

The Long-Awaited

SAVAGE MUSHROOM KINGDOM

v1.5



Savage Mario

version 1.5

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The Savage Mushroom Kingdom

An adaptation by Theron Seckington

We all know Mario. Whether we played the original 8-bit NES ourselves or watched older brothers hog all the play time (even though Mom and Dad said “Share!”) we are all familiar with the efforts of the heroic plumber. This is a setting devoted to all those times we yanked the game pack out of the machine to blow on it, all the times the Hammer Brothers knocked us off in World 3, and every time you leaned to the right in your chair in the hopes that Mario *might just jump a little further* if you helped.

The Savage Mushroom Kingdom setting is either a somewhat gritty fantasy game or else a very lighthearted wartime game. It has a heavy emphasis on the little guy while heroes like Mario get all the credit.

A Note on Source Material

Most of this draws from the following games:

Super Mario Brothers 3 (NES)
Super Mario World (SNES)
Super Mario World 2: Yoshi's Island (SNES)
Super Mario RPG (SNES)
Super Mario 64 (N64)
Paper Mario (N64)

...although I'd be lying if I said there wasn't influence from all the rest in there.

Special thanks:

www.mariomonsters.com
Gramma and Grampa Seckington (for the NES at their house), Tim Regan, Peter Martin
the Pinnacle Forums, especially JackAce for coming up with the MARIO acronym
and of course Ruthan and Wikipedia

Setting Rules

Hand-to-hand (and foot-to-head) combat is widespread in the Mushroom Kingdom. The Unarmed Defender penalty is halved; opponents only receive a +1 bonus to Fighting rolls against unarmed opponents. It is still beneficial to have a weapon.

Jumping is an important way to get around, impress people, and do battle. Replace the normal Jumping rules with the following:

Characters may jump equal distances horizontally and vertically. They may jump 2" from a dead stop, 4" with a "run and go," or double either of these numbers with a Strength roll.

Jump attacks deal Str+d4 damage. Those with Veteran or higher Rank inflict an additional +1 damage, while those who attain Legendary rank deal an additional +2 (making their jump attack damage Strength+d4+2). A character using jump attacks is still considered Unarmed.

Character Creation

The Role of the PCs

PCs belong to MARIO (Majesty's Agency for Reconnaissance and Intelligence Operations), a special task force that answers directly to the Crown rather than any branch of the Mushroom Guard. PCs technically hold no rank in any standing military of the Kingdom, but they can generally count on the cooperation of any outfit they are officially attached to. Operatives of MARIO (generally referred to as MARIOps) are treated as troubleshooters and special tactics units, so squads are often composed of members of many species and varied abilities. Their tasks range from normal military detail to serving as PR for the Kingdom to training militia to filling any hole that an existing branch of the Mushroom Guard does not cover.

It is therefore appropriate for players to adopt a slightly militaristic stance when creating their characters.

Edge and Hindrance notes:

Doubting Thomas is unsuitable for this setting.

Since Arcane Background (miracles) is not present, the Champion and Holy/Unholy Warrior Professional Edges do not have a place in this setting.

Races

Human

A lot of the noble class in the Mushroom Kingdom is human, due to the Toadstool dynasty's almost unchallenged grip on the throne of the Kingdom. Humans sometimes claim to come from a distant land called Earth, commonly a city they refer to as New York. Unfortunately, this appears to be a one way trip, although magicians and philosophers often look into ways to send reluctant Humans back to their native land.

- Bonus Edge: Humans range from plumbers to princesses. This adaptability grants them a free Edge.
- Strong Legs: Humans have the best musculature for jumping out of all the races in the Mushroom Kingdom. They gain a +1 bonus to Strength rolls for jumping purposes.

Toad

The generally peaceful Toads are the most populous race in the Mushroom Kingdom proper. For ages the Toads existed in relative isolation, exploring the land and constructing a kingdom. Eventually, they encountered the Koopa race, which was in the middle of a civil war at the time. This event introduced the concept of war to Toadkind, which had before always worked together to achieve goals; now the idea of conflict for gain had been planted. It wasn't long before the Toads entered their Dark Age, fighting and warring with themselves, Koopakind, and other races all over the world.

- Agile: Toads are quick and precise creatures. They begin with a d6 in Agility.
- Resilient: Being part mushroom, Toads are hard to keep down. Extras gain a +2 bonus to their Vigor rolls to determine if they survive a battle, and Wild Cards are awarded the Hard to Kill Edge.
- Fast Healer: An additional benefit of being part fungus, Toads also gain the Fast Healer Edge.
- Fragile: Despite being hard to put down permanently, Toads are easy to incapacitate in the short run. Their small size subtracts 1 from Toughness.
- Cowardly: Toads are not respected for their bravery. They receive a -1 penalty to Guts checks.

Koopa

Branded forever as the race that brought war to the Mushroom Kingdom, the turtle-like Koopas tend to value strength and patience as tools to conquest. Most have rushed to the flag of Bowser, the self-titled King Koopa, but a very few have turned to the Mushroom

Kingdom hoping to get away from another hundred years of bloodshed and the dim caverns they live in in the Dark Lands.

- Strong: Koopas are gifted with unusual strength. They begin with a d6 Strength die.
- Shell: Koopas have a strong shell that provides their torsos with +2 Armor. By default, shell colors vary little from a mottled green-brown. Colored shells are the mark of military officers.
- Night Vision: Koopas ignore attack penalties for Dim or Dark lighting.
- Outsiders: At present, Koopas are the enemy of the Mushroom Kingdom. Even a turncoat Koopa is liable to be looked at suspiciously.
- Slow: A Koopa's natural pace is 4. They run normally, though.

Shy Guy

Shy Guys are families of mercenaries and scientists who live a nomadic lifestyle, moving from one job to the next and shuffling their wares and services around between employers. Since they go masked at all times, it is unclear whether they are a mechanically-inclined Human culture or (as some say) visitors from another world.

- Smart: Shy Guys are intelligent creatures. They begin with a d6 in Smarts.
- Natural Mechanists: Shy Guys are naturally gifted with machines and receive a free d6 in both Repair and Weird Science. Additionally, they gain a special bonus of 5 PP if they take the Weird Science Arcane Background. Shy Guys may take Weird Science after character creation, despite it being a Background Edge.
- Masks: Every Shy Guy comes with a mask, which grants +2 Armor against Called Shots to the head and include a built in respirator. Shy Guys are immune to gas attacks.
- Clumsy: Shy Guys aren't possessed of excessive dexterity. It takes them 2 points at character creation to raise their Agility, and they must dedicate two leveling opportunities to raising Agility thereafter.

Skills

All skills are allowed in the Savage Mushroom Kingdom.

Language: There are only two spoken languages in the Mushroom Kingdom. One has no name, being the predominant language, and almost every being speaks it. The second spoken language that characters may encounter is Yoshi, which requires the Knowledge (Yoshi) skill to speak and understand. Note that Yoshis understand the language of the land, but are unable to speak it.

There is also an ancient language which appears in written form only; it is called Old Kingdom and sometimes appears on ruins and ancient artifacts. Being skilled in writing and translating Old Kingdom requires the use of the Knowledge (Old Kingdom) skill. No record of how Old Kingdom was spoken exists.

Flight (Str): Since self-propelled flight is so common in this setting, there is a new skill to handle that called Flight. In all respects it is identical to any vehicle skill, except that it involves moving the character on his own power.

Edges and Hindrances

Background Edges

Koopa Elite

Requirements: Koopa; Fighting, Strength, Vigor d8+

This particular Koopa has spent some time in the Koopa Troop and emerged with enough experience to wear the many colored shells of the Koopa Elite. They begin play with a Koopa Elite Shell instead of a normal Koopa Shell, and they are so attuned to wearing it that it counts as weighing only 5 pounds (instead of the normal 10). This bonus applies to any further Koopa Elite Shell they may wear.

New Yorker

Requirements: Human

“New Yorker” is the general term for any Human that comes from Earth, and maybe even from New York. Humans from Earth are afforded a good amount of respect on both sides of the war, with Toads treating them as potential heroes and Koopas granting their New Yorker prisoners the same courtesies they'd allow a House Toadstool noble. A New Yorker gains +2 Charisma.

Snifit Training

Requirements: Smarts, Shooting d6+, Repair d8+, may not have All Thumbs

This character has undergone training with the Snifit Corps and served at least three years in an armed service. They begin play with a gun mask and one magazine. Additionally, their training with firearms allows them to reload all forms of guns faster, from gun masks to cannons. They subtract 1 from reload time. Finally, gun masks do not explode in the hands (face?) of a trained Snifit, and jam only if the hapless gunner's Shooting roll comes up snake eyes.

Combat Edges

Dive Bomb

Requirements: Novice; Strength, Vigor, Flight d6+

A character with Dive Bomb has mastered the technique of the aerial dive bombing. By

slamming down on a landbound opponent from flight, they inflict Str+d6+3 damage. Dive bombing deals half damage to creatures in water or standing on very soft ground (such as Nimbus Land clouds or quicksand). This attack uses the lower of Fighting or Flight to hit.

Let's Kick Some Shell

Requirements: Seasoned; Strength d8+, Throwing d6+

Some soldiers have learned how to kick a Koopa shell with such force that it can injure or stun multiple enemies. With this Edge, a character may opt to kick a Koopa shell in a straight line 12" long; all opponents in this line must make an Agility roll versus the attacker's Throwing or be Shaken. Those opponents who roll a 1 on their Agility die (regardless of Wild Die) take damage as if they were hit.

