

# **Monster-pocalypse!**

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Semester

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# Introduction



Nearly three centuries ago, the world underwent a global war known as the Great Devastation. Cities were razed, bombs were dropped, and countless lives were lost. The survivors that remained struggled for a time to pick up the pieces. The geography had been radically altered, the climate unpredictable and deadly. But worst of all was what came after - the mutations.

A consequence of nuclear fallout? Awakened latent genetics? A dark curse? Divine retribution? No one knew the exact cause of the mutations. But its effects were felt by nearly all survivors. The unlucky ones grew, shifted, changed, until they no longer resembled humans at all. But there were those fortunate enough to retain a semblance of their humanity, despite their mutations. Some grew fangs and a lust for blood. Others became animalistic and gained a beast-like transformation. Some grew gills, others wings. They soon found themselves embracing their new traits, adapting and using them to survive. There were many names for this new stage of human evolution. But one name stuck through the ages.

## **Monsters**

Monster-pocalypse is a post-apocalyptic TTRPG, where you play a mutated survivor given traits of a classic horror movie monster as you trek about a ruined world. You and your party will be at the whims of the Spirit of the Apocalypse (SOTA) - your GM, in other words. Explore, fight, and work together to achieve your goals in the remains of civilization. Above all else, remember the golden rule: survive.

## **What You'll Need**

- A d20 for everyone at the table
- Character sheets for the PCs
- Pieces of paper to take notes (optional)
- A group of friends to play with (mortal enemies is also acceptable), preferably 3-6

Monster-pocalypse can be played using minis and maps as well as theatre of the mind. Feel free to use music and sound effects, fun props, and anything else you'd like to enhance the experience as well.

# The Basics

Monster-pocalypse is a game set in a post-apocalyptic world full of mutants resembling classic movie monsters. Each player, save for one, will play a Survivor, a mutated human trying to survive in the harsh, chaotic remains of civilization. One player claims the title of Spirit of the Apocalypse, or SOTA, for short. The SOTA is the game master, and is in charge of narrating, dictating, and adjudicating the adventure for the others. The SOTA will paint a picture of the world and the events for the Survivors, who react and dictate their actions back to the SOTA. The SOTA might narrate what happens in response, or ask for elaboration or an action roll from the Survivors. This back-and-forth between the Survivors and the SOTA makes up the core of Monster-pocalypse.

Monster-pocalypse, despite its bleak setting, is meant to be an enjoyable experience for everyone. Players should work together and seek to make the game as fun for each other as much as possible. This game, just like an actual apocalypse, requires mutual trust and cooperation. Also, sometimes the dice are mean and aren't cooperating, or the Survivors (or the SOTA) want to do something cool that isn't technically allowed. Don't be afraid to bend the rules a little if it makes things more interesting and engaging (just try not to mess up the structure of the game too much in the process).

# Rolling the Dice

Through the course of a game, Survivors will attempt to do plenty of things. Any action a Survivor wishes to do falls generally into one of two categories:

- An action so trivial it requires no roll at all. The action is resolved simply through narration (ex. opening a door, walking down an empty street, conversing casually with an NPC)
- The action in question has some significance or challenge. These actions require a roll from the Survivor attempting them (ex. forcing open a locked door, clocking an ambush down the street, trying to haggle with a shopkeeper, attacking in combat)

In the second case, the SOTA will prompt the Survivor for an action roll. The SOTA will determine the skill to roll with (we will get to Ability Scores and Skills in a second), and the Threshold of Success (ToS). The ToS is determined by taking the default value of 10 and adding/subtracting the Difficulty Modifier (DM), which shifts the ToS based on the difficulty of the action and any extenuating circumstances. The DM can shift the ToS in either direction, ranging from a -5 to the ToS for easy actions to +5 for challenging actions.

The success of the action depends on what the Survivor rolls:

- 1: A Critical Failure. You unfortunately fail to achieve the desired outcome.
- Less than the ToS (excluding 1): A Partial. You may choose one of two different outcomes for your action.
  - A Partial Failure: You fail to achieve the desired outcome, but you gain some other, slightly less desired outcome. For example, you fail to kick open the locked door, but your kicking dislodged a vent cover leading elsewhere. A Partial Failure may also lower the ToS of the next check you make.
  - A Partial Success: You achieve the desired outcome, but with a caveat. Your success has an additional negative effect that might end up hindering you down the line. For example, you sneak past the guards successfully, but you leave traces that put the guards on alert, raising the DM for the next stealth check.
- ToS or above (excluding 20): Success! You successfully achieve the desired outcome.
- 20: A Critical Success. Think of the coolest, most badass way you do whatever it is you're trying to do. You do it. A Critical Success might also carry an additional boon with it as well, such as lowering the DM for the next check made.

The SOTA or the player may narrate the outcome of the action, although that duty typically falls to the SOTA. Combat follows slightly different rules when determining the outcome. We will cover those when we examine combat.

## Example of Play

SOTA: Alright, you all enter into the abandoned diner.

Akiko: Okay...I want to sweep the area for any traces of enemies.

SOTA: Okay. Make a Survival roll.

Akiko: Okay...I have -1 to Survival. Not good.

Brian: I use my Lycan ability Pack Tactics to give you +2.

Akiko: Great! Let's see...I got a 15.

SOTA: Pretty good. You spot a Tri-Crawler scrounging around in some trash in the next room.

Chris: I want to try sneaking past it.

SOTA: Make an Agility roll. ToS of 10 because it hasn't spotted you.

Chris: Grah. just a 7. Um...I'll take a Partial Failure.

SOTA: You step on a bag of chips, and the Tri-Crawler turns to face you. Luckily, it moves the trash bag it's standing on, and you see a shiny pistol lying in the garbage.

Daveen: Nice! I'm gonna run up to the Tri-Crawler and hit it with my axe.

SOTA: Okay. Make your attack roll.

Daveen: I rolled a 20! I deal 10 damage!

SOTA: What do you do as the Tri-Crawler bites it to the axe?

Daveen: I swing my axe and break through its stupid ribcage. I jump on its back and chop its head clean off.

SOTA: Awesome! That's the Tri-Crawler down!

# Creating A Survivor

Before you can start exploring the Monster-pocalypse, you first have to create your Survivor. A Survivor is composed of various different aspects, which we will go over right now.

The most important aspects of every Survivor are their Main Stats, these being Health (HP), Hunger, Movement, Armor, and Carry Capacity. These stats are important for understanding your Survivor's survivability in the apocalypse, and are determined by a mix of your body type, Ability Scores, and race and role features, which we will soon explore.

## **Step 1: Body Type**

Your Survivor's body type will affect their ability to survive. A Survivor's build determines not just how tough and fast they are, but also how quickly they burn through resources. A big Survivor might be able to take a lot of hits, but they get hungry really fast. A skinny Survivor might be quite frail, but they can get out of danger before getting hit at all.

Your first step to making a Survivor is choosing their body type. Take a look at the table below, and determine which type fits the Survivor you'd like to be.

|          | HP    | Move   | Armor | CC       | Hngr Drain  |
|----------|-------|--------|-------|----------|-------------|
| Scrawny  | 10 HP | 25 ft. | 8     | 15 units | -10 per day |
| Balanced | 15 HP | 20 ft. | 10    | 17 units | -15 per day |
| Huge     | 20 HP | 10 ft. | 12    | 20 units | -20 per day |

## **Step 2: Choose Your Race**

A Survivor's race refers to the specific pattern of mutations they exhibit. While a person's full mutation makeup differs between individuals, they can generally be categorized into a specific mutation race, such as vampire-types, lycan-types, etc.

The race of your Survivor determines your starting ability scores and grants special racial features. Each race also has a set of abilities that your Survivor will gain over time as they level up.

## **Step 3: Choose Your Role**

A Survivor's role is the part they play in their group. It broadly describes their job, place in the team, special abilities, and playstyle. It determines the tactics that are available to them, and how they interact with the world.

When you choose a role, you gain that role's base features, which includes modifications to your ability scores, starting equipment, and passives.

## **Step 4: Personalize**

The basics of your Survivor have been set. All that's left is to fill in the narrative details. Who is your Survivor? Where did they come from? Where are they headed to? What's their story like? Make your Survivor your own as you fill in the details with backstory, personality, beliefs, ideals, fears, and quirks. Think about what factions they would be aligned with, and which they would be adversarial to. This is the character you'll be playing as for the foreseeable future, after all!

# Survivor Stats

Understanding your stats is key for surviving the Monster-pocalypse. We'll go over each one in detail in this section.

## Main Stats

Surviving in a post-apocalyptic world isn't easy. In order to stay safe and healthy, you need to manage your most important stats.

