

REPHUGMANT

AN RPG IN THE COMPOSTAPOCALYPSE

3RD EDITION



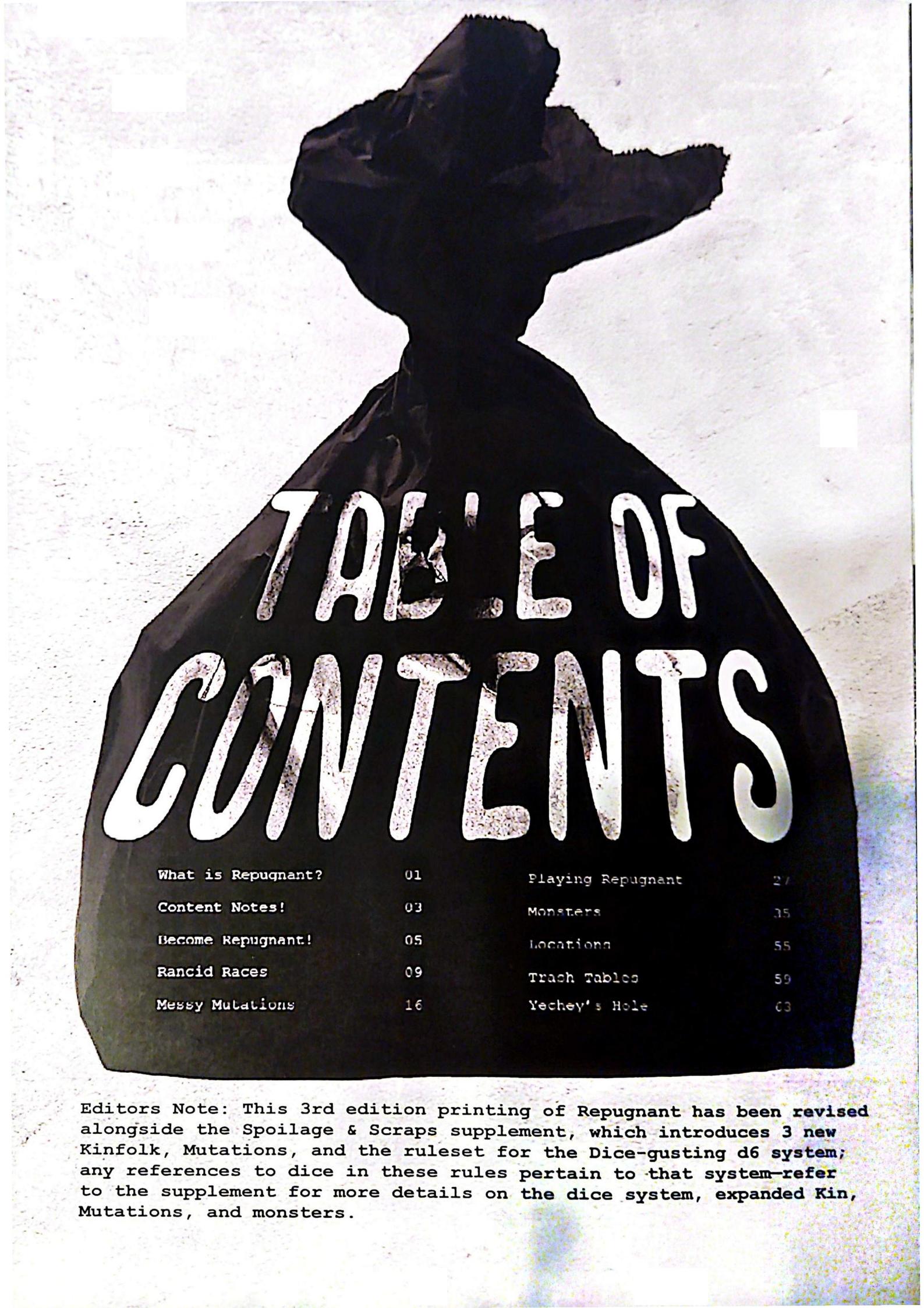
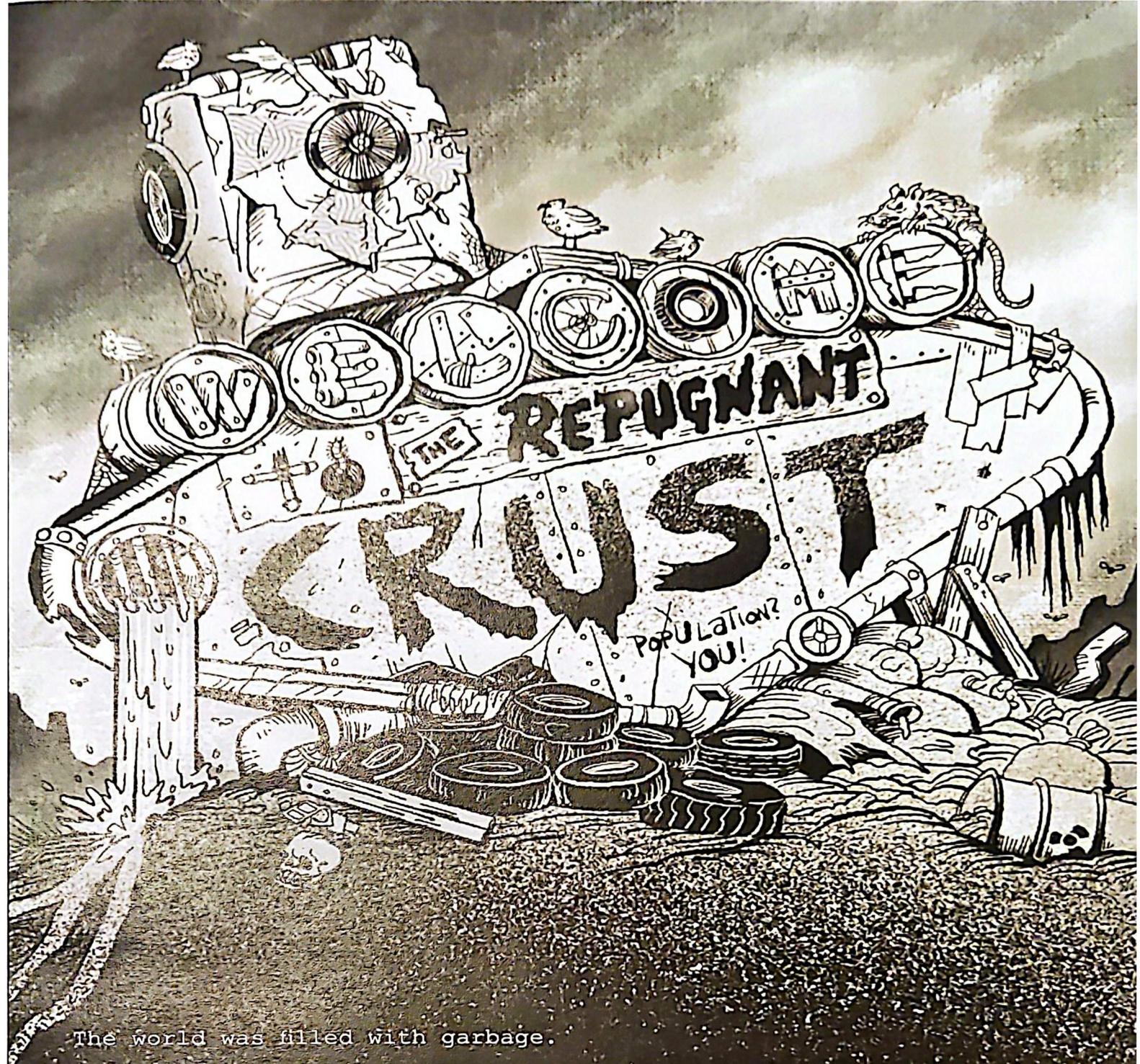


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Editors Note: This 3rd edition printing of Repugnant has been revised alongside the Spoilage & Scraps supplement, which introduces 3 new Kinfolk, Mutations, and the ruleset for the Dice-gusting d6 system; any references to dice in these rules pertain to that system—refer to the supplement for more details on the dice system, expanded Kin, Mutations, and monsters.

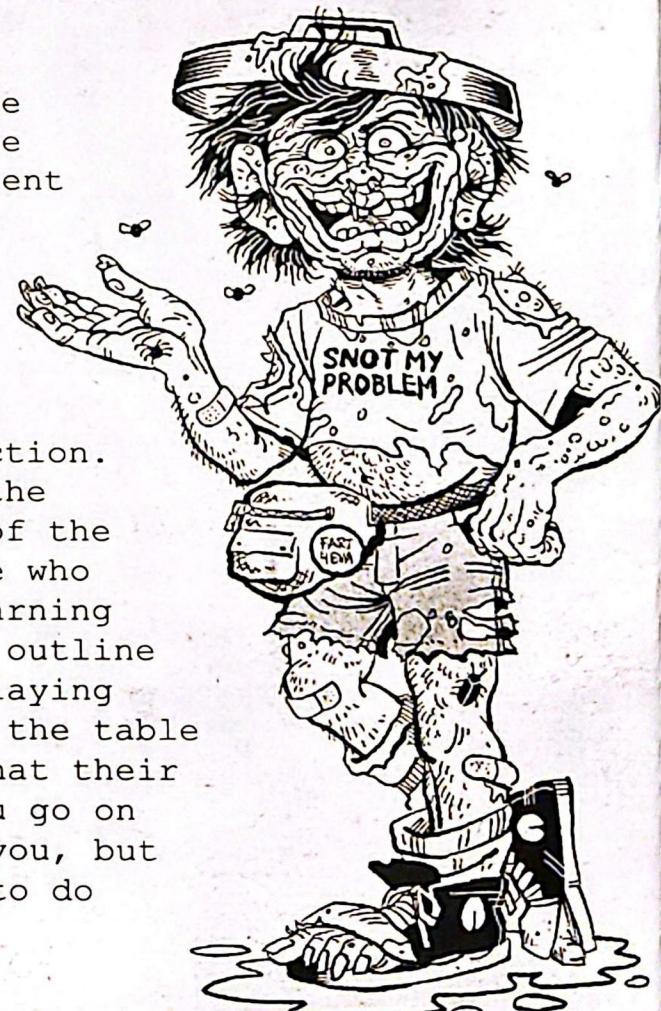


The world was filled with garbage.

And then it filled with more garbage. Three to four miles deep in some places. The Water got soaked in, and mixed up, and became a sludge that we just call planetary fluid. Now, whatever was here before is something we can't remember any more. Some of us left, some of us stayed. People used to be a lot more alike, but got along far less. Now no matter if you are a massive Hoggo or diminutive Roacher, you're a Dweller through and through. The filth doesn't bother us, it's what we know, how we live, and who we are. We pick our way across The Crust and deal with our lives the best we can. We have families, jobs, towns, villages, and enclaves, we even have a few big cities. Some of us have gotten a little weird. Mutations are pretty common on The Crust. An extra eye, another mouth, the ability to control mucus with your mind, it happens when your bodies are constantly exposed to garbage, filth, and a low level of radiation. Most folks who get mutations end up helping folks out, but some folks take advantage for their own ends.

WHAT IS REPUGNANT?

Repugnant is a Tabletop Roleplaying Game. If you are reading Repugnant you are probably familiar with a lot of the basic ideas, terms, and concepts of many roleplaying games. If you aren't I am not quite sure how you got here... but welcome! In Repugnant most players take on the role of 1 character called a Dweller. They use that character's background, Skuz, and abilities to take actions and make choices. Sometimes those abilities will be risky or have a chance of turning out lots of different ways and the player will need to make a Throw by tossing a handful of Chits on to a sheet called "The Heap" to see what the outcome is. They do this when the Collector, a player with a different role, tells them to. The Collector is the 1 player who tells the others what the world around them is like, controls the other characters in the story, and decides when someone needs to Throw for an action. They narrate what happens from the outcome. They are NOT the boss of the game. They typically are someone who put a little extra time into learning the rules and coming up with an outline for a story or adventure. Roleplaying games are collaborations around the table between ALL players no matter what their role. The type of adventures you go on and stories you tell depend on you, but Repugnant is great if you want to do the following:



MASTER MESSY MUTATIONS

Every Dweller has access to gross abilities that are loosely defined so that you can find out what they do in play. They gain more powers as they advance and gain mastery over them.

FIGHT FETID FIENDS

The Crust is a dangerous place, and you will regularly find yourself in danger and at risk from creatures. Most of these are not Dwellers, a few are. There are monsters, critters, primordial forces, and new emerging threats for you to deal with.

CARE FOR CRUSTY COMMUNITIES

The Crust is pock marked with homesteads, villages, cities, and hidden away communities. Each of them have their own needs and are looking for locals or travelers to help them. You can dive deep into one community, or move around helping lots of them.

PLAY WITH PUTRID PALS

The most important part of Repugnant is the ability to hang out with a few friends, either new or old, to have adventures and a good time! Having a gross good time with your other players is the #1 focus of a session of Repugnant.



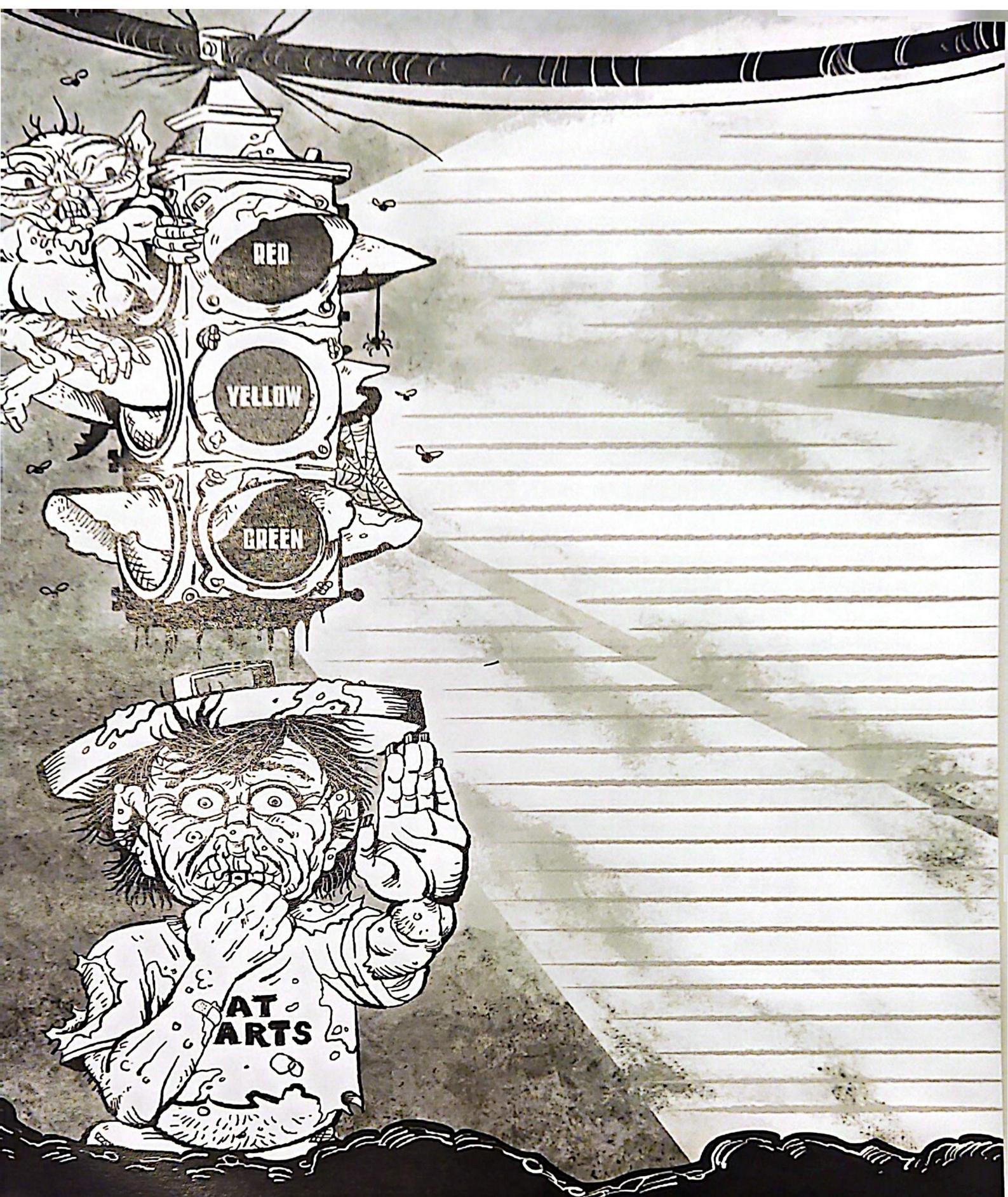
Sitting down in advance and taking time to discuss limits are important. We recommend using a Red, Yellow, Green System.