Jump Master

Requirements: Veteran, Wild Card

Jump Masters have really learned how to make their jump attacks count. Their jump attack damage becomes Str+d6 even if their Strength is below d6, plus any bonuses due to Rank or equipment.

Long Jump

Requirements: Seasoned, Agility and Str d6+

A character with Long Jump is especially apt at making large leaps. Their base jump distance is 3", which may be doubled to 6" with a run and go. Either of these numbers may be doubled with a Strength roll.

Professional Edges

Yoshi Whisperer

Requirements: Novice, Knowledge (Yoshi) and Riding d6+

Some individuals are selected to become special ambassadors and mentors to the Yoshi people and especially young Yoshis hungry for adventure. At character creation, they begin with a Juvenile Yoshi companion. They may spend Bennies on their companion, and while fighting on Yoshi-back they may use their Fighting if it is higher than their Riding. The Yoshi levels up like any other Ally under the player's command. However, be warned that the Yoshi people will take offense if one of their own is lost through negligence or stupidity—an incautious Yoshi Whisperer may face extradition and trial. Once the Yoshi has leveled up 5 times, it becomes a Wild Card and is treated as an adult in Yoshi society. The Yoshi stays with its companion unless it has compelling reasons to do otherwise.

Gear

Members of the Mushroom Kingdom's special troubleshooting team (such as the PCs) are often simply given their equipment based on their needs. However, it's not uncommon for the Agency to issue bags of coins to MARIOps to purchase additional equipment or to spread

around as bribes.

Currency

The standard unit of currency in the Mushroom Kingdom is the gold coin. Coins are stamped with the region in which they were issued but accepted Kingdom-wide.

There is one more unit, the iron coin, which is worth 30 gold coins. It is common for spies in Bowser's take to be paid in iron coins. Naturally, these are easier to track.

Armor

Type	Armor	Weight	Cost	Notes
Leather	+1	15	50	Covers torso, legs, arms
Chainmail	+2	25	300	Covers torso, legs, arms
Koopa Shell	+2	15 (0 for a Koopa)	400	Covers torso; counts as rigid armor
Elite Koopa Shell	+4	25 (10 for a Koopa)	700	Covers torso; counts as rigid armor
Leather Helm	+1	1	10	50% chance of protecting head
Chain Coif	+2	3	60	50% chance of protecting head
Koopa Helm	+4	8	80	50% chance of protecting head
Buckler	—	8	30	+1 Parry
Medium Shield	—	12	60	+1 Parry, +2 Armor to ranged attacks

Melee Weapons

Type	Damage	Weight	Cost	Notes
Dagger	Str+d4	1	25	
Flail	Str+d6	8	200	Ignores shield bonus
Chain Chomp	Str+d8+1	20	1000	Ignores shield bonus; hits user on 1 on Fighting die; see below
Broadsword	Str+d6	4	200	Standard weapon of Mushroom Kingdom and Koopa Troop alike
Spear	Str+d6	5	175	Reach 1; if used 2 handed without shield grants +1 Parry
Hammer	Str+d8	15	300	-1 Parry; 2 hands; AP 2 vs rigid armor
Axe	Str+d6	2	250	AP 1
Jump Shoes	+1 to Jump damage	0	1000+	HA to feet; often only awarded to true champions

Thrown/Kicked Weapons

Type	Range	Damage	RoF	Cost	Weight	Notes
Spear	3/6/12	Str+d6		175	5	Also melee weapon
Throwing Hammer	3/6/12	Str+d4		75	2	AP 1 vs rigid armor
Throwing	6/12/24	Str+d4		50	5	AP 1 vs rigid armor; gone after 1 use

Block								
Koopa Shell	6/12/24	Str+d6	—	15	Normally contains living creature, cost incalculable Medium burst template; assumes deactivated Bo-Bomb			
Bo-Bomb	5/10/20	3d6	200	6				

Other Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Bow	12/24/48	2d6	1	250	3			
Crossbow	15/30/60	2d6	1	500	10		d6	AP 2; 1 rd reload
Fire Flower	10/20/40	2d6+1	1-3	100	3	12		See below
Heavy Fire Flower	20/40/80	3d6	1-3	Military	30	48	d8	Snapfire Penalty, AP 2; see below
Assault Fire Flower	Cone Template	2d10	1	Military	20	10	d6	HW, ignores armor, See below
Cannon	40/80/160	3d6+1	1	Military	Lots!			AP 3, 3 rd reload
Gun Mask	12/24/48	2d8	3	Military	2	24		AP 2, auto, see below

Selected Weapon/Armor Notes

Koopa Shell/Koopa Elite Shell: The stories of the legendary Mario merely jumping on a Koopa to knock it out of its shell are greatly exaggerated. Koopas are living organisms attached to their shells; removing a Koopa shell is a surgical procedure. Equipping a Koopa with an Elite Koopa Shell requires at least a full day's work, reinforcing and coating the existing shell.

Elite Koopa shells do the same damage as normal shells when kicked at an opponent.

Chain Chomp: Chain Chomps are semi-sentient creatures and will only fight in the hands of a Koopa.

Throwing Block: These first appeared in Super Mario Brothers 3 as blue blocks that could be picked up and drop kicked at opponents. They are destroyed after one use. A craftsman with the proper materials and tools may make one with 20 minutes and a Repair roll.

Fire Flower: Unlike most weapons with a rate of fire greater than 1, Fire Flowers use only 1 shot per additional burst (instead of ROF multiplied by the number of bursts). Fire flowers can not be “reloaded;” they wither and die once their ammunition is depleted. Note that outside the Mushroom Kingdom the price of a Fire Flower increases up to 5x its normal cost.

Heavy Fire Flower: Made of a special crossbreed of the common Fire Flower with the common Piranha Plant (the same experiment that accidentally led to the creation of the Venus Fire Trap, unfortunately), the Heavy Fire Flower is a defense weapon of yet-unequaled power. It affects a Medium Burst Template, and like the Fire Flower, each separate target

only requires one shot. Fire flowers can not be “reloaded;” they wither and die once their ammunition is depleted.

Assault Fire Flower: Like all fire flowers, Assault Fire Flowers may not be reloaded. They are treated as flamethrowers as found in the SWCR. These are the rarest type of fire flowers, generally found only in the hands of human troops.

Cannon: Cannons are still in their infancy in the Mushroom Kingdom, and are rather rare due to the Iron Gap. Cannons require a crew of 2 to reload. They are often mounted in rotating batteries so that a crew may reload them while more cannons are firing. Cannons misfire on a Shooting roll of 1, or 1-2 if the operator has All Thumbs. Cannons used by the Koopa Troop may also fire Bullet Bills (see page **XXX**).

Gun Mask: The gun mask misfires on a Shooting roll of 1, or 1-2 if the wearer is All Thumbs (both regardless of Wild Die), and is jammed until repaired. A snake eyes result causes the mask to explode on its user's face for 2d8+ 4 damage, often killing the user. Replacing the magazine is a fairly technical process and takes 2 rounds. Additionally, gun masks include a gas filter. Anyone using a gun mask is immune to gas attacks.

Ammunition	Weight	Cost
Arrows or bolts	1/5	2 (see below)
Gun Mask magazine	2	40

Arrows and Bolts: The cost of the ammunition for these items is increased to reflect the rarity of metal allotted for the purpose of making arrow and bolt heads. Most Toads don't see the point of such items when Fire Flowers are cheap and readily available.

Equipment

Except for that found below, use the equipment table in the SWCR.

Type	Weight	Cost
Mega Mushroom	1	200
Life Mushroom	1	100
Miracle Mushroom	1	N/A
Honey Syrup	1	300
POW Block	6	500
Starman	3	N/A
Wings/Power	0	Military
Cape/Raccoon Suit (see below)		

Selected Equipment Notes

Mega Mushroom: Provides a +2 die type bonus to Strength and +2 bonus to Toughness which lasts until a wound is soaked.

Life Mushroom: Immediately heals one Wound.

Miracle Mushroom: These green-and-yellow mushrooms automatically heal all crippling injuries and all wounds. They even restore life to the dead, although doing so afflicts the recipient with 2 levels of Fatigue that can not be removed without two whole days of rest.

Honey Syrup: Provides a Magician or Botanist with 1d4 PP.

POW Block: Everyone except the user, friend or foe, in a Large Burst Template must make a Vigor roll at -2 or be Shaken when a POW Block is stomped. POW blocks have three uses.

Starman: Proof of the Stars' blessings, Starmen bestow the user with great speed, stamina, and strength. +3 die types to Ag, Str and Vigor, +1 to Toughness, the user is considered armed while the star's power is in effect, their unarmed attacks deal +2 damage, and their pace is doubled. These effects last for 5 rounds.

Wings/Power Cape/Raccoon Suit: Whether it's a cape, raccoon suit, winged hat, or wings attached to a shell, flight-equipped creatures get around at a Pace of 20 with a Climb of 10.

