

A POST-PANDEMOCALYPSE FANZINE



KAMIKAZE

ZOMBIES

FROM
OUTER

SPACE





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This Fanzine was possible thanks to this amazing group of people: The fabulous Two Brothers gaming (Patrick & Doug Kanouse), the intrepid members of Cronicas Arcanas (Alina & Philippe), the Original Six members of Potionless, the podcast overlords of Tirando Rol, the gamemasters of Storeywood games, the modern bard Rich Walken, the world-renowned GM Derek Ruiz, the market mastermind of Sean Farris, and the dynamic duo of Claudia and Mike.

Cover Art

- Andres Romero (Instagram: romcova)

Inside Art:

- JEShields (Pages 2,3, 22,23, 26, 33, 37, 41, 54, 58,66)
- Chamuco Guzman, Jonas Acosta, Quetzal Cardenas (14-21)
- Jimena Mosqueda (27-32)
- Quetzal Cardenas (38,40)

Layout Master and Editor Supreme of the Earth dimension

- Irvin Morales


Project Management a.k.a. The guy telling everyone else “I need your stuff NOW”

- Chux (The Death Die Club)

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The Death Die Club
Role Per Second @ 2022
Guadalajara, Mexico.



Right about the time we started playing RPGs, a wacky movie came out called “Amazon Women on the Moon.” It has a hodge-podge of weird comedy sketches without rhyme or reason, but in the end, they all had the same underlying objective: making you laugh.

This fanzine is our RPG version of that movie. It is a weird mixture of articles, adventures, and ideas for multiple games, all with the same underlying objective: exposing you to amazing content creators you might have never heard of.

So, dive into the fanzine. Explore the material. Read all of it. Visit the social media/ patrons/blogs/ podcast of these amazing folks. Who knows? Your new favorite author/podcaster/blogger might be inside these pages.

- **Chux (The Death Die Club)**



Games are fun. The last two years have shown us that fun and joy are necessary for our lives no matter the stress and hardships we face, myrth is essential. Returning to Gen Con in 2022 with our friends at Death Die Club is an anticipated moment for us. High Shelf Gaming has gone through a lot of changes. We've melded with another group of creatives at 'The Con Save' with Taylor and Blair joining our leadership and bringing with them some incredible talents. We've raised \$12,000 across several charity drives and we're expanding what HSC can do with not just podcasts but live streams, advice videos, and publishing.

HSC remains a for-fun passion project to give back to gaming, a pastime that has always been there for us when times were tough.

- David (High Shelf Collective)

AFTER

THE

MACHINES

This is a sample of the beta rules for *After: The Machines* by Two Brothers Gaming. If you're interested in the full rules for pay what you want (i.e., free), go to [DriveThruRPG](#).

Two Brothers Gaming is the brainchild of Patrick and Doug Kanouse--two brothers who started playing RPGs way back in the dark ages.



SOMETIME IN THE FUTURE...

Some of us were sent here as **PRISONERS**
Some of us were born here
...and are **PRISONERS**
Many died here as **PRISONERS**

And **THE MACHINES** ruled us.
they made us work for them.
They worked us to death.
Or just killed us.

No one escaped $\lambda-11-321$

Those who escaped the domes died in the
deserts of this **HELL HOLE** of a planet

Then one day, **THE MACHINES** stopped.

And we were free....

THE BASICS

Dice

Dice you'll need.

D4: A four-sided die.

D6: A six-sided die.

D8: A eight-sided die.

D10: A ten-sided die.

D12: A twelve-sided die.

D20: A twenty-side die.

Checks

Checks are made against a **Target Number (TN)**.

1. Look at the appropriate **attribute**. It will be a D4, D6, D8, or D10.
2. Look at the appropriate **skill** level, if any.
3. For every rank in your **skill**, **upgrade** the dice by that many, up to a maximum of D12.
4. Roll the die.
5. If the die equals or exceeds the **TN**, you succeed. If not, you fail.

Jorx wants to climb the wall. The **Overseer** says this is a Strength and Athletics check against **TN** of 5. Jorx's character has a D6 in Strength and 1 in the Athletics skill. Jorx rolls a D8. 5 or better they succeed. Anything else, they fail.

TARGET NUMBER	DIFFICULTY
3	Easy
5	Normal
7	Hard
9	Incredible
11	Impossible

Upgrade / Downgrade

Some rolls, abilities, and other things may ask you to **upgrade** or **downgrade** the die. This is functions the same as the skill as noted in "Checks."

Upgrade (represented by +1) means you use the next highest die level (maximum D12).

Downgrade (represented by -1) means you use the next lowest die level (minimum D4).

In rare circumstances, you may see +2 or -2. This means that you **upgrade** the die by two steps (D6 to D10) or **downgrade** the die by two steps (D10 to D6).

ARMOR	RATING	ENC	CHITS
Leathers	D4	1	20
Mail	D6	2	50
Kevlar	D8	2	75
Armor Plate ¹	D10	3	150
Combat Armor ²	D12	4	750
Shield	D4	1	10

¹-2 Dexterity
²-1 Dexterity

Armor

Comes with a rating: D4, D6, D8, D10, and D12. Every successful hit reduces the armor rating by one. Unless you score a Critical Success on the defense check. Then the armor is not reduced a level. Keep track of armor rating with a paper clip on the character sheet.

D20	CRITICAL INJURY	D20	CRITICAL INJURY
1	Wind knocked out: fall prone.	11	Whiplash: Disadvantage on Wits checks for D4 days.
2	Sprained ankle: Disadvantage on Athletics checks.	12	Knocked senseless: D4 rounds before you can take any Slow Actions.
3	Hit so hard you puke your last meal.	13	Profuse bleeding: D4 damage for 6 rounds until First Aid TN 6 or Surgery TN 4 .
4	Blood in eyes: vision obscured for D6 rounds.	14	Crushed or severed arm: -1 on all checks requiring 2 arms
5	Torn ligament: Disadvantage on Dexterity checks.	15	Pain so bad you piss yourself. -1 Persuasion checks until you clean yourself up.
6	Crushed or severed finger: Disadvantage Dexterity checks.	16	Destroyed eye: Disadvantage on all vision-related checks.
7	Broken arm: Disadvantage on all checks requiring 2 arms.	17	Broken back: Surgery 9 TN to heal. -1 physical tasks until then.
8	Broken leg: Disadvantage on all Athletics checks.	18	Crushed or severed leg: Cannot run. D6 damage/round until First Aid TN 7 or Surgery TN 6 .
9	Cracked ribs: Disadvantage on Toughness checks.	19	Heart stops. D8. 1-7, heart kicks back on next round. 8 = DEAD.
10	Concussed: Disadvantage all checks for 2 hours.	20	Skull crushed or pierced: die in 2 rounds.

SCAV

Attribute adjustments

+1 Toughness +1 Resolve

Package D4 \rightarrow D6 x 20 chits

1. **CROWBAR HAZARD SUIT 15 CHITS**
2. Shovel, backpack, communicator, 10 chits
3. **Hammer, broken communicator, rope, 20 chits**
4. Knife, communicator, backpack, 2 rations water

Starting ability D4

1. **Scavenger: Advantage** scavenging for useful, workable items
2. **Jury rig: Advantage on crafting checks**
3. **Eagle eyed: Advantage** on checks related to finding things via sight
4. **Negotiator: Advantage** on all checks for getting a deal

Starting scar D4

1. **Injury prone:** D4 damage or STEEL loss every Fumble (player choice)
2. **Indecisive: Disadvantage** on Leadership checks
3. **Concussed: Disadvantage** on Wits checks
4. **Fearful: Disadvantage** on Resolve checks

You can make anything from parts. Finding them was your specialty. The machines didn't care so long as you did the work.

I tossed skulls aside to find the wealth beneath.

Starting Skills

Crafting 1
Scavenging 1
Mechanics 1
Cybernetics 1

Origins D6

1. Fell into the trash and left behind—assumed you were dead
2. The machines learned of your knack for finding things and used it
3. You crafted your escape after months, years of careful, secretive scavenging
4. **A CENTURION** is indebted to you after jury-rigging his stun baton—you hope others don't find out
5. You fashioned parts to create pet robots, which you saw Hounds destroy
6. A RASCAL blackmails you to provide them items found in the scraps and trash



CRÓNICAS ARCANAS

Cronicas Arcanas (Arcane Chronicles) is a Mexican initiative to create easy to use encounters and one-shots for DnD 5e and other RPG games. Easy to use, our creations will be useful for both new dungeon masters and veterans alike!

Alina and Philippe have a combined experience of 26 years playing TTRPGS. Hailing from Monterrey, Mexico, they are active participants in the initiative to grow the RPG community in their country, as well as participating in other projects with the same goal.



SAVING AMOLEY

Encounter for 4 - 5 players lvl. 3

Summary

A group of adventurers stumble upon a village called Amoley, unfortunately it's currently under attack. They will have to intervene in order to move forward.

What you need to know:

How did it start?

A group of adventurers are on their way to their next destination, but to get there they must travel through a dense forest called Tasslewoods. After a few hours of wandering, they stumble upon a small woodcutters' village called Amoley that is under attack by a band of goblins.

Background

A group of goblins recently moved in from a mountain near to the Tasslewoods after their clan fractured. In search of new territory, they decided to settle up in the area, where its thick foliage and narrow roads provide the perfect set up for ambushes. Amoley is a small village, home to around 40 villagers (mainly halfings, humans and gnomes). It has a sawmill, and, from time to time, receives travelers searching for a place to rest after a long journey. It survives mainly on the trading of wood and the travelers who pass through. Being used to a quiet lifestyle, it has become a peaceful and undefended place.

Since the goblins moved in, the amount of travellers passing through has decreased. After a while, even merchants stopped coming to Amoley, fearing the goblin ambushes, slowly leaving the village without resources. By now, it's been two months since they had visitors. Desperate, the villagers have tried making traps to catch the culprits, but to no avail.

About Amoley:

Amoley is a small village deep in the Tasslewoods, composed mainly of families who survive on the trading of wood. It's a peaceful spot, and occasionally serves as a place of rest for adventurers and merchants crossing the woods. Travelers can find lodging at the "Weary Traveler", and can find rations and get their clothing fixed at the nearby shop.

Amoley doesn't have a defensive perimeter, nor does it have a militia for protection. The villagers are skilled in the use of short bows, and the farm tools can be used as improvised weapons if necessary. The arrival of the goblins has caused fear and uncertainty, since the village doesn't have adequate defenses to protect its inhabitants.

Important NPCs:

Gomgi Chippedtooth: female half-orc,

50 years old, short gray hair, robust build, owner of the "Weary Traveler"

Huppeck Tinkerfoot: Male gnome, 40 years, short hair, slender build, owner of the “Wood’s Emporium”

Alman y Nella Amoley: m/f humans, 50 years, married, slender build, mayors of Amoley.

Odo Silenfoot: Halfling, 30 years, long hair in a ponytail, heavy build, foreman of the sawmill.

Relevant locations

1 - Amoley’s entrance and the “The Weary Traveler” inn.

A handful of houses mark the start of the village, and the only building with a sign is the “Weary Traveler”, an inn owned by Gomgi Chippedtooth, who, with a big smile, will accommodate any travelers. The building is one of the few in the village with two floors: the second floor has 4 rooms available for rent, while the lower floor is where the dining room and kitchen are. On the back of the house there’s Gomgi’s room.

2 - Main road and general store.