Red means something is off limits. It could be something that makes you gag, or it could be a theme you are unwilling to explore as part of play. The Collector and other players know to avoid these topics narratively. You are not required to explain why you don't like them.

Yellow means handle with care or go slow. When dealing with items you identify as yellow it means you check in with folks at the table when they come up. You might need to skip explicit descriptions, or handle these themes in particular ways.

Green means you are excited by or ready to engage in these things. This could be themes you love, ideas you want to explore, moments of interaction that are important. Types of gross you love, or an ongoing joke you want to see happen. It's good to define these in advance, but also to come back to them from session to session. This is a living document and should be updated by everyone when it makes sense to do so.

If you want a printable sheet to help with this go to ttrpg.link/GrossTools



Repugnant is everything the name suggests. It's a gross game. Part of the fun of the game is being gross. Repugnant focuses on body humor, trash, rot, mutations, and a mild level of body horror at default. However, our team draws a strong line between gross and dehumanizing. Racism, facism, bigotry, and other items that treat people as objects or certain groups of people as less than human are not part of the garbage that makes up The Crust. In fiction these ideas are only represented by folks who are objectively enemies to the Dwellers of The Crust.

BECOME REPUGNANT

Every character in Repugnant is a mix of 3 main things.

SKUZ

What other games often call stats. They measure your general capability.

CARCASS

Focuses on how much damage your body can take and your speed.

ABILITIES

These are unique traits your character can use to address challenges.

These 3 things are determined by 2 choices you make at the start of play: 1. What Kinfolk are you? 2. What mutation do you have?

Each Kin will give you some Skuz and Carcass. They also give you two static Kinfolk Capabilities. There are 5 Kinfolx in Repugnant:

Each mutation will give you Skuz and Carcass. Mutations also give you 1 more static ability, but also a 2nd dynamic ability that can grow and change over time. You pick 1 of the modes of this dynamic ability when you create your character. There are 5 mutations in Repugnant.

MEATSACKS

ROACHERS

HOGGOS

VERMALS

JUNKPUNX

PIZZAFACE

SLIMODRE

OLFATORI

GLUTTON

GARBAGEMEN

Your combination of Kinfolk and mutation will tell you the majority of what you need to know to play the game, but there are lots of combinations, and some of them let you make a few extra choices.

WHAT IS SKUZ?

There are 3 types of Skuz that make up your character and broadly define their abilities.

Muscles measures your physical abilities. Acts of strength, balance, or your ability to slam your fist through a wall of stratified trash will typically be based on your Muscles Skuz.

Brains measures your mental acuity. Problem Solving, making complex plans, decoding hidden meaning in the swirling sewers beneath the city will all typically be handled with your Brains Skuz.

Vibes is your measure of social awareness. Some folks say this is a holdover from different times, but when you want to influence someone, haggle for goods, or romance someone you will use your Vibes Skuz to do so.

Skuz Magnitude & Skuz Units: Lets Get Skuzzed

Magnitude is your total power for each Skuz. It's a combination of your Dweller's Kin and Mutation aspects and represents your current maximum Skuz potential. This is the big number that tells you how many chits or dice you roll when tackling tasks or challenges. So, the higher your Magnitude, the more you toss.

Chit Tosses are locked to that Magnitude number. So if your Magnitude is 4, you toss 4 chits. That's fixed for the task at hand, no matter what.

Skuz Units are separate—these are limited resources that power up your Kin and Mutation abilities, typically adding extra chits, or touting a revolting effect or both! Spending Skuz units doesn't reduce your Magnitude or the number of chits you toss for tasks.

Players may choose to spend multiple Skuz units at once to enhance their tosses. This lets you take on tougher foes or more challenging tasks with extra chits. But be careful—Skuz units are a limited resource, and once spent, they don't come back until you've rested.

Basically: Magnitude is your base power (determines how many chits you toss), and Skuz units are spent to activate special abilities, but they don't mess with your basic task tosses. They can run out, but they can also grow over time as you level up. Pretty cool huh?

HOW ABOUT CARCASS?

Your Carcass

Meat and Feet

Meat reflects your toughness and how much damage you can endure. When something tries to hurt you, or when you take a hit, you rely on Meat to resist or survive that damage.

Skuz and Stats

Feet measures your speed and agility. Whether you're sprinting across distances or dodging attacks, Feet determines how well you maneuver.

Much like Skuz, Carcass comes from your Kin and Mutation aspects, but instead of a resource you can spend, it's more like your physical condition—it's a fixed value that represents how much damage your body can take.

If you run out of Feet, you're basically stuck. You can't move, and you might even become injured, leaving you vulnerable.

When your Meat runs low, you're weakened, maybe seriously wounded, and definitely less able to keep going.

if both Feet and Meat drop to zero? Well, let's just say it's time to kiss your Dweller goodbye. You'll be joining the great landfill in the sky. So, keep an eye on your Carcass—when it's gone, you're DEAD — game over dude!

RESTING

Need to regain spent Skuz or lost Carcass, probably time to rest up!

Sleep overnight

Skuz: Regain 3 Skuz of your choice

Carcass: nothing

Rest for a full day

Skuz: All your missing Skuz is replenished

Carcass: 1 unit of either Feet or Meat

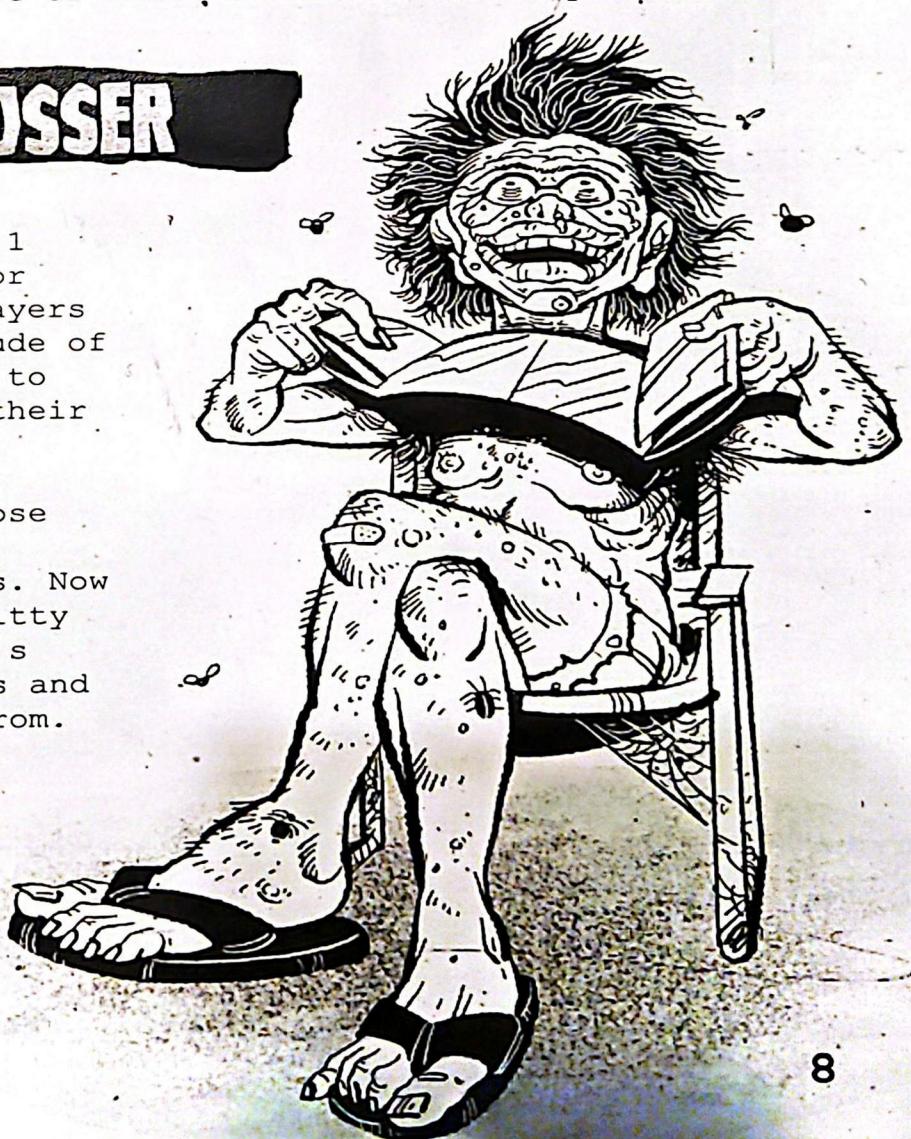
WHAT ARE MY ABILITIES?

These are special things your character can do that not everyone can. Every character has 4 core abilities - 2 from their Kinfolk, and 2 from their mutation. 3 of these abilities are static. They stay the same and never change. One of these abilities is dynamic, it gets better, changes, and powers up over time. Different abilities all work in different ways, but they almost all have a description and an effect. The description is what they look like in play, and the effect is how they interact with the world around them. Lots of the abilities also have a cost. The cost might tell you how many Skuz units you need to spend to use them, or how often they can be used. If no cost or limit is listed assume you can always use that ability.

GETTING GROSSER

Each session players go up 1 level and increase 1 Skuz or Carcass Magnitude by 1. Players can also reduce the Magnitude of 2 Skuz by 1 or 1 Skuz by 2 to unlock a new ability from their Mutation.

The Collector may also choose to assign extra levels for completing major objectives. Now that you know the nitty gritty of making a character, let's take a look at the Kinfolks and Mutations you can choose from.





KRUSTY KINFOLK

Dwellers come in a vast range of shapes, sizes, colors, and smells, but since most of them split off of a common ancestral Kinfolk a long time ago everyone tends to get along. Any small to medium sized town will have a mix of Hoggos, Vermals, Roachers, and Meatsacks. Even the recent appearance of JunkPunx didn't throw folks for a loop.

Here is a little bit about each of the squalid species you can find on the Crust.

ROACHER

+1 VIBES
+1 MEAT
+3 FEET

No one knows who thought it would be a good idea to splice human and roach DNA, but they weren't wrong. With an outrageous mix of adaptability and survivability these human roach hybrids will probably outlive all other Kinfolks on the crust even at 1/3rd the size. This is largely due to their ability to move quickly, their extra set of chitinous limbs, and an innate desire to form social hives.

KINSHIP CAPABILITIES

EXTRA LIMBS

Once per session you can perform two actions at the same time or one action twice as fast.

FLITTER

Your chitinous wings won't let you fly, but they will allow you to jump long distances, glide, and move easily on uneven terrain.

It's rare to see a solitary Roacher. They are among the most socially connected Dwellers and tend to adopt a hive mentality with those around them. They take up less space than most other Kinfolks and often find small spots near lots of Dwellers to make small simple homes that are interconnected.

MEATSACKS

+1 TO A SKUZ +2 MEAT
OF YOUR CHOICE +2 FEET

Meatsacks are human...ish. Different clans of Meatsacks can be found scattered across The Crust. They are the most versatile, adaptable, and hairy Kinfolk. Meatsacks mark clan affiliation by hair style and color, status by the length and thickness of body hair, and use snot, blood, and other viscera to mat trinkets into their tattered locks marking major life accomplishments.

KINSHIP CAPABILITIES

PELT PULL

Once per session you can rip an item out of your matted hair.

Flop twice on the Dumpster Dive table and select the item of your choice. Tell the group why this item was significant in your life.

SLIDING SKUZ

Meatsacks are highly creative and adaptable. They can spend 2 units of any Skuz to regain 1 unit of a different Skuz.

Regardless of if they live on the edge of society or in the middle of a city, Meatsacks tend to operate with a tribal mentality. They want to protect and care for their tribe, but are often looking to make their mark inside the tribe as well. It can be a small group of friends, a job, or the city itself, but when a meatsack welcomes you to their tribe it comes with both honors and expectations.

HOGGO

+1 BRAINS

+3 MEAT

+1 FEET

With their thick hides and almost hairless bodies these pig folk are known for being rude, crude, and direct. Hoggo culture is built on getting things done and not worrying about what others think. This has led to lots of Hoggo settlements in places other kin might be afraid to settle, but they can be found all across The Crust.

TUSK OR TOOTH

KINSHIP
CAPABILITIES

FREE FROM SHAME

Once per session you use an item to

Jury rigg a contraption in a way that normally wouldn't work but is surprisingly effective. Tell The Collector how you are doing so.

Two times per session when asked to make a Vibes Throw you can substitute another Skuz instead. Explain how you are doing so.



The hearty Hoggo tends to put family first. Hoggos are the most driven to mate, partner, or join a small community to care for. It's not uncommon to find a Hoggo family making due on their own in a remote part of The Crust or staking a claim on the uncultivated edge of a city. Some Hoggos are right at home in the heart of it all, but at the end of the day they will do what is best for their family.

Though short in stature, these evolved rats are the apex scavengers of The Crust due to their ability to squeeze into tight spaces by dislocating joints and their powerful prehensile tails. Most are covered with a short downy fur that would be cute if it wasn't so filthy and scab pocked. If you are going to be venturing below The Crust, you want to make sure you have a Vermal with you.

+1 BRAINS
+1 MEAT
+3 FEET

VERMALS

KINSHIP CAPABILITIES

JOINT
POPPER

You may dislocate joints at will. When doing so you may move any 1 Chit to an adjacent Zone on The Heap for appropriate Muscles Throws (or reroll any 1 die).

TERRIBLE
TAIL

You may use your tail as an extra appendage. Once per session you may toss +2 Chits on appropriate throws.



Vermals are a pretty mixed bag when it comes to how they organize with themselves and others. It's not uncommon to see a solitary Vermal out in the wastes, or find a whole brood setting up a shop in the middle of the largest cities. They tend to do what suits themselves the best and helps them survive. They are in no way selfish, but far more varied in their behavior than any other folk.

