Foe falls dead in 1d4 rounds.
19	Heat shatters sternum, sending shards of bone through lungs, liver, spleen, and stomach. Foe dies. Beam continues through the heart, adding insult to injury
20	Beam passes through eye. Foe collapses without a twitch.
21	Blow to chest staggers foe. You can make an immediate free attack.
22	Attack shatters foe's face, destroying both eyes. +2d8 damage, and foe is permanently blinded.
23	Blast punctures foe's lung. +2d10 damage.
24	Strike pierces lung. +2d6 damage, and foe can take only one action on his next turn.
25	Hole burned through chest removes a variety of organs. +2d6 damage, and foe must make a Fort save (DC 13 + character level) or die in 1d4 rounds.
26	Crippling blow to spine. +4d12 damage, and foe suffers permanent paralysis.
27	Foe decapitated with a single strike. You are death incarnate. Continue to make attacks against any foes within 10' until you miss
28+	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.



JUDGE GUIDELINES

Your role as judge is the same as in any other game of Dungeon Crawl Classics. Do not think that because we added ray guns, rocket ships, super-science, and a few aliens you have to change your style of play, in fact far from it! You should continue to include the things we all know and love about DCC: dungeons, treasure, danger, and neighborly character death.

The planetary romance genre is, in some respects, fantasy at its best. Science, technology, and reason all exist solely to serve the action of the story. Drongo is a deadly and hostile world yet people still learn, adapt, and grow; science, art, and philosophy may advance but the expansive wilderness never retreats. People learn to take the technology for granted, and aliens soon become normal. The only thing that remains truly relevant is the story.

LIFE ON DRONGO

Drongo is a dangerous and poorly explored world teeming with lost and scared people. As the Judge it is your job to keep the players guessing so if, after a few sessions, the players begin to make bold assumptions based on their limited experience you should challenge those assumptions immediately—and brutally

Imagine being whisked away to a distant land with neither friends nor family and only your wits to keep you alive. Now imagine a whole planet like that. The characters will meet many people some will become friends, a few allies, but most will be indifferent at best and often reveal themselves as enemies. The world is more dangerous than your characters know. As they explore, remember these facts of about life on Drongo:

- Peaceful and loving folk don't last long
- Overland travel is dangerous and can get you killed if you wander into the wrong settlement.
- Cultural variation is measured in groups and individuals not towns and valleys.
- Most people will kill you, as soon look at you if you have something that they think will make life for them easier.
- Rare is the man who has traveled more than 20 miles from outside of a city-state once he has a place to call home.
- Outside of the city-states, the only law is that of the jungle—kill or be killed. On the other hand, the city-states are held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting.

- The laws in most city-states are brutal and extremely effective.
- There is no reliable form of long-range communication. The players are alone in a cold uncaring world.
- When a five-mile journey becomes a fight for your life before you get to the next adventure, you will have succeeded in bringing life to Drongo!

Risk

A good adventure will contain an element of risk. That risk does not have to be to life and limb, it can be many things. Perhaps the characters invested a lot of money in a scheme and that is at risk. Maybe they are risking a relationship, their status, freedom, information, or anything else that cause the characters pain or loss.

The source of risk is another factor. Is it an enemy? Is it an alien monster? Is it a cache being dug up or a past misdeed being investigated? The source of the risk is often the driver for the plot, the thing that spurs the characters to action. Is something they love or enjoy at risk if they do not act? Are pirates threatening border settlements where they hide out sometimes? Are the police taking apart their criminal network and threatening to close in on them?

In accomplishing their goals, the characters also need to place themselves at risk. This can be the more obvious, physical threats like fighting past some guards, dodging traps, and hurling oneself bodily across rooftops. It can also be the less obvious things that can be placed at risk such as social standing, reputation, or integrity. Are the characters willing to do something bad for the greater good? Are they willing to go against their core values for the sake of a score? What will those actions cost them?

Reward

Every adventure should have a reward. The obvious thing to dish out is money and other forms of loot, but you are not limited to loot rewards. You have many other options as well. All that risk has to be worth something, or players are going to feel a bit cheated.

Here are a few examples of non-monetary rewards:

Contacts: Meeting new people and doing things for them may not make you friends but it does establish you as significant player in each other's social universes. Once you have met someone they may call on your services or perhaps you will need to call on them.

Deferred Reward: Jam today is best, but the promise of twice as much jam tomorrow can also be good. A deferred reward that promises to be big may be as good as a reward in and of itself. It also keeps people on the hook and is a good way of introducing a bigger villain or a particularly needling enemy. Maybe the characters were beaten to the stash.

Favors: Even if people do not like you, they may be willing to trade favors. Save someone's life and that's a favor you can call upon in the future. Reciprocity is common to most intelligent, social species in the cosmos and is what makes society on Drongo possible. A good reward can be a powerful favor from a powerful person. In the future when you find you cannot cope with a situation, you can call in a favor and get backup.

Friends: Sometimes characters will make a real bond with one of the non-player characters in the adventure. If the characters really react well to an NPC, you may want to bring them back repeatedly. A connection with a beloved character, especially if they can help you or do things for you, is a fine reward. Lovers can be even more rewarding.

Hate: It may not seem like it at first but the acquisition of a new enemy can be rewarding to the players, even if it is not necessarily a reward for the characters. Hating someone, wanting to get back at them, seeking revenge can be a powerful motivation and taking down a hated enemy after chasing them over several adventures is hugely satisfying.

Secrets: Knowledge is power, as they say. This is especially true of things you are not supposed to know or that people do not want you to know. It could be the location of something, a security pass code, or blackmail material. Secrets are a great reward but they must be used in order to realize their value.

THE ENVIRONMENT

The players often find themselves in the most dismal, dangerous, and generally unpleasant places imaginable. If the villains and creatures encountered do not kill the PCs, the environment might. This section details many of the hazards the characters face from the physical world around them.

Ruined Structures

Once occupied, this place is now abandoned (completely or in part) by its past residents or creators and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common. The Characters could still fall through rotting floorboards or a ceiling may collapse if too much fighting occurs in this place.

Occupied Structures

This type of building is still in use. Creatures (usually intelligent ones) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active a prison, a headquarters, or mine. This type of building is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some structures are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned building.

Safe Storage

When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians. The safe storage type of structure is the most likely to have traps but the least likely to have wandering beasts. This type of building normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people. Sometimes a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Even if there is no way anything living can survive in a safe storage structure, certain creatures can still serve as guardians.

Natural Cavern Complex

Underground caves provide homes for all sorts of subterranean creatures. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

City States

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: Unlike in dungeons and the wilderness, characters can trade for gear quickly in a city. A large city or probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues for the right price or a task they want to see carried out

Law Enforcement: The other key distinction between adventuring in a city and delving into a dungeon is that a dungeon is lawless, and cities have firm laws. Even so, most cities' laws protect both the good and the wicked once they are within the city walls. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

GETTING AROUND ON DRONGO

Beast Riding

When riding you move at the movement rate of the beast instead of at your own rate. Riding beasts have a mind of their own though and a combination of Skill Rolls, Charisma, Power, and Reflex Saves may be needed to get a reluctant beast to do what you want. Riding along at a normal pace without doing anything too strenuous or difficult does not require any rolls.

Driving

Most characters can reasonably drive and normal speed from point 'A' to point 'B' without having to make a skill roll. If the character needs to get to the destination more quickly or pull off maneuvers along the way, it will require one or more Driving or Piloting skill checks. Failed Driving or Piloting checks will require the player to roll a save, typically Power, Reflexes, or Logic. In chase sequences, the vehicle being followed can perform maneuvers of various kinds to force the following vehicle(s) to either give up or risk wrecking.

Sneaking

You use your Stealth Skill, modified by how difficult or easy the situation is, to move without being seen or heard from one place to another. If you make your roll then you provoke no opportunity for someone to sense that you are there. If you screw up then you expose yourself to being seen, knock over a can, sneeze, or otherwise make yourself noticeable. Your opponent then gets to make a Save to try to spot you. This means even people without the Stealth Skill can try to be sneaky, but their success will depend more on the perceptiveness of the person - or device - they are sneaking past.

PERILS

What would a dangerous planet be without a few sticky situations to endanger the characters?

Disease

Diseases take time to take effect, have a huge variety of symptoms, and then have to be kept track of. Keep things as simple as possible so you can get on with shooting aliens in the face without having to worry too much.

When you are first exposed to a disease, you make a Toughness Save. If you fail, you contract the disease. It takes immediate effect the moment you contract it. Every day following initial infection, you roll your Toughness Save again. If you succeed, you recover from the disease and its effects, though Hit Points will need to be recovered as normal. If you fail then you continue to suffer its effects.

Diseases typically have an effect on your derived characteristics, rather than having a direct effect on your Abilities. This way they have an immediate and uncomplicated in-game effect. Here are a few examples:

TABLE 5.1: DISEASES

Disease	Duration	Other Effects
Arcturan Shakes	1d3 days	-2 AC, Chills, shivering, mucous
Mind Leech	1d8 days	Subtly mind controlled to infect others whenever possible. -4 will saves
Melnars Fade	1d20 days	Sweats, rash, hallucinations, -3 to all saves for duration
Blue Meningitis	d6 hours	Take 3d6 damage and turn blue

Starvation & Thirst

When the characters first start out, they might find themselves without food or water and with no means to obtain them. In normal climates, medium characters need at least 4 liters of fluids and about 0.5 kg of decent food per day to avoid starvation. Small characters need half as much. In very hot climates, characters need 2 or 3 times as much water to avoid dehydration.

Characters can go without water for 1 day plus a number of hours equal to his Stamina score. After this time, the character must make a Fort check each hour (DC 10, +1 for each previous check) or take 1d4 points of damage.

Characters can go without food for 3 days, in growing discomfort. After this time, the character must make a Stamina check (DC 10, +1 for each previous check) or take 1d4 points of damage.

Damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—even effects that restore hit points cannot heal this damage.

Suffocation & Drowning

If a character runs out of air to breathe, they may hold their breath for a number of rounds equal to twice their stamina score; afterwards they must make a DC 10 Stamina check each round to continue holding their breath. Each round the DC for the stamina check increases by +1. When the character fails a Stamina check, they begin to suffocate. The round after the failed check the character falls unconscious. The next round they lose all remaining hit points and are Dying. At the end of the third round the character suffocates or drowns and dies. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, or silos full of grain.