The main road in Amoley is a simple and discreet one. The majority of the buildings and fields in the village can be found along it. The “Woods Emporium” can be found in one of such houses, and it’s owned by Huppeck Tinkerfoot, who is characterized by his cheerful behavior. The Emporium is a modest, one floor store. Basic everyday items such as arrows,

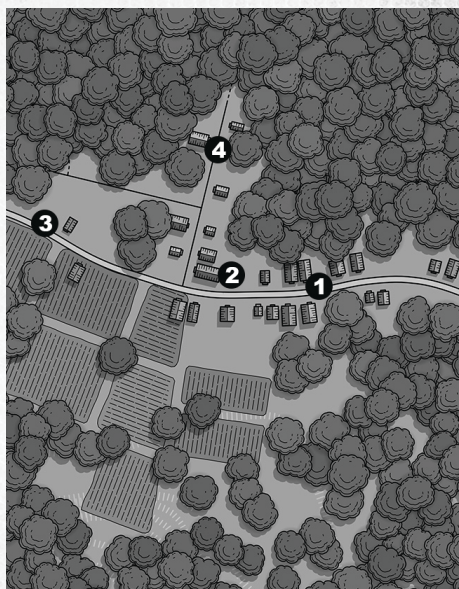
traveler’s clothes and tools can be purchased here for a price.

3 - Amoley’s exit and the farm

Most crop fields can be found near the exit of Amoley, where a variety of produce is grown. The main farm, the last building before exiting the village, is the home of Alman and Nella Amoley. Alman is the son of Amoleys founder, and Nella is his wife.

4 - Sawmill

To the north of Amoley, deeper into the wood, there’s a sawmill managed by Odo Silenfoot, the only worker who will not hesitate to join the adventurers in combat to defend it. The sawmill is important to the village, since most of its trading depends on it.



Goblin Small humanoid (goblinoid) NE

CR: 1/4 AC:15 HP:7 Speed: 30ft STR:
8 (-1) DEX: 14(+2) CON: 10(0) INT:
10(0) WIS: 8(-1) CHA: 8(-1) Passive
per. 9 Skills: Stealth +6

Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns. /

Actions: Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) slashing damage. Shortbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: 6 (1d6+2) piercing damage. / **Languages:** Common, Goblin

Goblin boss Small humanoid (goblinoid) NE

CR: 1 AC: 17 HP:21 Speed: 30ft STR:
10 (0) DEX: 14(+2) CON: 10(0) INT:
10(0) WIS: 8(-1) CHA: 10(0) Passive
per. 9 Darkvision 60ft Skills:
Stealth +6

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns. Multiattack. The goblin makes 2 attacks with its scimitar. The 2nd attack has disadvantage. /

Actions: Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 2) slashing damage. Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage. / **Reaction:** Redirect Attack. When a creature the goblin can see targets it with an attack, it chooses another goblin within 5 ft of it. The two

goblins swap places, and the chosen goblin becomes the target instead. / **Languages:** Common, Goblin

Worg Large monstrosity, NE

CR: 1/2 AC: 13 HP: 26 Speet: 50ft
STR: 16 (+3) DEX: 13(+1) CON:
13(+1) INT: 7(-2) WIS: 11(0) CHA: 8
(-1) Passive per. 14 Darkvision 60ft
Skills: Perception +4

Keen Hearing and Smell: The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell. / **Actions:** Bite. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 11 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone / **Languages:** Goblin, Worg

Commoner Medium humanoid (any race)

CR: 0 AC:10 HP:4 Speed: 30ft STR:
10 (0) DEX: 10(0) CON: 10(0)
INT: 10(0) WIS: 10(0) CHA: 10(0)
Passive per. 10 Languages: Any one
language (usually common)
Pitchfork. Melee Weapon Attack: +2
to hit, reach 5 ft, one target. Hit: 3
(1d4) piercing damage. Short bow.
Ranged Weapon attack: +2 to hit,
range 80/320 ft, one target. Hit:
4 (1d6), piercing damage. Keep
in mind the majority of them are
untrained in combat and would
rather flee.

Small pit

Faling saving throw DC:13 DEX -
Perception saving throw DC 13 WIS.

The Ronda

The tragedy has brought the life of **Dr. Rudolph V.R.** to a breaking point; to a place where not only the darkness and the bottom of the well are touched, but oneself is the shadow casted; and the exit, that distant point of light, seems impossible to touch.

The same tragedy has been the cause of his greatest work, his determination and iron will to put an end to evil wherever it appears, either facing the jaws and the claws or where just a slight glimpse germinates in the minds of the many. His privileged mind has given way to various tools to achieve his goal but none as effective as knowledge. Years of research have produced great studies on the various evils that plague the **Nucleous lands** and how to eradicate them, but, in the end, the evil that he sees is only the puppet of a puppeteer hidden behind the curtain. The root of evil plays its macabre show for its own delight and scourge of the defenseless.

The years go by and the hand that holds the stake loses strength. Who will then discharge the *hammer* strike? Whose *lantern* will drive away the shadows in the alley? What boots will walk the roads bringing hope to the needy?

Dr. Rudolph then decided to pass on his **knowledge**, placing it in the capable hands of people who have **seen the darkness** head on and have decided to raise their lamps. Those who investigate what others do not dare in fear of losing their sanity or losing their lives.

Ronda: f. Group of people or patrol intended to patrol the streets or to visit the outside stalls of a square.

DR. RUDOLPH V.R.
SCHOLAR AND LEGENDARY MONSTER HUNTER.



Researchers, warriors, explorers or people of faith; all working for a common good but without enjoying the recognition of the hero because their work will have to be from the shadows. Sworn guards, incorruptible before evil, knowing the shadows that cloaks the roads and streets, the cities and villages always with the lantern that casts the strongest light; the one that enlightens the helpless.

If anyone ever gets to know them, they will know that they are **the Ronda**.

We are hammer and flame, the light that reveals the puppet master...

What is the Ronda?

The Ronda is a secret society created by *Dr. Rudolph* that serves as a strike force against the Evil that afflicts the inhabitants of the **Nucleus Lands**. Anonymous vigilantes who walk roads, towns and cities attentive to events that put people's lives at risk, especially those who are defenseless, who are victims or who are caught between the machinations of criminals.

Dr. Rudolph sends these *vigilantes* in groups to different lands with the task of gathering information, which he exchanges with *each group*, about **dark manifestations** and how to put an end to them.



With the help of *the Ronda*, Dr. Rudolph has managed to create guides for several types of manifestations; such as *ghosts*, *werewolves*, *constructs*, or *vampires*. These guides are the ultimate weapons to fight the abominations, though *the Ronda* and himself continue to discover that evil constantly changes its forms.

The members of *the Ronda* are divided into "**Chapters**", which are groups or cells scattered throughout various parts of the *Nucleus*, living and acting as anonymously as possible.

There are some characteristics by which they can be distinguished (*since they don't all know each other, per Rudolph's recommendation*); being the **tattoo** one of the most intimate sign that the members of this society can carry. In addition, the clothing usually includes a **black leather cape, tricorn or wide-brimmed hat and a lantern**; these elements as a symbol of anonymity and the light they shed on the mystery.

Somewhere on the cape or hat there is a **triangle embroidered in white or silver thread**, which represents the Tricorn that is the summary of its values "**Honesty, Loyalty and Courage**".

The Founders

Not just anyone can be part of *the Ronda*. Although any member may include others, in consultation with their *Chapter*, the prospect must meet certain requirements. To begin with, the members of the *Chapter* must trust him; he must show temperance to face the horrors he may encounter; and he must have specialized training in some area (*knowing how to get out of combat alive is very helpful, but not everything for this vigilantes*).

Although the main characteristic to fulfill is the one that can only be obtained through experience: **every member of the Ronda must have been touched by darkness, have faced it and have the temperance to face it again**. Events that can end the will of most people are the armor of these heroes who act from the shadows, where evil makes its nest. When a prospect is ready, a (*no formal*) meeting is usually called and the proper oath is recited.

THE HAMMER

OATH OF THE RONDA

(Prospect)

*Be witness my brethren that the night took my life,
now I don a new cape and light another lantern,
I raise my hand and swear by its burning flame:*

*Never to tremble against any foe,
be a flare in the reigning night,
a cape for the unwary,
a hammer to crush darkness,
the radiance of Truth.
with malice towards none,
and charity for all,
until the light abandons my eyes.*

(All Chapter members)

*We are the hammer and flame,
the light that reveals the puppetmaster.*



ELLENSAR MEMORIES

WARRIOR WIZARD, ORIGINAL SIX.

Time is a blurry concept to me. The memories are simply present, and besides the appearance of those with whom I lived those memories, there is no referent of the time in which everything happened.

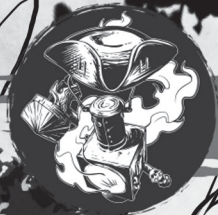
We were still together, we were still alive.

A storm is approaching, the night and its persistent darkness have closed their jaws on us. Our battered cloaks still try to protect us, but time, time is the last enemy, and tonight, darkness is his ally.

The tide of lycanthropes had taken everything and almost everyone, incredibly the only safe place was that strange cemetery.

LA RONDA

*Game Mode in a
Gothic Campaign Setting*



The Flame

Every **prospect** who gives himself to the cause of *the Ronda* is obliged to swear *the Hammer* and to respect the **Tricorn** and the **Flame Ribbons**, a set of values and guidelines that govern his life from this moment

Values called **The Tricorn**:
Honesty, loyalty and courage

The Flame guidelines:

- *You will not judge, without having investigated and revealed the truth.*
- *You will have compassion for all living beings and you will protect the defenseless.*
- *You will never renounce the Truth and faith in the Order.*
- *You will defend with your life the secrets of the Ronda that were revealed to you.*
- *Discretion among the people and subtlety with the crowd: You will never risk the innocent by revealing the enemy.*
- *Your shield will be the Truth against the dark forces, you will not accept more armor than that.*
- *You will be a person of action, you will not blame anyone for your faults, but you will seek repair in your brothers and humbly admit your mistake.*
- *You will never engage in combat unless your own life or that of the innocent is at risk.*
- *Your hand will seek no revenge. If evil in the form of temptation traps you, remember not to return until you have overcome that evil, victorious, return to your brothers and the Truth.*

What is the Ronda in game terms?

The Ronda is a **fantasy R.P.G. game mode** for **Gothic campaign settings** in which the characters are members of this secret society founded by *Dr. Rudolph V.R.* whose mission is to investigate, discover and eradicate evil in any of its facets.

The characters have a dark and mysterious background the reason why have been recruited by *Dr. Rudolph* after receiving help from him. They are committed and sworn to follow the cause of the Doctor with the motto that the inhabitants of the **Mistlands** can hope for a better life.

Players must take up the cause and play adventures where *investigation, exploration, combat and heroism* are mixed with *mystery and gothic horror*. A *Ronda* campaign can be as short or as long as the risk of the adventure determines. The members of the *Ronda* can be of any class and race existing in the player's manual, modified by the characteristics of the *Gothic campaign setting* and must be native to the world, this means they cannot come from other worlds or planes dragged by the mist, as most adventures for this setting tend to suggest.

The game mode should be difficult, but not impossible or frustrating, when it comes to combat the death of a character is never ruled out. However, it should not be based entirely on battles but rather on interaction with the game world: *investigation, discovery and interpretation of the character and the NPCs.*

Special emphasis should be placed on the **horror**, as described in the campaign setting, enhancing it with hints of **madness, despair, and even gore**. The Ronda, though brave, can be overwhelmed by the dangers they face night after night and their victories are often **pyrrhic**.

Another characteristic that gives flavor to this game mode is that the players do not create their character, but rather they randomly choose (*or is assigned*) a **previously created character** to challenge the player to interpret and bring it to life from a defined point and not from scratch. Players don't have the ability to put in a **backstory** that would make the DM sidetrack campaign objectives, giving way to more fluid gameplay and emphasizing *the Ronda* mission as a group and not as individuals.