JUNKPUNX

VARIABLE
BASED ON BODY

KINSHIP
CAPABILITIES

CUSTOM CHASSIS

Chose one of each
of the following:

HEAD

Screen +1 Muscles
Lense +1 Brains
Device +1 Vibes

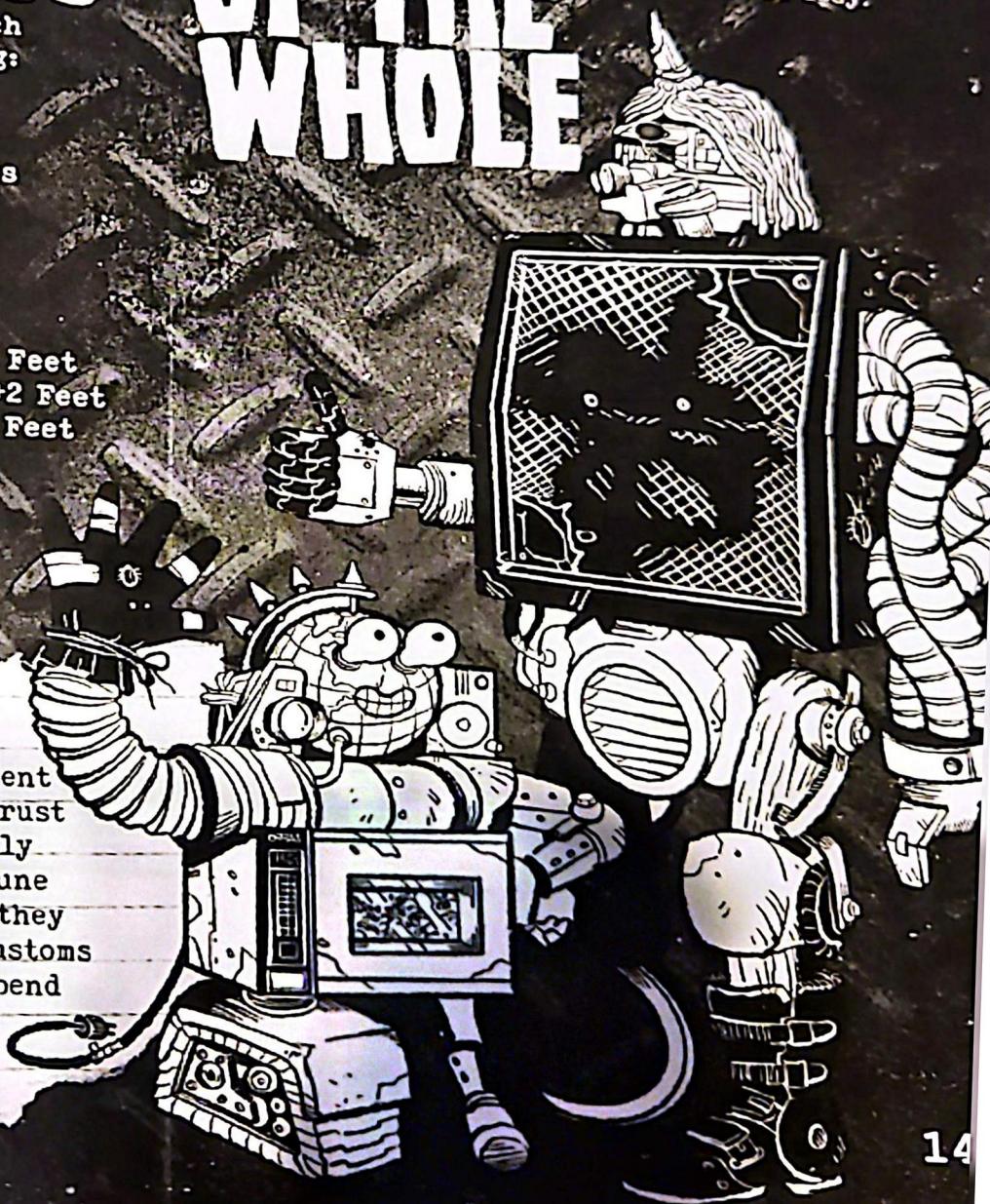
CORE

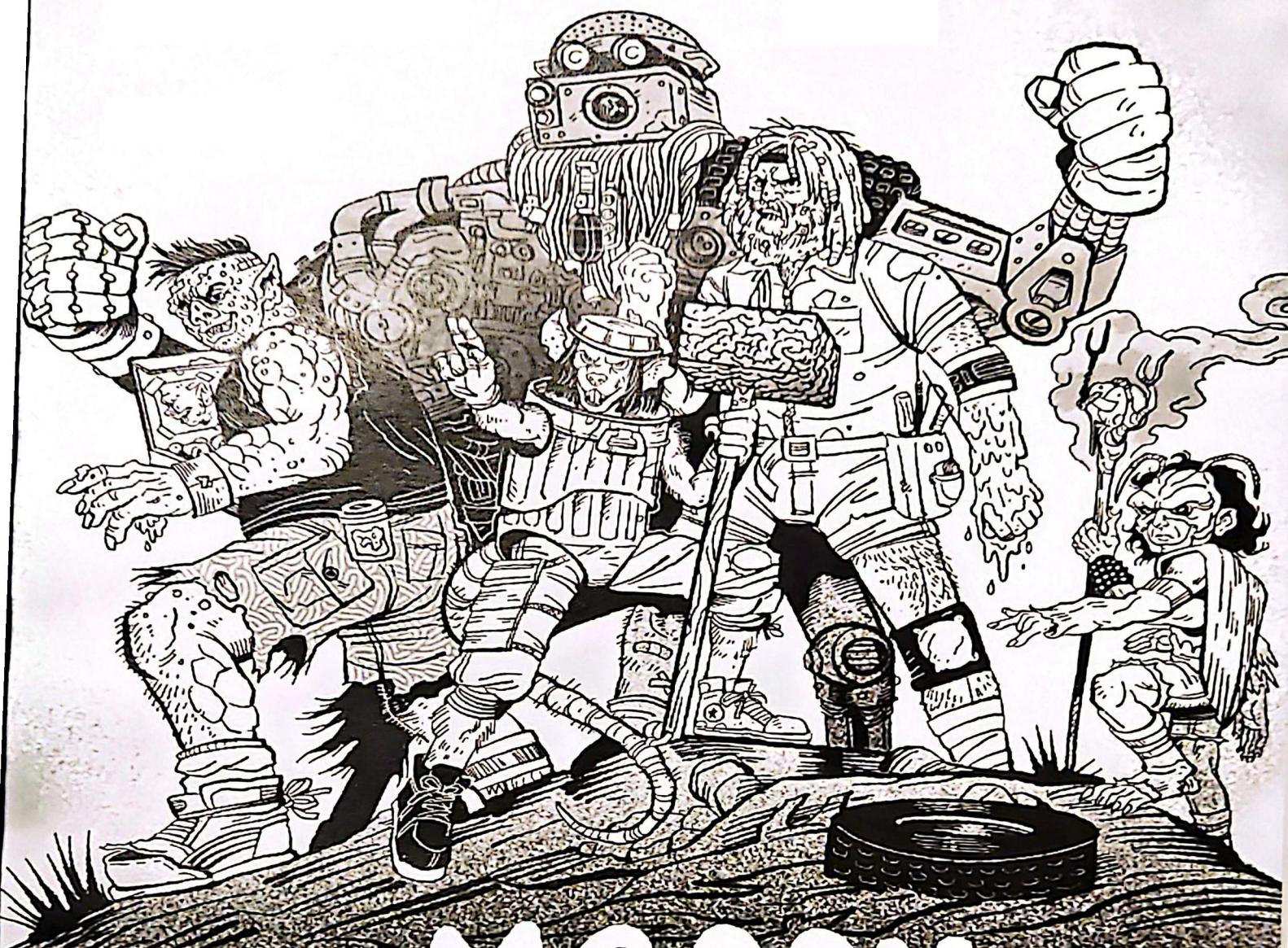
Large +3 Meat +1 Feet
Medium +2 Meat +2 Feet
Small +1 Meat +3 Feet

PART OF THE WHOLE

You may separate a part
of your body from the
main hive and operate it
remotely. This is harder
to do the further you
get from your body.

Junk Punx are a recent appearance on the Crust and so we don't really know how they commune and gather. So far they tend to adopt the customs of the races they spend the most time with.





MESSY MUTATIONS

Mutations abound on The Crust. The cocktail of trash, chemicals, biomatter, rot, and filth that swirl in the planetary fluid that churns slowly under the surface, and is excited by the low level background radiation, promises an abundance of benign, benevolent, baleful genetic mutations and abilities. Many of the monsters you find on The Crust are the result of these mutagenic properties. They also power the mutations that make your Dwellers so capable.

Here is a sampling of the mutations lurking within you.

GLUTTON

MUSCLES
+4

BRAINS
+0

VIBES +1

Slow, sweaty, and very strong. These are the biggest and beefiest of all the bullies. These Dwellers can eat and rip through anything with their strong bite. These belching big boys truly are what they eat since at higher levels this mutation causes their body to morph and change based on their disgusting diet.

Skuz Magnitude

+4 Muscles +0 Disgust +1 Vibes

Carcass

+4 Meat +0 Feet

Mutant Maladies:

TERRIBLE BITE: Your teeth are hard, and your jaw is strong, allowing you to bite through anything you can fit your mouth around ripping through it like old bread. Not everything will provide you nourishment but you are able to eat it.

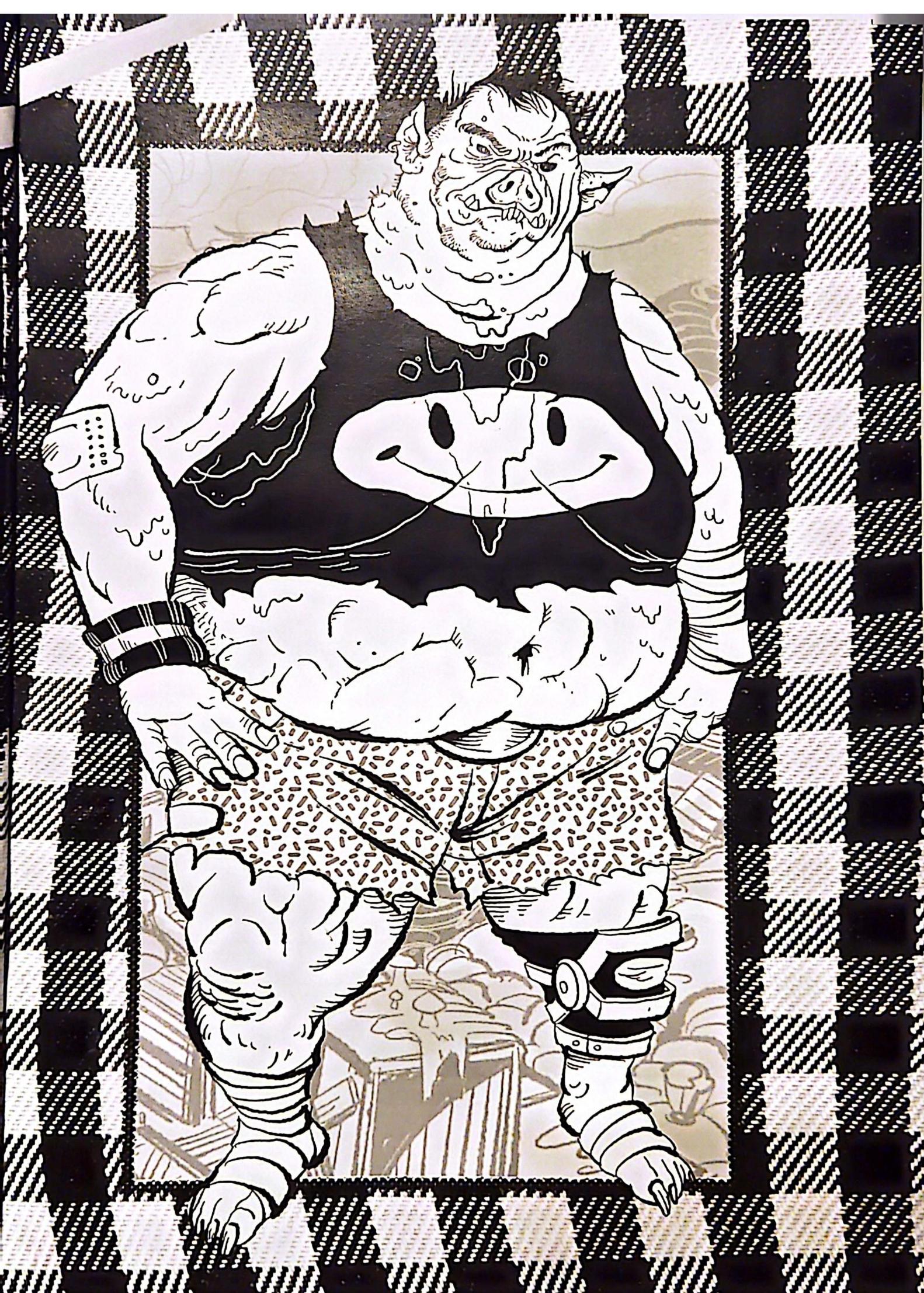
PUTRID PHYSIOLOGY: You eat. You eat & eat & eat. You are what you eat, literally. Over time a Glutton's body will morph and change based on the material they are consuming and allow them to unlock new abilities.

Putrid Physiology

Pick One of the first four to start with.

- Ham Fisted:** You consumed enough rotten canned proteins your hands are giant flesh mallets. Cost: 1 Muscles Effect: +2 Chits
- Bloated Belch:** Release the pent up gas in your stomach with explosive force in Close Range. Cost: 1 Muscles Effect: +1 Chit & Area
- Corrupted Carapace:** Your skin is now bolstered with hide-like calluses reducing all damage taken by 1 or spend a Skuz to reduce it by 3. Cost: 0/1 Muscles Effect: Reduce 1/3 Damage
- Sweet Sweat:** Your sweat is a potent spice. Wipe yourself down and wring out your flavor to cook a nourishing and pungent meal. Cost: 1 Vibes Effect: Recover 2 Skuz or Carcass
- Fetid Final Form:** You consumed so much of a certain substance that your body has gained a quality of it. Work with the The Collector to determine the effects. Cost: Negotiated Effects: Negotiated

Starting Rubbish: A filthy oversized bib with a cartoon animal on it. Stained Clothes, a satchel, something to eat, something else to eat, and **2 tosses** on the Rubbish Bin Table.



GARBAGEMAN

May the filth bring life, may the filth bring providence, and may the filth give shame. You have taken a vow to wear your armor at all times, and toil for the balance of filth and faith. These dwellers are constantly clad in armor forged from trash and have a powerful and unknown connection with the very trash that surrounds them. They can craft powerful creations from the filth and detritus scattered around.

Skuz Magnitude

+1 Muscles +1 Brains +3 Vibes

Carcass

+2 Meat +1 Feet

Mutant Maladies:

TRASHED CAN: Your body is covered in makeshift armor forged from the trash around you. Any time you take damage you may Flop two Chits. If 2 Fluid are showing you ignore 1 meat of damage.

One Person's Trash

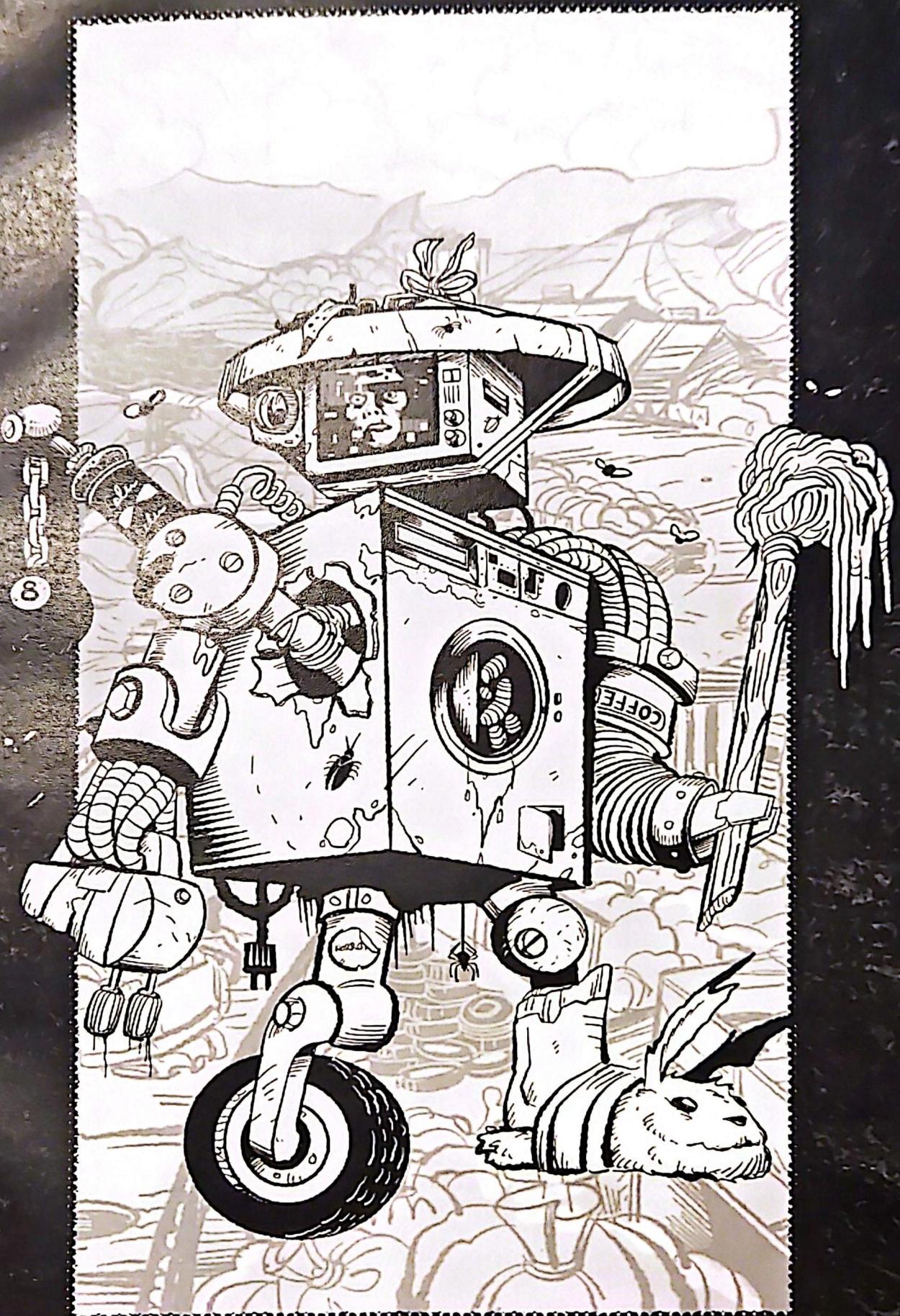
Pick One of the first four to start with.