Slow Suffocation: A medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. The same volume of air lasts for a longer time when a smaller person is breathing it.

Smoke

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Thin Air

Conditions of low oxygen, such as on top of a mountain or in a partially pressurized rocket ship, must make a Stamina check each hour (DC 10, +1 for each previous check), taking 1d6 points of damage each time they fail.

A character who sustains any damage from lack of oxygen is fatigued. The penalties for fatigue end after the character has spent at least 1 hour in an environment with normal oxygen levels for every 4 hours spent in the low-oxygen environment.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. Each 6-hour period a character spends above 6,000 meters, he must succeed at a Stamina check or take 1 point of temporary damage to all ability scores.

LANGUAGES

The people of Drongo do not speak one unified tongue; there are far too many cultures and races for that. Instead there are a few languages that have become commonplace over the centuries in certain parts of the world. With new people arriving all the time, no doubt trying to record and catalog every form of communication would take several lifetimes. The characters will run across hundreds of languages in their travels, but having a few common ones may make things a bit easier.

Basic: Basic is a pidgin language or street tongue that takes parts of many languages to make a hodge-podge dialect that just about anyone who deals with others can use. It only has 250 words so you will not be reciting Shakespeare with it but you can communicate basic concepts: “What trade for this?” “No kill I not food” or other such rudimentary communication.

Purian: This is a futuristic human language derived from a mixture of Hungarian and English. It is common in human high-tech settlements.

Koi: This is used by most merchants. Koi is actually a form of rules and codes that explain how, what and why things can be sold, traded, and bargained for. If one wishes to conduct any sort of serious business they best know Koi.

Ancient Greek: This ancient script is used as the primary written language and may be found almost everywhere on Drongo.

Script: This is a written only language; it has some 25,000 symbols and markings from across the known worlds. It is roughly equivalent to a written form of Basic.

Yameo: This language is spoken mostly along the eastern coast. It is derived from the hawken native tongue and is nearly impossible for non-hawken to speak properly.

High Court: This is the language is spoken by kings and taught to all the highborn in the old witch kingdoms. This is a form of African Bantu.

PATRONS

Drongo is a place of old magic. There are still unknown legions of powerful supernatural creatures that have been lured here and imprisoned. Often, these beings are demons, devils, or alien godlings but regardless of their origins, they are always seeking a way out of the binding that keeps them here. These beings frequently engage in compacts with mortals to gain useful pawns in the world they are often forbidden to directly effect. The Judge should keep this in mind and use this to motivate players to enter adventures they would never undertake.

RELATIONSHIPS

Do you ever wonder how heroes, who often get embroiled in dangerous adventures, manage to survive? Often it is the power of relationships. Friends, loved ones, and even rivals all give the hero a reason to live. Each maintained relationship gives the character +1d4 hit points. The more the character is part of a community, the more easily they can endure hardships.

A player can build a relationship with any NPC with whom it is plausible to do so with the Judge’s approval. The player simply states, “I want to try to build a relationship with this person” and makes a roll against the DC dictated by Personality on the table below. Should the player fail the roll, the NPC feels the character is not really friend material.

This relationship roll may be altered by situations such as recently trying to kill each other, rescuing the NPC from captivity, or the character-caused accidental death of the NPC’s close relative. You can burn Luck to modify the relationship roll if you like.

Once you have established some sort of relationship with an NPC, you get double efficacy for all Luck points spent when performing an action to help that NPC. So the character gets a +2 or +2d4 for every Luck point spent as long as the character is performing an action to defend, rescue, or otherwise aid the NPC. This is a two-way street. Once your friend and henchman Bill the Porter decides to jump into the fight and save your hide, you will be glad you did not use him to check for traps.

TABLE 5.2: RELATIONSHIPS

Per Rating	DC	Max Relationships
3	20	1
4–5	19	1
6–8	18	2
9–10	17	3
11–12	16	4
13–14	15	5
15–16	14	6
17	12	7
18+	10	8

Relationships can also be threatened. When an adversary kidnaps a characters girlfriend or an old friend needs help because his village is being overrun, the character may receive a call for help. At the start of each adventure, the judge checks to see if any relationships are threatened. On a roll of 15 or more on a d20, the relationship has become threatened in some way that requires the character to intervene.

When a character learns that one of their relationships is threatened they take a negative 1 die shift to all damage dice. That is why you take care of your friends! The effect is not cumulative i.e. a character with three threatened relationships will only suffer the same effects as a character with 1 threatened relationship. Obviously, a character with a threatened relationship needs to do something about it immediately otherwise they will be hampered by penalty, and wracked with guilt for not protecting those they hold dear. The penalty is removed once the character removes all threats to their relationships.

A threatened relationship that is threatened again and not dealt with by the following adventure is broken. The Judge may defer the broken relationship if the players are trying to improve the situation by trying to find a way into the castle dungeons, raising an army, or building a weapon to deal with the issue at hand. So long as the character is actually trying to do something about the problem the relationship will not break, but if the character does nothing to improve the situation and stop whatever is threatening the relationship it is broken.

A relationship is also broken when the NPC with whom the character shares the relationship dies. When a relationship is broken, the character takes 2d4 points of Luck damage. The character also loses 1 point of Personality and 1d4 hit points permanently.

True Love

True love or true friendship is a special kind of relationship. A character may find true love once, when a character rolls a natural 20 on a relationship roll.

A character may not find true love with multiple NPCs over a lifetime. Because true love is so unique, it offers powerful benefits. However, when true love is threatened or broken, the character suffers gravely.

When in True Love, the character receives the following benefits:

The character gains a one-time bonus of +3d6 hit points.

The character gets one “d30 re-roll” per adventure. This means the character can re-roll the result of any one-action die roll during an adventure, using a d30. This is even when not traveling with his true love.

Characters gain a bonus +1 to AC when on adventures either with or to save their true love.

A true love that is threatened may be repaired by meeting the requirements as per regular relationships but the effects for losing a true love are much more dire. When true love is lost, the character suffers the following penalties:

The character becomes heartsick. This manifests itself as 1d3 points of ability score damage to every ability score except Luck, which takes 2d4 points of damage. They also lose 2 points from their Personality permanently. Otherwise, this ability score damage is not permanent and can be healed over time. The character also loses 3d6 hit points permanently.

In addition, the character cannot recover or spend Luck again until either the ability score damage is fully recovered or the character has avenged his lost love. The vengeance part assumes that the character’s true love was slain by a monster, rival, or adversary. Vengeance is not possible if the true love was lost by neglect or the character’s foolhardy actions.

Royal Aliens in Love

What would a planetary romance be without a noble and exotic alien love interest? A beautiful alien princess or handsome green-skinned prince will complicate the lives of your characters. Eventually the characters should run across someone that will get them into all sorts of trouble. Royal aliens can be princesses, princes, dukes, duchesses, barons, counts, lords, or ladies, but we will refer to them as royal aliens for short.

A royal alien is usually caught between the power players operating in the court’s shadows and a would-be invader or usurper to the throne. Often the arrival of the player characters provides an opportunity for the royal alien to get an upper hand on the situation. Trouble starts when duty and loyalty lies with the people, but the heart belongs to one of the player characters.

On a d20 roll of 12 or better, a political marriage has been arranged with someone else who does not take kindly to the characters sniffing around his, her, or its future queen, king, spouse, or consort.

A royal alien’s stats are like any other character (3d6) but personality is higher (2d6+8).

A royal alien has 1d6 levels in (roll 1d8): (1) warrior; (2) thief; (3) awakened; (4) elf; (5) hawken; (6) roughneck; (7) cleric; (8) scavenger.

TABLE 5.3: ROYAL ALIEN

d100	The royal alien is...
01–03	a drug dealer
04–05	a war criminal
06–08	an extra-dimensional being
09–12	an alien infiltrator
13–17	the avatar of a fallen god
18–21	in disguise (roll again)
22–25	a sentient weapon
26–31	a wanted fugitive in hiding
31–36	secretly cursed
37–40	marked for death
41–46	heir to a dynasty in hiding
47–53	the evil twin
54–60	a robot in disguise
61–64	exiled from the kingdom
65–69	carrier of an ancient disease
70–76	computer program projection
77–82	an insane genius
83–86	evil incarnate
87–90	spawn of the demon lords
91–94	a spy
95–97	the last of its race
98	a stranded time traveler
99	herald of a new age
100	herald of a cosmic entity

HIRED HELP

Retainers: Retainers are intelligent followers who can handle various aspects of business and so on for you. They fill out the ranks of private armies, households, businesses, and rocket ship crews when there are not enough player characters or robots to go around.

Retainers expect a daily wage for their services and soon leave if they are not paid. Retainers are not particularly loyal until you earn that loyalty or friendship through putting in some sort of effort.

Assassin: Sometimes you need someone killed and you are either too busy or do not want to be connected to the violence. That is when you hire someone to do it for you. The assassin will try to get a clear line on the target and to take them out.

Driver: A driver, pilot, or sailor who can make a vehicle, other than rocket ships, go, stop, and move in the direction they think it ought to.

Engineer: The Engineer is someone who can make or fix complicated machines on your behalf.

Expert: An expert is focused on one field of expertise in which they are considered an authority. They can lecture at length—and frequently do.

Guide: When characters travel to a new city or planet they are well advised to seek out a guide to help them find the places, people, and fit into the local culture.

Medic: The medic is trained in basic life saving techniques and can treat significant injuries and stabilize the dying even if they are not a surgeon or a particularly experienced doctor.

Mercenary: The mercenary is a gun for hire who will fight for whoever pays the best. They will remain stay and fight as long as they are paid and the situation does not get out of hand.

Rocket Ship Pilot: True rocket ship pilots are a specialized breed and require significant training and aptitude to function in the role, which is reflected in the cost to hire them

Ship Captain: Merchant or mercenary fleets require captains for their vessels to operate efficiently and predictably. Not merely an expert on the operation of ships the captain must also be a leader capable of inspiring the crew to function at their best.

Ship Crew: Rocket ship crews fill all the functional roles not handled by experts. They operate and maintain the ships mechanical and electrical systems as well as the turrets.

Skilled Worker: Skilled workers have possess valuable skill sets. They know a trade and could live comfortably, and safely, in any city-state.