Game Info:

There are several things necessary to play a Ronda campaign, especially because the system in which this **game mode** is originally played is 2nd edition. However it is not limited to that system, with some points to consider it can be played in any edition.

Here are some useful annotations for playing the campaign in other editions.

2nd edition

Campaign Setting: the original "Reign of Terror" box ("Black Box", 1990) is the edition originally used by the founders; however, the revised edition "Dominios de Terror" (or "Red Box", 1994) can be used without problem. With a bit of work, it could even be adapted to playing The Masque of the Red Death. This edition turns out to be the most versatile to establish the campaign setting.

It is highly recommended that you use the rules for saves against **Terror, Horror, and Madness** that appear in "Dominios de Terror."

Characters: As mentioned before, players do not create their characters. **The DM** offers or designates pre-generated characters from the **Ronda's character pack**.

3rd / 3.5 edition

Campaign Setting: **Sword & Sorcery** Core Rulebook. Other books from this publisher are also eligible as material; in fact they can serve to enrich the campaign in other editions. In the same way, the books of the 2nd edition can have the same function of complementing the campaign.

Characters: likewise, players do not create their characters but choose from among the pre-generated characters from the **Ronda's character pack**.

There was no Campaign Setting as such in **5th edition**; however, the necessary story and setting information is found in the books of other editions. We are revisiting the latest publications to see what can be used in this game mode.

To facilitate adaptation, a series of modified guidelines and rules are included here for use in the **5th edition**. The campaign must follow these general rules:



ORIGIN

5th edition

Terror (Fear): The base DCs are 12, 15, 17, 20, 25, 30. Effects of Terror: The effects of failing a terror roll can be: Minor: -2 to attack rolls, Saves, Skills, and AC for 10 minutes. Major: Frightened for 1 minute, then the minor effects for 1 hour. It is recommended to amplify the effects of terror with the information from "**Dominios de Terror**".

Horror (Horror): The save against horror is with Charisma. The base DC is 12. Effects of Horror: It is highly recommended to follow the effects of "**Dominios de Terror**". For a simpler version, a failed Horror save generates a short-term insanity effect (*DMs Guide p. 259*) and Debuff on a specific stat appropriate to the situation (Attack, saves, etc).

Madness: An insanity save is made with Intelligence. It is an attempt to convince himself to rationalize the impossibility of what has been seen. Effects of Madness: "**Dominios de Terror**" has excellent information on this. For a simpler version, you can use the madness effects listed in the *DMs Guide (p. 259 - 260)*; use each type of affliction according to the magnitude of the event that generates sanity loss. Each time a save is failed, a state of madness accumulates, going from "short-term" to "long-term" to "indefinite."

Power Checks: The percentages of Power Checks remain unchanged with respect to "**Dominios de Terror**". The changes produced by Power Checks are explained later.

This game info has been abbreviated for this publication, on our **website** you will find extended information for some editions of **fantasy R.P.G.** as well as **character packs, one-page dungeons and small adventures** to get into **the Ronda** and create a new Chapter.

Last but not least, *the Ronda* is a **community**. Through the game the members of a chapter live experiences that they share with other players somewhere else; *from gaming tables in the same city to other states, or who knows, other countries*. Outside the game world the members of *the Ronda*, as players, are part of a gaming commonalty sharing experiences, meeting other members and even forging profound friendships.

Welcome and enjoy this game mode.

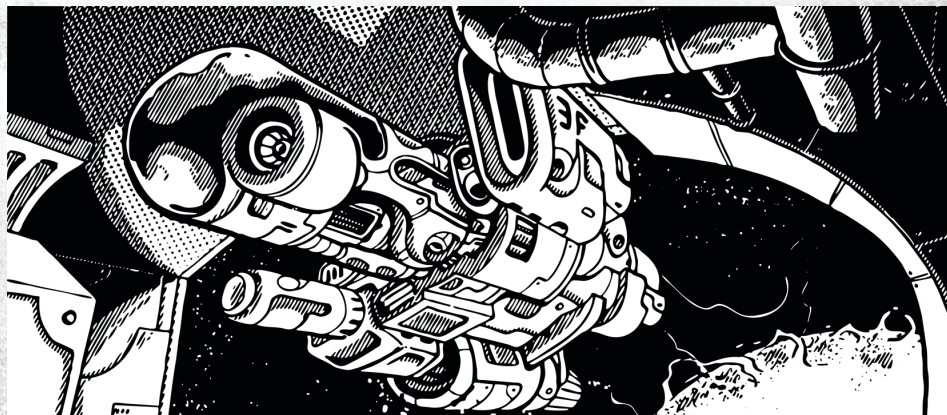


scan me

AL SIX



SIM-PLAY RPG



Designed by: Michel Galvez & Jorge Perez Riebeling

Sim-play RPG is a simplified system for playing role playing games on pen and paper, this system is focused on telling a story, for creating a new world and for using it as a starter for any people who desire to know about the pen and paper games.

I have created a sim-play to deliver one shots, or give a new story that doesn't have a system yet, so please feel free to create your own world, your own histories without any limitations, remember pen and paper RPGs are for fun and are, as I think, the best way to tell a Story.

Note: this system is created for an experimented Storyteller who is trying to play a story on a unique universe or that is teaching to new

ones to play and understand the role playing games

Let's get down to business...

Limitations of the Universe

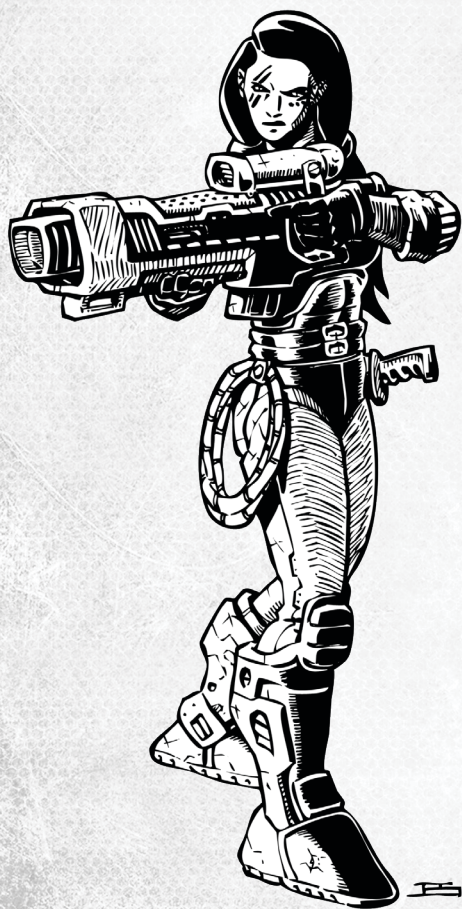
The story you want to play is based on one diegetic universe, and for this the limitation are implied by the universe itself, let me make an example, If you want to play in the universe of some space opera where sables laser are used by some kind of samurai cowboys (wink) you know and your players surely know the limitation of the universe like, there is no dragons of the legends, or there is no super powers, there is only force; or maybe if you want to play a history of pirates on the Caribbean sea, the limitations are the mere reality, it's everything about been logic on the universe you are playing

What do you need to play?

The only thing you'll need are the following:

- Piece of paper
- Pencil
- 20 & 6 sided dices
- Imagination.

That will be all to start playing.



What heroes are forged of

As I mentioned before, the system is for the story teller so he must guide the players in how to create their characters. I have designed a simple character sheet for reference. You can create one or use this.

1. **Player Name:** Your Player's name
2. **Character Name:** The character name of your player
3. **Attributes:** In this part they must distribute points to forge their hero. I recommend that they give them 10 points in total to distribute. Your character may have 0 points in one attribute but this makes him a lame for everything associated with that attribute.

Physical: is the attribute to do everything related with the body, this means run, lift, endurance, jump, Climb, etc.
Physical HP: this is equal to the points on physical attribute

Mental: is the Attribute to do everything that is for the mind like, search, concentration, deduce something, etc. As well is used for awareness like, listening, spot, feeling something etc.

Mental HP: this is equal to the mental attribute.

Social: this is the Attribute to use it with the society like, Etiquette, bluff, sense motive, innuendo, etc.

Defense: this is the armor and protection for your character which is calculated on a base 10 plus the physical attribute, his Size and the miscellaneous extra defense like, Armor, dodge, special skill

4. **Skills:** on this system there is no skills predetermined so you are free to create up to your necessities the skills that you want, I recommend two ways of doing it, in either of the two ways I recommend not give more than 5 skills to avoid the munchkins, as well with the attributes the max rank for everything is 5.

Creation of Templates: create the templates for a "class" to give to the characters example: Soldier: Skills: Firearms 2, Throwing 1, Tactics 2, Hide 1. with this you can generate and control what will happen to the universe

Create a set of Skill or give freewill to your players of create whatever they want and give them points to distribute

5. **Special Abilities:** if ONLY IF the story and universe your will play have some magic, force, natural bending or something like that that deserve a skill that give the importance of the character use it, you can list the power they can use, or command order for the troop or maybe the control of the demon that is trapped on his body.

6. **Weapons:** as well feel free to create any that you need the ranks are max 5, well actually is up to you but be careful you don't want a TPK just for miscalculations
7. **Gear:** feel free to create everything you need.
8. **Cash:** what you can spend
9. **XP:** the experience received till now and not expended.
10. **Size:** The standard size is 5 unless the Teller says other thing
11. **Movement:** The standard movement is 10 unless the teller says something else.

Ranks Values

In a human way the values for the points are

None: you can still try to do things, but you really suck at it

-
- 1 - You can do it without killing you or anyone else.
- 2 - You are average at it, no bad no really good just enough.
- 3 - You are good at it, pretty good indeed.
- 4 - How can you do that!? Are you an Alien, you are pretty impressive at it
- 5 - This cannot be real, you have a supernatural gift or you are not human at all.

Combat

Since this system is designed to create and tell a story, part of it is to control the combat phases and how the players live or die, so we will get parts.

Initiative

The initiative is for determining who goes first, this will be in a descendent way, the initiative is obtained for rolling your D20 and adding the physical attribute, If you create a skill or a special ability that helps the player in this part add it.

Movement

For the movement I use it in meters and the character can move up to 10m without losing his action if the player want to move more he can use the action as movement to get another 10m, this is a standard movements for humans I you are creating or using different races, feel free to create the different charts for movement.

Action

You have only one action during combat, this can be used as many things as you want inside the round, for example disarm, attack, put a trap, use an ability or power, perceive or make an intimidation roll, etc.

Attack

The attack is the way that your character makes damage to your opponent this is calculated as follows.

The attacking character rolls a D20 and adds the physical attribute in case of physical attack, or mental in case of mental attack and adds the combat skill he is using like firearms

if the sum of the attack plus attribute with the roll is equal or greater than the defense of the opponent he takes damage.

Damage

Making Damage

The Damage is equal to a roll of 1D6 plus the rank of the weapon or ability you are using, this applies to the mental and physical ones.

Taking Damage

For the damage they are two types of damage:

Physical:

The physical damage is the integrity of your body, cuts, broken bones, internal bleeding, etc.

Mental:

The mental damage is the integrity of your mind in social combats, like arguments, torture, interrogation, etc.

Reaching HP 0

Reaching HP 0 does not always mean death but is getting too much closer to it, the effects of the damage to your character is depending on the type.

Physical HP 0

When your character HP's gets to 0 your character is unconscious and if he doesn't receive medical attention in 3 rounds is completely Death, unless your master says otherwise.

Mental HP o

When your character HP's gets to 0 your character cannot longer lie, persuade, intimidate, or do social actions against their opponents, so he will start telling the truth for exhaustion or falling in terror, or even losing his mind to the deepest and perverse decisions of the Teller.