Vehicles

The Mushroom Kingdom only has two vehicles available for wartime purposes: GoKarts and WarKarts. Iron is so rare in the Kingdom, and so much of it must be used to make weapons and armor, that experimental vehicles take a backseat to things of proven effectiveness, like swords and knives and some of the Shy Guys' devices. But vehicles are good at one thing, scout n' scoot, and the Kingdom has invested a lot of time in finding renewable natural fuel supplies.

The only vehicles from the Savage Worlds book characters are likely to encounter are: Horse and Carriage (drawn, of course, by Dino Rhino), Rowboat, Galleon, and Galleys (though these are in the service of the Koopa Navy). Should you have 50 Fathoms, nearly all the ships represented there sail the oceans of the Kingdom.

GoKart

Acc/Top Speed: 10/30; **Toughness:** 10(3); **Crew:** 1; **Cost:** Military

Notes: Four Wheel Drive

Weapons: 4 slot weapon rack (see Kart Weapons, below)

WarKart

Acc/Top Speed: 8/20; **Toughness:** 14(4); **Crew:** 1+2; **Cost:** Military

Notes: Four Wheel Drive

Weapons: 6 slot weapon rack; passenger space may be sacrificed to add 3 slots per lost space

Castle

This is not a vehicle per se, but instead a sort of heavy platform mounted on a Dino Rhino to carry passengers (or more commonly, guards). It can carry 6 passengers and has a railing around it providing Light cover (-1) to those inside. Castles for wartime use are often constructed with a mounts for a Heavy Fire Flower.

Kart Weapons

Karts carry weapon racks which their drivers can pull from in emergencies. These racks carry the Kingdom's latest and most advanced organic weapons technology, using blends of mushrooms, tropical fruits, and conventional explosives to get the job done. Kart weapons utilize the driver's Throwing rather than Shooting.

Green Shell Missile (1 slot): The most basic projectile Kart drivers use, the Green Shell Missile uses the Kart's momentum to its advantage. It can only be used when the Kart is moving at a Pace of at least 10. Shell Missiles deal Str+1d6 damage, plus an additional 1d6 for every 10 inches of speed the Kart is moving (similar to collision damage).

Red Shell Missile (2 slots): Similar to a green shell, Red shells possess more sophisticated targeting equipment (that is to say, any at all). They grant a +2 bonus to Throwing rolls, and a hit always forces a roll on the Out of Control table regardless of the damage roll.

Ghost (2 slots): A Ghost has a range of 20/40/80 and disables a random weapon on another vehicle. This effect lasts until a Repair roll is made.

Lightning Ray (4 slots): Lightning rays have a range of 20" and have a myriad of effects. First, they cut an opponent's driving Pace in half for an entire round. Next, opponents must make a Driving roll at -4 or go Out of Control, and another at -2 or take a Critical Hit. Regardless of those rolls, the opposing vehicle also takes 3d8 damage with AP 6.

Speed Boost (1 slot for 2 Boosts): A fuel additive made from Mega Mushrooms, using a Speed Boost adds 15 to the Kart's speed in a current round, up to and beyond its normal maximum. The user must also make a Driving roll or go Out of Control (although it can not Roll Over or Flip from a Speed Boost).

A common tactic is to use a Speed Boost and a Shell Missile at the same time to inflict maximum damage.

Slick (1 slot): Specially processed tropical fruits can help give opponents the slip. A Slick has a range of only 5", so it's important to be right on top of an opponent before using. Deploying a Slick requires an opposed Throwing vs. Driving roll; should the deploying driver win, the opponent rolls on the Out of Control table. The driver who successfully deployed the hazard can adjust the result on the table by up to +/-2.

Arcana

Magic and experimental technology are not uncommon sights in the Mushroom Kingdom, nor among Bowser's followers. There are three Arcane Backgrounds in the Mushroom Kingdom: Weird Science, Botany, and Magic.

The Fly Spell

Fly is a Novice ranked spell in Savage Mushroom Kingdom. Maneuvers more complex than just zooming around in straight lines while using *Fly* normally require the use of the Flight skill, although Pilot may be more appropriate in some cases (such as most Weird Science devices).

The Zombie Spell

The Zombie spell only creates skeletons of most creatures – use the SWCR for their stats. When used on deceased Koopas, it creates the slightly more dangerous Dry Bones.

Weird Science

Requirements: Shy Guy or Koopa, Smarts and Repair d6+

Both Shy Guys and Koopas (though more often the former) have shown proficiency in Weird Science, making incredible and often induplicable machines as they strive to please their masters.

This AB is in all respects identical to Weird Science as presented in the SW Core Rulebook.

Spell List

The Weird Science AB is prohibited from using the following spells:

Detect/Conceal Arcana, Dispel, Elemental Manipulation, Fear, Greater Healing, Healing, Puppet, Rapid Growth, Shape Change, Speak Language, Zombie

Botany

Requirements: Toad or Human, Spirit and Smarts d6+

Arcane Skill: Botany (Smarts)

Starting Power Points: 10

Starting Powers: 2

Botany is the foremost science of the Toad people, and some Humans have even picked it up as a way to serve their country. Botany is the art of creating new and useful plant life for use at home and on the battlefield. Fire flowers, piranha plants, and raccoon suits are all products of Botany.

Botany uses plants and plant control as trappings. It is most like Weird Science, in that the Botanist may possess multiple powers (stored in plants), each one has individual Power Points, and that they may be given away but some require Botany to activate.

Malfunction: A roll of 1 on the Botanist's skill die (regardless of Wild Die) causes a malfunction of some sort. The plant will not function until 24 hours elapse and a Botany roll is made.

Soul Drain: Unlike Weird Scientists, Botanists may take Soul Drain, as plants may use their wielder's life force instead of their own power.

Range: Some spells that might normally have range should be limited to potions or edibles. GMs are encouraged to use their discretion.

Lost Devices: Replacing a lost or destroyed plant isn't as simple as going into the lab and building a new one. Lost plants require an entire month and a Botany roll to grow.

Fire Flowers: Botanists have a special affinity with fire flowers—both their first and final projects in botany school involve cultivating and breeding these plants. They may use a Honey Syrup to restore 5 shots to a regular Fire Flower (not Assault or Heavy).

Spell List

The following spells are prohibited to Botanists:

Invisibility, Telekinesis, Teleport, Zombie

Magic

Requirements: Novice

Magic is very common in the Mushroom Kingdom. In fact, it is theorized the Kingdom would not even exist without its presence.

This AB is in all respects identical to the Magic Arcane Background in the SW core rulebook.

Spell List

Magicians are prohibited from taking the following spells:

Burrow, Greater Healing, Healing, Rapid Growth

New Powers

Rapid Growth

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: 5 (1/round)

With Rapid Growth, a Botanist is able to quickly grow a plant monster from existing stock. Plant monsters take on the physical look of whatever they grow out of, and they attack enemies of the caster without remorse.

Plants come in three variants: Fighting, Ranged, and Mobile. The botanist must choose one variant when using the power. Very knowledgeable Botanists may have advanced versions of this power.

Fighting Variant

Closely resembling a Piranha Plant, Fighting Variants are immobile but can still make short work of many opponents in melee.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8

Pace: 0; **Parry:** 6; **Toughness:** 6

- **Bite:** Strength+d6
- **Fearless**
- **Plant:** Suffers no additional damage from Called Shots. +2 to recover from Shaken.
- **Vines:** Strength, Reach 3". On a raise on its Fighting roll, automatically grapples an opponent and drags it to its mouth, where the fighting plant may bite with no

multi-action penalty.

- **Size -1**
- **Weakness:** Takes +2 damage from fire based attacks.

Ranged Variant

Ranged variants resemble tall fire flower stalks. They are very clever, considering they're plants, able to utilize suppressing fire and other basic fire support tactics.

Attributes: Agility d6, Smarts d10 (A), Spirit d6, Strength d4, Vigor d8

Skills: Shooting d8

Pace: 0; **Parry:** 2 **Toughness:** 5

- **Fearless**
- **Fire Attack:** Counts as Fire Flower with unlimited shots.
- **Plant:** Suffers no additional damage from Called Shots. +2 to recover from Shaken.
- **Size -1**

Mobile Variant

Commonly known as "Nippers," there's not a lot that makes these creatures stand out above other plants. However, they are at least mobile, an innovation not present in the other kinds of plant.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 5

- **Bite:** Strength+d4, AP 1
- **Fearless**
- **Plant:** Suffers no additional damage from Called Shots. +2 to recover from Shaken.
- **Size-1**

Gazetteer

Your guide to the Mushroom Kingdom and principalities

Daily Life

The Mushroom Kingdom highly resembles the Renaissance, with its aging feudal system and growing understanding of the world. Most Toads (and Humans in Toad lands) enjoy a communal sort of life, with everyone in a village promoting the wellbeing of every other member of the village. It is not uncommon to see the lord of the land working alongside his people come harvest time, nor is it unusual for the same lord to have a house the same size as his serfs. Service in a town militia, which drills bimonthly, is obligatory in wartime but optional in times of peace.

Humans, if left to their own devices, usually rely on a stricter system of progression with the nobles at the top managing things, the warriors protecting the peasants, and the peasants doing most of the work. In times of peace, this system is a little hard to swallow, but with a

war on the necessity of this is apparent (at least to the peasantry).

