

New Classes

Insect-Men of the Lanthanide Wastes

Requirements: DEX 13
 Prime Requisite: DEX
 Hit Dice: 1d8
 Maximum Level: 10

The insect-men are a nomadic people who roam the Lanthanide Wastes, riding upon giant gila monsters and hunting the human and dwarven fortune-seekers who trespass upon the desert landscape. Occasionally, an insect-man will become curious about the pale fleshy grub people and make its way to Denethix, where its inability to distinguish human children from tasty livestock inevitably leads to a brutal end for the adventurous bug.

Player character insect-men are of that rare breed that has managed to integrate themselves into the most despicable outcasts of human society: an adventuring party.

Physically, insect-men most resemble wingless praying mantises, and have six legs. They normally walk on the bottom four, and wield weapons and/or shields with their topmost legs. They can lift themselves upon just the bottom two legs, extending their height to 8' tall, but the middle legs are not particularly dextrous and the creatures become prone to toppling over, so four-armed fighting is not practiced among the insect-men.

Insect-man mouthparts are quite capable of the extreme contortions necessary to reproduce human speech, and

all insect man PCs know the prevailing human language, in addition to their native language of clicks and chirps. Speaking the language does nothing for relations with the locals, however: insect-men suffer a reaction penalty of +3 when dealing with humans and demi-humans.

The insect-man does have certain advantages over more traditional classes. Their chitin exoskeleton means that their AC is never worse than 5, regardless of armor worn (if any). This is good, because human armor does not fit them, and finding an armorer willing to custom-manufacture a suit for a man-eating bug is difficult.

They are also immune to most undead effects other than physical damage – to the insect-man, a ghoul or wight is simply carrion on the move, and a ghost or wraith is entirely a human concern. The one exception is the mummy – mummy-rot is especially virulent in insect-men, and they lose an additional 1d4 hit points per day when under the effects of that disease.

All insect-men are immune to the effects (both beneficial and harmful) of lanthanides and hafnium. Other intoxicants behave normally upon the insect-man physiology.

At ninth level, an insect-man may establish a cave-hive, attracting 3d6 insect-man servitors and a giant gila monster to serve as his mount.

Insect-men never exceed the tenth level of experience.

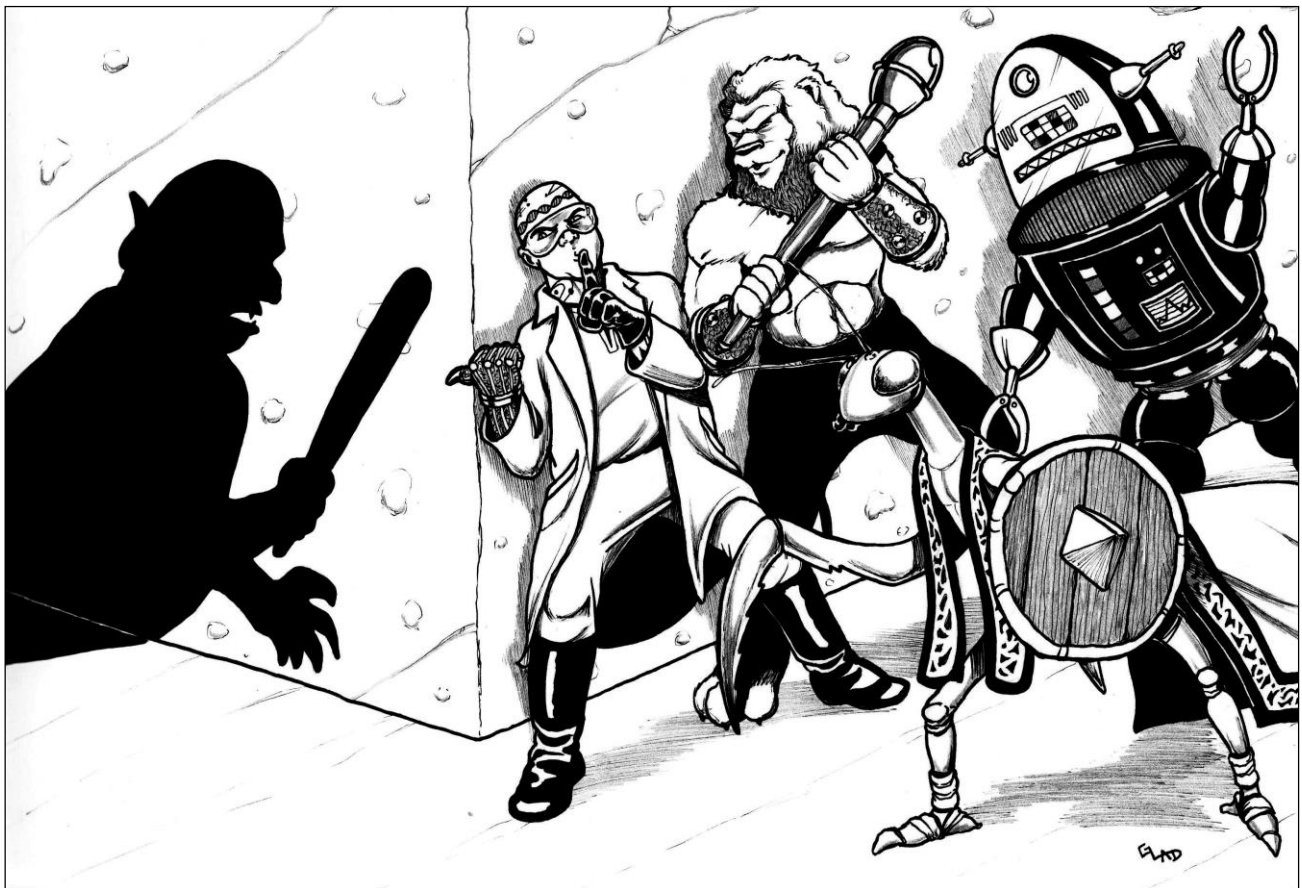
Insect-Man Level Progression		
Experience	Level	Hit Dice (1d8)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
40,000	6	6
80,000	7	7
160,000	8	8
320,000	9	9
480,000	10	+2 hp only *

