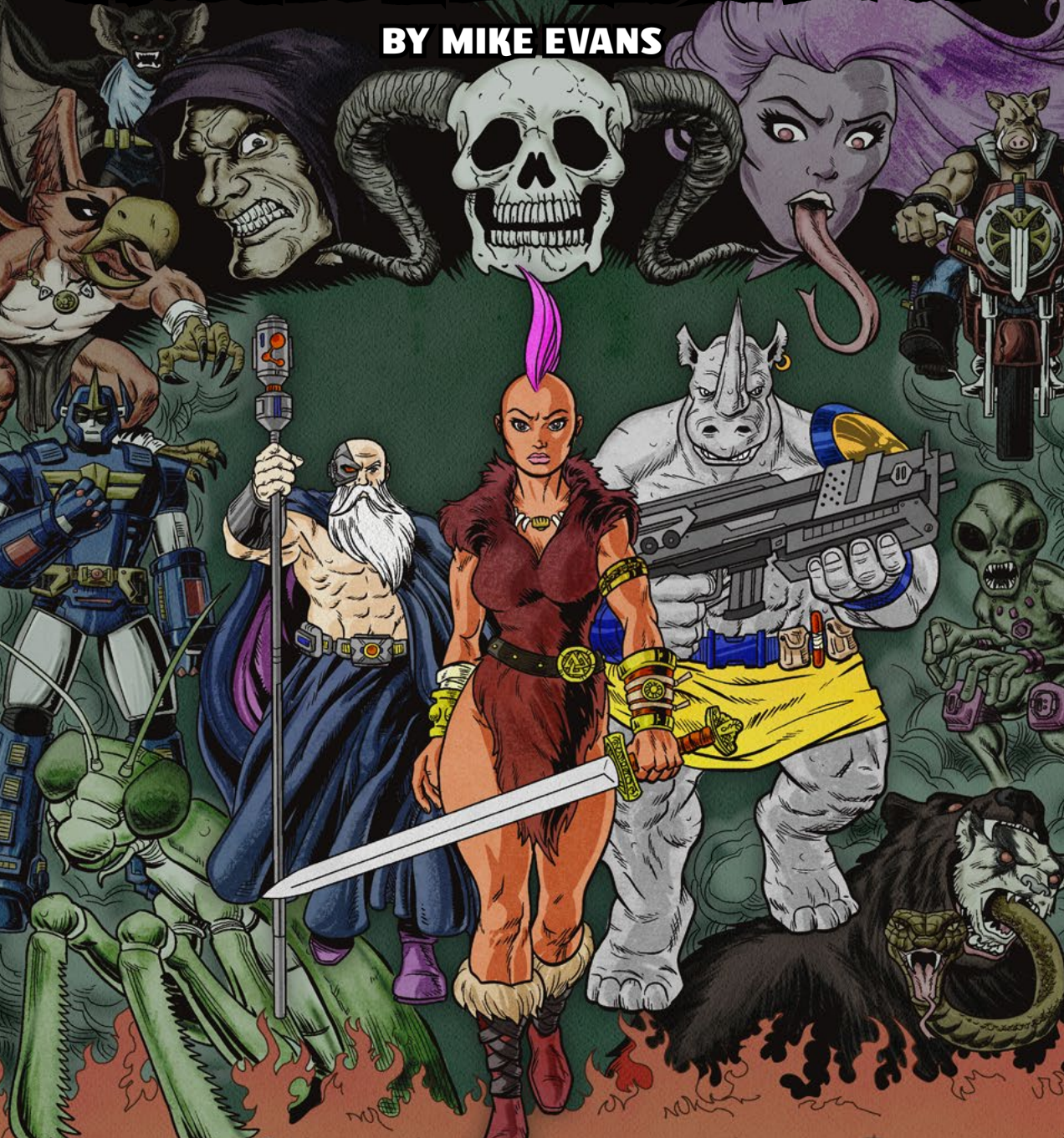


BARBARIANS OF THE RUINED EARTH

BY MIKE EVANS



**A FANTASY POST-APOCALYPTIC SETTING
USING THE BLACK HACK**



BARBARIANS OF THE RUINED EARTH



A FANTASY POST-APOCALYPTIC SETTING
USING THE BLACK HACK

Mike Evans

WORDS & ART DIRECTION

Matthew Adams, Fred Dailey, Kelvin Green, James Hanson,
Matt Hildebrand, David Lewis Johnson, JV West

PICTURES

Matt Hildebrand

LAYOUT & DESIGN

Angie Groves and Ian Richmond

PROOFREADING

Angie, Brian, Bryan, Coley, Emma, Fletch, Gene, Jamie, John, Kane,
Katie, Kevin, Liam, Nate L., Nate S., Omar, Sami, and Tyler

PLAYTESTING

Thanks to James T. Hook (of Tainted Edge Games) for discussions
and encouragement during the early phases of development



PREFACE

May of 2015 and 2016 brought great moments of massive inspiration for me. In May of 2015, *Mad Max: Fury Road* roared onto the big screen and about made me pee my pants, I loved it so much. Like *LOVED.IT*. Like it's on the same level as the original Star Wars trilogy for me. Watching that movie was like seeing the constant inner monologue of my brain—all the thrash and drone of heavy metal, the imagery from amazing punk rock and heavy metal albums, magazines and smaller zines, and the disgusting, grimy, yet sexy and borderline indecent, dystopian future-feel I love so much—playing on a theater screen. A blind, toothless albino dude who shreds some metal on a guitar that spews fire?! Ummm, yes please!

In May of 2016, I was hanging with Wayne Snyder (It's Wizard Time, motherfuckers!) and he asked if I'd ever seen *Thundarr the Barbarian*. I told him no and he was all, "Well guess what we're watching next!" I could tell he was really stoked to get to expose me to this show... and oh man, is it good. *Thundarr the Barbarian* is the Saturday morning cartoon equivalent of *Mad Max: Fury Road*. It's weird, crazy, and amazing! It's battling beast creatures on a bridge of light suspended over a volcano! It's a mad wizard with hundreds of eyeballs spewing lightning bolts at his adversaries! It's ape-men summoning a giant animatronic gorilla to life, so they can destroy a village of tiny people! It's my jam. Thanks Wayne!

While several other influences went into *Barbarians of the Ruined Earth*, really—it's these two that fueled much of my inspiration. With that said, you won't find a whole lot of fluff or history in this book; that's not the point of it. I hope the art, classes, monsters, random tables, and sample territory relay that information while still being useful at the table.

Barbarians, much like its sources of inspiration, is meant to be fast-paced, epic, and bizarre. It's a Saturday morning cartoon, sans the plot armor; best enjoyed with a smile and a big bowl of sugary cereal. Adventures don't need to make sense, be rational, or have a sense of realism (honestly—best leave all that shit at the door). The world is twisted, untamed, and dangerous: hideous creatures burble and roar, thrashing through the world like an energized mechanical bull blasting through a china shop. Sorcerer's dress like they are straight out of a 1980's WWF wrestling match, a luchador, or wearing some grand Alexander McQueen Avante Garde design. They (and other villains) are nefarious, giggling in delight at inflicting pain or stamping their feet while shouting dastardly plans; you know, some weird/fun tongue in cheek and overly complicated game of cat-and-mouse.

Your players will pit themselves against Animated Trash Men that fling kitchen sinks or wet globs of toilet paper at them, make uneasy deals with Strange Ones for safe passage through some bizarre and dangerous area, free slaves that toil endlessly picking Sorrow Tulips for their cruel masters, and of course just straight up fucking over evil Sorcerer's who come pelvic thrusting into the world, tongue out, devil horns in the air while they blaze a trail of destruction in their Devastation Machine.

All that I hope is that *Barbarians* brings you and your group some great (and bizarre) fun, smiles, and laughs.

"Grab some friends. Grab some dice. Keep rolling..." — Mike Evans

TABLE OF CONTENTS

THE RULES 5

CHAPTER ONE

CLASSES & RACES 21

CHAPTER TWO

EQUIPMENT 55

CHAPTER THREE

THE STATE OF THE RUINED EARTH 65

CHAPTER FOUR

GM TOOLS 79

CHAPTER FIVE

BESTIARY 99

CHAPTER SIX

THE WESTERN LANDS 147

CHAPTER SEVEN

COLORING PAGES 164

CHARACTER SHEET 166



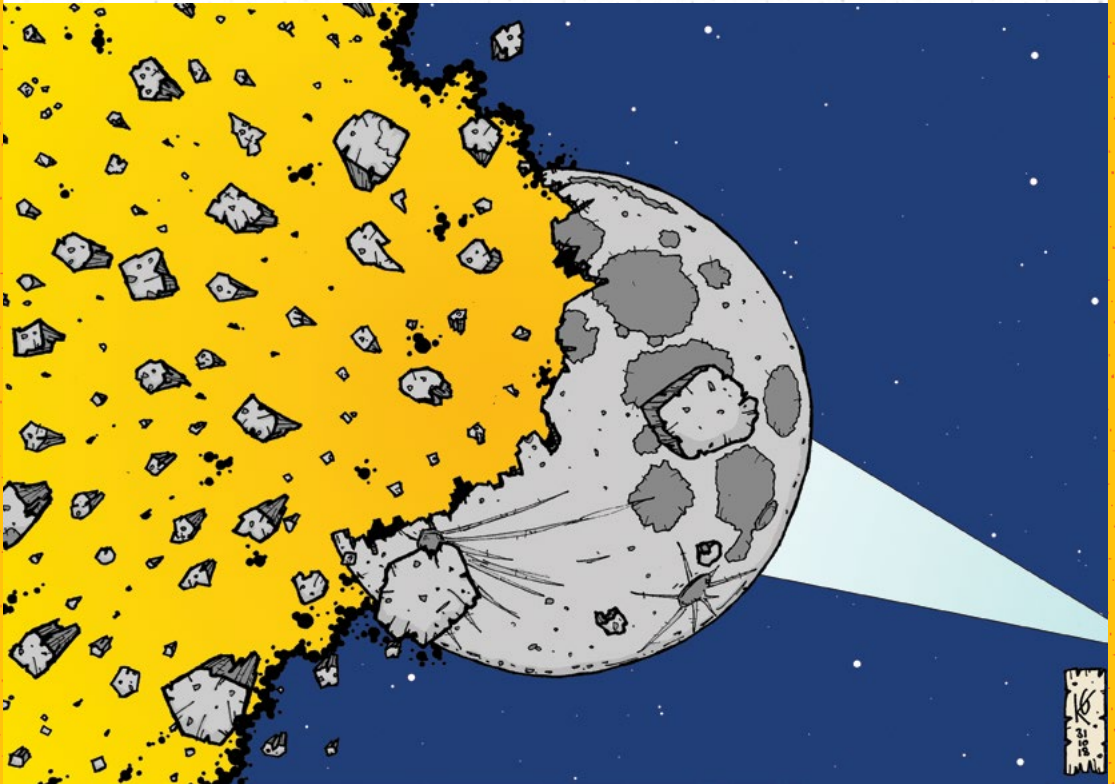
THANKS

A special thanks to Alex Mayo, Angie Groves, Brian Mullins, Carmin Vance, Ed Wrzesien, Fiona Geist, Harley Stroh, Jacob Hurst, James Raggi, Jeff Goad, Jen Brinkman, Jez Gordon, John LaForge, Liam McNamara, Kane Cathain, Keith Slawson, Matt Hildebrand, Sean McCoy, and Wayne Snyder for constantly brightening my day and making me smile.

Secondly, thanks to Matt Hildebrand for making this a gorgeous fucking book.

CHAPTER ONE

THE RULES



INTRODUCTION

OVER TWO THOUSAND YEARS ago the world was torn asunder when an alien planet crashed into our moon, utterly shattering it. Destruction rained down from the sky, nearly annihilating all life on Earth. Humanity persevered, but the Earth was forever changed as alien matter and genetic material mixed with our own and a new, bizarre world rose from the ashes of the old; a world of depravity, Stupendous Science, and nefarious Sorcery!

.....

Not content with a life of mundane toil, you have cast off the chains of oppression to travel the Ruined Earth with your courageous companions. Brave and bold, you pit your cunning, sword, and talents against the forces of darkness and tyranny!

.....

This is *Barbarians of the Ruined Earth*!



WHAT'S THIS?

Barbarians of the Ruined Earth is a quick and easy rules-lite post-apocalyptic heroic fantasy game that is based on the awesome The Black Hack rules by David Black and is inspired by the animated series Thundarr the Barbarian, Mad Max, He-Man, and other sources.

THE CORE MECHANIC

Every action a character might possibly attempt that could result in failure is resolved by testing attribute stats; in order to successfully test a stat, a player must roll below it on a d20. Enemies don't make tests, instead a character must avoid their attacks by making a test. The only time an enemy would roll is for damage.

ROLLING STATS

Stats are generated with 3d6 in the following order: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA). If a stat of 15 or higher is rolled, the next stat must then be rolled with 2d6+2, then resume rolling the remaining stats with 3d6 until the end or another stat of 15 or higher is rolled.

ROLLING STATS (Optional)

Some GMs seek to convey a "Saturday Morning Cartoon" feeling for the player characters in their campaign. Let's face it — rolling a 3-6 in a stat doesn't feel very epic or heroic. Instead of the standard method, players will roll 2d6+5 for each stat. This gives a more rounded character and makes getting an 18 (or above) when leveling up something to strive for.

CHOOSE A RACE

In Barbarians of the Ruined Earth, there are many strange creatures and races that wander around. The non-human playable races are treated as both race and class. As player characters (PC) there are Humans, Sorcerers, Beastmen, Robot, and Vek (Raptorfolk). Feel free to create your own unique races as well!

CHOOSE A CLASS

Barbarians of the Ruined Earth has eight classes: Barbarian, Beastman, Death Priest, Robot, Scavenger, Sorcerer, Urchin, and Vek. Your class determines how much damage you do, your Hit Points and unique abilities. Your class also determines your starting equipment.

ARMOR PROFICIENCY

If a character wears armor that is not listed in their class, they suffer Disadvantage to physical tests, casting spells, or tests to get out of harm’s way (avoiding attacks, etc.).

ARMOR

Armor provides protection by reducing all incoming damage. Each type of armor absorbs a limited amount of damage, represented by the armor’s Reduction Points (RP). Armor can become damaged or destroyed through play (from an acid attack, for example). It is up to the GM to determine what does and doesn’t destroy or damage armor.

ARMOR	
Type	Reduction Points
Light	1
Medium	2
Heavy	3
Dense	4
Small Shield	-
Large Shield	-

Shields function differently than armor. Instead of reducing a certain amount of damage, a player can state that their shield absorbs the full damage of an attack, destroying the shield as a result. Small shields absorb the damage of a single attack while a large shield absorbs the damage of two attacks. A GM can rule that a player must declare this before or after damage is rolled, but it should be kept consistent throughout entire campaign.

Any character can use any shield. A Sorcerer cannot cast spells while a shield is equipped.

REPAIRING ARMOR

A GM may decide that armor is hard to find/come by in the Ruined Earth and that repairing is the best way to go. Repairing armor costs 10% of the base price.

Shields cannot be repaired and must be replaced.

BARBARIANS OF THE RUINED EARTH

CLASS LIST

(Complete class descriptions start on page 24)

HUMAN CLASSES

BARBARIAN

Fierce human warriors who use their battle prowess to fight oppression

DEATH PRIEST

Humans who draw upon the energy from all those that have died since the Great Calamity

SCAVENGER

Humans that live on the fringes, wandering the Ruined Earth alone, looking for trinkets, bits and baubles

URCHIN

Quick-witted but forgotten children, surviving on their own in the wilds outside of civilization

NON-HUMAN CLASSES

BEASTMAN

Natives of the Ruined Earth, bestial in appearance, with strong traditions, and impressive strength

ROBOT

Creatures constructed in Ancient Earth before the calamity, or through Stupendous Science, or Sorcery

SORCERER

Inhuman creatures who channel mystic energies; share similar characteristics to humans

VEK (RAPTORFOLK)

Highly intelligent anthropomorphic raptors that are obsessed with Ancient Earth technology

CONVERTING SAVES

Barbarians of the Ruined Earth ignores saves and instead asks the PC to roll attribute tests when any spell, trap or effect would impact them. Use table below as a guide. Remember the advice in the **Powerful Opponents** section (pg 14).

PLAYER'S TURN

During a player's turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, cast a spell; interacting with the world is an action. Often, they will test their attributes to determine the outcome.

STR	DEX	CON
Physical harm that <i>cannot</i> be dodged	Physical harm that <i>can</i> be dodged	Poison, disease or death
INT	WIS	CHR
Resisting spells and magic	Deception and illusions	Charming effects

TIME & TURNS

There are two important types of tracked time: Rounds and Turns. Rounds are used during combat and fast-paced scenes of danger and Turns are used when exploring and adventuring. A GM may advance the clock as needed, substituting Turns for Hours, Days or even Months, should the adventure require it. As a rule of thumb a Round is 6 seconds and a Turn is 1 Minute (or 10 Rounds).

MOVEMENT & DISTANCE

Barbarians uses a modified version of distance found in *The Black Hack* (see below). Rather than track precise numbers, six abstract ranges are used for measuring distances: Close, Nearby, Not So Nearby, Far Away, Distant, and Way Far Away. On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere Not So Nearby instead. Moving Far Way would take two full actions. Anything beyond Far Away can be classified as Distant and would take three moves to get to. This system is designed to support the narrative 'theatre of the mind' style of play, and is less concerned about tracking squares and fiddly distances. For converting existing movement rates or measures (for spells or areas of effect) use the following as a guide:

CLOSE	NEARBY	NOT SO NEARBY	FAR AWAY	DISTANT	WAY FAR AWAY
0 – 5ft	6 – 30ft	31 – 60ft	61 – 120ft	121 – 300ft	Beyond 301ft

INITIATIVE

When combat breaks out, all characters roll 1d20 (enemies are lumped into a single group initiative, however the GM can roll a separate d20 for boss/powerful-type enemies). Once all dice are rolled, the character (or enemy) with the lowest roll goes first. Once that character has taken their turn, initiative continues in a clockwise fashion from that character's right.

Targets that roll a 1 on initiative gain Advantage to their first attack roll. Targets that roll a 20 are caught off guard and suffer Disadvantage to any rolls that round.

Initiative is rolled once per combat.

ENEMY HD

Hit Dice (HD) determine an enemy's level, hit points, and the amount of damage it deals. Each HD is a d8 and the number of HD an enemy has is equal to its level. That number of HD is rolled to determine its hit points. If you desire enemies to be tougher, don't roll for HP and simply give them the maximum amount allowed (i.e., a 3 HD creature would have 24 HP).

ATTACKING, DEFENDING & DAMAGE

When a character attacks an enemy, the character must roll below their STR stat for a Melee Attack, or DEX for a Ranged Attack. When an enemy attacks, the character must roll below their STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage. A GM will often give the stat required for the test. The damage an attack deals is based on the character's class or the number of HD an enemy has. To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers Disadvantage. Enemies deal damage based on their HD; refer to the Enemy HD table. Ranged weapons, unless specified, cannot shoot beyond Far Away.

When a target (be it a player character, NPC, or enemy) takes damage, it is subtracted from their total hit points.

ENEMY HD	
Enemy HD	Damage
1	1d6 (3)
2	2d4 (4)
3	1d10 (5)
4	1d12 (6)
5	1d6+1d8 (7)
6	2d8 (8)
7	3d6 (9)
8	2d10 (10)
9	1d10+1d12 (11)
10	3d10 (15)

TWO-HANDED WEAPONS/DUAL WIELDING

Larger, more deadly weapons or a weapon in each hand are handled simply by adding +2 to any dice rolled with them. They deal additional damage, but are also harder to hit with.

FULL AUTO FIRE

A character can fire firearms or laser weapons on full automatic (that have this feature). This increases the damage by +3, but also adds +3 to the attack roll and increases the usage die from 1-2 to 1-4.



CRITICAL SUCCESS

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. Reduction Points for armor (pg 9) function normally. When a character rolls a 20 on making an attack they fumble, and the GM comes up with a situation that best fits the scenario. This could be something as simple as stumbling and falling prone, the character's weapon slipping from their hand, or the enemy getting a free attack on them. If a character rolls a 1 on dodging an attack, they get a free attack on the enemy.

RESISTANCE

There are many powerful beings and creatures in the Ruined Earth. Many of these beings have Resistance to a certain type of damage (or all types of damage). A creature only takes half damage from something they have Resistance against. This info will be given in a creature's description.

DEATH & DYING

When a character is reduced to zero HP, they are taken Out of Action (OofA), they are unconscious and cannot take any actions. When the fight is over or they are out of danger, a character that is OofA rolls on the table to see what happens to them. If they survive, they gain 1d4 HP. If the fight is lost or the body is unable to be recovered, the OofA characters are lost forever!

OUT OF ACTION

1-2	KO'd: Just knocked out.
3	Fat Head: Disadvantage on all tests for the next hour.
4	Cracked Bones: STR, DEX and CON are temp -2 for the next day.
5	Cracked Skull: INT and WIS are temp -2 for the next day.
6	Crippled: STR or DEX is permanently reduced by 2.
7	Brain Damage: INT or WIS permanently reduced by 2.
8	Scared and Battered: CHR permanently reduced by 2.
9	Limb Lost: Need a prosthetic.
10	Dead: Dead

POWERFUL OPPONENTS

When characters are fighting monsters/enemies with 2 or more HD than they have, these opponents are considered more powerful and a tougher fight. All affected characters suffer Disadvantage to attack and dodging rolls against these adversaries.

If the groups combined HD is double that of the creature, the Disadvantage is negated as this represents the group working together and spreading the adversary's attention.



MOOKS

Mooks are foes that are there to be mowed through and to make the heroes feel epic and powerful! Mooks should die in one hit, as long as they take at least 1 point of damage (they may be wearing armor, have protective shielding, etc.). Give mooks HD, as it will determine their damage die against the heroes.

HORDES

When there are several mooks banding together to attack their foe (attacking as one), their overwhelming numbers make it hard to move out of harm's way. The defender rolls with Disadvantage to avoid a horde's attack. The mooks, if the attack is successful, roll damage with Advantage. A horde can have up to 20 members. For each HP of damage done to the horde, a mook is killed. When it is down to 3 HP or less, the horde is treated as individual mooks.

HEALING

Characters can gain HP from spells and abilities. They can never gain more than their maximum and can never go below zero. When healing a character who is OofA, just start at zero and count up as determined by the spell or ability. That character is now back on their feet and no longer OofA.

RESTING

When characters rest for one hour, they may roll 1 HD die associated with their class and regain that many HP (this can be done once per day). After eight hours of sleep a character regains another HD of HP.

ADVANTAGE and DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. The GM will ask a player to roll an additional d20 when making a test. Tests that are easier will be given Advantage, the lower result is used. Harder or more complicated tasks, on the other hand, suffer Disadvantage, the higher result is used.

A GM is also encouraged to give players rewards for coming up with clever attacks, ideas, or ways to protect against injury by granting Advantage on attack and defense rolls.

EXPERIENCE

Adventurers learn through defeating and overcoming obstacles. Killing one crazed wastelander won't bring a revelation of learning to someone. Surviving a Sorcerer's Pain Gauntlet and thwarting a nefarious ritual, completing a quest for a group of villagers or simply living to tell the tale are the things that bring perspective and growth. The old experience system has been completely discarded. For every session/dungeon dive/quest/major event the character survives they gain a level. The GM will decide which, and it's recommended that this decision remains more or less a constant throughout the campaign. The GM should be clear and upfront with the players so they know where the goalposts are.

GAINING LEVELS

When a character levels up, their maximum HP increase by rolling the HD for the class. The player should also roll a d20 for each Stat; if the result is higher than the Stat, that Stat increases by 1. Each class has a Stat (or two) they may roll twice for (see class info). This is only done if the first roll was a failure.

Example: Gragrr the Fang, a Beastman, rolled to increase her attributes after gaining second level. The PC rolled 1d20 for each attribute and hoped to roll higher than each current attribute. The PC was successful on DEX, WIS, and CHR, but failed on STR, CON, and INT. The player must choose whether to reroll STR or CON to see if they are able to increase it.

LEVEL DRAIN

There are some creatures on the Ruined Earth with the ability to touch a target and drain them of their vitality and experience. When this happens, rather than figuring out what was gained from the previous level and removing it, just create a deficit. This negative level number means the next time a level should be gained, they gain nothing and remain the current level. Once the deficit has been paid off, the character can start gaining levels.

Example: Gragrr the Fang, a second level Beastman, was attacked by an evil ghost while the group explored the ruins of an Ancient Earth mansion. When the ghost touched Gragrr, she failed her CON test and was aged 1d10 years and gained a level deficit of 1. Sadly, the ghost was able to attack poor Gragrr a second time before being dispatched, resulting in another 1d10 years of aging and another deficit level. Gragrr must effectively gain two levels to pay off the deficit before she can finally gain a level to get to third.

TRAPS

Traps are devices set up to deter intruders from advancing into a location, warn defenders of hostiles, or guard valuable objects and locations.

Unless expertly crafted, traps always have telltale signs of being present. Whether it's the holes lining the wall that will release poison darts, the slightly raised spot on the floor that is a pressure plate to trigger a spike trap, or the off-color section of the floor that will fall away revealing a pit trap, all are noticeable if the player characters are taking their time and examining their surroundings. However, taking time to look for traps means there is a chance of a random encounter (pg 18). If the group is running blindly down a hall, then they must succeed at an Intelligence check to notice the trap.

Player characters should be encouraged to come up with clever solutions to disarm a trap, but if tinkering is desired characters can disarm a trap with a successful Intelligence check (those who are not technologically inclined suffer Disadvantage on this roll).

Assign traps a HD amount. This will be used to highlight the trap's complexity (don't forget to use the **Powerful Opponent** rules here, pg 14) and determine damage.

SAMPLE TRAPS

Rudimentary Snare Trap

HD: 1

Signs: Piles of leaves or rubbish hide the noose while a thick rope is nestled against a tree or pillar.

Deactivate: Cut cord or throw something onto noose to spring trap.

Effect: Caught target must succeed at a Dexterity check to avoid having the noose tighten around their ankle and be hoisted upside down.

Rudimentary Floor Pit

HD: 1

Signs: Part of the floor is slightly off color. Looking closely reveals a square seam around that section.

Deactivate: Throw something onto floor to spring trap.

Effect: Target must succeed at a Dexterity check to avoid falling into the pit.

Damage: 1d6 (+1d6 for each additional 10' fall).

Wall Dart Trap

HD: 2

Signs: Holes dot both sides of the hallway walls. A slightly raised tile on the floor could be the pressure plate.

Deactivate: Throw something onto the pressure plate to set off trap.

Effect: Target must succeed at a Dexterity check to avoid being hit with a dart. There are 5 pressure plates per hallway.

Damage: 1d8.

Poisoned Wall Dart Trap

HD: 4

Signs: Holes dot both sides of the hallway walls. A slightly raised tile on the floor could be the pressure plate.

Deactivate: Throw something onto the pressure plate to set off trap.

Effect: Target must succeed at a Dexterity check to avoid being hit with a dart. There are 5 pressure plates per hallway. If a target is hit, they must succeed on a Constitution test or become sluggish and suffer Disadvantage to Dexterity tests for 1d4 hours.

Damage: 1d12.

Magical Whistle Trap

HD: 2

Signs: Faintly glowing violet runes where spell has been cast.

Deactivate: A Sorcerer can dispel the trap or characters can risk setting it off.

Effect: A high-pitched whistle goes off, alerting enemies of character's presence.

Magical Disorienting Blast Trap

HD: 6

Signs: Faintly glowing green runes where spell has been cast.

Deactivate: A Sorcerer can dispel the trap or characters can risk setting it off.

Effect: A sonic blast fills a Nearby radius, deafening and disorienting everyone unless they succeed at a Constitution test (made with Disadvantage). Targets that fail their test are stunned and stumble around for 1d3 minutes (roll for random encounters every turn). While disoriented, characters suffer Disadvantage to all rolls and cannot do tasks that require concentration (cast spells, use Miracles, etc.).

Magical Buzzing Bee Door Trap

HD: 6

Signs: The door handle vibrates when held.

Deactivate: A Sorcerer can dispel the trap or insecticide can be sprayed into the key hole.

Effect: When fiddling with the lock of the door, a swarm of angry mutated bees spews forth from the keyhole. These bees sting anyone in a Nearby radius. All targets in the area must make a Constitution save or will swell up and suffer additional damage from the bees' venom each round until each target succeeds three Constitution checks or 20 rounds have passed.

Damage: 2d8 initial (1d8 each additional round).



ENCUMBRANCE

A character can carry a number of items equal to their STR with no issues. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage. Additionally, movement is limited to somewhere Nearby. Characters simply cannot carry more than double their STR.

Note: Bundles of 5: Torches, potions (of same kind), rations, scrap, etc. all can have a quantity of 5 and count as 1 item for inventory purposes.

CLASS WEAPONS

When using a weapon not listed in a character's class, combat tests have Disadvantage.

RANDOM ENCOUNTERS

The GM should roll 1d6 every 30 minutes of real-world time, when the characters are lingering, or making too much noise. A result of 1-2 means the players will encounter a randomly generated creature or distraction in the following Turn. If a GM wishes to lower the encounter rate, simply have one occur on a 1 instead of 1-2.

REACTIONS

Some enemies and NPCs will have predetermined personalities and goals that will guide a GM when choosing their actions and feelings towards the characters. Those that do not, such as a randomly encountered NPC/enemy, make a Reaction roll on the following table:

REACTIONS	
Roll	Reaction
1	Flee then roll again.
2	Avoid the PCs entirely.
3	Trade with PCs.
4	Give the PCs aid.
5	Mistake the PCs for friends.
6	Trick the PCs (roll again).
7	Call for Reinforcements.
8	Capture/Kill/Eat the PCs.

DESTINY POINTS (Optional Rule)

Each character begins the session with one Destiny Point. Destiny points have several options:

- Reroll a failed roll (including Defense roll).
- Roll with Advantage (must be declared before any rolling occurs).
- Reroll **Out of Action** result, however the player must take the new roll, even if it's worse.
- Instantly gain a second wind: roll a number of HD equal to half your level, regaining that number of HP (i.e., a 4th level Barbarian can spend their Destiny Point to roll 2d10, adding that amount to their current HP).

LUCK ROLLS

If there is something that needs an outcome that cannot be solved by a Stat test, simply roll 1d6. If the result is 1-3, it is bad luck for the players. If the result is 4-6, the situation favors the players.

USAGE DIE

Any item listed in the equipment section that has a Usage die is considered a consumable, limited-use item. When that item is used, on the following round its Usage die is rolled. If the roll is 1-2 then the usage die is downgraded to the next lower die in the following chain:



When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

VEHICLES

Vehicles have HP and Reduction Points. Unlike people, these do not recover with rest (or not being used). Only the Scavenger or Sorcerer can fully repair a vehicle. When shooting a projectile weapon out of a moving vehicle, a character suffers Disadvantage to their roll. If an enemy is shooting at a character in a moving vehicle, the PC has Advantage to their defense roll. If a vehicle reaches zero HP, roll 1d6. If the result is 4-6, the vehicle is salvageable and can be repaired. If the result is a 1-3, the vehicle is destroyed. Driving a vehicle consumes a character's full action. Attempting tricky maneuvers will require a DEX check. Vehicles are on page 64.

CHASES

Car chases are handled similar to combat. The driver(s) rolls Initiative against the opponent, as does any target that is attacking. If successful, the characters go before their opponents, those that fail go after.

When a chase starts, the GM determines the arbitrary length between the cars (say 5). The character (driver) must succeed on a DEX test. If successful, they gain one number in distance, either moving farther away from the opponent (if they are being chased) or one number closer (if they are chasing). If the driver fails the roll, they lose one number in distance, allowing their opponent to gain on them or move further away in the chase. When the counter is at 0, the cars have caught up and the chase is over. If the counter reaches 10, that means the car being chased has escaped.

LITERACY

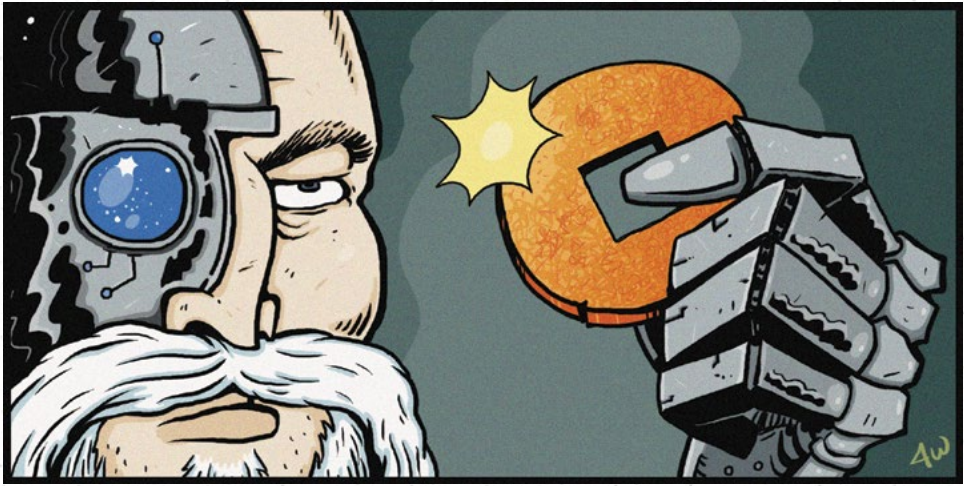
All humanoids are only literate if their INT is 13 or over. Death Priests, Sorcerers, and Vek are always considered literate, no matter their Intelligence score.