Spy: Whether industrial or governmental, espionage never goes out of style. Individuals are willing to hire themselves out to acquire information but this takes a special skill set that does not always come cheap.

Trainer: When a character wants to learn a new skill or maintain their physical condition the will likely need a trainer. While very valuable they trainer usually knows their worth and charges accordingly.

Unskilled Worker: When work needs doing but the experts and skilled workers balk at it then it is time to bring in unskilled workers. If crates need loaded or the rocket ship needs a good detailing after the last battle these are the people who can get the work done.

Valet: The valet is a personal assistant with broad experiences and skill sets that cater to the rich and work to make their employer’s life easier in every way possible.

Position	Pay every	Cost
Skilled worker	Month	1,200
Spy	Contract	12–80k per mission
Trainer	Month	600
Unskilled worker	Month	500
Valet	Month	700 Plus room and board

TABLE 5.4: HIRED HELP

Position	Pay every	Cost
Assassin	Contract	10–50K per job
Driver	Month	1,700
Engineer	Month	2,200
Expert	Contract	2–6k per job
Guide	Contract	3–5K per job
Medic	Month	2,500
Mercenary	Contract	10k–60k per job
Pilot	Month	2,000
Ship Captain	Month	4,000
Ship crew	Month	1,500



DENIZENS OF DRONGO

BOSS FIGHTS

Any villain in your game should be named. These foes are so rare and special that mortals of a given region never refer openly to them by name for fear of stirring up trouble. These villains stand out; they are the key power players in a given area. In a world where a character could meet literally thousands of new species, it is important to have the major threats really stand out.

Here is a base from which to start. Feel free to increase hit dice, add abilities, or change anything else you need to challenge your players.

TABLE 6.1: BOSS STATS

Party level	HD	HP per HD	AC	Attack Bonus
1–2	2–4	4	10+ HD	+d4
3–4	5–8	6	12+HD	+d6
5–7	9–12	8	14+HD	+d10
8–9	13–16	12	15+HD	+d16
10+	17–20	15	16+HD	+d20

As Judge, you can roll d100 on the table below, or you can simply pick one or two entries to help you build your main villain. Remember that the monsters can break the rules

TABLE 6.2: BOSS SPECIAL ABILITIES

d100	Results
01–07	He scores critical hits as an undead creature rolling 1d30 on critical table U
08–11	Spell magnifier— He can cast all spells at +1 caster level
12–16	1d3 times per day he can turn invisible for a duration of 1d4 turns, the invisibility vanishes immediately if he attacks
17–23	Additional +2 bonus to attack and damage
24–29	Detect magic 2/day
30–35	Crippler—Always roll critical hits as warrior of one level higher
36–42	Additional +1 damage bonus
43–45	Inflict an additional 1d4 electrical damage with every strike, doubled to 2d4 if opponent wears metal armor, is in water, or is composed of metal (such as a golem, robot, or living statue)
46–53	Strength is increased by +1d6
54–57	Additional +2 attack bonus
58–62	Dexterity is increased by +1d6
63–68	This villain may summon a specific creature type (e.g., wolf, lion, pegasus, etc.) 1d3 times per day
69–73	All spells directed specifically at them suffer a -2-spell check penalty
74–77	Gain Infravision 120'
78–80	Detect good within 1d4 x 10'
81–83	Shed light with 30' radius at will
84–86	Additional +1d4 bonus to attack and damage
87–89	Additional +1d6 bonus to attack and damage
90–91	Additional + 1d6 Armor class
92	On any critical hit, his opponent's armor is destroyed in addition to other effects.
93	Any time he inflicts 10 or more points of damage in a single strike, he heals 1 hit point.
94	Detect evil within 1d4 x 10'
95	When he inflicts normal damage, he also inflicts 1d4 points of ability score drain per hit against his foes. Determine ability score with 1d5: (1) Strength (2) Stamina (3) Agility (4) Personality (5) Intelligence.
96	Additional +1d4 bonus to attack rolls.
97	Additional +1d4 to save of choice
98	Villain can fly at a speed of 40'
99	Obscure area with 30' globe of darkness at will
100	Resistant to critical damage—the villain rolls Fort save whenever struck with a critical. DC equal to critical die roll (usually 20 but not always)—if the save is successful the critical does not take effect.

MAJOR FOES

Tiverrig: Tamer of Worlds

Included here is the current ruler of Drongo. At some point, the characters may want to face and try to kill Drongo's emperor.

Born when the world was young, Tiverrig, a great and powerful magician, came out of the wild kingdoms to proclaim himself high master of the Celestial kings who then ruled the known world. Tiverrig's heart was black as sackcloth – some say he was born as an avatar of chaos, others that he was crafted from the forgotten dreams of demons or long dead gods. Still others say that he is simply a lunatic who only wants to bring death into the world. His power knew no bounds until eventually his influence even reached into the heavens.

Seeing this a time to strike and proclaim himself lord emperors, he released his most capable of warriors Mazgadon his Herald of Hatred to lay waste to all who refused to yield. The great city-states thought to resist his will upon the world and thus began the great Witch Wars, the war between the many kings and the would-be-Tyrant. Years passed in bloody campaign after campaign, city-by-city destruction was dealt out on a scale not seen on Drongo before or ever since.

He is always surrounded by 1d8+3 Servitors and at least one time traveler whose sole jobs are to record events around Tiverrig. Tiverrig also can summon his henchmen to his side at will, so if the characters do not deal with them first the odds are they will not last long.

The Judge should treat Tiverrig as a unique being, just as each campaign is unique so should the abilities of Tiverrig the world's most powerful foe. This is an opportunity for the Judge to create a cold, efficient, and brutal killing machine. Tiverrig is an enemy who will not stop until he destroys each character that dares face him in combat.

Tiverrig will often give his foes a chance to join him or at least stand aside before he releases his might against them.

Should the character face him in combat the Judge is to be as ruthless and brutal as possible. Remember, Tiverrig is on the verge of becoming a god. Should they win be sure it is a fight worthy of remembering for years to come.

He has two loyal henchmen that he sends on various errands: Mazgadon and Glaudor Kun.

Mazgadon: Herald of Hatred

Init +5 • **Atk** sword +27 melee (6d8+12) • **AC** 23 • **HD** 24d10 • **MV** 60' • **Act** 4d24 • **SP** immune to electrical damage, able to breathe underwater, spells (+15 spell check: lightning bolt, levitate, and gust of wind), critical on 19–24 • **SV** Fort +17, Ref +9, Will +15 • **AL** C.

Mazgadon is 25' tall and weighs 14,000 lbs. This massive storm giant serves his master with every fiber of his being. Mazgadon is always accompanied by a retinue of loyal followers; 1d4 fire Giants armed with long swords and ray guns (d10) and chain mail. He also wields a magic two-handed sword +3.

Glaudor Kun: Marshal of Madness

This powerful winged reptilian is a large Elder wyrm who serves Tiverrig in his pursuit of destruction. This massive 28 HD creature is terrifying in his awesome might. His electrical breath is known to interfere with technological devices that come within 100' of him, a luck roll DC 20 to resist every 3 rounds.

He is rumored to possess these additional abilities:

Frightful Presence: The dragon's visage and sheer mass are terrifying. All who look upon it must make a Will save (DC 24) or flee in terror (duration 1d4 turns or until reach a safe distance).

Magic Resistance: All spells cast against Glaudor Kun are subject to 50% chance of failure before saves are rolled.

Rusting Hide: The dragon's hide causes rust in all normal metal objects. As a result, its treasure horde consists primarily of gems and magical items. Weapons used to attack the dragon crumble to rust upon touch (although magic weapons are immune).

Gust of wind (1/day): The dragon can generate powerful hurricane-strength wind, blowing in a single direction originating from the dragon in cone shape up to 100' wide at termination. Any creatures caught in the gust of wind must make Strength check or be blown back a distance of 140 in feet, taking 14d4 damage.

Teleport (1/hour): The dragon can transport itself and up to three other creatures instantaneously. Target location must be a place Glaudor Kun has seen before and within 100 miles.

ALIENS

It is said that a thousand races inhabit Drongo new races are always being discovered, victims of the same diabolical power that brought the player's character here. There are countless rocket ship crash sites across the face of Drongo; wreckage of ships forced from orbit or snatched from across time and space for the amusement of Tiverrig. The survivors, stranded, were forced to adapt or perish and now the descendants of those few survivors call this world home. Many of these aliens still possess amazingly advanced technology while others still live as primitives on the fringes of survival after losing everything.

The tables presented in Chapter 9 Monsters in the DCC rulebook describe how to build mysterious and memorable monsters for your campaign. Below we offer some additional options to *Drongo-fy* the results.

Below is a substitute for Table 9-2 Weaponry as presented on page 379 of the DCC rulebook.

TABLE 6.3: WEAPONRY

d20	Weapons
1	Unintelligent, can do little more than hurl stones
2	Javelins (6 each)
3	Mace and shield
4	Ray gun (d10)
5	9mm pistol d20 rounds
6	Long sword
7	Fights with two weapons (long sword and dagger)
8	Polearm
9	Spear
10	M16 + d20 rounds
11	Ray gun (d12)
12	Crossbow + d8 iron bolts
13	Sword and shield, with metal armor and heraldry, as a knighted order of humanoids
14	Longbow with d12 arrows and a dagger
15	Shotgun, 12 gauge + d10 shotgun shells
16	Net and spear
17	Sling and club
18	AK-47 & d4 clips of ammo
19	Stun-gun*
20	Stun-baton*

*As ray gun on stun setting

ALIEN RACIAL TRAITS

Here are some alien race traits you can start with when creating a new race or an epic boss fight. Just select a cool sounding one and start constructing your alien.

Ammonia-Based (Exotic): Ammonia is a possible alternative to water as a catalyst for complex organic molecules to develop and evolve. Ammonia based life would need to be cold (below negative 34 degrees Celsius) and would most likely develop in and around gas giants. Ammonia-based life will need special food and special 'encounter suits'.

Frozen: he will take half damage from cold-based attacks and double damage from heat-based attacks.

Gasbag: he cannot not take a 'humanoid' shape. He can fly at walking pace. His hit-points are reduced by half.

Slow Metabolism: He will add +5 to your saving rolls to resist poison and disease that is not species specific.