- Shatter Shockers:** A weapon that delivers a shock causing the target to release their bowels. Cost: 1 Muscles Effect: +1 Chit & Bowel Release
- Suck 'N' Blow:** Sucks up any item or rubbish and blows it out at a near range. Cost: 1 Vibes Effect: +1 Chits & Item Effect
- Dumbster:** A giant mallet that can stun even the hardest foes. Cost: 1 Brains Effect: +1 Chit, Stun
- Wall of Shame:** An up to 10'x20' wall of disgusting, solid detritus is formed. Cost: 2 Vibes Effect: Shape Wall
- Messy Masterwork:** You create a shameful masterwork item out of trash that only you can wield. Work with the The Collector to produce the effect. Cost: 2 Vibes 1 Brains Effects: +X Chits & Negotiated

Starting Rubbish: Trash armor, Reinforced Garbage Bag, a blunt mace like weapon, a symbol of your devotion, and 1 toss on the Rubbish Bin Table.



ONE PERSON'S TRASH: You sense a connection to the trash around you and it responds. You are adept at making wondrous items out of the trash and rubbish around you.





PIZZAFACE

+2
MUSCLES

+1
BRAINS

+2
VIBES

Masters of stealth and deception this evolution can change their appearance and disguise themselves by using their various "toppings". They have zits covering their neck, arms, and back that excrete various arcane and noxious secretions. These can be squeezed and fired at short range. They are greasy, love pizza, and have pockmarked tough skin. This evolution makes heavy use of Flings.

Skuz Magnitude

+2 Muscles +1 Brains +2 Vibes

Carcass

+1 Meat +2 Feet

Class Abilities

CrudCamo: Covered in grease, zits and accumulated crud. You can Spend 1 Vibes Skuz unit to move these "toppings" around at will. + 2 Chits to throws to avoid detection or deceive others based on appearance.

Zit Pop: Your power is skin-deep, fueled by the plethora of poppable pimples covering your face, back, and arms. Each pulsating blemish brims with potential, ready to discharge a deadly secretion with devastating effects.

Zit Pop Secretions

Pick One of the first four at creation.

Acid: Project a wad of caustic acid that can burn and melt through most substances. Cost: 1 Muscles Effect: +1 Chit & Melt/ Burn

Grease: Emit a spray of greasy puss that coats an area making it slick and flammable. Cost: 1 Muscles Effect: Slick & Flammable

Blackhead: Squeeze out a hard and high speed projectile that causes those it hits to pass out. Cost: 1 Brains Effect: Unconscious

Goop: Release a goopy glob of glue like puss that can bind items together for hours or days. Cost: 1 Vibes Effect: Sticky

Jelly: Squeeze a thick petroleum like crud onto a mix of substances and transform it into a potent chemical compound. Describe your desired outcome to the The Collector. Cost: 2 Brains Throw: Flick Effect: Negotiated

Starting Rubbish: Reinforced Pizzabox, Greasy Clothes, Backpack, 1 small BurperwareTM Container, and 1 toss on the Rubbish Bin Table.

OLFACTORI



Producers of the odious and obscure. These Dwellers have mastered the strength of stench in themselves and others. They can hover above the land, bombard baddies with bodily odor, and unleash emissions from the bowels of HEK! Their deep obsession with the olfactory arts has granted the knowledge that no mortal should have.

Skuz Magnitude

+1 Muscles +3 Brains +1 Vibes

Class Abilities

Scrutinizing Sniff: You can spend 1 Brains unit to use your keen sense of smell to gain information about a person, place, or item. You can also track them by making a Brains Flick.

Smellomancy

Pick One of the first four at creation

- Create Stench:** Emit a cloud of fumes with a strong odor of your choosing up to a near distance away. Cost: 1 Brains Effect: Create Smell
 - Flatulence of Flight:** Rip a long one allowing you to fly through the air or hover in place. Cost: 1 Brains Effect: Hover and fly for X turns where X is your Muscles units.
 - Fart Fist:** You blast thick beefy fart that can hit your opponent from a Near distance. Cost: 1 Muscles Effect: +2 Chits
 - Halitosis Hypnosis:** The stench of your breath claws at the mind of a Close target allowing you to control them. Cost: 1 Vibes Effect: Mind Control
-
- Bowel Blast:** Channel a stream of noxious matter from the bowels of HEK! It can go a far distance. Describe the type of matter you spray and discuss the desired effect with The Collector.
Cost: 3 Brains Effect +3 Chit & Negotiated

Carcass

+1 Meat +1 Feet

Smellomancy: Your connection to odor transcends that of normal Dweller allowing you to summon smell and stench. You can learn the spells below and develop rituals to create smell based effects.

Starting Rubbish: Smelly cloak, gas mask, moldy satchel, 3 tosses on the Rubbish Bin Table.





PLAYING

REPUGNANT

Repugnant is played like most RPGs with 1 player, The Collector, describing what is happening in the world, and then asking the other players to describe what their characters are doing. Lots of the time, this just happens because it makes sense. Sometimes The Collector will ask the other players what is happening or how something works. Still other times you need to use a tool to help figure out if something happens one way or another. In Repugnant we use a tool called The Heap to help decide if certain things happen or don't.

THE HEAP

The Heap is simply a piece of paper. There are hundreds of heaps across the Crust, but all have the following elements at minimum, a person in the middle, the 4 essences (vomit, phlegm, blood, gas), along with a Yes/No indicator. Feel free to make your own, or use the one provided.

To use The Heap you take a handful of Chits and make a Throw. The number of Chits you throw and the way you throw them depends on the type of action you are taking but they are typically determined by the type of Skuz that is appropriate for that action. **Muscles** for physical or direct action. **Brains** for mental or cunning actions. **Vibes** for social or savvy actions. You can also get an extra chit if you describe your action in a gross way. If you Gross out The Collector with a description they should give you even more chits.

Once you have your Chits in hand there are 3 main types of Throws:

FLOP

Take the Chits and drop them all at once on the heap from about 18 inches above. This is typically used for overt, direct, physical actions and will often correspond to Muscles.

FLING

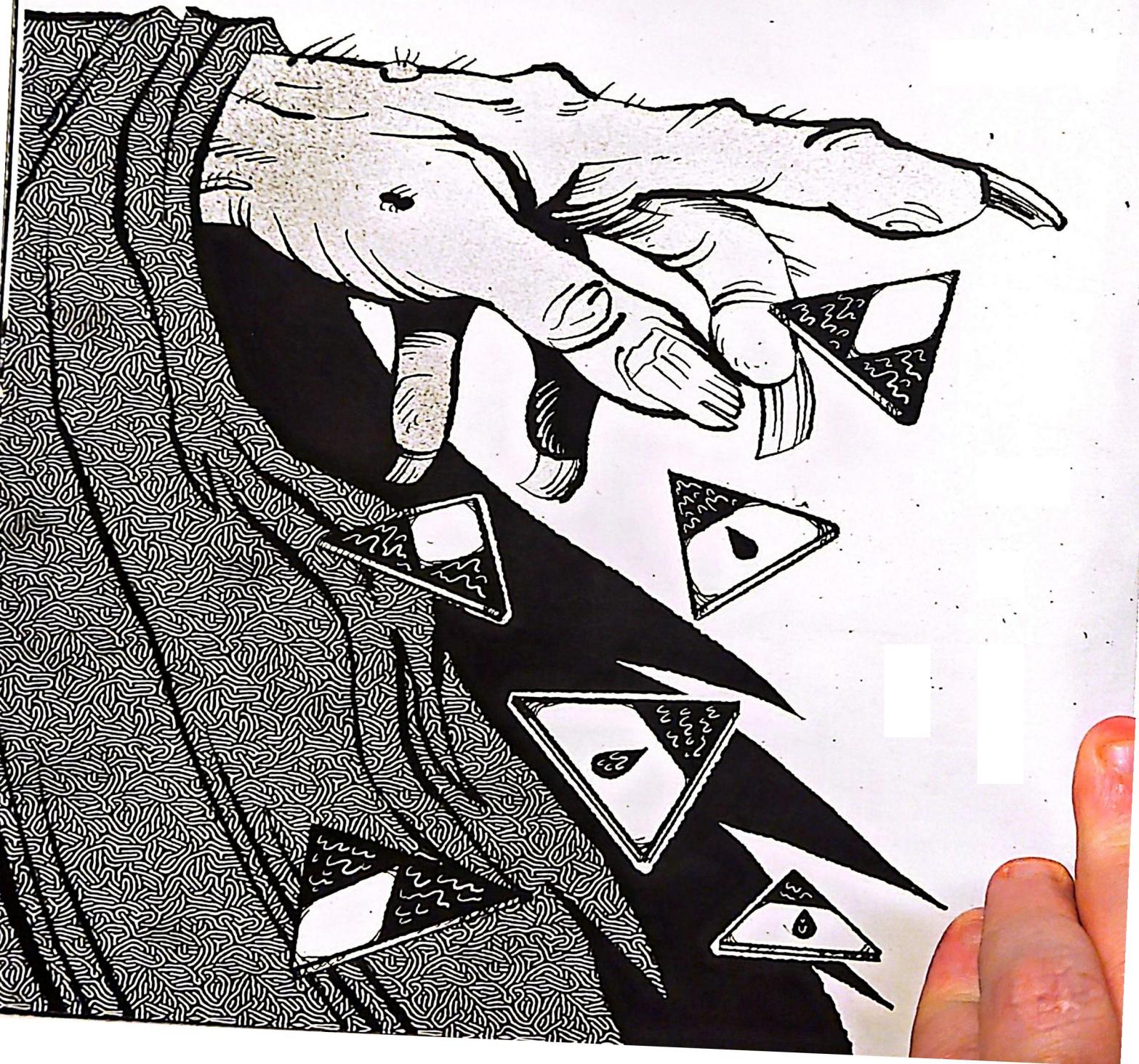
Take the Chits and toss them on to the heap from about 18 inches away. This is typically used for clever, cunning, or ranged actions and will often correspond to Brains.

Flick

1 at a time place a Chit on your thumb and flick it onto the heap from at least a foot away. This is often used for complex, multipart, or time delayed actions. It may use any Skuz.

For example: If a Meatsack Glutton who has 4 Muscles Skuz units and wants to bellyflop on a bevy of baddies below and release a Bloated Belch right before they hit. They would start with 4 chits for their Muscles Magnitude, then spend 1 Muscles Skuz unit to add 1 chit for the Bloated Belch skill. This would give them a base of 5 chits they are Flopping, but maybe they can describe the rippling of their corpulent fat, or the gurgling of their sweaty and swollen stomach as they fall towards the ground, in this case the Collector grants them an additional +1 (or more) chits depending on how much they gross out the Collector/adventuring party.

4 chits from Muscles Magnitude +1 Ability +1 Description means they are Throwing 6 total Chits!



RAUCOUS RANGES & TINGLING TAGS

There are a few key terms and descriptions that might be helpful to know while using abilities in Repugnant.

Range

There are 4 abstract Ranges in Repugnant:

NEAR, CLOSE, FAR, VERY FAR

Near is anything that you can touch or get to in a step or two.

Close is anything you can get to after moving a short distance.

Far is anything that would take a few rounds to get close to.

Very Far anything that is out of range or beyond your capability to reach..

Generally speaking characters can move 1 range each round of combat. If speed matters you can make a Feet throw to see if you can move more quickly or to navigate obstacles.

Tags

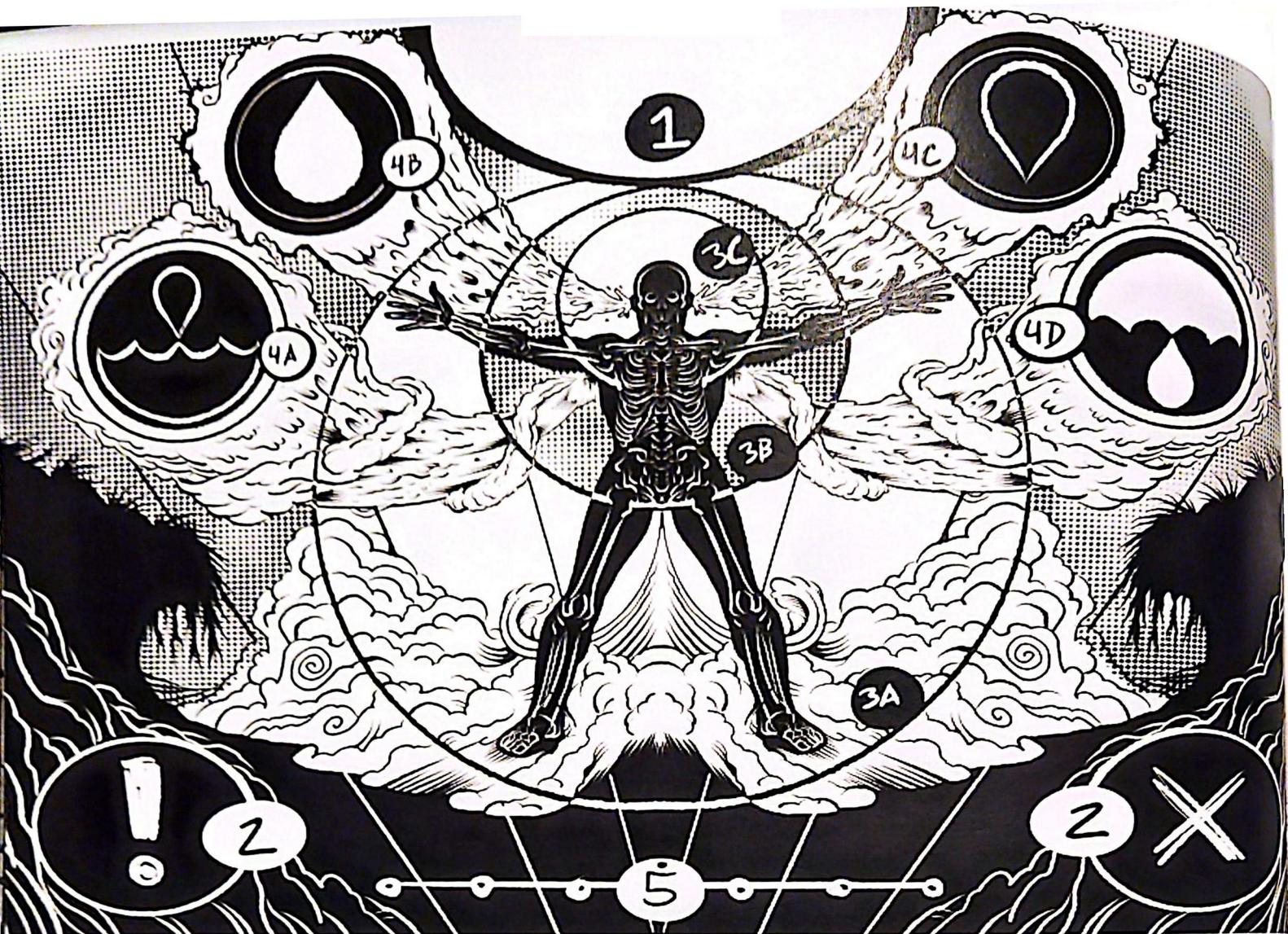
There are a large number of "Tags" that you may see accompanying abilities, monsters, items or that the Collector may attach to you or an item. Most of these are directly descriptive. Here are a few examples:

Sleep: Indicates the ability, creature, or item, has the capacity to make the target fall asleep.

Area: Means that the move affects an area (anything in a Near range typically).

Mind Control: Allows you to take control of a creature or character. Talk to your players about what boundaries are appropriate here.

There is also a tag that says Negotiated on many high level abilities for Dwellers. The Negotiated tag means that players and The Collector work together to figure out what bonuses or Tags get created based on the narrative and the intent. These should always follow the logic of The Crust, your Dweller and the story you are telling.



No one remembers exactly where The Heap came from. Some say it was a religious symbol, others a way to tell the future, and still others that it was simply a gambling tool. Today on The Crust it's used for all three. The heap has a number of helpful ways to break down.

THE TRANSCENDENT
MARK

THE 2
IMPLESSES

THE 3
SPHERES

THE 4
PRIMORDIALS

THE 7
DIVISIONS

1

THE MARK

A giant globe that hovers above The Crust. The Mark represents the sky, the space beyond, and the providence of the unknown. When you need a bit of luck, look towards the Mark.