Experience

For the creation of long stories and big campaigns the part of delivering experience is important, as teller you can afford the players for the following reasons

Role Playing

The characterization of each of your players is important for the good of telling a story, so you are free to give from 1 to 5 points of experience for their interpretation in the session.

Enlightenment

In every session your players can discover one or more enigmas for the sake of the story or to advance in the riddles of it, for this you can give from 1 to 3 points to the character who made the discovery.

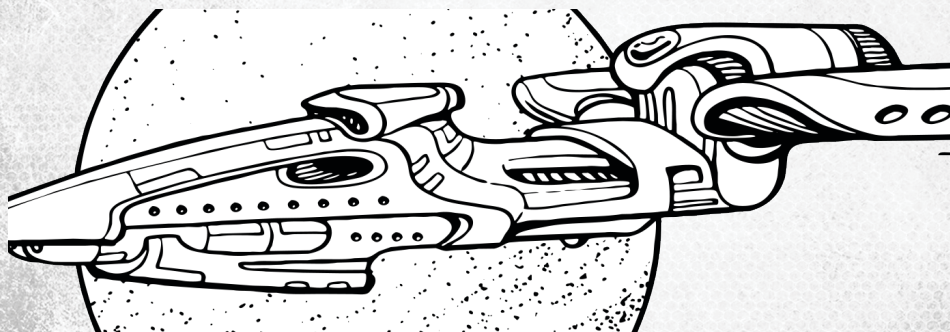
Chapter

At the end of a chapter you can give them from 1 to 5 points in experience, plus award them with an attribute enhancement or a special ability.

Adventure

Each season finale must be epic, must be a story to be told in the bar (the geek one at least xD), so you can award this goal with something more epic like a 5 to 10 points of xp, or maybe let them take more than 5 points in one attribute I don't know please feel free to make it worth and fun for all including you as a teller.

Description	Cost
Attribute	New Point x8
New Skill	5
Skill Rank	New Point x3
Special Ability	8
Special Ability Rank	New Point x5



REROLL



We're a group of **enthusiasts, narrators and content creators for TTRPGs**. We do Live Streams of our Oneshots, Campaigns, Collaborations and Game Systems, experimenting with the edges of what's possible in spanish-speaking roleplay. We cast on **Tuesdays and Wednesdays at 8pm (GMT-6)** and **Sundays at 5pm**.

Right now we are working on **Medula's "Big Book"**, our own TTRPG system (with the Quickstart already available on physical and digital version), and we're already planning **2 more systems** for the next year. Our ongoing campaigns are **Northsiders** (comedy + northern mexico + medieval fantasy) and **She Is The Ancient** (a genderbent Curse of Strahd). Every Sunday we stream plays with different systems, players lineup, themes and tone: it's our space for experimentation. We have initiatives as **Roll Like a Girl**, an exclusive space for female storytellers and players. We participate with other TTRPG channels in spanish to **form a community** and we also collaborate with **translations to spanish** from other systems (like Space Bounty Blues and She Is The Ancient). We attend events like **MegaXP 2022**, and produce our own merch like tote bags, pins, stickers, vinyls, dice and printed game rules. **We love RPGs**.

Find out about our plays collection on **Youtube**, follow us on **Twitch**, play with us on **Discord** and catch our latest news on Instagram, Twitter and **Facebook**.





COMEDY, DRAMA, ACTION AND TONS OF DICE.

◆ WELCOME TRAVELER ◆

The world is in danger and only a group of heroes willing to do a podcast can save it from the weariness of daily life. ”

Join **Tirando Rol**, an audiovisual actual play online campaign, where six friends play weekly the world’s greatest roleplaying game Dungeons and Dragons, in an original world created by Dungeon Master Ulises Martinez, where drama, humor and most importantly, tons of dice are never lacking.

Experience yourself a role playing game table in audio format from your preferred podcasts platform. Also, if you want to take a look on how your favorite character looks, you can check out Jimena Mosqueda’s amazing illustrations in our social media. Join our community and come say hi!

Tirando Rol is an immersive story for both experienced players and newbies that just started taking a peek at this worldwide famous hobby. With irreverent humor, improvisations and the randomness of the dice, we create a story with complex, memorable characters and iconic moments, innovating the hispanic podcast universe.



GUNTHER "THE SILVER BOAR"

HALF-ORC | BARBARIAN

Among men and orcs, has never existed such a brave creature. 6'5 ft of muscle and belly, skilled with anything created to slay, and like his late father used to say "Dumb as a mule and twice as ugly". Human, orc, but first and foremost, taster of fine drinks, self named Cyrin's best mixologist.

With his axe and sword, but most importantly his charisma and made up words, he will definitely win your heart.

SKOLD SONNDARN

DWARF | ARTIFICER

A reckless dwarf, but above all, very ingenious. He is one of the most skilled humanoid with his hands, although, sometimes he struggles to keep his mouth shut. With his youth and intelligence, he does not lack strength, for he takes advantage of his physical ability, his gadgets, and of course, his great determination, to be the toughest warrior of all.

With great ambition and intelligence, he will pursue his lifetime goal of becoming the greatest inventor of all time, even if he has to overcome his daddy issues in the attempt.





DAMAIA BLOODHOUND

TIEFLING | RANGER

If someone can annihilate goblins and chop off their heads while still looking stylish, it is Damaia Bloodhound, Cyrin's sweetheart. Damaia is a girl of weapons, and when we say weapons, we mean bows, daggers, swords, shields, and yes, also her words.

She was born as a Tiefling, but grew up as a princess and a warrior. Damaia, has a very important mission to accomplish, for which she will receive help from Dolph, her beloved reindeer.

MIROK

HUMAN | MONK

Mysterious, strong, agile, free, devastating, these are some of the adjectives that perfectly describe this monk, but there are a couple that explain his duality as a person; peaceful and tormented. This ex-military is very capable of doing pretty much everything, although of course, he sometimes fails in the attempt, making him one of everyone's favourite.

Mirok keeps many secrets, but step by step he has started to open to his teammates and to the world, proof of this, is that he no longer needs shoes, thus feet are free.



HUMAN | CLERIC

Some say he is the voice of reason in the group, others say he is just a crazy old man, but the fact is, besides being mysterious, this faithful believer of Desna, is addicted to guavas. We are all uncertain of what makes this human so capable of achieving such amazing feats to save the world, is it the excess of Vitamin C or is it the power of the Gods?

For many, Thomas can be grumpy, but underneath the thick beard, there is a huge heart and probably a huge belly.



ULISES MARTÍNEZ



JIME MOSQUEDA

AKA Dungeon Master, co-creator of Tirando Rol, creator of Cyrin's world and the current podcast campaign as well as the guy who yells at the beginning of every episode. His mom says he is the best DM in the country and even though he doesn't have a fixed character, you may know him as the guy that does the voices.

Artist and illustrator, creative head, co-writer, art director, excellent cook and co-creator of Tirando Rol. Her work is what has helped us to materialize this project, even though you can't always hear her voice (the legend says that only every 25 episodes), all the followers of this Cyrin's adventure have seen her great work.

◆ CONTACT

TUNE IN EVERY TUESDAY:



◆ CONTACT ◆

✉ tirandorol@gmail.com



TIRANDO ROL

DEMON HUNTER NEW FRINGE DISCIPLINES

Demon Hunter RPG

So, although the sample Fringe benefits in the **Demon Hunter Core Rulebook** are cool, we decided to co.... Wait, what? You haven't heard of the **Demon Hunter RPG**? The great RPG book written by Cam Banks and the amazing folks at **Dead Gentlemen Productions**? Really?

Ok, stop for a second. Run to DriveThruRPG. Get the book, and then come back here.

Ready? Ok, so as we were saying, we decided to come up with a couple of new Fringe Disciplines for your next campaign.



Mystical Luchador

So first a little bit of history (you don't like history? Fine, then just skip the next two paragraphs and keep on reading.)

Mexican wrestling, a.k.a. “**Lucha Libre**”, is a variant of the Greco-Roman wrestling, a discipline that arrived in Mexico during the second half of the XIX century. A couple of years later, Enrique Ugartechea became the first Mexican wrestler, as well as the person responsible for defining the first set of official rules for them. Several years later, Salvador Lutteroth used these rules as a starting point to create the Mexican Wrestling Company, which would later become the CMLL (Consejo Mundial de la Lucha Libre), the Mexican equivalent of the WWE.

The event turned out to be such a great success, that in just a couple of years, dozens of wrestlers achieved international success, not only inside the ring but also outside of it. Folk heroes like El Santo, Blue Demon, and Mil Mascaras became famous B-movie actors, participating in dozens of films in the 60s and 70s, including gems like “El Santo against the Guanajuato Mummies” and “El Santo and Blue Demon against the Vampire Women”.

As you can imagine, these paladins of justice caught the attention of The Brotherhood, who immediately recruited them to help in the fight against the forces of evil. Although these heroes appear to be regular wrestlers, most of them have superhuman powers, granted by ancient gods. These powers are usually tied to a physical manifestation of the entity, the one can take the form of a mask, a belt, or a long, silky mane.

Concept: Professional Mexican Luchador.

You can either be a rudo (tough guy) or a tecnico (good guy).

Suggested Aspects:

- Backflip off the top Rope
- I owe everything to my fans
- I must keep my true identity a secret
- Banned for using the Piledriver
- I have fought against vampires/mummies/zombies/mad scientists

- I've never lost a fight
- Mask/Mane/Belt with mystical powers
- Expert in all aerial maneuvers
- Descendant of a famous wrestler

Suggested Trouble Aspects:

- I am nobody without my mask/mane/belt
- I must always attend my fans
- I am not as tough as I look
- Persistent injury from my last fight
- My filthy mouth is a sign of honesty

Sample Stunts:

The Hurricanrana / Pile Driver / <Wrestling Move>: Because I am an expert with my signature move, I Gain a +2 to Flashy attacks when I am engaged in hand-to-hand combat.

Invoking the powers of my Mask/Mane/Belt: Because I can use my magical mask/mane/belt to gain superhuman powers, once per game session I can double the number of d6 I get from each Faith Die I spend.

The referee didn't see me do it: Because the referee is sometimes distracted, I can change the result of any roll to whatever I want. Once I changed it, no other player can alter it, not even using Faith or Demon Dice. After the action is resolved, you must roll a d6. If the roll is equal or below the number of times you've used this stunt in

the current session, you receive a Moderate condition called “I was caught cheating”, the one remains in place until the following session.

Mask versus Mask: Because sometimes you must bet your mask/mane/belt to prove you are the best, once per session instead of rolling to determine the outcome of an action, you can challenge the DM to a contest. Each side rolls 2d6. If you roll higher than the DM, then you Succeed with Style, and you also get to add a new situational aspect with 3 free invocations. On the other hand, if you roll below the DM, your luchador loses their mask/mane/belt for the rest of the adventure, and you receive a Severe condition called “Humiliated in front of my fans”. Ties must be rerolled.



Arcane Sidekick

Getting everything ready before a fight, keeping the agenda organized and fighting evil demons during your breaks are not easy tasks. Thus, wrestlers sometimes depend on an assistant/sidekick to help them sort things out. These sidekicks usually wear colorful motleys or full body suits (although we suspect some of them are not really disguises) and follow our heroes around and keeping them on schedule.

Sidekicks might not have the same popularity or fighting skills as a regular luchador. Fortunately, they compensate their lack of prowess with exceptional organizational skills. If a luchador needs something, you can be sure their sidekick will get it for them.

Concept: Sidekick to professional wrestler

Suggested Aspects:

- Expert in crowd control
- Amazing organizational Skills
- Professional stunt performer
- Do you need something? I'll get it for you
- Laughter is the best medicine

Suggested Trouble Aspects:

- Nobody respects me
- I don't want to be an internet meme
- Why can't I have my own action figure?