### Health

Health is just that: how healthy and able-bodied you are. If Health drops to 0, you're dead. Max Health is based on your Survivor's body type, Might score, and certain race and role features.

Health can be regained by Resting as long as you aren't Hungry, Starving, or Sick. Certain items or abilities can also heal you.

### Hunger

To eat is to live, and making sure you don't end every night with an empty stomach is one of your top priorities. Keeping Hunger up by consuming a Food resource allows you to regain HP passively over time.

Managing Hunger is of the utmost importance. You have 100 total points of Hunger, which drains each day based on your Hunger stat. Hunger drains at different rates depending on body type, race, and role features.

Low Hunger creates challenges for Survivors. At 40 total Hunger or below, you become Hungry, lessening the effects of Resting and increasing the damage you take. At 0 Hunger, you become Starving, taking damage each day until Hunger refills.

### Movement

How far you can move in a single turn of combat. Your Movement is derived from your body type, Agility, and race and role features. Movement is typically measured in feet. For combat on maps, use a grid. Each square equates to 5 feet of movement, and diagonals equal 7.5 feet.

### Armor

Your defenses, natural and augmented. You and your enemies roll against each other's Armor when making attacks. Armor is determined by body type, race and role features, and gear.

### Carry Capacity

How much you can carry on you at a time. Weapons, supplies, and miscellaneous items all add to your current Carry Weight. If that Weight exceeds your Carry Capacity, you become Encumbered, taking a penalty of -2 to your Agility and halving your Movement (rounding down). You are allowed to carry up to double your CC if you accept Encumbered. Increased Might, special gear, and race and role features may increase your Carry Capacity.

# Ability Scores

Survivors also have ability scores that determine their proficiency in various aspects. Ability scores are what you make action rolls with, and modify the outcome of your roll by adding or subtracting from the d20. Each ability has a modifier associated with it, ranging from -3 to +3. Certain abilities may also affect your main stats based on the associated modifier.

Ability score modifiers can be increased by leveling up, allowing you to bump the modifier up by 1, up to a max of +3. This also gives you any main stat bonuses associated with it (ex. leveling up Might grants you +5 HP max). Modifier bonuses granted by abilities and gear do not affect your main stats unless otherwise noted.

## Might

The strength and toughness stat. Your Might determines how well physical attacks hit, as well as your ability to handle physical challenges. Might also affects your HP.

- Every +1 to Might adds +5 to max HP and +3 units to max CC

## Agility

The speed and coordination stat. Agility determines how fast you move, your reflexes, and how much control you have over your body. Stealth and sleight of hand also fall into the realm of Agility.

- Every +1 to Agility adds +5 ft. to Movement

## Knowledge

Your academic acumen. Knowledge determines how much you know about the world in general, and various topics. From the history of the world, to how to operate machines. If it involves smarts, it's Knowledge.

## Survival

Your survival skills. How well you can assess danger, find supplies, and get by day to day in the apocalypse. Everything in this world boils down to your Survival ability. You typically roll Survival in Excursions for resources or to avoid danger.

## Charm

Your social skills. How well you can negotiate, manipulate, deceive, and read other people. When it comes to working with others, use your Charm.

# Race

The mutations of the world of Monster-pocalypse are wide and diverse. All lifeforms that remained on the planet experienced some kind of transformation, humans especially. Non-mutated humans are incredibly rare these days, and most have some sort of mutation present. Specific mutations are unique across individuals, but can be generally categorized into mutation-types, otherwise known as races. Your race determines your starting array of ability scores and defines your special abilities.

## Vampires



| Base Ability Scores |     |     |     |     |
|---------------------|-----|-----|-----|-----|
| MGT                 | AGL | KWL | SRV | CHA |
| -1                  | +1  | 0   | 0   | +1  |

Vampire-type mutants are defined by their cold, pale skins, affinity for blood, and

distended fangs in their mouths. They are fast and agile by nature, able to sneak and take others by surprise. Their most alluring skill is their charm. Vampires are incredibly charismatic, and are naturals at persuasion, negotiation, and seduction. Unlike classical depictions, these Vampires don't shrivel to ash in the sun.

Vampires have access to the following abilities:

- **Bloodfeed (Level 1):** Vampires can regain 20 points of Hunger by killing a creature and drinking its blood, up to once per day. A willing creature can share its blood with a Vampire, losing 3 HP and granting the vampire 10 points of Hunger.
- **Sanguine Vitality (Level 2):** Using Bloodfeed also heals the Vampire 5 HP.
- **Hypnotic Charm (Level 3):** Vampires can make a Charm roll to hypnotize a creature that can see them. On a success, the Vampire can give the hypnotized creature a single, short command, which the creature will obey. Other creatures can make Charm rolls against the Vampire to try and snap the creature out of the hypnosis (the ToS is 10 + the Vampire's Charm modifier).
- **Creatures of the Night (Level 4):** Vampires get a +1 to Agility rolls made during the night or in darkness.
- **Blood Frenzy (Level 5):** Vampires can enter the Blood Frenzy state once per day. In this state, they get a +1 to Might and Agility and +10 to their HP and HP max. Additionally, Bloodfeed is upgraded to fully fill the Vampire's Hunger to 100. The state lasts for 1 hour.

# Lycan



| Base Ability Scores |     |     |     |     |
|---------------------|-----|-----|-----|-----|
| MGT                 | AGL | KWL | SRV | CHA |
| +1                  | 0   | -1  | +1  | -1  |

Lycan-type mutants are defined by their animalistic instincts and physiology. A Lycan is strong and excellent at surviving off of the land. The most defining characteristic of any Lycan is their ability to transform into a beast-like state. A Lycan's beast state turns them into a hybrid between human and animal, usually a mammal. In this state, their animalistic traits are cranked up to eleven, and they become stronger, faster, and deadlier.

Lycans have access to the following abilities:

- **Transformation (Level 1):** Lycans can consume 1 Food resource to transform themselves from a human state to a were-beast state, gaining a +1 to Might, +1 to Agility, and +10 ft. of movement.

They take a -1 to Knowledge and a -1 to Charm as a penalty.

The transformation lasts a maximum of 1 hour, or when the Lycan wills to drop their form, reverting their modifiers. The time limit can be extended by consuming additional Food, 30 minutes for every Food consumed. Upon exiting the transformation, the Lycan's Hunger is set to 0 and they immediately gain the Starving condition.

- **Pack Tactics (Level 2):** When an ally makes a roll within 10 ft. of the Lycan, they can grant an additional +2 to their roll. The Lycan can use this ability once per day.
- **Hunter's Senses (Level 3):** Lycans automatically get 1 Food from Forage actions. Succeeding on the roll grants them an additional Food.
- **Vicious Beast (Level 4):** If a Lycan kills a creature within sight of another creature, they can make a Charm roll with +3 to instantly intimidate them.
- **Moon's Blessing (Level 5):** The Lycan's Transformation is upgraded, granting them +2 to Might and +15 ft. of movement when transformed. The Hunger penalty is also reduced, bringing them down to 40 Hunger and afflicting them with the Hungry condition if they entered Transformation with over 40 Hunger. If they enter Transformation with 40 Hunger or less, they exit the state at the same Hunger level.

**Note:** You can flavor the animal you change into however you want. Wolves, bears, rats, and tigers are classic, but feel free to choose any mammal you'd like to transform into. Note that the type of animal does not affect stats, simply roleplay.

# Merfolk



| Base Ability Scores |     |     |     |     |
|---------------------|-----|-----|-----|-----|
| MGT                 | AGL | KWL | SRV | CHA |
| +1                  | -1  | +1  | 0   | 0   |

Merfolk-type mutants are hardy and strong, able to weather the trials that lurk within the great blue ocean. In fact, Merfolk can take to any body of water they come across, no matter how big, small, or polluted it is. Their hallmark gills and fins allow them to swim through it all without difficulty. Merfolk aren't just good in the water. They are also good on land. Their bodies are built for the pressures of the deep ocean, so they move with more strength than most.