Amoeboid (Species): Amoeboid covers any creature that is a slime, goop, or single-celled organism without essential and individual organs and other points of weakness. Amoeboids tend to be somewhat slow-witted, but durable.

Limited Shapeshifting: he can fit through a hole or gap the size of a fist without having to make a roll, slip bonds and otherwise ooze and slop around.

No Vitals: Half hit-points. Take only 1 damage from physical attacks. Take normal damage from energy attacks.

Amphibian (Species): Amphibious species are adapted for life both in and out of the water. They may resemble frogs, newts, or even fish.

Swimming: He can swim 50% faster than normal. *Water Breathing:* He can breathe underwater (or his home liquid equivalent).

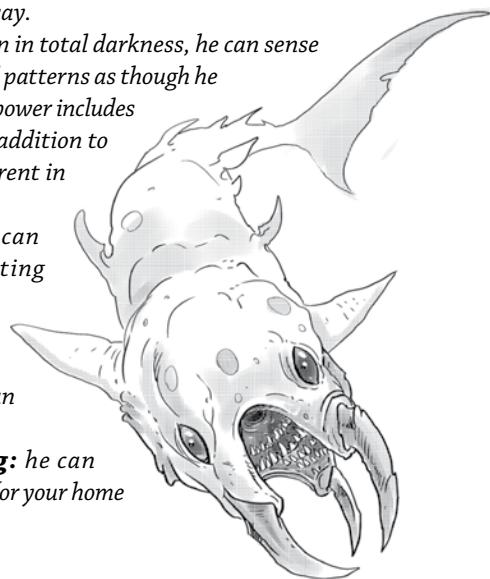
Aquatic (Species): Aquatic species are adapted for life under water (or whatever liquid is prevalent on their planet). They may resemble fish, crustaceans, isopods or any other aquatic creature - or they may be something entirely new. Aquatic species require water-breathing apparatus or encounter suits to exist out of the water.

Bioluminescent: he can cause himself to glow, casting light up to fifteen feet away.

Electrosense: Even in total darkness, he can sense electrical signals and patterns as though he could see them. This power includes electrical devices in addition to the bioelectrical current in living things.

Night Vision: he can see in reduced lighting as normal, but not in total darkness. *Swimming:* he can swim 50% faster than normal.

Water Breathing: he can breathe underwater (or your home liquid equivalent).



Avian (Species): Avian species are bird-like, though this need not mean that they can fly. They may have light bodies, wings (atrophied or not), beaks, claws and excellent vision.

Flight: *This creature can fly at double his normal ground speed.*

Keen Sight: *This creature can see 50% further than standard in all conditions.*

Boron-Based (Exotic): Boron is extremely rare and comes about through the bombardment of cosmic rays. Boron-based life would only be found in cold, rocky, radioactive environments. Perhaps they might be found inhabiting ring-systems around radioactive gas giants, or rocky planets with little or no magnetic field.

Frozen: *The creature takes half damage from cold-based attacks and double damage from heat-based attacks.*

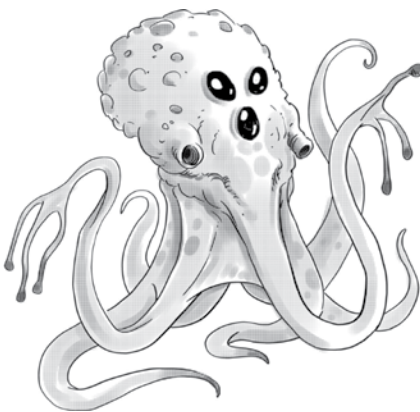
Radiation Resistant: *The creature takes half damage from energy attacks.*

Canine (Species): Canine species resemble terrestrial dogs, wolves, or foxes and share many of their behaviors. Acute

Hearing: *He can hear noises higher and lower than most and at greater distances with greater clarity.*

Acute Sense of Smell: *he can detect the tiniest variations in scent and even track people by it.*

Cephalopod (Species): His species resembles a squid or octopus in some regard and may have some of the capabilities relating to those species.



Camouflage: *Adaptive skin lets him change his coloration and even texture providing a +2 bonus to his Stealth skill when naked.*

Defensive Cloud: *Once per day, he can release a cloud of ink, smoke, and dust or similar to obscure himself as if he were hiding in a smoke cloud. Limited shape shifting: he can fit through a hole or gap the size of a fist without having to make a roll,*

slip bonds and otherwise ooze, and slop around. Swimming: he can swim 50% faster than normal. Tentacles: his grapple attacks gain a +1d6 bonus to hit and to damage. Trying to break free is penalized by -1d4.

Water Breathing: *He can breathe underwater (or his home liquid equivalent).*

Cetacean (Species): An atmosphere-breathing aquatic animal, the cetacean resembles a whale or dolphin and may share traits with those species. Cetaceans do not need water to breathe but do need to be kept wet and may require a specialized encounter suit for normal interactions.

Acute Hearing: *May hear noises higher and lower than most and at greater distances with greater clarity.*

Echolocation: *May use sound to see up to fifty feet in all directions by sending out a pulse. This is not normally audible to other species.*

Swimming: *Swim 50% faster than normal.*

Chemosynthetic (Exotic): Chemosynthetic organisms gain energy from chemicals such as methane or hydrogen sulfide. On Earth, they are found around hot springs and hydrothermal vents deep in the oceans. Chemosynthetic aliens draw their energy from chemical reactions rather than from consumption of other organisms or sunlight. Chemosynthetic aliens may be found on volcanic or toxic worlds.

Chemical Feast: *These creatures consume noxious gases and substances rather than food. Poison Resistant: Against poisons, his Fort saves are increased by +5.*

Boiling: *This creature takes half damage from heat-based attacks and double damage from cold-based attacks.*

Chiropteran (Species): Chiropterans are bat-like species with leathery or scaly wings - even if these are vestigial and not fit for purpose. They are often nocturnal and may fill the same ecological niches as birds or rodents and many are nocturnal.

Acute Hearing: *he can hear noises higher and lower than most and at greater distances with greater clarity.*

Echolocation: *this allows him to use sound to 'see' up to fifty feet in all directions by sending out a pulse. This is not normally audible to other species.*

Flight: *he can also fly at double his normal ground speed.*

Cnidarian (Species): Resembling the Terran jellyfish, Cnidarians are jelly-like creatures often armed with stinging tentacles and often aquatic. They may require encounter suits to interact normally with other species. Non-aquatic Cnidarians are usually gasbags.

Natural Weapons: *his unarmed melee attacks do 1d12 damage. No Vitals: Cnidarians only have half hit-points. Take only 1 damage from physical attacks. Take normal damage from energy attacks.*

Tentacles: *his grapple attacks gain a +1 bonus to hit and to damage. Trying to break free is penalized by -1d4.*

Water Breathing: *he can also breathe underwater (or whatever is his home liquid equivalent).*

Dead (Exotic): These creatures are no longer living. Perhaps the entire species exists in this post-metabolic state or perhaps only this one creature. Regardless of the details, this creature is absolutely, positively dead. Dead, yet not at peace this creature still roams about on some unknowable quest. Perhaps it is dark magic or psionics or technology or some natural ability to persist beyond the cessation of traditional life. Obviously many are not fine with this. The creature cannot be healed by conventional or psychic means, only naturally.

Dead Flesh: *The material this creature is made of is dead, insensate, and tough. Hit Points are doubled.*

Fear Attack: *Creature may make a Will save DC 20, once per encounter, to make a fear attack. Enemies within fifty feet must make a Will save or flee.*

Defensive Adaptation (Species): Many species have defensive adaptations to protect them from the environment or from predators. Some sapient species carry these adaptations forward into their dominance as an intelligent creature.

Defensive Cloud: *Once per day he can release a cloud of ink, smoke, or dust to obscure himself as if he were hiding in a smoke cloud.*

Rapid Reaction: His Reflex saves are increased by +1d6. Shell: he has a tough natural armor that grants a bonus of +1d4 AC.

Elemental (Exotic): Elementals are supernatural beings that have assumed the form of the four classical elements.

Air: +1 Dexterity, +2 Reflex Save. The elemental is surrounded by rushing winds and is mostly transparent.

Earth: +1 Stamina, AC is increased by +1d4. His body is made of stone, craggy and tough.

Fire: His hand-to-hand attacks do +1d4 fire damage. He takes only half damage from heat based attacks, but double damage from cold based attacks.

Water: +1 Stamina, +1 Strength. He constantly appears to be wet and flowing.

Energy (Exotic): He is a being of pure energy and does not have a physical body but rather a shell of energy that can interact with the physical world as though it were a body. Bioluminescent: He can cause Himself to glow, casting light up to 1d20 yards away.

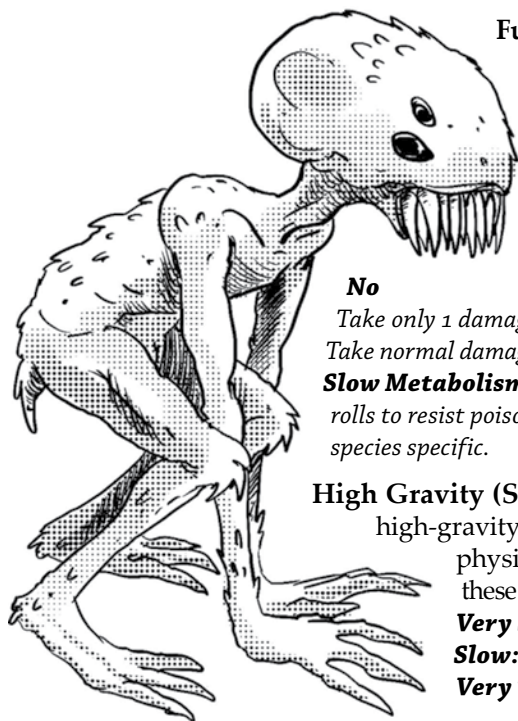
Energetic: he will only take half damage from energy attacks.

Feline (Species): Feline species resemble Terran cats. They are often individualistic and aloof and can seem cruel to other species.

Acute Hearing: he can hear noises higher and lower than most and at greater distances with greater clarity. Graceful: +1d4 Dexterity.

Night Vision: He can see in reduced lighting as normal, but not in total darkness. Rapid Reaction: His Reflex save is increased by +1d6.