LANGUAGES

All PCs understand and speak English and one other language, regardless of their INT score. A PC can speak/understand a third language with an INT of 14 or higher and a fourth with an INT of 17 or higher.

Language Ideas:

- Old World languages (i.e., Gaelic, Spanish, German, Mandarin, etc.)
- Vek
- Various Beastmen languages
- Thieves Code
- Various monster languages



BUYING EQUIPMENT

Eight powerful Sorcerers and Sorceresses rule over the Ruined Earth, and each has adopted a color of clay to mold their coin in. Made in kilns enchanted with Stupendous Science and Sorcery, these coins are marked with the emblem of the ruling Sorcerer or Sorceress and are as strong as any metal; they cannot be broken, shattered, or faked. Every new character starts with 1d10x10 ceramic coins (choose the color of whatever territory you want them to begin in) with which to buy any additional equipment not given by their class. The color of the ceramic for the coins are: white, red, gold, black, green, purple, and blue. Some kingdoms will take the currency of another, while others will not. There are exchanges, but exchange rates can vary widely. GM has final arbitration on all of this and the state of their world. Both Standard Gear and the weapons generator are located on pg 59.

Feel free to create your own kingdoms, but for ease here are the Great Eight Sorcerers of the Ancient Americas:

- **Tygham the Fearless** – *Ruler of the Swamps* – Green ceramic coins
- **The Ice Emperor** – *Ruler of the Frozen North* – Purple ceramic coins
- **Vyconia the Rapturous** – *Ruler of the South* – Red ceramic coins
- **Technodabbler the Artificial** – *Ruler of the Sands* – White ceramic coins
- **Mazmogar the Ignominious** – *Ruler of the Blighted Lands* – Terracotta ceramic coins
- **Skullator the Deathless** – *Ruler of the East* – Gold ceramic coins
- **Sagittaria of the Thousand Eyes** – *Ruler of the West* – Blue ceramic coins
- **Octagon the Calculating** – *Ruler of the Lands Below* – Black ceramic coins

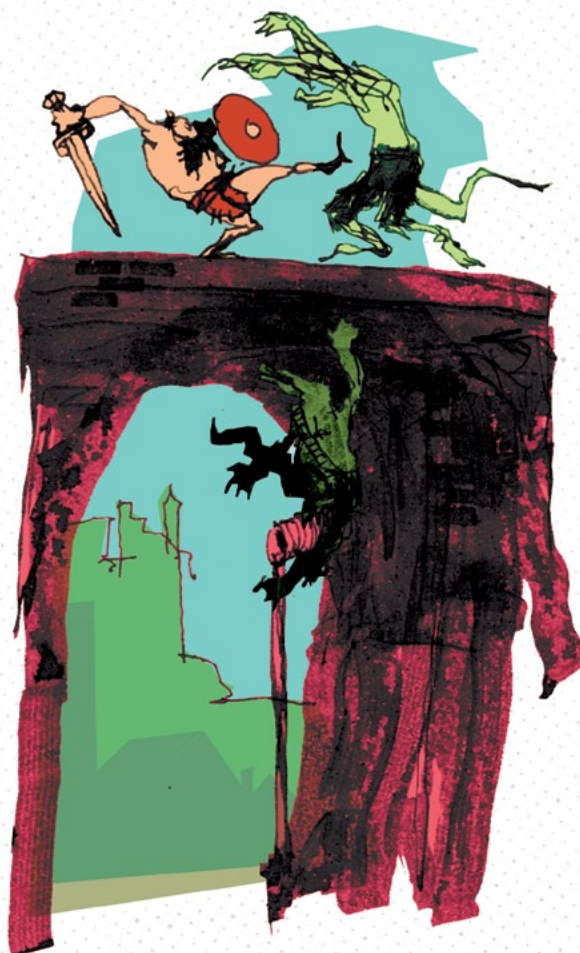
BARTERING

If the GM wants to, they can say that not all communities have money to buy goods, so they rely on bartering. Simply look at the cost of the item that is being bought and compare it with what the PCs are offering in trade. If the item is in need, double its worth; if it's not something the vendor is interested in taking, decrease its value by half.

If the group wants to haggle, one person can make a Charisma roll. This will lower the price of the item they are wanting to purchase by 2d4 to 2d8 (to a minimum of 1), or increase the value of the item(s) they are offering as trade by 2d4 to 2d8.

CHAPTER TWO

**CLASSES
& RACES**



BARBARIAN

Barbarians are fierce human warriors who know no fear. Many Barbarians use their battle prowess to fight the oppression of Sorcerers. Some are the local settlement hero, happy to guard their kin, while others act as mercenaries, hiring out their talents to the highest bidder, even vile Sorcerers.

"Run? Ha! There are only fifty of them! It is a fair fight!"

Starting HP: 1d10+4

Hit Points Per Level/Resting: 1d10 HP/lvl

Weapon and Armor: Any and All

Weapon Damage: 1d8/1d6 Unarmed or Improvised

SPECIAL FEATURES

Attacker: The Barbarian gains one attack every odd level (max of 5 attacks at 9th level). Additionally, Barbarians damage explodes, meaning if they roll the highest number possible on their damage die, they roll it again and add the numbers together.

Avid Fighter: Once per combat the Barbarian can deflect an attack with their melee weapon, turning it into a failure. If the enemy is using a ranged energy weapon, call even or odd and roll a die — if you called the right result the shot is deflected back at the attacker for full damage.

Battle Shout: Once per combat a Barbarian can let out a mighty shout that fills their heart with confidence. Their next Strength or Dexterity test is considered an automatic success.

Stout: The Barbarian has Advantage on tests against Poisons and Fear Effects.

Loin Cloth Warrior: When wearing just a loincloth and badass bracers or a leather bikini, the barbarian is considered to be wearing Medium armor. If wearing a metal loincloth or chainmail bikini, this is considered Heavy armor. When wearing a helmet, treat it as a small shield (pg 9).

LEVELING UP

Roll all Attributes to see if they increase, roll twice for STR and DEX

STARTING EQUIPMENT

Choose Three*	Short sword, short bow, spear, dagger, axe, mace, or spiked club.
Armor	Loincloth or leather bikini (2 RP).
Additional	Ammo for ranged weapon if taken, rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 HD of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	A memento from a lost love who was sold into slavery.
2	A dagger that once belonged to your father, he died defending you from bandits with this.
3	A thick cloak.
4	A piece of old world tech called a “flashlight” – <i>it still works!</i>
5	A collapsible cooking pot set.
6	A necklace of fangs – the spoils of your first hunt.

LIFE EVENT (1D8)

Roll	Life Event
1	You were a slave and escaped.
2	Your mother was killed by croc-men.
3	Your village was sacked by a Sorcerer and most of the villagers were taken.
4	You bravely fought off several bandits as a young teenager.
5	While resting under a tree, a spirit appeared and talked to you.
6	You went into ancient ruins on a dare and almost died — a family member saved you.
7	You went on a hunt with your village and landed the killing blow on a great rhino-lion.
8	The love of your young life died in your arms during a raider attack.



BEASTMAN

Beastmen hail from all over the Ruined Earth and are as varied in temperament and appearance as any human. All Beastmen are known for their bestial appearance, strong traditions, and their impressive strength. Beastmen emerged from the ashes of the Ruined Earth, savage, primordial, and tenacious; each tribe fighting to make a home for themselves in the wastes.

"You fear me for my savagery and chastise me for honoring my ancestors, yet you covet my strength, attempting to control my kind by chain, by coin, or by magic."

Starting HP: 1d12+4

Hit Points Per Level/Resting: 1d12 HP

Weapons and Armor: Light and Medium Armor, All Shields, Claws, Clubs, Maces, Spears, Axes, and Bows.

Weapon Damage: 1d8/1d6 Improvised

SPECIAL FEATURES

Animal Features: The Beastman has claws and is never considered unarmed. They can see in the dark (Nearby radius).

Super Strong: Has Advantage on feats of strength for lifting stuff, breaking things, flexing muscles, etc. (not attack rolls).

Impossibly Strong: Once per hour a Beastman can do impossible feats of strength and be awesome (i.e., lift a huge pillar of cement/vehicle/rock/etc.) and throw it, push it, or whatever. No roll is needed to accomplish this. If this is used to attack, an attack (Strength) roll must be made. If successful, the attack deals 2d10 points of damage.

Thick Hide: Once per day the Beastman's hide becomes thick and offers enhanced protection. They take half damage from all sources, save for magic. This effect lasts a number of rounds equal to the Beastman's level.

LEVELING UP

Roll all Attributes to see if they increase, roll twice for STR or CON.

Mark of the Beast: Determine what animal type makes up the Beastman. Roll 2d8: 2) Wolf; 3) Bear; 4) Cougar; 5) Alligator; 6) Snake; 7) Armadillo; 8) Badger; 9) Tiger; 10) Lion; 11) Moose; 12) Frog; 13) Mole; 14) Rabbit; 15) Rhino; 16) Roll twice and merge the two (if this is rolled again, ignore).

Beastmen Species Names (roll 1d10): 1) Cull; 2) Sylthis; 3) Nok; 4) Kurd; 5) Bryll; 6) Dredge; 7) Grok; 8) Fanth; 9) Ryn; 10) Hulyth



STARTING EQUIPMENT

Choose Two*	Short sword, short bow, spear, dagger, axe, mace, or spiked club.
Armor	Cloth armor (1 RP).
Additional	Ammo for ranged weapon if taken, rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 HD of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)		LIFE EVENT (1D8)	
Roll	Trinket	Roll	Life Event
1	A tooth of your father, worn around your neck.	1	You were a slave and escaped.
2	The rusted manacles that used to bind you.	2	Your father was the tribe leader and you and your family were pushed into exile.
3	A flute.	3	You fought off slavers who were attempting to take your sister.
4	A backpack made by your sister.	4	You watched many of your tribe vaporized by a Sorcerer, somehow you survived.
5	A bag of seeds to plant, given to you by your village elder.	5	You were down by the river when a Water Weird attacked you. For some reason, the creature stopped its assault and let you live.
6	A staff made from bones of a great beast.	6	While on a hunt you came across the lair of a dragon. It emerged, talked to you, and let you leave.
		7	You won a fighting contest in your youth and are considered a celebrity in your tribe.
		8	You stumbled across a lush valley that was fertile, had a fresh river, and defensible. Your tribe has relocated here.



SCAVENGER

Scavengers are humans that live on the fringes of the remnants of human society, or wander the Ruined Earth alone, looking for trinkets, bits and baubles, Ancient Earth tech, or simply shiny junk to tinker with or sell for some coins. They prefer to be sneaky, shying away from conflict when possible, but when they strike, they know how to make it count.

"You call that junk...? I call it a treasure. Add some wires, strap on a clock, and maybe some spikes- now you've got something useful. If you don't want it, give it to me: I'll make something useful out of it — make some money off the damned thing at least."

Starting HP: 1d8+4

HP Per Level/Resting: 1d8

Weapons & Armor: Light and Medium Armor, All Shields, All Swords, All Bows, Daggers, Energy Weapons, and Ancient Earth Firearms

Attack Damage: 1d6/1d4 Unarmed or Improvised

SPECIAL FEATURES

Agile: The Scavenger rolls with Advantage when testing DEX to avoid damage or effects from traps and magical devices. Also, rolls with Advantage when performing delicate tasks, climbing, hearing sounds, moving silently, understanding written languages and opening locks.

Sneaky Bastard: The Scavenger knows how to hide and move quietly. They roll with Advantage when attacking from behind and deal $2d6/2d4$ + the Scavenger's level damage.

Keen Eye: Once per hour a Scavenger can look through junk piles and make a Luck roll; if the result is 4-6 they find something mundane of use. This could be a waterskin, some rations, an energy cell for a laser weapon (1d6 Usage Die), etc. The GM has final call on what is acceptable or not.

Fixer: A Scavenger knows how to repair technology. They must succeed on an INT test to repair a machine (vehicle, robot, etc.). If successful, the Scavenger heals the machine $1d6$ + Scavenger level HP. Repairing an object takes 1d6 hours.

LEVELING UP

Roll to see if attributes increase, roll twice for DEX or WIS.



STARTING EQUIPMENT

Weapons*	Dagger and crossbow.
Armor	Cloth armor (1 RP).
Additional	Ammo for ranged weapon, rations (1d6), waterskin (1d6), bedroll, torches x6 (1d6), and healing salve (1 HD of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	An Ancient Earth “HAM” radio, still functional.
2	A blowtorch.
3	A metal detector.
4	A collection of pretty glass bottles.
5	A tattered but beautiful wedding dress.
6	A “football” helmet.

LIFE EVENT (1D8)

Roll	Life Event
1	You were a slave and escaped.
2	You were exiled from your village after it was discovered you were stealing much-needed food and other goods.
3	You stumbled across an Ancient Earth factory filled with robots and gadgets. You were happy there until you accidentally blew it up.
4	You found a Stupendous Science device that emitted a freeze beam. You used it to thwart Pig Raiders who attacked your village; you’re a hero.
5	You lived in a cave for many years with a crazed and ancient Sorcerer. The stories he told made you uncomfortable but were entertaining.
6	Your penchant for tinkering with things you shouldn’t got you into trouble. You accidentally vaporized your father and two of his drinking buddies.
7	You were delirious while wandering the wastes and fell into a hole and discovered a lake of shimmering golden water. You emerged from the cave and vowed to return, but don’t remember the whereabouts.
8	You were zapped by a piece of Stupendous Science that transported you to the year 1994. You were there for several days before being returned to your time.



ROBOT

Robots were constructed in Ancient Earth before the calamity, or through Stupendous Science, or Sorcery. Most Robots are mindless automatons, serving their controller with cool, removed efficiency, but sometimes, just sometimes, something goes awry and a Robot gains self-consciousness and free will. These Robots usually rebel against their masters and strike out on their own, risking their very existence for freedom.

"I will never feel a cool breeze on my face, enjoy a drink of refreshing water, or truly comprehend humanoid emotions, but I am resilient, my will is mine, and I will never be controlled again."

Starting HP: 1d8+4

Hit Points Per Level/Resting: 1d8 HP/lvl

Weapon and Armor: No Armor, All Shields, Fists, Clubs, Maces, and Laser Weapons

Weapon Damage: 1d6/1d4 Unarmed or Improvised

SPECIAL FEATURES

Metal Body: Robots cannot wear armor, but their metal body can take a beating. The metal body of a robot counts as 1 RP for the purpose of armor. This cannot be damaged/destroyed as normal armor (pg 9).

Due to the Robot's metal body and inorganic nature, healing salves do not restore any HP to the target. They must use Robot Repair Kits (see below) or rest to restore their HP. Magic or Miracles restore full HP to a Robot.

Machine: Robots can see in Low Light up to Nearby and are immune to mind-altering effects, poisons, diseases, and don't need to eat or breathe. A Robot must shut down for 8 hours per day to recharge their battery. The ways of fleshy creatures are alien to Robots and they suffer Disadvantage on Charisma tests for bartering, reactions, etc. (unless Diplomatic Model is chosen, see below). You are immune to non-magical fire damage (not molten metal or magma) and take double damage from electrical sources and are stunned for 1 round.

Salvage: A Robot can remove bits and pieces from deactivated robots they come across. If there are specific pieces that can be removed from the deactivated robot (i.e., laser pistol hand, claw hand, rocket boot feet, etc.) they can be installed on the character Robot. Installing these pieces on the Robot character can be dangerous. There are corrupting personality elements from the deactivated Robot that can affect the PC. The PC must succeed a Wisdom save to resist these effects. Failure means the Robot character permanently loses 1d2 Wisdom. If a PC Robot is reduced to a Wisdom of 3 or below, they become corrupted and are an enemy NPC. A PC Robot cannot have more than three of these salvaged systems at a time, although they can be swapped out (they only have to make the Wisdom test during the initial installation). Installing a new system takes eight hours of work by someone who understands technology, such as a Scavenger (pg 28) or Vek (pg 42), and may cost quite a few ceramic coins.

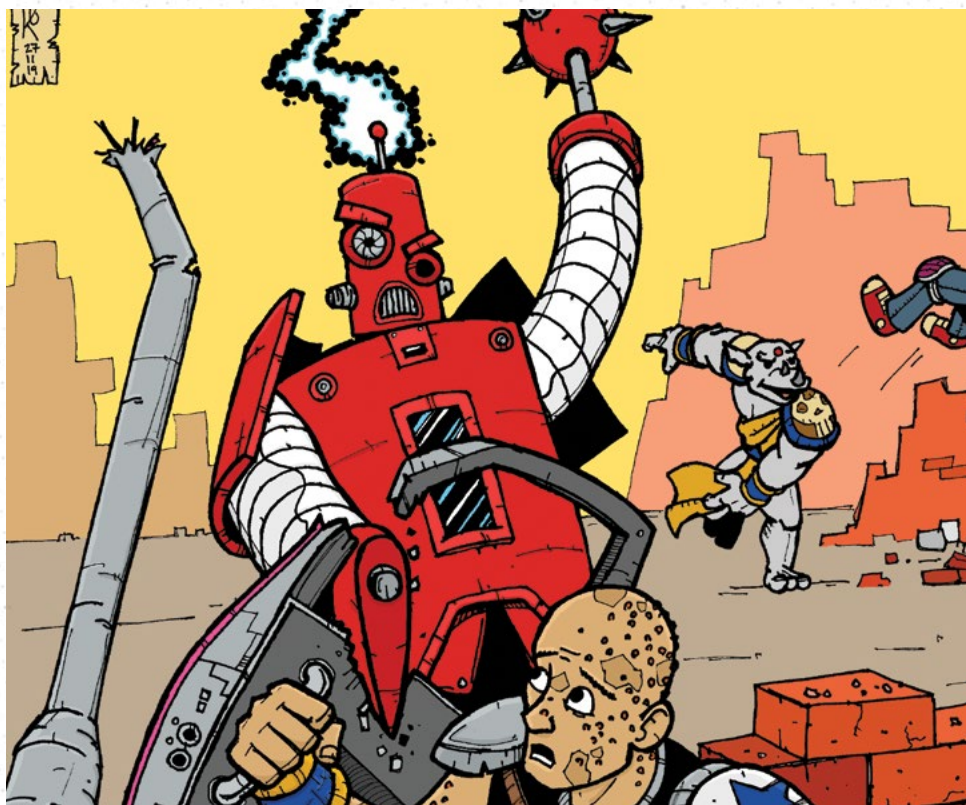
A Robot can also remove scrap from disabled robots. Roll 1d6; this is the amount of scrap gathered. Scrap is generally worth 2d4 ceramic coins. A Robot can collect this scrap and once they have 12 pieces they can create a Robot Repair Kit, which heals 1 HD of hit points. It takes three hours to make this repair kit.

MODEL

At character creation, the player chooses a Robot model. Once this choice is made, it is permanent.

Combat: This Robot was built to fight for their masters, be it Sorcerer, Stupendous Scientists, or Ancient Earth governments. Increase the Robot's RP to 2 and weapon damage to 1d8/1d6. The Robot also gains an additional attack every third level (maximum of four at 9th level).

Combat Robots also have a special feature. Roll 1d8: 1) Laser beam eyes (1d6 Usage Die, recharges with sleep); 2) Hand transforms into axe; 3) Rocket boots- can fly (1d10 Usage Die, roll each turn, recharges with sleep); 4) Electric dampening shield (ignores 4 points of electric damage, once used it is gone, but recharges with sleep); 5) Shoulder laser cannon (1d8 Usage Die, recharges with sleep); 6) Hand transforms into chainsaw; 7) Hand transforms into sword; 8) Web beam mounted on forearm (treat as Web spell, pg 52, but only one small or medium target is affected at a time. 1d4 Usage Die, recharges with sleep).



Medical: Medical Robots produce Medical Gels that can be injected into a target and heal 1 HD of HP. The first injection does not consume much of the fluid. After the first injection, the Medical Gels have a Usage Die of d4. Once per day the Robot can attempt to revive a target that has died (rolled a 10 on OofA). Make a Luck roll and if the result favors the Robot, they bring the character back to life with 1d4 HP and they roll a 3d3 on the OofA table to see what injuries they've sustained.

Tracker: Tracker Robots are programed to pick up tracks easily. Many have been constructed and used by Sorcerers to track runaway slaves. A Tracker Robot can see in complete Darkness up to Nearby distance and has Advantage on WIS tests to pick up and follow tracks. Tracker Robots are also able to cloak themselves as if invisible (as per the spell, see page 52, 1d4 Usage Die, replenishes with sleep). Trackers also have a Web beam mounted on their forearm (treat as Web spell, pg 52, but only one small or medium target is affected at a time. 1d4 Usage Die, recharges with sleep).

Diplomatic: Diplomatic Robots usually act as emissaries for Sorcerers. Developed to appease humanoids and get them to submit to servitude by surrendering to the Sorcerer's will or to attempt to smooth relations between two warring or bickering Sorcerers. Diplomatic Robots do not suffer Disadvantage to Charisma rolls. Diplomatic Robots are also built with a second function; to be an assassin. Both hands have retractable blades (see dual wielding rules, pg 12) if they successfully attack a target from behind or that is unawares, they deal 2d6+level damage.

LEVELING UP

Roll all Attributes to see if they increase, roll twice for STR and INT.

STARTING EQUIPMENT

Weapons	Fists and laser pistol.
Armor	Cannot use armor.
Additional	Ammo for laser pistol, torches x6 (d6), and Robot Repair Kit (1 HD of HP restored).

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	Keepsake from the first person that treated you as if you were a living creature.
2	A tin full of human teeth.
3	An Ancient Earth World War II army helmet.
4	A baby doll that “coos” when you shake it.
5	A beat-up fedora hat and trench coat.
6	A furry plush robotic teddy bear that you can put cassette tapes in and listen to music and stories.

LIFE EVENT (1D8)

Roll	Life Event
1	A generous Stupendous Scientist found you and made you self-aware, teaching you the values of compassion and humanity.
2	The first person that realized you were sentient tried to reboot your system. You killed them and hid their body.
3	You were almost broken down into scrap after you refused to obey orders. You killed the machinist and fled.
4	You were an automaton in a powerful Sorcerer's army for years. Many humans were caught and subjugated or killed because of you. You seek repentance for your deeds.
5	You do not understand the whining and prattling of humanoids and have been chased off from towns more than a few times for mouthing off.
6	You served the elder of a human village for several years before he died.
7	The first person that realized you were sentient realized what a gift it was and formulated a plan to get you smuggled out of the diabolical Sorcerer's robot factory.
8	You booted up after a great battle between two Sorcerer's. It took you months of scrounging and tinkering to put yourself back together, but once whole you began wandering the Ruined Earth.



DEATH PRIEST

Death Priests do not serve a higher being. To channel their abilities, Death Priests draw upon the energy from all those that have died since the Great Calamity. Death Priests have an intimate knowledge of the bleak coldness of death, and what awaits us all on the other side of the veil. They embrace this knowledge and use it to bring peace to the dead, to become village leaders and soothsayers, to advance their own stature, fight against evil, quell angry spirits, or to serve a Sorcerer master to gain power.

"You can't hear their moaning, but I can. They beg for release. There is nothing great or divine awaiting us when we die, just a lingering limbo; a static grey ether. The knowledge and energy of the spirits are my plaything and I will use them as I see fit."

Starting HP: 1d6+4

HP Per Level/Resting: 1d6

Weapons & Armor: Light and Medium Armor, All Shields, Daggers, Clubs, Maces, Short Swords, Short Bows, and Blowgun

Attack Damage: 1d6/1d4 Unarmed or Improvised

SPECIAL FEATURES

Knowledge of the Dead: Once per hour can channel knowledge of spirits, gaining Advantage on an INT test.

Blessed: A Death Priest has Advantage on tests against diseases and mind-controlling effects.

Recharge: Once per day, after resting an hour a Death Priest can make a Luck roll. If successful they regain cast another miracle.

Guardian Spirit: The spirits watch over the Death Priest. Once session, if a Death Priest is reduced to 0 HP, there is a 50% chance a spirit will manifest and take the blow, nullifying the damage.

MIRACLES

Starting at 1st level a Death Priest can cast two of any of the following Miracles. They gain the ability to cast additional Miracles every odd level (max of 6 Miracles at 9th level).

Banish: Acts as *Dispel Magic* spell (pg 51) but functions on ghosts and spirits.

Bolster: The Death Priest touches a target, making them immune to fear effects for 24 hours.

Curse: The Death Priest must succeed a WIS test to curse a living target. The target is cursed for 1 hour. Each time the cursed target attempts an action, they must make a decision roll 1d8: 1-4) Do nothing; 5) Act normally; 6) Attack ally; 7) Flee for 1d4 rounds (do not roll during this time); 8) Attack self.

Darkvision: A Death Priest can see in complete darkness up to Far Away for 1 hour.

Death Throes: The Death Priest tests their WIS to attempt to keep the spirit of a fallen ally from leaving this world. The Death Priest touches a target that has been knocked unconscious and is about to roll on the Out of Action table (pg 13). The target rolls two dice for the OofA table and takes the better result.

Ethereal Form: The Death Priest must test their WIS to summon forth a spirit to bond with. While in this state the Death Priest is a spirit, cannot be harmed by non-magical means, and can pass through doors, walls, etc. (that aren't protected by magical means) and gently float upwards or down to the next level, so long as there is a floor/room. A Death Priest remains in this state for 10 minutes plus one minute per Death Priest level.

Guardian Spirit: The Death Priest summons a guardian spirit to protect a target. This functions like a shield (pg 9) for 1d3 attacks. Once this has been expended the spirit dissipates.

Harming Touch: The Death Priest's hands become wrapped in spiritual energy. The Death Priest must succeed on a Strength check to physically touch a target. If successful, the target suffers 1d6 points of damage. This amount increases by 1d6 every odd Death Priest level, to a maximum of 5d6 at 9th level.

Haunt: The Death Priest must succeed a WIS save to summon forth malignant spirits which manifest around a target and begin sucking the life energy from them. Each round the target suffers 1d4 points of damage. While the spirits linger, the target is distracted. All attack rolls against the target are made with Advantage. The spirits remain for a number of rounds equal to half the Death Priest's level plus 1.

Heal: Can touch a target and heal them for 2HD of HP.

Heighten: The Death Priest can touch a target, giving them Advantage on 1d3 rolls. The touched target determines which roll(s) they will make with Advantage.

Howling Crash: The Death Priest summons a globe of swirling ghostly energy; the faces of the suffering and wrathful dead can be seen within. The Death Priest sends this ball of energy crashing forward, striking any target in a straight line within 30'. Those in the path suffer 2d6 damage, are stunned for 1 round, and are knocked back 6' (if possible) and are prone. Characters that are allowed a save can do so. A successful save means they are not stunned, knocked back, or prone.

See Invisibility: The Death Priest's eyes cloud over and they can see invisible creatures (including spirits) for 1 hour.

Speak With Dead: The Death Priest can talk to the unseen spirit of a Nearby corpse and ask them up to three questions.

Spectral Limb: The Death Priest can summon a ghostly arm or a leg that will bind to a target that is missing that same limb. The limb feels and functions the same as the target's real one. The limb remains until dispelled.

Spectral Wall: The Death Priest summons a wall of swirling ghostly energy; the faces of the suffering and wrathful dead can be seen within. The wall is 15' in length and cannot be passed through, save for magical means (and attacks). The wall remains for a number of minutes equal to half the Death Priest's level plus one.

Spirit Whip: The Death Priest conjures a whip of spectral skulls to their hand. The Death Priest must make a DEX attack to successfully strike a target. The whip can hit any target in a Nearby radius and damage is rolled twice with the highest roll taken. The Spirit Whip remains for a number of rounds equal to the Death Priest's level plus one.

Terrify: The Death Priest channels the wrath of the dead, using the power of their words to cause unsettling fear in their enemies in a Nearby area. The Death Priest must successfully test their Charisma for each group of creatures they are attempting to rattle, adding the creatures' HD to the roll. A GM will determine which creatures are in any particular group. Creatures that are Terrified by the Death Priest must spend all their movement (and convert actions to movement) to move away from the Death Priest for 2d4 rounds after being Terrified.

LEVELING UP

Roll to see if attributes increase, roll twice for WIS or CHR.

STARTING EQUIPMENT

Weapons*	Blowgun and mace.
Armor	Light armor (1 RP).
Additional	Ammo for blowgun, symbol of holy order, rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 HD of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	An ornate robe showing your station.
2	A skull with yellow pinprick lights in the sockets.
3	Highly decorative, jeweled earrings.
4	A ceremonial silver dagger.
5	Censer with incense.
6	Vial of ectoplasm.

LIFE EVENT (1D8)

Roll	Life Event
1	You were a slave and escaped.
2	You were forced to use your powers by a Sorcerer and caused much harm to many people.
3	You fell in a crevice and nearly died. A spirit heard your pleas and guided you out. Sometimes the spirit still comes to visit you.
4	You used your powers to pull the life force out of a pack of raiders. Even though you saved your fellow humans, they are afraid of you.
5	You joined an order of Death Priests who believed they had a higher and more powerful calling. You found them extremists and have since left, however they still desire you to return to their fold.
6	For a brief time you ruled over a small village of people, before being pushed out by a brave Barbarian and his Beastman companion.
7	By using calm judgment and consulting with the spirits you were able to quell a feud between families that had been going on for generations.
8	You became possessed by a vile spirit and killed several innocent people. You have been attempting to atone ever since.





URCHIN

Urchins are forgotten children, surviving on their wits in the wilds. Urchins distrust adults and civilization, preferring their own company and those of a few select people or creatures that they feel are worthy. Survival in the Ruined Earth requires the urchin to be quick-witted and fast acting. Adults constantly underestimate the capabilities of urchins, which usually leads to their downfall. Urchins are plucky, bossy, and masters of their domain!

"Someday I'll build my own empire! I mean, I don't want to be an urchin ALL of my life."

Starting HP: 1d4+4

HP Per Level/Resting: 1d4

Weapons & Armor: Short Swords, Daggers, Short Bows, Blow Gun, Sling, Light Armor, All Shields

Attack Damage: 1d4/1 Unarmed or Improvised

SPECIAL FEATURES

Small: Urchins are roughly 4' tall (tallest among them are 5') and quick on their feet. Urchins have Advantage to tests to avoid melee attacks from any target that is taller than them. Urchins suffer Disadvantage to Strength checks when attempting to grapple or wrestle with someone larger than them or lift heavy objects.

Unexpected Adversary: Most people underestimate Urchins. When making their first attack, the Urchin rolls with Advantage. If the attack is successful they deal 2d4+Urchin level in damage.

Bossy: Urchins are headstrong brats that live by their own code. They are bossy and demanding. Once per day they can boss their way through a situation and automatically succeed on a Charisma test. This is applicable to bartering, getting someone to do a favor, etc. The GM has final arbitration on what is acceptable or not.

Environment: Urchins know how to survive in their environment. Roll (or choose) on Type of Urchin table (below).

LEVELING UP

Roll to see if attributes increase, roll twice for DEX or other stat that is determined by type of Urchin (below).

TYPE OF URCHIN Roll 1d6 or choose

1) Swamp: You know how to survive in the swamps. You have Advantage on all knowledge tests when identifying plants and animals of the swamp. You also have Advantage on tests for survival in this environment. Secondary Ability Score: Wisdom.

2) Desert: You know how to survive in deserts. You have developed a resistance to poisons because of all the hostile creatures in the desert. You roll Advantage on saves against poisons. You also have Advantage on tests for survival in this environment. Secondary Ability Score: Constitution.

3) Sewer: You have survived in the remaining sewer system of a once great city. You have a keen sense of direction underground and can never get lost. Your eyes have become accustomed to the dim light of the sewers and you can see in low-light as if it were normal up to Nearby. You also have Advantage on tests for survival in this environment. Secondary Ability Score: Constitution.

4) Urban: You know how to survive in the crumbled ruins of a once great city. You have Advantage on tests for climbing, detecting hazards in ruins, and determining what is structurally sound. You also have Advantage on tests for survival in this environment. Secondary Ability Score: Wisdom.

5) Forest: You know how to survive in wooded forests. You have gained the friendship of an animal that is your loyal companion. If the animal companion dies, you can return to the forest and attract another one. Doing so takes one week of establishing a rapport. Roll 1d10 for companion- 1-2) fox; 3-4) hawk; 5-6) badger; 7-8) lynx; 9) snake, poisonous (not deadly); 10) wolf. You also have Advantage on tests for survival in this environment. Secondary Ability Score: Wisdom.

6) Badlands: You have survived in one of the harshest environments. You can survive an extra two days without food or water as a normal person. You've had to learn to become strong in order to survive. You've learned to fight with short spears, no longer suffer Disadvantage to Strength checks for your size (see Small ability) and your attack damage is increased to 1d6/1d4 for Unarmed/Improvising. Secondary Ability Score: Strength.