2

THE IMPULSES

Represented in many ways on different Heaps, but commonly an X and ! to signify caution and excitement in turn. These are the daily experiences of any and every Dweller. When choosing to move ahead or not, or discerning between binary options, let the impulses guide you.

3

THE SPHERES

The Spheres represent the 3 dimensions of a Dweller. A) Vibes on the surface. B) Muscles in the body C) Brains in the mind. When your throw on the heap matches the skuz you are using, expect increased output!

4

THE PRIMORDIALS

Every Dweller also carries within them the 4 Primordials. A) Yomit B) Phlegm C) Blood D) Gas when accessing a Primordial.

5

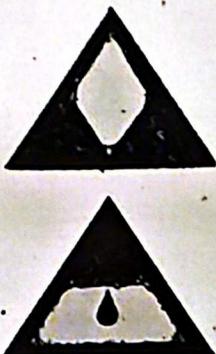
THE DIVISIONS

As the day and night on the Crust are split into 7 segments or divisions; so is The Heap. Hitting the right moment or a chance encounter depends on the divisions.

THE CHITS

Every Chit has two elements: Points (which are both literal points of a triangle and a "point" of value counting towards meeting or exceeding the challenge of a task or encounter) and Fluid. Chits can be made out of anything as long as 1 side has a 1 black point and a visible fluid drop, and the other side has two black points.

When throwing chits count the number of Blacked in Points showing to determine the total number your Throw scores. Ex: if you throw 3 chits the highest amount of points you might get would be 6 (with no Fluid) and the Lowest amount would be 3 (with all showing Fluid)



THE HEAP IN PLAY

The Heap is a flexible tool that helps Collectors divine the outcome of an action when it's uncertain, but there are basic ways to use that all players should be aware of.

HITTING THE MARK

Mark. Invite the player to Flick try to flick a chit onto the Mark. If they succeed; luck is with them. Do they need more luck? Ask them to back further away before Flicking.

HARNESSING THE IMPULSES

number of chits, and the side with the most chits determines the result.

Note: To resolve binary outcomes, calculate the total points/chits on each side of the Heap split vertically. If the side with the (!) has more points/chits, the answer is "Yes." If the side with the (X) has more points/chits, the answer is "No."

CONQUERING THE SPHERES

skill, overcome an enemy, or navigate the crust you Throw based on the guidelines on Page 36 and try to overcome the threat or challenge rating that The Collector has assigned for that throw based on the number of Points showing. Points that touch the same sphere as the Skuz of your Throw count double.

READING THE PRIMORDIALS

grit and narrative chunks to other Throws. If you make a throw and chits land in a Primordial with Fluid showing that substance will come into play in the scene. Let this flavor the outcome and descriptions of how things happen.

In those rare times, when it comes down to pure luck, and no skill or ability would determine the outcome, try to Hit the

When faced with a binary choice, trust your instincts. The Collector will Fling an odd

The most common of Throws on the Heap as described on Page 36.

When trying to use an ability,

skill, overcome an enemy, or navigate the crust you Throw based on the guidelines on Page 36 and try to overcome the threat or challenge rating that The Collector has assigned for that throw based on the number of Points showing. Points that touch the same sphere as the Skuz of your Throw count double.

The Primordials are not something you typically Throw specifically for, but that add

Sometimes it all comes down to the right moment, 'the right probability, knowing when and how to act. If something has a chance to happen, select a number of Divisions that represent the percentage chance it has to happen and Flop an appropriate number of Chits down to see if any of them land in those Divisions. If they do, the event or outcome happens.

STRIKING THE DIVISIONS

the left. Move a chit across the Heap to mark the current phase, or Flick to randomly determine it.

MAKING THE HEAP MATTER

diegetically (Outside the story's world, not perceived by the characters, but intended for the audience.). That's a fancy way of saying you can have the Dwellers consult The Heap (Digetic) or the Players make a resolution Throw (nondiegetic):

When the Dwellers in world use it in the narrative, ask them who is checking The Heap, what their chits look like, where they got their Heap, and why they trust it before they make a throw..

When the Dwellers use The Heap make sure they know they can ask to
-Hit The Mark.
-Understand the Impulses.
-Track the Divisions.

These are things most Dwellers would know how to do.

When the Players use it to mechanically resolve choices, ask them what they are trying to do, what Skuz they are using, and what type of Throw (Flop, Fling, Flick) makes the most sense.

When the Players use The Heap onboard them slowly.

-Teach them the types of Throws and their intent
-Tell them how to count the points to beat a Threat number.
-After they understand the basics add in The Dimensions & Primordials.

Encourage your players to make their own chits or even experiment with alternative Heaps inspired by your play.

Collectors should read The Heap like an oracle. Explain what you think the heap is saying to your players, let players ask questions, but above all try to be consistent from moment to moment and adventure to adventure.

Over time put your own spin on how you interpret what The Heap says as a table.

The Divisions also track the day's phases, from Early Morning on the right to Late Evening on

The Heap can be used diegetically (Existing within the story's world, perceived by the characters) or non-

MONSTERS



Across The Crust there are a number of fetid fiends and mucky monstrosities you might encounter. Each of them are boiled down to 2 simple stats, Threat and Hits.

THREAT

Threat is the target number you need to throw at or over when attempting to attack, threaten, or influence these creatures successfully. If your Points match this number you do 1 hit, if you double that number you hit twice, if you triple that number you hit thrice, and so on. This is also the number you must throw at or above when defending yourself from these creatures.

HITS

Hits represents the general health and fortitude of the creature. Once you have eliminated all a creature's hits, they will no longer fight you. This could be because of death, scaring them off, or befriending them depending on your approach.

In addition to Threat and Hits each entry comes with a description along with Features & Tactics that a particular fiend might use.

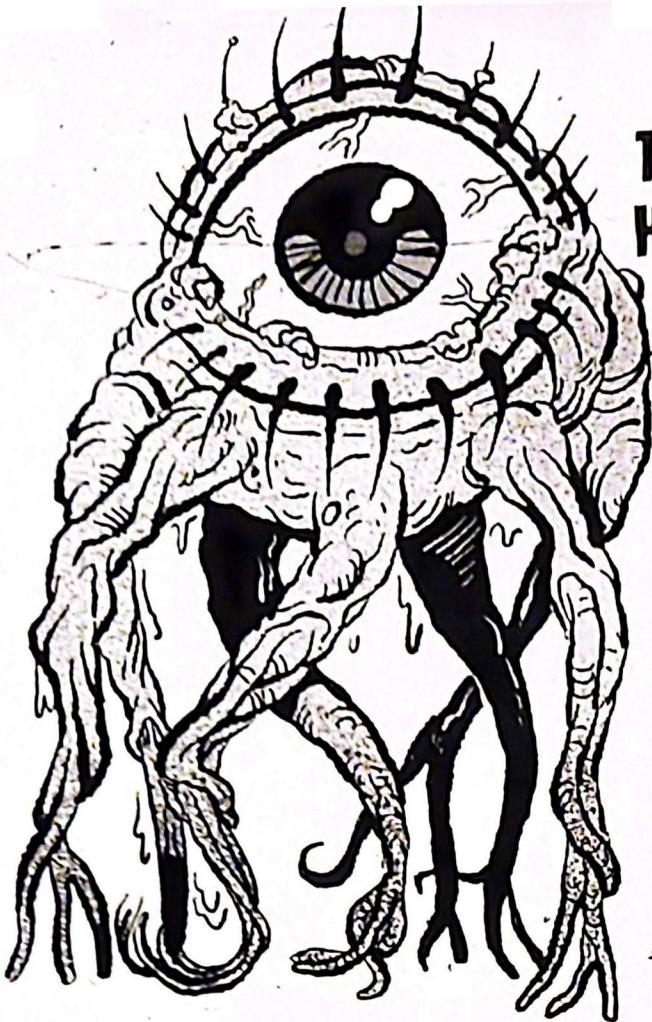
Features are mostly narrative and can be used freely by the fiends. **Tactics** are special abilities the Collector can trigger in combat or other appropriate situations. Each creature can trigger as many tactics as they have Threat per combat. These reduce the number of Chits thrown by players when defending by 1 per defending player or can add shits to the monsters toss, or add special effects.

DEFENCE AND DAMAGE

When being attacked by a monster, dodging a trap, or otherwise trying to avoid getting hurt, you make a Meat or Feet throw to either endure (meat) or dodge (feet). Just like with other Throws you throw as many chits as you have Magnitude boosted by abilities, items, and of course your disgusting description. The Collector may also subtract

Divide their threat by your total points thrown to calculate damage.

For example if a monster has Threat 6
Throwing 7+ would avoid all damage.
Throwing 4-6 would mean taking 1 hit damage
Throwing 3 would mean 2 hits
Throwing 2 would mean 3 hits.
Throwing 1 would mean taking 6 HITS!



THREAT
HITS 1

EYEBALLER

Caused by some sort of unknown mutation, these ever-vigilant watchers function like vicious guard dogs.

Eyeballers are known to track intruders from long distances and then alert their hive or masters through a series of blinks. Hard to catch and nearly impossible to sneak up on. They will fight back when cornered. They also use these tendrils to climb and sling themselves into the distance. They often use this to disappear or retreat. Spinning off like a pinball into the darkness.

FEATURES

Painful quill-like lashes, flexible tendrils, 330° Vision, crust pellets

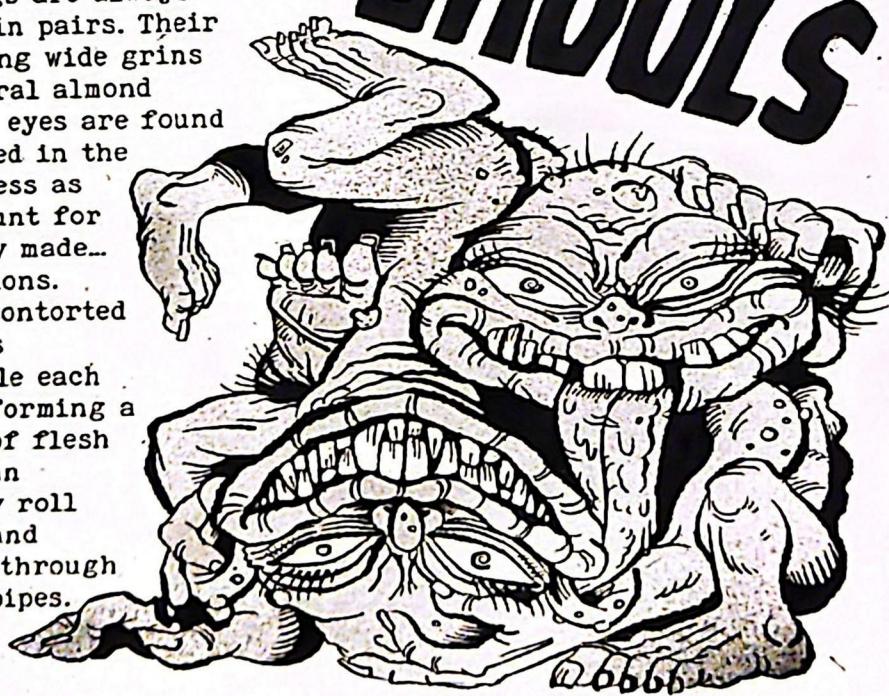
TACTICS

Stalk, lance, tendril whip, flee

BOILS N' GHOULS

Though a rare sight, these sewage soaked siblings are always found in pairs. Their haunting wide grins and feral almond shaped eyes are found peppered in the darkness as they hunt for freshly made excretions.

These contorted cohorts entangle each other forming a wheel of flesh that can quickly roll about and rocket through sewer pipes.



THREAT 4
HITS 6

FEATURES

Lancing tongues, hooked toes and fingers. Sour waxy smell.

TACTICS

Trample, entangle, consume..

THE STAIN

THREAT 2
HITS 5-20

No one knows from whence it came but they know the STAIN cannot be removed, it can't be killed, and when it hides, it can't be found. Most theorize there's only one STAIN, a creature made up of countless slithering puddles sharing the same consciousness. Some claim they've heard it talk and others still weave tales that the only way to get rid of the stain is to cleanse every last speck of its tar like presence.

FEATURES

A matte surface that pulls in light, the smell of burning plastic.

TACTICS

Surround,
consume,
mark, follow.

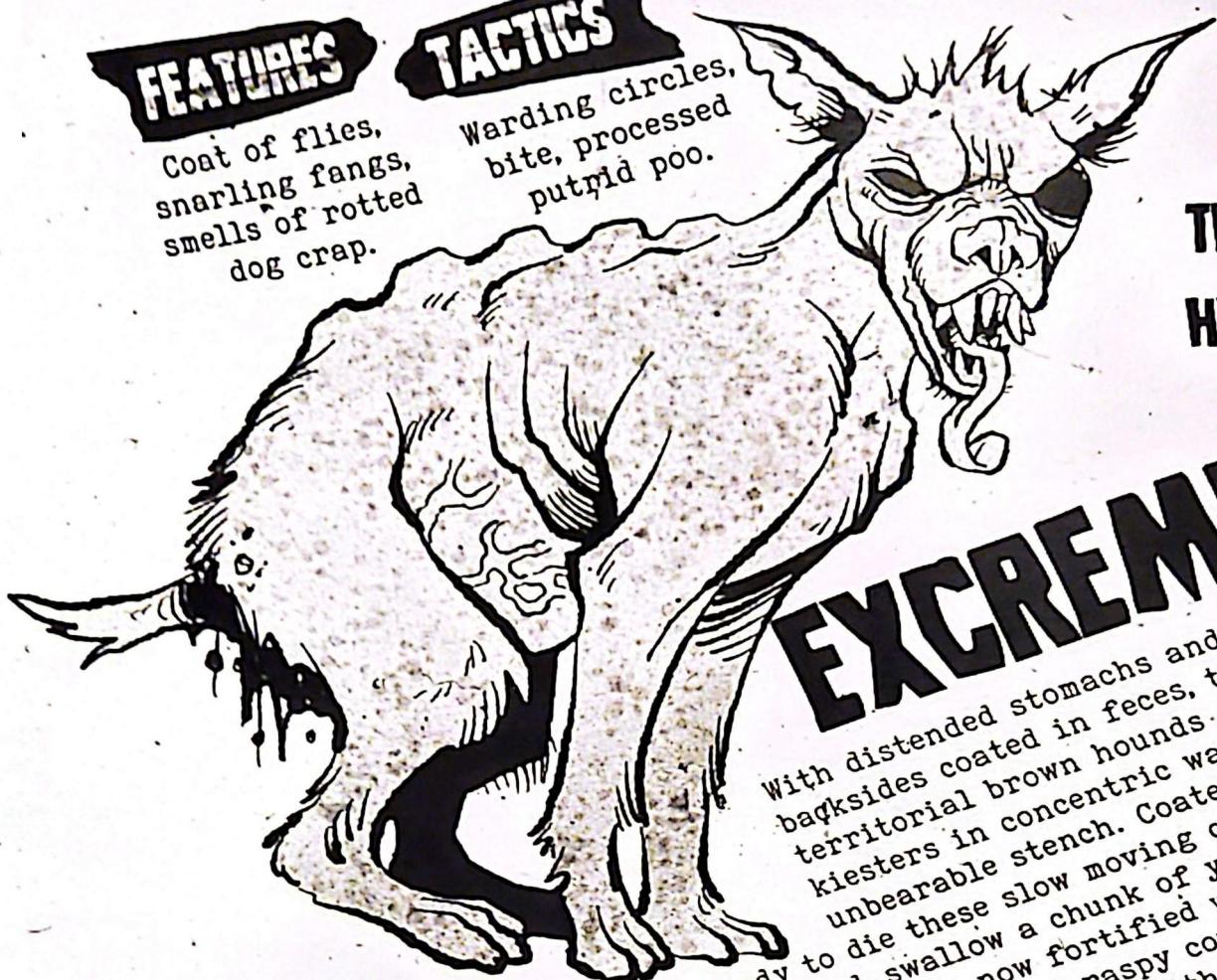


FEATURES

Coat of flies,
snarling fangs,
smells of rotted
dog crap.

TACTICS

Warding circles,
bite, processed
putrid poo.