* Hit point modifiers from constitution are ignored

Insect-Man Saving Throws					
Level	Poison			Wands	Spells or Spell-like Devices
	Breath Attacks	or Death	Petrify or Paralyze		
1-3	14	10	12	13	16
4-6	12	8	10	11	14
7-9	8	6	8	9	12
10	6	4	6	7	10

Insect-Man Attack Table

Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-2	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
5	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
6	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
7-8	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
9	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
10	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3



Moktar

Requirements: STR 13
 Prime Requisite: STR
 Hit Dice: 1d10
 Maximum Level: 8

Player character moktars are disturbed individuals who have decided to leave the comfort of the war-band to live among humankind.

All moktar PCs understand the prevailing human tongue – but their jaw structure prevents them from speaking it. They can only communicate in the native moktar tongue, a language of roars. Likewise, while humans (and demi-humans) can learn to understand moktarish, they are simply unable to enunciate the subtle differences in roaring that are essential to the moktar language.

Fellow player characters should be assumed to understand a moktar PC's roars and wild gesticulations,

but few NPCs will have any grasp of the moktar's intent. Moktar PCs thus have a penalty of +2 on reaction rolls with non-moktars. The language barrier additionally means that moktars are unable to hire henchmen.

Moktars are not particularly agile to begin with, and PC moktars (accustomed to living in comparatively cushy human cities) are even less so. Moktar characters thus have a maximum Dexterity of 8. Half of any discarded Dexterity points (round up) may be added to the character's Strength score (up to a maximum of 18). These additional Strength points may be counted towards the minimum requirement of 13.

Due to their size and strength, moktar characters start with two hit dice (1d10) at level 1. Their thick hides ensure that their armor class is always at least 6, regardless of the type of armor worn (if any) or dexterity penalties.

Moktars never exceed the eighth level of experience, nor do they establish strongholds or attract followers.

Moktar Level Progression

Experience	Level	Hit Dice (1d10)
0	1	2
4,000	2	3
8,000	3	4
16,000	4	5
32,000	5	6
64,000	6	7
120,000	7	8
240,000	8	9

Moktar Saving Throws

Level	Poison			Wands	Spells or Spell-like Devices
	Breath Attacks	or Death	Petrify or Paralyze		
1-3	16	8	14	14	16
4-6	14	6	12	12	14
7-8	12	4	10	10	12

Moktar Attack Table

Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7-8	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Robot

Requirements:	None
Prime Requisite:	CON
Hit Dice:	1d8
Maximum Level:	12

Robot characters start as slender exoskeletons with positronic brains encased in a relatively fragile acrylic head-shell. As it gains levels, a robot scavenges parts from other robots to enhance its strength and abilities.

Robots may wield melee and missile weapons in their pincers just as their human counterparts do with their hands. Additionally, as they level, robots build an increasingly deadly array of weapons into their arms for use in combat.

A robot does not wear armor or use a shield – as it gains levels, it upgrades its internal engines to support additional weight and constructs and incrementally improves an exoskeleton shell. A robot character does apply its dexterity bonus to its armor class.

Robots are especially susceptible to the attacks of rust monsters, taking 2d8 points of damage per round from

contact with such creatures. On the plus side, being machines, robots are necessarily immune to the effects of poison and disease.

Robots are able to self-repair at a rate of 1 hit point of damage per level over an 8 hour period, given access to a suitable source of scrap metal. Clerical healing spells have no effect on their metal bodies – only specially trained Scientists are able to speed the repair process of a damaged robot.