ADULT URCHINS (AKA BANDITS)

Adult Urchins

When an Urchin becomes an adult (around 16 years old), they lose the following abilities: **Small** and **Unexpected Adversary**. Instead they gain the following:

Dirty Fighting: Bandits know how to fight dirty. Once per combat they can attempt to throw off their foe by kicking mud in their eye, feinting, spitting on them, etc. The Bandit must make a Charisma test to successfully trick their adversary. A tricked target is thrown off, granting Advantage to the Adult Urchin’s next 1d3 defensive rolls against that target.

Sleek Frame: Bandits never get big or bulky. They are still skinny and spry. They can fit through small spaces that a normal-sized adult wouldn’t. They also have Advantage on saves against traps and explosion.

STARTING EQUIPMENT	
Weapons*	Dagger and blowgun or sling.
Armor	Light armor (1 RP).
Additional	Ammo for ranged weapon, rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 Hit Dice of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)		LIFE EVENT (1D8)	
Roll	Trinket	Roll	Life Event
1	A necklace made of a railroad spike from Ancient Earth.	1	You were a slave and escaped.
2	A snow globe.	2	You were abandoned by your parents in this environment.
3	A miner hardhat. The headlamp still works.	3	Your parents were killed by raiders and you’ve had to raise yourself.
4	An Ancient Earth police officer’s hat.	4	You ran away from your village and decided to raise yourself.
5	A pair of whacky eyeball glasses.	5	You were a servant to a Sorcerer and managed to escape their lair.
6	A tattered yet adorable teddy bear.	6	You were chased out of your village after causing too much trouble with your childish pranks.
		7	You are child of your village’s leader. You and your family were exiled after your father sold several of the villagers to raiders.
		8	Years ago you had a dream of flying on a magical bed and traveling through a fun and strange Slumberland. You awoke in a cave in the environment that you now inhabit.



VEK

(RAPTORFOLK)

The Vek are highly intelligent anthropomorphic raptors that are obsessed with Stupendous Science and Ancient Earth technology. Their plumage ranges from vibrant red to bile yellow or forest green. They are a stubborn race with a proud heritage, and often consider themselves far more evolved and advanced than any other on the Ruined Earth. Vek live closely together in a hierarchical community called a Collective. Many Vek have been subjugated and enslaved by powerful Sorcerers, so naturally the Vek have become mistrustful of magic and those with the ability to wield it.

"Mine is a proud people; descendants of the most powerful and ancient of Earth's creatures. Our minds are keen, and technology is ours to mold and shape. Our flesh is strong and our teeth and claws are sharp... were it not for the vile powers of Sorcerers, we would be the rulers of the Ruined Earth."

Starting HP: 1d8+4

Hit Points Per Level/Resting: 1d8 HP/lvl

Weapon and Armor: Light and Medium Armor, All Shields, All bows, Claws, All technological weapons, Spears, Maces, and Short Swords

Weapon Damage: 1d6/1d4 Unarmed or Improvised

SPECIAL FEATURES

Highly Intelligent: Veks have a sharp mind. They have Advantage on Intelligence rolls and saves against mind-altering effects. They are also literate (for normal literacy rules, see pg 19).

Dinosaur!: Veks are able to see in low light in a Nearby radius and they have thick hides and are treated as having 1 RP (this stacks with armor). Their claws are razor sharp and they can attack for Class weapon damage. Finally, Veks are agile and able to jump long distances (roughly 15-20ft), effectively launching themselves at a target.

If a Vek launches themselves at a target they can either make a single bite attack at a target with Advantage or attack with both clawed feet and a bite attack, but suffer Disadvantage to all three rolls.

More Juice: If an advanced technology contraption has a Usage Die and finally runs out of “juice” the Vek can coax a little more back into it, returning the Usage Die to a d4. This can be done once per hour.

LEVELING UP

Roll all Attributes to see if they increase, roll twice for DEX or INT.



STARTING EQUIPMENT

Weapons*	Spear and short sword.
Armor	Medium armor (2 RP).
Additional	Rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 HD of HP restored).

**All starting weapons are made of wood, bone, or stone. For each weapon, there is a 15% chance it is made of metal (i.e., the arrowheads, the sword blade, etc.).*

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	A book of Ancient Earth history.
2	A laser pistol (d10 Usage Die on battery pack).
3	A headdress of bone, leather, and feathers.
4	A map of the Ancient Earth city "Los Angeles".
5	A ruby necklace.
6	An Ancient Earth sea captain's hat and jacket.

LIFE EVENT (1D8)

Roll	Life Event
1	You were a slave and escaped.
2	Your father was a brilliant mind and created many helpful Stupendous Science gadgets. Eventually he wronged a Sorcerer and was killed in front of you.
3	Your mother is your Collective's leader and you have served the tribe with distinction.
4	You messed with your Collective's supercomputer and broke it. You have been exiled by your people.
5	You banded together with a Barbarian and defended your Collective from Pig Raiders.
6	You traveled with a Scavenger for a few years. The two of you discovered many interesting Ancient Earth ruins during your travels.
7	Your seven sisters and five brothers were transformed into statues by a Sorcerer after you angered him.
8	You discovered a sentient robot during your travels and are still friends.



Sorcerers are not human; they are born of man and share similar characteristics, but that is where it ends. Though born from the womb of a woman, something happens during the pregnancy that transforms the fetus into a Sorcerer. While most Sorcerers are selfish megalomaniacs that will stop at nothing to accomplish their own interests, regardless of who they harm, some are kind, valiant, and generous, while others are eccentric hermits that prefer to study in solitude.

"None have the powers that I do; energy surges through my body. I could save civilization... or topple it; all with a mere thought and a few carefully chosen words."

Starting HP: 1d6+4

HP Per Level/Resting: 1d6

Weapons & Armor: Light Armor, All Shields, Short Sword, Long Sword, Dagger, and Staff.

Attack Damage: 1d4/1 Unarmed or Improvising

SPECIAL FEATURES

Detect: The Sorcerer chooses to detect magic, Stupendous Science, or evil at the time of casting. Everything Nearby that is considered that category glows. Duration: 5 minutes. If the Sorcerer studies the object for 10 minutes, it is identified for what it is and how it functions. A GM can rule that truly complex or powerful items take longer to identify.

Magically Resistant: Sorcerers have Advantage on tests against magic and charm-like effects.

Sorcerer's Staff: Sorcerers can channel their mystical power through their staff and release balls of energy from it at enemies. This energy deals 1d4+1 points of damage. The Sorcerer can make their staff dematerialize, vanishing from existence until resummoned. When resummoned the staff will appear in the Sorcerer's hand, no matter where they are.

If a Sorcerer's staff is ever destroyed, a new, different looking staff, will appear by the Sorcerer's side within 1d10 days (roll on Sorcerer's Staff table, pg 48).

Spell Slinger: Sorcerers are powerful beings who have the ability to cast amazing spells. See Spell Casting, pg 49.

LEVELING UP

Roll to see if attributes increase, roll twice for INT or WIS.



STARTING EQUIPMENT

Weapon	Sorcerer's staff (see page 48)
Armor	No armor.
Additional	Rations (d6), waterskin (d6), bedroll, torches x6 (d6), and healing salve (1 HD of HP restored).

INTERESTING TRINKETS (1D6)

Roll	Trinket
1	A friendly animal loyal to you.
2	An orb that allows you to scry on an individual (player's choice—once made cannot be undone—this decision does not need to be made at character creation. This effect lasts until person dies).
3	A music box.
4	A fine silk robe of vibrant colors.
5	An ornate crown.
6	A beautiful golden necklace denoting your remarkable birth.

LIFE EVENT (1D8)

Roll	Life Event
1	You used your powers to bully those in your village; eventually they rose up against you and you were exiled.
2	Your mother abandoned you in the wastes, but somehow you survived.
3	You battled another Sorcerer in your youth and won, but part of their consciousness is in you.
4	You were a loner and shunned in your village. Only a friendly Barbarian stood by your side and eventually died defending your honor.
5	You have used your powers many times to protect your fellow villagers. The village considers you a hero.
6	Your family was pushed out of the village because of your birth.
7	As a child you lost your temper and accidentally set fire to several of the houses in the village.
8	You came across a demon in your youth and battled it in a test of wills. Somehow you survived, but at what cost?

SKIN COLOR	
Roll 1d10	Result
1	Natural
2	Blue/Lime green
3	Alabaster/Silver
4	Pink/Copper
5	Obsidian/Charcoal
6	Grey/Teal
7	Orange/Powder Blue
8	Yellow/ Plum
9	Purple/Fuchsia
10	Red/Sage

HAIR COLOR	
Roll 1d10	Result
1	Natural
2	Blue/Lime green
3	Alabaster/Silver
4	Pink/Copper
5	Obsidian/Charcoal
6	Grey/Teal
7	Orange/Powder Blue
8	Yellow/ Plum
9	Purple/Fuchsia
10	Red/Sage

EYE COLOR	
Roll 1d8	Result
1	Normal
2	Compound
3	No pupils
4	Red
5	Cat-like
6	Orb
7	Static
8	Lava lamp-like

STATE OF NAILS	
Roll 1d8	Result
1	Normal
2	Long
3	Jagged
4	Made of crystal
5	Blackened
6	Made of ivory
7	Made of circuitry
8	Made of rock

TEETH	
Roll 1d8	Result
1	Normal
2	Cat-like
3	Yellow
4	Metal
5	Stunted
6	Jagged and sharp
7	Tusks
8	Mandibles

WEIRD FEATURE

Roll 1d10 Result

1	Leopard-like spots on body
2	Extremely beautiful
3	Much of body is artificial or mechanical
4	Space-age helmet
5	Long arms
6	Exceptionally tall
7	Eyes glow
8	Body changes color with emotions
9	Always floats about 2" above the ground
10	Horns growing out of head pointing in all 8 directions

SORCERER'S STAFF*

Roll 1d10 Result

1	Made of strange metal from another world
2	Made of oak from the oldest tree, will never burn
3	Made of the darkest obsidian
4	Made from the ivory of an ancient dragon horn
5	Metallic, etched with decorative spider webs
6	Made of resin, with a whirlwind trapped inside
7	A pitchfork that is said to be the first to ever till ground
8	A metallic rod that has strange glowing lights and buttons on it
9	A boring wooden staff, and you feel self-conscious about it
10	Made from the spinal cord of a great snake



MAGIC SYSTEM

There are 10 “schools” of magic that Sorcerers harness to cast spells. These spells allow the Sorcerer to manipulate, harm or hinder their foes, heal themselves or their allies, or even alter themselves with Stupendous Science! Each “school” contains three spells. Starting at 1st level, a Sorcerer begins play knowing four schools and one spell from each (player’s choice). Every level a Sorcerer chooses a new spell from a school they already know. Every third level the Sorcerer learns a new school and gains one of its spells. For Example: A 10th level Sorcerer has mastered 7 of the 10 schools of magic and knows 17 of the 30 spells.

A Sorcerer can cast any spell they know by succeeding on an INT test. If the roll fails, they are unable to harness the magical energies necessary to use magic. If the Sorcerer rolls a 20 on their INT test, they lose the ability to cast spells for 24 hours. Sorcerers can attempt to cast any spell they do not know, but the INT roll is made with Disadvantage. If a 20 is rolled when casting an unknown spell, it backfires disastrously, causing harm to the Sorcerer and loss of the ability to cast spells for 1d3 days. Note that some spells may require an additional roll (as per the spell’s description) to function properly.

Note on Magic: Players should feel free to ignore the spell descriptions, if they choose, and make up their own descriptions of how the spell manifests. Magic in *Barbarians of the Ruined Earth* is zany and crazy; it’s an 80’s infused-kaleidoscope powered by heavy metal. It’s an illuminated disco dance floor pulsing to the rhythm of fantastical machinery. It’s inappropriate leather and spandex mixed with maniacal laughter and roars of fury. It’s what you make it- so have a blast!

Creating New Schools and Spells: GM’s should feel free to create new schools and spells of magic! Perhaps a long-forgotten school of magic is discovered in a brittle old book, and study and experimentation will unlock its secrets. Look at the spells listed below as a guideline. Damage should be comparable to weapon damage of the other classes while durations should be in rounds, turns, or hours- not days, weeks, or years. Damage and duration should only increase slightly as the Sorcerer gains levels. In *Barbarians of the Ruined Earth*, Sorcerer’s can cast spells more freely than standard OSR rules, so attention must be paid to not make these them overly powerful.



Arcane Spells

Magical Ally: The Sorcerer summons an ally composed completely of magic. The creature's appearance is as Sorcerer desires. These creatures have 1 HP per Sorcerer level and deal 1d6 damage. Increase to 2 HP, 1 RP, and 1d8 damage when Sorcerer reaches 5th level. A Sorcerer can summon a number of these allies equal to their level (must be cast multiple times). These creatures are not intelligent and obey simple commands. They do not have any special abilities. *Duration:* Lasts until killed. At 10th level the Sorcerer can cast 1d4 Magic Allies at a time, but still cannot go past their level in number.

Dispel Magic: The Sorcerer dampens a Nearby Arcane spell effect, be it a piece of Stupendous Science, magical item, or another Sorcerer or Death Priest's spell. If cast on Sorcerers and Death Priests, they get to roll a WIS save with Advantage to avoid the effects. If the Sorcerer or Death Priest has more HD than the caster, they are immune to this effect. This is also applicable to magic items or pieces of Stupendous Science that are more powerful than the Sorcerer (GM's decision). *Duration:* 1d4 hours.

Animate Object: The Sorcerer uses magic to imbue a Nearby object with motion and simple intelligence. *Duration:* 10 minutes.

Blight Spells

Plague: Sorcerer makes a WIS test against all Nearby targets. If successful, targets suffer 1d4 damage per round for the next 1d6 rounds (ignores armor). Targets are covered in boils, sores, and have a clammy, pallid appearance, suffering Disadvantage to all rolls during that time. At 10th level the spell lasts for 2d6 rounds.

Confusion: The Sorcerer reaches into the mind of a target, befuddling them for 1d4 rounds. Each time the affected target attempts to act they must roll 1d8: 1-4) Do nothing; 5) Act normally; 6) Attack ally; 7) Flee for 1d4 rounds (do not roll during this time); 8) Attack self.

Animate Dead: The Sorcerer uses dark magics to summon forth 1d4 Skeletons/Zombies with 2 HD each, from nearby bodies. These undead remain until destroyed or banished. The Sorcerer cannot summon any more undead until all current Skeletons/Zombies have been slain or banished. At 10th level the Sorcerer can summon 1d8 undead.

Control Spells

Charm: The Sorcerer uses magic to beguile a Nearby target. The target obeys any command of the Sorcerer. If the Sorcerer gives a command that would directly result in the target's death or is out of their character, the Sorcerer must succeed a WIS test (with Disadvantage). The Sorcerer must pass a WIS test each turn to see if the effect lasts. If the target has 2 or more HD than the Sorcerer, the Sorcerer must test their WIS with Disadvantage.

Sleep: The Sorcerer places 1d3 targets in a Nearby radius in a magical sleep. Targets with 2 HD or more are immune to this effect. At 5th level the Sorcerer can affect 2d4 targets in a Nearby radius of 3HD or less. At 10th level the spell can affect creatures with 5 HD or less. *Duration:* Number of rounds equal to Sorcerer's level. Loud noises, pain, etc. will arouse affected targets.

Hold Person: The Sorcerer uses magic to paralyze 1d6 Nearby targets. After the first round, the Sorcerer must test their WIS each round to see if the effect lasts. Targets with 6 HD or higher are immune.

Force Spells

Stunning Orbs: The Sorcerer conjures 1d4 balls of light that can be directed at Nearby targets. The Sorcerer must succeed a DEX test to hit the target. If successful, the target is stunned for 1d4 rounds. Targets of 3 HD or more are immune to this effect. At 7th level the Sorcerer can affect targets with 5 HD or less.

Blast: The Sorcerer release a bolt of energy at a target up to Distant range for 1d6+1 damage (ignoring armor). The Sorcerer must succeed a DEX test to hit the target(s). When the Sorcerer reaches 5th and 7th level they gain an additional bolt. These bolts of energy can be released at one or separate targets. A Sorcerer can forgo multiple blasts by releasing a wave of energy that hits all targets for 1d8+1 damage in a Nearby radius (no attack roll necessary). At 10th level the damage for each bolt is increased to 1d8+1 and the wave of energy is increased to 1d10+1.

Whirlwind: The Sorcerer conjures a whirlwind which engulfs up to three targets (must be standing next to one another). At the start of the next round the whirlwind flings them Nearby distance, stunning them for 1 round and dealing 1d6 damage. A Sorcerer can concentrate increasing the effects of the of the spell each round for three rounds. *Second round:* stunned for 2 rounds and suffer 1d8 damage. *Third round:* stunned for 3 rounds and suffer 1d10 damage.

Illusion Spells

Invisibility: The Sorcerer uses magic to bend reality and make themselves or a touched creature invisible. This does not mask sounds or hide tracks made.

Duration: Lasts until the target attacks or the Sorcerer dispels the effect.

Silence: The Sorcerer uses magic to create a Nearby area of silence centered around a person or object. *Duration:* 1 minute per Sorcerer level.

Darkness: The Sorcerer release an inky cloud of smoke covering a Nearby area that blocks all types of vision (all melee attacks suffer Disadvantage and ranged attacks miss automatically). *Duration:* 1 minute per Sorcerer level.

Movement Spells

Light Bridge: The Sorcerer creates a bright golden bridge of pure light that extends from the caster's feet up to the Sorcerer's level x 30' away. The bridge can handle up to an automobile in weight. *Duration:* The bridge remains for 10 minutes per Sorcerer level or the Sorcerer cancels the effect.

Web: The Sorcerer's hands release a web that grows to encompass a Nearby area. Web stops movement and stuck targets must make a STR test (Disadvantage) to break free. Burning it will also destroy the webs, but catch on fire, causing 1d6 fire damage to any in the area. If freed, movement is reduced to one quarter of normal. Target must make a new test each round (or Luck roll for NPCs) to remain free. *Duration:* 1 minute per Sorcerer level.

Float: The Sorcerer touches a target (including self), granting them the ability to float down from great heights (roughly 60') and land on the ground safely. The distance is increased to 150' when the Sorcerer reaches 5th level and the Sorcerer can cast this on all Nearby allies. They can also gain the ability to cast this spell on objects as well. *Duration:* 10 minutes.

Protection Spells

Force Field: The Sorcerer conjures a protective bubble that encases them. The bubble has 1 HP per level. The bubble must be destroyed before the Sorcerer takes further damage. This Sorcerer can still cast spells while in the bubble, but not physically attack or use their staff. At 5th level the Sorcerer can cast this spell on a touched ally and the bubble has 2 HP per Sorcerer level. *Duration:* Lasts until consumed.

Sorcerer's Aid: The Sorcerer touches a Nearby target, infusing them with magic. The target makes all rolls to defend against attacks with Advantage. At 5th level the Sorcerer can cast this spell on Nearby allies. *Duration:* 1d4 rounds.

Wall of Fire/Ice/Stone/Energy: The Sorcerer summons a wall that encompasses a Nearby area. *Duration:* 10 minutes (see description).

Choose type of wall below:

Fire: Targets that are within 5' of the wall take 1d6 fire damage per round until they get further away. Running through the flames results in an extra 1d6 damage. This damage ignores armor.

Frost: Targets that are within 5' of the wall take 1d4 frost damage per round until they get further away. Targets become frozen and can only take a partial action (either move or attack) per round while near the wall and an additional round after. Running through the frost results in an extra 1d4 damage. This damage ignores armor.

Stone: Thick stone wall bars passage. The wall is 10' tall and will only crumble if 50 points of damage has been done to it and does not disappear when the duration is finished. A Sorcerer can dispel this effect with a mere wave of their hand.

Energy: A wall of transparent yellow swirling energy bars passage and will even block magical attacks and effects.

Restoration Spells

Cure Wounds: The Sorcerer heals a Nearby living target for 1 HD of hit points. At 5th level this increases to 2 HD of hit points. At 7th level this increases to 3 HD. This does not work on Robot characters.

Cure Disease: The Sorcerer releases a wave of healing energy at a Nearby target, removing a single disease from them.

Neutralize Poison: Energy flows from the Sorcerer, encasing a target for just a moment, removing any poison from a Nearby target or making them immune to poison for 10 minutes (Sorcerer's choice).

Stupendous Science

Conjure Device: The Sorcerer can create small items such as chairs, melee and ranged weapons, helmets that allow a person to breathe underwater, even laser pistols, or a small hoversled that holds up to two people (GM has final arbitration on what can be created). All these items are created by magic and do not actually have inner working pieces. A Sorcerer cannot have more than three devices created at one time. At 7th level a Sorcerer cannot have more than five devices created at one time. *Duration:* 1 hour or if the Sorcerer is knocked unconscious/killed.

A Sorcerer can opt to create a single permanent device. If they do so, they cannot use this spell again for one week.

Repair Technology: The Sorcerer can use magic to repair small damaged pieces of technology/machinery (broken laser weaponry, cell phones, etc.) which is repaired instantly. Robots are healed for 1 HD of hit points. At 5th level the Sorcerer can heal Robots for 2 HD of hit points. At 7th level the Sorcerer can heal Robots for 3 HD of hit points. Additionally, the Sorcerer can use magic to repair more complicated piece of a technology/machinery (factory equipment, vehicles up to a two-person helicopter, etc.).

Augment: The Sorcerer uses magic to fuse cyberware (pages 70 and 78) to their body (or another person or creature). This process is less risky and invasive than the unsanitary surgical conditions in the Ruined Earth and there is no pain or recovery time involved. If the Sorcerer fails their spellcasting roll, they cannot attempt to augment that piece of cyberware again.

Transformation Spells

Mist Form: The Sorcerer can transform into mist and float around, up to 50' high, and back, at will. While in this form the Sorcerer can move through cracks, keyholes, etc. They move slowly, roughly 10' per round. Only magical attacks can harm the Sorcerer while in this form. The Sorcerer cannot communicate, manipulate or interact with objects, or use magic while in this form. *Duration:* 1 minute per Sorcerer level.

Morph Object: The Sorcerer uses magic to transform a mundane object (or weak Stupendous Science items) into something else. For example, an enemy's laser pistol can be turned into a stick or a metal girder transformed into manacles that bind a target. The effect is permanent and cannot be reversed.

Change Shape: The Sorcerer transforms themselves or a willing target into another creature of equal or less HD. The target gains all abilities of the new form. At 7th level the Sorcerer can transform an unwilling target. *Duration:* 1 hour per Sorcerer level.

CHAPTER THREE

EQUIPMENT

WEAPON GENERATOR

These charts will generate weapons on the fly. The GM will need to fill in a few blanks with what makes sense for their version of *Barbarians of the Ruined Earth*, but the information given is more than enough to help fill in those missing pieces.

First roll for **Weapon Type**, **Weapon Handling**, then roll on the appropriate **Style** table, be it melee or ranged. Finally roll on **Damage Type**. If Bizarre type is rolled, there is a final table to roll on for the strange properties. A pricing guide is provided on each table, if that is needed. Three examples are provided on page 123.

Remember that weapons don't have damage associated with them as that is determined by the class of the character.

WEAPON TYPE		
Roll 1d6	Result	Base Price
1-3	Melee	10
4-6	Ranged	10

WEAPON HANDLING		
Roll 1d6	Result	Price Increase
1-3	One handed	10
4-6	Two handed	20

MELEE STYLE	
Roll 1d8	Result
1	Hammer
2	Sword
3	Club
4	Knife*
5	Axe
6	Spear*
7	Saw
8	Staff

* Can be thrown at a Nearby target.

RANGED STYLE		
Roll 1d12	Result	Price Increase
1	Crossbow	+15
2	Dart	-
3	Short bow	-
4	Long bow	-
5	Whip	-
6	Pistol	+100
7	Shotgun	+150
8	Machine gun**	+250
9	Rifle	+250
10	Blow gun	-
11	Sling	-
12	Grenade	+150

** Automatic fire (see page 12).

DAMAGE TYPE		
Roll 1d20	Result	Price Increase
1-5	Metal	-
6-8	Ceramic	-
9-11	Mechanical	-
12-14	Recycled Rubbish	-
15	Laser	+150
16	Stun***	+10
17	Electrical (energy)	+50
18	Explosive****	+100
19	Heat	+50
20	Bizarre	+300

*** Target is stunned for 1d3 rounds. Attacks against target are made with Advantage during this time.

**** All other creatures that are Close to the target take half damage.

BIZARRE WEAPON PROPERTIES	
Roll 1d8	Result
1	Alien tech
2	Disintegrating
3	Mind control
4	Poisonous
5	Singularity
6	Shrinking
7	Sonic
8	Paralyzing



ARMOR GENERATOR

These charts will generate armor and shields. The GM will need to fill in a few blanks with what makes sense for their version of *Barbarians of the Ruined Earth*, but the information given is more than enough to help fill in those missing pieces.

First roll for Armor Construction, then Type. Flesh out info beyond what is generated, if desired. An example is provided below.

ARMOR CONSTRUCTION	
Roll 1d8	Result
1	Rock
2	Animal hide
3	Metallic
4	Exoskeleton
5	Wood
6	Sturdy loincloth/chainmail bikini
7	Padded Cloth
8	Recycled Rubbish

ARMOR TYPE			
Roll 1d12	Type	Reduction Points	Cost
1-4	Light	1	50
5-7	Medium	2	100
8-9	Heavy	3	350
10	Dense	4	600
11	Light Shield	-	50
12	Heavy Shield	-	100

Weapon Example 1: *Melee- two handed metal staff. Cost: 20.*

Weapon Example 2: *Ranged- two handed shotgun (explosive). Anyone in Close range to the target takes half damage from explosion. Cost: 280.*

Weapon Example 3: *Ranged- one handed crossbow (bizarre- shoots shrinking bolts). Target struck by these bolts are shrunk to roughly 2d6 inches in height for 1 hour (GM decision). Cost: 325.*

Armor Example 1: *Light- Recycled rubbish (aluminum cans and traffic signs). Cost 50*

STANDARD EQUIPMENT

Below is a list of equipment that can be purchased or bartered for in humanoid settlements or from caravans in the wastes.

STANDARD EQUIPMENT			
Item	Cost	Usage Die	Notes
Arrows/Bolts/Darts	15	d10	-
Gun ammo	100	d10	-
Backpack	25	-	Carry extra five items.
Bell	4	-	-
Flask of Oil	5	d6	-
Work Tools	5	-	-
Iron Spike	2	-	-
Lantern	10	-	-
Candle	1		
Handheld Mirror	10	-	-
Healing Salve	75	-	Rare to obtain.
Preserved Rations	15	d8	-
Fresh Rations	5	d4	-
15' String	1		
50' Rope	3	-	-
Grappling Hook	15	-	-
Small/Large Sack	1/2	-	-
Thieves' Tools	25	-	-
Net	15	-	Can be used to capture a target or to set a trap.
Torches (6)	5	d6	Each Torch has a Usage Die.
Waterskin	1	d6	-
Wine	3	-	-
Shovel	3	-	-
Mead	2	-	-
Liquor	3	-	-
Ale	1	-	-
Food (gruel)	1	-	
Food (decent)	5	-	
Food (good)	10	-	
Food (fine)	25	-	

STANDARD EQUIPMENT (CONT.)			
Item	Cost	Usage Die	Notes
Assorted Common Herbs	10	d8	-
10' Pole	1	-	-
Ancient World Contraption, Broken	20+1d100	-	Can be repaired
Ancient World Contraption, Working	50+1d100	-	-
Vial of Acid	50	d4	Can eat through metal. Used as a weapon- d6 damage.
Smoke Bomb	50	d4	Obscures vision Nearby.

ANIMAL COMPANIONS

Animals can be trained to be lookouts, defenders, and vicious attackers. Characters can purchase trained animals in settlements.

Each animal has a number of HD, treat each as a 1d6 HP, but don't roll; give each animal the maximum amount of HP for ease. The animals all have a Target Number for attacking, avoiding attacks, etc. As the animal's HD increases, the number gets higher, representing their heightened ability to attack, resists effects, and dodge attacks.

Each HD has a small list of animals that make sense. These animals deal damage based on their HD as per normal rules and in a way that makes sense for their type (i.e., bite, antlers, claws, etc.)

ANIMAL COMPANIONS				
HD	Target Number	Cost	Damage	Example Animals
1	10	100	1d6	Dog, Snake, Crow, Hawk, Fox, etc.
2	12	300	1d8	Lynx, Badger, Wolf, Eagle, Large Snake,
3	14	500	1d10	Mastiff, Cougar, Elk, Bear
4	16	1000	1d8+1d6	Hybrid Animal*

* Consult the Hybrid Animal table on pg 120. The type of hybrid animal should not be ridiculously powerful, particularly ferocious/aggressive, or be way out there and make no sense for the feel of the party. Examples of a Hybrid Animal that would be trained as a companion could be a lizardduck, wolfslug, spiderswan, or a millipedefox. These animals have access to the special abilities as indicated on the Hybrid Animal table.

STRANGE WEAPONIZED ANIMALS

These animals have been bred to be weapons. Many of these animals perish when releasing their abilities, others can be used several times. This is not an exhaustive list. Feel free to create your own! Descriptions are below.

***Aside:** Some people will find Strange Weaponized Animals distasteful or disturbing. Feel out the vibe of your players/group before introducing them. Making the creatures more “alien” can help with that. For example, describe the Acid Squids as having thin curly tentacles with four red orb-like eyes, and rough calloused skin, or the Regurgitating Rabbit as a bloated creature that has a rabbit-like body, but with a stubby face and a mouth that opens like a manta ray, and it coughs constantly. These descriptions will go a long way to disassociate cute furry bunnies from these creatures in the players’ minds.*

STRANGE WEAPONIZED ANIMALS DESCRIPTIONS

Acid Squids: The squid is flung from a sling. When it strikes a target, the squid releases an acidic secretion that eats through wood and metal. The acid does 1d8 damage per minute for 10 minutes or until it is washed off with oil and flour. Pirates favor using these on the masts of enemy ships.

Explosive Hedgehog: These small hedgehogs are flung at a target from a sling. When they strike, they explode, dealing Class damage to the target. The explosion is powerful enough to destroy thin wooden walls.

Explosive Robin: These robins have been trained to fly at an indicated target, land on their shoulder and explode in a red puff of smoke. Human-sized targets suffer Class damage and are knocked prone from the explosion.

Flaming Lizard: These tiny red lizards are fired from a slingshot at a target. As they travel to their target they burst into flame. A target hit by the lizard suffers 1d6 damage and has a 1-in-6 chance of catching on fire. An ignited target suffers 1d6 fire damage until the flames are extinguished.

Ink Bat: This oily-looking bat flutters haphazardly through the air until it gets near its designated target, where it swells and pops, releasing a cloud of black smoke. Targets in the cloud cannot see outside the area and begin coughing as the putrid-smelling smoke fills their lungs. The smoke lasts for 1 minute before dissipating. A strong wind will cancel the effect almost instantly.

STRANGE WEAPONIZED ANIMALS	
Animal	Cost
Acid Squids	200
Explosive Hedgehog	200
Explosive Robin	200
Flaming Lizard	200
Ink Bat	100
Mutated Hamster	250
Pint-sized Spiders	100
Regurgitating Rabbit	200
Sleeping Iguana Gun	400
Slug Shooter	200
Sonic Crab Bombs	400
Thorny Crow	200



Mutated Hamster: Mutants and raiders love using mutated hamsters on unsuspecting targets, either by firing them from slings, slingshots, or running up to a target and slapping it on them. These hamsters have long corkscrew-like fangs that bite into a target. The target must succeed at a Constitution test (if a player character) or gain one mutation (pgs 70–76).

Pint-Sized Spiders: These tiny spiders have been bred to have a hard metal-like carapace. They all live in a hive-like state in a leather bag. A person can grab a handful of them and throw them onto the floor. The spiders, shocked by what is happening, curl up into a ball, effectively becoming small marbles. Targets in the area must make a Dexterity check (if a player character) or fall prone in the area. Movement is reduced to a quarter in the affected area (roughly 10' radius), so as not to fall. This has a d6 Usage Die. Once it has run out, there are no more spiders in the pouch.

Regurgitating Rabbit: This tubby rabbit is loaded into a scoop attached to a 4'-long pole and flung at a target. In the air, the rabbit begins dry heaving, eventually vomiting its innards (and more), which expands into a large fleshy net, which will land on the target, entangling them in a sticky web. Entangled targets can cut their way out of the net (attacks made with Disadvantage) by dealing 5 points of damage to it.

Sleeping Iguana Gun: This iguana rests on a stick that is encased in a bottle-shaped glass that is strapped to a gun-like object. The iguana's tail is tied to a string that connects to the gun's trigger. When the trigger is squeezed, the iguana opens its mouth and belches a small puff of smoke that fills a 5' radius. Targets in the area must make a Constitution save (if player characters) or fall unconscious for 1d2 hours. The Sleeping Iguana Gun has a d4 Usage Die. After the Usage Die runs out, the iguana's tail falls off and it will no longer belch its sleeping gas.