THREAT
HITS 4

EXCREMENTOR

With distended stomachs and oozing backsides coated in feces, these territorial brown hounds skid their soiled kiesters in concentric warding patterns of unbearable stench. Coated with flies and ready to die these slow moving canines are quick to bite hard, swallow a chunk of you whole dump it out moments later now fortified with their mind bending stink. If you hear a raspy coughing bark simultaneously matched with a ripe fart, an excrementor maybe nearby.

THREAT
HITS 3

**TURDWURM**

A 3-4 foot long, 20 legged, 4 inch thick worm. Covered in a chitinous black exoskeleton with two heads...or two butts... One end is a head and one is a butt ...anyway, both head and butt feature a 4 pronged maw. While one clamps down and bites, the other might do the same...or relieve itself all over you. Surprise! They crave hot freshly laid turds, so always check the toilet.

FEATURES

Dark glistening
exoskeleton, toothed maw,
and squelching noise's.

TACTICS

Hide, coil, bite,
defacate, repeat.

RATTY RATS

THREAT 2
HITS 2

If something got into your food or broke your goods, it was probably a Ratty Rat. Extremely cunning, fast, and infectious, these aggressive mega rodents are not to be trifled with. Be careful tangling with a Ratty Rat. Their bite should be avoided at all costs, as their very being is a hotbed of ever-mutating bacteria.

TACTICS

Distract, flank,
swarm, destroy items

FEATURES

Knotted fur,
padded fur,
infectious bite



GLOBLINS

THREAT 4

HITS 5

FEATURES

Stuffed nostrils,
rudimentary tools,
dripping snot,
nasal hacking voice

TACTICS

Snot rocket,
mucus trap,
trap,
ambush

The nosey, needling nostril suckers could be useful members of the crust if only their wanton craving for fresh salted snot didn't steer their every move. Goblins can sometimes be reasoned with and are known to craft rudimentary tools and weapons from the detritus of the crust. If you can't bribe them with some juicy mucus you may find yourself stuck with the little boogers for a long time.

Only about a foot tall, Bile Spitters scurry across the crust eating whatever they can wrap their mouths around. However, their tiny stomachs are too small for their bulbous eyes, causing epic acid reflux. They store this acidic bile in throat sacks until it senses a threat. Then they spew the caustic concoction on their target. Take care not to ever surprise a Bile Spitter as some are prone to explode if caught off guard.

BILE SPITTERS

THREATS

HITS 2

FEATURES

Pulsating through sacks, swollen body, ravenous appetite

TACTICS

Spew, consume, melt, explode, dissolve



THREATS
HITS 3

SCABOIDS



FEATURES

Oozing flesh covered by hardened scabs, coppery smell, can't sleep

TACTICS

Rip and fling, scab daggers, deflect damage, armored flesh

DIGGYTHINGI

Like the Eyeballer, the Digithingi is yet another example of the extreme nature of the Crusts' mutagenic properties. This time though we have the subterranean version. Whereas Eyeballers rely totally on Sight and are near hairless, the Digithingi is blind, covered in coarse hair, and navigates the crust by feel. Using its powerful arms and jaws Digithingis will loosen then shovel the loam into their mouths, tunneling at a high speed. The barely chewed bite of terra firma is digested in an instant and transformed into a horrendous gas. This gas then released, propelling the Digithingi like a cannonball. Roachers and Vermals are known to sometimes wrangle and ride a Digithingi, grasping into its odorous tress of hair as it butt blasts through underground tunnels and sewer pipes.

THREAT 2 HITS 3

FEATURES

long thick locks,
never miss arm
day, tusk-like
teeth

TACTICS

Burst out from below,
scratch, bite, surprise,
tunnel, ambush



URINATORS

THREAT 3 HITS 5

Pure water is a scarce substance on The Crust. One creature evolved to meet that scarcity, the Urinators. With massive porebladders covering their small frame, Urinators absorb any and all liquid it comes into contact with. They are able to quickly filter that water, and what gets filtered out waits in one of the many porebladders on the Urinators head, arms, and legs. Each bladder holding all manner of liquids, begging to be released. The Urinator holds these bladders much to their own chagrin, releasing powerful and accurate streams of random and sometimes horrendous contents when threatened.

FEATURES

Porebladders, soft
skin, thirsty
hands, smells like
a litter box

TACTICS

Grapple, drain,
stream, defensive
gush

THE YECHEY

FEATURES

Rippling muscles,
pockmarked skin,
mangy hair, weeping
pustules

TACTICS

THREAT 9
HITS 8

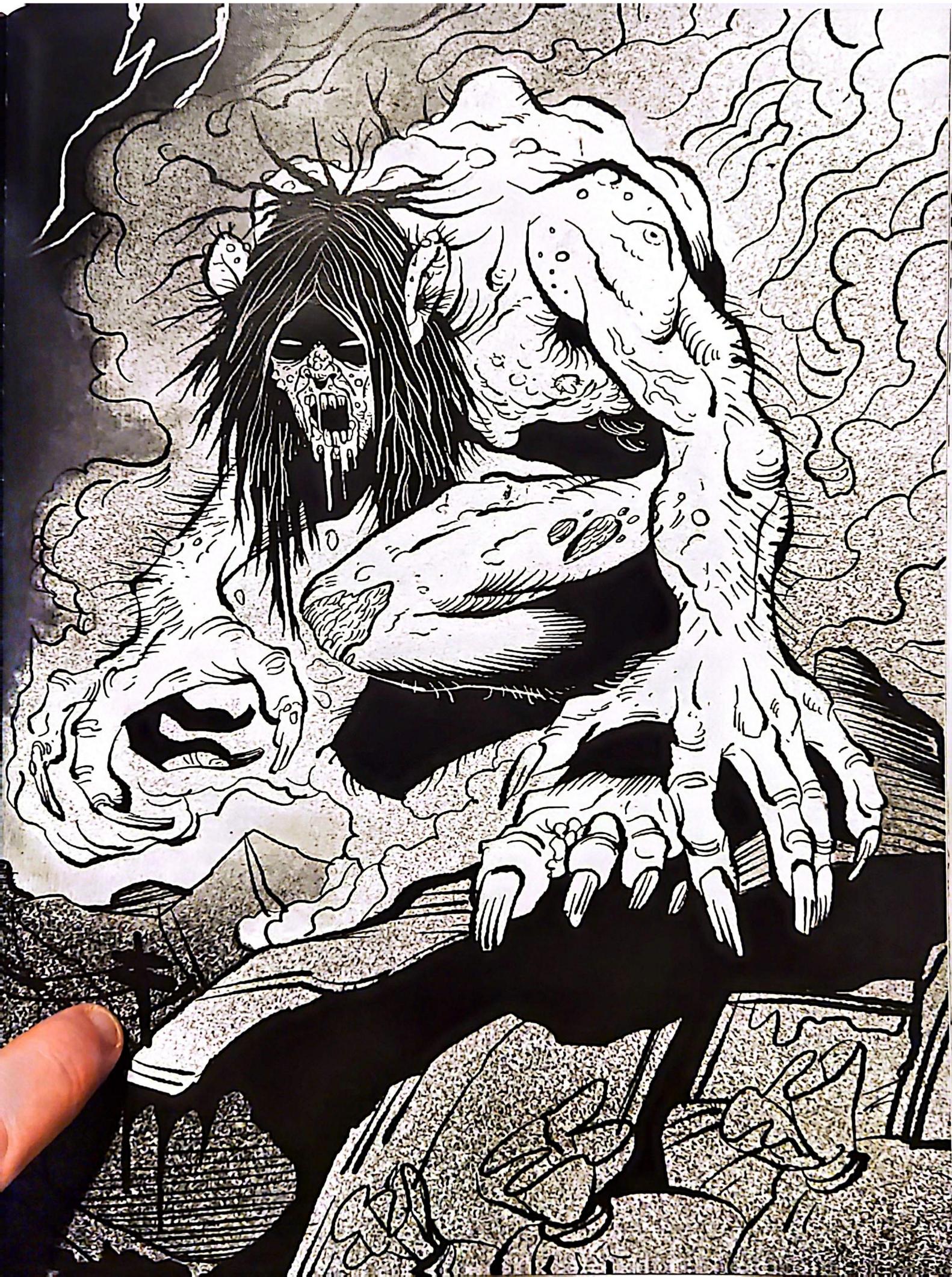
Catch scent, track,
climb, slash, tear,
rend, bite, taint,
ambush

Nothing on the Crust is more infamous or singularly feared than the Yechey. Every extreme of filthiness is personified by this being of pure unyielding nastiness. Using its palatable stench, excellent

hearing and keen sense of smell the ever sniffling Yechey tracks its prey endlessly. Its stench is otherworldly, and causes vision to blur and a loss of your sense of smell. Its snot rockets can knock out a Meatsack and its gnarled nails render flesh with ease.

The Crust is governed by the balance of the 4 humors, vomit, phlegm, blood, gas. Blood is the one that the Yechey requires and little has ever stopped it from getting what it wants.





JANITORS THREATEN HITS 4

These paranoid imposters are just as filthy as the rest of the crust but in a cowardly display, playact as if they are lesser Disinfectors, "cleaning up" in preparation for their pristine hypoallergenic overlords. Pushing a cart of cobbled together cleaning agents, these rattling losers, spray and mop caustic concoctions on hard-working dwellers trying to make it through the day.

FEATURES

clattering cart,
hollow eyes, stringent
scent; paranoid,
superiority complex

TACTICS

Bleach spray, Harsh
scrub, caustic
chemicals, insults



DISINFECTORS

THREAT ↗ HITS ↗

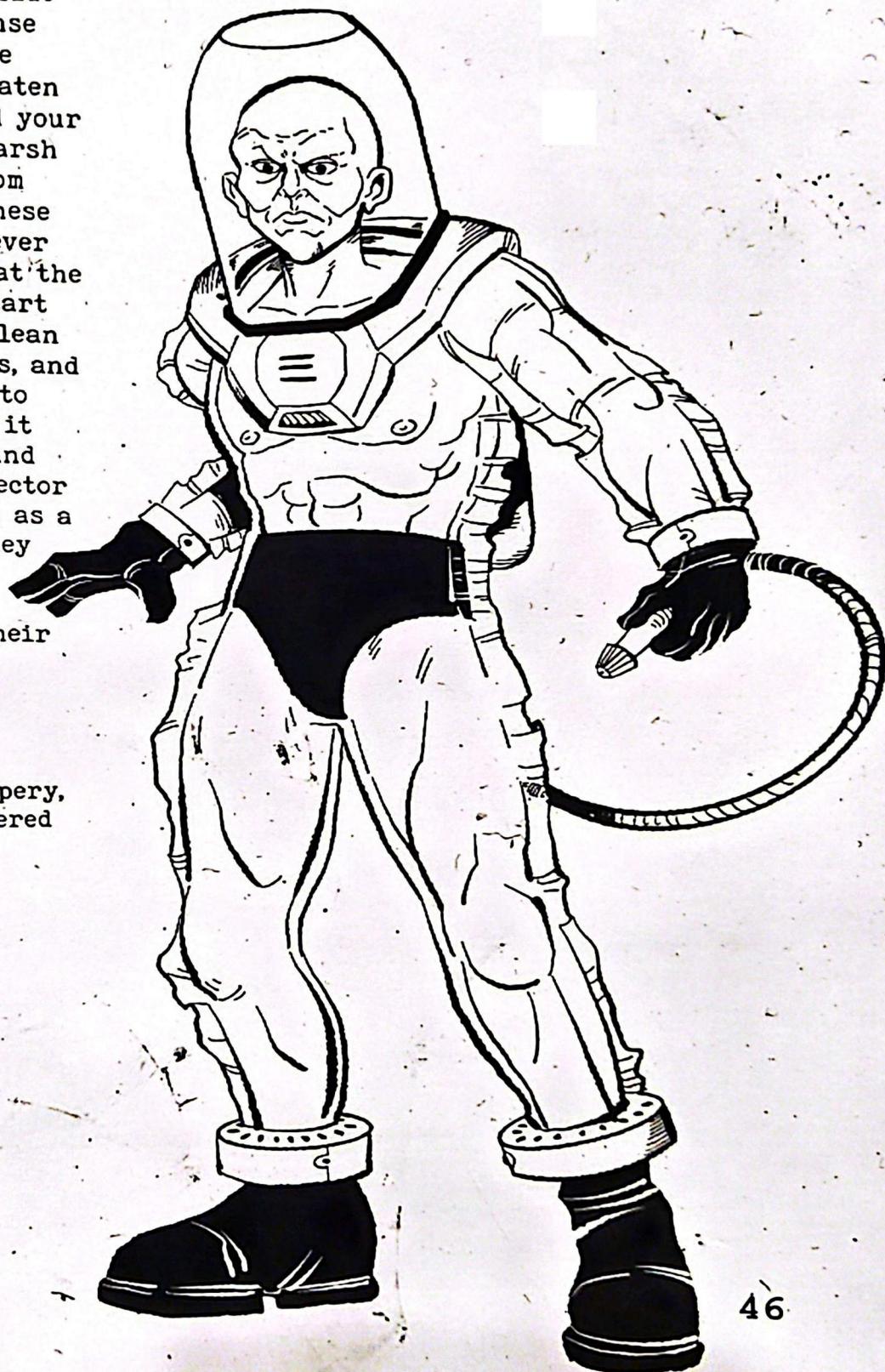
Hermetically sealed in translucent, air-tight body suits shielding them from the outside elements and avowed to cleanse the earth of all filth on the Crust, the Disinfectors threaten one promise, to make you and your world CLEAN!!! Armed with harsh chemical cleansers fired from their pressurized pistols, these hypoallergenic hardasses never travel alone. Rumors are that the Disinfectors are just the start of some villainous plot to clean up all of the Crust, Dwellers, and all, in some insane mission to restore this planet to what it once was. Though fearsome and determined, should a Disinfecto become exposed with so much as a spec of the Crust's filth, they immediately have a mental breakdown, then flee while spraying themselves with their own weapons.

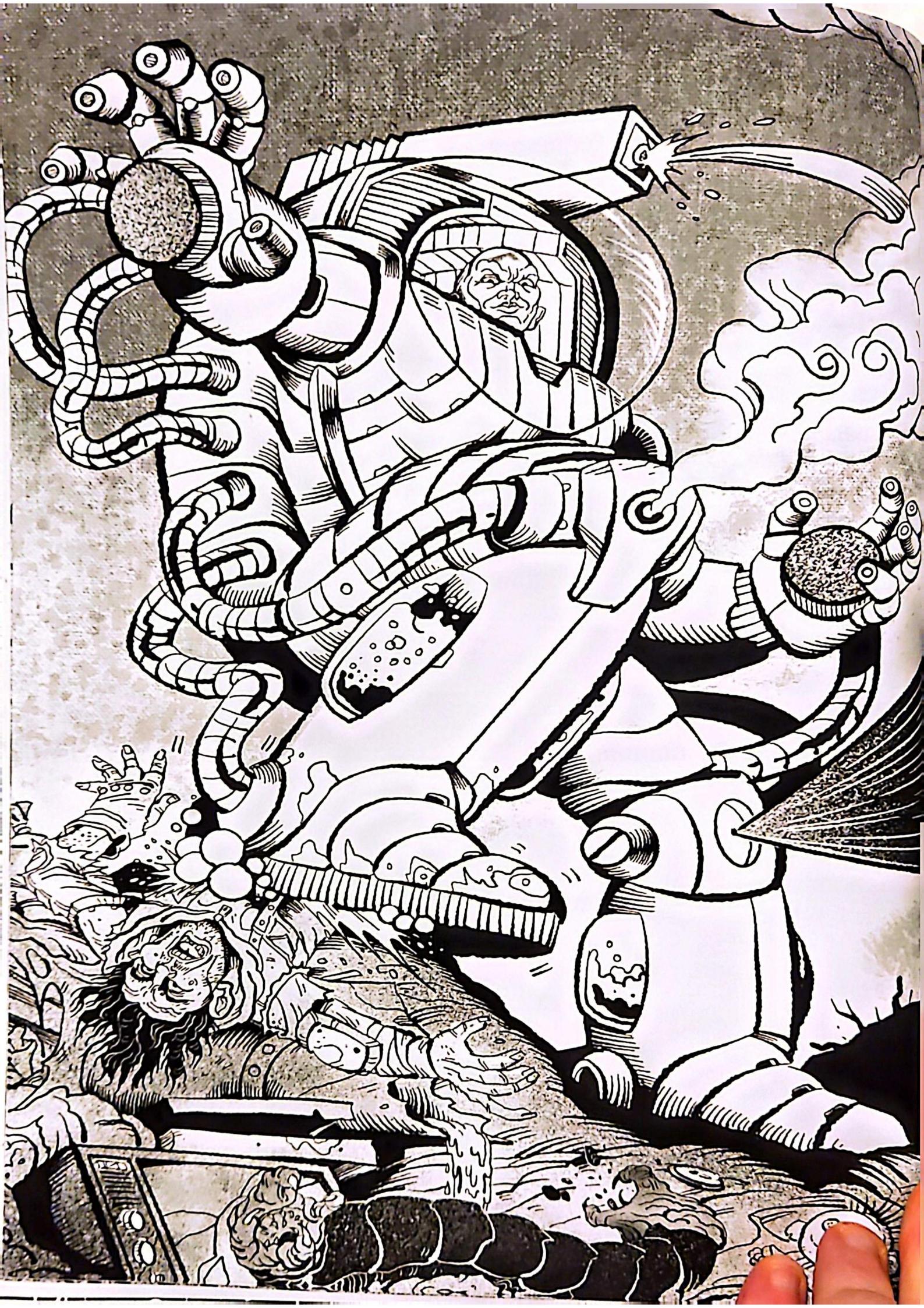
FEATURES

Athletic, shiny, slippery, arrogant, high-powered spray gun

TACTICS

clean, wash, hand to hand combat, spray, cleanse





POWERWASHER

THREATENED HITS 2

FEATURES

TACTICS

Imposing, Teflon tuff,
motorized scrubber hands and
feet, high-pressure sprayers,
aerosol mists

stain removal,
abrade, eliminate
odor, power scrub,
overpower

Clad in gleaming, non-stick plastic exo-suits, the towering silhouette of a Powerwisher is quickly becoming one of the most feared on the Crust. This turbocharged version of the more common Disinfectors than their less armored counterparts. Instead of relying on the tough but still rippable plastic coating the Disinfectors don, Powerwashers lightweight plastic hardsuit keeps their pilot perfectly protected. Powerwashers are typically seen escorting small teams of Disinfectors, though what they're doing is a bit of a mystery. Collecting raw materials? Getting a lay of the land? Preparing for their impending invasion? No Dweller to date has challenged them to try and find out.