Merfolk gain the following features as part of their base kit:

- **Hard Scales (Level 2):** Merfolk gain a natural +1 to Armor.
  - **Water Guns (Level 3):** Merfolk are able to store amounts of water in them, and expel it as a powerful jet to attack. Merfolk can use this ability while near or in water or a liquid of similar viscosity, and the ability has the same damage and range as a good quality medium firearm.
  - **Breathing Bubbles (Level 4):** Merfolk gain the ability to share their amphibiousness with allies. They can create breathing bubbles that allow creatures of their choice to breathe underwater. Additionally, the bubbles grant +1 to Challenge Node rolls related to water.
  - **Deep-Sea Pressure (Level 5):** The Merfolks gain an all-around increase in strength and development of their abilities. They gain a movement bonus of +15 ft. when submerged in water. Their Hard Scales increases the Armor bonus to +2. Lastly, their Water Guns ability has its damage and range upgraded to a good quality heavy firearm.
- **Aquatically Adept (Level 1):** Merfolk are amphibious, able to breathe underwater and able to move through water without difficulty, having a swim speed that is double their normal movement. While submerged in a body of water, Merfolk gain a +1 to Agility. Merfolk also automatically succeed on Challenge Nodes related to water.

# Zombie



| Base Ability Scores |     |     |     |     |
|---------------------|-----|-----|-----|-----|
| MGT                 | AGL | KWL | SRV | CHA |
| +1                  | -1  | -1  | +1  | 0   |

Zombie-types are easily noticed by their slow to heal injuries and diseased-looking skin, giving them the impression of walking corpses. This is a byproduct of their strange resistance to pain, allowing them to keep going beyond a normal body's limits. Zombies have slightly lower mental faculties, an exchange of their increased resilience and overall might.

Zombies gain the following features as part of their base kit:

- **Undead Resilience (Level 1):** Zombies can consume 1 Food to raise their Armor by +2 for the next hour once per day.

- **Abnormal Healing (Level 2):** Zombies gain an additional +2 HP from sources outside of Resting.
- **Just Walk It Off (Level 3):** As part of Undead Resilience, Zombies can shrug off the first 5 points of damage they take while the buff is active.
- **Puppeteer (Level 4):** The Zombie can pull off one of their limbs and have it act autonomously from them for up to 2 hours. The separated body part has 5 HP + the Zombie's Might modifier HP bonus. The body part has the same Might and Agility scores and can make Might, Agility, and attack rolls, but cannot make Knowledge, Survival, or Charm rolls. If the body part is brought to 0 HP, it is destroyed.
- **Horrific Resurrection (Level 5):** When an ally dies, Zombies can infect them with the zombie mutation, reviving them as a Zombie. The turned ally is restored to full health and keeps their stats, but their race is changed to Zombie-[original race] and they lose their original race's abilities aside from their Level 1. They begin leveling on the Zombie's ability track. This ability can only be used once.

# Role

A Survivor's role is the part they play in a larger group. It dictates how they act, what abilities they have access to, and what tactics they will employ in combat or dangerous situations.

When choosing your Survivor's role, you gain that role's features and passive abilities.

## Enforcer

Enforcers are strong, tough, imposing figures. They use their physical strength to solve most of their problems.

Survivors of the Enforcer role gain the following base features:

- +1 to Might (adds +5 to max HP and +3 units to CC)
- +1 Armor
- Starting equipment:
  - A good quality medium melee weapon OR light firearm
  - Good quality medium armor

### Enforcer Abilities:

- **Physically Intimidating:** You can roll Might instead of Charm when trying to intimidate someone.
- **The Best Defense:** You get +1 to attack rolls when not wearing any Armor-type gear.

## Scrapper

Scrapppers are excellent inventors, able to repurpose the scrap and parts around them to create helpful gadgets. They thrive off of variety and creativity, making them a multi-purpose wild card in the best of times.

Survivors of the Scrapper role gain the following base features:

- +1 to Knowledge
- Starting equipment:
  - A tools kit
  - 5 Scrap
  - A good quality light melee weapon

### Scrapper Abilities:

- **Dumpster Diver:** You gain +1 additional Scrap resource when Salvaging.
- **Reverse Engineering:** You lower the ToS of crafting any item by -1, so long as you have a copy of that item on your person.

# Sharpshooter

Sharpshooters are expert marksmen, able to wield a variety of long-ranged weapons with proficiency. A gun in the hands of a Sharpshooter automatically becomes a deadly weapon.

Survivors of the Sharpshooter role gain the following base features:

- +1 to Agility (adds +5 ft. to movement)
- Starting equipment:
  - A good quality firearm of any type
  - Good quality light armor

## Sharpshooters Abilities:

- **Up Your Arsenal:** You ignore up to 10 units of weight for firearms you carry.
- **The Impossible Shot:** You get a +1 bonus to attack rolls made on enemies 30 ft. or farther away.

# Agent

Agents are slick, fast, and great at staying hidden. Infiltration and subterfuge is their bread and butter.

Survivors of the Agent role gain the following base features:

- +1 to Agility (adds +5 ft. to movement)
- +1 to Charm
- Starting equipment:
  - A disguise kit
  - A good quality light melee weapon
  - One smoke bomb

## Agent Abilities:

- **Mimicry:** You can disguise yourself as the last person you've met, and Charm rolls while in disguise for the next half hour have a +1 bonus.
- **Silent Steps:** You get +1 to checks related to stealth.

# Medic

Medics are the cornerstone of any group, tending to wounds and diseases. If there's a Medic with you, your chances of surviving have gotten better.

Survivors of the Medic role gain the following base features:

- +1 to Knowledge
- Starting equipment:
  - A three-use medkit
  - A good quality medium melee weapon OR light firearm

## Medics Abilities:

- **Aid to All:** You can heal allies for 2 HP each during a Rest action.
- **Angel of Mercy:** You have +2 to Charm rolls against someone who has personally received care from you or who knows someone who's received care from you.

# Scout

Scouts are great at traversing the environment and scoping it out. A mix between strong and fast, Scouts are excellent at ferrying information and equipment.

Survivors of the Scout role gain the following base features:

- +1 to Agility (adds +5 ft. to movement)
- +10 units CC
- Starting equipment:
  - A good quality light melee weapon  
OR light firearm
  - Good quality light armor
  - +1 Food

Scouts have access to the following special abilities:

- **Keen Eyes:** One ally of your choice can roll Survival checks for Challenge Nodes using your Survival modifier.
- **High Adrenaline:** You are immune to the Encumbered condition while in combat.

# **Playing the Game**

Each game of Monster-pocalypse centers around a group of Survivors, a.k.a. the players, as they traverse the ruins of the world, looking to complete a mission for someone, establish a place for themselves, or just survive another day. The SOTA is their guide through the game, narrating events as they happen for the Survivors to react to.

## **Managing Resources**

Managing your group's resources is an important activity to do in the downtime between excursions. Whether it be in an abandoned warehouse, an old bunker, or a faction-aligned settlement, you'll have some kind of base to lie low in and rest. It's during these rest periods, likely at the end of a long day, where you'll take stock of your resources.

There are three important resources Survivors will need to keep track of:

### **Food**

Food is perhaps your most important resource. Going hungry is a death sentence, so make sure you have enough food on hand at all times. Every Survivor has 100 points of max Hunger, which drains every day according to your body type and racial features. Up to 3 Food can be held by a Survivor for free. Each unit of Food above that costs 1 unit of CC to carry.

### **Scrap**

Scrap encompasses any metal, plastic, wood, and usable material you can get your hands on. Scrap is important for crafting and trading. If you want to try building something, it'll cost scrap. Survivors can carry 5 Scrap for free. Every unity beyond that costs 1 unit of CC to carry.

### **Cash**

Cash is the currency used in Monster-pocalypse, which has been standardized to silver coins. Most factions deal in these coins, as do many independent traders. Cash can be used to purchase gear and resources. 100 coins weigh 1 unit of CC.

# Excursions



Excursions are the main part of an adventure: the Survivors venture out into the world, in pursuit of some sort of goal. Excursions usually involve the Survivors interacting with NPCs, tackling challenges the SOTA throws at them, and advancing the story. Excursion settings are generally split between Settlements and No Man's Land. Settlements are "safe" havens, places where people have come together and formed some sort of community, big or small. These can be aligned or unaligned with a faction, and are typically more roleplay heavy. No Man's Land, on the other hand, is everything outside of settlements. The wild, desolate landscape that remains untamed.

## Exploring No Man's Land

Heading into No Man's Land usually means you're traversing through it to somewhere specific. The length of the journey is determined by the SOTA, and determines how many Exploration Nodes the journey will have.

An Exploration Node represents a single day of travel through the wasteland. There are two types of ENs: Challenge Nodes, which face the players with a

difficulty they must overcome, and Resource Nodes, which give players a chance to restock and rest. Every Excursion in No Man's Land starts with a Challenge Node, then alternates between the two nodes.

### **Challenge Node**

Challenge Nodes are events where players are faced with an environmental hazard of some sort. Toxic air, bad weather, a roaming mutant. Any sort of issue that hinders the players' progress forward.