The positronic brains of robots are deeply sensitive to negative energy, and thus robots are vulnerable to the level draining effects of the undead. A robot losing a level will involuntarily eject hardware as the negative energy courses through its machine intellect. Robots reduced to level 0 simply fall apart, and do not become undead robots.

Robot characters follow a well-established manufacturing schedule when gaining levels, delineated below. They must have access to the remains of a higher-level robot or automaton to gain a level, as no new parts have been manufactured for thousands of years.

Robot Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
25,000	5	5
50,000	6	6
100,000	7	7
200,000	8	8
350,000	9	9
500,000	10	+2 hp only *
700,000	11	+4 hp only *
950,000	12	+6 hp only *

* Hit point modifiers from constitution are ignored

Robot Saving Throws

Level	Poison			Spells or Spell-like Devices	
	Breath Attacks	or Death	Petrify or Paralyze	Wands	
1-4	15	11	14	12	15
5-8	12	8	11	9	12
9-12	9	5	8	6	9

Robot Attack Table

Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5

Robot Special Abilities

Level	AC	Unarmed Attacks per Round	Unarmed Attack Damage	Special Abilities
1	9	1	1d4	Unarmed attack uses crushing pincer-grip
2	8	1	1d6	Retracting drill added to wrist-bearing, increasing the robot's hand-to-hand combat capability
3	7	1	1d6	May hover up to 30' high using propulsion units embedded in legs. Cannot move horizontally unless pushing off a surface (at half normal movement rate in this instance)
4	6	2	1d6	Second drill added, and arm synchronization improved to allow two simultaneous attacks
5	5	2	1d6	Plasma cannon embedded in right arm (as per weapon description in ASE1, ammunition must be acquired separately)
6	4	2	1d6	Strength increases by 1 (up to max of 18)
7	3	2	1d8	Retracting circular saws added to both arms, increasing the robot's hand-to-hand combat capability
8	2	2	1d8	Second plasma cannon added, this time on the left arm. Dual plasma cannon attacks now possible
9	1	2	1d8	Strength increases by 1 (up to max of 18)
10	0	4	1d8	Extra pair of arms added, each with a circular saw for hand-to-hand combat
11	-1	4	1d8	Strength increases by 1 (up to max of 18)
12	-2	4	1d8	Two more plasma cannons added on the extra pair of arms, allowing a total of four plasma attacks per round

Scientist

Requirements: None
 Prime Requisite: INT
 Hit Dice: 1d6
 Maximum Level: None

Scientists are the priests and enforcers of the cult of Science (described in ASE1). They do not have any spell-casting abilities – but the preserved lore of the cult has taught them how to perform many marvels just the same.

As a Scientist gains levels, the cult recognizes his increased Scientific prowess by bestowing secret learning and cybernetic enhancements upon him. At each odd-numbered level, the Scientist may choose a new power from those listed below, as long as he meets the minimum level requirement. All powers require either surgery or intense study, and the Scientist must spend a minimum of a week at a temple of Science to gain a new ability.

Scientists may use any weapons and/or shields in combat, but are restricted to leather armor for religious reasons (leather lab coats dyed white are a particular favorite).

Scientific Powers and Enhancements

Level	Name
1	Cybernetic Arm
1	Fingerblades
1	Identify Technology
1	Suturepede
1	Wired Reflexes
3	Cybernetic Legs
3	Repair Robot
3	Repulsor Field
3	Targeting Reticule
3	Well-Grounded
5	Bioanalysis
5	Hemofiltration
5	Recharge Item
5	Ring Modulator
7	Adrenaline Boost
7	Power Cell
7	Subvert Robot
11	Mind Transfer
11	Supremacy of Science

Adrenaline Boost: Once per day, the Scientist is able to release vast quantities of adrenaline into his bloodstream from a reservoir in his abdomen. This acts as per the *haste* spell for 3 rounds.

Bioanalysis: In addition to being able to measure the pulse, blood pressure, and body temperature of a

patient, the Scientist is able to use the information his enhanced senses provide to determine if someone is lying with 75% accuracy.

Cybernetic arm: A Scientist with this ability has had one of his arms replaced by a mechanical equivalent. This adds +1 to his Strength (not to exceed 18). This is not compatible with *fingerblades*, and a scientist with the *fingerblades* ability will lose it from the replaced arm. This ability may be taken twice (once for each limb replaced).

Cybernetic legs: Both of the character's legs have been replaced with pneumatic-driven hardware. His movement rate increases by 30' (10'), and he is able to jump 10' in the air vertically and 20' horizontally (40' from a running start).

Fingerblades: The Scientist's fingertip bones are replaced with retractable razors. He is able to attack twice per round, once with each hand, doing 1d4 damage (plus strength bonus) per hand. *Fingerblade* fighting techniques require both hands free – the character cannot combine a melee weapon attack with an off-hand *fingerblade* attack.