For every towering spire of trash littered about the Crust there is a teaming subterranean colony of overgrown insects Dwellers call GIANTS. Scholars assert that these are a surviving species of insect from the ancient world but grown unnaturally large. It's not common but some brave Dwellers have actually managed to tame, befriend then mount GIANTS, harnessing their incredible strength, crushing mandibles, natural tunneling power and surefooted climbing skills. GIANTS if left alone, are typically harmless, mostly minding the needs of their colony. If not handled with great reverence and caution, GIANTS have been known to rip a meddlesome dweller in twain scuttling off to their Ant-Fill to feed the queen their remains. Many Dwellers warn that the GIANTS must be closely monitored for fear that if their numbers grow, they may supplant Dwellers as the dominant species on the Crust. Until then, they might make an incredible insect companion.

GIANTS

FEATURES

tough exo-skeleton,
clinging appendages,
toothed mandibles,
feeler antennas

TACTICS

excavate, lift,
munch, march,
horde food

THREATS HITS



ES-CARGO

THREATENED
HITS 6

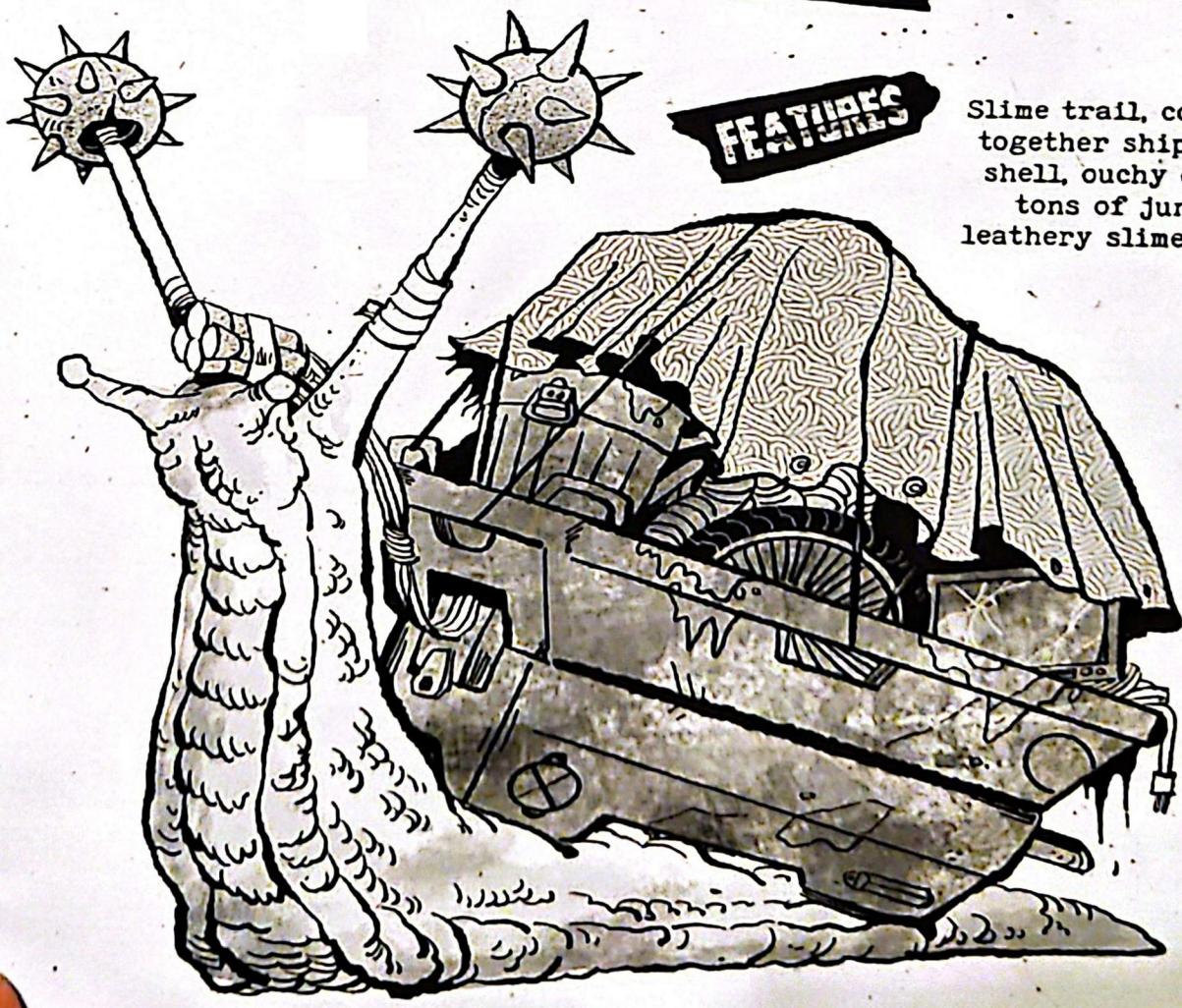
The nascent radioactive fallout that wafts through the Crust is the gift that keeps on giving! The GIANTS weren't the only old world bug to go big. Meet the Es-Cargo! These super-sized slugs are the creature of choice when it comes to hauling huge hunks of junk across the Crust! Fitted with shipment shells that double as both containers to carry goods and homes for the slugs, the slow moving monstrous mollusks haul heavy and large items for their owners or renters. Used by Dweller and Monster alike, Es-Cargos are incredibly easy to tame and control and are always chaperoned by their owner and a few enforcers. Es-Cargo carries everything from riches to relics to Royalty. Though slow, don't count Es-cargos out in battle, if they have a Shipment Shell, they'll likely be fitted with some manner of bludgeoning weapon on their long upper tentacles as a last line of defense.

TACTICS

Follow, unload, secrete,
take shelter, flail.
cling

FEATURES

Slime trail, cobbled
together shipment
shell, ouchy eyes,
tons of junk,
leathery slime hyde



PHLEGMITE STONE / BOOGER BOSS

THREAT 12 HITS 15

The Phelmite stone is a decroded schnose shaped, booger grown large over many centuries and many layers of snot hardening into a dense stone like substance. It is fabled to be the very essence of all Phlegm on the crust, perhaps the universe and is almost certainly the patron of all Slimoore. A shard of the Phlegmite stone is said to carry mucus magic that can fetch a high price and grants its owner powers untold. If undisturbed, the Phlegmite Stone will lie dormant but if awoken will conjure a frightening form, spewing mucus from its enlarged nostrils, until it congeals into a towering mass of sticky, slippery, pointy and snotty slime. If that wasn't scary enough, once the Phlegmite Stone has taken the Form of the Booger Boss it can flick hunks of itself at attackers known as Phlegmings. Phlegmings are basically creatures in their own right, able to fight and defend the Phlegmite stone until they're reabsorbed.

PHLEGMINGS

THREAT 2 HITS 1

FEATURES

slimy, slippery,
goopy, hardened snot
spikes, bubble eyes

TACTICS

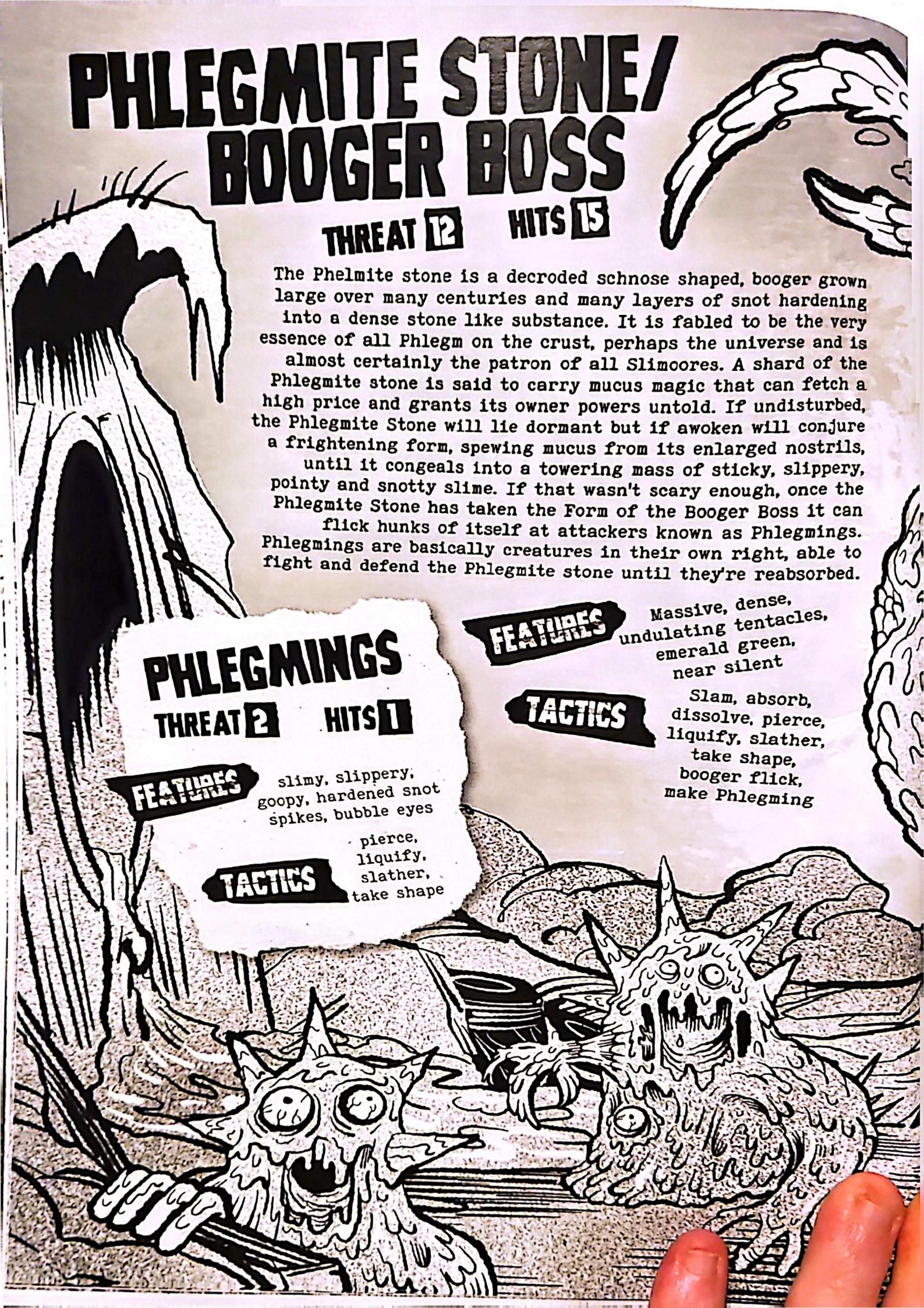
pierce,
liquify,
slather,
take shape

FEATURES

Massive, dense,
undulating tentacles,
emerald green,
near silent

TACTICS

Slam, absorb,
dissolve, pierce,
liquify, slather,
take shape,
booger flick,
make Phlegming





LOCATIONS

Welcome to The Crust, a goop-covered globe of gloppy goo and garbage. Ancient texts and artifacts found beneath the endless layers of stratified muck that make up the Crust tell the tale of a long-buried planetary mass, teeming with life. Civilizations lost to time, strange unique creatures, eons of art and culture, all crushed by inescapable, immeasurable mountains of garbage. But those lost denizens and their world is not lost forever as vestiges of their existence live on, forever recycled by the dwellers of the Crust. Towering effigies of the old world litter the landscape along with massive structures paying homage to what the ancient world held dear, all mixed with the toxic primordial soup the Crust secretes from its many orifices mutating the surface into a living, sniffling entity, populated by you! The section of the Crust we are exploring today is but one soggy diaper on a hill of diapers and you just another one of its flies. So buzz around sucking up what you can suck, getting deep down into the muck exploring the vast filth that is the Crust!!!



WRECKING CRAWLER

This loud, grinding goliath of a mobile metropolis is a scrapper's dream. With each hydraulic-powered appendage dragging and scraping up equal parts trash and treasure, you never know what you'll find in the crevasses of the Crawler. Though very noisy, and ruled by numerous crime syndicates, The Wrecking Crawler is as treasure laden as it is deadly!

FART FACTORY

If there is one natural resource that the Crust produces that's more powerful than its natural gasses, it's yet to be found. The Fart Factory harnesses one of the Crust's largest planetary buttholes to harvest high-octane methane that powers most of this region. Whether powering up a hauler with an assload or a tooter scooter with a squirt of gas from the Fart Factory, you'll find most machines and technology on the Crust rely on its stinking, combustible, and explosive power.

STORE-IT CITY

Though a rare find these days, long ago on the Crust was covered with a vast number of "Ship N Store" containers. Clearly purposed for housing in the old world, these heavy-duty hovels have been stacked and stitched together to create a tower town of rust and steel that has stood the test of time. Densely populated and teeming with all walks of Dwellers, this den of dankness and its labyrinthian layout leaves much to be explored and discovered. Beware local security though, or you might find yourself in long term storage.

THE BROKEN WINDS

Perhaps caused by the odorous output of the Fart Factory or just the naturally passing gasses of the Crust itself, the gaseous hurricane of the Broken Winds and its ferocious fart funnels are here to stay. Most of the northeastern badlands where the Broken Winds churn have long since been whipped clean of any standing structures or tunnels worth exploring. Some Dwellers are known to ferry others through it as all that's needed to stay safe from the Broken Winds is to steer clear of its destructive but predictable path. Though its sweet stench is inescapable, many a Smellomancer have met their doom trying to harness its power.

FLEA CIRCUS

Come one come all to the Roacher mecca known as the Flea Circus. This roving fair of arthropodal attractions will stir the stomach, boggle the mind, and anger the nostrils. Every inch of this seedy sideshow is simply crawling with equal parts delight and disgust, mystery and merriment, thrills, chills, and acidic vomitous spills. Ride the Spider's Web! Chitter in the buggy bumpers, have your fortune read by Roacher mystics or chow down on a scummy sweet snack at the Flea Circus, where fun never gets zapped.

SPIT-UP PIT

Is the Crust alive? If it is, the Spit-up pit is undoubtedly its face. With nasal falls spewing goop, its massive undulating appendage feeling around for snacks to slurp up around its edge, those crusted mounds resembling eyes. Is it alive? Couldn't be. Calling this cavity

of viscous liquid a lake would be misleading since most creatures can't swim in the cloudy, curdled currents. The organisms that can are interesting, to say the least. That doesn't begin to unpack the tooth-shaped mineral growths circling the ridge.