Sample Stunts:

Sneak Attack: Because most people don't consider me a threat, I receive a +2 every time I Sneakily attack an opponent. The bonus increases to +4 if they see me coming and even then, decide to ignore me.

I would quit if the pay wasn't so good: Because I am used to getting hit, kicked, punched, and thrown all over the ring during our wrestling matches, I can take one additional Mild and Moderate conditions.

Prop Master: Because I am a Prop Master, I receive a +2 whenever I Quickly get a prop (e.g., chair, table, ladder, garbage can, sledgehammer, etc..) to create an advantage for another member of my chapter. The bonus increases to +4 if the advantage will be used by a luchador.

Amazing Organizational skills: Because I can organize even the most complicated agenda, once per session my allies get to act twice in turn before the NPCs get a single action.

Supernatural Motivational Speaker

Imagine combining all the charisma, passion, flair, and conviction of a preacher with the wisdom and experience of an ancient spirit. What do you get? A supernatural motivational speaker!! Since even the best Demon Hunters need a pep



talk occasionally (just ask the Alpha after the disaster in Vancouver), the Brotherhood decided to incorporate several motivational spirits into their ranks.

Even though some departments were initially against the initiative (*cough* R&D *cough*), after they managed to transform the worst Omega team in the organization into a super-efficient Beta team, all areas in the organization started asking for their help.

Concept: Spectral Inspirational Speaker

Suggested Aspects:

- How do you know it's not possible if you haven't tried?
- To get something you've never had, you must do something you've never done before
- Sometimes you win. Sometimes you learn.
- You can learn all about it in my new book
- You can become the best version of yourself during my new seminar

Suggested Trouble Aspects:

- Smiling depression
- Money can buy happiness
- I don't sweat the small stuff, like paying taxes
- Career ending secrets

Sample Stunts:

Powerful, sexy voice: Because people listen to me when I use my powerful, sexy voice, I receive a +2 every time I Flashily use Social Engineering to get information from an NPC or to convince them to do something for me.

Don't let anyone manipulate you: Because you cannot be happy if you let somebody else manipulate you, I receive a +2 every time I get someone to question their loyalty or whether they are truly happy at their current (this counts as a Clever verbal Attack).

Together we can conquer the world: Because I am an expert

motivating people, once per session I can "fire up" my team and get the best out of them. This speech will create a new situational aspect with a number of free invocations equal to the number of Demon Hunters in my chapter. These dice can be used by any player if they can explain how my speech motivated them.

If you believe in yourself, nothing will stop you: Because you can achieve your goals if you just focus all your energy on them, once per session you can have any member of your chapter Succeed with Style any action, as well as recovering a Faith Die. At the end of the scene, you must roll a d6. If you roll a 1 or a 2, you realize you ask them to take an unnecessary risk and they could have been hurt. For this, you get a Moderate condition called "I could have hurt someone," the one cannot be eliminated until the following session.



DEATH DIE CLUB



The Swamp of Sorrows:

The swamp is a very dreary sad place to be. Many villagers have gone to explore the swamp to be overwhelmed by sadness and sink into its waters.

- a. Test toughness DR12 every 6 hours on failure gain a point of sadness. Gain 4 points of sadness and sink into the swamp waters to never be found. It takes 2 days of rest outside the swamp to remove all sadness even if character only has 1 point.

STOREYWOOD

GAME Co.

Compatible with
MIRK BORG

**The Holy
Artifacts**
of the
**Sacred
Tragedies**

**DROWNED
IN SORROW**

ROLE PER SECOND

TTRPG CONTENT CREATOR

Hey! Welcome to the Role Per Second (RPS) section of the zine, my name is Irvin Morales a Graphic Designer and a TTRPG content creator from Mexico City.

I love to create stuff, and I also have been in love with Tabletop Games since I was a little kid. It was not surprise that at some point I needed to combine both loves of my life, that's when RPS was born. RPS it's collection of different creative contents made by me; Adventures, systems, blogs, podcast, videos, rambling about game theory and some art, all about tabletop role-playing games.

You can go and download many of my work for free at my Itch.io or my blog. I'm heavily influence by the 70's simple and risky game-style but also trying to take a step forward adding a modern twist on rules.

Hope you can give my work an opportunity, you can always reach out and tell me what you think about it, I would love to hear it.

Thanks and enjoy!







About Exhume

Exhume it's a simple and clean 1d6 classic fantasy micro RPG. It was design thinking about new players, but also my attempt to bring some NSR goodness to the game table.

Some of my objectives when making Exhume where;

- To have a small game system that I can carry around and play on the spot using a couple of d6's.

- Simple enough to keep recruiting members for my cult (gaming group)
- An "Elf Game" that not only has combat rules.
- Small and cheap enough, so I can put it in a bag with a couple of d6's and leave it on the street for someone to find.
- New School Revolution flavor.

Exhume it's inspire by the works of awesome people like; Nate Treme, David Black, Johan Nohr, Chris McDowall, Luka Rejec and many more.



Dexterity (DEX) and Will (WIL).

2. To get your Hit Points sum up your statistics.
3. Your highest attribute determines what **type of adventurer** you are; STR = Warrior / DEX = Thief / Will = Mage.
4. Every adventurer type has a **special ability**. Each time you use it, throw 1d6; If the result it's 5+ you can't use that ability again until you have a rest of 8+ hours.
5. **Special Abilities**; Warrior can attack twice in a turn during combat / Thief can immediately hide from sight / Mage can use magic (attacking with magic does 1d6 x Mage level of damage)
6. If you don't want to use one of these types of adventurers



Creating an Adventurer

Get some paper and a pencil, or something to write down your adventurer attributes.

1. To determine your attributes, throw 1d6 (repeating 1's and 6's) once for every attribute; Strength (STR)

you should totally create your own.

7. Write down your **adventuring gear**; 1 weapon, 2 torches, 3 food rations, 4 gear points and 2d6x5 gold coins.
8. Lastly, name your character and give it an appropriate title.

Leveling Up

Every adventurer begins at level 1, and every 4 sessions they level up. Every time an adventurer levels up he gets the following benefits; Add 1d6 to your HP, gain one special ability, make one up.

Equipment

- **Gear points** can be traded for adventurer gear any time during a game; Basic gear costs 1 point, like torches, food, ropes etc. Advanced gear is more expensive, for example, a thief's tools would cost 4+ gear points.
- **Every weapon** does 1d6 of damage.
- **Armor** reduces the damage that you take, each piece that you wear reduces the damage by -1. You can wear up to 3 pieces; Helmet, chest armor and a shield. In total you can get -3 from these.
- **Mages** can't use armor.

- Your adventurer can carry objects up to his STR x2. You can carry 5 more items if you are using a backpack.

Adventuring

Making rolls; At times, when adventurers' actions are uncertain, and the consequences of failure are interesting, roll 1d6 and compare it with the relevant statistic, if the result is equal or less than the statistic, you succeed on your action.

If some object or situation gives you an upper hand on your action, it counts as **Advantage**, roll 2d6 and keep the lowest result. On the contrary, if you are on **disadvantage**, keep the highest result.

After resting 8+ hours, recover 1d6 HP.

After resting 8+ hours, each adventurer rolls 1d6, if the result is 6; One of the items the adventurer is carrying gets broken, useless or spent.

Every 10+ hours of adventuring, every adventurer has to eat, drink and rest. For every one of these activities that you don't meet, you get -1 to every statistic. If your STR statistic reaches 0, you die. The moment you complete every activity, you recover your normal statistics.

Combat

- **Determine initiative;** Every adventurer makes a DEX roll, those who succeed get to act first, then the enemies and lastly the adventurers who fail the DEX roll.
- During combat **each adventurer and enemy get a turn**, during your turn you can move to a reasonable place withing reach, and you can make one attack roll, you can also replace your attack for another action of your choosing.
- **To make a melee attack;** Make a STR Roll, if you succeed, inflict damage on the enemy.
- **To make a ranged attack;** Make a DEX Roll, if you succeed, inflict damage on the enemy.
- **Using Magic;** Make a WILL Roll if you succeed, your magic works.
- **Enemies use their Skill** statistic to make attacks.
- **Critical Damage;** If you get a result of 1 when making an attack roll, you receive the following benefits; Inflict $1d6 + 6$ of damage and destroy one point of armor from the enemy.
- Remember to **always reduce damage by wearers armor** or monster level.

- If you ever get to 0 HP, you die. Create another adventurer.

Monsters

Lvl	Skill	HP	DMG	Mob
1	2	8	1d6	Goblin.
2	3	16	1d6	Skeleton.
3	3	24	2d6	Werewolf.
4	4	32	3d6	Gargoyle.
5	5	40	4d6	Hydra.

The level of Monsters represents how strong and how many armor monsters got.

Monster Skill represents all their statistic into one single number.

Monster Damage tells you how many dice they roll when monsters get to inflict damage.

Some monsters might have special abilities.

Every time adventurers find a monster, roll 1d6 and consult the following results to find out how the monster feels about the adventurers:

1-2 Hostile / 2-3 Indifferent / 5-6 Friendly



My name is Derek Ruiz, I have been a player and GM for over 19 years. I started with Advanced D&D but quickly moved to 3rd edition. I started DMing shortly afterward and have been a forever-GM since then. With a close group of friends and family, we've played a mix of long-term games and one-shots in tons of systems: 3rd, 4th, and 5th edition D&D, Call of Cthulhu, GURPS, Mouse Guard, Torchbearer, Burning Wheel, B/X D&D, Blades in the Dark, Scum and Villainy, and Dungeon Crawl Classics. I love my craft and live for this game, roleplaying gives us a chance to live countless lives and experiment to our mind's content. Since I went pro, I later partnered with Arthur Rouse who takes care of illustrative work, copy-editing, isometric creations, social media sites, ad budgets, marketing, VTT sites, and all sorts of backstage stuff that make our publication schedule possible.

We artists create art, but at the end of the day, we are absolutely nothing without an audience and people who support our craft. **Thanks for supporting our cause and our art.** You will see that it is worthwhile; we release new original RPG content frequently.



FAMILY HEIRLOOMS LOST

The blessed locket grants us the power to achieve our dreams. It is our destiny! Mark Grayleaf

Background Lore

Loyalty to brethren is the most important quality for tight-knit communities and groups. Each person's definition of the word 'brethren' may differ to include close friends, folks in similar living conditions, or even a concept or idea that resonates with a community. This quality brings people together with a single purpose.

From Rags to Riches

Growing up in the streets is a tough life. Mark Grayleaf knows this firsthand, as well as all those poor souls that endured the same hard life as him. They survived war, hunger, violence, and the awful treatment of those despots that rule the land and see them as nothing more than vermin that pollute the city streets.

Mark is a natural leader. Despite the dispossessed nature of their existence in the hoodlums of the city, a few dozens of homeless individuals see a spark of hope in him. The man is resilient and resourceful. Under Mark's leadership, the small gang known colloquially as 'The Grayleafs' made itself a space in the city's underworld.

The Grayleafs' New Lair

Mark and his followers found a large underground compound in the family crypt of the Larfin family. According to their sources, no Larfins remained in the city so they would be unimpeded to take the place and repurpose it as their permanent lair. It had enough space. Things took an interesting turn when Mark unearthed a magical locket from a lavish casket. The strange locket is closed shut but it gives him the ability to cast a few fiery spells. With his newfound magical aptitudes, the Grayleafs have become a strong faction that remains unchecked since Mark Grayleaf's discovery.

Current Times

Mark Grayleaf's exploits in the recent months and how he has taken over sections of the city with his gang of ne'er-do-wells have become somewhat popular in the criminal underworld. The location of his lair in the cemetery, in the Larfin crypt, is also common knowledge by now. The city authorities have not shown any sign of care for his crimes since they are still secluded in the city slums. They have more important things to do.