Hemofiltration: The character's kidneys and liver are replaced with an improved biotech filtration system. He is now immune to poison. Few Scientists take this ability, as it also eliminates the intoxicating effects of drugs and alcohol.

Identify Technology: The Scientist has immersed himself in ancient lore and data sheets, and is able to identify the purpose of technological artifacts found in the lost ruins of civilization. He has a 10% chance per level (to a maximum of 90%) of successfully identifying a technological item's powers.

Mind Transfer: This ability enables a Scientist to transfer his mind into a computer or robot. The transfer is irreversible – the Scientist's body dies once the mind-pattern is moved into the robot. The poor reliability of millennia-old machinery eventually leads to madness and system failure among the Scientists transferred, so as a rule these hybrid minds are shoved in the back of a dusty closet after a few decades of operation.

Power Cell: A small energy cell is embedded in the Scientist's abdomen, with a power-port exposed on his sternum. A curved "cap" of gleaming solar panels is grafted onto his skull in place of hair, allowing the cell to recharge after a day spent in the sun. The cell gives an additional 10 shot capacity to laser pistols and rifles wielded by the Scientist. The cell may not be used with the *recharge item* ability – it does not deliver nearly enough current.

Recharge Item: The Scientist may attempt to recharge drained technological artifacts. He has a 10% chance per level (to a maximum of 90%) of successfully recharging an item, granting an additional 2d4 charges (up to the item's maximum number of charges). On failure, however, the item is ruined. The recharge attempt requires a functioning power source and a collection of transformers, parts, and cables – and is thus usually performed at a temple of Science. Recharging laser pistols and rifles is a simple affair, and success is automatic with those items.

Repair Robot: A Scientist with this ability may use spare parts ripped from some otherwise useless technological item to jury-rig repairs to a robot, "healing" it of 2d8 points of damage. This ability may only be used once per day on any given robot (even by a different Scientist) as there is only so much jury-rigging a single machine can take and still function properly.

Repulsor Field: A small gravitational repulsor module is implanted under the Scientist's ribcage. The field repels anything moving quickly towards the scientist – there is a 50% chance that small missile weapons such as bullets miss outright, and a 10% chance that large missiles (boulders, rockets, etc) and melee weapons miss. This check is made after the normal "to hit" roll an attacker makes. Massless and near-massless weapons (such as lasers and plasma charges) are not affected by the *repulsor field*.

Ring Modulator: The Scientist's voice is enhanced with a horrifying electronic effect, causing his voice to sound at both higher and lower frequencies simultaneously. Once per combat, the Scientist may screech threats at his opponents, forcing any sentient opponent within 30' to make an immediate morale check. Robots find *ring modulators* soothing and are not affected by them.

Subvert Robot: A Scientist with this ability has been trained in the verbal, electronic, and data manipulations necessary to subvert a robot or a computer, modifying their programming to obey the Scientist. The target robot may make a save vs. spells to avoid the *subversion*. A *subverted* robot may save once per day on each following day to recover its original programming. After the third failed saving throw, the robot has been permanently re-programmed. A robot that saves successfully versus *subversion* may not be *re-subverted* until the Scientist gains a level. *Subvert robot* may only be attempted once per day, due to the mental strain it imposes on the Scientist.

Supremacy of Science: Vented implants in the Scientist's torso are able to release a spherical cloud of nanomites capable of suppressing magic within a 10' radius. No magical effects will operate in the sphere,

and creatures normally only harmed by magic will be susceptible to normal weapons while inside it. It does not prevent summoned or magical creatures from entering the sphere, but their abilities will likely be severely hampered. The cloud is visible as a thin mist, and lasts for two hours. This ability may only be used once per day, as it takes time to generate new nanomites.

Suturepede: The suturepede is a biomechanical centipede-like creature surgically implanted within the Scientist's body. When he falls to or below 0 hit points, the suturepede will exit through a wound and graft itself to the injuries, using its legs as sutures. This will immediately restore 3d6 hit points to the Scientist. The suturepede dies and falls off within 1d4 days of use, and the character must visit a temple of Science to have a replacement suturepede implanted.

Targeting Reticule: One of the Scientist's eyes has been replaced with an improved targeting lens in a cylindrical black housing. He now has a +2 bonus to hit with lasers, guns, and other missile weapons, and detects secret doors on a roll of 1-2 on 1d6. Only one eye may be replaced with a *targeting reticule* – two *reticules* would just cause migraine headaches with no improvement in accuracy.

Well-Grounded: A mesh of stranded copper wire is implanted below the Scientist's skin. Electrical attacks now only do half damage, and on a successful saving throw (if applicable) do no damage at all.

Wired Reflexes: A Scientist with this ability has had local microprocessors implanted into his joints, speeding the movements of his limbs. The improved reflexes grant +1 to his dexterity score.