Meatsacks are known to try and jump the width of the spit-up pit, on whatever contraption they can muster, as a right of passage. However, any who wander near the lips of the Spit-up pit risk being swallowed.

SPOIL RIG

There's an old saying on the crust, "Waste no waste." The Spoil Rig was erected to process every last speck of organic matter, every drop of moisture, no matter how rotten or ripe into a dense, nutrient-present, pressed brick of blackish-green nourishment called "Food-stuff". Seated in the mushy marshes, mashing putrid trash day and night, there is always a need for workers on the Spoil Rig, but be warned, many a mishap have seen new hires disappear inside this hazardous hulk of hydraulics. No one really knows who runs the Spoil Rig though rumors swirl that some nefarious figure might be keeping the Rig running and making sure that NOTHING goes to waste.

PHONE HENGE

Mystical, mysterious and massive. Phone Henge stands as a monument to oracular communication. Many Dwellers travel here in an attempt to speak to the dead, to call to the stars, and to perhaps hear tell of the future with the aid of the Ordo Cellula. If the correct "phone number" is entered, all this and more can be achieved at the enigmatic Phone Henge. Constructed by ancient

Dwellers, these super-sized sculptured artifacts of old hold many sacred and vulnerable truths and even more mysteries.

TIRE TOWERS

These fiercely guarded rubber ramparts are home to the various tire tribes. Each tribe is identified by their choice of rubberized tread that composes their unique and ultra-durable armor. There's the Dierecks, the Radials, the Asymets, and the Offroads. Each tribe has its own respective domains, laws, and members. Be sure to learn their various customs before skidding into the tubular towers where the tire fires burn long, the rubber reaches the sky, and tensions always run high.

RAT COLONY

By day it's a hive full of festering pests sleeping within the pockmarked pustule of a blackhead zit on the surface of the Crust, waiting to be disturbed, setting forth a squirming swarm of ravenous ratty rats. By night the nocturnal ne'er-do-wells skitter in and out in a frenzied blur, causing all manner of trouble on the Crust. Vermals are known to visit here, reacquainting themselves with their feral, animalistic sides. Others probe its web of tunnels for the shiny treasures that Ratty Rats horde beneath. Careful not to wake the plague of pests within, or you may end up as a midnight snack..

ANT FILL

While most radiation mutations on the Crust typically combine features of various beings into some new fetid form, every once

in a while, things just get BIGGER! This is the case at the Ant Fill, prehistoric insectoids have grown large and in charge. The GiAnts of the Crust are often seen working on their subterranean liars where caches of food are stored. The crumby spires of trash they escovate from below sometimes hold handy items but the real treasure of the many Ant Fills littered about the Crust is the GiAnts themselves! It's rare but GiAnts have been spotted with riders. They make perfect companions as they are able to lift massive objects, tunnel, bite and stride across the rugged surface of the Crust with ease, though convincing an GiAnt to leave it's colony is a dicey task that could get you fed to the queen.

GRAND SEWER CENTRAL

Need to quickly cavort around The Crust? The easiest way to find a ride wherever you need to go is to visit Grand Sewer Station. The station is the hydraulic heart of travel across the region. Faster than a garbage barge, and less deadly than training an GiAnt, the sewage soaked hydraulic lines of the Grand Central always run on timeish. The 3:10 to Yuka, Soilent Express, and Flying Scatman are the pride of the haughty family that run the station, The Hamtrack clan. As the only means of high speed transCrust travel, the Hamtracks keep prices high and deal harshly with rail hopper stowaways.

SNOT ROCKET

The only train on the line that isn't under the dominion of the Hamtracks. The Snot Rocket is a train city run by the Nuggets, a group of Slimores that believe in free travel for all, as long

as they can help keep the train running. Slimores are always accepted since they can help pump the hydraulics, but other Dwellers have to prove their value to get a ride.

SCRABBY BEACH

Ah, who doesn't like a relaxing day at the beach? Viscous spittle spraying from the Spit-Up Pit, warm fart clouds wafting through the breeze, the slick plastine pellets of plastand between your toes, the unmistakable crunch of delicious Scab Crab egg platelets under your feet, hey don't eat it all! Just another perfect day at Scrabby Beach. Speaking of those crunchy, salty, scabby delights, don't snack on them at daybreak when the Scab Crabs come out to peel their progeny from the shore or a sweaty slash of their claws might wash up on your face.

SEWER RUINS

Some sections of the Crust have been dug out low enough that ruins from the ancient world are unearthed. Most common among them are what historians refer to as Sewers. These well constructed tunnels and processing facilities seem to have been used for transporting all kinds of things in the old world. Liquids, waste, giant combat reptiles and of course subterranean travel. Sewer Ruins on the Crust are numerous and perilous, often holding treasure and mysteries unknown, shortcuts, secret paths along with lots of unseen or rare monsters that dwell in the dank darkness.

TRASH TABLES

The Crust is covered and coated with a crapulent cornucopia of trash. We hope you let your mind run wild with putrid possibilities, but to get you started here are a few tables of trash to get you going! For each of the following tables Flick an appropriate number of chits and record the outcomes in order to get your result.

The Rubbish Bin

Flick 4 Chits

Players use this table for character creation or when rooting around for items in the trash.



	Something Sharp
	Something Stretchy
	Something You Can Use As A Rope
	Something You Can Use To Heal 1x
	Something You Can Use to Heal 3x
	Something That Holds Liquid
	Something That Whacks
	Something You Can Use As a Shield
	Something You Used To Clean Mess
	Something Slippery
	Something Gross To Eat
	Something That Makes Light
	Something Gross To Drink
	Something Sticky
	Something With A Strong Odor
	Something You Use As A Tool

Huge Trash Flick 3 Chits

Collectors can use this table to generate large piles for players to explore.



A pit filled with diapers and toilet paper that have been stewing for years. An awful sludge of human refuse. - *Chris Downey*



A Rusted Out Bumper Car. - *Nell Tull*



Giant stack of old coal bins filled with HUGE industrial drill bits. - *Nathan Waddell*



The carcass of a dead land whale.



Rusted Out Cat L97 Haul Truck. - *Aaron Rauth*



Huge pile of empty, broken-down refrigerators



Rotting big beast carcass with ensconced purveyor of dry'ish meats. - *Luke Earl*



Old Booger King play place

Large Trash Flick 3 Chits

Collectors can use this table to create a person sized piece of trash.



A snot-crusted mannequin, it's missing its right hand and right leg. It's yellow-frizzled hair is ripped out and patchy. - *Drew Cochran*



Romantic Life Sized Teddy Bear. - *Gabe Riviere*



A kite shield of fused-together plastic waste



Rusty shopping cart. - *John M. Spencer*



Dripping hog trough



An industrial drum of adhesive. - *Tim Snider*



An unwieldy, slightly rusted, roll of chain link fence. - *Gary Avinger*



A long forgotten compost drum now fermented into a potent liquid. - *Gary Avinger*

Thanks to the folks listed in italics
who helped dream up this stank junk.

Small Trash Flick 4 Chits

Collectors can use this pile to create pieces of trash that are easy to carry around.



An old can of tuna that's been used as an ashtray. Smells of rotting fish and tar. - Sarah Brunt



Leaking Diaper. - John M. Spencer



Carton of Rotten Eggs. - Nell Tull



An ancient "Weed" wacker - no one knows what a weed is



Insurance sellers black leather briefcase full of official papers. - Tuomas Riekkinen



Moldy zines with a lich on the cover. - Adam Bell



An old espresso machine that instead of pouring coffee just pumps (or froths) sewage. - Ben Downton



A disused Sloopy snow-cone maker covered with ancient marker scribbles and crayon wax. - Noah DeBoy



Singing, animatronic fish. - John M. Spencer



An ancient seafood lasagna with shrimp, crab meat, and scallops! Crusty on the outside, creamy in the middle. - John Caravella



Anti-Itch Lotion - Phil Boelsche



A pair of extra-large underpants, stained with an extremely confusing color



A decaying cloak of worms and maggots, feeding on organic matter. - S. John Bateman



A ziplock baggie filled with rotten ramen noodles. - DD O'Brien



Cigar Boxes



A small cryo chamber holding a raccoon. - Gary Avinger





YETI'S HOLE

ADVENTURE MODULE
For Dwellers of Level 3 and up

Welcome to Stinkpunch Ridge, a small dusty town with an excess of old tires, dog droppings, and problems. Situated on the edge of The Crust with a main street that leads to a disgusting dive bar called the 3Barrel. The town is backed by a giant tire ridge that looks like they could tumble at any moment. The population is mostly hoggos and vermals with a small clutch of roachers & a few meatsack families. Several folks have gone missing over the last month causing the town to send out a request for help on the Garbage Barge.

You have been hired to help find out what is causing folks to go missing and, if possible, put a stop to it.

However, upon arriving the party will learn from anyone they talk to that in addition to the growing list of missing townsfolk a group of young people were brutally attacked out near the Tiredge a few nights back. Two went missing and the 4 that returned are brutally injured.

THE SIGHTS OF STINKPUNCH RIDGE

3BARREL BAR

The 3Barrel dominates the end of main street. This dive bar has 3 flavors to drink: Green, Brown, & Black. The gentle hoggo constable Strex is typically found here chatting with Harold the roacher bartender. It's packed at night and has a table or two of locals at any time of day. Strex is your point of contact as they and Harold lead StinkPunch.

Special: Ask the players to describe the flavor of the drinks if they try them. Award the best description an extra point in Skuz for the next day - Green +Shame, Brown +Revulsion, Black +Disgust.

Secret: The bathroom to the dive bar is a simple trough & 2 stall affair, but if anyone makes their way under the toilets they will discover the simple sewer running under the main street with a trail of reddish bile coming in from a small hole.

DOC RASCO'S HEALIN' SHANTY

A tarp with a giant plus sign that represents healing in times past covers the side of this sizable shanty. Inside are 4 Vermal youth. 3 on the verge of death and the other in a deep coma (Suzi). Rasco the Roacher town doc is very defensive of her patient's need to rest and will respond rudely to noise. She will put you in place if you bother her patients.

Secret: Given overwhelming sensory stimulation Suzi can be brought back to her senses for a few moments. She will ask about her friend Scruz and want to know where he is before remembering what happened and screaming about the yechey till she collapses.

LIL SUZI'S HOUSE

Suzi is one of the few young adults in Stinkpunch. She lives in town with her aunt and uncle, the Garshes, and helps watch over their 8 vermal kids. It's a tight cozy space and she lives in the basement. Her aunt and uncle are beside themselves with concern.

Secret: A map with the location of the tunnel at the base of Tiredge marked on it.

Special: If treated nicely the Garsh family will put you up in their home. You will wake up with a number of small vermals snuggled next to you.

GENERALLY GROSSIER

Looking for something special? Need to swap out the gear you have for essentials? The Generally Grossier is the spot for you. Gurald the Meatsack grossier is a purveyor of the

finest filth and is always on the lookout for an exquisite piece of Doggschit to trade to the Garbage Barge.

Special: Gurald will talk constantly about DoggSchitt. It's unclear if he means a band, the substance, or something else. If you give him any DoggSchitt you find he will let you borrow The Butt Bomb 3000. A dog shit launcher that grants +4 chits to 1 Fling.

8 Facts to Discover



It's not uncommon for folks to come and go in Stinkpunch, especially young folks lured away by the fragrance of far away places.



Young Dwellers often surf the massive off limit's tire pile behind the town. It's a dangerous sport and erosion is a major concern.



A traveling fluid salesman dropped off his last shipment but never picked up his payment on the way out of town.



Scruz is a young roacher & Zart a young meatsack went missing the night of the attack.



Suzi, Zart, Scruz & the other youth were talking about leaving Stinkpunch at the end of the season.



Stinkpunch is barely scraping by. Food is hard to come by and they have no major exports except dog crap.



People say you can hear moaning and singing coming out of the toilets in 3Barrel.



Folks have reported hearing Yechey howls late at night. Yechey's are one of the most savage beasts of The Crust. Surely there can't be one here.

4 Rumors to Mix In



Figures have been seen prowling the top of Tiredge at night. Some say it's shy junkpunks. Others think it's wild trash pandas.



Mr Garsh swears he saw Zart leaving Stick Punch the day after the attack and thinks he was on the run.



The Doc has a special elixir that makes your farts twice as strong.



Gurald the grossier has a secret stockpile of decroded doggy droppings that could put this city on the map.

THE TIREDGE OF STINKPUNCH RIDGE

SURFERS LANDING

Inside an old pump station, a half drunk bucket of brown smuggled out of 3Barrel and a mass of cigarette butts sit next to a set of 2 long canoe like "boards" used for surfing down the Tiredge

Secret: The tires outside of the landing conceal a tunnel that roachers or vermal could squeeze their way through due to small size or abilities. This leads to the Putrid Pile Tunnel.

BOOGER KING PLAYPLACE

Nothing more than a glint from the bottom of the hill, a half submerged Booger King playplace erupts from the top of the ridge. The king's head is nestled in the middle of the playplace. It's mouth is wide open with a dark slide leading below.

Secret: Further inspection will reveal a set of platforms leading down below as well. This will require a bit of effort for hoggos or gluttons.

Special: Anyone taking the slide must make a successful Feet throw against a Threat 3 or take hit of damage as they are sliced by a jagged break at the bottom.

BENEATH STINKPUNCH GORGE

SCABOID DEN

Filled with mounds of old cassette tapes, dayglow jam pants, and 80s paraphernalia. There is very dim light in here making it very hard to see anything but the shadows of the 4 Scaboids making their den here. 3 different tunnels lead out of here, one is hidden by an exhaust vent.

Secret: When anyone taking their time to dig through the piles here will find an 8 track for the band DoggSchitt. I wonder if it's a collectible?

BILE & BONE PIT TUNNELS

anything they touch. It's painful, but not immediately harmful. There is a 4/7 chance that a set of Boils & Ghouls are rolling down the tunnel toward you. If they spot you they will try to eat your secretions.

The sides of this tunnel drip with warm dark liquid with large pillars of bone erupting from floor to ceiling. A stream of bile trickles down the tunnel pooling around piles of waste slowly dissolving

Special: The bile here will slowly eat through any substance turning it into a warm red fluid. It does 1 hit of damage per minute but can be stored inside Burperware or vessels made of bone.

Secret: The red fluid seeping into the sewers under the 3Barrel comes from here.

PUTRID PILE TUNNELS

Stratified layers of Crust give way to mounds of rotting meat, vegetables & fruit preserved under thick layers of snot. They hang off the walls, floor and ceiling. 6 Goblins roam the piles maintaining the preservative mucus barrier that ferments the piles into a delicious slop. If a character went through the Tire Squeeze tunnel they arrive here.

Special: Scruz, a locally roacher youth, is stuck in one of the piles here. He ran in through the tunnel the night of the attack and jumped in one of the piles not realizing he would be unable to escape.

Secret: The piles glisten with exciting potential. The snot makes an excellent preservative and weak glue. The slop is a tasty source of nutrients. Anyone attempting to root through a pile should make a Meat Throw 6 to avoid getting pulled into it.

FESTERING TUNNELS

Both tunnels loop back and forth merging with each other and others. It can be hard to keep track of directions in the festering tunnels. Large pustules of trash spurt hot planetary fluid and compressed gas, like an earthen zit ready to pop. There is a 3 in 7 chance that you make it to an exit. 3 in 7 chance to encounter a monster, and 1 in 7 chance it's just a dead end.

YECHEY'S LAIR

A large subterranean pool of planetary fluid yawns in front of you, a series of stalagmites punctuates its rippling surface. Its color shifts between neon green, smokey grey, and putrid yellow. Small islands dot the way across leading to a hovel on the far side built from bones. The Yechey lurks within. Hungry for sweat, blood, and the marrow of bones.

WARNING! Yechey's are savage and lethal creatures. This area is littered with traps 4 in 7 chance for any character to make a Threat 6 save or be smashed by boulders, slide into the fluid, get shived by a brace of bone spikes, or become stuck on an island while the Yechey draws near.

When the Yechey finally appears it is cradling a fresh skull that looks like it belonged to a meatsack male. It talks to the head in strange guttural tones before attacking the party.

If the party is able to defeat the yechey and return to the surface they are met with a hero's welcome. StinkPunch makes a great town to campaign out of since the putrid piles and planetary fluid below the surface have a chance to revitalize the town.

Thanks for picking up...



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