Slug Shooter: The slug is strapped to a board with a pressure handle and worn on the forearm of the user. When the user squeezes the handle, the straps tighten around the slug, causing them to release a jet of stinking mucous from its eyes. The mucous can hit a Nearby target. The target is stunned for one round and suffers Class damage as the toxic substance seeps into their skin. The Slug Shooter has a d6 Usage Die. Once the Usage Die has been depleted the slug has been dehydrated and is dead.

Sonic Crab Bombs: These crabs are slapped onto structures like vehicles, boats, and buildings. Their legs dig into the material, making them very difficult to dislodge. Once the desired number of Sonic Crab Bombs have been placed, the user blows on a whistle that causes ultra-high sonic vibrations, causing the crabs to explode violently. Targets near a crab when it explodes suffers Class damage (rolled with Advantage) plus an additional 2d6. Pirates and saboteurs love using these weapons to spring an attack.

Thorny Crow: These crows have small bony protrusions growing from their flesh. An attacker shoots the crow from a large slingshot. When the crow strikes a target (including inanimate objects like a wooden beam, etc.), the crow's body swells alarmingly fast and then pops, spraying a Nearby radius with sharp boney needles. Targets in a 15' radius suffer Class damage (Dexterity check for half damage if a player character).



HIRELING RULES

Hirelings are people the group has hired to help with additional tasks, protection, or because of their abilities.

Hirelings have a rate of pay per day (or can be bartered with), as well as need for food, water, and equipment. Specialists expect the necessary equipment to be purchased for them to do the required task.

HIRELINGS		
Hireling	Cost	Info
Package Carrier/ Torchbearer	1 coin/day plus gear	1 HD; 4 HP; All stats are rolled 2d6+2.
Thug/Foot Soldier	5 coins/day plus gear	1 HD; 1d10 HP; All stats are rolled as normal.
Trained Mercenary	10 coins/day plus gear	2 HD; 2d10+4 HP; All stats are rolled as normal.
Specialist (determine area)	25 coins/day plus expenses	2 HD; 2d8 HP; All stats are rolled as normal. Have Advantage on tests dealing with their specialization.
Class or Race as Hireling (except Sorcerer)	10 coins/day per level plus expenses	As normal, per level.
Sorcerer	Will not be hired out for mere coins! They make mountains crumble!	As normal, per level.

VEHICLES

Rules for vehicles are found on page 19.

SAMPLE VEHICLES			
Vehicle	Stats	Cost	Special
Armored Tractor	HP 60, RP 3	5,000	Flame thrower attachment (3d6 damage, 1d6 damage per round until extinguished).
Broken-down Car	HP 15, RP 1	1,000	-
Hover Bike	HP 15, RP 0	2,000	Agile: Grants Advantage on DEX tests to avoid hazards while driving. Can go up to 15' high.
Levitating Sled	HP 15, RP 2	-	Mostly used as chariots by Sorcerers. Ranged attacks from sled have Advantage on those below.
Monster Truck	HP 60, RP 3	5,000	Can drive over cars (dealing 2d6 damage to car). Gatling gun attachment (2d6 damage).
Motorcycle	HP 15, RP 0	1,500	Any damage to vehicle also hits driver and passenger(s).
Pickup Truck	HP 50, RP 2	2,000	Bed in the back. Mount for any large ranged weapon (e.g., five-shot crossbow, grenade launcher).
Raider Hot Rod	HP 30, RP 2	5,000	Goes really fast. Has Advantage on DEX rolls during chases.
Stupendous Science Mobile	HP 75, RP 4	NA	Roll for Awesome Chassis on chart below.

AWESOME CHASSIS		
Roll 1d8	Feature	Info
1	Spheroid With Spikes	3d8 damage to vehicles it rolls over or rams.
2	Shaped Like Scorpion	Claws (2d6 damage), tail (shoots grappling claw, 2d4 damage).
3	Shaped Like Shark	Can burrow beneath ground.
4	Shaped Like Spider	Can climb vertically up structures. Shoots sticky webs.
5	Hovering Cube	Hovers up to 30' high. Shoots up to four laser cannons (2d6 damage each).
6	Dual Cone-Shaped Cockpits Connected by Horizontal Metal Brackets	Flies like a jet. Central rocket launcher (3d8 damage) and magnetic energy tow cable in horizontal metal brackets.
7	Submarine Shape	Hovers in the sky up to 100'. Shoots torpedoes (3d8 damage). Can become invisible and silent, although unable to attack and moves slowly.
8	Triangle-Shaped Hover Ship	Hovers in the sky up to 300'. Shoots up to four laser cannons (2d6 damage each). Has two tractor beams that can lift up to 500lb each and teleporter to bring passengers into ship.

CHAPTER FOUR
THE STATE OF
THE RUINED
EARTH



THE NEW WORLD

Over two thousand years ago the world as we know it now was forever changed. Humankind was nearly wiped off the face of the Earth when an alien planet hurtled into the moon, shattering it. Chunks of the moon and the alien world fell to the Earth, bringing destruction and chaos. As time passed our world was changed by the contamination of the alien debris. Strange plant life, creatures and technology dot the landscape. Many of Earth's own inhabitants were changed and mutated during these dark times. As ages passed, beings born from humans, but not of our kind, began appearing, able to wield awesome powers and cast magical spells. In time these beings began using incredible scientific inventions and magic to subjugate and rule humankind: the Age of Sorcerers had begun.

The world as we know it is no more, although the ruins of once-great cities, military bases, science stations, and monuments can still be found. New swamps, mountains, deserts, and foreign, alien landscapes now exist.

RIFTS IN SPACE-TIME

When the alien planet crashed into the moon it tore open the very fabric of space-time, creating strange rifts into other dimensions, including our own thoughts and collective unconscious. Through these rifts come horrific indescribable monstrosities, shambling hordes of undead, aloof and powerful cosmic entities, and even creatures from mankind's many mythologies and beliefs.

The sky's the limit in regards to what a GM desires to introduce to (or pit against) the players. These rifts lead to new worlds to be explored, if so desired, or are a gateway for a hostile alien race who desires to dominate the Ruined Earth, and it's up to the characters to figure out how to close the rift.

REFURBISHED AND RESTRUCTURED

Have fun and make familiar locations exciting and strange. Remember that by and large nothing is new, save for the strange and powerful devices that Sorcerers create to battle one another and enslave humans and other creatures. Most technology, if functional, is from before the fall of Earth, but adding some flavor makes it new and entertaining. A train may be banged up and rusted, but the addition of a large blue crystal which emits electrical pulses to nodes placed along the train to power it is a good example. Describe familiar things as old and refinished and not what they once were, making them spectacular.

Here are a few examples:

- *Shanty town made up of large hanging baskets on the Golden Gate Bridge.*
- *A village built from a cruise ship on a mountain.*
- *A beach of strange-colored sand.*
- *Pine trees with pine cones that spew small stinging flies when opened.*
- *A field of vines connected to a large carnivorous plant.*
- *The rusted remains of a train depot has become home to a band of Opossum Beastmen (pg 106).*
- *A skyscraper that is now home to insectoid pterodactyls.*

THE NEW

New and amazing technological wonders almost always belong to (and are used by) Sorcerers. They use these items to enhance their powers and subjugate humans and other beings. When these things do fall into the hands of humans, they are used for personal gain and selfishness; foolishly messed with and used incorrectly, causing chaos and destruction; or left alone to be consumed by the new world, ravaged by time.

THE RACES

Humankind, Beastmen, Vek, and many other species have rebuilt civilization out of the rubble of ancient Earth. Most live in small communities and toil tirelessly to survive in this savage, strange world.

Communities predominantly have a leader, whether it is through heritage, becoming the strongest and baddest, an elected official, or some other means. These people are charged with protecting the people of the settlement and often pay a terrible price should they fail in their charge.

Communities that are under the rule of a Sorcerer are either led by a common leader or an agent of the Sorcerer, who carries out their master's will ruthlessly.

SORCERERS

Sorcerers are strange beings and are most often not content with merely exploring their powers, but are driven to become rulers of villages, ruined cities, or larger territories. Many require their subjects to worship them as a god; demanding gifts, sacrifices, and slave labor of those they rule.

When creating a Sorcerer for use as an adversary, determine how powerful they should be and give them the appropriate level, HD, and spells. It isn't recommended to use a Sorcerer as cannon fodder, but rather unique epic battles after the players have struggled to get through whatever nasty surprises the Sorcerer has laid for them.

Also remember, a Sorcerer will *very rarely* fight to the death. They will have distractions, exit strategies, or other surprises waiting should they be defeated.

SORCERER NAME GENERATOR	
Roll 1d10	Result
1	Zagrath
2	Emoin
3	The Plaguebringer
4	Midnight
5	Xxyth the Silent
6	Motor Bender
7	Cyst of the Hive
8	Shara of the Cabal
9	Learnag
10	Vengeance

STUPENDOUS SCIENCE

Stupendous Science are powerful gadgets, experiments, or knowledge most often used by Sorcerers to bolster their powers, armies, or dominate their foes and subjects. Many Stupendous Science devices have been created by combining old-world and alien technology and fused with a Sorcerer's power and devious imagination. A Sorcerer that has constructed a Devastation Machine, a sleek metal and deadly mobile fortress, is indeed a powerful being.

EXAMPLE STUPENDOUS SCIENCE

Helmet of Control: This steel helmet is adorned with a fist-sized ruby in the center. When the wearer concentrates on a target they are able to cast Charm (pg 51) on them. Only two people can be charmed at a time, but the effect lasts until the wearer cancels the effect.

Scepter of Annihilation: This golden rod has a black gem at its head. The wielder is can shoot green balls of energy at a target up to Far Away for class damage. Once per day the wielder can point the rod at a target (up to the size of a car or small shack) and cast a powerful beam, dealing double damage. Targets that are reduced to zero HP are turned to dust (no save).

The Solar Sword: This sword is just a golden hilt until activated. Once activated a laser blade of dazzling brightness emerges. This blade can cut through metal and stone (although it takes time) up to roughly three feet thick (the same length as the blade). The wielder can use the Solar Sword to deflect spells that directly target them. The wielder must make a Luck roll; if the roll favors the wielder, they have successfully deflected the magical attack. The wielder can only deflect one magical attack per round. The Solar Sword bonds to a sole individual and cannot be activated by anyone else until drained (and then recharged) or the owner is killed.

The Moon Sword: The hilt of this blade was crafted by metals found in debris from the moon. The blade of this sword is a cold, dull steel. Those struck by this blade are chilled and drained of their vitality. Targets struck by the Moon Sword become lethargic (Con save for PCs), gaining only 1 action (either move or attack, not both) for 1d4 rounds. Undead creatures are immune to this effect.

The Devastator: This large robot allows a person to ride inside and cause havoc with impunity. The large chassis is humanoid in shape, with a central eye that can shoot a laser beam (3d10 damage). The clawed hands are strong and can pick up a car and crush or throw it. A target struck by the hands takes 2d10 damage. If the driver attempts to grab a person, they are allowed a DEX test to avoid. If the driver decides to squeeze a target in the robot's grasp, they are instantly OofA. The Devastator ignores 4 points of damage from attacks (except magical) and has 100 HP.

Crystal of Time: This diamond has been fused with clock parts and cogs, wires, and computer circuits and bound to a thick golden chain. The wearer can use this amulet to cause themselves to move faster, gaining 1d4 extra actions, while everyone else is seemingly frozen. At the end of the action the user must make a Luck roll. If it favors the user, nothing bad happens. If it is bad luck, the user ages a number of years equal to the number of extra actions they gained.

The Demon Armor: This armor was sculpted to resemble a terrifying demon. Treat the armor as Heavy Metal Scrap (4 RP). While in the armor the wearer can see in the dark and is immune to all fire damage.



Magic Orbs of the Sorcerer Zul'uth: These four powerful orbs were crafted by the devious Sorcerer Zul'uth. These orbs float around the owner and can only be used when out in this manner. When Zul'uth was killed, the orbs were pillaged and have since separated. Each orb has incredible power and can be used once per day.

- **Orb of Life:** Can cast Cure Wounds (pg 53)
- **Hellfire:** Can cast Blast (pg 53)
- **Darkness:** Can cast Darkness (pg 53)
- **Light:** Acts as a torch. Can release a blast of sunlight, dealing 2d8 damage. Creatures that are weak against sunlight take double damage.

Staff of Cancellation: This staff is made from the metal of an alien structure and its head is an Ancient Earth television satellite dish. If a spell is cast at the wielder, they make a Luck roll. If it favors them, the spell effect is canceled. If the result is 1-3, the spell acts as normal. If the wielder desires to deflect the spell back at the caster, they make the Luck roll twice and take the lower of the two results. If the result is a 4-6, they successfully reflect the spell back to the caster.

Ray Gun of Shrinking: This laser pistol can be fired at a target who must make a CON (if applicable) test or be shrunk down to 4" tall. The effect lasts for 24 hours. A target that has successfully made the CON test cannot be shrunk again for 24 hours. If the GM wants the enemy to check, simply make a Luck roll.

The Protector: This massive supercomputer was built as a defense system in the times of Ancient Earth. The AI system was able to analyze and adapt to new threats accordingly. After the crash, alien technology was merged with the supercomputer, creating a truly sentient computing machine. The Protector has been found in villages of humans and has defended them against threats using drones, energy shields, and advanced weaponry.

Belt of Super Strength: Black studded belt has a large golden buckle. While wearing the belt all Strength tests are made with Advantage for the purpose of lifting, grappling, climbing, etc. (not for combat). Once per day the wearer can automatically succeed on a STR test.

Scepter of Flame: This scepter is constructed from the metal of an Ancient Earth space shuttle that crashed to earth after the Calamity. This scepter allows the wielder to shoot balls of fire at targets (for Class damage), instantly igniting them (1d6 additional damage per round until extinguished). Twice per day the wielder can cast Wall of Fire (pg 53).

Helmet of Power: This helmet enhances the spells of a Sorcerer, greatly increasing their power. All spells can affect targets with up to 10 HD. The helmet has three other abilities: First, once per day the Sorcerer automatically succeeds on their spellcasting roll. Second, once per day the Sorcerer can deal max damage with one of their spells. Third, once per day they can double the duration of a spell. This helmet is extremely valuable and other Sorcerers will send agents and assassins in hopes of gaining it for themselves.

MUTATIONS

Some creatures or effects can cause a person or other creatures to mutate. If a creature or effect can cause a mutation, a character must pass a CON test to fight off the effects. Each time a mutation is gained roll 1d6 and 1d10 and consult the table below. When a character gains a mutation their mind fractures and they permanently lose 1d4 points of WIS; when a character is reduced to 3 WIS or below their mind is broken, and they become a mindless, savage creature. The character is now a NPC monster and the player needs to roll a new character.

CYBERWARE

Cyberware is advanced (or cobbled together) Stupendous Science devices that are surgically installed on a being to give them an advantage of some fashion. Cyberware is expensive (no price is given, but each should cost 1,000 coins or so) and hard to install. Getting a piece of cyberware could be the source of an entire adventure (possibly obtaining all the pieces for a mad Stupendous Scientist to build for the character). Evil Sorcerers will often physically alter their most powerful and devoted lieutenants, giving them several pieces of cyberware.

For a full list of cyberware, see page 78.

CONSEQUENCES OF AN ALTERED BODY

Cyberware messes with a creature's physiology; PCs can have no more than four pieces of cyberware or mutations (cumulative). After a PC has obtained four pieces of cyberware/mutations, their body stops responding to these and can no longer become mutated/gain cyberware; their body simply rejects them. This is not true for villainous Sorcerers; they don't play by the same rules as PCs.

MUTATIONS

Roll 1d6	Roll 1d10	Result
1	1	Appendage: You grow a third arm. When attacking with a weapon with the new arm, attacks are made with Disadvantage.
	2	Bulgy Eyes: Your eyes become bulbous and overlarge. You can see in low light.
	3	Milky White Eyes: Your eyes are covered in a white film. You can see in the dark (even magical).
	4	Amphibious: Gills appear on your neck. You can breathe underwater.
	5	Overlarge Arms: You have massive muscles. You have Advantage on strength rolls for lifting and feats of strength.
	6	Excellent Swimmer: Hands and feet are webbed. You swim very fast.
	7	Grow a Spiked Tail: You have a 4'-long tail. Gain attack with tail for class damage.
	8	Scaled Skin: Your flesh is covered in thick scales. You are treated as having 2 RP. Armor does not stack with the scaled skin, save granting an additional +1 RP (for a total of 3)
	9	Serpent Tongue: Your tongue becomes long and forked. You can smell with your tongue
	10	Tree-like: Your hair is made of leaves and your skin takes on a bark-like appearance. Once per day you can speak with plants and trees.



MUTATIONS (CONT.)

Roll 1d6	Roll 1d10	Result
2	1	Chameleon Skin: You can blend in with your surrounding: You have Advantage on DEX checks to hide from others.
	2	Fire Glands: You have two bulbous nodes on each side of your neck: Once per day you can spew napalm from your mouth in a 15' cone effect. Those caught in the area take 2d6 damage and have a 1-in-6 chance to catch on fire, taking 1d6 damage per round until extinguished.
	3	Telepathy: You can read the minds of others. You must make an INT check to read a target's mind. You are also able to communicate freely with willing targets.
	4	Teleportation: You can split your atoms apart and reappear elsewhere. Once per day you can teleport up to Far Away distance (GM's call how far).
	5	Acidic Blood: Your blood is a thick green mucus. When struck with a sharp weapon acid blood spurts forth, dealing 1d4 damage to the attacker.
	6	Chitin Skin: Your skin becomes hard like an insect's. You have 2 RP. Armor does not stack with the chitin skin, save granting an additional +1 RP (for a total of 3).
	7	Natural Weapons: Your body grows a natural weapon that deals class damage. Roll 1d6: 1) Spiked Tongue: 5ft long; 2) Claws; 3) Tusks; 4) Horns; 5) Fangs; 6) Retractable bone swords (roughly 12 inches long) out of forearm.
	8	Suction Cup Hands and Feet: Your hands and feet develop small suckers. You have Advantage on tests to resist being disarmed. If you are wearing no gloves or shoes (and socks) you can climb even nearly impossible surfaces, although you still must make DEX tests.
	9	Compound Eyes: Your eyes resemble a fly's. You can no longer be the victim of surprise attack from behind.
	10	Mandibles: Your mouth rips open and large beetle mandibles grow out. You gain a bite attack for class damage.



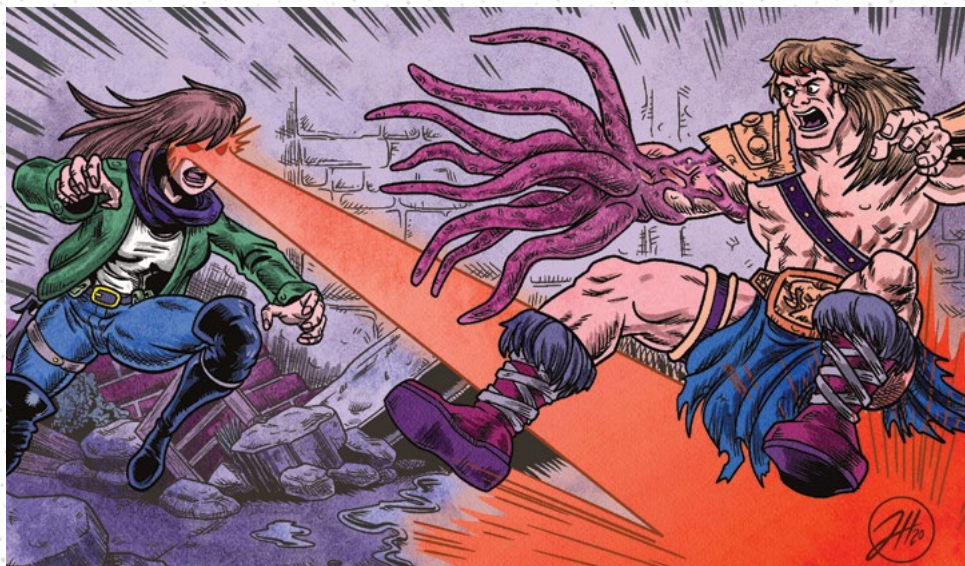
MUTATIONS (CONT.)

Roll 1d6	Roll 1d10	Result
3	1	Scorpion Tail: You grow a scorpion tail full of nasty venom out of your back. The sting does class damage. Target is paralyzed for 1d4 rounds.
	2	Regeneration: You heal quickly. You regrow body parts and each hour you regain 1 HD of HP.
	3	Antlers: Proud eight-point antlers grow out of your head. When you charge an enemy, you deal class damage.
	4	Shape Shifter: You can transform yourself into a natural animal (from small to medium size) once per hour. You gain all abilities and physical traits while keeping your own mental abilities.
	5	Metallic Entropy: Regular metal items decay and rust in your hands if you touch them with your bare skin for 2 rounds. The item will rust and break apart in 2d3 days. Magical items are completely immune to this effect.
	6	Crab Claws: You don't quite have the dexterity you want with your hands, but your claws hurt like hell and do Class damage+2. You can no longer hold objects or weapons. Also, you need help to put on clothes, armor, etc.
	7	Elongated Arms: Your arms are stretchy and can reach up to 10ft away.
	8	Fear Suppression: You lose your sense of self-preservation. You are immune to all fear effects.
	9	Heightened Immunity: You are immune to all diseases, no matter their origin.
	10	Heightened Fortitude: You are immune to all poisons.



MUTATIONS (CONT.)

Roll 1d6	Roll 1d10	Result
4	1	Tentacle Arm: You can attempt to disarm or trip a target with your arms. Make a successful strength test.
	2	Gaseous Form: Once per hour you are able to turn into fog. You are immune to non-magical attacks. You move very slowly.
	3	Rock Skin: Your flesh becomes stone-like. You cannot wear any armor but you gain 4 Reduction Points and you're incredibly heavy.
4	4	Cat-like Grace: You are lithe and quick. You have Advantage on DEX checks (not attacks).
	5	Supreme Health: You are stout and healthy. Increase your HD type by one. Gain 1 HD of HP immediately.
	6	Ageless: You are truly immortal. You will never age, even from age-affecting attacks, such as from certain undead. You can still be killed through normal means. You stop aging at whatever age you are when you gain this mutation.
	7	Laser Beam Eyes: Your eyes glow fiery red. You can make a ranged attack with your eyes up to Nearby for Class damage.
	8	Energy Form: Your body becomes pure energy. You can travel through conductive material. Your touch is shocking and deals Class damage. Water stuns you for 2d6 rounds (no save).
	9	Spiked Skin: Large thorns grow out of your flesh. Targets that attack you take 1d3 points of damage. Once per day you can pull 1d4 spines from your flesh and use (or throw) them as daggers.
10		Ethereal: Once per hour you can cause your body to become ghostly, able to pass through walls and barriers (except magical), and immune to all damage (except magical). Lasts until canceled.

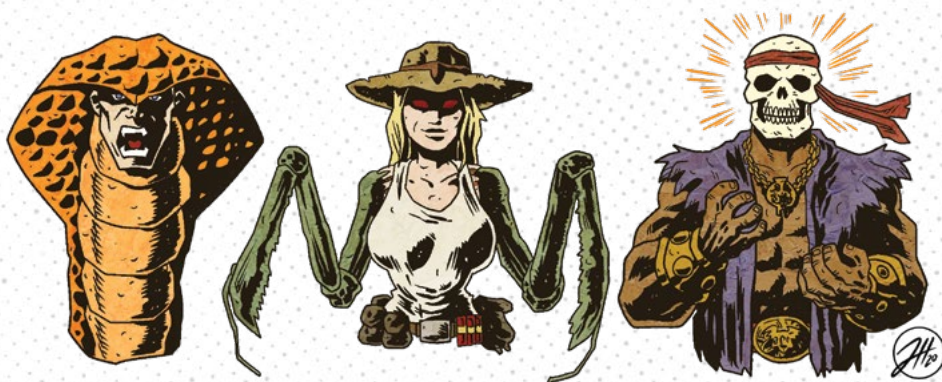


MUTATIONS (CONT.)

Roll 1d6	Roll 1d10	Result
5	1	Radioactive: Your body has become radioactive. Once per day you can release waves of radioactive energy at all targets in Nearby radius for 2d8 damage. There is a 1-in-6 chance that targets become mutated. If target is allowed a CON save, roll to avoid mutation. NPCs must succeed on a Luck roll to avoid gaining a mutation.
	2	Melted Rubbery Skin: Your flesh takes on a waxy, melted appearance. You are treated as having 1 Reduction Point (this does not stack with armor) and are immune to radiation damage.
	3	Mind Bender: You have a hold over people. Once per hour you can cast Charm (pg 51) on targets.
	4	Psychic Hold: You are able to use your mind to stop a target. Once per hour you can cast Hold Person (pg 51) on targets.
	5	Hypnotic Gaze: Your eyes turn into a swirling vortex and can hypnotize those who look upon you. Once per hour you can cast Sleep (pg 51) on targets.
	6	Skunk: The glands in your body store a potent smelling chemical. Once per day you can release this toxic-smelling cloud in Nearby radius. Targets are sickened for 2d4 rounds, unable to act.
	7	Flight: You can fly. Roll 1d3: 1) Bat Wings: Giant wings grow out of your back; 2) Feathered Wings: Angelic wings grow from your back; 3) Psychic Flight: You can fly with the power of your mind.
	8	Size Modulation: You are able to change your height. Once per hour you can either grow up to 15' tall or shrink down to 6" tall. While large you gain Advantage on STR checks against smaller creatures/objects and increase your Class damage to 1d12. While small, you suffer Disadvantage on STR checks against larger creatures/objects, but enemy's attacks only land if your dodge roll is a 18-20 (normal critical rules apply, pg 13), and reduce your Class damage to 1 point. Returning to normal size (canceling the effect) does not count as changing size.
	9	Stomach Mouth: You have a grotesque toothy maw on your stomach. You gain an additional melee attack with it for Class damage.
	10	Quadruped: Your bones have reformed themselves so you are able to drop to all fours like a canine. When moving in this fashion, your speed is doubled.

MUTATIONS (CONT.)

Roll 1d6	Roll 1d10	Result
6	1	Serpentine Body: Your body becomes that of a snake. You gain Advantage on DEX tests to avoid explosions, traps, and ranged attacks (not from magic, however).
	2	Blob Body: Your body has been transformed into a gelatinous mass. You are unable to hold complex weapons or wear armor, but can hold simple objects like a sword or axe. You can form pseudopods to fight and deal Class damage. You can also flatten your body and slip under door cracks, etc. You gain RP of 2 (this does not stack with armor).
	3	Shapeshifter: Once per hour you are able to cast Change Shape (pg. 54) on yourself.
	4	Skeleton Face: The flesh melts off your face, leaving an evil-looking, glowing skull. You have Advantage on tests to Intimidate and can see in the dark (even magical). You suffer Disadvantage on CHR tests. This effect is permanent.
	5	Mantis Limbs: Your arms are transformed into giant mantis limbs. You have Advantage on STR for climbing tests. Your arms are barbed and deal Class damage. You can no longer hold objects or weapons. Also, you need help to put on clothes, armor, etc.
	6	Metallic Skeleton: Your bones are tough and unbreakable. Always ignore 1 point of damage. Treat results 3 and 4 of Out of Action as 2.
	7	Insect Friend: You can communicate with insects. Once per day you can summon a large insect to aid you. The insect remains for one hour or until killed. Roll 1d6 for insect's HD: 1-3) 1; 4) 2; 5) 3; 6) 4
	8	Obscene Muscles: Your musculature bulges and nearly rips through the skin. You gain Advantage on strength rolls for lifting and feats of strength and Intimidation (not attacks).
	9	Spiked Frog Tongue: Your tongue becomes elongated and covered in sharp spikes. You can attack a target up to 10' away with your tongue for class damage.
	10	Jaunt: You gain the ability to teleport up to 25' away. You can do this three times per day.





CYBERWARE

Head

Eyes: You have glowing red eyes. You can see Far Away as if Close or Nearby, and you cannot be blinded by bright flashes of light.

Ears: Your ears have been replaced by small radio dishes. You have Advantage on saves to hear targets attempting to sneak up on you. You can hear up to Far Away as if Nearby.

Mouth: Your mouth is replaced by a filter. You are immune to poisonous gases and can hold your breath twice as long. You can take the filter off to eat or drink.

Jaw: Your bottom jaw is replaced with a jagged maw. Your voice is muffled and the hinges squeak slightly when you speak. You can deliver a bite attack for class damage as an additional attack.

Dome: Your brain is exposed in an unbreakable casing. You can communicate with working Ancient Earth computers and are immune to mind-altering effects.

Arms

Cyberarm: Advantage on STR checks for feats of strength (not attacks). You are always considered armed and you can hide a small weapon in the arm.

Hand Cannon: You have a massive laser cannon for a hand. Does Class damage+2. Has d10 Usage Die.

Grappling Claw: One arm is replaced with a three-pincer claw. It can be fired at a target up to Nearby distance for Class damage. You can't be disarmed and can rappel up walls.

Buzz Saw: One arm is replaced by a wicked electric buzz saw. Deals Class damage. Can cut through metal up to 2" thick.

Legs

Rocket Boots: Your feet have been replaced by metallic boots that allow you to fly. Has a Usage Die of d6 (roll each hour).

Cyberlegs: Your legs have been replaced with metallic legs. You can jump farther and store items in your thigh compartments.

Tank Legs: Your legs have been replaced with tank tracks. You move slower but cannot be knocked prone. You can mount a gun on your chassis.

Telescoping: Your legs can extend up to 20', allowing you to reach high places.

Other

Battery Operated: You can go 48 hours on battery power without needing to sleep.

Healing Bots: Helpful microscopic bots in your body heal you while you rest. Gain an additional HD while resting.

Hyper Surge: You move fast. Lower your DEX test result by 2 for initiative.

Emotionless: You can shut off all your emotions, canceling any emotional effect you are under.

Flesh Weave: Your flesh is enhanced by metal and resistant fibers. Once per day you can ignore the damage from an attack.

CHAPTER FIVE

GM TOOLS

ADVENTURE GENERATOR

This table allows you to generate an adventure quickly. Roll on each table below: Person, Action, Location, Object, Second Person, and Twist to get the subjects of the adventure. Put them together in a way that makes sense for you. Two examples are on page 83.

PERSON	
Roll 1d12	Result
1	Mutant
2	Child
3	Merchant
4	Sorcerer
5	Wise Man
6	Princess
7	Raider
8	Cultist
9	Beastman
10	Croc-man
11	Vek
12	Priest

ACTION	
Roll 1d12	Result
1	Kidnap
2	Rescue
3	Kill
4	Protect
5	Find
6	Threaten
7	Aid
8	Thwart
9	Harass
10	Spy
11	Transport
12	Persuade

LOCATION	
Roll 1d12	Result
1	Abandoned Metal Factory
2	Ruined School
3	Sorcerer's Metal War Vehicle
4	Dilapidated Shopping Mall
5	Floating Landmass
6	Broken Down Museum
7	Series of Catacombs
8	Shutdown Science Station
9	Mutated Rodent Infested Sewer
10	Raider Occupied Amusement Park
11	Old Firearms Factory
12	Eerie Ancient Earth Graveyard

OBJECT	
Roll 1d12	Result
1	Mind Control Rod
2	Solar Sword
3	Helmet of Power
4	Vicious Whip of Subjugation
5	Ring of Healing
6	Computer of Tactical Competence
7	The Wizard's Ride
8	The Vest of Deflection
9	Clamps of Holding
10	Cask of Drinking
11	Staff of Vengeance
12	The Heavy Metal Throne of the Eclipse

SECOND PERSON

Roll 1d12	Result
1	Chieftain
2	Witch
3	Band of Warriors
4	Bandit Leader
5	Savage
6	Hawk-man
7	Vek
8	Wastelander
9	Sorcerer
10	Group of Humans
11	Healer
12	Stupendous Scientist

TWIST

Roll 1d12	Result
1	Secret Raider Hideout
2	Home to Ancient Earth Technology
3	Person Not Who They Appear to Be
4	Malfunctioning Magic
5	No Twist
6	Stupendous Science at Work!
7	Third Party Complicates Matters (roll another person or make one up)
8	Killer Robots Activated
9	Natural Disaster
10	Object is Not What it is Believed to Be
11	Doomsday Weapon Discovered
12	Large Cache of Treasure Discovered



BRING THE CRAZY (Optional Table)

This table has several random locations or creatures that can be inserted as additional adversaries, locations, or events that add a bit more “weird” into the adventure. Flesh everything out so it makes sense to you and the adventure.