The SOTA will narrate what kind of challenge the players face in the Node. In order to avoid the dangers of the Challenge Node, players must each roll a Survival check. If half or more of the players roll successfully, they successfully weather through the Challenge Node with no ill effects. If more than half fail the roll, they suffer the effects of the Challenge Node.

## **Resource Node**

Resource Nodes give the players a chance to look for supplies and heal after Challenge Nodes, and are generally a down period in an adventure. Players choose which resource they wish to restock, and make a roll for it, the ToS being 10. Getting a Partial can raise or lower the ToS of the next Node.

Players can choose one of the following actions in a Resource Node:

- **Rest:** Take a moment to heal up. On a successful roll, heal 3 HP.
- **Forage:** Search the area for food and nourishment. On a successful roll, gain 1 Food.
- **Salvage:** Search the area for scrap and parts. On a successful roll, gain 2 Scrap.
- **Loot:** Search the area for anything valuable. On a successful roll, gain a small trinket or 5 coins.

## **Checkpoint Node**

On longer Excursions, it may be wise to have a Checkpoint Node. Checkpoint Nodes can be any small settlement or camp the players can come across on their way to their destination. Checkpoint Nodes give players a place to rest, heal, and resupply, usually for a cost.

## **The Way Back**

After your players have completed their journey and achieved what they wished to at their destination, they can either set off in a new direction, or head back the way they came. In the latter case, the resulting Excursion will be half the

length of the one it took to get there (after all, they already know the path).

## **Combat**

Occasionally, Survivors will be drawn into conflict against another party, whether it be against type-0 mutants, a raider group, or disgruntled settlement townsfolk.

When the SOTA decides combat begins, all Survivors roll their d20 and add Agility. The SOTA rolls for the enemies as well, usually once for each type of enemy in the combat. The person with the highest roll goes first, and turn order continues down from highest to lowest (in the case of a tie, go in clockwise order starting with the SOTA).

On their turn, an entity can move up to their max movement and take an action. Possible actions for Survivors include:

- Making an attack
- Using an item
- Using a special ability
- A special movement maneuver

When a Survivor or an enemy attacks another target, they roll their d20 against the target's Armor, using the modifier specified by their weapon of choice. Outcome rules differ slightly from normal:

- More than 5 below Armor: Miss.
- 5 or less below Armor: Hit, but with half damage (rounding down).
- Armor or above (excluding 20) : Hit with full damage.
- 20: Critical Hit! Deal double damage.

The damage dealt from an attack is based on the weapon you use for the attack. For example, a cudgel (light melee weapon) deals 3 damage, while an unarmed strike deals only 2 damage (same as a poor-quality light melee weapon).

## Leveling Up

Over the course of an adventure, Survivors will slowly level up. Following a significant point in an excursion, such as after a challenging combat or exploration sequence, each Survivor is awarded Experience Points (XP). XP is earned from various events that occurred during that part of the excursion:

- Clearing a combat (3 XP)
- Finishing an Excursion (5 XP)
- Fully exploring a particular area (2 XP)

Survivors tally up their XP at the end of an Excursion. If they meet the XP requirement for the next level, they advance and gain the level up bonus.

| Level | XP | Rewards   |
|-------|----|---|
| 1     | 0  | Base level for all characters   |
| 2     | 10 | +1 to one Ability score, Level 2 Race ability                             |
| 3     | 20 | +1 to one Ability score, Level 3 Race ability                             |
| 4     | 35 | +1 to one Ability score, one free Skill Proficiency, Level 4 Race ability |
| 5     | 50 | +1 to two Ability scores, Level 5 Race ability                            |



# Other Mechanics

## Gear

Gear encompasses pretty much every useful item you can have with you. Weapons, armor, gadgets, etc.

## Weapons and Armor

Weapons and armor are equipped to your Survivor, and how much damage you deal and how much you take.

Weapons and armor have a quality assigned to them that determines their effectiveness.

- Poor: Poor quality weapons tend to deal less damage. Additionally, they have a chance of breaking after combat (determined via a flat roll against a ToS of 10). Only weapons can be of poor quality.
- Good: The standard. This is a weapon's base damage and an armor's base Armor score.
- Excellent: Weapons and armor of this quality tend to have higher scores and potentially additional effects. They are also much rarer and expensive.

## Items

Items are more case by case. Each item has a described effect and usage limit. Some are one-time uses only. Others have multiple uses. Items can be used as an action and generally require no roll, unless otherwise specified in their description.

A list of items can be found in Appendix C.

## Crafting

You can use Scrap to craft gear. Each piece of gear has an associated Scrap cost to go with it. When you craft, you make a Knowledge roll against that gear's assigned ToS. The outcome differs slightly from normal rolling rules.

For weapons and armor:

- 1 on the die: You fail to craft the gear and lose the full Scrap cost.
- 5 or more below the ToS: You fail to craft, but only lose 1 Scrap.
- Four or less below ToS: You obtain gear of Poor quality.
- ToS-19: You obtain gear of Good quality.
- 20 on the die: You obtain gear of Excellent quality.

For items:

- Five or more below ToS: You fail to craft the item and lose the full Scrap cost.
- Four or less below ToS: You fail to craft, but only lose 1 Scrap.
- ToS to 19: You successfully craft the item.
- 20: You successfully craft the item while saving 1 Scrap from its crafting cost

# Vehicles

Vehicles are a great way to get around the world quickly and relatively safely. Every Vehicle has seven stats:

- Condition: The vehicle's HP.
- Speed: The vehicle's movement, measured in miles per hour.
- Armor: The Armor score of the vehicle.
- Damage: How much damage the vehicle does. Against medium creatures or below, the vehicle does 5 times the damage.
- Occupant Limit: How many passengers (including the driver) the vehicle can accommodate.
- Carry Capacity: The amount of weight it can hold in supplies. Additional occupants over the occupant limit overflow into CC, 20 units per passenger. Vehicle CC cannot exceed the maximum.
- Drive Difficulty: The ToS for a Knowledge roll to operate the vehicle. Challenging maneuvers (like turning a corner at top speed or jumping a gap) requires an additional roll.

Vehicles are classed by build (see Appendix D). Damage to vehicles can be repaired by using Scrap and a Knowledge roll, 10 HP for every Scrap used.

Traveling in a vehicle during an Excursion cuts the travel time in half. You encounter less Challenge Nodes, and don't need to spend as many resources.

# The World

## History

The world of Monster-pocalypse, or at least what remains of it, is known as Detritus. It comprises mostly the remains of Europe, Africa, and Asia. The climate and geography of Detritus was radically altered due to the effects of the Great Devastation.

### The Great Devastation

The Great Devastation was a great war that took place nearly three-hundred years ago. The cause of the Great Devastation has been mostly lost to time. The world had always been at war. The Great Devastation was just the result when tensions boiled over. Regardless, ensuing violence led to countless deaths, and the nuclear armed powers did not hesitate to use them against each other. The countless bombings led to massive amounts of radiation entering earth's atmosphere, and created wild anomalies in the climate. Acid rains, holes in the ozone layer, rising sea levels. The dropped bombs, combined with large increases in the sea level, led to much of the world going underwater as a result.

The oncoming apocalypse finally ended the Great Devastation after ten long years of fighting, but by then the damage was already done. Over 99% of humanity had been wiped out, the world was irreparably damaged. And worse, the mutations would soon begin appearing.

## Advent of the Mutations

Shortly after the last fires of the Great Devastation had burnt out, and the survivors began picking up the pieces, they found themselves transforming in horrific ways. Many experienced slow, painful transformations that altered their appearance and behavior. Many grew fangs, and began lusting for others' blood. Some found no initial change to their appearance, but found they could access a monstrous beast form at will. Many who were fatally injured in the fighting seemed to succumb to their wounds, only to rise shortly after and find themselves alive but decaying.

These were the first type-1 mutants, those who gained their abilities in the direct aftermath of the Great Devastation. It's unknown if any non-mutated humans remain, but if they do, they remain mostly unseen. Over time, the mutants would lead the charge to reclaim the world. They found that their unique, original mutations gave them extended lifespans. Many first-generation type-1's are still alive to this day.

As humans (or what formerly were humans) are want to do, they found that certain patterns emerged from the mutations. Thus, loose classifications of mutant races emerged. Vampires, Lycans, Merfolk, Zombies. As new mutations emerged, the classifications solidified and grew. Most likely, there will be more mutation races that pop up as life in the apocalypse goes on.

The exact cause of these mutations is unknown. Many theories float around among the survivors. Many assume the

mutations are the result of the nuclear fallout and remnants of biological weapons from the Great Devastation. Others believe it to be a work of a dormant virus released from the melting polar ice caps. There are others who simply believe that the mutations are a form of divine retribution, a curse placed on humanity for their hubris.