Scientist Attack Table

Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13-14	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15-16	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
17-18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
19-20	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
21+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2

Scientist Level Progression

Experience	Level	Hit Dice (1d6)	Powers
0	1	1	1
1,500	2	2	1
3,000	3	3	2
6,000	4	4	2
12,000	5	5	3
25,000	6	6	3
50,000	7	7	4
100,000	8	8	4
200,000	9	9	5
300,000	10	+1 hp only*	5
400,000	11	+2 hp only*	6
500,000	12	+3 hp only*	6
600,000	13	+4 hp only*	7
700,000	14	+5 hp only*	7
800,000	15	+6 hp only*	8
900,000	16	+7 hp only*	8
1,000,000	17	+8 hp only*	9
1,100,000	18	+9 hp only*	9
1,200,000	19	+10 hp only*	10
1,300,000	20	+11 hp only*	10

* Hit point modifiers from constitution are ignored

Scientist Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	17	14	14	11	14
5-8	15	12	12	9	12
9-12	13	10	10	7	10
13-16	11	8	8	5	8
17+	9	6	6	3	6

Post-Apocalyptic Equipment

There is a renaissance of sorts underway in Denethix, spearheaded by the Academy of Elevated Thought. Ancient secrets such as the manufacture of guns, combustion engines, and electric lighting are being rediscovered. The Cult of Science's dogmatic stranglehold on ancient technology is slowly being broken.

While technologies are being rediscovered, the underlying principles are barely understood, and the state of industry is fairly rough. There is no notion of the assembly line, and every item is hand-crafted. When replacement parts for a machine are needed, they too must be hand-crafted to fit properly. The state of affairs is so bad that even bullets must be custom-cast to fit the rifling of gun barrels.

Gunpowder is unknown in Denethix – instead, the propellant used is a waxy paste made from the excretions of the giant fusillade beetles of the Lanthanide Wastes. Both the trip to the Wastes and the beetles themselves are incredibly dangerous, which results in the exceedingly high price of beetle-paste.

The following tables detail technological items that players may acquire. From the weapon tables, only pistols and rifles should be publicly offered for sale. Other items are simply not available on the open market, due to rarity (for ancient technical artifacts), difficulty of manufacture, or regulation by the Unyielding Fist.

Pistol, small: Tiny palm-sized pistols, capable of holding one or two bullets. Easily concealed, these are the perfect weapon for discreet dandies.

Pistol, large: These massive hand cannons are typically 6-chambered revolvers, although there are a few models that take clips of up to 8 bullets.

Rifle, breech-loading: These hand-crafted rifles are often carved into fantastical shapes, to increase their beauty and/or fearsomeness. Breech-loaders can hold a single shot.

Rifle, repeating: These are the favored weapons of the Unyielding Fist, and typically hold clips of 6 or 8 bullets.

Shotgun: Like breech-loading rifles, these weapons are often sculpted into fearsome shapes. They come in single and two-barrel versions, and all are breech-loading (holding one shell per barrel). Shotgun barrels can be sawed off to decrease weight, and increase the chance to hit, but range is cut in half. Double-barrelled shotguns have two triggers, and both shells may be fired at once to increase damage.

Machine gun, light: These weapons are quite dangerous, but not very popular due to their wastefulness with bullets. When firing a single shot, they are much like rifles (with shorter range). When fired in burst mode (expending 10 bullets), they have greatly increased damage and an improved chance to hit.

Machine gun, heavy: These water-cooled, tripod-mounted killing machines are not the most accurate, but they do suppress enemy fire wonderfully. Their only firing mode is a burst of 10 bullets. They have a chance to hit all creatures within a 10' wide path up to their maximum range. Further, anyone in the path not actively taking cover must save vs. death or take an additional 10 points of damage, which will also disrupt any spellcasting attempts for the round. Heavy machine guns always fire first in a round, regardless of initiative (if two heavy machine gunners oppose each other, they fire in initiative order against each other).

Grenade: These small bombs are ridged iron spheres packed with beetle-paste. A short fuse sticks out from the top of the grenade. To use a grenade, the fuse must be lit, and the grenade thrown. It will explode within 1d3 rounds after being lit. These weapons are not popular, as the grenade is often thrown back to its owner. The fuse can be cut short, so that it explodes shortly after impact with no chance of it being returned, but there is a 30% chance that such a grenade will go off in the thrower's hand. A grenade does 1d8 points of damage to all in a 10' radius, and 1d4