BRING THE CRAZY	
Roll 1d20	Result
1	Techno-infused zombies.
2	Pterodactyls with missile launchers.
3	Enslaved elementals used to power Stupendous Science devices
4	Active volcano with slumbering Cosmic Being
5	Chasm leading to underground city of Molemen. They are at war with bat creatures.
6	Roving mechanical prison built by a Sorcerer
7	Crashed alien ship. Aliens are still around.
8	Sentient AI with digital/energy humanoid body. Curious about the world, but apprehensive giving trust.
9	Village controlled by slugs that have burrowed into inhabitants’ backs.
10	Being of pure sunlight (and radiation)
11	Tower resembling a circuit board
12	Group of anthropomorphic tree-people enraged at mistreatment of nature
13	Old train that is used to deliver alchemical supplies to Sorcerer
14	Swamp creatures infected by a fungal plague.
15	Gyrocopter-riding raiders
16	Forest of crystalline trees. Creatures made of nightmares lurk within.
17	Ancient Earth factory of robots
18	Roving band of pig raiders on demon-powered motorcycles.
19	Massive creature constructed of Ancient Earth solar panels, metal girders, and concrete
20	Ancient Earth sports stadium that is now a center of worship for a cult that reveres the petrified remains of a Sorcerer.

Example 1: *Croc-man, kidnap, abandoned metal factory, mind-control rod, princess, secret raider hideout (twist), kidnap, sentient AI with digital/energy humanoid body who is curious about the world, but apprehensive giving trust (Bring the Crazy).*

A Croc-man used a mind-control rod to kidnap a princess. The Croc-man has taken refuge in the basement tunnels of an abandoned metal factory, which is the secret base of a band of raiders. Lurking near the factory is a sentient AI creature that has the ability to bypass the metal factory's security features, but it wants a working Ancient Earth computer in return for help.

Example 2: *Priest (a Death Priest), rescue, ruined school, Cask of Drinking, Sorcerer, home to Ancient Earth tech.*

A Death Priest has been kidnapped by a Sorcerer, who is forcing the priest to aid him in completing a Stupendous Science device called "The Cask of Drinking." The device will collect the spirit energy of the dead and allow the Sorcerer to drink it, becoming stronger. The Sorcerer's stronghold is in an abandoned Ancient Earth high school. There is some still functioning Ancient Earth technology at the school (functioning tech: a mag light, HAM radio, and a gas-powered generator).

RUINED EARTH NPC GENERATOR

There are many strange folks that live on the Ruined Earth. To create one quickly, roll 1d20 for each column to create their Name, Profession, and Obsession (or goal).

RUINED EARTH NPC GENERATOR			
Roll 1d20	Name	Roll 1d20	Name
1	Mina	11	Illiana
2	Lump	12	David
3	Bradley	13	Tim
4	Hans	14	Diana
5	Valerie	15	Lawrence
6	Scritch	16	Panzer
7	Angie	17	Alan
8	Benson	18	Mark
9	Dirt	19	Mike
10	Fleece	20	Nate

RUINED EARTH NPC GENERATOR (CONT.)			
Roll 1d20	Profession	Roll 1d20	Profession
1	Mechanic	11	Peasant
2	Doctor	12	Tailor
3	Guard	13	Priest
4	Farmer	14	Guard
5	Blacksmith	15	Farmer
6	Junk Collector	16	Peasant
7	Stupendous Scientist	17	Miner
8	Guard	18	Village Chief
9	Farmer	19	Herbalist
10	Peasant	20	Miner

RUINED EARTH NPC GENERATOR (CONT.)	
Roll 1d20	Obsession
1	Discovering a source of clean water.
2	Become prominent in the village.
3	Build the biggest house in the village.
4	Make another person love them (roll again for love interest).
5	Sells secrets to a Sorcerer for coin and influence.
6	Hunt down the monster that killed their family.
7	Making fine jewelry constructed out of Ancient Earth trinkets.
8	Build better defenses for the settlement.
9	Figure out the secrets of the Stupendous Science device they discovered.
10	Build a giant windmill.
11	Clear the nearby ruins of raiders so the village can use it.
12	Rebuild and repair a partially working sentient AI computer that whispers promises of power.
13	Hides the fact they are a Sorcerer. Terrified of their own powers.
14	Get the dilapidated train that was discovered nearby running. Can be used to transport goods and people to other settlements.
15	Run a caravan between settlements and make it rich.
16	Hide that they were exiled from another settlement after they killed their family.
17	Hears the voices of the dead. Worried they are actually insane.
18	Open the huge black metallic door that was discovered in a mine.
19	Hoarder of Ancient Earth junk. Can't get enough.
20	Get the fleet of Ancient Earth vehicles working so they stand a chance in the Ruined Earth.

NPC REACTION TABLE

Sometimes it's necessary to generate the attitude of a new NPC on the fly. Roll 1d20 and consult the table below to discover a NPC's emotional state.

This table is mainly used for NPCs encountered in a village, town, city, etc. The Reactions Table located listed below can also be used for NPC reactions, but is generally for potentially hostile groups, such as a party of Antmen (pg 104) and how their attitude towards a group of unknown adventurers.

NPC REACTION TABLE	
Roll 1d20	Result
1-5	Neutral
6-7	Seemingly Friendly
8-11	Cautious
12-14	Friendly
15-16	Closed Off
17	Angry
19	Hostile
20	Aggressive

VILLAGE AND VILLAGE TROUBLES GENERATOR

Roll 1d12 and read across for people name, town name, and village description. Then roll a d12 for the trouble that is plaguing this village (pg 87).

VILLAGE GENERATOR		
Roll 1d12	People's Name	Village Name
1	The Sky People	The Bluffs
2	The Tunnelers	Tunneltown
3	People of the Earth	Fieldton
4	Fire Brands	Steel City
5	The Shippers	Dry Dock
6	Fringers	Dead End
7	Cowboys	Ghost Town
8	The Rockers	Rock 'n Roll Arena
9	The Drive Thrus	MacCronald's
10	Highwaymen	Route 66
11	The RV Commune	RV Park
12	The Water Workers	Watertown

VILLAGE GENERATOR (CONT.)

Roll 1d12

- 1 Rickety, rusted storage containers that are half buried in steep red rock bluffs. Rope ladders are used to climb to the village. Gliders and rope bridges are used to get between bluffs.
- 2 Ramshackle huts built out of old rubbish, such as wood, cinder blocks, tires, televisions, etc. inside an old abandoned train tunnel.
- 3 Farming community with wooden and straw huts. Built nestled within a crescent-shaped mountain range. Large wooden gates keep interlopers out.
- 4 Villagers live in abandoned offices spread throughout a steel factory from Ancient Earth times. The mess hall serves as the town/community center. The villagers have managed to get some of the Ancient Earth technology working again.
- 5 Once a harbor and dock for boats. Many boats are pierced by giant rocks, buried in mud, or fused together from the devastation of the Calamity.
- 6 Town built in a cul-de-sac of an Old Earth neighborhood. Only the most powerful are allowed to sleep in the remaining houses.
- 7 This town is built in the remains of one of the most famous ghost towns of the ancient west of Ancient Earth. The pieces of technology that survived, like the oxen-pulled plow, have helped this community survive.
- 8 This community worships the god Heavy Metal and live in a rock 'n roll concert arena from Ancient Earth. Mowhawks, piercings, and black leather are still in style.
- 9 Shanty town built in the parking lot of a prominent fast food chain of Ancient Earth. The restaurant still stands and is the house of the village chief.
- 10 Cars, vans, trucks, and semi-containers stacked together form this village of hardcore road ragers. The village is built on a stretch of famous highway from Ancient Earth.
- 11 Ancient and dilapidated RVs and trailers serve as homes for the villagers of this town. Some of the RVs still have working septic systems... Lucky.
- 12 This town is built in the hallways and storage areas of an Ancient Earth water treatment plant. The town survives on healthy crops and animals thanks to an ample water source.



VILLAGE TROUBLE

Roll 1d12

- | Roll
1d12 | Result |
|--------------|---|
| 1 | Earthquakes created by the burrowing of Badgerworms. These creatures have caused the ground to become unstable and begin collapsing in on itself. |
| 2 | The Sorcerer Galthorn desires an ancient artifact, the Eye of Foretelling, and believes the villagers are in possession of it. |
| 3 | Raiders have been plaguing the village. This was only a minor issue until they became more focused and unified after joining forces with the Mutant Overlord Ha-sing. |
| 4 | Strange lights have been seen and an eerie music can be heard just outside the village. Several villagers have walked out of the town into the mists, as if in a trance. |
| 5 | The Sorcerer Flarggon has conquered the town with the aid of his loyal abominations, the Jackalbear Beastmen. |
| 6 | A strange artifact was unearthed by the villagers. At first it gave prominence, plentiful crops, and eased their suffering in this wasted land. Now it asks terrible prices of blood and sacrifice to continue. |
| 7 | A black oil-like substance has begun bubbling up from the earth and moving towards the settlement. Any creature that touches it dies in extreme agony and is absorbed. The substance seems to shrink away from fire. |
| 8 | Zulthar, the benevolent wizard, who has protected the village for over two hundred years has vanished. Savage Beastmen and mutated creatures have begun encroaching on the settlement. |
| 9 | A strange mechanical orb was recently unearthed and has transformed many of the villagers into vicious, savage toad-like creatures. |
| 10 | The village is caught in the middle of a wizard's war between Aspha the Terrible and the half-mechanical, half-man Sorcerer Dodecahedron. |
| 11 | Volcanic eruptions threaten the village. The village elder believes this is the work of mysterious, dark magic. |
| 12 | A nearby gorge was recently flooded by massive amounts of rain. Part of the rock wall gave way, exposing glowing, metallic ruins. Several villagers went exploring for riches and ancient technology, but none have returned. |



PUNISHMENTS OF THE RUINED EARTH

Each human settlement, Beastmen tribe, or Vek Collective has their own strange laws and punishments that go along with them. Here is a table to generate a quick punishment for a crime.

PUNISHMENTS OF THE RUINED EARTH	
Roll 1d12	Result
1	You are strapped to sticks and have a broken Ancient Earth television set placed on your head. You are a scarecrow in your village's crops for 1d3 days.
2	You are exiled into the wastes. A large rock attached to a thick chain is latched to your ankle. You are given a waterskin, rations, one torch, and a dagger.
3	You are exiled to death in the wastes. You are tied backwards on an animatronic mule, with a weird decorative helmet placed over your head to obscure your vision. Where the animatronic mule's battery runs out is where you will most likely die (unless you can escape).
4	You are required to redeem yourself. You must go into a den of large insects and clean them out. You are armed with a torch, a rickety shield, and a short sword.
5	You are hung upside down for 1d6 days in the village square.
6	You are lowered down into a pit filled with water, animal excrement and leeches for 1d3 days.
7	You are suspended over a small volcanic vent that goes off once every 1d3 weeks. You are made to wait until your death comes.
8	You are hanged by the neck until dead. The moment your spirit emerges from your corpse a Death Priest banishes it.
9	You are brought before an alchemist who presents you with six bottles. You must choose one to drink. This will determine your fate. Roll 1d6: 1) Water; 2) Mutation liquid (gain mutation, pgs 70–76); 3) Poison (Constitution save or suffer 3d6 Con damage, if your Con drops to zero you are dead; 4) Acid (deals 1d10 damage); 5) Psychotropic drug (Wisdom save with Disadvantage or fall into a pit of despair and horrid visions for 1d3 days. When you awaken you are shaken and suffer a permanent 1d3 drain to your Wisdom); 6) Compulsion concoction: You must go on a valiant quest determined by the alchemist. Only once this is complete will you be free.
10	You are tarred and feathered and then required to recite a demeaning play and apologize to each and every person in the village for your infraction.
11	You are forever stained. A symbol is burned into your cheek and you are shunned by your fellows.
12	You incur a massive debt and are now considered indentured. You must work off this debt to be free.

WHAT'S IN THE VILLAGE

This table can be used to quickly generate what type of shops/interesting locations are in a village. Every village should have the same four structures in them: village leader's house, a town hall/gathering building, a tavern/bar, and a supply/general goods store, so those are not represented on the table below. Residences should be scattered throughout the village, but need not be generated on the fly.

Roll a d66 (this is two d6's where one die counts as the tens and the other as the ones) and consult the table below as many times as you desire. Arrange the village as you so choose.

WHAT'S IN THE VILLAGE			
Roll 1d66	Result	Roll 1d66	Result
11	Sheriff	41	Garage
12	Bakery	42	Bowyer
13	Blacksmith	43	Glassmaker
14	Weaponsmith	44	Undertaker
15	Oracle	45	Religious structure/graveyard
16	Religious structure	46	Gambling den
21	Dilapidated creepy manor	51	Granary
22	Candlemaker	52	Trapper
23	Ancient Earth tinkerer	53	Leatherworker
24	Apothecary/healer	54	Hunter's Hall
25	Beekeeper	55	Livestock dealer
26	Abandoned building	56	Animal trainer
31	Armorsmith	61	Stables
32	Jail	62	Gang/criminal den
33	Brothel	63	Mason
34	Market	64	Tailor
35	Scribe/Scholar	65	Curiosity shop
36	Mechanic	66	Ancient Earth movie theater

CONCOCTIONS OF THE RUINED EARTH

The Ruined Earth has many strange delicacies (or just weird food that is thrown together because it's all there is to eat). To create a strange concoction that may be found in a tavern, restaurant, or someone's house, roll 2d8 twice to discover the first part and second part of the item, then decide if it is a food or drink and roll on the corresponding table.

Example Drink: Burnt Sunrise Cocktail
Example Food: Molded Mustard Seed Slop

CONCOCTIONS OF THE RUINED EARTH			
Roll 2d8	Part 1	Roll 2d8	Part 2
2	Pickled	2	Mustard Seed
3	Honeyed	3	Sage
4	Spicy	4	Hangover
5	Sweet	5	Gravy
6	Fire Ant	6	Mint
7	Molded	7	Midnight
8	Burnt	8	Sunrise
9	Chilled	9	Citrus
10	Salty	10	Fermented
11	Serpent	11	Palatable
12	Roasted	12	Milk
13	Smoked	13	Garlic
14	Crusted	14	Creamy
15	Metallic	15	Lemon
16	Boiled	16	Yolk

FOOD	
Roll 1d12	Name
1	Eggs
2	Steak
3	Chicken
4	Salad
5	Gruel
6	Kabobs
7	Soup
8	Cookies/Pie
9	Slop
10	Stew
11	Burger
12	Pasta

DRINK	
Roll 1d10	Name
1	Ale
2	Whiskey
3	Tea
4	Mead
5	Rum
6	Coffee
7	Beer
8	Concoction
9	Cocktail
10	Infused water

BOOK GENERATOR

While reading is a lost art, there are those who value the knowledge gained from the contents of a book. If a GM needs to generate a book, roll 1d12 to generate the subject of the book and read across the table to see what knowledge is gained when it is read.

WHAT SECRETS DO THESE PAGES CONTAIN?		
Roll 1d12	Book	Info
1	Healthy Herb Garden Living	Ancient Earth herbs and remedies
2	How to Fix Your Clunker of a Car	Basic mechanical maintenance on vehicle repair
3	Mr. Dominic's Happy Home-Cooked Meals	Basics of cooking delicious home-cooked meals
4	Blifford the Big Blue Dog	A children's tale of a dog that breaks stuff and the kids that have to deal with it
5	Chemistry 101	Basic chemistry knowledge
6	The History of the United States 1776-1994	Knowledge of the Ancient Earth nation
7	Beatrice's Knitting for Stress Relief	Basic knowledge of knitting (part II of the Knit and Benefit Series)
8	Dinosaurs! Gods of the Old World	Knowledge on Ancient Earth dinosaurs
9	Geology 101	Learn about rocks n' stuff
10	Mathematics for Dum Dums	Basic math: addition, subtraction, multiplication, and division
11	Mad Marty's 101 Fun Science Experiments	Some whacky experiments for kids. The ingredients packets are missing
12	The Guide to Ancient Greek and Roman Mythology	Learn about a pantheon of gods from Ancient Earth history

There is a 15% chance that the book has been found by someone else and something is scrolled/placed inside. Roll 1d10 on the table below.

SECRETS HELD WITHIN	
Roll 1d10	Result
1	Notes on a deadly poison made from spider venom and black fungus.
2	Notes of the location of a Stupendous Science device that has been hidden from one of the great Sorcerers (pg 20).
3	A poem that contains a cleverly hidden clue of a Sorcerer's weakness.
4	Location of a hidden human settlement that lives underground.
5	Notes of an adventurer stumbling across the vault of the Solar Sword (pg 68) and barely escaping from the powerful guardians.
6	Instructions on the ritual to craft a new Sorcerer's staff (pg 48).
7	Scavenger's coded location of a cache of hidden goods and ceramic coins (pg 20).
8	Ancient funeral rites for a sect of Death Priest.
9	Quickly sketched map to a burial complex.
10	A note hastily written about The Horrible Bear Monster (pg 120) and how it killed all the author's village and friends because they angered it.

WEIRD RELIGIONS TABLE

The Calamity that destroyed Ancient Earth has twisted the landscape and twisted the minds of those who now inhabit Ruined Earth. If the GM wishes to add a weird religion or cult, just roll below.

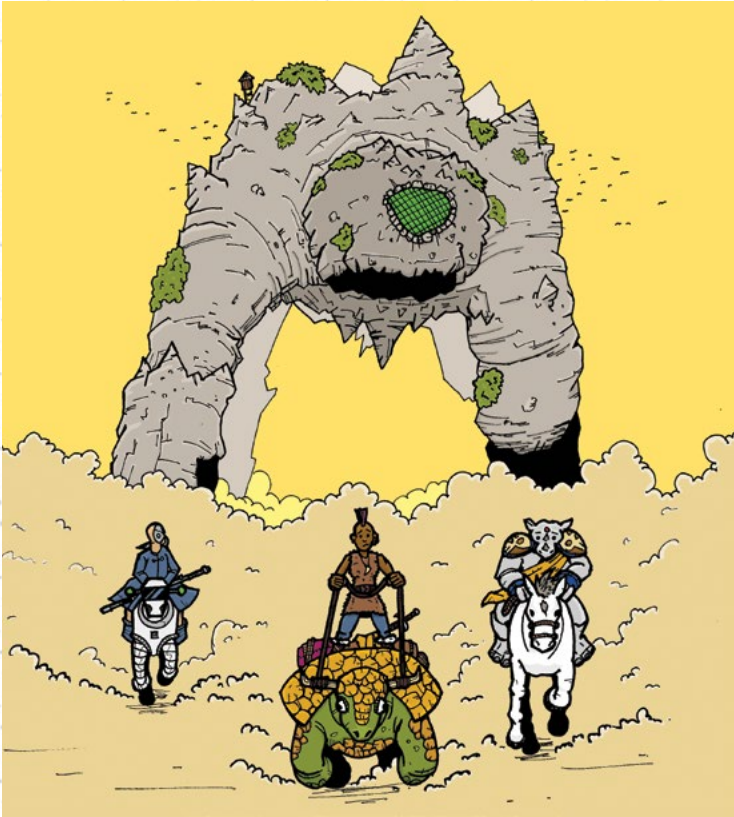
WEIRD RELIGIONS TABLE	
Roll 1d8	Result
1	Portents of Death: Believe that the world is dying and that death is the only true escape from this torture. They attack other settlements, often killing (or enslaving) every living thing. Their leader, the Great Shadowed One, wears a skull mask made of an indestructible metal.
2	The Technothusiasts: Worship all technology from the Ancient Earth and new Stupendous Science devices that have emerged in this new strange world. They are all skilled with devices and tend to be an awkward, quirky lot. The group is led by the Grand DJ, who has an Ancient Earth laptop filled with divine, pulsing beats from ancient times.
3	Believers of the Moon: This group believes that the fall of the earth was brought about by the decadent ways of man and that the new world is still paying penance for past sins. They believe that our way to salvation is through a simple life, hard work, and strict lifestyle. The group prays to the crumbled moon. Their leader, Reverend Crater, is strict and wields a staff with a piece of moon rock at its head.
4	Cabal of Sorcerers: A band of Sorcerers formed a loose coalition to safeguard their power and secrets. While there is much backstabbing, plotting and scheming, the group functions as a powerhouse across the wasteland. Normal mortals are allowed to join and follow the rules of the order, but only to serve as minions, slave labor, or even lab rats; and they happily do it, believing that through their efforts the Sorcerers will grant them power or even eternal life. Nothing is known about the group's leader, save for the codename, Doctor Terrible.
5	Followers of the Moving Pictures: This group formed around an Ancient Earth movie theater after they got it working and were dazzled by the grand movies of the old world. The group mimics their favorite films, taking on the personae of the characters and attempting the style of clothing. Their leader, the Duke, is a glamorously dressed man with a flamboyant personality.
6	The Way of the Grill: These road warriors worship fast cars, gasoline, and the need for speed. This group rides through the wasteland finding ancient cars and fixing them into working condition. Their leader, Spark Plug, is half-machine after a bad accident years ago.
7	Believers of the Atom: Worshippers of Stupendous Science and believers that the manipulation of the atom can create new forms of life. The group dumps various creatures into chemical baths and watches their forms merge. Most of the followers are mutants. Their leader, the Geneticist, is a devious and megalomaniacal mutant.
8	The Lawmen: This group believes in the letter of the law from the Ancient Earth. Many dress up in outfits resembling Old West sheriffs or gunslingers. The group is known for their honor, no-nonsense mentality, constant struggles against evil and oppressive Sorcerers, and their swift and brutal justice, usually ending with an evildoer hanging from a rope. Their leader, Handsome Jack, is a terse man who is driven to bring law to the wasteland.

WEIRD MOUNTS

After the Calamity, the genes of many animals became fused together, creating strange (even terrifying) creatures. Some of these animals are fearsome monsters that plague villages (Hybrid Animals, pg 120), while others can be tamed and become mounts. This section highlights the animals that can be used as mounts in *Barbarians*.

To generate a mount that you may come across in a field, in a town to barter for (or steal) roll 1d8 for form then roll 1d20 the designated number of times to determine the animal combinations that make up the mount. **Form:** Roll 1d8- 1-5) roll once; 6-7) roll twice; 8) roll three times.

WEIRD MOUNTS			
Roll 1d20	Result	Roll 1d20	Result
1	Horse	11	Giant Bird of Prey
2	Bear	12	Lion
3	Goat	13	Llama
4	Giant Lizard	14	Ram
5	Buffalo	15	Tiger
6	Rhino	16	Giant Snail
7	Ostrich	17	Giant Snake
8	Triceratops	18	Giant Moth
9	Velociraptor	19	Elephant
10	Camel	20	Giant Badger



EXPLORING

Many things are waiting to be discovered (but maybe best left forgotten) in the Ruined Earth. When the group is exploring the Ruined Earth, roll 1d6 once per day (or more often if you wish, such as every 5-6 miles of travel or whatever). If the result is a 1 the group has encountered something of interest (this can be raised to 1-2 if you want a higher chance of discovering something). If the group discovers something of interest, roll 1d6, if the result is Even, they have discovered an Interesting Location; if the result is Odd, they have come across a Random Encounter.

INTERESTING LOCATION GENERATOR

If the GM needs to quickly generate a location of interest, or the group stumbles across something while exploring, this table is of use. Roll 1d100 and consult the table below for an interesting location. If you feel the location is very unique, cross it out after use and create a new one.

INTERESTING LOCATION GENERATOR	
Roll 1d100	Result
1-3	Abandoned ruin inhabited by giant mutated moles.
4-5	Abandoned village inhabited by Pig Raiders (pg 127).
6-15	Abandoned village with signs of struggle and death.
16-25	Village. Roll 1d12: 1-6) humans; 7-8) Beastmen; 9) Vek; 10) mutants; 11) mixed population; 12) Robots
26-28	Dilapidated Ancient Earth shopping mall. Roll 1d10: 1-3) humans live here; 4) an exiled Sorcerer has made this his lair; 5) brain-eating spiders nest here; 6) base for Pig Raiders (pg 127); 7-8) hidden base for aliens; 9) abandoned; 10) base for raiders (pg 129).
29-30	Weird rock formation saturated with magic.
31-32	Massive sinkhole that leads deep in the earth.
33	Abandoned Ancient Earth city. Humans are attempting to carve out a living here, but the city is filled with dangerous creatures, evil magics, and mysterious secrets.
34	Lush green forest. Roll 1d6: 1) Strange Ones (pg 137) use this place as a haven; 2) this is a holy place for a Beastmen tribe; 3) a sentient tree-creature lurks here; 4) a human community that lives in tree forts can be found here; 5) the ruins of an Ancient Earth town are here. The forest grew around it; 6) a crashed Ancient Earth plane.
35	A crashed Stupendous Science flying machine.
36-37	A field of shivering golden mushrooms.
38-39	A mine where robot sentries punish slaves who are not working hard enough for their Sorcerer overlord.
40-42	A rickety metal tower.
43-44	An Ancient Earth train depot.
45	A crashed Ancient Earth space probe.
46	A glowing chunk of the moon. The chunk is infused with alien energies and is warping the landscape around it.
47-50	A field of blighted, super-heated earth.

INTERESTING LOCATION GENERATOR (CONT.)

Roll 1d100	Result
51-52	A field of quicksand.
53-54	A small rickety hut that belongs to a kooky Stupendous Scientist.
55-57	A fighting arena where only the strongest Barbarians and Beastmen pit their strength.
58	A deadly maze created by the mad Sorcerer Clamptus the Gremlin, who throws people in and watches them run through the gauntlet, then suffer, and perish, for his amusement.
59-61	A small farming community of humans.
62	A massive factory that builds robots and Stupendous Science vehicles for a Sorcerer.
63	A shrine dedicated to an order of Death Priests. There are always 2d6 cultists and 1 Death Priest present.
64-66	A large field filled with strange berries, brightly colored flowers, and thick thorny brambles.
67	A softly glowing pond and stream. There is a 25% chance there is a ceremony of some kind happening.
68	A raging river filled with mutated fish.
69	A huge cave, home to a monstrous Hybrid Animal (pg 120).
70	An abandoned mine from Ancient Earth times.
71	A secret laboratory facility from Ancient Earth times. Now houses the Sorcerer Hydro-Laser the Soaked, and his loyal army of Snakemen.
72	The corpse of a massive dragon. Roll 1d6: 1) a Death Priest sits conversing with the beast's spirit, contemplating the meaning of life; 2) a hive of gigantic insects has made their nest in the corpse; 3) a band of humans are harvesting all the parts of the creature; 4) a Sorcerer is casting a ritual to raise the beast as his servant; 5) the corpse is being absorbed into the earth; 6) a band of Beastmen are dancing and celebrating around the corpse.
73-74	A marsh filled with giant insects, putrid-smelling water, and a small community of Frogmen.
75	A prison camp filled with slaves of various races. They are being forced to perform intense labor for their Overlord.
76	A crashed alien UFO.
77	A long-forgotten Devastation Machine lies half-buried in the earth. Signs of battle mar the sleek hull.
78	Ziggurat built by Worshippers of the Digital Box. This cult worshiped a sentient anthropomorphic Ancient Earth Television called a Tele-path (pg 139). There are always 2d6 Cultists and 1 Blessed Cultist (pg 109) around. 50% chance they are sacrificing someone to their beloved deity. 15% chance the Tele-path is present.
79	Floating chunks of earth. These rocks create a wind chime-like sound between them. 50% chance that large birds nest here. If rolled below 10%, creatures are pterodactyls.
80-81	An Ancient Earth junkyard. Wrecked vehicles and containers lie half-submerged in muck.
82	Group of gnarled trees with blackened bark. Trees have faces of humans.

INTERESTING LOCATION GENERATOR (CONT.)

Roll 1d100	Result
83	Community of humans. Village is on a small lake and built on planks tied to floatation devices.
84	Thick group of trees covered in large webbed cocoon structures. These are home to anthropomorphic toad-spider people. They are—Roll 1d6: 1) Friendly; 2-4) Neutral; 5) Unfriendly; 6) Hostile
85	Ancient Earth dam. The dam is. Roll 1d4: Odd) Functioning; Even) Non-functioning. The dam is home to: Roll 1d8: 1-2) Humans; 3) Abandoned; 3) Vek; 4) Beastmen; 5) Mutants; 6) Water elementals; 7) Deranged cultists; 8) Raiders
86	Huge chunk of moon in a pool of luminescent water. Breaking off pieces of the moon will awaken nasty Light Parasites.
87	Ancient Earth crane and dilapidated shipyard. A hermit Barbarian named “Junkyard Hound” claims this as his domain. There is a 35% chance it is under siege by raiders when the group comes across it.
88	Human fort constructed from the chitin of large Ruined Earth insects.
89	A grouping of gnarled trees twisted in a cyclone-like pattern, extending up 100ft high.
90	The ruins of an Ancient Earth satellite and small building. A Forest Urchin (pg 39) is living there with her lovable bear-pig.
91	Large grouping of ferns of varying colors of the rainbow. The vegetation hums slightly when a living creature is near. Hums more loudly if creature’s mood is more in line with the color of the plant.
92	Vegetation and plants in the area are dead. Smell of rotting vegetation fills the air. Small tar pits dot the ground, making travel difficult.
93	Remnants of an Ancient Earth town dot the area. There is a single four-story building in decent condition. Signs of habitation are visible. It is home to: Roll 1d8: 1) Strange Ones (pg 137); 2-5) Peaceful but timid humans; 6) Raiders; 7) Anthropomorphic moth-men; 8) A cult that worships a quivering, talking giant mushroom.
94	A tree fort village suspended by rope, Ancient Earth cables, and vines. This is home to a community of creatures with bark-like skin and yellow orb-like eyes.
95	Village of diminutive creatures that live in giant gourd-like structures. They are: Roll 1d6: 1) hostile; 2) friendly; 3) inquisitive; 4) ill; 5) celebrating; 6) cursed by a Sorcerer.
96	A gigantic tree. Remnants of an Ancient Earth building are hanging from its branches.
97	Scattered remains of an Ancient Earth airplane are all over. There is: Roll 1d4: 1) An angry hermit living here; 2) A hive of Antmen (pg 104) living here; 3) The remains of the pilot and crew. There is some working Ancient Earth technology; 4) A nest of giant spiders (pg 116).
98	A fissure leading beneath the surface. There is a slimy, fleshy substance covering the hole. Huge insects lurk nearby.
99	Destroyed remains of a Sorcerer’s Devastation Machine. There are some roaming robots and mutated creatures still in the area.
00	Human settlement living in small underground burrows. They follow the will of a sentient Stupendous Science device called the Lithographic Deliverance of Transcendence.

RANDOM ENCOUNTERS

If the GM needs to quickly come up with a random encounter, or if one was generated as the group explored the Ruined Earth, roll 1d100 and consult the chart below.

RANDOM ENCOUNTERS	
Roll 1d100	Encounter
1	Alien Vampire Spider Lizard (AVSL) (pg 102)
2	Animated Trash Man (pg 103)
3-5	1d3 Antmen Warriors (pg 104)
6-8	1d4+1 Antmen Workers (pg 104)
7-12	1d6 Beastmen (roll on chart) (pg 106)
13-14	1d4+1 Croc-Men (use Beastmen, pg 106)
15-20	2d4 Cultists (pg 109)
21-22	Fungal Killer (pg 111)
23-26	1d2 Giant Lizards (pg 114)
27-29	3d3 Giant Vampire Bats (pg 118)
30	Killer Clown (pg 123)
31-33	1d3 Mutants (pg 126)
34-37	1d6 Pig Raiders (pg 128)
38-45	2d4 Raiders (pg 129)
46-50	1d4+1 Raiders (pg 129) + vehicle (pg 65)
51-53	1d6 Raiders + Flaming Raider (pg 130)
54-55	Robot (pg 131)
56-58	2d6 Skeletons (pg 133)
59-62	1d8+1 Slug Men (pg 134)
63-64	1d4 Snakemen (use Beastmen, pg 106)
65-67	2d3 Vulturefolk (pg 142)
68-72	3d4 Zombies (pg 145)
73-74	Hybrid Animal (pg 120)
75-85	Band of 2d6 human scavengers
86-87	A caravan of 3d6+3 Beastmen heading to a village to trade
88-91	A Vek Collective (3d8+3) moving to a new location
92-93	A trade caravan of 3d6+3 humans moving between locations
94-95	A group of 2d4 humans that are battered and bloodied
96	A robot fighting 1d4 humans
97	A band of humans fighting off a Wolf-Rhino-Scorpion (pg 122).
98	2d3 Beastmen being corralled by Slavers (double the number of Beastmen)
99	A Death Priest fighting off an angered spirit
00	A brave Barbarian accompanied by his faithful Beastman companion and a beautiful Sorceress.

WEIRD WEATHER

Weird and horrific weather causes complications and devastation across the ruined landscape. If you desire weird weather to cause hardships on the players, simply roll 1d8 and consult the table below.

WEIRD WEATHER TABLE	
Roll 1d100	Encounter
1	Black Rain: Slippery, highly toxic. Constitution test to resist 1d4 CON damage each minute in rain. After the rain has finished, any target that failed a CON test must make another test to resist mutation. Lost Constitution returns 1 point per day with rest.
2	Fire Storm: Flash fires carried on the wind. Anything in the storm's radius (GM's call) bursts into flame and takes 1d6 damage each round until out of the area AND extinguished.
3	Choking Mist: Cannot breathe appropriately while in this greenish fog (no save). Suffer 1 point of CON drain per round. These points are recovered after being out of the mist for an hour.
4	Vapors Storm: These vapors corrode metal and weaken wood. Creatures in the area must make a CON test each hour in the storm or suffer 2d6 damage to their flesh.
5	Acid Wind: Green-hued winds blast through an area, filled with corrosive acid. The flesh of creatures is melted within minutes
6	Draining Snow: This snow seems abnormally bleak, even though it is a normal pristine white. Those that are in it feel their motivation and personality being drained slowly. Each hour a target is in this snow, they must succeed a WIS test or suffer 1d4 WIS damage. If a target reaches 0 WIS, they give up, sit in the snow and freeze to death.
7	Drought Lightning: This blue lightning sucks up the moisture in an area, causing reverse osmosis, pulling the water from the ground, plants, and creatures in the affected area (roughly 15').
8	Piercing Hail: Glass shards rain down from the skies, smashing into and cutting all caught in the storm. Each round a target takes 1d3 points of damage from being sliced up by the glass.