Vibration Sense: He can sense movement that disturbs that atmosphere for 1d12 yards in all directions if his whiskers are exposed to the air.



Fungal (Species): Fungal sapiens are closer to animals than plants and are often parasitic, infesting other mobile creatures and using their bodies for transportation.

Vitals: Half hit-points.

No
Take only 1 damage from physical attacks.
Take normal damage from energy attacks.

Slow Metabolism: he adds +5 to his saving rolls to resist poison and disease that is not species specific.

High Gravity (Species): Species from high-gravity worlds have adapted, physically, to the rigors that these place upon their bodies.

Very Strong: +2d4 Strength,

Slow: -1d4 Dexterity.

Very Tough: +1d6 Stamina.

Hunter (Cultural): Hunter cultures value the hunting skill above all others and consider it an important cultural artifact. Even advanced species can glorify the hunt as a rite of passage or a connection to their more primitive forebears. Hunters get a bonus +1d4 to close and ranged attacks.

Insectoid (Species): Insectoid species often have multiple limbs, a hard, chitinous outer shell and venomous bites or stings. They are often divided into castes and many of them have a selfless, eusocial, communistic viewpoint. Many non-insectoid species have an instinctive, hostile reaction towards insectoid species.

Chitin: AC is boosted by +1d6.

Extra Action: multiple limbs allow creature to make an extra attack—or similar action—each round.

Sonar: he can sense movement that disturbs the atmosphere 1d12 yards in all directions if his antennae are exposed to the air.

UV Vision: he can see into the near ultraviolet, which can let him see tracks and traces, patterns and lights that others cannot.

Molluscan (Species): Gastropods (like snails) and bivalves (like mussels) but excluding cephalopods which have their own entry above. Molluscans are slow and often stationary species given to strong defensive capabilities and a slow and considerate intelligence.

Mindful: Add +1d6 to your intelligence and +1d4 to Will saves. Shell: His natural amour adds + 1d6 AC.

Nocturnal (Species): Nocturnal species are adapted to the night, a period when stealth and senses compete with each other.

Acute Hearing: He can hear noises higher and lower than most and at greater distances with greater clarity.

Infrared Vision: He can sense heat and see in the dark up to fifty feet.

Night Vision: He can see in reduced lighting as normal, but not in total darkness.

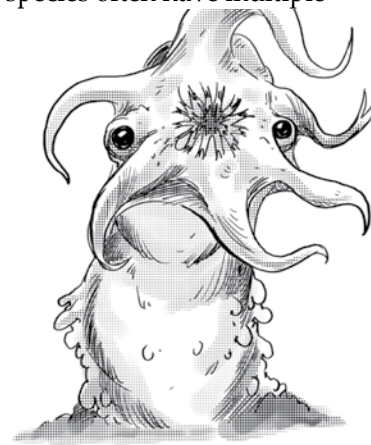
Ophidian (Species): Ophidian species are snake-like, long, and tubular organisms. Ophidian sentients are typically very flexible. They able to use their own bodies as manipulative limbs, or they have rudimentary limbs, an agile tongue, or technological assistance for fine manipulation. Ophidians are often venomous.

Coils: His grapple attacks gain a +1d4 bonus to hit and to damage.

Infrared Vision: He can sense heat and see in the dark up to fifty feet.

Narrow: He can fit through a fist-sized hole or gap.

Parasitic (Species): Parasitic species latch onto and use—even control—other, larger host organisms. A parasitic sentient cohabits a body from another species but can move from host to host.



Parasite: he can latch onto another's body and move it around but not access any of its special capabilities. While attached to a host he can use his statistics, but their hit points. He will die when the host dies.

Piscean (Species): Fish-like species are most frequently aquatic and breathe fluid rather than air. They are well adapted to deal with high-pressure environments and may have other adaptations for life in deep, dark, liquid.

Bioluminescent: He can cause himself to glow, casting light up to five yards away.

Electrosense: Even in total darkness, he can sense electrical signals and patterns as though you could see them. Devices and the bioelectrical current in living things.

Night Vision: he can see in reduced lighting as normal, but not in total darkness.

Scales: His AC is +1d4

Swimming: He can swim 50% faster than normal.

Water Breathing: He can breathe underwater (or His home liquid equivalent).

Plant (Species): Plants are often—but not always—photosynthetic. Plant-like species often have a branching structure and are in a constant state of growth and dieback.

Regeneration: he can regenerate 1d4 hit-points every turn.

Poisonous (Species): This creature's flesh, blood, or other effluvia are poisonous to creatures not of his species. The poison may be the result of evolutionary adaption or have been intentionally induced by genetic engineering or it may simply be the result of unusual biochemistry. He may be brightly colored or patterned to warn others of this.

Poisonous: Any enemy or creature biting you must make a Fort Save DC 15 or take D6 damage. He can coat his own weapons with this toxin by cutting yourself, taking 1 hit point of damage. This lasts for a single hit.

Warning Sign: His coloration, scent etc. mark him out as something 'not tasty'. Wild animals target him last for attacks.

Predator (Species): His species retains its carnivorous and predatory instincts and may still prefer live prey to prepared meals. Acute Hearing: He can hear noises higher and lower than most and at greater distances with greater clarity.

Acute Sense of Smell: he can detect the tiniest variations in scent and even track people by it.

Fast: His movement speed is +10–40% faster.

Keen Sight: He can see an extra 50% as far as normal sight in all conditions.

Killer Instinct: +1d6 bonus to melee Attacks.

Reptilian (Species): Reptilian species are generally egg laying, scaled and cold-blooded. There are reptile species that have different traits but these are the most common.

Coldblooded: +1d4 to Will and Fort Saves.

Infrared Vision: he can sense heat and see in the dark up to fifty feet.

Scales: His AC is boosted by + 1d6.

Robotic (Species): His species is artificial. That is to say, it was constructed from metal and plastic rather than flesh and blood. Robotic species do not originate naturally but may develop naturally once they achieve self-awareness.

Interface: he can directly jack in to computers and other devices to control them.

Brother Machine: As a machine, he has a intuitive understanding of other machines.

Painless: he gains an additional Hit Point per level.

Engineered: Gain a +1d6 to any single Attribute.

Avatar: he can pair up with a particular machine or ship and act as its Avatar. This is permanent bond but anything he can do to do with that ship, vehicle or device is at +1d4 and can be done at a remote distance.

Rodentine (Species): Rodent-like species are characterized by sharp, gnawing teeth, tails and high metabolisms. They often live relatively short - but action-packed - lives.

Fast Metabolism: His Dexterity is increased by +1d6 but he will suffer a -5 penalty on Save rolls against poison and disease.

Rapid Reaction: His Reflexes save is increased by +2.

Tail: +1d4 to Reflex save (from balance).

Silicon-Based (Exotic): Silicon-based life is rare, only evolving in systems and planets where carbon is extremely rare. Silicon based-life tends to evolve in two directions - hard and crystalline or soft and gooey.

Stone Body: he has a bonus +1d6 AC of course he will lose -1d4 Dexterity.

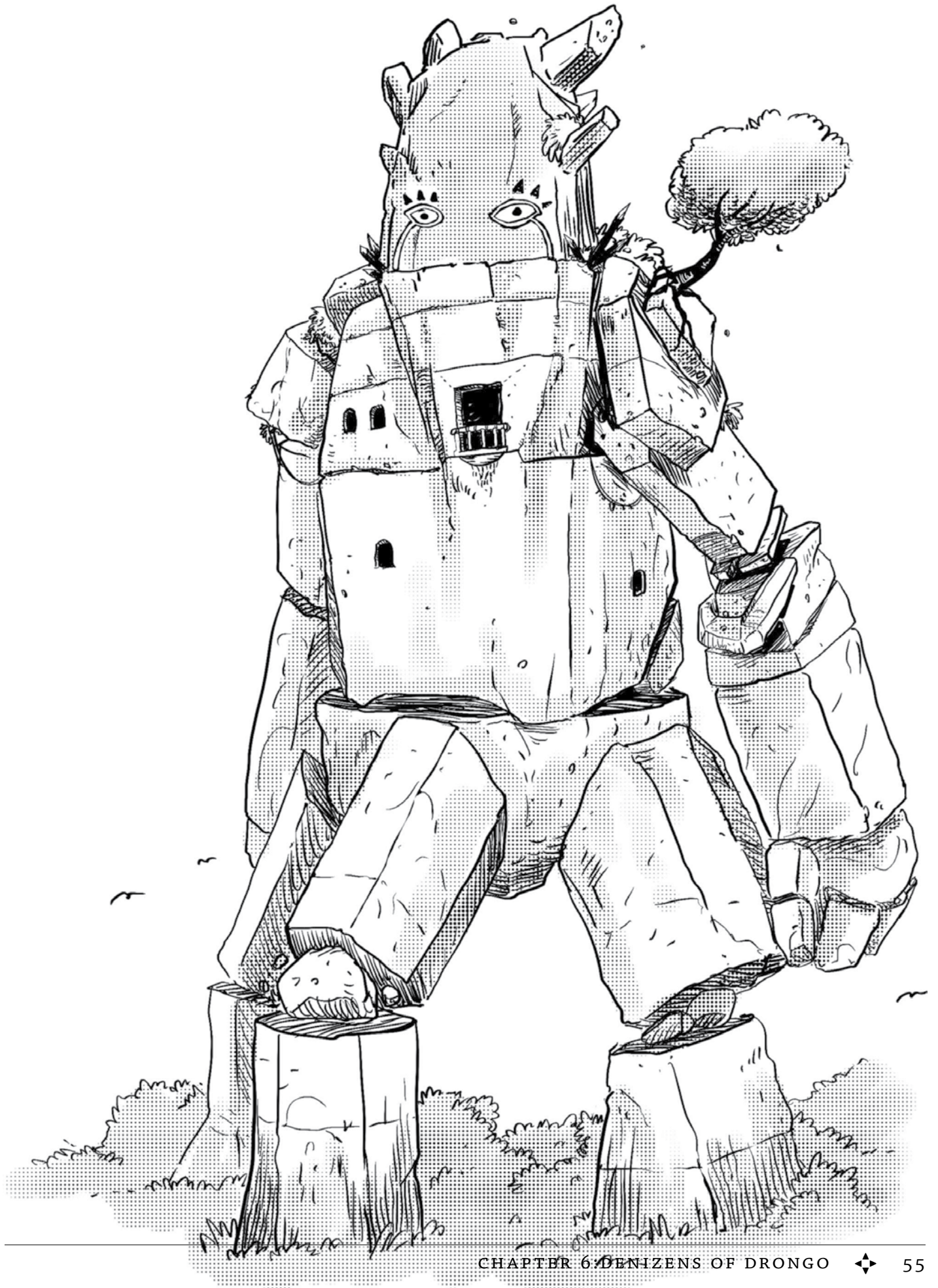
Goo Body: He has the Limited Shapeshifting trait and physical attacks made against you do half damage.