Ranged Weapons						
Name	Cost and Weight	Damage	Attack Adjustment for Range			Number of Shots
			Short	Medium	Long	
Pistol, small	350 gp 1 lb.	1d4	Up to 10' +1	...to 20' 0	...to 30' -1	1 or 2 bullets
Pistol, large	750 gp 4 lb.	1d6	Up to 15' +1	...to 30' 0	...to 45' -1	6 for revolver, or by clip size
Rifle, breech-loading	1,500 gp 12 lb.	1d6	Up to 100' +2	...to 200' +1	...to 300' 0	
Rifle, repeating	3,000 gp 14 lb.	1d6	Up to 100' +2	...to 200' +1	...to 300' 0	By clip size
Shotgun (double barrel)	2,000 gp	Per range: 2 shells:	Up to 10' +2	...to 20' +1	...to 30' 0	1 or 2 shells
	4,000 gp 12 lb.		1d8 1d12	1d4 1d6	1d2 1d3	
Shotgun, sawed off	Price as above	Per range: 2 shells:	Up to 5' +3	...to 10' +2	...to 15' +1	1 or 2 shells
	10 lb.		1d8 1d12	1d4 1d6	1d2 1d3	
Machine gun, light	7,500 gp 10 lb.	Single: 1d6	Up to 20' +2	...to 40' +1	...to 60' 0	Clips in various sizes, or drum of 100
		Burst: 1d8+2	+3	+2	+1	
Machine gun, heavy	25,000 gp 90 lb.	Burst: 1d10 (suppressive)	Up to 50' +1	...to 100' 0	...to 150' -1	Chain-fed
Grenade	400 gp 1 lb.	10' out: 1d8 20' out: 1d4	50' max 0	n/a	n/a	n/a
Plasma rifle, light	2,500 gp 8 lb.	1d6 (fire)	Up to 20' +2	...to 40' +1	...to 60' 0	Clips of 8 plasma charges
Plasma cannon, heavy	8,000 gp 15 lb.	1d6+4 (fire)	Up to 25' +2	...to 50' +1	...to 75' 0	Drum of 20 plasma charges
Laser pistol	3,000 gp 2 lb.	1d8 (light)	60' max +1	n/a	n/a	Holds energy for 3 shots
Laser rifle	9,000 gp 6 lb.	1d8+2 (light)	300' max +1	n/a	n/a	Holds energy for 10 shots
Flamethrower, small	4,000 gp 8 lb.	1d8 (3 rounds for napalm)	10' max +2	n/a	n/a	Holds enough oil or napalm for 3 shots

points of damage to those between 10' and 20' of the weapon.

Plasma rifle, light: The secret of manufacturing these ancient weapons has not yet been re-discovered. They fire searing-hot bolts of plasma, damaging any creatures affected by fire. Even rarer than the weapons are the clips of ammunition (each clip holds 8 plasma charges).

Plasma cannon, heavy: These are heavier versions of the plasma rifle, capable of shooting larger plasma bolts for slightly longer distances. These weapons use large drums of ammunition, each holding 20 oversized plasma charges.

Laser pistol: Lasers are another ancient technology – any laser weaponry discovered will be several thousand years old. They can hold enough energy to fire 3 shots, but after that they will need to be recharged in special electrically-powered charging stations. Laser damage is caused by an intensely focused beam of light, and damages any creatures that fear light or fire. Vampires and shadows take double damage from lasers. Gaseous form does not protect vampires from laser damage.

Laser rifle: A longer-range, more powerful version of the laser pistol. It holds enough energy for 10 shots.

Flamethrower, small: This weapon shoots a pressurized stream of flaming fuel up to 10'. The fuel sprays in a cone 1' wide at its far end. If loaded with lantern oil, the fuel will burn for only the round in which it is fired, doing 1d8 points of damage. Jellied napalm will burn for 3 rounds, doing 1d8 points of damage per round. The fuel is stored in a cylindrical tank attached under the barrel of the weapon.

Bullets for pistols, rifles, and machine guns must be hand-crafted to match that weapon's barrel diameter and rifling, and to account for imperfections in the barrel's manufacture.

Ammunition not specifically made for a particular gun has only a 50% chance of even fitting in the firing chamber, causes a -2 to hit penalty, and 10% of the time will explode in the chamber, wrecking the gun and causing 1d4 damage to the wielder. Bullets are thus difficult to produce, and nearly worthless without the gun they were crafted for.

Shotgun shells do not have the problems of bullets, and are generally reusable between different shotguns of similar gauges. There is a 50% chance that a strange shell will fit a particular shotgun.

Plasma charges are small clear plastic cylinders with rounded ends, and have a faint red glow to them. They are roughly the same size as a shotgun shell.

Jellied napalm, if lit up and tossed as flasks of oil are, will burn for 4 rounds rather than 2, causing 1d8 points of damage. It is not generally available for purchase.

Empty clips can be purchased, for fast reloading.

Reloading a gun or plasma weapon that has run out of ammunition takes a full round, if the ammunition is at hand (shells or bullets in a bandolier, or bullets loaded into a spare clip for weapons that take clips). Reloading a flamethrower takes a full turn.

The use of guns in a dungeon is highly likely to attract wandering monsters. The shots from rifles, pistols, and shotguns will echo loudly through the halls of the dungeon, and the next wandering monster check should use 3-in-6 instead of the normal 1-in-6. Use of machine guns is even worse, causing a wandering monster check immediately after combat ends at a 4-in-6 chance.