In the Dark Lands, Koopa miners have strict quotas they must meet in order to receive their rationed food. Koopa mothers usually have 7-12 eggs, so families are very large and difficult to feed. Hardship is common, but not because Bowser is in charge; the Dark Lands are simply becoming far too small. For many, war means a chance to leave the caverns and grow food in soil that would accommodate anything healthier than moss and fungus. Koopa days almost always end with a large family gathering, where every member of the family takes turn telling stories, playing musical instruments, or reciting poetry—anything to take their mind off of how miserable life in the Dark Lands is. Serving in their army is optional but there are many rewards for accepting a position in the military, so more than half of the eligible young men do.

Shy Guys, meanwhile, are nomadic and mercenary soldier-technicians. They constantly look for their next job, moving around as a family and usually leaving one of the family members out of a contract in order to travel about and arrange the next job. Shy Guy families may be anything from a small nuclear unit to a score of aunts, uncles, and relatives serving as fire support for an entire campaign area. Nearly every Shy Guy is trained in combat.

Getting Around

Most of the travel done in the Mushroom Kingdom is by foot or through pipe transit as there is a dearth of animals available for riding. Pipe transit is by far one of the greatest innovations available to the denizens of the Kingdom; one simply drops into the appropriate pipe and they are transported through a mess of tunnels and wind up at a pipe station at their destination anywhere from a few minutes to a few hours later. Maps on every pipe station, required by law, tell the users where they will go.

Goods are also shipped via pipe, though shipping through pipes is highly taxed. Most merchants, unless they have special permission from the Crown, find it easier (and cheaper) to hire guards and travel overland via caravans. Caravans usually consist of carts pulled by Dino Rhino, with guards either walking alongside or traveling atop a Dino Rhino carrying a castle.

Installing new pipes is expensive and time consuming, but it's considered so important to the functioning of the Kingdom that a large amount of the budget every year goes towards building and maintaining the pipe system.

The pipes are also the safest way to travel. Whenever reports filter in of unauthorized pipe activity, or when people fail to appear at their destination, a team of Mushroom Defenders with Guardian backup is sent in to investigate.

Technology

Most of the Mushroom Kingdom is near to the Middle Ages of our own Earth. Chainmail is the best manufactured armor generally available. Spears, broadswords, and sheer numbers rule the battlefields, life is rough, and entertainment comes in the form of traveling minstrels or jugglers.

The science of Botany is far more advanced than Metallurgy in the Mushroom Kingdom, and even the smallest of villages will have at least one Botanist to help tend crops and bring more fertility to fields and livestock. In general, most tools that Toads use are specially treated wood. Plows, knives, most common things around the home, and many weapons are all made out of wood that has been altered by a Botanist to retain an edge and stay intact.

Humans have made most of the metallurgical and architectural advances in the Kingdom, and many of those forward-thinking Humans are New Yorkers. Since metal is easier to maintain than wood over the course of a military campaign, Human blacksmiths produce the bulk of the Kingdom's warmaking materials.

In sharp contrast to the Kingdom, metal and stone are the predominant materials in the Dark Lands. The primary occupations among Koopas are mining and soldiering, with most of their food provided by mushrooms and cave dwelling creatures. Koopas were the first creatures to use layers of hammered metal sheets as armor, which they sometimes attach to their own shells for greater protection.

Finally, as technology goes, nobody beats the Shy Guys. The mercenary families often pass down technological secrets from generation to generation, sharing the fruits of their labor but not the process with their employers. Shy Guys have discovered the secret of gunpowder, which is itself protected by a small group of Shy Guy families that only sell to certain merchants and other Shy Guys. Shy Guys also invented fully automatic gun masks which they wear to keep their hands free, and the enterprising Snifit clan which invented the devices are so far the only family that can teach safe operation of the complex devices. It is always rumored that there are Shy Guys at work on terrible weapons that would level a city or gas that would lay waste to an army, but these rumors are largely unfounded—besides, ending the war would deprive Shy Guys of customers.

Places

The Kingdom Proper

The vast majority of the Mushroom Kingdom is located in the area commonly known as Grass Land—a place of rolling hills and bluffs, inhabited predominately by Toads. Some Humans make their residence here, although they are the minority.

Booster's Tower

Due to an generations-old agreement with the Booster clan, Booster's Tower and neighboring hamlet Marrymore are treated as an independent nation, apart from the Mushroom Kingdom and its principalities. The Booster family has long been pioneers in steam engineering and transportation, but has so far remained basically neutral in the conflict, selling machines to both the Kingdom and Bowser.

Moleville

The recent discovery of iron in Moleville may help lessen the Iron Gap, and has certainly given many of the Moles reason to stay and work rather than join Bowser's Monty Mole Brigade.

Mushroom Town

Mushroom Town is the capital of the Mushroom Kingdom and the ancestral home of the Toadstool dynasty. The population here contains far more Humans than elsewhere in the Kingdom. Mushroom Town is a city of towers and fountains, abundant parks, and several farms within the city limits producing gourmet crops and botanical innovations. Mushroom Town is also the industrial center of the Kingdom so it is not uncommon to see towering gardens with tiny forges operating within them, powered endlessly by modified Fire Flowers, cranking out botanical and metallurgical weapons alike. Mushroom Town is also the seat of Mushroom Army operations, and the PCs will no doubt see its walls many times.

Rose Town

The famed commercial center of the Mushroom Kingdom, Rose Town has been besieged twice and staved off attacks both times with timely intervention from Mario and the Mushroom Guard. Rose Town is the richest and most self-sufficient city in the Kingdom (leading to an unspoken rivalry with Mushroom Town), but it is also one of the most isolated cities in the Kingdom. If Rose Town is ever caught by surprise, it may spell the end.

Yoshi's Island

The large island where Yoshis make their home is covered with jungle and dangerous creatures. A small garrison of both the Mushroom Guard and the Hammer Brothers are stationed on embassies on the island, and the Yoshis attempt slowly to make the two sides play nice by arranging feasts and game nights so they may think of each other as friends and not enemies. These noble efforts have met with little success.

In the meantime, Yoshi's Island is considered neutral ground in the struggle, since the Yoshis are more than capable of fighting off any invading threat to their country. If peace is ever reached, the treaty will be signed here.

The Principalities

In addition to the regular Kingdom, the Mushroom Kingdom has many principalities under its control.

Desert Hill

Desert Hill is a hot spot for archeology, figuratively and literally. Scholars both Koopa and Toad alike fight daily temperatures of over 100 degrees and decipher Old Kingdom artifacts they find in the sweltering sands. Skirmishes often erupt between poorly-armed scientific teams from both kingdoms as they fight to grab the best dig sites and most artifacts.

Ocean Side

Ocean Side is most noted for its shipyards—almost the entirety of the Kingdom's navy was built at the local capital, Seaside. It is probably the safest principality in the Kingdom, due to its navy and distance from the Koopa Troop, but Bowser has nevertheless assaulted the kingdom with mind-controlled Bloopers and Chee-Chees.

Big Island

A land where everything reaches a size of monstrous proportions, Big Island is ironically one of the smallest principalities of the Mushroom Kingdom. Big Island is relatively cut off from the Mushroom Kingdom, and the monsters and strange prevalence of Piranha Plants there are more than enough for the Big Islanders to worry about. They have thus far been able to offer little other than food and goodwill to the Kingdom, but it is hoped that in time they may be able to lend the support of their few warriors. Still, even if they don't, one turnip from Big Island can feed a family for a week.

Ice Land

The last and most distant principality of the Kingdom, Ice Land is home to a proud martial tradition and also well known for its violent history. Family ties are often deemed more important than fealty to the Crown in Ice Land, and it's frustratingly common for members of the Guard to abandon posts to answer a report of trouble from home.

Nimbus Land

Nimbus Land is a floating island, the home of the Cloud People and weather magic. Since Nimbus Land is largely self-sufficient, it has had little contact with the Mushroom Kingdom or the Dark Lands over the years. Occasionally, powerful weather mages are bribed by the Crown (and probably Bowser as well) to bring rain for crops, strike the enemy with drought, or do some scrying, but this service is rare and expensive.

Pipe Maze

The centuries-old Pipe System extends deep, deep underground. The exact layout of its labyrinthine system is known to none and mostly documented piecemeal by maps that require knowledge of the Old Kingdom language to understand. Bits of the Pipe Maze are sometimes discovered by excavation crews or accident. Curiously, very little of the Pipe Maze is present in the Dark Lands, or at the very least, very few pipes have been discovered that allow travel into or out of the Dark Lands. The few pipes that do are either destroyed or immediately classified.

The Dark Lands

Bowser's armies rule the Dark Lands, a place of near-constant overcast, honeycombed with caves and tunnels and volcanoes both active and extinct. The Dark Lands are rich in iron and minerals, and the caverns and underground lakes are the natural home of the Koopas which inhabit it. The bulk of the Dark Lands is incredibly mountainous, many of which are hollow to accommodate huge numbers of Koopas and other cave-dwelling creatures. Since Koopas have advanced metalworking skills and a good understanding of engineering, cave-ins are no longer common.

Though the Dark Lands are wonderful for mining and metallurgy, they do not hold many trees, medical plants, life mushrooms, or other such resources. Koopa medicine is woefully behind the times, consisting of many folk traditions and superstitions. Most of the wood used

in the Dark Lands comes from turncoat Toad merchants or whatever the Koopa Troop is able to gather in raids.