Software (Species): He is not a being, rather he is a free-floating consciousness. He is an artificial intelligence but not a robot. Rather he is a form of software. This makes him functionally immortal, and able to make backups of himself. However, he is only able to run one instance of himself and to inhabit a single body at a time due to quantum effects.

Code Body: His mind exists separate from his body, which is a constructed artifact. He is able to return from death and restore from backup into a new shell.

Swarm (Exotic): He is not a single organism but rather a colony, a swarm, acting with a single purpose or will. He might be a collection of single celled organisms, an ant, or bee analogue or even a swarm of rodents sharing a single mind. Whatever his constituents are, however, they are small and individually unintelligent.

Colony: Any attack that is not an area effect or ongoing damage (such as fire) can only ever do him a maximum of one Hit Point of damage. However, a loss of a part of him is a loss to the whole. For every 10 Hit Points he takes he suffers a -1 penalty to every roll. Separate: he can break off a part of himself and give it a very specific mission such as 'pull that switch'. He assigns this part a number of Hit Points and off it goes.



Those crazy aliens

To further distinguish the alien species from other humanoids the characters meet on Drongo, roll 1d100 on the table below. These changes are seemingly random, some good, some bad, depending on your point of view. They set the alien as a breed apart and something that can be recognized—and feared. Roll a d100 to see how the alien is different:

TABLE 6.4: ALIEN TRAITS

d100	Alien traits
1	Tears of Blood: It is always bleeding (from the eyes, nose, mouth etc.).
2	Fanged: Its mouth is filled with particularly sharp and vicious teeth. It can bite as a close combat attack for 1d4 damage.
3	The Claw: The creature has a gigantic, hideous crab claw (roll for which arm, left or right). It can attack for 1d6 damage.
4	Unibrow: This alien has a single, giant eye where you would normally have at least two.
5	Mushtool: It is infested with a psychic fungal symbiote, which covers it in faintly glowing growths and tendrils.
6	Infested: The alien's body crawls with insectoid pests that live in and outside of him. They do not harm others but the effect is unsettling and disgusting.
7	Decay: This alien is ever-rotting, surrounded by a sweet scent of decay and the constant sloughing of skin and flesh.
8	Ooze: This creature leaves a viscous slime, a slippery mucous that oozes from its pores.
9	Cobra: It is venomous! This alien's hand to hand attacks force a Toughness save or the target suffers an extra 1d6 damage.
10	Inedible: This thing is poisonous. Anything biting it or tasting its blood or flesh must make a Toughness Save or suffer 1d6 damage.
11	Grasping Arm: A tentacle replaces one of this alien's normal limbs. +1 to melee attacks.
12	Trippy: Its appearance is somewhat psychedelic. Its skin and hair are a mass of swirling colors and patterns. +1 AC.
13	The Fog: This alien's body is surrounded by a fine mist that obscures it from direct view. +1 AC.
14	Charge: This alien can build up a natural static charge. It will constantly hum and crackle with power. Bare handed attacks or those with metal weapons do +1d6 damage, but anything it touches is charged/burnt/electrified.
15	Glowing: This is an odd bioluminescent creature that glows with a dim light barely enough to read by.
16	Darkness: This alien is wreathed in shadow and the shadows it cast or hide in are deeper and larger than others.
17	I Am the Fire: It has a body that gives off a cloud of choking smoke. +2 AC. It can suppress this as an act of will but it takes some effort.
18	Gummy: Its touch is tacky and gooey, clinging to things such as walls and weapons.
19	Stalks: This Alien is supplied with additional antennae that enhance its senses.
20	Rapture: This glowing being produces an unnatural degree of beauty, so much so it can even be unsettling.
21	Out on a Limb: This creature has an extra manipulating appendage such as an arm. +1 strength and Dex,
22	Devolver: This alien's bestial and primitive appearance belies its appetite for flesh.
23	Wooden: This alien is part plant either through transformation or symbiosis.
24	Melodious: Every movement this being makes creates chimes or other sounds of a hypnotic and meditative nature.
25	Long Nails: this alien has claws at the end of its hands. These wicked talons can attack for 1d6 damage.
26	Mind's Eye: This alien has a third eye on its flesh, protruding from the 'front' of its brain.
27	Damp: This poor creature is always dripping wet. The water seemingly comes from nowhere. Its skin always feels clammy and damp.
28	Like a Bird: Instead of hair, this alien has feathers like a bird.
29	Heated: This alien is constantly aflame and cannot wear clothing, only hard armour that is fireproof.
30	Ribbit: This being has webbed hands and feet.
31	Pelt: This alien is covered in soft, downy fur.
32	Enormous: this alien is 6+2d4 feet tall.
33	Little Friends: This alien's flesh is inhabited by strange creatures absent in nature that somehow enhance its natural capabilities. Gain +1d6 to any two abilities. These are often called homunculi but cannot live separate from its body.
34	Sexual Selection: This alien can choose to alter its sex to either male or female it takes 1d6 hours to do so.
35	Horny: his alien has a sharp spike, or spikes protruding from its head 1d4 feet long. This spike can be used to make a hand to hand attack for d6 damage.
36	Third wheel: This alien has an extra leg beyond the normal two for most species.
37	Cold natured: This alien is icy cold, its breath misting every time it exhales.
38	Killing B: This alien is covered in unsightly, cancerous growths.
39	Wounded: This alien is missing a limb. Roll 1d6: (1–3) arm; (4–6) leg. Roll 1d6: (1–3) left; (4–6) right.
40	Twister: This creature's limbs and flesh are twisted and deformed.

d100	Alien traits
41	Omnomnom: This alien's skin is covered in tiny mouths that chatter and whisper blasphemies, lies and the occasional hard truth.
42	Agape: This alien's impressive mouth is full of fangs and its jaw can detach. It is able to give a massive bite for 1d8 damage and swallow something the size of a dog or child with ease.
43	Nosy: In place of a mouth this alien has a long, thin proboscis. It can only feed by drinking.
44	Granite: This alien's flesh is dark and grey and resembles stone. It will grind and drip dust as it moves.
45	Balanced: This being is bald and covered in tough, flexible, interlocking scales.
46	Wag: This creature has a floppy, wagging tail that telegraphs its mood.
47	Monkey tail: This alien has a tail that can grip and move to balance itself with ease.
48	Shelled: This creature has a back and chest plate that is a hardy shell into which it can withdraw its limbs and head.
49	Foul Smell: This creature puts off a wicked foul smell.
50	Eyes: This alien is covered in weeping eyes.
51	Shades: This alien has shiny, reflective skin like a mirror.
52	Quilled: This alien is covered in spines that do d4 damage to anyone who hits it in melee combat.
53	Stinger: Somewhere in this alien's body it has a stinger. It can attack for 1d4 damage and force a Fort save (DC 15) or inflict an extra 1d6 damage.
54	Strange Skin: This alien's flesh is an unusual and highly visible hue or texture.
64	Living Skeleton: This alien's skin and flesh are tight to its bones.
65	The Devil's Teat: This alien has an extra nipple or breast.
66	Wire: This alien is covered in hooked thorns like a rose.
67	Now With...: This alien has non-functional but pretty looking wings. They can help break its fall, halving the effective distance that it can drop.
68	Visible Man: This strange alien has transparent flesh through which can be seen its circulatory system and organs.
69	Fuzzy: This alien is hard to see, its image a blurry smear to anything and anyone that tries to look at him.
70	Pestilence: Anyone that this alien touches must make a fort Save DC 16 or fall ill, losing 1d4 luck for a week after which they recover.
71	Flaked: This alien constantly sheds dry flakes of skin.
72	Studded: This alien's skeleton grows out of its skin in 'balls' and nubs that push against the skin.
73	Float: This alien hovers about an inch above the ground and never touches it.
74	Joined: This alien race is conjoined twins.
75	Neem: This alien has glowing eyes that flare brighter whenever he is in the dark.
76	Paisley: This odd alien has patterned skin. This can appear to be tattoos, abstract patterns, stripes, or anything else.
77	All ears: This alien has ears that are 1d8+3 inches long.
78	Headcase: This alien's skull is swollen, barely containing the inflamed and massive brain within.
79	Blocky: This alien is 1d6 feet thick on all four sides.
80	One Man Band: This alien's voice is choral, as though many were speaking at once. Unsettling, but beautiful.
81	The Bells: This alien has a hunchback.
82	Little Friend: This alien is only 1d4 feet tall.
83	Rapunzel: This alien has rapidly growing hair (or equivalent): It grows at a rate of 1d4 feet per day.
84	Wiggins: this alien has an unusual hair color. Roll 1d10: (1) Snow white; (2) Absolute black (3) Primary red; (4) Flame orange; (5) Buttercup yellow; (6) Primary green; (7) Primary blue; (8) Imperial purple; (9) Glass transparency; (10) Roll twice and combine.
85	Angelic: This alien's head is surrounded by a glowing halo.
86	Demonic: This alien has cloven hooves.
87	Speak no Evil: Mute.
88	Hear no Evil: Deaf.
89	See no Evil: Blind
90	Locked-In: This alien cannot sense or speak in any sense other than with its mind which works over a radius of 5 yards replacing all these abilities.
91	Phat: This alien is grotesquely and freakishly obese.
92	Friday Job: This alien sleeps 6 days a week.
93	Perfumed: This alien can exude pheromones that make it seem more charming and irresistible than it is naturally.
94	Super Sonic: This alien has bat-like ears that give it a great sense of hearing.
95	Chameleon: This alien's flesh and skin can shift to hide him in most circumstances.
96	What is that thing?: This alien is hideous.
97-100	All the Better to See You With: This alien has big, cat-like eyes and can see well in low-light conditions.