Adventure Hook

Francis Larfin, a wealthy merchant from a nearby city, heard of the defacement of his family crypt. The infuriated outsider offers a reward of 400 gp to mercenaries. He wants to recover a golden locket and a set of fine silver cutlery that belonged to an ancestor of his. Both

items are family heirlooms of great sentimental value.

Features of the Crypt

The following features correspond to the Grayleafs' lair inside the Larfin family crypt; areas 1 through 13.

Light. Most rooms have magical sconces with continual flame spells. They fade out in 1 minute if removed.

Secret Passageways. The dungeon has several hidden corridors which can be revealed by pushing cleverly hidden bricks on the stone walls (DC 15 Investigation).

Arcane Aura. The magical locket in Mark's possession produces a distinct conjuration aura. This aura can be perceived from up to 400 feet by a detect magic spell.

Smells and Sounds. The smell of cooked food permeates the inhabited sections of the crypt.

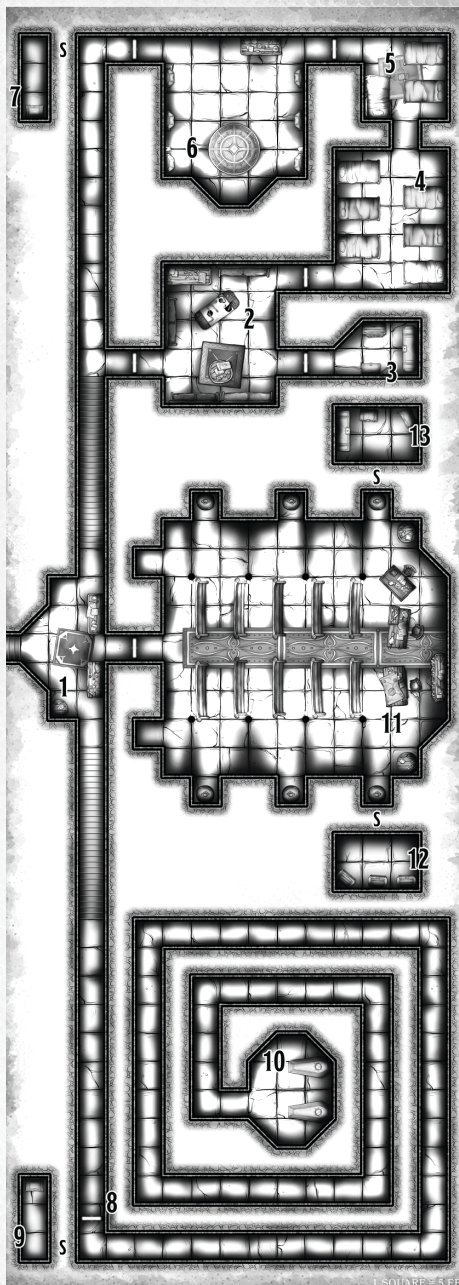
The sounds of chatter from Mark's followers can be heard all around.

1. Landing

The Grayleafs defaced the landing and added furniture to keep records of their stolen goods and new members of the organization. Two guards keep watch and raise the alarm in case of invasion. If the characters claim they want to join the gang, they are allowed into area 11.

2. Common Room

Funerary niches in this area were removed to make space for a common room. Two caskets are now used as tables. There are two



guards and two bandits in this chamber at any given time. They confront intruders and attempt to raise the alarm if a battle breaks out.

3. Common Vault

All members of the organization keep important items safe in this chamber. All except for Mark Grayleaf who has exclusive access to the vault in area 12.

Treasure. The room contains 70 gp spread across fifteen leather pouches. Two silver statuettes (20 gp each), a box of spices (40 gp), and a potion of healing.

4. Main Dormitory

Funerary niches and other religious paraphernalia were moved to make room for six double bunk beds where some of the gang members sleep. 2d4 guards loyal to Mark Grayleaf sleep in this chamber at any given time.

Treasure. A chest under one of the bunk beds contains a leather pouch with 25 gp and a silver dagger.

5. Secondary Dormitory

An altar to the sun god was demolished to place three double bunk beds where Mark Grayleaf and his closest allies rest. 1d4 guards sleep in this chamber.

Treasure. A chest under one of the bunk beds contains a leather pouch with 25 gp and a silver dagger.

6. Chapel of Guardians

The eternal spirits of some of the Larfins are angered at the defacement of their resting place.

The six caskets contain starving ghouls but they are trapped in their enclosures. The Grayleafs heard the undead when they visited the chamber and became scared. They prefer to avoid the place, lest they infuriate the undead again.

The sound of the cursed undead prefaces any attempt to burst open a casket (DC 14 Strength). If a character cracks open a single one, the other five caskets burst open at the disrespect and six ghouls emerge to fight. The flesh-famished ghouls are freed too if the caskets in area 10 are opened and searched by the characters.

7. Explosive Runes Chest

The dead-end hallway contains a booby-trapped chest. The Grayleafs recognized it for what it is and left it alone. Mark wants to bring a mage one day to open it. Glyph of Warding. The runes are hard to see (DC 12 Investigation). Opening the chest causes an acidic explosion to target all creatures in the narrow passage. They take 5d8 acid damage (DC 12 Dexterity / half).

8. The Sealed Crypt

This reinforced iron door leads to the deep crypt. Important members of the Larfin family are kept here in the form of ashes in small niche drawers. Mark ordered his followers to leave this place alone to avoid angering the resting spirits further. The heavy door features a high-quality lock (DC 19 Thieves' Tools). Mark Grayleaf, the gang leader, carries the only key to this

door.

9. Lightning-Infused Chest

The dead-end hallway contains a booby-trapped chest. Mark and his followers left it alone like the one in area 7.

Glyph of Warding. The runes are hard to see (DC 12 Investigation). Opening the chest causes a roar of lightning to target all creatures in the narrow passage. They take 5d8 lightning damage (DC 12 Dexterity / half).

10. Larfin's Deep Crypt

A spiral-shaped corridor lined with countless niche drawers leads to a central area that contains two lavish caskets. The most important patriarchs of the Larfin family lie there. Both perished decades ago. Both caskets are open. Mark Grayleaf took the magical locket from one of the enclosures and left everything else as he found it. Treasure. One casket contains the set of fine silver cutlery (200 gp) that Francis Larfin wants recovered. Taking the items causes the ghouls in area 6 to break out.

11. Main Chapel - Common Room

The crypt's main chapel is now a conference room for sorts to the Grayleafs; all things of value removed from their locations for profit or fun. Mark Grayleaf (cult fanatic), four guards, and four bandits await to see the characters' reactions. Mark is friendly if the characters come with the pretense that they want to join the organization. Otherwise, Mark

orders them to go back to the city, or else the Grayleafs will make an example out of them. Mark is overconfident and careless because of their recent deeds in the city. He genuinely believes no one can match him as long as he commands the magical locket's power. Because of this, he fights to the death.

12. Mark's Vault

Mark Grayleaf keeps a personal fortune in this hidden vault; a hoard of ill-gotten riches and goods. Treasure. The vault contains 190 gp, 450 sp, a set of chain-shirt armor, a silver ring with a lion seal (120 gp), a rosewood orb (40 gp), and two potions of healing.

13. Unexplored Vault

The Grayleafs never found this treasure hoard. It has remained undiscovered since its creation decades ago.

Treasure. The vault contains 840 gp, 700 sp, an ornate ceramic vase (20 gp), a brass crown (90 gp), a spell scroll of fireball, and a spell scroll of dimension door.

Development

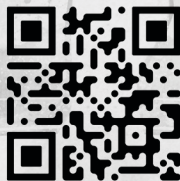
Mark Grayleaf is defeated to retrieve the magical lock- et. It is the only way he shall part ways with the family heirloom. When Francis Larfin recovers the lost items, he pays the promised reward of 400 gp and makes plans to return to his wealthy estate in a neighboring city.

The power vacuum in the criminal underworld has earned them the friendship and enmity of several factions.

NOW ON
KICKSTARTER



Hunters
of the Occult



SAVE THE MUSIC

An adventure for Red Markets
written by Sean Farris.

GOODS/SERVICES

Retrieval services are requested. A helicopter carrying something valuable has crashed as it was attempting to return to the Recession. Takers are needed to travel to the crash site, recover the valuable goods, and then rendezvous with a cargo drone to return the material to the Client in the Recession.

THE GIST

Post-hope-noise-punk icons “An Incident” have just finished recording a concert for their upcoming “Live from the Loss” album at the Trabajo enclave in Colorado. On the way back to the Recession, the helicopter

Prep Work

What will the contract likely require? At face value, this job is simple. Locate the crashed helicopter, retrieve the necessary goods for the Client and then send it to them via drone.

What is the equilibrium price? Roll for it, or call it B9/R9. The client is paying premium prices for the job. The contract is time-sensitive, and the client is paying to ensure the job is picked up quickly.

What competition is bidding for the job? Markets should feel free to use existing competition from their ongoing games. Otherwise, use the Timberwolves, a small band of raiders that operate outside the local enclave that has already sent a team to investigate the crash and is trying to cash in on the bounty of the contract.



transporting the band suffered a mechanical failure and crashed into a densely wooded area. The band members, two audio engineers, and two camera operators were in the helicopter. The helicopter was loaded with audio/visual equipment to record the concert. The Client must have the master recordings of the concert audio along with the video of the show and footage recorded at other locations for music video releases. The recordings are all digital and stored on a solid-state drive that should have endured the impact; as long as the helicopter did not catch fire, the drives and their data should still be viable. The Takers must recover these drives containing the masters and get them to the Client via drone delivery back in the Recession.

CLIENT

Elaine Voreman - CEO of Screaming Casualty Records

Elaine Voreman is a severe-looking white woman in her early 40s; closely cropped platinum blonde hair and a stare that could wither flowers accompany an otherwise attractive frame that is well dressed in designer brands. Voreman will negotiate directly with the Takers via Ubiq connection. The office seen behind her is large and in an apparent high-rise building in the corporate offices of her company in New York City. The walls flanking either side of the floor-to-ceiling window behind her are garishly covered in platinum and gold albums and awards. Everything

about how she presents herself reflects her affluence, security, and high economic status in the Recession.

Once the scene is set, use the spots to determine how to roleplay the client. As the negotiator succeeds, reveal more of The Gist (p.XX) to the players. Players may only use spots learned in Scams. Markets may use Gift spots.

WEAK: Psychopathy is a CEO's Best Friend

Voreman's sole care in the world is her own status, prestige, and image. The record company is how she chose to achieve her goals of status, power, and appearance. Voreman does not particularly care for the music industry and certainly does not care at all about the members of An Incident or the Takers themselves.

Example Reveals: Networking or Research into Voreman can discover the classic narcissism, lack of empathy, and superficially charming behaviors exhibited by Elaine.

SOFT: Flattery Will Get You Everywhere

Elaine believes herself better than everyone around her and especially compared to Takers. Anyone who can inflate her ego while deflating their own can get along with Elaine as she appreciates those who "know their place."

Example Reveals: Networking could reveal this spot from people who have dealt with her quirks. Sensitivity or Foresight could read this spot from her interactions with others.

TOUGH: In Too Deep

Screaming Casualty Records has been pouring resources into An Incident and their newest album release. The company has caved to the band's ludicrous demands to record a live album in the Loss. The bribes alone to fly the band, equipment, engineers, and camera operators paid to the DHQS would retire dozens of Taker crews to the life of luxury back in the Recession. The exorbitant costs have pushed the record company to the brink of collapse. Voreman must have the recordings, or she's likely to be removed from her position as CEO and possibly pull the company down into bankruptcy.