Things

Star Road and Star Wishing

People in the Kingdom do not worship any gods or deities. Religion exists only in the form of folk traditions and star wishing—the act of wishing upon stars. This is not an organized form of worship and is considered extremely personal and private, as it is often believed that telling anyone one's wish will prevent it from coming true.

Star Road is where wishes are granted. How and why wishes are granted by Star Road is a subject of hot debate among leading Kingdom philosophers: Why do bad wishes come true? Why don't all good wishes come true? If one wishes for a terrible foe to be defeated, is that a bad wish or a good wish? The answers are never likely to be known, and the Star Agents that appear in troubled areas are never available for questioning. It's also important to note that most philosophers are far, far away from troubled areas.

Iron Gap

Unfortunately for them, the Mushroom Kingdom is woefully lacking in iron. Though Shy Guys and the slow creep of industrialization are making advanced technology possible, most of the Kingdom's military has to rely on good old infantry and whatever Botany makes possible. Any iron miners in the Kingdom dig up gets bought up almost immediately by the Crown and put straight to military use. The most iron-rich area in the Kingdom, Moleville, is home to a permanent garrison of Mushroom Defenders.

The Booster family has enjoyed access to iron for generations, possessing the second-most access to the metal in the world. Unfortunately, since the Booster bloodline is prone to insanity, it's anyone's guess whether the eccentric inventors will use iron to create more railroads to sell to the Kingdom or to add to the ever-growing amusement park the family has cultivated over the years.

Meanwhile, the Dark Lands are full of iron and other ores, and Bowser puts that to use to build up his war machine and hire mercenaries (iron being worth much more than its weight in gold). Bowser's iron resources have tempted many amoral Toad merchants to his side, who trade maps, slaves, and wood for iron which is then sold to the Crown for a high price.

People

Booster

Generations ago, the Booster family was granted independent control over their lands and the right to be addressed as “Lord” as a payment for service to the Crown. They have used their immense power and wealth, not to mention control over large iron deposits, to build a tiny commercial empire out of railroads and other innovations. Unfortunately, the Booster men seem to suffer some sort of genetic taint, because they are all prone to eccentricity or

even outright madness. The current Booster, Lord Booster IX, is rumored to have attempted to kidnap Princess Peach at one point.

Bowser

Bowser is the leader of the Koopa race, and he intends to usher them out of the dark caves they live in and into the sunlight of the Mushroom Kingdom. Unfortunately, he intends to do this by conquest. Bowser is a strong leader, an accomplished strategist, and a powerful magician. He is said to have descended from an ancient race of dragons, and given his stature and power, this is probably not unreasonable. Though he is feared outside the Dark Lands, the Koopas view him as their only source of hope.

Frogfucius

Frogfucius is the world's foremost philosopher. He lives in Frog Pond, near Rose Town, and is an avid composer, artist, and lover of cricket flavored treats. The Kingdom occasionally consults him for advice, but Frogfucius is opposed to violence of any kind and will not offer tactical or military wisdom. He is prone to speaking in riddles or proverbs (some of which he makes up on the spot).

Jonathan Jones

The self-called "King of the Seas," Jonathan Jones is the most feared pirate on the sea. Many pirates pay him tribute so he does not use his overwhelming fleet to crush them. The Crown can occasionally bribe him into service by granting a letter of marque, allowing him to plunder Koopa Troop ships freely. Rumors abound about Jones, some saying he's half-shark and some saying that he'll spare a ship that can produce one man that bests him in single combat. It is certain that Jones himself puts some of these rumors out.

The Mario Brothers

Mario and Luigi, two New Yorker brothers, are the greatest heroes in the Mushroom Kingdom. They have singlehandedly cleared areas of entire divisions of the Koopa Troop, fought off invasion after invasion, rescued members of the Royal Family, bested Bowser's plans time and again...the list goes on. Their legend is such that tales of their exploits hardly need repeating here.

Princess Peach

The current monarch of the Mushroom Kingdom is Princess Peach, who survived being kidnapped by Bowser at an early age and has gone on to be the architect of what many call the Mushroom Kingdom's "Golden Age." Some have whispered she is Mario's lover, though this has not affected her popularity—indeed, if anything, this would make her more popular in the Kingdom.

Professor E. Gadd

Professor Gadd is one of the foremost experts on ghosts and magic in the world, despite being neither a ghost nor a magician. Gadd is an invaluable aid to the Mushroom Kingdom and a pioneer in science and mathematics.

Game Master's Section

Some Adventure Hooks:

- The PCs serve as Luigi's cleanup crew. They need to secure an area, mop up remaining Koopa Troop forces, and most importantly protect the masons who repair all the floating bricks that Luigi punched through to achieve his goals.
- A major siege is taking place. The PCs act as relief. Naturally, their post is attacked in the dead of night by enemies.
- Attached to a Motorscout division, PCs will scout out enemy positions and root out any spies and scouts they detect.
- The PCs are given a rare and prestigious honor: They will personally defend the airship slated to drop Mario himself onto a Koopaling's air cruiser.
- An overwhelming force of the Koopa Troop, including a squad of Lakitu and several squads of Hammer Brothers, is marching directly towards small village. The PCs must cover the evacuation, harry any advance parties they find, and (in a very Stalingrad move) burn anything that might be of any use to the invaders.
- The PCs are assigned to rail guard duty en route to Rose Town. This goes about as well as can be imagined.
- A Blooper attacked a ship near Seaside, but was chased off before it could wreck the ship. However, the ship is stranded on rocks and the Blooper will surely be back to finish the job. The PCs will have to fly out to help the wounded and begin the evacuation while the Mushroom Navy provides a boat to escort everyone back to shore.
- The PCs are placed in charge of drilling a militia, but the villagers are lax and uncooperative.
- A force of Shy Guys testing new weapons lies in ambush while the PCs escort a military caravan to the front. The PCs should be expected to take as many prisoners as possible.

The Koopa Military

By and large, the Koopa Troop has access to better quality arms and armor than the Kingdom, though they have almost no battlefield medicine and a much harder time keeping troops fed and clothed. Many of their logistical plans count on overrunning the enemy position in order to capture valuable supplies.

Squads of the Koopa Troop number between 20-40 soldiers with a single commanding officer, and each individual soldier is supposed to be accountable for their decisions in battle. The next step up in the command structure is a Brigade, consisting of a further 20-40 squads. Special purpose brigades exist and include the Hammer Brothers, Chargin' Chucks, Fire Brothers, Parakoopas, Lakitu, Koopa Vehicle Korps, Magikoopas, The Monty Moles, and dozens of others.

Koopa officers and members of special brigades are entitled to wear brightly colored shells to denote their status.

Koopa Vehicle Korps

The KVK is a thorn in the side of the Mushroom Kingdom, which has a hard time competing with the heavily armored vehicles the Koopa Troop possesses. For the record, the KVK has GoKarts and WarKarts as well.

Koopa Battle Tank

Often crewed by a mix of Shy Guys and Monty Moles, KBTs are the mainstay of Koopa heavy vehicles. Though ponderously slow, their armor is often more than sufficient to stop even cannon fire, and their cannon batteries are more than sufficient to stop nearly any similar opposition the Kingdom's armies can throw at it. Its turtle shell look is not for show either; the KBT is amphibious.

Acc/Top Speed 5/15; Crew 4; Toughness 24/20/16 (12/8/6)

Notes: Amphibious, Stabilizer, Tracked

Weapons: Forward mounted 4 cannon battery (usually one fires and the others are reloaded)

Cannon ball x50

Bullet Bill x10

Koopa Endless Tank

KETs are feared mobile assault platforms that stretch on for dozens of feet. A single one has the capacity to level most small towns. Luckily, they're huge, loud, and slow. Unluckily, that's because they are armed and armored to nightmarish proportions.

Acc/Top Speed 3/10; Crew 20+30; Toughness 40/40/34 (25/25/19)

Notes: Stabilizer, Heavy Armor, Tracked

12 cannons (3 batteries of 4, one fixed front, two swivel mounted on sides)

Cannon ball x240

Shrapnel shot x120

Canister shot x120

Bullet Bill x50

30 assault troops, usually Hammer Brothers or Fire Snifits

Shy Guy Weaponry

Every Shy Guy family has a "stchick" of some sort when it comes to hardware. Some Shy Guys may be armed with technology that copies World War I era weapons and equipment, including machine guns, artillery, and long distance communication. Some of the more common devices they might use are listed below.

Poisonous Gas: Poison Gas is often hurled in the form of grenades (range 5/10/20, Medium

Burst Template) or dispensed by a tube of some kind (Cone template). Poison Gas is highly caustic and requires a Vigor roll every round of exposure or suffer an automatic Wound. Gas tends to remain in place for three rounds before dissipating. Other varieties may have worse effects.

Knockout Gas: Deployed by the same methods as poisonous gas, Knockout Gas requires everyone in the area of effect to roll Vigor or become Incapacitated. Knockout Gas dissolves in air much faster than poison gas and only remains in the air for the round it is deployed.

Land Mines: If they know they have time to prepare, Shy Guys sometimes deploy mines to slow the enemy's advance. When characters enter a minefield, roll a d6; on a 6 they have tripped a landmine and take damage as if they had tripped a Bouncing Betty (see SW rulebook). If the characters are actively searching for mines, then the initial roll is a d8 and they need an 8 to set a land mine off; additionally, they may make an Agility roll at -2 to attempt a dive out of the way.