However, type-1 mutants make up only 10% of the remaining survivors. The other 90%, including surviving animal life, transformed into something worse. They become type-0's, mindless, horrifying abominations that aimlessly wander the wasteland, attacking anything that crosses their territory and hunting without regard to their own safety. The manifestations of the mutation fall into patterns as well, but wildly different from type-1's. Type-0's have lost their humanity entirely, and can only be classified into loose species of mutants. Type-0's are one of the biggest threats to survivors in Detritus.

## **The World After**

With the world now in ruins, and the survivors mutated and gifted special abilities, life post-apocalypse began. Many survivors braved the harsh wastelands in search of food, weapons, and shelter. Over time, settlements began cropping up in newly de-irradiated areas, and before long, the whole continent of Detritus was safe for habitation.

Well, safe as can be in a lawless land. While survivors came together to form settlements, others formed raider gangs to take from those settlements. Groups formed to fend off the raider gangs, and soon, the first factions of Detritus were created,

harkening a rebuilding of civilization in the apocalypse.

Even in the lawless wastes, rules and codes of honor still exist and are known to all. Firstly, the currency of Detritus has become coins. Any coins will do, regardless of their country of origin, but every coin is worth the same as any other coin. A unified trading good was required to facilitate buying goods and other items. Secondly, there exists certain "neutral zones" in the wasteland. These places often provide a service to anyone, and aren't aligned with any particular faction. Causing a ruckus in these neutral zones means putting a massive target on your back. Even the most lawless waste-wanderer knows that some places need to be off limits from the chaos of daily life.

## **Factions**

The world of Monster-pocalypse is broken up into factions and groups, many of which Survivors will encounter throughout their adventure.

### **The Republic of Transylvania**

The Republic of Transylvania is the closest thing to a working government that remains in the world. Holding territories and settlements all over Detritus, the RoT works to rebuild society as best it can. It is ruled by the family Vasca, headed by the faction's matriarch and founder, Vida Vasca, a survivor of the original Great Devastation.

The RoT's seat of power is situated around Castle Stoker, where the Vasca family resides. The ramshackle city surrounding the castle acts as the republic's

capital. The RoT attracts many races, with vampires being the majority. As such, the RoT struggles to find a sustainable source of blood for its populace. On top of that, the RoT suffers constant attacks on its outlying settlements by the Pack and the Children of Death.

## **The Pack**

The Pack is a large, loosely organized raiding group that roams about Detritus. The Pack numbers in the thousands, but is split into various sub-packs that operate in different parts of the world. Some packs are nomadic, while others set up a base of operations from which they pillage nearby settlements.

Packs communicate through foot messengers and radio, and some are able to coordinate group gatherings despite the vast distances. All packs report to the Alpha Pack, led by the lycan Vorgan, and send a tithe annually, on the first full moon of the year.

The Pack believes in the classic edict of “the strong eat the weak”. They pillage any settlement they come across, recruiting members as they go. This puts them in hot water with a lot of other factions, as their attacks tend to bleed into other territories.

## **The Children of Death**

The Children of Death is a cult that operates globally. Primarily composed of zombie-type mutants, they believe that death is an escape from the suffering of life. Their members have altered themselves in such a way that they can spread the zombie

mutation to others, turning others into undead like themselves.

The CoD have chapters all across the world, and from these chapters they stockpile resources to attack nearby settlements, hoping to turn the residents into zombies and induct them into the fold. This has led to the rise of interesting half-zombie mutants with traits from other races. The head chapter of the CoD is located in the heavily guarded French Catacombs, where the Lich Supreme, head of the cult, directs the other chapters in their mission of spreading death across the land.

## **New Atlantis**

Off the former Greek coast, a city composed of merfolk mutants arose underneath the waters of the Mediterranean. As only merfolk could inhabit the city, they quickly isolated themselves from the rest of the world, and soon grew into an undersea metropolis.

The citizens of New Atlantis are taught from a young age how to fight. The city’s society is very militaristic and martial, valuing strength, discipline, and self-care. The isolationist nature of New Atlantis makes the populace untrustworthy of outsiders, although envoys from the Republic of Transylvania and other peaceful factions are still accepted.

The city is led by a council of elected leaders, generals, and elders. As they control most of the ocean and coasts, many attempting to cross the seas are met by stalwart New Atlantean soldiers. The New Atlanteans also do not take kindly to pollution of their waters.

## **Mitta's Kitchen**

Roaming the wastelands is a caravan of repurposed war rigs. By day they travel No Man's Land, gathering supplies and visiting towns as they go. By night, they set up camp, and Mitta's Kitchen opens for business.

Mitta's Kitchen serves free meals each night to the unfortunate survivors just lucky enough to find them. They welcome the tired and hungry with open arms, serving them hot, fresh meals made with whatever they can scrounge up around the wasteland. The first serving is free. If you want seconds, you have to pay, either with coin or ingredients.

The Kitchen is run by Mitta, a former raider who took control of her gang and turned them from opportunistic looters to benevolent providers. The service they provide is beloved by people all across the wasteland. It's a designated neutral zone. Cause a commotion for the Kitchen, and everyone far and wide will be on your tail. Mess with Mitta, you mess with everyone.

## **The Neo York Mutants Association**

A small contingent of type-1 mutant survivors living in the isolated city of Neo York. The city is home to many dangerous type-0 mutants, and the residents of Neo York have resolved to one day claim back their home. The NYMA (pronounced nee-mah) primarily make their bases in secluded, hidden corners of the city or underground in the old sewer and metro

systems, to shelter them from the powerful type-0's that infest the streets.

The NYMA have struggled to fight against the type-0's, as they only have access to what exists on the island. There have been attempts to reach out to Fort Kramer, but they have all ended in failure. Still, the NYMA refuse to give up. Their numbers remain steady as fortune-hunters from the mainland cross the Haverton Bridge and come to Neo York and are recruited to the cause.

# Major Locations

Detritus has a variety of major locations that can serve as home bases, mission destinations, or interesting scenery for the players to interact with.

Detritus is split between four major continents.

- **The Mainland:** The largest continent of Detritus, consisting mostly of the remains of Europe.
- **The High North:** A frigid continent composed of the remains of the Scandinavian countries.
- **Arid Road:** A continent mostly covered in harsh deserts and badlands, formed of the remains of Northern Africa.
- **Hidden Mountains:** A rather mysterious continent to the southeast of the Mainland, formed from parts of the former Asian continent. Constant mists keep the continent obscured.

## Neo York Island

Long before the Great Devastation, the United States of America wished to build an enclave off the shores of Europe. So, after much politicking with the European governments, the US claimed an island some ways off the European coast. They began developing it into a wondrous new metropolis, modeled after New York City. Connecting it to the mainland is the Haverton Bridge, a long and massive roadway that connects the US enclave to Europe.

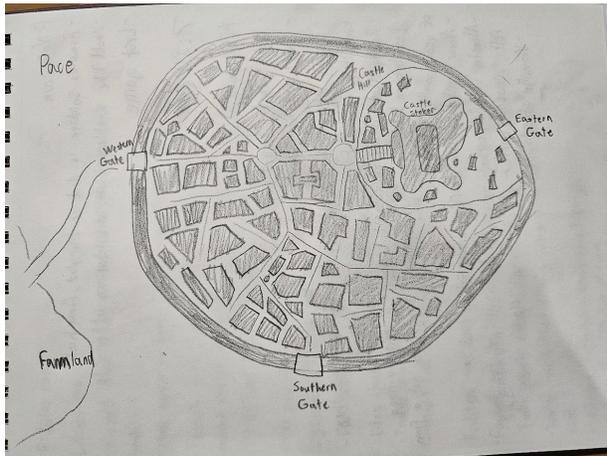
When the Great Devastation hit, the US used Neo York Island as a military base to attack mainland Europe. Naturally, this

was one of the places hit hardest, and when the dust settled and the mutations began, the type-0's that emerged from the ruins of Neo York were stronger and more horrifying than anything ever seen. Out of fear for Neo York's type-0's flooding into the mainland of Detritus, Fort Kramer was built, to guard the mainland side of the bridge from any mutants that might try to invade from Neo York. The fort contains a gate that barred access to and from Haverton Bridge, and is manned by a militia of survivors from all over. Fort Kramer has been designated a neutral zone by all survivors in Detritus, for the sake of keeping the type-0's out.