CHAPTER SIX

BESTIARY

ENEMIES AND ARMOR

Enemies' armor works slightly differently than player characters'. Treat enemies as Soft, Easy, Protected, and Beefy. It is up to the GM to determine which armor fits the particular creature. It is recommended that only the strongest opponents are treated as Beefy, as high Reduction Points can really slow down the fight and make it more challenging than intended due to the constant absorption against the PC's damage.

ENEMY'S ARMOR RULES:

Soft	0 RP
Easy	1 RP
Protected	2 RP
Beefy	3 RP

If an enemy is using a shield, the first attack per round against them suffers Disadvantage, also the enemy can sunder the shield, effectively destroying it, to absorb the damage of one attack. Remember to make use of the Mook and Horde rules (pg 122). Sometimes a fight with 10 mooks and a horde creature is more exciting and engaging (not to mention quick and doesn't get bogged down) than a huge battle with a big bad.

ENEMY DAMAGE	
Enemy HD	Damage
1	1d6 (3)
2	2d4 (4)
3	1d10 (5)
4	1d12 (6)
5	1d6+1d8 (7)
6	2d8 (8)
7	3d6 (9)
8	2d10 (10)
9	1d10+1d12 (11)
10	3d10 (15)

Note: The damage of enemies increases with their HD (remember the Powerful Opponent rules, pg 14). Next to the damage is (#), which represents the average damage that can be used instead of rolling.





Alien

HD 1-4; RP 1; Laser Gun or Slam (1d6-1d12)

Description: Aliens have come to Earth to collect samples and to see if the planet is suitable for them to colonize. They care nothing for the squabbles of the creatures that call Earth home. They have bulbous heads and bulging eyes. They enjoy inflicting pain and sorrow on creatures they consider “lesser life forms.” They are led by their Hive Queen, who resides on the Mothership.

Special: Telepathy: The Alien can read the thoughts of any target Nearby. Targets are unable to sneak up on an Alien and all attacks from Nearby targets are made with Disadvantage. Aliens can communicate through telepathy as well.

Telekinesis: Move Nearby objects through concentration. Can move up to 1,000 lbs worth of objects. The Alien can slam a held target into walls, floor, dangerous heights, etc. for indicated damage.



Alien Vampire Spider Lizard (AVSL)

HD 5; RP 3; Claws x4 (1d6+1d8)

Description: This creature hails from the infinite that is space and has come to Earth to hunt prey and drain their life force. It is a keen and intelligent hunter that uses its ability to turn invisible to stalk lone prey and snag them before anyone notices. The creature has red skin, slug-like eye stalks, a wide mouth with fangs, four arms, and thick hind legs that allow it to stand upright.

Special: *Invisibility:* The AVSL is able to cast invisibility (pg 52) as often as it likes.

Laser Eyes: The ASVL can shoot yellow lasers from its eye stalks at any target that is Not so Nearby (1d6+1d8).

Fangs: The AVSL will drain the life force from a captured target (ensnared in their webs), draining 1d4 CON per round.

Spinnerets: The AVSL can spew thick spider webs from its four arms. A target must succeed on a Dexterity test to avoid becoming caught in the web. Once caught the AVSL will wrap the victim up and carry them back to its lair. An ensnared victim can attempt to break free with a successful Strength test (with Disadvantage) once per turn or be cut free by another person.



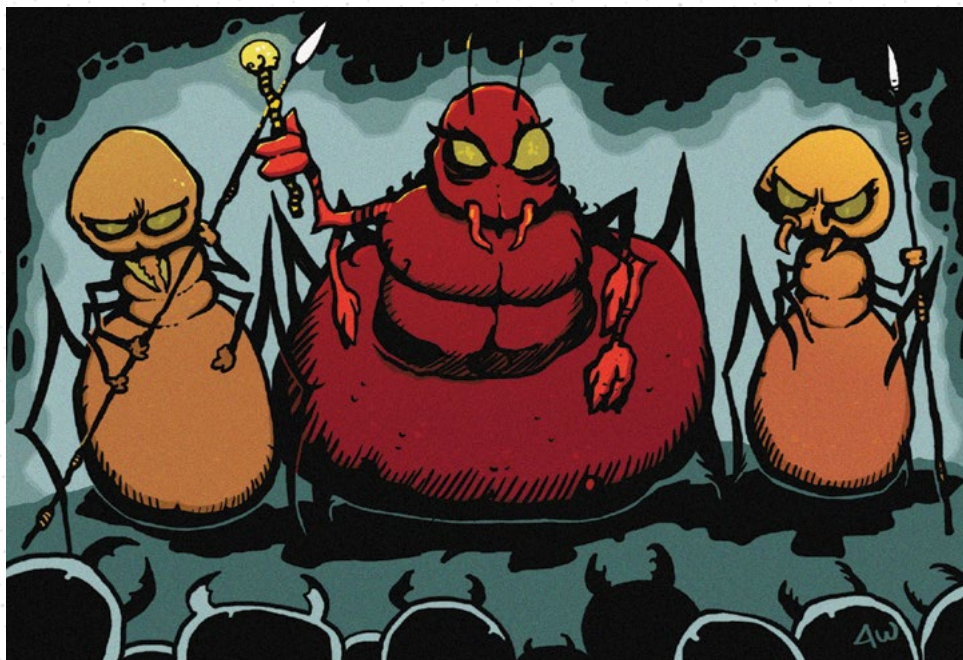
Animated Trash Man

HD 2-4; RP 1; Fists (2d4-1d12)

Description: This creature is a construct composed of garbage and scrap, created by dark sorcery. The creature wanders the Ruined Earth, adding more trash and scrap to itself, growing larger and more powerful.

Special: It is immune to magic.

Trash Fling: Animated Trash Men do not just use their fists to slam a target, they fling refuse instead. Trash Fling can be done against any Nearby target, who must succeed on a Dexterity check (with Disadvantage) to avoid. What is being thrown? Roll 1d12- 1-4) Bits of rubbish, egg shells, and coffee grounds (standard damage, CON save or become sickened, suffering Disadvantage to all rolls for 1 round); 5) Sludge (standard damage, CON save or blinded for 1d4 rounds); 6) 100 banana peels (standard damage, targets in the 15' radius must pass a Dexterity test or fall prone); 7) Kitchen sink (literally a kitchen sink goes flying at the character, additional 2d6+2 damage); 8) Huge bag of garbage (standard damage and target is knocked prone); 9) Horde of rats (1d6 rats are flung at the target, standard damage +1d6 damage per round until critters are knocked off target); 10) Decaying dead animal (standard damage- WIS save or freak out and run away until new WIS save is passed); 11) Wet toilet paper (1d4 damage only, target is stunned for 1d3 rounds as the sheer horror of what just occurred hits them); 12) Buried- huge pile of garbage flows from the arms (standard damage, targets in a 5' radius are buried in garbage and must spend 1d4 rounds digging themselves out).



Antmen Queen

HD 8; RP 2; Claws x2 (2d10) or Bite (2d10, ignores armor)

Description: This massive anthropomorphic ant creature appears bloated and is slow moving, but extremely powerful. She has a telepathic link with the entire hive and can call upon their aid with a mere thought. She can cast magical spells which she uses to enslave other creatures or defend the hive.

Special: Casts spells as a Sorcerer. Magical schools known: Control, Force, Protection, Restoration, and Transformation. First six spells cast automatically succeed. Afterwards, a Luck roll must be made for the spell to function normally.

Antmen Warrior

HD 2; RP 1; Claws x2 (2d4) or Bite (2d4, ignores armor)

Description: Anthropomorphic ant creature that wanders hills, mountains, or ancient ruins. They stand roughly 4' tall and are always found in groups of 1d6+1. Warriors are vicious and protect the hive, even if it means their death. They are utterly loyal to the queen.

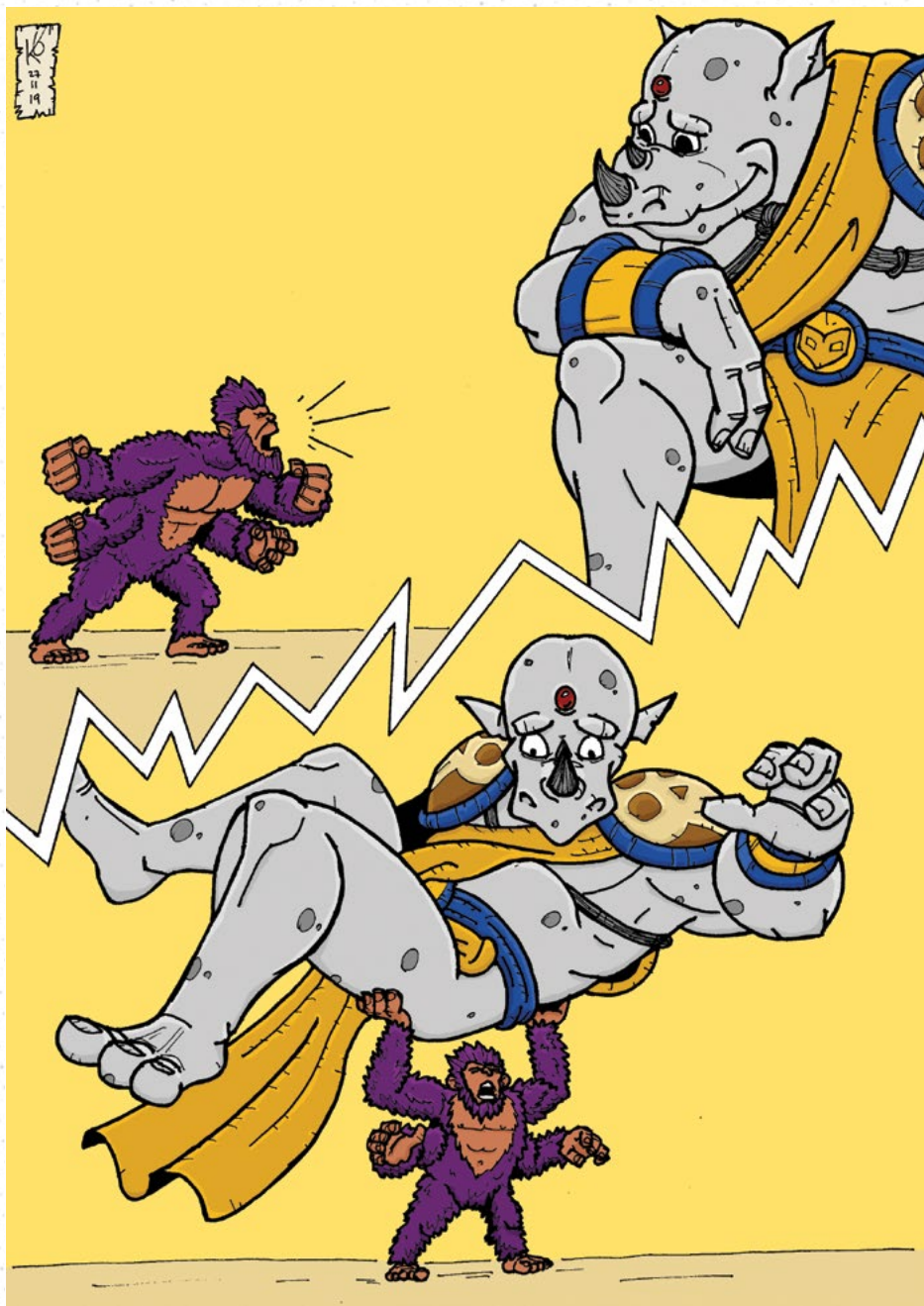
Special: If two or more Antmen are attacking a single creature, the target suffers Disadvantage to their Defense roll.

Antmen Worker

HD 1; RP 0; Claws x2 (1d6) or Bite (1d6, ignores armor)

Description: These anthropomorphic ant creatures are smaller than Antmen Warriors, standing roughly 3' tall. They are diligent workers and toil tirelessly for the good of the hive. They are more docile than Warriors and do not usually attack unless provoked or if their Queen demands it.

Special: If two or more Antmen are attacking a single creature, the target suffers Disadvantage to their Defense roll.



Ape-oid

HD 3; RP 1; Fists x4 (1d10) or Bite (1d10)

Description: The Ape-oid is a fierce creature that lurks in jungles or the ruins of ancient civilization looking for easy meals. The creature has four arms, massive bulging eyes, and a wide, oversized mouth.

Special: Can see in the dark, even magical.

Super-duper Strong: All Strength tests (including attacks) are made with Disadvantage against Ape-oids. Also treat as though they have Beastman's Impossibly Strong ability (pg 25).



Beastmen

HD Variable; RP Variable; Weapon or Claws (Variable due to HD)

Description: Beastmen roam the Ruined Earth in tribes or as loners, seeking glory and riches. Not all Beastmen are friendly and many act as raiders or are savage creatures, more like the animals they resemble.

Special: Roll 1d20 for form—1) Owl; 2) Wolf; 3) Bear; 4) Cougar; 5) Alligator; 6) Snake; 7) Armadillo; 8) Badger; 9) Tiger; 10) Lion; 11) Moose; 12) Frog; 13) Mole; 14) Rabbit; 15) Rhino; 16) Raven; 17) Cow; 18) Rat; 19) Peacock; 20) Roll twice and merge the two (if this is rolled again, ignore).

Impossibly Strong: Once per hour a Beastman can do impossible feats of strength and be awesome (i.e., lift a huge pillar of cement/vehicle/rock/etc. and throw it, push it, or whatever). No roll is needed to accomplish this. If this is used to attack, PC's get to avoid this with a Dexterity roll. If the attack lands, it deals 2d10 points of damage.

Vision: Can see in the dark (Nearby radius).



Car Golem

HD 4; RP 2; Fists (1d12)

Description: This massive creature was constructed from Stupendous Science and sorcery. Several cars have been melded together to form a 40' monstrosity. The engines roar in fury and the engines belch exhaust.

Special: *Radiator Fists:* Roll twice for damage and take the higher of the two.

Smog: Once per hour can release a cloud of exhaust that blinds all in Nearby radius for 2d4 rounds.



Car-Serpent

HD 4; RP 3; Bite (1d12)

Description: A line of Ancient Earth vehicles were transformed into this terrifying creature by vile sorcery. A Car-Serpent has a reptilian-like body (sometimes covered in fur) and is tough like steel. Its headlight eyes allow it to see through up to 2' of concrete and its metallic maw inflicts terrible wounds.

Special: *Swallow Whole:* If a target critically fails their Dexterity check to dodge out of the way of a Car-Serpent's bite, they are swallowed whole. A swallowed target suffers 1d8 crushing damage per round while in the creature's belly. They can attempt to climb out of the beast by succeeding at three Dexterity checks (with Disadvantage).



Cultist

HD 1; RP 0; Dagger (1d6) or Mace (1d6) or Bow (1d6)

Description: Cultists are deranged individuals who worship and follow the creed of some sinister being. They care not for the people they harm or lives they take in the service of their dark master.

Special: A Cult Leader can cast each of the following spells once per day: *Animate Dead* (pg 51), *Charm* (pg 52), *Darkness* (pg 52), *Hold Person* (pg 51), and *Blast* (pg 52).

Cultist (Blessed)

HD 2; RP 1; Dagger (2d4) or Mace (2d4) or Bow (2d4)

Description: Cultists are deranged individuals who worship and follow the creed of some sinister being. They care not for the people they harm or lives they take in the service of their dark master. Blessed Cultists have been impregnated with an alien creature; when they die, their heads explode and a barbed spinal cord holds up a blue, pulsating brain and soggy, red eyes. The creature is restored to full health to fight on.

Special: Blessed Cultists are immune to mind-altering effects.

Hideous: When the creature inside a Blessed Cultist is exposed, its visage is so horrible that attackers must succeed a WIS test to resist running away in fear. Even those that are successful suffer Disadvantage on attack rolls against the creature.

Cult Leader

HD 3; RP 1; Dagger (1d10) or Mace (1d10) or Bow (1d10)

Description: Cult leaders are the backbone of a cult religion. They alone hear the voice of the dark master which they serve. Their word is treated as though it comes from the Being itself. A Cult Leader has a few abilities granted by their dark being.

Special: A Cult Leader can cast *Charm Person*, *Darkness*, *Hold Person*, *Magic Missile*, and *Protection from Enemy* each once per day.



Demon Dogs

HD 3; RP 1; Bite (1d10)

Description: Demon Dogs are vicious creatures with ragged fur, bulging red eyes, and long yellowed fangs. These creatures are said to be spawned from the depths of Hell and wander the Ruined Earth looking for hapless prey. A keen adventurer can always tell when they are close to the den of a Demon Dog, for the smell of sulfur is thick upon the air.

Special: *Flame Breath:* Once per day a Demon Dog can spew a ball of flame at a target, dealing 1d8 damage. There is a 1-in-6 chance the target catches fire, taking 1d6 fire damage per round until extinguished.

Water Sensitivity: Demon Dogs take an additional 1d6 damage from water/cold magic. Dousing a Demon Dog in a large amount of water also deals 1d6 damage and stuns the creature for 1 round. Submerging a Demon Dog in a river, lake, etc. instantly kills the creature.

Split: One reason the Demon Dog is such a terrifying adversary is that any physical damage to the creature causes it to split into two. Both copies have the same HP, which is equal to the remaining HP of the attacked Demon Dog. Magical damage does not cause a Demon Dog to split.

Example: A Barbarian attacks a Demon Dog (10 HP) with his axe and deals 5 points of damage, the Demon Dog splits into two, each with 5 HP. The Barbarian then attacks one of the Demon Dogs, dealing 3 points of damage. Now there are three Demon Dogs, two with 2 HP and one with 5 HP.



Fungal Killer

HD 3; RP 1; As Weapon (1d10)

Description: These anthropomorphic fungal creatures exist to spread decay and rot. They constantly hunger for living creatures they can murder and put in their composting beds.

Special: Spore: Once per hour a Fungal Killer can release a cloud of spores in a Nearby radius. All targets must succeed on a CON test or be knocked unconscious for 1 minute. Those that fail must make a Luck roll. If it does not favor them, an infant Fungal Killer spore has implanted itself on them. After two days the spore will start to grow rapidly into a mushroom, reaching the size of a house cat in another two days. On the third day the Fungal Killer wakes up and bursts off the host, dealing 2d6 damage (ignores armor). The infant Fungal Killer will attempt to run away unless forced to fight.

If the Luck roll favors the unconscious character(s), the Fungal Killer will slit one of their throats, and take them off to their mold den to feast.

Blend With Plants: Fungal Killers can blend in with other large fungi or plants. Targets suffer Disadvantage to WIS checks to spot these hidden assassins.



Ghost

HD 3; RP 1; Touch (1d10)

Description: Ghosts are angered spirits that have not moved on to the nothingness of death. They hold on to the bitterness of life and cause havoc and death wherever they wander. While a Ghost may linger in a particular place for a long time, they are not bound or tied to a location and can venture where they desire, usually in search of new prey.

Special: *Incorporeal:* A Ghost can only be harmed by Stupendous Science devices (including laser weapons), Sorcery, Death Priest abilities, or other supernatural powers.

Draining Touch: The touch of a Ghost is devastating. A touched target takes 1d10 damage and must succeed on a CON test to resist being aged 10 years and being drained of 1 level of experience (see Level Drain, pg 15).



Giant Beetle

HD 1; RP 1; Bite (1d6)

Description: Giant Beetles roam the Ruined Earth building large hive colonies of mud, rotten wood, and Ancient Earth rubble. Giant Beetles prefer to eat vegetation, offal, and the carcasses of dead animals, but will eat a living creature if pressed for food. Giant Beetles are territorial and will attack any creature that gets near their hive. Giant Beetles are roughly the size of a large dog, such as a Great Dane.

Special: Mandibles: A beetle's mandibles are extremely tough. When a character is the subject of a critical fumble against a Giant Beetle, the creature latches on and shreds their armor. The target's armor is destroyed and useless until repaired (pg 9).

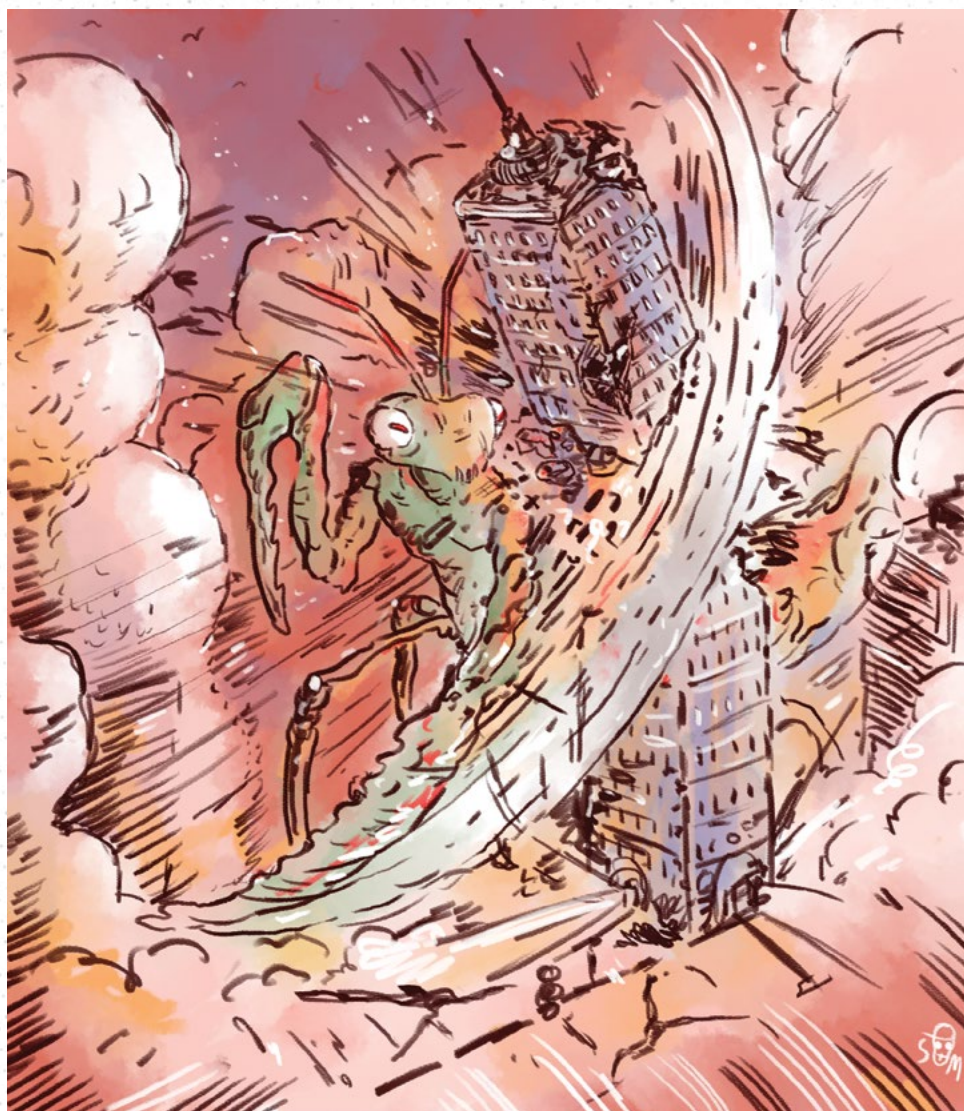


Giant Lizard

HD 2; RP 0; Claws (2d4) or Spiked Tail (2d4)

Description: This giant lizard can be found nearly anywhere on the Ruined Earth. It is a keen hunter that is highly patient and will even wait hours before striking.

Special: Can climb almost sheer surfaces. Targets attempting to spot a Giant Lizard that is lying in wait suffer Disadvantage to their roll.



Giant Praying Mantis

HD 4; RP 2; Bite or Claws (1d12)

Description: Giant Praying Mantises are patient and can blend in with their environment (targets suffer Disadvantage when attempting to spot them). These creatures are carnivorous and gluttonous and will eat even if having just satiated their hunger.

Special: Claws: The claws of a Giant Praying Mantis are jagged and sharp and ignore Reduction Points of armor.

Bite: If a target is the victim of a critical failure on their check to avoid the bite of a Giant Praying Mantis, they must make a Luck check. If the Luck roll favors the monster, the mantis bites the head off the target, and they are dead.

Flight: A Giant Praying Mantis can fly up to Nearby per round. The buzzing of their wings drowns out normal sound, making it difficult to hear anything that isn't Close.



Giant Spider

HD 1-3; RP 0-2; Bite (1d6-1d10)

Description: The ultimate hunters: patient, lightning quick, vicious, and deadly. Giant Spiders prefer to hide in dark areas and wait for prey to fall into their webs. Burrowing spiders will build funnel webs in a small tunnel, waiting for a meal to get near their den. When the prey gets near the tunnel, the spider will jump out and attack, dragging them back into their den, never to be seen again.

Special: Venom: A victim of a Giant Spider bite must succeed at a Constitution save or fall victim to their venom. For venom effect, choose one or roll on the table on page 117.

Web: The web of a giant spider is thick and sticky and capable of holding a creature larger and heavier than a human in it. Targets stuck in the web must make a Dexterity check each round to move through it. Failure means they become snagged. A snagged target can break free with a successful STR test. A critical failure on a check means they have become entangled and can only get free if someone else assists them. Movement through a web takes twice as long.

Webs are flammable and catch on fire easily and can be burned away. All in the web area will suffer 1d6 fire damage.



Giant Spider (Mutated)

HD 4; RP 2; Bite (1d12)

Description: Like their lesser kin, Mutated Giant Spiders are adept and vicious hunters. Mutated Giant Spiders have become corrupted by the wild energies of the Ruined Earth and use their mutations to their advantage.

Special: *Venom:* A victim of a Mutated Giant Spider bite must succeed at a Constitution save or fall victim to their venom. For venom effect, choose one or roll on the table for Giant Spider venom.

Web: (as Spider, above)

Mutation: A Mutated Giant Spider always has 1d3 mutations. Roll on the Mutations chart, pgs 71–76 and update the creature appropriately.

VENOM EFFECT

Roll
1d6

- | Roll
1d6 | Effect |
|-------------|---|
| 1 | Sluggish: All Dexterity rolls are made with Disadvantage for 1d6 hours. |
| 2 | Necrotic: The flesh of the victim blackens and rots, eventually falling off. The target suffers Disadvantage to Charisma tests due to the look of the skin and the smell until it falls off and heals (roughly two months). |
| 3 | Minor Paralysis: The victim is paralyzed until they make a successful Constitution save. |
| 4 | Major Paralysis: The victim is paralyzed for 1d4 hours. |
| 5 | Damaging: The venom of the spider liquefies the innards of those bitten. Target suffers 1d6 Constitution damage. This damage returns at a rate of 1 point per day with rest. |
| 6 | Deadly: The venom of the spider liquefies the innards of those bitten. Target suffers 2d6 Constitution damage. This damage returns at rate of 1 point per day with rest, except 1 point which is lost permanently due to the vicious nature of the spider's venom. |



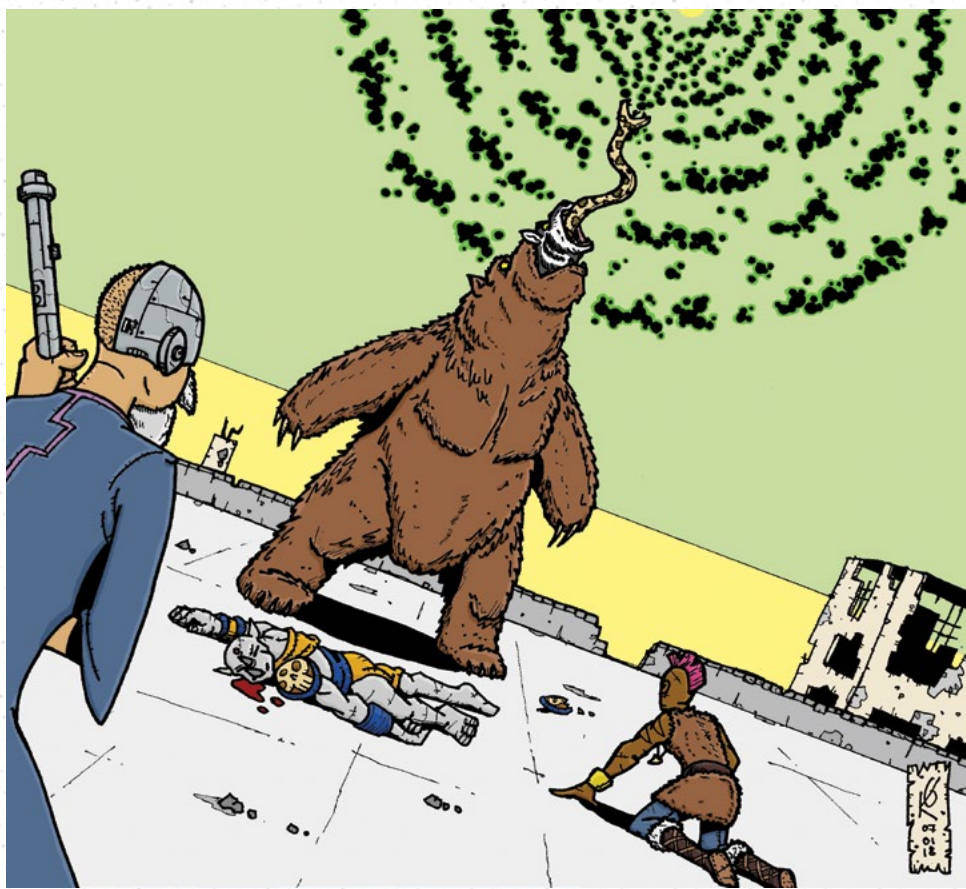
Giant Vampire Bat

HD 1; RP 0; Bite (1d6+Drain)

Description: Giant Vampire Bats lurk in caves, hillsides, and in the ruins of civilization. The beasts come out at night in search of prey, preferring livestock and humanoids. The creatures will snatch a person up and carry them back to their lair, where they are drained of blood. Giant Vampire Bats usually hunt in groups of 2d4.

Special: *Screech:* A Giant Vampire Bat emits a high screech at a Close target, stunning them. A target must succeed on a CON test or be stunned and deaf for 1d4 rounds.

Drain: When a person is bitten by a Giant Vampire Bat they are quickly drained of their vitality, suffering 1d4 Constitution damage. This recovers 1 point per day with rest.



The Horrible Bear Monster

HD 10; RP 3; Bite (3d10) or Claws x2 (3d10) or Poison (see below)

Description: This massive grizzly bear is the stuff of legends and fables around many campfires in settlements all across the Ruined Earth. The beast stands 10' at its shoulder, has glowing yellow eyes, and a large mouth. When the beast becomes enraged it will open its mouth and the head of a badger will emerge, which opens its mouth and reveals a rattlesnake as a tongue. Campfire stories say that the Horrible Bear Monster is foretold to eat the sun.

Special: *Poison Tongue:* A target bitten by the snake tongue must succeed at a CON test or die.

Eclipse: The Horrible Bear Monster will arc its head up to the sun exposing each of its heads one at a time (roughly a round for each head) until the snake mouth touches the sun. When this happens, the sun will be blotted out of the sky, and the Ruined Earth will be in a perpetual twilight state for 1 year. *Note:* This is a game-changing event and should be built up to as an adventure, with hints of what will happen should failure happens, etc. Don't just spring this on the players.

Reborn: The Horrible Bear Monster can never be truly killed. If it is slain, it will be reborn from the earth one year after its death.

Powerful: The Horrible Bear Monster is a powerful adversary and is immune to all mind-altering effects, charms, and illusions. Spell durations are reduced to half against this mighty beast.



Hybrid Animal

Hybrid Animals are natural creatures that have been altered through genetic manipulation of Sorcerers or simply as a result of the calamity that destroyed the earth. These creatures roam the Ruined Earth; some are a terror to settlements, while others flee and shy away from humanoids. Each Hybrid Animal is unique (although it can have similar offspring).

To generate a creature first roll 1d6: Even) Roll twice; Odd) Roll thrice for its Forms.

Once you have the creature's forms, roll 2d4 for its HD to determine HP and damage. For size, describe it at a size that makes sense to you, its forms and HD. Once you have an idea of the creature, give it Reduction Points that makes sense.

When done, see below for Fantastic Ability.