STRANDED HUMANS

Some of the most dangerous foes the players meet are human. When the players face a bounty hunter or a cowboy, there is no need to write a fully detailed character. Remember, monsters break the rules all the time, so who's to say this person could never learn mysterious skills to survive here on Drongo?

Attention-getters

These are captains, sergeants, and right-hand men. These are the troops sent to soften up the characters when the main villain cannot be bothered to get their hands (or tentacles or what-have-you) dirty. To make the attention getter add +1d4 to Close and Ranged attacks, increase their AC by 1d4, and increase all Saves by +1. Also, give them the maximum possible hit points.

AMAZON WOMEN • **Init** +1 • **Atk** long sword +3 melee (1d8) or bow +3 missile fire (1d6) • **AC** 16 • **HD** 3d8 • **MV** 20' • **Act** 1d20 • **SV** Fort +2, Ref +1, Will +1 • **AL** varies

These warrior women can go toe to toe with the strongest roughneck and sometimes come out on top.

CULTIST • **Init** -2 • **Atk** club -1 melee (1d4-1) • **AC** 9 • **HD** 1d4 • **MV** 30' • **Act** 1d20 • **SV** Fort -1, Ref -2, Will -1 • **AL** varies.

These crazed worshipers are often used as pawns and bait to slow down people who enter the temples until the high priest can get ready.

HIGH PRIEST • **Init** -1 • **Atk** dagger + 1 melee (1d4-1) or curse (DC 16 Will save • see below) or spell • **AC** 12 • **HD** 3d6 • **MV** 20' • **Act** 1d20 • **SP** familiar, curse, spellcasting (+8 spell check) • **SV** Fort +4, Ref +0, Will +8 • **AL** C.

The head of the cult of some long forgotten god.

Curse (1/day): The high priest can issue a curse as an attack action. The victim receives a DC 16 Will save to resist the curse. See Appendix C for suggestions.

Power Items: In addition to spells all high priests can make magic items as if they had the appropriate spells (mix potion, sword magic, etc..)

Spells: A High priest always knows 1d10 spells, randomly determined as follows (re-roll duplicates)

d10	Spell
1	charm person
2	chill touch
3	detect good
4	forget
5	demon summoning
6	sleep
7	ray of enfeeblement
8	darkness
9	paralysis
10	second sight

GESTAPO AGENT • **Init** +1 • **Atk** dagger +4 melee (1d6+2) or pistol +5 missile fire (1d8) • **AC** 17 • **HD** 3d8 • **MV** 20' • **Act** 1d20 • **SV** Fort +3, Ref +3, Will +1 • **AL** C

Still serving his crooked master in his leather coat and gloves they stand out anywhere.

SS-STORM TROOPER • **Init** +2 • **Atk** scimitar +2 melee (1d8+1) or submachine gun +3 missile fire (1d6) • **AC** 15 • **HD** 1d8 • **MV** 20' • **Act** 1d20 • **SV** Fort +2, Ref +2, Will +0 • **AL** C

These fanatical troopers follow the Gestapo.

CREATURES OF DRONGO

This section serves as an introduction to some specific alien life forms the characters may encounter as they travel across the land. It is not meant to be an exhaustive or all-inclusive list, as many creatures will be unique to a locale or to a particular adventure.

Every alien creature encountered should be unique. Judges will need some basic creatures to use as opponents for the heroes when they play this game. Moreover, these monsters should provide a benchmark by which the judge can guide his own creations.



Alafax

ALAFAX • Init +2 • Atk 2 hooves +1 melee (1d6+1) • AC 14 • HD 3d8 • MV 70' • Act 2d20 • SV Fort +2, Ref +1, Will +1 • AL N

These furry herbivores travel in herds, bounding swiftly across the plains. Some have been domesticated—barely—and serve as mounts for the cavalry in service to High Overseer Ollumvax of Alafax. They are so fast and nimble, they require special saddles which buckle to the riders to keep them mounted.

Argom

ARGOM • Init +2 • Atk bite +9 melee (2d6) and claw +5 melee (1d6) • AC 17 • HD 7d10 • MV 30', fly 60' • Act 2d20 • SV Fort +7, Ref +8, Will +4 • AL N

Argom are six-legged, green-skinned, furry catlike creatures about the size of a small horse. Their four wings make them ideal riding mounts for most of the planet. They can hover and fly in place like a dragonfly. They will loyally serve only one master until death, the person who successfully rides them for the first time. To break an argom for riding you must pass three DC 20 checks vs. Stamina in a row.

Bagrada Bug

BAGRADA BUG • Init +2 • Atk bite +6 melee (1d4+3) • AC 18 • HD 2d8+6 • MV 50' or climb 50' • Act 1d20 • SP 20% have poisoned stinger (+7 melee, dmg poison: DC 18 Fort save or 2d4 Stamina) • SV Fort +7, Ref +3, Will -3 • AL L

These are oversized insectoid carnivores native to Drongo, they are a largely subterranean species that tend to live in large colonial groups. They are not a digging species, but instead prefer to occupy existing cave networks and tunnel systems. The typical bagrada bug is a bit smaller than a dog. Alone they are of little threat, but they usually travel in swarms.

Swarms are made up of hundreds of individual bugs. They occupy spaces of roughly 30' to a side, though some may be larger or smaller. The swarm can bite all targets in that space. Because the swarm is composed of many individual elements, it takes half damage from normal weapons and any spell or effect that normally has an individual target. Slashing wildly with a sword or mace is unlikely to do much damage to a swarm of hundreds of bugs. Attacks with area effects, such as fireballs, choking clouds, and the like, inflict normal damage.

BAGRADA BUG QUEEN • Init -4 • Atk bite +3 melee (1d10) • AC 12 • HD 6d8+10 • MV 30' or climb 10' • Act 1d20 • SV Fort +6, Ref -4, Will +10 • AL L

These are imposing creatures, hundreds of times larger than their offspring and equipped with toxic venom that can kill in seconds. Their ability to float indicated that the queens can metabolize primal energy, which also allows them to employ defenses not usually expected from an insect the size of a rocket skiff. When attacked, they have been known to rupture the ground around them, knocking foes off their feet before they can react.

Cause earthquake (1/day): The Queen can create an earthquake centered on a point within 60'. Earth shakes for several seconds. All nearby creatures take 1d6 buffeting damage. Creatures within 20' of the epicenter are tossed into the earth for a fall of 1d4 x 10' (with falling damage of 1d6 per 10' fallen). Creatures further away must make a Reflex save or also be tossed into the earth. Concentration of enemies is disrupted, waterways may be diverted, buildings are shaken, creatures may fall from ramparts, etc.

Poisonous: The queen uses a neurological poison. If the infected fails a DC 18 Fort save, they take 1d6 damage for the next 1d4 rounds.

Burrownid

BURROWNID • Init +0 • Atk claw +4 melee (1d6) • AC 16 • HD 3d8 • MV 30' or burrow 30' • Act 1d20 • SP stand still • SV Fort +5, Ref +0, Will +0 • AL C

This is a ferocious and territorial subterranean creature that has evolved to eat most any life form found on Drongo, including each other. Areas infested with these vile creatures rarely show much evidence of the infestation on the surface aside from telltale mounds of earth. These mark the point at which a burrownid either entered or exited the ground. They tend to attack from below, using the sensitive hairs lining their muscular bodies to detect even the lightest footstep above and their massive digging claws to burrow to their prey. The best way to survive an attack from one of these ferocious creatures is to strike while they are emerging from the ground.



Dreg

DREG RAIDER • **Init** +1 • **Atk** claw +1 melee (1d4) or as weapon +1 melee • **AC** 11 + armor • **HD** 1d8+1 • **MV** 30' • **Act** 1d20 • **SV** Fort +2, Ref +0, Will -1 • **AL** C

The Dreg are a race of nomadic humanoid scavengers who wander the wilds of Drongo, the result of inadvertent cross-breeding between the castoffs from early Witch War genetic experiments on humanoids. They salvage discarded technology for their own primitive engineering projects, including dangerous weaponry they use to prey on the weak and careless. They can most often be found raiding unsuspecting travelers and settlers, and sometimes capturing victims to drag back to their caravans for food. Dregs are always prepared for war, wielding crude melee weapons, modified bows, and even the occasional firearm or ray gun. They armour themselves with crude shields and bits random bits of chain or plate armor—they consider the advanced simian ceramic armors completely worthless.

Boss: Every band has a boss with 4d8+4 HD and an attack bonus of +4. Bands with more than 30

Shamen: Dregs also have a shamen of 2d8 HD who knows 1d4 1st-level cleric spells and 1d3-1 2nd-level spells at a +3 spell check.

Prime dregs: Enormous and powerful, up to triple HD with an additional +4 bonus to attack and damage rolls from their unearthly strength.



Id Stalker

ID STALKER, LESSER • **Init** +3 • **Atk** • bite +6 melee (dmg 3d10+3) or paralyzing touch (Fort DC 12 or duration 1d5 days); **AC** 17 • **HD** 8d8+3 • **MV** 40' • **Act** 1d20 • **SP** half-damage from normal weapons, camouflage, see invisible • **SV** Fort +5, Ref +3, Will +2 • **AL** N

ID STALKER, GREATER • **Init** +5 • **Atk** bite +8 melee (dmg 4d10+4) or paralyzing touch (Fort DC 15 or duration 2d4 days) • **AC** 21 • **HD** 10d8+8 • **MV** 50' • **Act** 2d20 • **SP** half-damage from normal weapons, camouflage, see invisible • **SV** Fort +7, Ref +5, Will +4 • **AL** N

Id stalkers attack to either kill or capture, never both, and use their paralysis attack to incapacitate quarry to return to their master. Id stalkers can carry a single man-sized or smaller creature without difficulty. They suffer normal damage from weapons of a +1 enchantment or greater and half-damage from normal weapons. They can occlude their forms with shadows to hide themselves and gain a +10 bonus to avoid detection. They can see invisible creatures. Id stalkers track their victims through Psionic, magical, and mundane means, so attempts by prey to hide its trail are never successful. Id stalkers cannot move across magical barriers but will wait patiently for wards to expire or for prey to leave the protected area. Slaying an id stalker causes the ability to end and a new id stalker cannot be sent against the target until 1 month has passed.