Neo York remained mostly untouched by raiders and opportunists during the initial days of the post-apocalypse, so it remains full of treasures and loot. Many survivors come to Fort Kramer and pay the 20 coin toll to pass through the gate and brave the dangers of Neo York in search of fortune. Few have ever returned, and those who have did so as lesser people than they went in as.

Neo York remains one of the only places in the world whose architecture remains somewhat intact. Skyscrapers and metro tunnels are in disrepair, but still stand, even with the damage of the Great Devastation surrounding them.

## Pace



Pace (pronounced pah-che) is the seat of power for all of the Republic of Transylvania. Housing nearly 10,000 survivors, the city stands as the largest organized settlement in Detritus. Founded nearly 200 years ago by a group of vampire-type survivors, they rescued and sheltered many others from the wastelands and built the city over many decades. As the founders died off one by one in service to the city, only Vida Vasca, the current leader of the Republic of Transylvania, remained.

The city sits in the remains of Romania, built around a hill on top of which lies Castle Stoker, an old gothic castle that has since been reinforced by the RoT's ruling family, the Vascas. Bordering the city is a large wall patrolled by guards, built to keep raiders and type-0's out. The village surrounding castle hill consists mostly of stone and wood houses. As you get further from the castle and closer to the wall, the buildings become more ramshackle, formed out of scrap metal and old wood. The wealthier survivors and city administration live on and around the hill, while the rest live among the outer parts of the city. The Vasca

family calls Castle Stoker home, with several generations living in its halls.

Beyond the walls of Pace lies a valley to the west, where numerous farms have been established to provide for the city. The farms, unfortunately, don't benefit from the protection of Pace's walls, and are frequent targets for raiders. Even with the farms, Pace suffers from a food shortage, creating umbrage among its poorer citizens. The vampires are especially restless, as they crave to feed on blood, something the RoT struggles with as the only domesticable livestock available are type-0 mutants, who are naturally difficult to tame.

## The Archives

Far to the north lies a hidden bunker deep underground. Within resides the Archivist, an enigmatic figure who seeks to catalogue all there is to know about the apocalypse.

The Archives are a sprawling maze of computer banks, collection rooms, and research labs. All are patrolled by the Archivist's robotic proxies and living assistants, who assist him in his mission. Access to the Archives is open to anyone, but the Archivist usually demands an offering for safe shelter. Otherwise, you get kicked to the curb.

# Appendix A: Character Sheet

Name: \_\_\_\_\_

Race: \_\_\_\_\_

Role: \_\_\_\_\_

Body Type: \_\_\_\_\_

HP

MGT

AGL

KWL

SRV

CHA

Move

Abilities

\_\_\_\_\_

Armor

CC

Food

Scrap

Coin

Current  
Hunger

Gear

\_\_\_\_\_

Hunger  
Drain

# Appendix B: Pre-Generated Characters

## Ludo Vilhelm

Name: Ludo Vilhelm

Race: Vampire

Role: Agent

Body Type: Balanced

15/15

HP

-1

MGT

+2

AGL

0

KWL

0

SRV

+2

CHA

30 ft.

Move

10

Armor

### Abilities

- Bloodfeed
- Mimicry
- Silent Steps

20

CC

1

Food

0

Scrap

20

Coin

100

Current  
Hunger

### Gear

- Disguise kit (wigs, makeup, latex masks, body padding)
- Baton (good-quality light melee weapon, 3 dmg)
- One smoke bomb

-15

Hunger  
Drain

# Vale

Name: Vale

Race: Lycan

Role: Enforcer

Body Type: Scrawny

20/20

HP

+2

MGT

0

AGL

-1

KWL

+1

SRV

-1

CHA

25 ft.

Move

11

Armor

18

CC

100

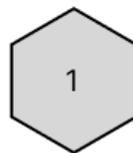
Current  
Hunger

-10

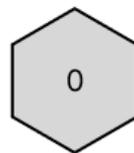
Hunger  
Drain

## Abilities

- Transformation
- Physically Intimidating
- The Best Defense



Food



Scrap



Coin

## Gear

- Spiked bat (good-quality medium melee weapon, 6 dmg)
- Leather plate armor (good-quality medium armor, +2 Armor)

# Areuus Sanba

Name: Areuus Sanba

Race: Merfolk

Role: Medic

Body Type: Huge

25/25  
HP

+1  
MGT

-1  
AGL

+2  
KWL

0  
SRV

0  
CHA

10 ft.  
Move

12  
Armor

- Abilities
- Aquatically Adept
  - Aid To All
  - Angel of Mercy

23  
CC

1  
Food

0  
Scrap

20  
Coin

100  
Current Hunger

-20  
Hunger Drain

- Gear
- Medkit (three uses, heals 10 HP)
  - Pistol (good-quality light firearm, 3 dmg, 15 ft. range)

# Jamilah Fatouma

Name: Jamila Fatouma

Race: Zombie

Role: Scout

Body Type: Balanced

20/20

HP

+1

MGT

-0

AGL

-1

KWL

+1

SRV

0

CHA

20 ft.

Move

11

Armor

30

CC

100

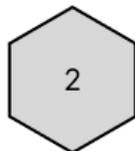
Current  
Hunger

-15

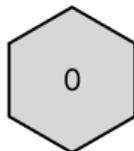
Hunger  
Drain

## Abilities

- Undead Resilience
- Keen Eyes
- High Adrenaline



Food



Scrap



Coin

## Gear

- Knife (good-quality light melee weapon, 3 dmg)
- Leather armor (good-quality light armor, +1 Armor)

# Appendix C: Gear Lists

## Coin Costs

| Resources                        |                      |
|----------------------------------|----------------------|
| 1 Food                           | 5 coin average cost  |
| 1 Scrap                          | 3 coin average cost  |
| Weapons and armor (good quality) |                      |
| Light melee                      | 5 coin average cost  |
| Medium melee                     | 7 coin average cost  |
| Heavy melee                      | 10 coin average cost |
| Light firearm                    | 5 coin average cost  |
| Medium firearm                   | 8 coin average cost  |
| Heavy firearm                    | 12 coin average cost |
| Light armor                      | 5 coin average cost  |
| Medium armor                     | 7 coin average cost  |
| Heavy armor                      | 10 coin average cost |
| Items                            |                      |
| Medkit                           | 7 coin average cost  |
| Smoke Bomb                       | 5 coin average cost  |
| Grappling Hook                   | 5 coin average cost  |
| Pack                             | 3 coin average cost  |
| Heavy Duty Pack                  | 6 coin average cost  |

## Weapons

| Melee Weapons  |   |                              |
|----------------|---|------------------------------|
| Unarmed Strike |   | 2 dmg                        |
| Light          | +1 weight,<br>1 Scrap<br>craft cost,<br>10<br>crafting<br>ToS | Poor quality: 2 dmg          |
|                |   | Good quality: 3 dmg          |
|                |   | Excellent quality: 4<br>dmg  |
| Medium         | +2 weight,<br>2 Scrap<br>craft cost,<br>11 crafting<br>ToS    | Poor quality: 4 dmg          |
|                |   | Good quality: 6 dmg          |
|                |   | Excellent quality: 7<br>dmg  |
| Heavy          | +3 weight,<br>4 Scrap<br>craft cost,<br>13<br>crafting<br>ToS | Poor quality: 6 dmg          |
|                |   | Good quality: 8 dmg          |
|                |   | Excellent quality: 10<br>dmg |

| Firearms |  |                          |
|----------|--|--------------------------|
| Light    | +1 weight, 15 ft. range, 2 Scrap craft cost, 10 crafting ToS | Poor quality: 2 dmg      |
|          |  | Good quality: 3 dmg      |
|          |  | Excellent quality: 4 dmg |
| Medium   | +2 weight, 25 ft. range, 4 Scrap craft cost, 12 crafting ToS | Poor quality: 4 dmg      |
|          |  | Good quality: 5 dmg      |
|          |  | Excellent quality: 6 dmg |
| Heavy    | +3 weight, 35 ft. range, 6 Scrap craft cost, 14 crafting ToS | Poor quality: 6 dmg      |
|          |  | Good quality: 7 dmg      |
|          |  | Excellent quality: 8 dmg |

## Armor

| Armor  |  |                             |
|--------|--|-----------------------------|
| Light  | +1 weight, 2 Scrap craft cost, 10 crafting ToS             | Good quality: +1 Armor      |
|        |  | Excellent quality: +2 Armor |
| Medium | +2 weight, 4 Scrap craft cost, 11 crafting ToS, -1 Agility | Good quality: +2 Armor      |
|        |  | Excellent quality: +3 Armor |
| Heavy  | +4 weight, 6 Scrap craft cost, 12 crafting ToS, -2 Agility | Good quality: +3 Armor      |
|        |  | Excellent quality: +4 Armor |