Explosives: Shy Guys use a variety of explosives, from Bo-Bombs to rockets (treat as bazooka) to manually detonated bombs (treat as dynamite).

Tripwires: Shy Guys often employ the use of tripwires to set off alarms or any of the above devices.

Creatures: Shy Guys have access to potent concoctions and mind-control devices, not to mention simple animal training. Some families are always accompanied by beasts bred and trained for war.

World Notes

Pipe System: There's Something Down Here...

Pipe transit is usually completely safe. However, PCs being Wild Cards and all, exceptions sometimes arise. Therefore, *when dramatically appropriate*, draw a card when the PCs use the pipes. On a face card, the PCs have stumbled upon something bad—piranha plant infestation, sappers, a small band of Buzzy Beetles, or worse.

Big Island: Size Counts

Big Islanders, and the monsters there, are all quite large. Add +3 to their Size and Strength values and +1 to Vigor. If this puts them over Size 4, then add the Large monstrous ability. If this puts them over size 8, add the Huge monstrous ability.

Ice Land: Thicker than Water

Toads and Humans from Ice Land have an additional Vigor die type and the Stubborn and Loyal Hindrances. If they get a call from home saying there is trouble, there is a good chance they will leave immediately to take care of it; Ice Landers still haven't caught on to the fact that the Crown expects more than that.

Where are Bowser's stats?

You will notice the Koopalings and Bowser have no stats. That's because they're so powerful they defy quantification! Much like Elder Gods or Tolkienesque sorcerer-kings, if they players ever confront Bowser face-to-face, they have lost. Bowser can set armies of the

dead against the PCs, burn them to a crisp, tear their minds open, or rend them limb from limb. If you wanted to stat perhaps third-generation Koopalings (the sons and daughters of Iggy, Wendy, Ludwig, and all the rest), the Drake stats in the rulebook would be a good place to start. They're Wild Cards too, naturally.

Well, why did you think it requires Mario the one-man army to beat them?

Jonathan Jones

Jonathan Jones is not half-shark but a Toad, just an incredibly vicious and capable one. He was once a humble botanist in the Toad Navy until a Blooper destroyed his ship. Somehow, he survived by clinging to a chest of gold until he washed up near Seaside Town, where he used the money to hire a crew and buy weapons. From there, he stole a ship and struck out on the high seas. His botany skills have gone by the wayside, usually only used to recharge some of his Fire Flowers, but his skills at butchery and command have increased since he took up the pirating life.

Jones is ruthless and utterly despises lubbers, but still retains a sense of patriotism. He'll attack Koopa ships without offering a chance to surrender and butcher every soul aboard. It's true he respects strength in courage, as that's what brought him so far in life, so when he attacks a Human, Toad, or Shy Guy vessel he'll allow them a chance to send a champion against him; should they defeat him in single combat (usually to first blood if fighting with weapons or to a pin if wrestling) he'll spare the ship.

Jonathan Jones [WC]

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Boating d10, Botany d6, Climbing d8, Gambling d6, Guts d12, Fighting d10, Intimidation d10, Notice d6, Shooting d10, Survival d8, Taunt d8, Throwing d6

Pace: 6; **Parry:** 8; **Toughness:** 8

Hindrances: Bloodthirsty, Quirk (will be merciful if bested in combat), Wanted (both the Mushroom Kingdom and the Koopa Troop have it in for him), Vow (destroy all Koopa ships he comes across)

Edges: Ace, Arcane Background (Botany), Block, Command, Dead Shot, Dirty Fighter, Fervor, Giant Killer, Hold the Line!, Improved Nerves of Steel, Improved Sweep, Inspire, Mighty Blow, Power Points, Quick Draw, Strong Willed, Two Fisted

Gear: Cutlass x2, Knife x4, Fire Flower x4, Honey Syrup x6

Arcane Background (15 PP): *Beast Friend* (blood potion; works on water creatures only and must be poured overboard; Jones usually uses this to summon a Blooper if he expects trouble), *Environmental Protection* (waterbreathing plant)

The Bestiary

Friends

Mushroom Soldier

The average soldier of the Mushroom Kingdom is vigilant, braver than most of his ilk, and well-equipped, but not as strong or fierce as their opponents. They depend largely on their

support structure and strong leadership.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d8, Throwing d6

Pace: 6; **Parry:** 6(1); **Toughness:** 5(1)

Gear: Broadsword, shield, leather armor, throwing blocks

Abilities:

- Resilient
- Breakable
- Cowardly

Mushroom Navvy

The stalwart sailors of the Mushroom Seas are afforded much the same training as soldiers and also trained in the use of cannon. Treat as Mushroom Soldier but add Boating and Shooting d6. They are equipped with only a knife and cutlass; fire flowers are issued from the ship's armory in the event of a battle.

Mushroom Guardian

The elite warriors of the Mushroom Kingdom. Guardians are often found at the frontlines of major offensives or defending strategically important points. Their training with the hammer allows them to offset the defensive issues normally involved with handling such a weapon.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7(2)

Gear: Hammer, chainmail, throwing blocks

Abilities:

- Block
- Resilient
- Breakable
- Cowardly

Mushroom Defender

Ever alert, stalwart Defenders are usually grouped in squads of 6-8 and assigned a sector to patrol and protect. Each squad (six to eight Defenders) is also assigned a single Heavy Fire Flower for support.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6(1); **Toughness:** 5(1)

Gear: Spear, leather armor, chain coif, fire flower x2

Abilities:

- Resilient
- Breakable
- Cowardly

Mushroom Officer [WC]

Given special training on how to rally the normally peaceful Toads to defend their homeland

with their lives, Mushroom Officers form the heart and minds of the Mushroom defensive strategy. They are just as likely to be found on foot as high atop a Dino Rhino.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d10, Intimidation d6, Notice d8, Shooting d8, Throwing d6

Pace: 6; **Parry:** 6(1); **Toughness:** 6(2)

Gear: Shortsword, buckler, chainmail, fire flower

Abilities:

- Hold the Line!
- Inspire
- Resilient
- Breakable
- Cowardly

Naval Officer [WC]

Much like their landbound counterparts, Naval Officers are dedicated to seeing that Toads perform their duties efficiently and bravely. Treat as Mushroom Officer but add Boating d8. Naval Officers are equipped with a cutlass and a brace of Fire Flowers.

Mushroom Botanist [WC]

Botany, the most advanced science in the Mushroom Kingdom, is too often turned away from its peaceful roots (pardon the pun) and twisted for wartime use. Botanists have unleashed everything from weaponized Fire Flowers to Piranha Plants (which are acting like a carnivorous kudzu) upon the world, mostly in an effort to make the Mushroom Kingdom a better place to live.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Botany d8, Fighting d4, Guts d6, Knowledge (Old Kingdom) d8, Healing d6, Notice d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Gear: Fire flower, Honey Syrup, Mega Mushroom x2, Life Mushroom x2

Abilities:

- Arcane Background (Botany); has 15 PP, *Bolt* (experimental fire flower), *Entangle* (plant controlling spray), *Obscure* (potion)
- Resilient
- Breakable
- Cowardly

Mushroom Motorscout

The hotshot GoKart scouts of the Kingdom have earned quite a reputation as the boldest and brashest soldiers in the land—a reputation they do nothing to dismiss. They are equally likely to disobey orders and charge a Koopa mechanized division as they are to quietly observe troop movements and disappear. They are equally found in groups and riding solo.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Guts d10, Notice d8, Shooting d6, Stealth d10, Survival d8, Throwing d8, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: Fire flower, GoKart, Broadsword, Knife

Abilities:

- Ace
- Steady Hands
- Resilient
- Woodsman
- Arrogant
- Breakable
- Cowardly

Dino Rhino

The major beast of burden in the Mushroom Kingdom is the Dino Rhino, a sturdy, tireless, and easily domesticated (though surly) animal. Though too large to ride properly, Toads often equip these creatures with litters to bear them along. Unfortunately for the Kingdom (but probably fortunately for the Dino Rhino population), only one in twenty Dino Rhinos can be adapted for wartime use; these mobile tanks are Wild Cards. Dino Rhino young can breath fire, a trait that often embarrasses and injures ranchers just starting out.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d10, Notice d4

Pace: 8; **Parry:** 5; **Toughness:** 15(2)

Abilities:

- Armor +2: Thick hide
- Bony Plate: Strength+d8 damage.
- Charge: If a Dino Rhino moves at least 6", it deals +4 damage.
- Large: Dino Rhinos are Large creatures. Opponents gain a +2 bonus to hit them.
- Nerves of Steel: Dino Rhinos are too dumb to feel much pain
- Size+5: Dino Rhinos are the size of a triceratops.
- Toss: If a Dino Rhino scores a raise on its Fighting roll, its opponent is thrown 1d6" in a random direction.

Star Agent [WC]

Once in a while, Star Road will send an agent down to earth to fix things. These agents often inhabit dolls or inanimate objects—and sometimes corpses as well. Though they are often able to win the hearts and minds of the population in pursuit of their mission, sometimes Star Agents are grim servitors of the forces of balance and justice, and simply slash and burn their way to success.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d10, Vigor d8

Skills: Flight d6, Fighting d8, Knowledge (Arcana) d10, Persuasion d6, Shooting d6, Spellcasting d10, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Various weapons and armor, depending on form and mission

Abilities:

- Arcane Background: Magic (has 40 PP and knows five spells)
- Construct (although a very few are Undead instead)
- Fearless
- Wizard
- A Star Agent may have other abilities dependent upon their form; a star agent that inhabits a lamp, for instance, may provide light, while a Star Agent inhabiting a suit of armor might have some natural Armor.
- Clueless: Star Agents often display confusion with everyday things.