Murk

MURK • **Init** +0 • **Atk** bite +2 melee (1d4+1) • **AC** 16 • **HD** 1d8+2 • **MV** 40' or climb 30' • **Act** 1d20 • **SP** detect thoughts 500' • **SV** Fort +5, Ref +1, Will -3 • **AL** L

These small slug-like creatures live as parasites on a host creature. After maturing for about three years, they develop intelligence and seek out a host to take over. Mindless creatures (such as living statues, robots, constructs or undead) are effectively invisible to them, but creatures with thoughts find it impossible to lose the relentless predators.

Poisonous bite: The bite of the Murk is poisonous. The poison varies according to the breed of the murk. Fort Save (DC 15) 1d6 damage plus paralysis, duration 1d6 rounds.

Revul

REVUL • **Init** -1 • **Atk** bite +5 melee (1d10) or claw +3 melee (1d4) • **AC** 16 • **HD** 5d8 • **MV** 40' • **Act** 2d20 • **SP** gaze (DC 14 Will) • **SV** Fort +6, Ref +1, Will +1 • **AL** C

This scavenger bird is native to Drongo which can be found in many regions of the planet. Highly adaptable avians that can survive quite well in any climate where they can find food, revul's pose a constant threat to livestock, travelers, and anyone who stumbles into one of their feeding grounds. They have a gaze that can cause prey to become immobilized for 1d4 turns giving them ample time to pounce on its next meal. Since they'll eat anything that walks, crawls, or hasn't been dead too long, this includes almost the entire planet.

Rill

RILL • **Init** +1 • **Atk** 2 claws +3 melee (1d6) • **AC** 16 • **HD** 5d8 • **MV** 40' • **Act** 1d20 • **SP** Poison spit (DC 15 Fort) • **SV** Fort +2, Ref +3, Will +6 • **AL** C

These ferocious predators live in the northern forests of Drongo. They look like a cross between a cat and a snake, about 3 yards long with dense spiny fur. Its saliva contains an agent that can paralyze a man upon contact, giving the rill time to leisurely devour their still-living prey.



Telovere

Init +4 • **Atk** bite +6 melee (1d10 plus disease) • **AC** 15 • **HD** 14d8 • **MV** fly 40' • **Act** 1d24 • **SP** bite all targets within 20' x 20' space, half damage from non-area attacks, disease (see below) • **SV** Fort +9, Ref +10, Will -2 • **AL** L

These immense creatures float high in the sky. Fully grown then can be over two hundred feet across and about 50 feet tall. They have a cavernous interior filled with photosynthetic material in great mounds like inverted uvulas. Some members of the Hawken race posses a special ability that allows them to pacify Telovere and take refuge within the cavernous interior of fully grown Telovere without fear of attack.

Disease: The bite carries disease. A character bitten by a Telovere receives a disease randomly determined from the table below.

TABLE 6.8: TELOVERE DISEASE

d6	Fort Save Effect on Failed Save
1	DC 8 Sickness and vomiting for 1d10 days • half movement and -4 to all rolls during that time.
2	DC 14 Terrible stomach pains • 1d8 damage and unable to heal normal damage for one week.
3	DC 16 Debilitating weakness. Temporarily lose 1d6 Strength and Stamina.
4	DC 10 System shock. Immediate death.
5	DC 20 Dizziness. Temporarily lose 1d4 Agility.
6	DC 12 Intense weakness. Permanently lose 1 Strength.

THE STRAIN

This is a mutated Bio weapon that has formed a vast hive mind. During the Witch Wars, some fool weaponized and evolved a combat-effective protoplasm. That quickly formed a multi celled brain and sought to carve out a niche in the local ecosystem.

This Strain infects and breeds in the lungs and brains of living matter. What we know as the Strain is in fact a collected group of corrupted creatures, humanoids, and other living organisms. These creatures are mutated abominations, often with enhanced physical attributes, defensive capabilities, and unique attacks.

All are part of the hive mind and work to achieve its goal of transforming and “perfecting” a niche for itself on Drongo.

These vile creatures are capable of spreading the Strain with a single bite. Roll a DC 22 Fort save to resist and only take d6 damage, after spending the next turn being sick.

Most strain creatures are horrifying to behold, with mutated appendages, grotesque bodies, extra eyes, claws, and hardened carapaces also commonly develop in Strain creatures.

There is often a strain version of any creature that can be encountered on Drongo

To apply the strain to any creature simply roll 1d16 and give them the effects from the table below.

TABLE 6.7: STRAIN MUTATIONS

d16	Mutation
1	Immune to one kind of attack. Roll 1d6: (1) fire • (2) cold • (3) acid • (4) lightning • (5) force energy (e.g., magic missile) • (6) necromancy (e.g., chill touch).
2	Extra d6 eyes gives infravision to 100'.
3	1d6 tentacles d8 feet long.
4	Paralyzing touch. Pseudopod's or slime's touch requires target to make DC 14 Fort save. Failure causes paralysis for 1d6 hours.
5	Grows a large lobster claw d4 feet long gives +2 damage and to hit d8 damage.
6	Grows a hard shell, gains +1d4 AC.
7	Amphibious. The creature can breathe water and swim effortlessly.
8	Muscles enlarge and creature gains +1d4 damage.
9	Fast reflexes. Ref save is increased by an additional +4.
10	Grows d4 extra legs + 10' move.
11	Limbs become Elastic can stretch 1d8 feet.
12	Skin becomes chameleon-like.
13	Skin covered in suckers (as an octopus).
14	Large, unblinking fish-like eyes.
15	Horns: (1) as a bull, (2) as a ram, (3) as a goat, (4) as a demon.
16	Spider climb at will. The creature can climb any surface as if it were a spider.



WARBOTS

These massive constructs are holdovers from the great Witch War that still roam the land spreading death and destruction. Often the characters will run across one still fighting some old settlement that has long been destroyed, or patrolling a vacant battlefield or maybe even still battling an enemy giant robot. The sight of a giant, heavily armed robot should be awe-inspiring and fearsome to behold.

Attacking a warbot should be a scary prospect, as you never know what secret weapons the machine may carry. Each warbot should have 1d4+1 secret weapon systems that the Judge should break out when it seems like the machine cannot get any tougher.

These massive war machines are engines of destruction and attack with staggering blows, and as such, routinely cause incredible amounts of damage. In game terms, Warbots attack with a d24 die (as noted below), and they cause critical hits on any natural attack roll of 20–24 that also exceeds the target's AC. The warbots use the giant's critical table. This means most warbots will routinely score critical hits about 1 out of every 5 attacks.

TABLE 6.9: WARBOT SECRET WEAPON SYSTEMS

d16	Weapon System
1	Light (at will). The warbot can bring full light of day-light into an area of 30' radius. Target any spot within 100'.
2	Arc beam launcher +12 missile fire (2d8+8, range 300').
3	Burrow. The warbot can "swim" through sand and dirt at its normal speed.
4	Detect invisible 1/day.
5	Attack ball and chain +16 melee (4d8+10).
6	Fast reflexes. The warbot's Ref save is increased by an additional +4.
7	Detect traps within 2d4 x 10'.
8	Arc beam launcher +12 missile fire (2d8+8, range 300').
9	Additional +1 attack bonus.
10	Additional +2 attack bonus.
11	Atk Energy sword +20 melee (3d6+10).
12	Additional +1 damage bonus.
13	Additional +1 bonus to attack and damage.
14	Snub Nosed Missile launcher +13 missile fire (2d6+9, range 200').
15	Additional +2 bonus to attack and damage.
16	Magic resistance. All spells cast against the warbot are subject to 50% chance of failure before saves are rolled.

URBAN PACIFIER • **Init** -2 • **Atk** Iron Mace +15 melee (2d8+8) or Pulsar beams +6 missile fire (1d10+6, range 100') • **AC** 16 • **HD** 8d10 • **MV** 30' • **Act** 1d24 • **SP** infravision, critical on 20–24 • **SV** Fort +10, Ref +5, Will +6 • **AL** C

(12' tall, 1,200 lbs.) These three legged tripod machines are urban combat drones.

DEATH JESTER • **Init** +1 • **Atk** club +18 melee (3d8+10) or Sonic disruptor +10 missile fire (1d8+10, range 200') • **AC** 17 • **HD** 12d10 • **MV** 40' • **Act** 1d24 • **SP** infravision, critical on 20–24 • **SV** Fort +12, Ref +6, Will +8 • **AL** N

[M288] (14' tall, 1,500 lbs.)

FIRE FROST • **Init** +3 • **Atk** axe +21 melee (4d8+8) or Arc beam launcher +12 missile fire (2d8+8, range 300') • **AC** 18 • **HD** 14d10 • **MV** 50' • **Act** 2d24 • **SP** immune to cold, double damage from fire-based attacks, critical on 20–24 • **SV** Fort +14, Ref +7, Will +11 • **AL** C

[Model LG-27] (16' tall, 2,700 lbs.) This is shaped like a mechanical man wielding a giant axe

FLAMING TARUS • **Init** +3 • **Atk** Horns +22 melee (4d10+10) or Machine guns +8 missile fire (1d8+10, range 200') • **AC** 17 • **HD** 16d10 • **MV** 30' • **Act** 2d24 • **SP** immune to fire, double damage from cold-based attacks, critical on 20–24 • **SV** Fort +15, Ref +5, Will +8 • **AL** C

[MK II] (12' tall, 5,000 lbs.) This is a Giant bull shaped war machine

DEATH JESTER • **Init** +1 • **Atk** mace +24 melee (4d8+10) or pulsar cannons +12 missile fire (2d8+10, range 300') • **AC** 20 • **HD** 16d10 • **MV** 50' • **Act** 3d24 • **SP** create fog (3/ day • fog cloud up to 100' x 20' x 100' • reduces visibility to 5'), levitate (1/day • self plus 1,500 lbs. • duration 1 hour at speed of 50'), critical on 20–24 • **SV** Fort +12, Ref +6, Will +8 • **AL** C

[M88] (20' tall, 7,000 lbs.)

HEX MASTER • **Init** +3 • **Atk** sword +26 melee (5d8+12) • **AC** 23 • **HD** 22d10 • **MV** 50' • **Act** 4d24 • **SP** immune to electrical damage, spells (+12 spell check: lightning bolt, levitate, and gust of wind), critical on 20–24 • **SV** Fort +16, Ref +8, Will +12 • **AL** N.

[JR-477] (22' tall, 10,000 lbs.)



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