Example Reveals: Networking or Research to discover the financial situation of Screaming Casualty Records. Foresight to discern that the record company is still willing to desperately throw money at the problem after having obviously suffered a significant loss on the album project.

GIFT: Blood Testing Unit

Gift Spots are optional. Use them to increase the challenge of negotiations.

Elain offers to provide the Takers with a brand new Blood Testing Unit (RM pg. 251). The testing unit is the latest and greatest model that the DHQS has issued and possesses the "DHQS Model" and "Gen 2" upgrades. She offers the kit to the players with her superiority complex shining powerfully; she comments, "I understand these things are quite useful out there for people like you."

Travel Time

4 Legs

The helicopter crash site will take significant time to reach from the Taker's home enclave, but it is not a prohibitive distance. There is no Leg Encounters specific to this job. However, there is an example of a Leg Encounter particular to this contract below. Markets are encouraged to develop their own Leg encounters for Jobs so that they can be customized to the specifics of their world and the influences of their players. Legs can also be determined by rolling on the d100 Loss Encounters table located on pg. 457 in the Red Markets book.

Hell Hath No Fury Like Competition Scorned

Especially if the Takers failed to scare off the Timberwolves as competition in the course of their negotiations, then the Market should bring them back as an encounter as one of the Legs to get to the crashed helicopter. This

job is paying too well just to let it go without a legitimate fight, and Voreman obviously could not care less who completes the job. This does not need to be a battle to the death but at least an attempt to slow the Takers down to give the scorned competition a chance to reach the helicopter first and steal the job out from under the Takers.

THE SITE: Crashed Helicopter - The Remains of An Incident

In a copse of trees, a large helicopter has crashed and is precariously perched a not insignificant distance from the ground. The helicopter is intact except for the front, where a primary branch of a tree has impaled the nose of the craft, breaking out the windshield, and dried gore, presumably from the pilots, can be seen smattered against the remaining shards of glass and side windows of the cockpit. The passenger compartment of the helicopter appears to be reasonably well intact. Underneath the helicopter is a modest-sized mob of Casualties drawn by the noise of the crash but now standing mostly dormant from lack of stimulation after the helicopter fell silent.

ARRIVING AT THE CRASH SITE

If Takers want to inspect the physical condition of the helicopter... Mechanics or Foresight would tell them that while the pilots are deceased, the intact

nature and lack of significant damage to the rest of the helicopter mean that passengers likely could have survived the crash. The master recordings on an SSD most certainly will be intact. The windows for the passenger compartment have shades or curtains pulled down as they can not be seen through.

If Takers want to inspect the stability of the helicopter in the tree... Awareness or Mechanics will tell them that the helicopter is precariously balanced. Most of the helicopter's weight is being born by a single tree, and the tree is already slowly losing the fight. The primary branch of the tree has already split slightly, and adding even a light person's weight could tip the balance in the helicopter's favor.

If Takers want to figure out how to get into the helicopter... Awareness or Athletics will tell them that scaling the tree holding the helicopter up would be the safest way to climb up and reach the helicopter. Alternatively, if the Takers have ropes, they could climb a tree to the rear of the helicopter and loop ropes over the tail section and try to pull the helicopter down by leveraging their body weight on the tail end and breaking the tree.

Running the Job

How do the Takers handle this recovery operation with the Macguffin precariously suspended high above them?

The job requires the Takers to locate, recover and return the SSDs that contain the master recordings from the band's time in the Loss. How they handle that and the fallout from those decisions are up to the individual Taker groups and their Market but below are several options and how those options might play out.

Snatch and Grab

If the Takers did not determine the precarious balancing act that the helicopter and tree are locked into, then the most straightforward solution would be to climb right up to the helicopter and open the passenger compartment area. Several trees adjacent to the helicopter have branches that would allow a Taker or two to climb up, across, and onto the helicopter's landing skid, where they could wrench open the door and grab the goodies they need.

Should the Takers choose this option, as soon as one of them puts their full weight onto the landing strut, the tree that is supporting the helicopter gives a mighty groan and then a sharp thunderous crack and splits fully in half, dropping the helicopter and any attached Takers to the ground. Takers climbing on the helicopter roll Black and apply that as kill damage to two limbs of their choice and then make an Athletics check to avoid being crushed by the helicopter. If a Taker fails this check, roll Black and apply that as kill damage to all

hit locations. Takers crushed by the helicopter take an additional 2 points of kill damage to the torso each round until they escape from under the helicopter.

Any Takers in the adjacent trees to climb onto the helicopter will need to make an Athletics check or fall to the ground, as well as the helicopter shakes the limbs mightily as it falls through them. Takers that fail roll Black and apply that as kill damage to two hit locations of their choice as they tumble and fall painfully to the ground.

The thunderous crack of the tree breaking in half and the helicopter tumbling to the ground also summons two separate mobs of Casualties.



Climb the Supporting Tree

Smarter Takers will have determined the risks of trying to climb straight onto the helicopter and may instead try to climb the supporting tree that the helicopter is hanging from and climb into the helicopter's cockpit to reach the passenger compartment. This approach will give an agile Taker more time to react to what their weight is doing to the ongoing balancing act, but it means they have to climb through the broken, jagged shards of glass from the windshield and through the gore that remains of the pilots. Upon reaching the cockpit, Takers should make an Awareness check to notice the split in the main branch of the tree and also that while there is gore in the cockpit from the pilots, there are no pilot corpses inside the cockpit. They've gone... somewhere.

Scooting out along the main branch of the tree to get to the cockpit elicits several slow, deeply reverberating creaks from the tree. Climbing into the cockpit proper of the helicopter requires an Athletics check not to be hurt by the glass shards of the windshield remnants.

If a Taker gets into the cockpit properly, the weight shift is enough to bring the helicopter crashing down. The tree again makes a thunderous crack as the main branch snaps and splits in half. The Taker inside the cockpit rolls Black and takes that as kill damage to all hit locations as they are tossed

around and against the inside of the cockpit and all the glass shards. Takers that climbed up behind the first must make an Athletics check or fall. If Takers fall from the tree, they should roll Black and apply that as kill damage to two limbs of their choice.

Pulling Down the 'Chopper

The best idea is to pull down the helicopter using ropes on the tail section. While this may require a Taker to climb an adjacent tree, they won't be on or in the helicopter when it falls. Takers that pull on the ropes need to make an Athletics check to avoid being mauled by the helicopter when it reaches the ground. Just use any failed check to apply kill damage as usual.

COMPLICATION

Screaming Casualty Records hired a pair of security officers to accompany their investments, the band, the technicians, and especially the pricey equipment. At some point in the band's quest to authentically capture the feel of the Loss, one of their guards was exposed to the Blight and became Latent. When the helicopter crashed, the latent died and turned into something nightmarish. Not quite a Scarecrow, not quite a Malignant, his body quickly atrophied as the blight harvested his biomass to spread itself throughout the helicopter's passenger cabin. (Information on Aberrants can be found in RM

pg 160) Whatever he became has braided and weaved tendrils of Blight inside, around, through, and underneath nearly everything in the cabin, completely occluding the helicopter's windows.

Unfortunately for one member of the band, they did not die in the crash of the helicopter. More unfortunately, they also happened to be Immune. Most unfortunately, their leg was broken in the crash when it was crushed and entrapped by an audio control board that wedged itself under the seating in the cabin. They've been stuck in the helicopter cabin for nearly a week. Their mind lost all grasp of sanity on the first day. After the third day, their sanity vanished, and hunger turned them into a nearly feral state. They began eating the Blight tendrils, rapidly filling the cabin's space. Due to their initial Immune status, instead of becoming a Vector or Casualty, they have become Latent... and somehow managed to survive to this point.

After opening the helicopter door and facing the Blight cobwebs that have grown thick like layered curtains, any Taker, even Immune or Latent, must make a level 3 Self-Control test to Stress or Trauma if they attempt to dig out the hard drives of the master recordings.

After the Takers attempt to make their way through the Blight forest in the cabin, this rouses the surviving band member. Disconnected from reality but

sensing that a way out of their hell has become available, they scream hoarsely and incessantly begin to thrash to escape the helicopter's interior. Fortunately, the helicopter's fall has freed the survivors' broken leg from being pinned in place. The surviving member will lurch out of the helicopter, seeking freedom and attempting to race to the nearest person that has brought them salvation.

A Foresight or Awareness check can be made before attacking the survivor. Success reveals that the survivor is not moving fast enough, and the screaming is not the apologetic behavior typical of Vectors. Further, Casualties don't scream, and the survivor moves too fast to be a casualty. If the Takers piece together what happened to the survivor in any fashion, they should make a level 2 Self-Control check to Detachment. Any Taker that kills this poor soul, even though it is undoubtedly mercy, must also make a level 2 Self-Control check to Detachment.

Sean Farris, writer of Elevation, a Red Markets enclave and campaign supplement and co-writer of Veblen Goods, a Red Markets gear guide.

You can find him on

Twitter @TheRinaldus

Red Markets Discord @Rinaldus
discord.gg/9rcUFbxF6U

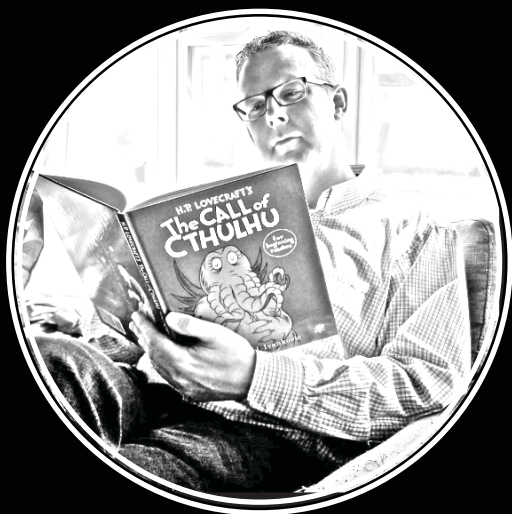
Or listen his other Red Markets material on the Role-playing Exchange Podcast roleplayingexchange.com

WHAT IS GAMING?

Gaming is friends and family sitting around a table talking and having fun.
Gaming is meeting new friends from places far and wide.
Gaming is accepting those that are new to us as they are.
Gaming is providing a place for safe expression of feelings and thoughts.
Gaming is learning to work with others and enjoying a shared experience.
Gaming is providing support and criticism to help everyone grow.
Gaming is learning rules and playing by them.
Gaming is sharing something you love.
Gaming is learning something others love.
Gaming is gaming and a great part of my life.

See you at the table

-Rich Walken





Claudia Sanchez and Mike Balles have collaborated with the spearheading actual play project UNA PARTIDA MÁS through a number of different live games presented on Twitch since 2016 on <https://www.twitch.tv/elwarius> hosted by TTRPG writer & game designer Mario Ortegon.

Both collaborate in community events & presenting in panels related to accessibility, BIMPOC creators, building community, cultural representation and have ran a multi convention. Most of them in the form of D&D EN ESPAÑOL, through PAX West, East, South, Unplugged, SDCC & Gen Con.

Mike & Claudia have been working on several TTRPG books including (release dates to be announced in Q4):

- **Dream Wars for NAHUAL RPG**
- **Heroes of the Multiverse**, a compilation of character archetypes from different D&D media
- **Spelljammer Confirmed**, a series of high Tier adventures out in tandem with the next Spelljammer Sourcebook

Claudia maintains a silent travel VLOG for her life as a mexican woman in the east coast of the US including our trips:

Mike recently joined the Podcast “ROL O ROLLO”

Finally, the couple started a youtube resource with interviews for TTRPG content in Youtube as Geektopia.