Human Battlemage [WC]

Courageous Human magicians often provide the Toad armies with some extra infantry support. They are often assigned command positions despite their general lack of knowledge in that field.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Knowledge (Old Kingdom) d4, Notice d6, Spellcasting d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Honey Syrup x3, Axe

Abilities:

- AB (Magic) with 15 PP; knows *Bolt* (beam of light), *Boost/Lower Trait* (vibrant yellow glow), *Teleport* (vanishes in poof of smoke)
- Rapid Recharge
- Strong Legs

Human Inventor [WC]

Though Inventors usually sit in the labs or on the sidelines, it's not uncommon to find a few field testing their devices on the front lines. Some are also employed as scouts, using their devices to hide their presence or soar above their enemies.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Guts d4, Knowledge (arcana) d4, Knowledge (engineering) d8, Knowledge (any two sciences) d6, Notice d10, Repair d10, Pilot d6, Shooting d6, Taunt d8, Weird Science d10

Pace: 6; **Parry:** 2; **Toughness:** 4

Gear: Toolkit (+1 to Repair checks)

Abilities:

- Arcane Background (Weird Science); has 10 PP and devices for *Detect/Conceal Arcana* (Game Boy Arcane for Detect, Magic Residue Removal Spray for Conceal), *Burst* (flamethrower), *Fly* (hovercraft)
- McGyver
- Mr. Fix-It
- Strong Legs
- Bad Eyes (minor, wears glasses)
- Small

Human Officer [WC]

Human Officers normally take a more aggressive approach than their Toad counterparts. They are often found at the forefront of charges, riding atop their Yoshi companions and shouting orders.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Knowledge (Yoshi) d8, Riding d8, Throwing d8

Pace: 6; **Parry:** 7(1); **Toughness:** 10(4)

Gear: Broadsword, Buckler, Elite Koopa Shell, Spear x3, Yoshi companion

Abilities:

- Command
- Fervor
- Natural Leader
- Strong Legs
- Yoshi Whisperer

Human Warrior

Human warriors are renowned for their strength and courage, but not their intelligence or discretion.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10(4)

Gear: Hammer, Elite Koopa Shell, Throwing Hammers

Abilities:

- Block
- Combat Reflexes
- Strong Legs
- Sweep
- Overconfident

Human Gunner

A very few humans have been through Snifit Training. These elites are usually assigned to a squad of warriors as extra firepower. Treat as a Human Warrior but with Smarts d6, Repair d8 Shooting d10, the Snifit Edge, and a gun mask plus 1 magazine.

Human Cavalry

Many humans charge around the battlefield mounted on Yoshiback, harrying the enemy and sowing destruction. Cavalry have the Yoshi Whisperer Edge, Knowledge (Yoshi) and Riding d6. They are armed with spears and wear chainmail.

Yoshi (WC)

The wise, proud, and generally peaceful Yoshi often lend their support and the energy of their younglings to the Mushroom Kingdom's cause. Yoshi legend holds that first contact between their people and humans was with the great Mario.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d12, Throwing d10

Pace: 8; **Parry:** 6; **Toughness:** 7

Gear: Throwing Eggs (6/12/24, Strength+1d6)

Abilities:

- Fleet Footed
- Size+1
- Swallow Whole: If the Yoshi gets a raise on a Fighting roll with a Tongue Grab it may swallow any Extra Size 0 or smaller, who take 2d6 damage with no Armor allowed per round. Escaping requires an opposed Strength roll, which the Yoshi receives a +2 bonus to.
- Tongue Grab (Strength+d4; Reach 1")
- Trademark Weapon (Tongue)
- Loyal
- Quirk (proud)

Yoshi, Juvenile

The biggest contribution of the Yoshi people to the war effort is their youth. Juvenile Yoshis aren't actually much smaller than their grown up counterparts, but are much less worldly.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Throwing Eggs (4/8/16, Strength+1d6)

Abilities:

- Fleet Footed
- Size+1
- Swallow Whole: If the Yoshi gets a raise on a Fighting roll with a Tongue Grab it may swallow any Extra Size 0 or smaller, who take 2d6 damage with no Armor allowed per round. Escaping requires an opposed Strength roll, which the Yoshi receives a +2 bonus to.
- Tongue Grab (Strength+d4; Reach 1")
- Clueless
- Loyal
- Quirk (proud)

FOES

Big Bertha (WC)

Big Berthas are enormous fish similar in appearance and coloration to the Chee-Chee, a species they have a symbiotic relationship with. Big Berthas carry Chee-Chees around in their mouths and protect them, while Chee-Chees eat anything the Big Bertha swallows. The little bits that float around after a feeding frenzy are all the Big Bertha's slow metabolism can digest.

Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 12

Abilities:

- Aquatic (pace 6)
- Bite (Strength+d6)
- Large
- Size +4
- Swallow Whole (if the Bertha gets a raise on its Fighting roll, then it has swallowed an opponent man-sized or smaller whole; opponents swallowed whole take 3d6 damage every round from swarming Chee-Chees)
- Symbiosis (Big Berthas carry 3d4 Chee-Chees around inside them)

Blooper

These underwater horrors resemble pale white octopi with their long tentacles and torpedo shape. Bloopers can eat nearly anything, and they are large enough to challenge ships, so they often crack sailing vessels open to get at the tasty goods and people inside.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d10, Notice d6, Swim d12

Pace: 0; **Parry:** 7; **Toughness:** 13

- Aquatic (pace 12)
- Combat Reflexes
- Fear
- Large
- Painless (rolls Wild Die when recovering from Shaken)
- Quick
- Size +6
- Tentacles (reach 2", 2 attacks per round with no multiaction penalty, Strength+d6)

Bo-Bomb

Mechanical beasts armed with powerful explosives. The Koopa Troop uses Bo-Bombs as terror troops engineered to decimate frontline defenders and, of course, as demolitions experts.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (demolitions) d10

Pace: 5; **Parry:** 5; **Toughness:** 6(2)

Abilities:

- Explode (if a Bo-Bomb grapples an opponent, it will explode in a Medium Burst Template for 3d6 damage; a Bo-Bomb will also explode if it does not recover from Shaken)
- Fear: A group of at least 6 Bo-Bombs causes a Guts roll. Groups of 20 or more require a Guts roll at -2.
- Fearless
- Mechanical: Bo-Bombs are a little too delicate to gain all the benefits of being a Construct, but are still immune to gas and poison.
- Metal Shell (+2 Armor)
- Size -1: Bo-Bombs are not very large.

Boo

Commonly thought to be the ghosts of the departed, Boos are now believed by leading scientist Professor E. Gadd to be a race of their own. They can phase through walls, terrify opponents, and see in complete darkness, but they are also easily frightened by the presence of the living.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Stealth d10

Pace: 0; **Parry:** 5; **Toughness:** 5

Abilities:

- Bite (Strength+d4)
- Flight pace 4 (but running die d8)
- Ghost (may turn ethereal at will; Boos become difficult to see and gain +2 to Stealth rolls when ethereal)
- Spirit Vision: Boos do are unaffected by darkness penalties of any kind.
- Terrify: With a Smarts roll, a Boo can appear as a horrifying creature for a moment, enough to cause Fear.
- Yellow

Bullet Bill

Part machine, part living creature, Bullet Bills were created as breaching troops. Unfortunately, they're too stupid to do anything except fly around and attack the enemy. They can't think far enough ahead to open doors, batter down walls, or operate weapons.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 0; **Parry:** 6; **Toughness:** 6

Abilities:

- Construct
- Head Butt (Strength+d6, Heavy Weapon)
- Flight 15
- Projectile: If fired from cannon, add gunner's Shooting surplus (number above the to-hit) to the Bullet Bill's attack and damage

Buzzy Beetle

Buzzy Beetles were found deep beneath the earth by the Koopa Troop's many mining operations. After tense negotiations and many threats and promises, Bowser himself offered Buzzy Beetles a place among the Troop. They serve as sappers and engineers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Repair d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 13(6)

Abilities:

- Body Slam (Strength+d4)
- Burrow 4" (and may also move through solid rock at 1" per 6 hours)
- Heavy Armor
- Immunity (fire)
- Shell +6 armor

Chargin' Chuck

The 9th Koopa Elite Brigade (The "Chargin' Chucks") traditionally dispenses with the normal hammers their ilk carries, instead counting on their intense physical conditioning, throwing skill, and bare hands to see them through. Chucks are also assigned a permanent post as a combat evaluation squad; since they forgo weapons, they are found testing armor and equipment. For this reason, Chargin' Chucks are often paired with Shy Guys.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Throwing d10

Pace: 7; **Parry:** 6; **Toughness:** 12(4)

Gear: Baseballs/Footballs (Treat as Throwing Blocks), Elite Koopa Shell (fireproof: Add +2 toughness vs. fire attacks)

Abilities:

- Brawny
- Combat Reflexes
- Low Light Vision
- Tackle (if the Chargin' Chuck moves at least 6" they add +2 to damage)

Chee-Chee

Large scavenger fish. Chee-Chee are known to be fiercely territorial, even leaping out of the water to attack invaders.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Swimming d8

Pace: 1 (they can flop around on land); **Parry:** 5; **Toughness:** 5

- Aquatic (pace 8)
- Bite (Strength)
- Leap (may jump up to 8" out of water to Wild Attack a foe)
- Size-1

Dry Bones

Sometimes, Koopa soldiers serve Bowser even in death. Dry Bones are skeletal monsters who can recover from almost any wound.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6

Pace: 4; **Parry:** 7; **Toughness:** 7

Abilities:

- Claws (Strength+d4)
- Fast Regeneration (may not regenerate wounds caused by fire)
- Fear
- Fearless
- Low Light Vision
- Undead

Fire Brothers: Fire brothers are an offshoot of the Hammer Brothers, using captured or homegrown Fire Flowers to support their brethren. Use Hammer Brothers stats but replace

Throwing with Shooting and gear with Elite Koopa Shell, Koopa Helm, Heavy Fire Flower, Axe. Their red Koopa Elite Shells are fireproofed, offering +2 Toughness against fire based attacks.