Bullets, shells, and loaded guns have an additional weakness: if the wielder is subjected to fire- or electricity-based attacks, he must make a separate save (versus spells or breath attacks, as appropriate) to avoid the ammunition going off all at once, destroying any loaded weapons and causing 1d6 damage per 6 bullets/shells (round down) to all within a 10' radius.

Lasers, plasma weapons, and flamethrowers are not so noisy, and do not change wandering monster checks.

Ammunition		
Name	Cost	Weight
Bullet	5 gp	25 per lb.
Bullet, silver	10 gp	25 per lb.
Bullet, gold	20 gp	12 per lb.
Shotgun shell	20 gp	3 per lb.
Shotgun shell, silver shot	40 gp	3 per lb.
Shotgun shell, gold shot	80 gp	1 lb.
Light plasma charge	200 gp	5 per lb.
Heavy plasma charge	300 gp	3 per lb.
Flask of jellied napalm	500 gp	1 lb.
Empty clip	60 gp	–
Empty drum	100 gp	1 lb.

Manifold weapons: Manifold weapons are outlines of blades in stiff wire, connected to ornately-carved jeweled hilts. Depressing the jewel will cause the weapon to activate – the wire vibrates so rapidly it nearly disappears, and is replaced by a field of blue Cherenkov radiation. The energized wire has

Melee Weapons				
Name	Cost	Attack Bonus	Damage	Weight
Manifold dagger	2,000 gp	+2	1d4+2	1 lb.
Manifold long sword	6,000 gp	+2	1d8+2	1 lb.
Manifold short sword	4,000 gp	+2	1d6+2	1 lb.
Stun baton	3,500 gp	0	1d2 (stun)	1 lb.

phase-shifted across several dimensions and is now effectively a +2 magic weapon, capable of damaging creatures only hit by magical weapons. Manifold weapons will radiate magic when activated, but when deactivated they have no magical aura. The wire blades can be rolled up to more easily conceal the weapons, but 2 rounds must be spent straightening the wire before a blade can be used again.

Note that the blue light emitted by activated manifold weapons only illuminates an area of 1' radius, and thus is not a useful torch replacement.

Stun baton: These light batons only do 1d2 points of damage on a successful hit, but if a button is depressed, the baton will additionally give an electrical shock that will stun the victim for 1d3 rounds, unless they save vs. paralyzation. Stun batons have up to 20 charges, and require special equipment to recharge.

There are a few non-combat-related items that adventurers may find useful, as well.

Baby grunkie: These 1 hp creatures make excellent pets, until they become juveniles, at which point they become highly aggressive towards their owners. Young grunkies are deeply inquisitive and can be used to poke at potentially dangerous things, or can simply be tossed as distracting snacks to monsters.

Bear Trap: This heavy jawed trap is intended to catch the legs of creatures that step into it. It will cause 1d2 points of damage, and if secured to the floor by a chain, restrict movement until the victim escapes. If not secured, the victim may move at half their normal movement rate until the trap is removed. Removing the trap requires a successful "force doors" roll. If the roll fails, whoever tried to pry open the trap must wait a full turn before they can try again.

Gas mask: The filters on these ancient relics are usually shot, but they still give a +2 bonus when saving against any kind of gas or odor effects. The mask is hard to see out of, and characters wearing one will suffer a -1 penalty on rolls to hit.

Hand truck: A hand truck can be used to move large, bulky items through the dungeon. They

don't do very well on stairs, however, and the noise of trying to roll them up and down without losing the load will cause an additional wandering monster check.

Lighter: Much more convenient than a flint and tinder, these luxuries are fueled by lantern oil. If used in lieu of a torch or lantern, they will last for 3 turns, and only illuminate a 1' radius area.

Paint gun: These guns use air pressure to fire paint pellets, with a maximum range of 30'. They are very useful for marking trails through the woods, or in underground labyrinths. They may also be used to mark invisible creatures if a successful "to hit" roll is made. A paint-splattered invisible creature can be attacked without the normal -4 penalty. A paint gun canister can hold 50 pellets.

Paint pellet: Small half-inch round balloons made of grunkie membrane, and filled with bright paint.

Retractable 20' pole: This 20' aluminum pole is made of four nesting sections, and can be retracted to only 5' long for transport. The outermost 5' section of the pole is wrapped in leather, to increase grip and decrease the chance of electrical shock.

Miscellaneous Equipment		
Name	Cost	Weight
Baby grunkie	1 gp	–
Bear trap	25 gp	50 lb.
Gas mask	1,500 gp	2 lb.
Hand truck	20 gp	20 lb.
Lighter	25 gp	–
Paint gun	20 gp	2 lb.
Paint pellet	1 sp	–
Retractable 20' pole	15 gp	5 lb.