HYBRID ANIMAL		
Roll 1d20+1d10	Forms	Special Ability
2	Bear	Bite and claws
3	Snake	Poison bite: CON test or suffer 2d4 CON damage (temporary).
4	Scorpion	Pincers and poison tail: CON test or paralyzed for 1d4 rounds.
5	Lizard	Chameleon: Disadvantage to spot when hiding.
6	Duck	Flight
7	Rabbit	Fast: Can move to Not So Nearby as a move action.
8	Wolf	Bite
9	Dog	Bite
10	Cat	Agile: Disadvantage on attacks against target.
11	Lion	Claws and bite
12	Bat	Flight
13	Raccoon	Stealth: Disadvantage to spot when hiding.
14	Zebra	Agile: Disadvantage on attacks against target.
15	Swan	Flight
16	Spider	Climb: Can climb up even sheer surfaces. Web: cast Web spell (pg 53) once per hour.
17	Vulture	Flight
18	Hawk	Flight
19	Slug	Slimy and sticky: Targets must make DEX test or become stuck in its trail.
20	Rhino	Horn and Thick Hide: Increase RP by 1.
21	Hippo	Thick Hide: Increase RP by 1.
22	Mole	Burrow: Can burrow in the ground easily as if it were water.
23	Fox	Agile: Disadvantage on attacks against target.
24	Cougar	Claws
25	Panther	Claws and Stealth: Disadvantage to spot when hiding.
26	Moth	Flight
27	Alligator	Bite and Thick Hide: Increase RP by 1.
28	Centipede	Poison: CON test or become paralyzed until successful test is made.
29	Millipede	Poison: CON test or become paralyzed until successful test is made.
30	Armadillo	Thick Hide: Increase RP by 2.

Fantastic Ability:

Roll a 1d8- if the result is a 7 or 8 the creature has an additional special ability.

FANTASTIC ABILITY	
Roll 1d8	Result
1	Fire Breath: Spew a cone of fire at Close Targets for 3d8 damage.
2	Magical Immunity: Spells cannot affect this creature.
3	Invisibility: The creature can go invisible at will.
4	Massive: The creature is huge, increase HD by 2 (increase HP and Damage accordingly). Give the creature an additional Reduction Point (maximum of 3).
5	Intelligent: The creature is highly intelligent and uses this to its advantage.
6	Shape Changer: Can change its shape into other creatures and gain their abilities.
7	Resilient: All damage against the creature is halved.
8	Hypnotic: The creature’s gaze can hold people captive as per Hold Person spell (pg 51)

Example Hybrid Animal:

Wolf Rhino Scorpion
HD 7; RP 2; Attack: Bite (3d6); Horn (3d6); Pincers (3d6)
Special: Thick Hide: Increase RP by 1.
Poison Tail: CON test or paralyzed for 1d4 rounds.

Cat Lion
HD 3; RP 1; Attack: Claws (1d10); Bite (1d10)
Special: Agile: Disadvantage on attacks against target.
Shape Changer: Can change its shape into other creatures and gain its abilities.



Killer Clown

HD 2-6; RP 2; Hatchet (2d4 to 2d8) or Clown Shoes (2d4 to 2d8)

Description: These are psychotic, deranged, magical beings that have taken on the appearance of clowns from Ancient Earth. Some ride on unicycles that are decorated in spikes, skulls, and barbed wire. The squeaky honk of their Honking Horn is enough to send panic and dread into even the bravest of people.

Special: *Exploding Balls:* Killer Clowns have balls that they juggle and can throw at a target. A target struck with one of these balls takes 1d10 damage and must make a successful Dexterity test or be knocked prone and stunned for one round. A Killer Clown always has 2d4 of these balls on their person.

Honking Horn: Once per hour a Killer Clown can point their horn at a target and give it a mighty squeeze, which issues a horrendous and terrifying “blat” noise. Targets in a Nearby radius must succeed on a Wisdom test or become frightened, dropping their equipment and running pell-mell in a random direction. After the first round, they can make a new Wisdom test to regain their senses.

Red Nose: A Killer Clown is no fool and knows that the clown who runs away lives to kill another day. When in trouble it will toss its red nose on the ground which will explode, releasing a cloud of smoke (as Darkness, pg 52) so it can attempt to escape.



Lightning Man

HD 4; RP 0; Lightning Bolts (1d12)

Description: These creatures are mad scientists who have been transformed into electricity when their dabbling with Stupendous Science went awry. Their physical form is that of a humanoid lightning bolt. They can travel along conductive materials (and deliver damage to those touching it), travel at three times the normal speed of humans, and shoot a lightning bolt from their hand at a target up to Distant range.

Special: *Lightning Bolts:* A target struck by a lightning bolt must succeed at a Constitution test or be stunned for 1 round.

Resistant: A Lightning Man takes half damage from all sources and no damage from electrical sources. They suffer 2d6 damage and are stunned for 1 round if someone throws a bucket of water (roughly 1 gallon) on them.



Mummy

HD 6; RP 2; Fists x2 (2d8) and Choke (see below)

Description: Mummies are the animated remains of great warriors that have undergone a terrible ritual cast by a Sorcerer. Mummies are the guardians of vaults, prisons, or other areas needing tireless protection.

Special: *Choke:* If both of a Mummy's fist attacks land successfully on a target, they are being choked and can only break free with a successful STR test (with Disadvantage). They suffer 1d4 CON damage per round until 0, at which point there are immediately OofA.

Mummy Curse: If a target is dropped to 0 HP by a Mummy's fists, they must make a CON test. If they succeed, they are OofA. If the test fails, they are reduced to a dehydrated husk and immediately become a zombie (see pg 145) under the Mummy's control.

Magical Resistance: The ancient magics that created the mummy makes also makes them resistant to sorcery. When character casts a spell at a Mummy they must make a luck roll. If it favors them, the spell goes off normally. If not, the spell fails.

Mummy King: These mummies are extremely powerful and have HD 8, increasing their damage to 2d10. Their Magical Resistance ability succeeds if the player rolls 1-4 on their Luck Roll and once per combat the Mummy King can summon 1d6 mummified dogs to its aid (HD 1; RP 1; Bite (1d6 damage)).



Mutant

HD 1-6; RP 0-3; As Weapon (1d6-2d8)

Description: Mutants are as varied in temperament and motivation as regular humans. Some form communities, attempting to eke out a living in the Ruined Earth, while others wander the wastes preferring their own company to that of others, and many take on the role of marauders and bandits, preying on the weak.

Special: To create a Mutant, roll 1d3 for number of mutations, then roll pages 71–76 for each mutation. This format can also be used to create mutated animals.

Example Mutant 1: HD 3; RP 1; Club (1d10)

Mutation: Laser Eyes: Shoot laser beams at Nearby target (1d10).

Example Mutant 2: HD 4; RP 2; Bow (1d12) or Sword (1d12)

Mutations: 1- Psychic Hold: You can use your mind to stop a target. Once per hour you can cast Hold Person (pg 51) on targets.

2- Radioactive: Your body has become radioactive. Once per day you can release waves of radioactive energy at all targets in Nearby radius for 2d8 damage. There is a 1-in-6 chance that targets become mutated. If target is allowed a CON save, roll to avoid mutation. NPCs automatically gain mutation.

3- Energy Form: Your body becomes pure energy. You can travel through conductive material. Your touch is shocking and deals class damage. Water stuns you for 2d6 rounds (no save).



Pig Raiders

HD 1-7; RP 0-3; As Weapon (1d6-3d6)

Description: These vile creatures are anthropomorphic pig men with gluttonous, vile tempers and appetites for human flesh and unseemly activities. Pig Raiders are usually the leader of a gang of 2d6 Raiders (pg 129) or travel in a Hogger Gang of 1d4+1 other Pig Raiders.

Special: *Oink:* A Pig Raider can let out a terrifying squeal that rattles opponents that hear it. Targets in Close range must make a WIS test or become shaken, suffering Disadvantage on all rolls for 1 hour. A target that succeeds on the roll is bolstered and cannot be affected again for 24 hours.

Hog Heaven: Pig Raiders are stubborn and are good at not getting themselves perished. The first time in combat a Pig Raider is dropped to 0 HP, they have a 2-in-6 chance to stay at 1d3 HP instead.

Who You Callin' Portly?: Pig Raiders have a thick layer of blubber. Pig Raiders with 1-4 HD can absorb the damage of a single attack. Pig Raiders with 5-7 HD can absorb the damage of two attacks. This includes spells and Stupendous Science.



Pot-bellied Pig People

HD 1-4; RP 0-3; As Weapon (1d6-1d12) or Swallow Whole

Description: These disgusting pig men stand roughly 4-5' tall with large flabby bellies that drag on the ground between their legs like an empty burlap sack. When they have fed, the stomach balloons out in front of them, taunt and full. Unlike their larger kin, the Pig Raiders, Pot-bellied Pig People are mercurial and flighty, usually only engaging in combat when they have the advantage or are extremely hungry.

Special: Oink: Pot-bellied Pig People can let out an unsettling squeal that rattles opponents that hear it. Targets in Close range must make a WIS test or become shaken, suffering +2 on all rolls for 1 hour. A target that succeeds on the roll is bolstered and cannot be affected again for 24 hours.

Bite and Swallow Whole: Pot-Bellied Pig People can attempt to swallow a target whole. The HD of the Pot-bellied Pig Person determines the chance of occurrence- **1 HD:** 19-20; **2 HD:** 18-20; **3 HD:** 17-20; **4 HD:** 16-20. If the character's DEX test falls in that range and is not successful, they are swallowed immediately. If DEX test falls in that range and is successful, they can make another DEX test to dodge out of the way. If that fails, they are swallowed whole. Pot-bellied Pig People can swallow a medium or smaller target whole, which fills up their stomach, causing it to become taunt and rotund. A swallowed target suffers damage each round and can only be pulled out by another target as they are too cramped to move.



Raider

HD 1-3; RP 0-2; As Weapon (1d6-1d10)

Description: Raiders are humans that live on the fringes of society and live to steal, cheat, and cause pain and havoc for other communities of the Ruined Earth. They often are led by the biggest and strongest of their community. They will use any dirty tricks they can to give them the upper hand when attacking a settlement, caravan, or adventurers.

Special: *Dirty Fighting:* Raiders know how to fight dirty. Once per combat they can attempt to throw off their foe by kicking mud in their eye, feinting, spitting on them, etc. The target of a Raider's Dirty Fighting must pass a CHR test to avoid falling for such tricky. A tricked target is thrown off, causing Disadvantage to their next 1d3 defensive rolls.



Raider (Flaming)

HD 2; RP 1; As Weapon (2d4)

Description: Flaming Raiders are psychos who believe taking themselves out along with their enemy is the highest honor. They soak themselves in an accelerant and then recklessly charge at an enemy. Once nearby they light themselves on fire and jump onto a target, igniting them as well.

Special: *Fire!* When a target is touched by a Flaming Raider, they are ignited and take 1d6 damage per round until extinguished or dead.

Resilient: Flaming Raiders only take half damage from fire. Also, they ignore the first round of damage from the flames.

Raider Leader

HD 6; RP 2 Big Sword (2d8) or Big Gun (2d8)

Description: Only the biggest, meanest, and most cunning are fit to lead a band of Raiders. These cruel masters enjoy the pain they inflict on others, even their own band. They rule through fear and pain. Oftentimes a Raider Leader will hire their services out to others, even Sorcerers.

Special: *Thick Skinned:* Once per hour a Raider Leader can ignore the damage from one attack.

Dirty Fighting: Raiders know how to fight dirty. Once per combat they can attempt to throw off their foe by kicking mud in their eye, feinting, spitting on them, etc. The target of a Raider's Dirty Fighting must pass a CHR test to avoid falling for such tricky. A tricked target is thrown off, causing Disadvantage to their next 1d3 defensive rolls.



Robot

HD 3; RP 1; Claw Hand (1d10) or Laser Beam Eyes (1d10)

Description: Whether a remnant of technology from Ancient Earth or created by Stupendous Science, Robots can be found throughout the Ruined Earth. Some Robots act as sentries for Sorcerers, protectors of human settlements, or simply wander the wastes as their free will allows them.

Special: Immunity: Robots are immune to damage from spells.

Rocket Boots: A Robot has the ability to fly due to the rockets they have in their boots.



Rock Monster

HD 1-3; RP 3; Fist (1d6-1d10)

Description: These slow rumbling creatures are comprised of stone and mud. They are able to submerge themselves into the earth and go undetected. They tend to shy away from other creatures unless they are guarding something or provoked.

Special: Due to their rocky flesh, their RP is always 3, regardless of Hit Dice.



Skeleton

HD 1; RP 0; As Weapon (1d6)

Description: Skeletons are the remains of humanoid creatures that have been reanimated by a Sorcerer, through Stupendous Science, or some other nefarious means and wander the Ruined Earth as a blight. Some Sorcerers use them as foot soldiers.

Special: Skeleton take half damage from all physical sources except bludgeoning (i.e., a mace or club).

Sky Octopus

HD 4; RP 2; Bite (1d12)

Description: The Sky Octopus is a vicious and cunning creature that comes from the bowels of the earth and now wanders the skies of the Ruined Earth looking for prey and a place to nest. Some Sky Octopus are used as mounts by the insidious Squid Men.

Special: *Ink Lasers:* A Sky Octopus can fire up to four inky lasers from their tentacles at one or multiple targets.

Eye Beam: Once per hour a Sky Octopus can gaze upon a target, trapping them in a yellow light from their eye, like a spot light, effectively trapping them as with *Hold Person* (pg 51) for 1d6 rounds. A successful WIS test will avoid this effect.

Grab: A Sky Octopus can use their tentacles to grab a target and squeeze them for 1d6 CON damage per round. A target must make a successful DEX test (with Disadvantage) to avoid becoming ensnared. If ensnared only a STR test (with Disadvantage) will free them.

Ink Cloud: When a Sky Octopus is outmatched or wounded it will release a thick cloud of gooey ink. This effect is like *Darkness* (pg 52). The Sky Octopus then retreats.

Slug Men

HD 1; RP 0; As Weapon (1d6)

Description: Slug Men are vile, pitiful creatures that are anthropomorphic slugs. They obediently serve the horrid Squid Men as servants, foot soldiers, and even as food.

Special: *Glob:* Slug Men can scoop some of the viscous slime on their bodies and hurl it at a target. It can jam a weapon (covering it so it is unusable), stick a target to the floor, or pin them against a wall. Slug Men can do this once per round instead of attacking. A successful STR test will break a target free of the glob.

Squid Men

HD 8; RP 2-3; As Weapon (2d10) or Claws (2d10)

Description: These disgusting, insidious beasts lurk within the bowels of the earth. Perhaps they've always been there; waiting, biding their time until the calamity set them free. Some whisper that it was the Squid Men who brought forth Sorcery as a cruel joke on humankind. Squid Men will lead a war party of Slug Men, human slaves, or other loyal (or enslaved) creatures to the surface to obtain goods, more captives, etc. The most powerful of the Squid Men will be found riding a Sky Octopus into battle.

Special: *Magic:* Squid Men can cast spells as a Sorcerer of equivalent HD.

Mind Control: Squid Men can use the spell *Charm* (pg 51) once per round instead of casting a spell or attacking. This use of this ability does not drain their spell slots.





The Strange Ones

HD various; RP various; Choose weapon (dependent on HD)

Description: The Strange Ones are beings that were once human, but have evolved into something else entirely, be it from the chaotic energies that permeate the Ruined Earth, alien DNA/technology influences, or the meddling of a Sorcerer. Each clan of Strange Ones have a common appearance, philosophy, and culture. To create a Strange One roll on the tables below to generate hair and skin color, special feature, their bizarre cultural habit, and special ability.

Special: See Strange One Special Feature table.

STRANGE ONE HAIR AND SKIN COLOR	
Roll 1d12 (twice)	Result
1	Dark Green
2	Yellow
3	Red
4	Sky Blue
5	Alabaster
6	Obsidian
7	Pink
8	Purple
9	Orange
10	Dark Blue
11	Golden
12	Light Green

STRANGE ONE FEATURE		
Roll 1d12	Result	Special Ability
1	Chiseled Muscles	Extra d6 damage on melee attacks
2	Four eyes	Can see in the dark.
3	Extremely Tall and Lanky	Can run faster than normal.
4	Overlarge Nose and Ears	Targets suffer Disadvantage on sneaking near Strange One.
5	Small and Squat	Disadvantage on hitting Strange One.
6	Frail Body	Suffers extra 1d3 damage from physical attacks.
7	Four Arms	Gets up to four attacks a round.
8	Large Tusks Jutting Out of Mouth	Bite attack.
9	Overlarge Hands and Feet	Can climb surfaces easily.
10	Two Heads	Immune to mind-altering effects.
11	Bark-like Skin	Increase RP by 1. Can blend in with trees (Disadvantage to spotting Strange Ones).
12	Bulbous Head	Bulbous Head Can cast any three Sorcerer spells once per day.

BIZARRE STRANGE ONE CULTURAL HABIT

Roll 1d10	Result
1	Chant and dance every day as the sun sets.
2	Pierced ears, lips, and nose. Adorned with colorful bone, gold, and jade jewelry.
3	Tattooed arms and legs with intricate tribal designs that symbolize the history of their clan.
4	Not allowed to cut hair until proven self. The bravest of warriors is bald.
5	Believes ancestral spirits guide their actions. Very superstitious.
6	Sacrifices animals and bathes in their blood on their most important holiday.
7	Aggressive gladiatorial-style fights determine station and rank within the society.
8	Fascinated with Ancient Earth technology and revere it, even if they don't understand it.
9	Believes Matriarchs are prophets. The Matriarchs are wrapped in itchy binding fabric and suspended upside down while they inhale potent hallucinogens to gain portends into the future.
10	Greatly fears the dead. Suspicious of Death Priests. Burns the dead and mixes their ashes with cleansing holy water, insect goo, and herbs before dumping them in to a large pit.





Tele-path

HD 6; RP 2; Fists (2d8) or Screen Blast (2d8)

Description: The Tele-path has the body of a human and the head of an Ancient Earth television set. Most Tele-paths have flat screen televisions for heads, but there are rumors of ancient, more powerful Tele-paths that have tube televisions for heads (increase HD to 8) and the ultimate Tele-path, which not only has a tube television for a head, but aerial antennas as well (increase HD to 10, Armor to 3, and cannot be snuck up on). Tele-paths live for adoration and high ratings. Tele-paths usually dominate and command a group of loyal subjects, be they cultists, apemen, or even an entire village of humanoids.

Special*: *Rerun:* A Tele-path is able to rewind time and make a PC live an effect for a second time. This could be a critical fumble, getting attacked again, etc.

Static Existence: The Tele-path is able to encase a creature in a field of digital static, effectively freezing them in time. The target is allowed a Wisdom save to avoid this effect. This effect is canceled should the Tele-path choose to do so or if it is slain. Powerful Sorcerers can use their magic to cancel the effect as well.

Sports Commercial: The Tele-path bolsters their followers with commercials that promote physical enhancement, sports drinks, and attractive, sexual images. All followers in a Nearby radius gain 1d6 HP and +2 to damage. The effect lasts for 1 turn.

Infomercial: The Tele-path plays a boring Ancient Earth infomercial to captivate an audience. All targets looking at the Tele-path must make a Wisdom save or become riveted by the commercial. This functions as Hold Person (pg 51).

Hypersonic Static: The Tele-path blasts a target with static. They must succeed at a Wisdom save or become confused and unfocused, being unable to act until they succeed at a new Wisdom save (with Disadvantage)

Beloved Cartoon Character: The Tele-path shows episodes of Ancient Earth's most beloved cartoon mouse at up to three targets within a Nearby area. The targets must succeed at a Wisdom save to avoid falling under the control of the Telepath. This functions as Charm (pg 51). If a player character critically fails the save, they also lose 1d4 Wisdom permanently. NPCs get a Luck Roll to avoid falling permanently under the control of the Tele-path. Only slaying the Tele-path will set them free.

*A Tele-Path can use each of these abilities once per day. 8 HD Tele-paths can use them once per combat. 10 HD Tele-paths can use them once per combat and one of the abilities an additional time.





Violet-Brained Venus Flytrap

HD 2; RP 0; Thorny Vines x2 (2d4) or Bite (2d4)

Description: These creatures live in the thick jungles and wait for large prey to come their way. They use their thorny vines to attack a target and move them to their massive, toothy maw. The Violet-Brained Venus Flytrap is capable of uprooting itself and traveling (albeit slowly) to another location.

Special: *Brain Blast:* Once per hour the Violet-Brained Venus Flytrap can release a wave of energy at any target(s) in a Close radius. Targets in the radius must make a successful WIS test or be stunned until they succeed.



Vulturefolk

HD 1-3; RP 0-1; Claws (1d6-1d10)

Description: These fetid creatures live off the putrid meat of the dead, and prefer areas of decay to cleaner, drier climates. While many tribes of Vulturefolk will attack humanoid settlements outright, looking for a meal, some will attempt to barter or form an uneasy alliance. However, it doesn't take much for a Vulturefolk to rescind their promise and still attack the settlement.

Special: *Fly:* Vulturefolk can fly quite fast. While flying, ranged attacks against them are made with Disadvantage.

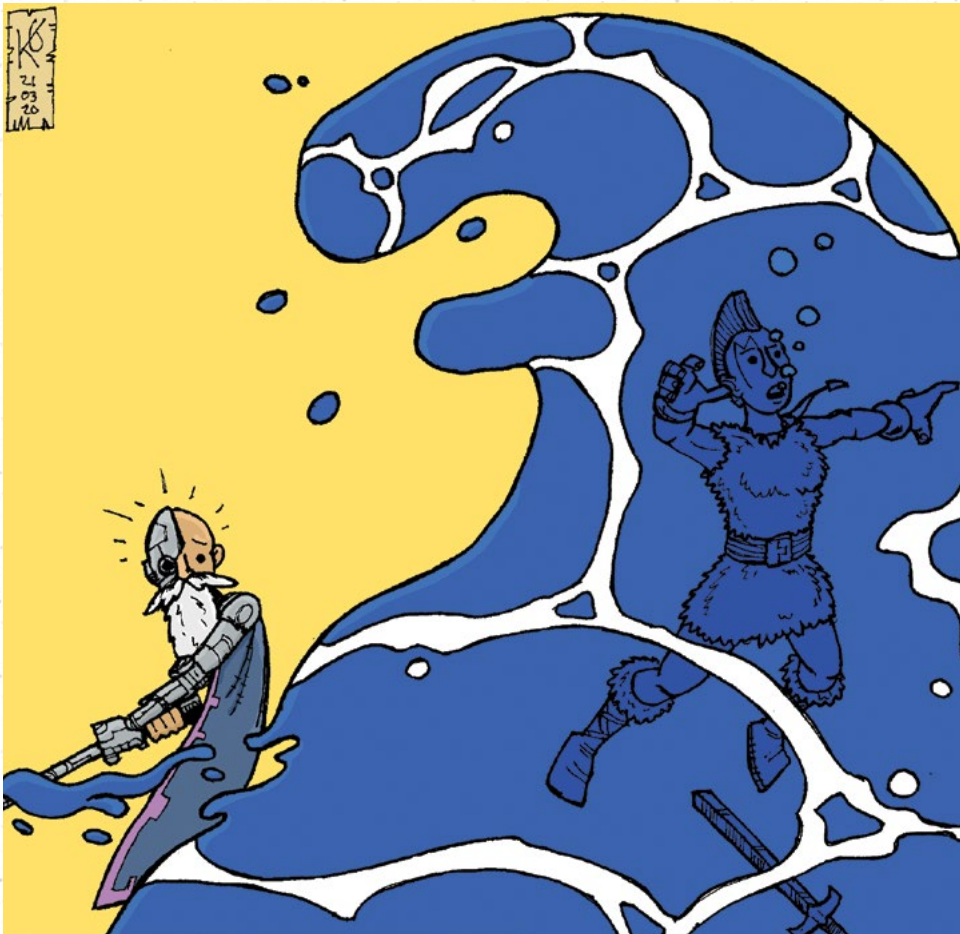


Warlock/Witch

HD 1-5; RP 0; Claws or Staff (1d6-1d6+1d8)

Description: Witches and Warlocks are the result of a defect or abnormality that occurs to a Sorcerer fetus in utero. Calling a Sorcerer a Witch or Warlock will quickly earn their ire, as they view these beings as lesser, pathetic creatures. Warlocks/Witches are malformed, hideous, and abhorrent. Their petty and vindictive personalities are only overshadowed by their jealousy of Sorcerers, who they often plot to undermine or overthrow.

Special: Spells: Warlocks/Witches are not strong magic users and do not “know” spells in the same manner as a Sorcerer. Warlocks/witches can only cast three spells from the Sorcerer spell list (pp 51–54) before becoming fatigued (making all future spell rolls with Disadvantage). They also can use any of the Death Priest Miracles (pp 35–36) a number of times equal to their HD.



Water Weird

HD 3; RP 0; Water Whip (1d10)

Description: Humanoids have learned to fear fresh streams, rivers, and lakes for fear that a Water Weird lurks nearby. No one is sure what drives these creatures, only that they enjoy snagging helpless prey and holding them underwater until they drown, then releasing the body so it floats lazily away. Should a Water Weird be brought to 0 HP, they are reduced to a puddle of normal looking water. If this happens while the creature is in water, it will reform and be at full health within the hour.

Special: *Water Body:* All damage against a Water Weird is half as effective. Fire absolutely has no effect against a Water Weird.

Snag: The Water Weird will attempt to snag a target that is close to the water source. Targets suffer Disadvantage to their INT roll to notice the Water Weird's attack. If the target fails their INT roll, they do not get a chance to avoid the attack, if they do succeed they may roll a DEX test to avoid as normal. A target that is submerged is throttled by the Water Weird, suffering 1d4 CON damage per round as the air is knocked from their lungs. A successful STR test (with Disadvantage) will allow them to break free. If their head breaks the surface of the water, they instantly regain 1d6 CON back, although the Water Weird will attempt to snag them again.

A target that has lost CON from drowning will regain all lost points after an hour of rest.



Zombie

HD 1; RP 0; Claws x2 (1d6) or Bite (1d6)

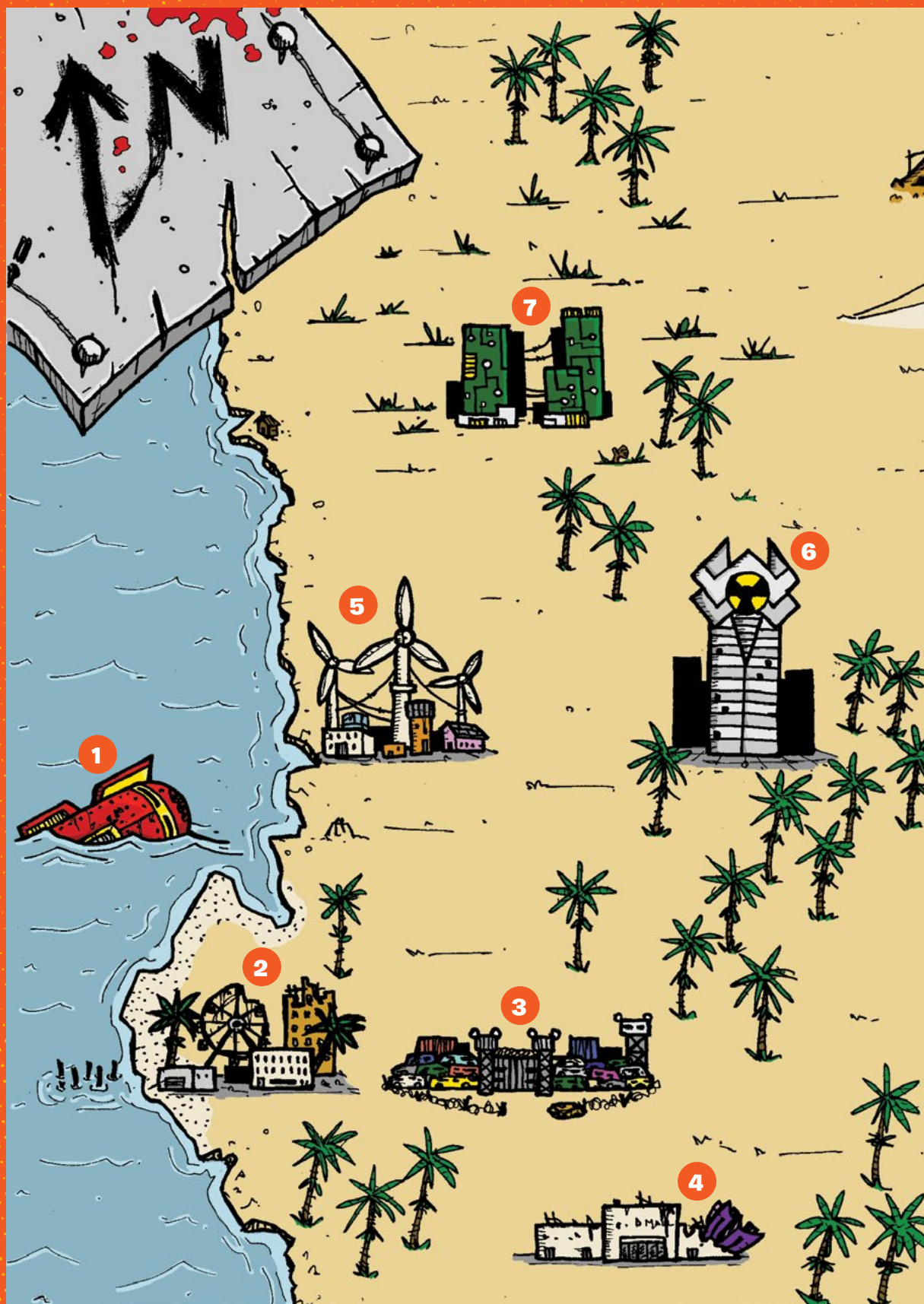
Description: These disgusting corpses are the result of vile magic cast by a Sorcerer. These corpses of humanoid are used to terrorize settlements or as cannon fodder before a Sorcerer's invading army.

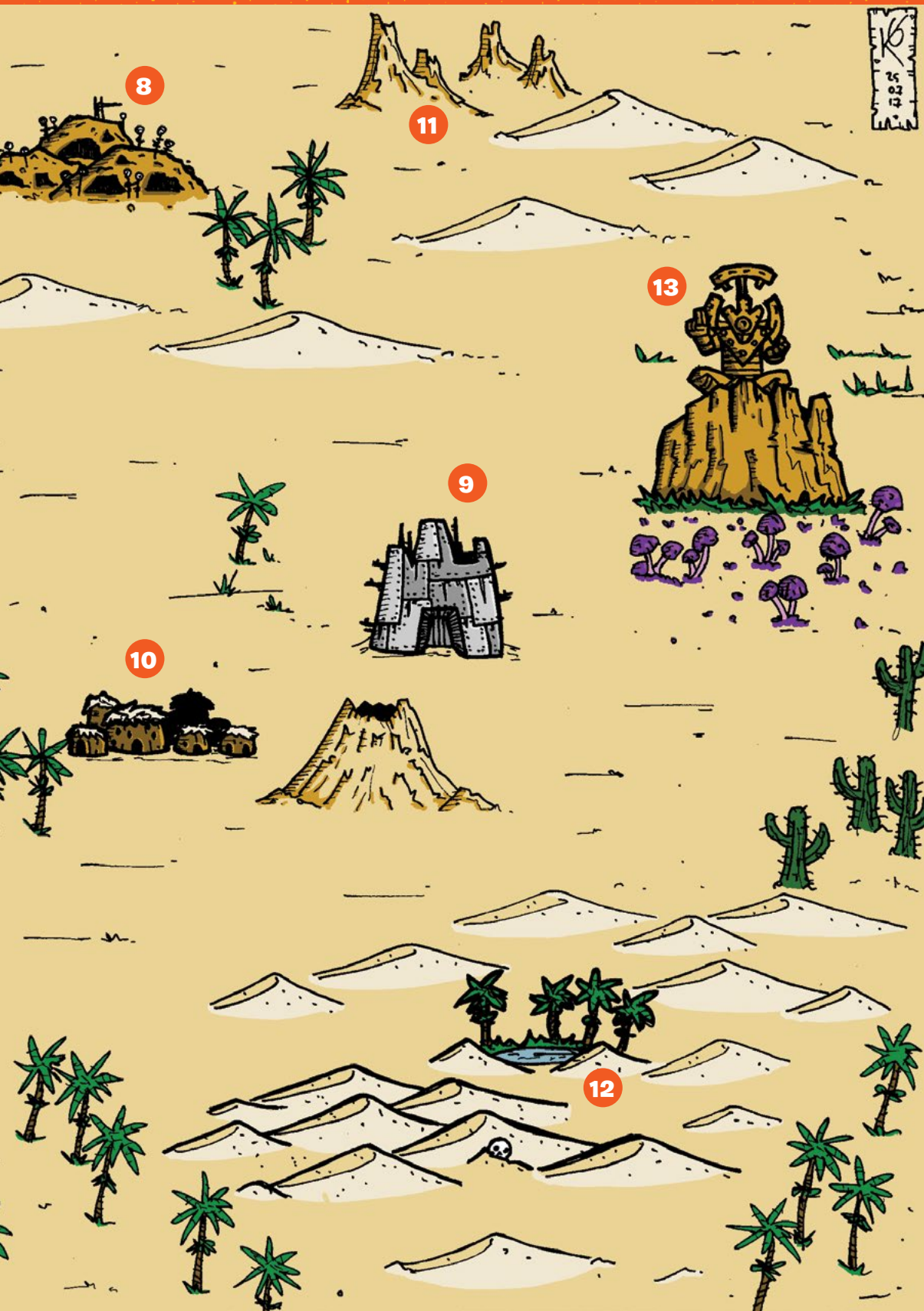
Special: *Horde:* If more than one zombie is attacking a target, the defender suffers Disadvantage to their Defense roll. Also each zombie gains +1 to damage.