AVATAR OF BANE ASCENDANT TYRANT

Bane was once a mortal human who forged a pact of mutual aid and ambition to gain divinity with those who would become the dread gods known as the **Dead Three**. As mortals they gathered their force and targeted the powerful god of death, in the end breaking its elder power and gaining the portfolio domain over the powers they now hold. Since then, **Bane** has taken part in great conflicts from which he has come out God-slain. But divinity means death is but a temporary setback. **Bane** is once again active in the Realms with its power limited to those of a quasi-deity from whence the **Dark Lord** intends on regaining their former glory. Scheming from **Banehold** - the barrens of doom and despair - outside of the prime material **Bane** believes themselves the rightful ruler of all the planes and would not tolerate subservience to anyone, but will work with other powers if it served their interests.

When summoned by its reclaimed cultists or choosing to guide them to open a way to the material realm **Bane** takes a dark and rather shadowy appearance with a resemblance of dark armor, the remains of the shields, vestments and weapons of their beaten foes gravitating magically around the **Dark Lord** and his tell-tale dark gauntlet. **Bane** when presented on their avatar form emanates an aura of vast power and cruel intelligence



savoring the terror he instilled in others and the hatred that formed in mortals' hearts, utilizing this strife to gain greater control over the Realms. While the accursed tyrant prefers to scheme and let its agents act in their name, he will put himself in the correct situation.

When they do, this is their stat block.

AVATAR OF BANE, ASCENDANT TYRANT

Large fiend, Lavful Evil

Armor Class 25 (natural armor)

Hit Points 402 (35d10 + 210)

Speed 50 ft., climb 50 ft., fly 50 ft. (hover), swim 50 ft.

STR 24 (+7)

DEX. 16 (+3)

CON. 22 (+6)

INT. 18 (+4)

WIS. 16 (+3)

CHA. 20 (+5)

Saving Throws Str +15, Con +14, Int +12, Cha +13

Skills Athletics +15, Deception +13, Insight +11, Intimidation +13, Religion +12

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed

Senses blindsight 60 ft., darkvision 240 ft., truesight 120 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, Primordial, Sylvan, Undercommon

Challenge 25 (75,000 XP)

Magic Weapons - All of the attacks from the avatar of Bane are considered magical attacks.

Master of Siege - The avatar of Bane doubles damage against objects and structures.

Frightful Presence - Each creature of the Avatar of Bane's choice within 240 ft and aware of them must succeed on a DC 25 Wisdom save or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn ending the effect if it succeeds. If a creature's saving throw is successful or the effect is otherwise ended it becomes the creature becomes immune to Bane's terrifying frightful presence for 24 hours.

Bow to the Tyrant - Any creature within 120 ft of the Avatar of Bane that is prone must succeed on a DC 25 Wisdom save to get up. Failing the save means the contempt for their weakness supernaturally holds them down and they cannot hold themselves up from the prone condition.

Cunning Mastermind - The Avatar of Bane understand the flow of battle, they are one with the ways of war. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash action or to have an additional attack with the Dark Gauntlet.

Limited Magic Immunity - Unless Bane wishes to be affected, they are immune to spells of 6th level or lower.

The Avatar of Bane has advantage on saving throws against all other spells and magical effects.

Multiple Reactions - The Avatar of Bane can take one reaction per turn, rather than only one per round. It also has advantage on saving throws against being knocked unconscious. If they

fail a saving throw against an effect that would stun a creature, one of their unspent Legendary Actions is spent.

Legendary Resistance (5/Day) - If the avatar of Bane fails a saving throw, he can choose to succeed instead.

Discorporation - When the Avatar of Bane drops to 0 hit points or dies, their body is destroyed, but the essence represented on his Avatar travels back to its domain in Banehold, the Barrens of Doom and Despair. The echoes in the weave remembering their fall make them unable to take physical form for a time.

Foe-Breaker - The Dark Gauntlet of Bane is his symbol and a representation of their oppressive power over others. When the Avatar of Bane damages an enemy with The Dark Gauntlet, the damaged creature's armor is reduced by Z representing the attacks breaking off shards of the armor and magically flying off to become part of the swarm of debris of other beaten foes that surrounds the Dark Lord's presence. If armor or shield are magical the hit permanently reduces

the magical modifier in place of AC until it no longer has a magical bonus. If enough hits are received and the armor no longer has a bonus it no longer counts as magical and any additional hits will reduce AC as per the above.

ACTIONS

Multiattack - Bane uses Armies Long Broken (If Available) and they then make three attacks with The Dark Gauntlet.

Armies Long Broken (Recharge 5-6) - In its path to power, Bane the Accursed has left armies and great enemies broken and slain, anyone who has been beaten or slain by the dark lord now are tied to his tyrant will. Bane conjures a torrent of flying, spectral entities that reach all enemies within 120 ft. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, the creature takes 36 (8d8) psychic damage and fall prone as the slain specter shares everything they felt in the moment they were broken down or killed by the Dark Lord. On a successful save, the creature takes half as much damage and does not fall prone.

The Dark Gauntlet - Melee Weapon Attack: +19 to Hit, Reach 10ft., one target. Hit: 24 (4d6 +10) Bludgeoning Damage. When the Dark Gauntlet hits a creature the Avatar of Bane may pick to make the victim prone OR move them 30 ft in a direction of their choice.

REACTIONS

Tyrant's Ward - In response to being hit by an attack, The cloud of broken weapons orbiting the Dark Lord respond to protect their conqueror, dealing 13 (4d6) bludgeoning damage to the attacker, and peddle the offender shifting him up to 30 feet to an unoccupied space of the Avatar's choice.

LEGENDARY ACTIONS

The avatar of bane, ascendant tyrant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar of bane, ascendant tyrant regains spent legendary actions at the start of its turn.

Spiteful Gaze - The Avatar of Bane focuses on a single creature within 240 feet of them, concentrating their hatred on the victim. The creature must succeed on a DC 25 Wisdom Saving Throw or fall prone and become stunned until the end of the Avatar of Bane's next turn.

Iron Rain - The Avatar of Bane guides some of the debris orbiting him to be hurled against a creature that is within 240 ft Ranged Weapon Attack: +19 to Hit, Reach 240 ft., one target. Hit: 28 (4d8 +10) it counts half as bludgeoning and half as piercing Damage.

The Ghost of the Jathiman Dagger (Costs 2 Actions) - The Avatar of Bane is able to invoke the echoes of a great power once held by them. Willing the memory and the echo of its power they launch a Ghostly apparition of a dagger that multiplies in the air. The Ghost of the Jathiman dagger emits a voidful miasma of silence, the ghostly rain of daggers extends in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity Saving Throw, on a failed save the daggers cut their connection to the weave and the divine, breaking concentration or any spell in effect from those affected and barring them from spellcasting until the end of the Avatar of Bane's next turn.

A Rain of Shards from Broken Heroes (Costs 2 Actions) - The Black Gauntlet directs the broken shards of armor and weapons floating around the Dark Lord bursting in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity Saving Throw, taking 77 (22d6) piercing Damage on a failed save, or half as much damage on a successful one. The shards are magically attuned to the ascendant tyrant and reduce the armor class of all creatures damaged by this by 2 to a minimum of 10.



THE BEACH DOLLS

**A Trail of Cthulhu one-shot hook
by Claudia Sanchez**

Summer came early that year. The first strollers took to the beach in celebration of the good weather and stumbled upon a doll so inconsequential that neither them nor the others paid any attention to it. Nonetheless, a week passed and there were inexplicably dozens of those dolls scattered through miles of beach. Beyond then the fishermen no longer could ignore the problem, as their nets caught more and more of the dolls and less fish. The authorities were not sure of what to do. One morning the Police Department sent some policemen to speak to the fishermen and investigate the beach.

But nobody could explain the strange phenomenon and the investigation hit a dead end.

It was chief deputy Jason Miller the first one to notice the smell of rotten fish coming from the one doll the police kept in the evidence room. The forensic examiner, Allison Clark, performed an autopsy—if that's what one would call opening the chest of a doll—and determined that the doll was made of organic material dreadful similar to the consistency, feel and at this point abhorrent smell of old fish flesh. In her report she explained as best as she could the nature of this doll, which was not, nor had ever been, alive, but was, nevertheless, organic.

All the dolls were different from the others, but all of them had white skin and dark hair, and their facial

expressions were disturbing smiles. Some were missing a limb. Some dolls' hair was covered in algae, and some dolls' eyes hosted barnacles. After her examination, Dr Clark noticed that the algae and the barnacles were not attached to the dolls but were rather growing from them as if they were a part of them.

On May 1st, 1927, Irving Wilkerson, a local fisherman, informed the police that, after venturing far into the sea in hopes of finding more fish to fill their nets, he and his fellow fishermen had found the silhouette of an island that they assured was not there before. As they drew closer, they could see dark leafless trees growing on the island and hanging from them they could see dolls. The police had their hands full with the mystery of the beach dolls and the fishermen and were certainly not prepared to sail the sea and investigate this island.

It was at this point that investigators were called. A group of people trained in specialized fields, seekers of truth, were assigned with the task of exploring this new island and, hopefully, put an end to the beach dolls affair.

This is the hook for a Trail of Cthulhu one-shot. It takes place in the fictional city of Kingsport, Massachusetts, a port city that appears in some of the writings of Lovecraft.

The mystery behind the beach dolls hides in the island that materialized

on the coast of New England. In the island the players find a dilapidated Victorian manor, which is the lair of an emissary of Gol-Goroth, descended to Earth to battle the deep ones that live in the sea beneath Innsmouth. Gol-Goroth has observed the humans of the Earth, and in his inhuman obliquely alien mind the least threatening thing would be to appear as a child, so his emissary took the twisted shape of a girl, with pale skin, black hair, and disturbing facial traits.

The speaker for Gol-Goroth had also learned through viewing the dreams and thoughts of humans that some religions often make effigies of the gods, so it started turning fish into flesh dolls in order to ritually weaken the presence of the deep ones and expecting the appearance of them on the coast would communicate to humans it favored them over the children of Dagon. The emissary of Gol-Goroth's true goal is to turn humans into its master's worshippers.





DEATH DIE CLUB



We are a group of RPG enthusiasts, who have enjoyed wonderful hobby for several years. We've seen the hobby rapidly grow in Latin America during the last couple of years. Unfortunately, unless you are willing to go all the way to Spain, finding RPG material in spanish is very complicated.

Thus, we decided to take a more active role in the community with two objectives in mind:

1. Promote the creation of content in Spanish for as many TTRPG as possible
 2. Increase the presence of Mexico and Latin America in front of the big companies of the E.U. and Europe.
- This fanzine is just one of the ways in which we are trying to meet these objectives.

In our blog (thedeathdieclub.com), you can find information about the groups and individuals in Latin America and the Iberian Peninsula that are generating original content for D&D, Call of Cthulhu and other systems. You can also find information about our projects, such as the version in Spanish of Demon Hunter: A Comedy of Terrors and multiple Old School Adventures.

High Shelf Collective is a group of nerds who love making content about tabletop gaming! You can find us on Twitch, YouTube, and podcasts under 'High Shelf Collective' everywhere. here is our linktree -



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Right about the time we started playing RPGs, a wacky movie came out called “Amazon Women on the Moon.” It has a hodge-podge of weird comedy sketches without rhyme or reason, but in the end, they all had the same underlying objective: making you laugh.

This fanzine is our RPG version of that movie. It is a weird mixture of articles, adventures, and ideas for multiple games, all with the same underlying objective: exposing you to amazing content creators you might have never heard of.

So, dive into the fanzine. Explore the material. Read all of it. Visit the social media/ patrons/blogs/podcast of these amazing folks. Who knows? Your new favorite author/podcaster/blogger might be inside these pages.