# Items

| Items           |  |  |
|-----------------|--|--|
| Medkit          | +2 weight, 3 Scrap craft cost, 10 crafting ToS | Heals 10 HP, three uses  |
| Smoke Bomb      | +1 weight, 2 Scrap craft cost, 8 crafting ToS  | Throw to cover a 10 ft. by 10 ft. area with smoke. Enemies take a -2 to rolls made in the smoke. The smoke lasts for 20 seconds or one round of combat |
| Grappling Hook  | +2 weight, 2 Scrap craft cost, 10 crafting ToS | Can be used to hook onto and climb up to ledges. The rope has a length of 20 ft. Requires an Agility roll to successfully use. Multi-use               |
| Pack            | +0 weight, +1 Scrap cost, 10 crafting ToS      | + 5 CC when equipped. Only one pack can be equipped at a time.   |
| Heavy Duty Pack | +0 weight, +2 Scrap cost, 13 crafting ToS      | + 15 CC when equipped. Only one pack can be equipped at a time   |

# Vehicles

| Small Vehicle   |      |      |       |    |    |    |
|---|------|------|-------|----|----|----|
| Cdn.  | Spd. | Amr. | Dmg.  | OL | CC | DD |
| 30  | 35   | 12   | 8 dmg | 2  | 15 | 10 |
| An average sized vehicle like a motorbike, car, or such. Average cost for one is 50 coins. These are pretty rare to find being sold, and are usually found in disrepair in the wasteland. |      |      |       |    |    |    |

| Large Vehicle   |      |      |        |    |    |    |
|---|------|------|--------|----|----|----|
| Cdn.  | Spd. | Amr. | Dmg.   | OL | CC | DD |
| 50  | 60   | 14   | 12 dmg | 4  | 30 | 14 |
| A large vehicle like a tank or war rig. Average cost for one is 100 coins, but finding one for sale or out in the wasteland is incredibly rare. |      |      |        |    |    |    |

# Appendix D:

## Challenge Nodes

These are some example Challenge Nodes that might pop up during Excursions. Each has a difficulty level that roughly determines how hard they are to deal with and the severity of the penalty for failing.

| <b>Water Hazard</b>  | <b>Difficulty: 1</b> |
|--|----------------------|
| <p>A deep pool of water. It doesn't seem that bad, but then again, in the wastelands, you can rarely trust any water you come across.</p> <p>Requires a Survival check of 11 to cross safely. Failure inflicts the Sick condition.</p> |                      |

| <b>Bad Air</b>  | <b>Difficulty: 1</b> |
|---|----------------------|
| <p>The air around you is toxic. Try not to breathe in.</p> <p>Requires a Survival check of 12 to make it through. Failure deals 2 damage.</p> |                      |

| <b>Hostile Territory</b>  | <b>Difficulty: 1</b> |
|---|----------------------|
| <p>The area you're walking through is frequented by hostile characters. Be aware of your surroundings and try not to draw too much attention to yourself.</p> <p>Requires a Survival check of 11 to avoid drawing attention to yourself. Failure draws the party into combat with a Rank 1 enemy.</p> |                      |

| <b>Hostile Territory 2</b>  | <b>Difficulty: 2</b> |
|---|----------------------|
| <p>The area you're walking through is frequented by hostile characters. Be aware of your surroundings and try not to draw too much attention to yourself.</p> <p>Requires a Survival check of 13 to avoid drawing attention to yourself. Failure draws the party into combat with a Rank 2 enemy.</p> |                      |

| <b>High Temperatures</b>  | <b>Difficulty: 2</b> |
|---|----------------------|
| <p>The ambient temperature is scorching, and you can feel your blood boiling under the sun.</p> <p>Requires a Survival check of 12 or consumption of 1 Food to stay conscious and beat the heat. Failure inflicts 4 damage.</p> |                      |

| <b>Hostile Territory 3</b>  | <b>Difficulty: 3</b> |
|---|----------------------|
| <p>The area you're walking through is frequented by hostile characters. Be aware of your surroundings and try not to draw too much attention to yourself.</p> <p>Requires a Survival check of 15 to avoid drawing attention to yourself. Failure draws the party into combat with a Rank 3 enemy.</p> |                      |

# **Appendix E:**

## **Conditions**

This is a list of conditions that Survivors might be afflicted with during play.

### **Encumbered**

When the weight of a Survivor's gear exceeds their Carry Capacity, they become Encumbered. They take a -1 penalty to Agility and lose half their movement. Lose weight in your inventory to or below your CC to remove the Encumbered condition.

### **Hungry**

When a Survivor's Hunger goes to 40 or below, they come Hungry. Rest actions only heal for 1 HP, and damage to the Survivor doubles. Restore Hunger above 40 by consuming Food to remove the Hungry condition.

### **Starving**

When a Survivor's Hunger goes to 0, they become Starving on top of Hungry. After each Exploration Node or day, the Survivor loses 2 HP, and gains no health from Resting. They also take half healing (rounding down) from all other sources. Restore Hunger above 0 to remove the Starving Condition.

### **Sick**

The Survivor is afflicted with a disease or infection of some sort. The Survivor loses 1 HP after each Exploration Node or day, and takes half healing from all sources other than Resting. A Knowledge or Survival check is required to cure the survivor of their affliction.

### **Poisoned**

The Survivor is hit with a dose of poison or toxin. The Survivor loses 1 HP after each Exploration Node or day, and takes half healing from all sources. A Knowledge or Survival check is required to cure the Survivor's poisoning.

### **Stunned**

The Survivor is briefly stunned. They cannot move or take an action for one turn or a few seconds, until the stunning wears off.

# Appendix F: Enemies

This is a list of some enemies that can be found in the world of Monster-pocalypse. Enemies have HP, Movement, Armor, Ability scores, and Rank, which roughly defines their difficulty level.

|   |                  |                           |                 |                    |
|---|------------------|---------------------------|-----------------|--------------------|
| <b>Tri-Crawler</b><br><i>Rank 1 Type-0 Mutant</i>   |                  |                           |                 |                    |
| <b>HP</b><br>5  |                  | <b>Movement</b><br>15 ft. |                 | <b>Armor</b><br>10 |
| <b>MGT</b><br>0   | <b>AGL</b><br>+1 | <b>KWL</b><br>-2          | <b>SRV</b><br>0 | <b>CHA</b><br>-1   |
| <b>Abilities</b>  |                  |                           |                 |                    |
| Strike - Deal 2 damage in melee range.  |                  |                           |                 |                    |
| Climb - The Tri-Crawler can climb walls.  |                  |                           |                 |                    |
| A type-0 mutant recognizable for its freakish third leg and spider-like proportions. Tri-Crawlers usually travel in packs of two or three, and attack anything that enters their territory. |                  |                           |                 |                    |

|  |                 |                           |                  |                    |
|--|-----------------|---------------------------|------------------|--------------------|
| <b>Raider Thug</b><br><i>Rank 1 Wastelander</i>  |                 |                           |                  |                    |
| <b>HP</b><br>10  |                 | <b>Movement</b><br>15 ft. |                  | <b>Armor</b><br>11 |
| <b>MGT</b><br>+1   | <b>AGL</b><br>0 | <b>KWL</b><br>0           | <b>SRV</b><br>+1 | <b>CHA</b><br>-1   |
| <b>Abilities</b>   |                 |                           |                  |                    |
| Club - Deal 3 damage in melee range.   |                 |                           |                  |                    |
| Pistol - Deal 2 damage in 15 ft. range.  |                 |                           |                  |                    |
| A low-level raider. These thugs roam the wastelands, searching for unprotected settlements or travelers they can shake down for supplies. Some are loyal to a larger raider group, others are lone wolves striking out on their own in the wastes. |                 |                           |                  |                    |