Cost of Living

The following tables detail the costs for living in Denethix and the surrounding towns. Occasionally the players are going to want to stay inside somewhere for the night, and eat something other than iron rations.

Note that real estate in Denethix itself is not purchased, but is semi-permanently leased. In the poorer neighborhoods, the Vizier occasionally terminates these leases and evicts the tenants for one of his city planning projects, and some or none of the lease cost may be refunded.

A Night at the Inn		
Inn Type	Room Type	Cost
Village	Common room	1 sp
Village	Single	1 gp
Town, cheap	Common room	5 sp
Town, cheap	Single	2 gp
Town, average	Single	5 gp
Town, average	Suite	15 gp
Town, high end	Single	10 gp
Town, high end	Suite	50 gp
Denethix, flophouse	Common room	5 cp
Denethix, flophouse	Single	2 sp
Denethix, cheap	Common room	1 gp
Denethix, cheap	Single	5 gp
Denethix, average	Single	10 gp
Denethix, average	Suite	75 gp
Denethix, high end	Single	100 gp
Denethix, high end	Suite	500 gp
Inn of Alabaster	Single	100+ gp
Inn of Alabaster	Suite	1,000+ gp
Surprise		
Surprise		

Monthly Rental Costs (prices in gold pieces)

Location/ Street	Rude Hut	Cottage	House	Fancy House	Studio Apt	1 br Apt	2 br Apt	3 br Apt	Penthouse Apt
Village	10	20	50	250	–	–	–	–	–
Town	–	50	100	500	–	–	–	–	–
Lesser Men	–	–	–	–	10	20	25	35	–
Ind. Efforts	–	–	–	–	10	20	25	35	–
Torm. Flesh	–	–	–	–	15	20	30	40	–
Alien	–	–	–	–	15	25	40	50	–
Students	–	–	–	–	30	50	65	100	–
Worthy Serv.	–	–	600	3,000	75	150	250	350	600
Upr. Living	–	–	15,000	40,000	500	1,000	1,500	2,500	7,500

Purchasing a Home (prices in gold pieces)

Location/ Street	Rude Hut	Cottage	House	Fancy House	Studio Apt	1 br Apt	2 br Apt	3 br Apt	Penthouse Apt
Village	100	400	2,000	10k	–	–	–	–	–
Town	–	5,000	10k	50k	–	–	–	–	–
Lesser Men	–	–	–	–	1,000	2,000	2,500	3,500	–
Ind. Efforts	–	–	–	–	1,000	2,000	2,500	3,500	–
Torm. Flesh	–	–	–	–	1,500	2,000	3,000	4,000	–
Alien	–	–	–	–	1,500	2,500	4,000	5,000	–
Students	–	–	–	–	3,000	5,000	6,500	10k	–
Worthy Serv.	–	–	60k	300k	7,500	15k	25k	35k	60k
Upr. Living	–	–	1.5m	4m	50k	100k	150k	250k	750k

Typical meals and their costs may be found on the following tables:

Occasionally Tapeworm Free Meals	
Meal	Cost
Mold cake	1 cp
Rat on a stick	1 cp
Rat on a stick, cooked	2 cp
Just the stick	Free
Grunkie giblets	2 cp
Cup of rice	2 cp
Roast potato	2 cp
Stale bread	2 cp
Roast plantain	3 cp
Stewed meat, well past its prime	3 cp
Boiled snails	3 cp
Brick of congealed fat	4 cp
Meat of mysterious origin	6 cp

Quality Fare	
Meal	Cost
Boiled greens	1 sp
Salad and cheese	1 sp
Protoceratops lung	2 sp
Spiced grunkie legs	3 sp
Cream and clotted blood	3 sp
Baked river catfish	5 sp
Gall bladder sandwich	6 sp
Chicken foot dumplings	7 sp
Tripe and potato pie	1 gp
Roast chicken	3 gp
Protoceratops filet	5 gp
Beef and breadfruit	8 gp
Ox head stuffed with onions	10 gp
Eyes in tomato sauce	15 gp
Pyramid of Bacon	20 gp
Sugared beef squares in butter	25 gp

Food for the Fancy Lad	
Meal	Cost
Braised wolf brisket	30 gp
Fried stirge with blood biscuit	35 gp
Sautéed carnivorous beetle	35 gp
Pickled cobra ovipositors	40 gp
Sailgator neural spines	45 gp
Crab spider silk glands with colloidal gold dressing	85 gp
Lion cubes with rice	90 gp
Spicy baboon lips	90 gp
Collard greens wrapped in froghemoth blubber	120 gp
Glazed river shark liver	150 gp
Ankheg claw with scalloped potatoes and cream sauce	200 gp
Baked peryton heart	200 gp
Allosaur haunch in leek sauce	400 gp
Roast compsognathus stuffed with edible wax sculpture of customer	500 gp