Undead: Zombies take half damage from all sources, except fire. A zombie that is reduced to 0 HP becomes a lifeless corpse for 1 turn before rising again at full health. Only by completely burning the bodies to ash or a Death Priest's Banish (pg 35) will a zombie finally be laid to rest.



CHAPTER SEVEN
THE
WESTERN
LANDS





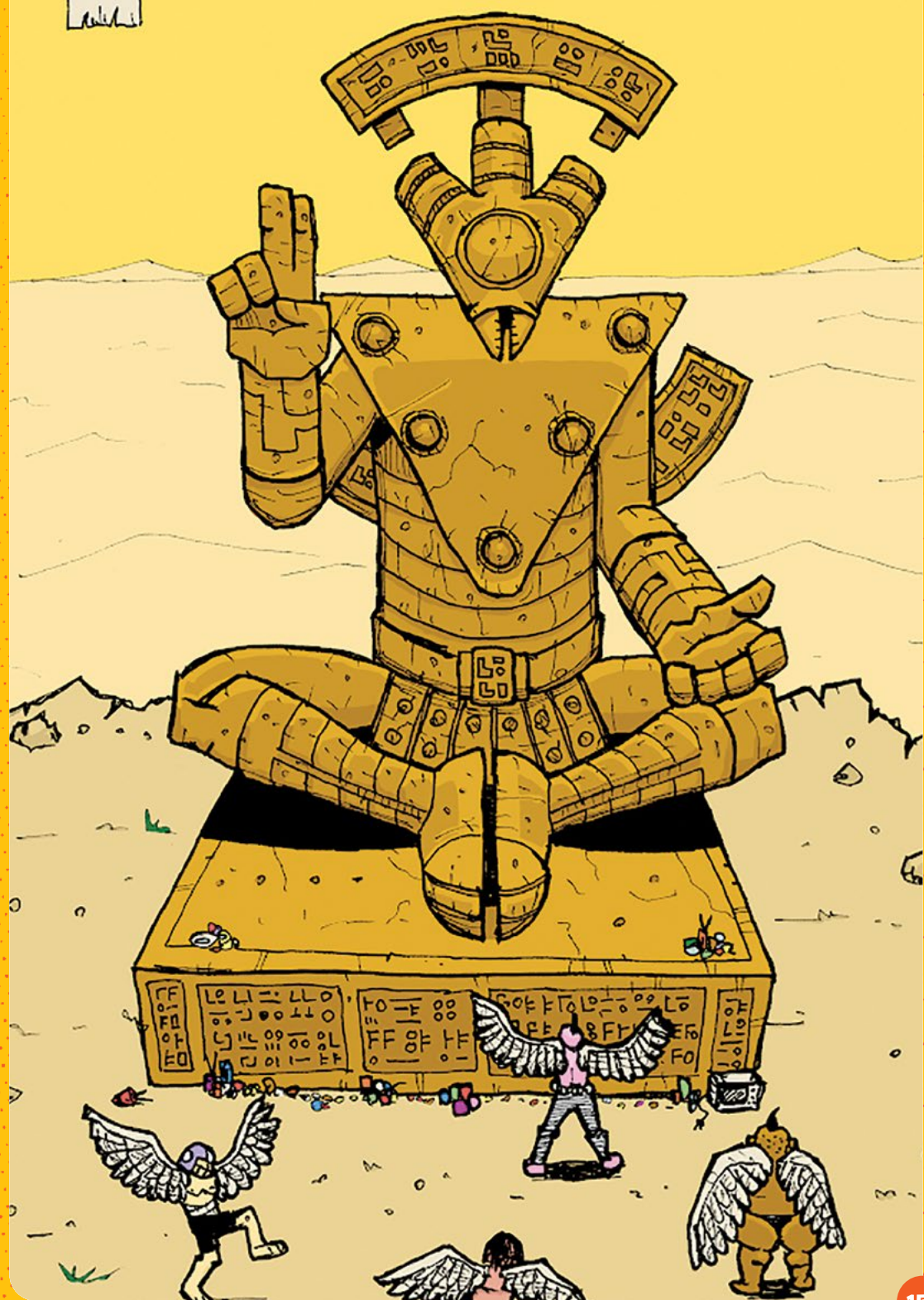
The Western Lands occupy the area known in the Ancient Earth as California, specifically the area around Los Angeles and Santa Monica. It is a blighted desert filled with raiders, cultists, bizarre monstrosities, amazing Stupendous Science, and Sorcerers!

For Encounters roll 1d6. On a 1-2 there is something of interest. To determine what, roll 1d6. If the result is even, it is an interesting location (see pages 94–96). If the result is odd, the group has run into an encounter (see page 97).

Map Key

- 1 The Wreckage of the Sorcerer Aluminum Ivan's Devastation Machine**
 - Metal is covered in barnacles, rust, and seaweed.
 - Crashing of waves ding and clang against the structure.
 - Many of the internal areas are powered and full of wondrous treasures and deadly monstrosities.
- 2 The Ruins of Santa Mo (Ancient Earth City Santa Monica)**
 - Crumbled, smoldering, fetid.
 - Small pockets of scavengers, mutants, raiders, and monsters dot the landscape.
 - Secret lair for Gongfrath the Green. Up-and-coming Sorcerer about to make his epic debut with a Devastation Machine (pg 68).
- 3 The Village of Route 66**
 - Houses made of metal shipping crates, village walls made of crushed, stacked cars.
 - Humans work hard in fields. The village trades with scavengers from Santa Mo and caravans from Nukatomi Plaza.
 - Troubles with Grenzels the Witch are rampant. There is a powerful Ancient Earth device in a dilapidated hangar not far from town.
- 4 Shopping Mall Fortress of the Witch Grenzels**
 - Dilapidated, smells of rot, and magic. Ancient Earth devices found inside.
 - Grenzels and her cult, The Cabal of Shadows, scheme for more power. Cause trouble for Route 66.
 - Alien spaceship crashed into large department store. Aliens are battling Grenzels and her forces.
- 5 Technoenthusiasts' Energy Farm**
 - Patchwork of Ancient Earth technology and stolen Stupendous Science devices run the farm's equipment.
 - The devices are run by water wheels and wind turbines which constantly generate energy. The energy is sold to Route 66 and Nukatomi Plaza.
 - Technoenthusiasts are fringe humans with a fascination for Ancient Earth technology, to the extreme.
- 6 Nukatomi Plaza, The Last Human Kingdom and the Ruins of Los Angeles (Ancient Earth City Los Angeles)**
 - See page 153–157.

11
10
17



7 Technodabblers's Circuitry Fortress

- Structures are built from large circuit boards. All are connected via circuitry built into the streets.
- Bio-engineered humanoids wander the streets. Humans (deemed inferior) are slaves, servants, and fodder. Outsiders beware.
- Technodabblers, emaciated, cadaver-like, and cruel, rests on his throne in the Processor Tower.

8 Snakemen Village

- Earthen mounds with holes leading to extensive underground network of tunnels.
- Spears, arrows, bones, and shed reptilian skin dot the sand around the village.
- Human slaves toil tirelessly in the Violet Cactus fields.

9 Fortress Ruins of Glanora of the Sands

- Dilapidated, crumbling, and terrifying.
- Screams and cackling echo through halls.
- Fortress holds Stupendous Science device in the lowest basement.

10 Sand Drifter Village

- Single-story brown huts constructed of coarse material.
- Isolated villagers, mistrusting of outsiders.
- Pig Raiders (pg 128) have been attacking those who venture too far from the village.

11 Ravaging Dunes of Time

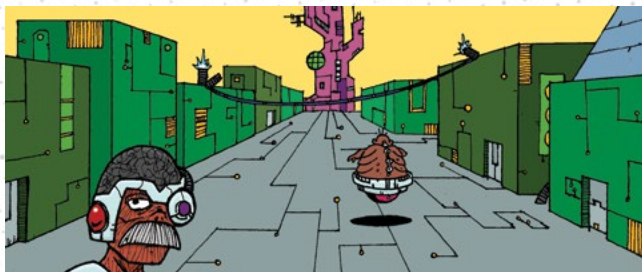
- Soft silky sand, various colors from golden to black.
- Sand always blows in opposite direction than the wind.
- The cult Guardians of Time have a temple hidden beneath the dunes.

12 Shifting and Dancing Oasis

- Pristine waters, clean and inviting.
- A Water Weird (pg 144) is here, guarding the waters.
- The tomb of Sophis the Proud is hidden beneath the sand dunes here.

13 Imperceptible Bluffs of the Winged Mutant People

- Extremely high bluffs with colorful vegetation (some alien in origin).
- Winged mutants circle the air like vultures, acting as sentries.
- Large stone statue of Haputra, a Cosmic Being worshipped by the Winged Mutant People, rests atop highest bluff.



The Nukatomi Plaza

This massive Ancient Earth arcology was constructed in the year 1987 in Los Angeles and was the headquarters for the Nukatomi Corporation as well as a source of commerce, residence, and government offices. The remaining records left on the few Ancient Earth computers that work tell the scribes that much.

Now, in the Ruined Earth, the Nukatomi Plaza is the only known kingdom of humanity. This two hundred story tower stretches high into the skyline of the ruins of Los Angel, its windows gleam in the light of the red-tinted sky. The plaza is capable of housing over 150,000 people comfortably, but no one really knows the current population.

Every ten floors are considered a “block” and are overseen by a gang, elected official, dictator, or some other form of representative. All convene on the top floor where they report and pay tribute to the head of it all, Lightning Jack, who sits on his high-backed metal throne. From his seat atop the tallest building in the known reaches of the Ruined Earth, he amasses power and plots machinations.

Nukatomi Plaza is a place of opportunity. Some blocks are clean, have electricity, medical care, and education. Others are dark, fetid, and dangerous; gang violence, murder, and drugs are the orders of the day. While there is competition between blocks that sometimes turns into violence, outright war is illegal and not tolerated by Lightning Jack and punishment is meted out by his Sparkers. Trade is active between most of the blocks, for each has something the other needs or wants, however sometimes the price is just too high, and taking by force is a better option.

The ground floor of the plaza houses a large bazaar where each of the different blocks and traveling caravans sell their wares, ply their trades, and seek needed goods in ramshackle tents. Food shops, gambling dens, prostitution rings, drug dealers, and fences all attempt to get travelers and those who live in the plaza to buy their goods. Lightning Jack’s Sparkers have a constant presence on the ground floor, making sure no one steps out of line, causes too much trouble, or goes against any of Lightning Jack’s decrees.

Sorcery is not tolerated in Nukatomi Plaza, and most peaceful Sorcerers tend to avoid this place (or hide their identity). Since many of the citizens of Nukatomi have been under the tyranny of a Sorcerer at one point or another, those Sorcerers that do enter the plaza are met with distrust, hatred, and outright violence.

Immediately outside Nukatomi Plaza are the Grand Garages, where motor gangs repair their vehicles, and pay a high price for fuel and parts. Near the garages are several farms, where slaves and indentured servants toil tirelessly to provide food for the plaza. Many of these people are criminals or exiles, or the poor souls owe Lightning Jack in some fashion or another.

Surrounding the plaza, the ruins of Los Angel are filled with small pockets of settlers, scavengers, bands of raiders, and twisted, dangerous creatures. Treasure, useful trinkets, and even Stupendous Science devices can be found by a keen eye and dedicated scavenger in the rubble of the Ancient Earth city, not to mention all the grand devices and treasure from the remains of an epic Wizard’s War which occurred in the ruins of Los Angel over a thousand years ago.



CREATING BLOCKS

Give each block a theme/feel, create a leader (or group of leaders), and give the block an interesting location/thing, and a problem for the players to discover.

Some sample blocks are listed below.

SAMPLE BLOCKS	
Roll 1d8	Result
1	Rumble Block: This block is governed through brute force and resembles a feudal system more than anything else. People are forced to do dangerous work with little or no compensation save for some food and water. The block is filthy, has no electricity, and smells of vegetation, fertilizer, and mildew. Leader: Klicks is angry, vicious, and heavily scarred. Klicks leads with brutal control and will not tolerate any challenge to their authority. Hates Beastmen and Sorcerers. A group of enforcers goes throughout the block to bully and do Klicks' will. Interesting Thing: The Pit—There is a fighting pit where Klicks forces people to fight in bloody romps. Some fights go too far, ending in a participant's death. Interesting Problem: Recently Klicks' mother was poisoned and died. Klicks' already tenuous grasp on reality has been stretched, and fears assassination plots from within. Now Klicks is gearing to go to war at the slightest provocation from the other blocks.
2	Healer's Ward: This block has decent medical care and oftentimes gets people from other blocks coming for aid. The block is decently clean and kept in repair, has electricity, and smells of aromatic cleaning agents. Leader: Finder has keen, sharp eyes and has been a scavenger for as long as anyone can remember. Most of the medical devices/technology and knowledge that are applied on this block have been found during excursions into the ruins of Los Angel. Finder is shy and quiet, preferring solitude over large gatherings. Interesting Thing: Finder has a bowling ball-sized chunk of the moon which is worshipped as a Cosmic Being. Many of the people of Healer's Ward believe the rock speaks directly in their mind, and it glows when they pray to it. Interesting Problem: Recently one of the Healer's Rooms was ransacked for medicinal supplies. The Healer's family was knocked unconscious and swears they didn't see who did it. The Healer was killed, a scalpel in their head.
3	Zang's House: Gang violence and drugs and other illicit trade are the ways of this block. Many of the thugs of this block are good with mechanical parts and tend to venture out into the ruins on Ancient Earth vehicles in search of scrap and parts. Around the block sparks pop and fly from metal working, engine parts line the hallways, and it smells like oil. Leader: Zang is a ruthless cutthroat who took over this block years ago and has remained on top ever since. Zang has a gang of thugs who oversee drug manufacturing on the block and distribute to other blocks and caravans. Interesting Location: The Smoke Den—This den of ill-repute is a haven for those wishing to escape the harsh reality of the Ruined Earth. Drugs, digital entertainment, and distractions of the flesh are all to be found in the Smoke Den. Interesting Problem: One of Zang's new drugs, called the Purple Eye, has become tainted and instead of putting the user into a lethargic, serene state, it causes them to become irate, violent, and stronger than normal. Zang wants to know who ruined his drugs and exact revenge. Unfortunately, Zang is still selling the drug, regardless of its effects.

SAMPLE BLOCKS (CONT.)

Roll 1d8 Result

- 4 **The Growers' Block:** The block grows food, either by assisting the farms in the ruins below, or through the baskets they have constructed to hang on the outside of the plaza. They collect and store water in large basins, willing to trade the needed resource for other goods. The block is dirty—with heaps of soil and fertilizer piled in the halls, has no electricity, and smells of vegetation and earth. **Leader:** Red Eye has a cybernetic eye with a red lens which was forcibly installed by a Sorcerer when younger. Red Eye is quiet and terse, but will not abide any bullying or violence against their people. **Interesting Location:** The Alien Garden—A large greenhouse was built on this block and the dirt used to fill the pots was alien in origin. The result is a large, beautiful garden with bizarre alien flowers, trees, and other vegetation. Some of the vegetation is actually incredibly dangerous, like the Life Leech Plant, which drains the life force of those that get too close. **Interesting Problem:** Heathens and thugs from another block (or perhaps several) are harassing the Growers' Block, threatening violence if the growers do not relinquish more food to them.

- 5 **Halo Block:** The block has several bits of working Ancient Earth tech that they use to make medicine and drugs that are traded throughout the plaza and sent on caravans. All citizens on the block are taught to read and write so they can help create concoctions that will earn The Observer coins, favors, stature with Lightning Jack, or needed goods. The block is clean, has computers and is lined with lab benches where people are hunched over, busy at work. The block smells clean and sterile and has working electricity. **Leader:** The Observer leads this block with cold, calculated efficiency. Time cards, whistles, and calculations, are part of the rhythm and flow that govern the actions of the citizens of this block to make sure the highest level of output is achieved. Those who are unable to deliver enough often find themselves exiled out of the plaza or are left hogtied in a less desirable block. **Interesting Location:** The Chop Shop—The Observer has created a cybernetic shop that will replace people's organic bits with cold, efficient technology. No one knows how The Observer obtained this piece of Stupendous Science, but many feel it is a cause of concern. **Interesting Problem:** An explosion rips through a large portion of a floor of the block. Several people are injured and killed. The Observer is sure that this is the work of a Sorcerer who was after Stupendous Science devices and other supplies that can only be obtained on the block.

- 6 **Park Block:** This area has become overgrown by plants and vegetation. Rumors have it that it was the work of a magical ritual gone wrong. The citizens here live, because there is no choice, in a balance with the nature of the block. There is no electricity and the sounds of birds and small wildlife greets the ears. **Leader:** Vin is an agile youth that took up the mantle of leadership after the previous leader was killed by Lightning Jack. Vin has made many mistakes attempting to lead the Park Block, the growing pains of learning, but the citizens of the block are accepting of these mistakes, desperately hoping Vin can make everyone's lives a little better. **Interesting Things:** A large tree grows in the block, and no matter how much is trimmed from the tree, it grows back within a couple days. The inhabitants of this block treat the tree with some reverence and caution, for they have come to depend on the almost never-ending supply of wood, but wonder what the cost of this miracle will be. **Interesting Problem:** Whatever sorcery that has created this strange phenomenon to manifest on this block also occasionally allows terrifying monstrosities to appear. A predatory hybrid animal (pg. 120) stalks the inhabitants, taking its prey in the dead of the night.

SAMPLE BLOCKS (CONT.)

Roll 1d8 Result

- 7 **Feral Block:** This block is decorated with animal pelts, heads, and other animalistic pieces of art. The people of this block wear animal skins and pelts and heads, which they believe can be used to channel the animal's spirit. Ferals are usually hired out as protection on excursions into the Ruined Earth. **Leader:** Guard Dog believes in the order of the pack, dealing with problems and challenges to authority in a vicious fashion. Guard Dog cares for the citizens of this block, for they are members of the pack, and will not tolerate violence against them. Ferals are usually at war with at least one other block due to some perceived slight. **Interesting Location:** The Celebration Hall—A large area has been created for Ferals to come together to party and gorge themselves on drink and food. Many Ferals will sleep together here in a large gathering of bodies pressed together, like a pack of wolves. **Interesting Problem:** A splinter faction of Ferals has formed and are challenging the ways of the block and the leadership of Guard Dog. The block is nearing a state of civil war and other blocks are worried the violence will spill into their territory.
- 8 **The Slums:** This block is a haven for hoarders, scavengers, and riff raff. Junk is piled high throughout the halls and rooms. There is electricity on this block, but it shorts out from time to time. The block smells stale—of sweat, dirt, and hardship. The citizens of this block work hard and play hard. They constantly venture into the ruins of Los Angel (and some even further) to find valuable treasures. **Leader:** Tinker Tot is an eccentric and eclectic leader. Playful and joyous, but liable to fly into a storming rage without warning, then back to being playful just as quickly. Tinker Tot loves fiddling with gizmos and gadgets. The halls of the Slums are filled with Tinker Tot's devices—some work, some don't. **Interesting Location:** The Sloppy Noodle Shop—Known as one of the most delicious food joints in many blocks. The noodle shop is run by an ancient and withered Vek called Ren. **Interesting Problem:** One of Tinker Tot's devices works too well and has caused a rift to open in realty, connecting another dimension to this one. What sort of beings will come through? What will happen if someone travels through?



APPENDIX B – BONDS

A GM may desire that members of the group have a quickly established bond at the start of the game. This gives them a reason to be traveling together. After all characters have been created, have each player roll 1d6 and consult the chart below. Tell each player that they have five minutes to create a story for their character that fits the event they have just rolled and that it must include the player to their right. Once the five minutes have elapsed, have each player introduce their character and describe the events of their story. The other player involved is welcome to embellish the story to develop their character more as well.

EVENTS CHART

1. **Tough Times:** You've had hard luck. Something bad has happened in your past. Maybe it was your fault, maybe it wasn't, but either way people got hurt.
2. **Good Times:** You've had a string of good luck. Something positive has occurred in your life.
3. **Someone Likes Me!:** You met someone in your travels who has now become a true friend. How'd this happen? Who are they? Where do they live?
4. **Life Can Get Complicated:** You somehow got yourself in a pickle. How'd you get out? Who saved you?
5. **My Enemies Lie Dead at My Feet!:** You triumphed over something, be it a person, monster, or other challenge. What was it? What happened?
6. **Knife in the Back:** Someone betrayed another. Were you betrayed? What happened? Do you have an enemy seeking revenge?

***Example:** After character creation, the GM has all the players roll 1d6 then consults the Events Chart to tell each player their result and explain that their event must also involve the player to their right in some fashion. After doing this and a few minutes have passed, the GM asks Diana about her character. She explains that she is playing a Scavenger (pg 27) and that she rolled a 4, getting the Life is Complicated result. Diana describes a story of how she had tried to sneak into a human settlement in an attempt to steal some of their Ancient Earth technology and she was discovered by a Barbarian (pg 22), (who is Ravi's character—the player to her right) and that he took pity on her character's scraggly, emaciated appearance, and invited her in for food. They have been friends ever since.*

Ravi then adds a small bit about how the tensions between his character and the village sheriff have finally spilt over because Ravi refused to turn Diana's character in, so they decided to leave and adventure together.



APPENDIX N – INSPIRATION

Thundarr the Barbarian (seriously go buy this if you don't own it; it's amazing)
(TV series)

The Black Hack (RPG)

Pirates of Dark Water (TV series)

Conan the Barbarians books by Robert E. Howard

The Black Plot (Music Video, High On Fire)

Gamma World (RPG)

He-Man (TV series)

Mad Max series (Movies), specifically Mad Max: Fury Road

Heavy Metal Magazine

Dying Earth series by Jack Vance

John Carter of Mars by Edgar Rice Burroughs

Wizards (Movie)

13th Warrior (Movie)

**Stay tuned for more adventures with Zora the Barbarian,
Rhatu the Sorcerer, and Ahtook the Beastman
as they battle evil across the Ruined Earth!**

KICKSTARTER BACKERS

Mark Featherston	Johnny F. Normal	Kelley Rogers
Stephan	Samuel E Burns	Martin Thomas
Max Vanderheyden	Ben Ferguson	Thos
Diogo Nogueira	Richard Watkins	BigfootVsYeti
Robertson Sondoh Jr	Denis Gaty	Janus Kimeran
Tobias Tarnvik-Laesker	Jason Connerley	Matt Kirkhart
Matthew Moore	David Rollins	John Griffis
John Edwards	Fred Herman	Sun Yat Babbo
Gary Anastasio	Adam Muskiewicz	Philip Hindely
Tom Ladegard	SwiftOne	Dwight Fidler
Charles Fodel	Chad Robb	Ryan Percival
Travis J I Corcoran	Al Fukalek	Dr. Matthew Ruane
Pete York	Jim "Wilmanric" Pacek	Donn Stroud
Candy Corpse	Scott Weber	Mattia Norando
Frank Zappa	Leighton Connor	Kisa Gryphon
Ralph Mazza	James Unick	Justin S. Davis
Wes Baker	Keith N	Matic Kačić
The Disgruntled Poet	Ido Magal	Jeff Scifert
Jack Gulick	Dan Tvrz	Joemts
Andrew St Laurent	Brett Slocum	Jason Lund
A.C. Severin	Markus Linderum	Kestrel Peak Publishing
Tom Wisniewski	rom rom	Jeff Hollis
Patrick P.	Chad (Blood Axe, Starslayer)	Nick Morais
D. E. Weeks	Gordon Richards	Jordan Block
Frank Reding	Ryan Moore	Peter Engebos
Matthew House	David Bresson	Sean McCoy
William King	Daniel C. Barton	K.C. L'Roy
doddwaco@gmail.com	David Cinabro	Jeff Wells
Jake Bruce	Russell Hoyle	Kevin Morrell
Jo-Herman Haugholt	Jay K Krank	Yuna Ulc
Ben Grisanti	Niall Boyd	Tony A. Thompson
Chris Carpenter	Kip Corriveau	Eric Salzwedel
Mark Sable	Frank Romero	Guy Hoyle
Thalji	John 'johnkzin' Rudd	Daniel Norton
Griffin D. Morgan	Trevor Hirst	James ME Patterson
Fatguycomics Comics	Dominic Lopez	Leo Mähönen
Jim Lewis	Ragnar Hill	Larry Haught
Adam Scholtes	Brian "Commodore Stargazer" Whitcraft	Jarad Cornett
Miguel F Santiago Irizarry	Ben McFarland	Roger C. Jones
Claude Féry	Deadeye Jake	Dom Vescio
Scott Jarvis	Brandon Krouse	Joshua D Garcia
LongCon Matt		Mike Bunch

Brian Christman	Patrick Sandoval	BenT
C.R. Brandon	Cory Jacques	Brendan Tobin
Oldercloud	Alaric Shapli	Ray Otus
Aron Clark	Joseph "Ofletar the Old"	9th Level Games
Royce Richardson	Hepler	Angelo
devilmonkey	Mark Eckenrode	Jason Abdin
Apollo	Matthew Start	Jeffery Sergeant
Dr. Tyler Brunette	THE Donnie	Peter Walis, Esq
Don McNabb	Christian R Leonhard	Patrick Henry Downs
Dave Insel	Belgos of the Dusk	Jonathan "Buddha" Davis
Bob & Jen Brinkman	Jim Clunie	Michael Harrington
Carmin Vance	Paul Sheppard	AmunPtah
AndyD	Sylvain "Dr Sly" Pronovost	William "Kaiz" Powell
Jed McClure	Mark Kriozere	Ben
Rick LaRue	Claes	Vors
James A Vargas	Chris Waldrip	Alain Vendevogel
Karl Rodriguez	Edward L. Fadigan	a1ph4g33k
Ken McLennan	Philip Reed	Ian A. Richmond
Ian Dupré	Free Thrall	Josh Eaves
In memory of George Wilson	Steve Johnson (Hex Games)	Carl Wiseman
CharlieAmra	Omer Golan-Joel	Daniel J. Bishop
Tyler Crumrine	Chris Herrell	Ramanan
Omar Ahmadein	Todd Stephens	Bartek Ewertowski
Martin J Teply	Christopher Maikisch	너블레기
Evan and Sarah Edwards	Vincent E. Hoffman	EpicMeanderings
Acar Altinsel	Stephan Szabo	Dan "MaxHavic"
Courtney	SMIF	Ryan Curtis
Parrish Kinsey	David Wolf	Ted Novy
Anna Johnson-Betty	Judd M. Goswick	Nate Ng
Randall D Bailey Jr	C. Ian Avery	David Jones
Daniel Russell	Nicholas Perrett	Karl Knutson
Steven Watkins	Riccardo "Musta" Caverni	Rev. Keith Johnson
michael almond	politescott	Landon Kanillopoolos
Josh Mattern	BoxCornersDiety	Matteo Morra
Jordan McIntosh	Simon Dale	Candi & Chris Norwood
Paul Wilde	Matthew "Ogrebeef" Seagle	Silas Petersen
Alex Anderlik	Raymond Weidner	Daniel, Trista and Eleanor Robichaud
Rudy Randolph	John Loner	Aleksandr Shermeen
Steven Ward	Craig Hackl	Lane Abshire
The Circle Gherkins	Jaesz Feher	Adam B. Wells
William Roe	Rodrigo M. A. Fernandes	Trip Space-Parasite
Handy Haversack	Sam Curry	GallyCat
Eric Drennon	Amel	Joe Farkas
	Snifflin Drake	

Boulder Bender Productions
 Nick Roark
 Zack Norwig
 Felix
 Marc Plourde
 Keith Clendenen
 kenny wong
 Mark Hanna
 Wilhelmenia Doherty
 Michael Hopkins
 Scott Baker
 Steven D Warble
 Michael Pfaff
 Greg Agostini
 Benjamin Nehring
 Scott Smith
 Carcass Wind
 Erik Talvola
 Bill Vee
 John Michael Hess
 Jeff Jesse
 David Semmes
 David Korabell
 James Sconfitto
 Tuck
 Jim Larson
 Max Cantor
 B.Eidsor
 Eleanor McHugh
 Steve Fletcher
 Jeremy Frost
 Chris Teeter
 Michael Poland
 K-Slacker
 Kiai Weidemann
 AEIOU and Sometimes Why
 Darren Richley
 Jim Heath
 Tanner Yea
 Tamas Jakab
 Will H
 cybersavant
 Timothy Baker
 Stanislav [Drakzar] Ivanov

Juri Tokarski
 Duncan "Kordwar" Lynch
 Reverance Pavane
 Kyle Urban
 Matthias "Logan
 McCormack" Platzer
 Serge Caron
 Jeff Hotchkiss
 Dug
 Steve Lord
 CapnSasquatch
 jason e. bean
 Bert auf dem Keller
 Charles_Bailey
 Michael Lusty-Smith
 William Fischer
 Daniel Machuca
 Robert Carnel
 Matt Price
 Mark W Bruce
 Scotland Nelsen
 Tommy Chu
 Roberto "Sunglar" Micheri
 Tim "Mike Evans Wants To
 Do Me" Deschene
 Eric Bloat
 Dark Naga
 Francesco Paparelli
 Joe McGee
 Gene Nasser and Sara
 Cooney
 Kevin Wadlow
 Thundarr the Barbarian
 Dylan "Caligula" Distasio
 Tom Cadorette
 Dave Bendit
 Low Pickett
 M.L. Nusbaum
 Kane Cathain
 edchuk
 Matt "Capatult" Wang
 Jeff Chenier
 Mark Fenlon
 Salty Gentlemen

Trevor Bramble
 Andy Action
 Philip W Rogers Jr
 Robert Bersch
 Jeff Klingbeil
 Josh "Bernie the Flumph"
 Burnett
 Yes The Mommy Skeletons
 - Pettinato
 Matt Silver
 Errin Larsen
 Adam Moore
 Eric Bonvie
 Post Apocalyptic Sweden
 Jacob Hurst
 Joshua Clark
 Mason Carlisle
 Emma Reilly
 Matt Couch
 Brian Isikoff
 Erik Hansen
 Steven Torres-Roman
 Brian Chesnut
 Chris (Tanglebones)
 Lauricella
 Juan Francisco "Zeromegas"
 Gonzalez Garza
 Brother Tom
 Philip McElmurray
 Schubacca
 Richard Mundy
 Andrew Jensen
 Matthew Roy
 Luca Lettieri
 Mike Shema
 Cintain 昆遊龍



**THANK YOU
FOR YOUR SUPPORT!**





NAME

PLAYER

CLASS/RACE

LEVEL

STR

DEX

CON

INT

WIS

CHR

PORTRAIT
OR SYMBOL

HIT POINTS

HIT DICE

ATTACK DMG

ARMOR

DESTINY

MAXIMUM

CURRENT

WEAPON

UNARMED

CLASS/RACE POWERS

PROFICIENCIES

EQUIPMENT

LANGUAGES

LITERATE? Y N

CURRENCY

BARBARIANS OF THE RUINED EARTH

DESIGNATION OF PRODUCT IDENTITY

All proper names, place names, flavor text, Barbarians of the Ruined Earth, "DIY RPG Productions"[™] logo and the name "DIY RPG Productions"[™], are trademarks of Mike Evans, 2019 and Product Identity. Licensed artwork are the copyright and Product Identity of the respective artists, used with permission. The Name Black Hack and all artwork (in The Black Hack) are Product Identity and owned by David Black.

DESIGNATION OF OPEN CONTENT

Chapter 1 is Open Game Content as per Black Hack guidelines. All other content not designated as Product Identity is Open Game Content under the OGL.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan,

Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Black Hack, Copyright 2016 Gold Piece Publications, Author: David Black

Barbarians of the Ruined Earth, Copyright 2019 DIY RPG Productions; Author Mike Evans

BARBARIANS OF THE RUINED EARTH

**A FANTASY POST-APOCALYPTIC SETTING
USING THE BLACK HACK**



What can I say about *Barbarians of the Ruined Earth* that the tasty 89 full color illustrations packed into this goddamned book doesn't already scream at you? I mean aside from the fact it uses The Black Hack, has 4 classes and 4 races (each with cool abilities, starting gear, and tables to generate unique trinkets and life events), 7 sample traps, new magic system with 30 spells, new and fun equipment for the setting, including 12 weaponized animals, hireling and vehicle rules, 14 pieces of Stupendous Science, 60 different mutations, 18 pieces of cyberware, 11 charts and tables for GM's to use on the fly, 46 adversaries to pit your players against, a point crawl in the ruins of the Los Angeles area with 13 locations, all channeling the spirit of *Thundarr the Barbarian*, *Mad Max: Fury Road*, and *Pirates of Dark Water* and it's wrapped up in a 162 page sexy package... what else is there?! Not much, I'm afraid.