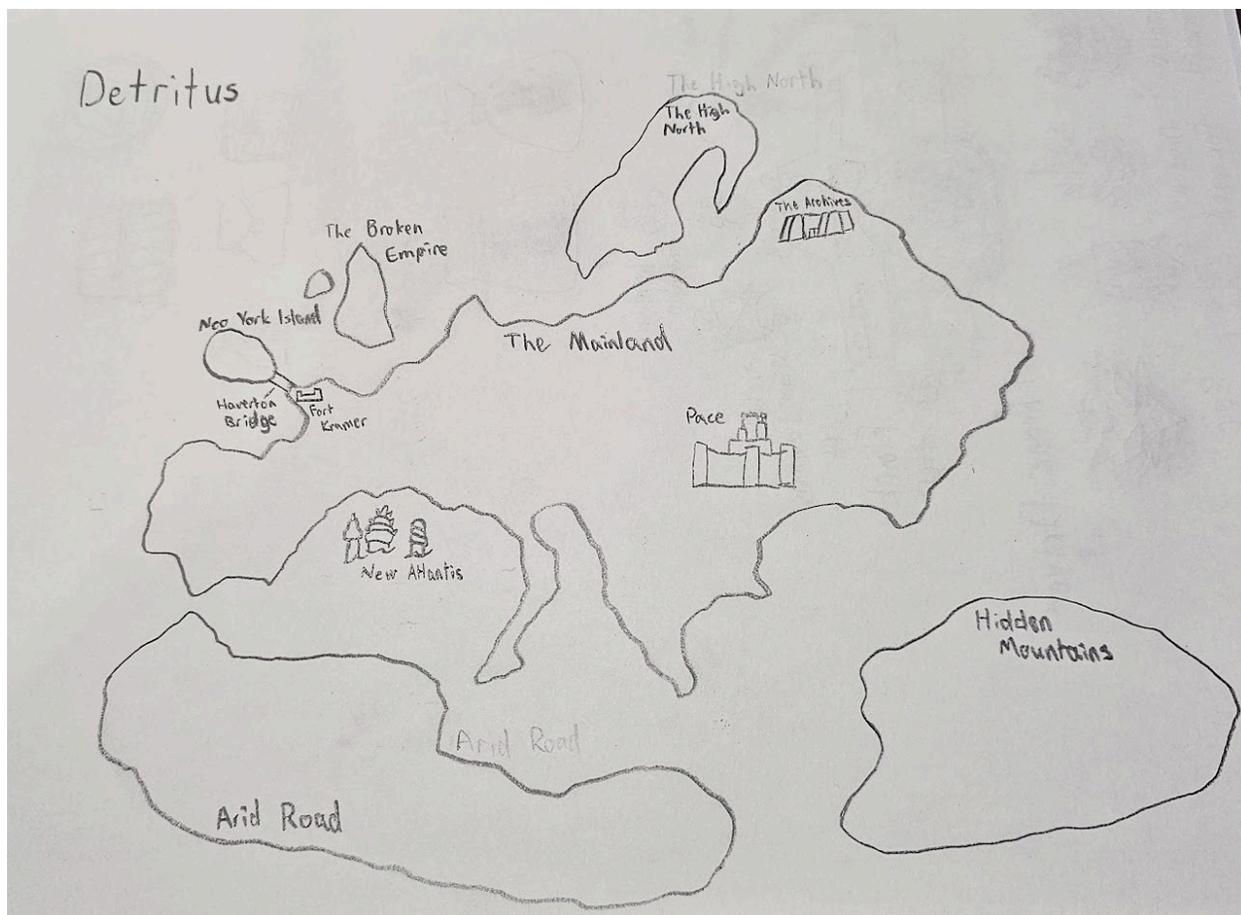
|  |                 |                           |                  |                    |
|--|-----------------|---------------------------|------------------|--------------------|
| <b>Raider Boss</b><br><i>Rank 2 Wastelander</i>  |                 |                           |                  |                    |
| <b>HP</b><br>20  |                 | <b>Movement</b><br>25 ft. |                  | <b>Armor</b><br>13 |
| <b>MGT</b><br>+2   | <b>AGL</b><br>0 | <b>KWL</b><br>0           | <b>SRV</b><br>+1 | <b>CHA</b><br>+1   |
| <b>Abilities</b>   |                 |                           |                  |                    |
| Heavy Blow - Deal 4 damage in melee range.   |                 |                           |                  |                    |
| Shotgun - Deal 3 damage in 25 ft. range.   |                 |                           |                  |                    |
| To Me! - Passively grant allies within 10 ft. a +1 to attack rolls   |                 |                           |                  |                    |
| A high-level raider in the wasteland. These guys typically command a small contingent of other raiders, leading their activities in the wasteland. |                 |                           |                  |                    |

| <b>Terror-dactyl</b><br><i>Rank 2 Type-0 Mutant</i>   |                  |                           |                    |                  |  |
|---|------------------|---------------------------|--------------------|------------------|--|
| <b>HP</b><br>20   |                  | <b>Movement</b><br>30 ft. | <b>Armor</b><br>11 |                  |  |
| <b>MGT</b><br>+1  | <b>AGL</b><br>+2 | <b>KWL</b><br>-1          | <b>SRV</b><br>0    | <b>CHA</b><br>-2 |  |
| <b>Abilities</b>  |                  |                           |                    |                  |  |
| Flight - This creature can fly through the air. Moving up or down is the same as moving horizontally.   |                  |                           |                    |                  |  |
| Talon Strike - Deal 4 damage in melee range.  |                  |                           |                    |                  |  |
| Screech - Stun all creatures within 10 ft. Recharge of 3 turns.   |                  |                           |                    |                  |  |
| A winged type-0 with spindly limbs. It perches atop high vantage points and waits for prey to walk by, before swooping in, stunning them with a shrill screech, and carrying them off to consume. |                  |                           |                    |                  |  |

| <b>Blood Tree</b><br><i>Rank 2 Type-0 Mutant</i>   |                  |                           |                    |                 |  |
|--|------------------|---------------------------|--------------------|-----------------|--|
| <b>HP</b><br>25  |                  | <b>Movement</b><br>10 ft. | <b>Armor</b><br>13 |                 |  |
| <b>MGT</b><br>+3   | <b>AGL</b><br>-1 | <b>KWL</b><br>0           | <b>SRV</b><br>+1   | <b>CHA</b><br>0 |  |
| <b>Abilities</b>   |                  |                           |                    |                 |  |
| Tendrils Strike - Deal 3 damage in melee range.  |                  |                           |                    |                 |  |
| Ironclad Defense - In response to an incoming attack, temporarily raise Armor by +2 before the roll is made. Recharge of 2 turns.  |                  |                           |                    |                 |  |
| Double Attack - Can make two attacks in one turn. Can split the double attack between two different targets, but must roll for each one.   |                  |                           |                    |                 |  |
| A monstrous type-0 with a large, tree trunk-like body. Blood Trees are reddish in color and have branch-like tendrils they can use to pierce into other organisms, drinking their blood to nourish themselves. |                  |                           |                    |                 |  |

|  |                  |                           |                  |                    |
|--|------------------|---------------------------|------------------|--------------------|
| <b>Garotte Rex</b><br><i>Rank 3 Type-0 Mutant</i>  |                  |                           |                  |                    |
| <b>HP</b><br>30  |                  | <b>Movement</b><br>25 ft. |                  | <b>Armor</b><br>14 |
| <b>MGT</b><br>+3   | <b>AGL</b><br>+1 | <b>KWL</b><br>0           | <b>SRV</b><br>+1 | <b>CHA</b><br>0    |
| <b>Abilities</b>   |                  |                           |                  |                    |
| Bite - Deal 6 damage in melee range.   |                  |                           |                  |                    |
| Proud Roar - In a 10 ft. range, deal 2 damage to enemies and grant allies a bonus 10 ft. of Movement on their next turn.   |                  |                           |                  |                    |
| Dash - Double Movement.  |                  |                           |                  |                    |
| A large, hulking beast of a type-0. With a massive, toothy maw and feet that shake the earth with each step, seeing a Garotte Rex on your tail is pretty much a confirmation of death. |                  |                           |                  |                    |

# Appendix G: World Map



# Art/Image Credits

Post-apocalyptic city: [https://www.reddit.com/r/blender/comments/mzpiep/post\\_apocalyptic\\_city/](https://www.reddit.com/r/blender/comments/mzpiep/post_apocalyptic_city/)

Vampire: [https://monster.fandom.com/wiki/Vampire\\_\(folklore\)](https://monster.fandom.com/wiki/Vampire_(folklore))

Lycan: <https://monster.fandom.com/wiki/Werewolf>

Merfolk:

<https://www.sideshow.com/collectibles/myths-and-monsters-gillman-tweeterhead-911391>

Zombie: <https://www.dndbeyond.com/monsters/4775851-zombie>

Survivor Party:

[https://z-nation.fandom.com/wiki/Westward-Bound\\_Survivor\\_Group?file=Z-Nation-Wiki\\_Groups\\_Westward-bound\\_001.jpg](https://z-nation.fandom.com/wiki/Westward-Bound_Survivor_Group?file=Z-Nation-Wiki_Groups_Westward-bound_001.jpg)

Fighting Survivor: <https://zombiu.fandom.com/wiki/Survivor?file=ZombiUTemplate.jpg>

World Map: Faisal "Sully" Sulayman