Goomba

Goombas are a primitive race of mushroom people, the Toad equivalent of Neanderthal Man. Most historians ascribe the beginning of the current war directly to them—many tribes of Goombas were seduced by Bowser's technology and turned their back on the Kingdom, selling the secrets of the land and part of the layout of the Pipe System to him in exchange for iron and magic—innovations even the patient and wise Toads had trouble teaching the Goombas. It is doubtful Bowser will ever follow through with his part of the bargain.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: Sharp stick (Strength+d4, 3/6/12)

Abilities:

- Berserk
- Bite (Strength+d4)
- Fungal Appearance (by remaining still, can pass for a mushroom; +1 to Stealth rolls when a Goomba attempts this)
- Infravision
- Mean
- Size -1

Goomba Chieftan (WC)

Goomba tribal leaders are most often the biggest and strongest of a particular tribe of Goombas. They remain at the top of their position through intimidation, brutality, and victory. A Goomba chieftan who leads his tribe on failed raids may find his life forfeit.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Guts d6, Intimidation d8, Notice d8, Stealth d8, Throwing d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Sharp stick (Strength+d4, 3/6/12)

Abilities:

- Berserk
- Bite (Strength +d4)
- Brawny
- Combat Reflexes
- Frenzy
- Fungal Appearance (by remaining still, can pass for a mushroom; +1 to Stealth rolls when a Goomba attempts this)
- Infravision
- Tribal Leader (has Command and Fervor Edges with Goombas)
- Arrogant
- Size -1

Hammer Brothers

Koopa Elite Brigades are often referred to collectively as the Hammer Brothers, which was the callsign of the 1st Elite Brigade when it was formed decades ago. They are widely renowned on both sides and they are often backed up by squads of Fire Brothers for long range support.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Throwing d8

Pace: 4; **Parry:** 7(1); **Toughness:** 10(4)

Gear: Hammer, Koopa Helm, Elite Koopa Shell, Throwing Hammers

Abilities:

- Improved Dodge
- Low Light Vision

Koopa Troopa

The rank-and-file member of the Koopa Troop is the Koopa Troopa. Most of them sport green shells, although officers and special forces have red, blue, or yellow shells to denote rank and responsibilities. Koopa Troop tactics usually involves massive formations and phalanxes, taking advantage of their natural toughness and strength to make up for their lack of strong leadership.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6

Pace: 4; **Parry:** 7(1); **Toughness:** 7(2)

Gear: Broadsword, Buckler, Koopa Helm, Koopa Shell, Spear

Abilities:

- Low Light Vision

Koopa, Paratroopa: Paratroopas are attached to almost every corps of the Koopa Troop to support air superiority and scouting operations. Treat as Koopa Troopa but add Wings and Flight at d6. Elite Paratroopas are likely to have the Dive Bomb Edge as well.

Koopa, KVK Troopa: The counter to the Mushroom Kingdom's Motorscouts, KVK Troopas are well-versed in vehicular combat. Treat as Koopa Troopa but add Driving d8, Throwing d8, Steady Hands, and a WarKart.

Koopa Commander: Elite Koopa Troopas command dozens of soldiers. Add Command, Intimidation d10. Commanders are usually in charge of 20-40 troops.

Lakitu (WC)

The Lakitu are an elite air division, charged with sowing destruction and chaos amidst enemy ranks. Though few in number, the Lakitu are among the most feared of the Mushroom Kingdom's enemies, or they have the power to rain deadly Spikeys from above.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Flight d8, Guts d6, Notice d8, Throwing d10

Pace: 4; **Parry:** 2; **Toughness:** 7(2)

Gear: Jugem's Cloud (Fly 30, climb 20), Spike Bombs (25/50/100; 2d6 damage, AP 2; upon contact with ground transforms into Spikey)

Abilities:

- Low Light Vision

Magikoopa (WC)

The heart of Bowser's power comes from his mastery over the mystic arts. Magikoopas are adept at controlling beasts and casting fell magics into the ranks of the Mushroom Kingdom's soldiers. They also control Bowser's lab-factories, churning out horrors such as Bo-Bombs and Spikeys to fight against the peoples of the Kingdom.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (alchemy) d8, Intimidation d6, Spellcasting d8

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Gear: Honey Syrup x3, Magic Wand (Strength+d4, Wizard Edge), Wizard Robes (+5 PP)

Abilities:

- Arcane Background (Magic), 30 PP and usually knows *Beast Friend* (no visible effect), *Bolt* (swirling shapes), *Fear* (illusions), *Puppet* (mind control), *Teleport* (poof!)
- Magikoopas may also summon Koopa Troopas or Goombas for 3 PP apiece. They require a block or other material to transmute.

Monty Mole

Used to functioning in cramped, dark spaces, Monty Moles form the base of most of Bowser's vehicular troops. The Monty Moles presented here are the ones that left Moleville to go where the money was. Many have families and friends they are trying to support through their mercenary work, and Bowser is slowly realizing he's compromised his ability to march upon Moleville if he retains Monty Moles in his service.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Repair d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: Wrench (Strength+d4)

Abilities:

- Bite (Strength+d4)
- Burrow (6")
- Low Light Vision
- Loyal (to the clan)
- Size -1

Ninji

Star-shaped monsters that some say come from a dimension of dreams and shadow. Bowser uses them as spies and assassins. They are not powerful fighters, but they are often able to blend into the shadows so well that they can avoid a fight altogether.

Abilities: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d4, Lockpicking d8, Notice d8, Stealth d10, Throwing d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Dagger, poison (3 doses; anyone affected must roll Vigor -2 or become Incapacitated), Shuriken (4/8/16, Strength+d4)

Abilities:

- Acrobat
- Fleet Footed

- Improved Dodge
- Long Jump
- Thief

Paragoomba: A few rare Goombas capture some sort of flying device and learn how to use them. Use Goomba stats but add Wings and the Flight skill at d6.

Piranha Plant

Piranha Plants were engineered by Mushroom Kingdom botanists over 200 years ago as a defense mechanism against hostile neighbors (at the time, other Toad nations).

Unfortunately, the breed was so hardy that it began to spread on its own, and now Piranha Plants are a threat found in many areas of the wilderness and occasionally in the pipe system. Botanists are constantly searching for a method by which to control the Piranha Plant population and turn them towards the war effort.

Abilities: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Stealth d6

Pace: 0; **Parry:** 6; **Toughness:** 8

Abilities:

- Bite (Strength+d8)
- Fearless
- Plant (no extra damage from Called Shots, ½ damage from piercing weapons)
- Size +1
- Sneak Attack (may pop out of hiding with little warning: Roll opposed Stealth and Notice, if the plant wins then it gains +2 to attack and damage an opponent)
- Vines (Reach 3", +1 Parry, should it succeed with a raise on a grapple attack then it drags the opponent to its mouth and bites with no multiaction penalty)
- Weakness (+2 damage from fire)

Shy Guy

Most Shy Guys are families of mercenaries which form a loose association called the 8-Bits Club. Positions in the Club are hereditary, so ancient and respectable Shy Guy clans can demand a lot of money and tend to work for high-profile persons like Booster. Use the following skillset as a template for a very basic Shy Guy; experienced Shy Guys are likely to have additional skills, Edges, and gear.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d4, Repair d6, Shooting d6, Stealth d6, Throwing d4, Weird Science d6

Pace: 6; **Parry:** 6(1); **Toughness:** 5

Hindrances: Greedy, Loyal, Vow (don't break contract)

Gear: Spear, Buckler, 2 Bo-Bombs, Shy Guy Mask. Usually one in every four Shy Guys will have a gun mask and 1 magazine. Most Shy Guys have access to Weird Science gadgets, vehicles, and other technology.

Shy Guy, Buzzguy: Several families of Shy Guys possess the Weird Science AB with *Fly* power (wing frame). They will have Flight d8 at least, and often have Tracking and Notice of d6.

Sidestepper

Sidesteppers are giant crabs without much intelligence. They function equally well underwater or on land, although they prefer to hang around until tide goes out when Chee-Chees and other fish can be easily picked out of tidal pools. They have been known to attack sentient beings when provoked or hungry (or, of course, under the influence of dark magic).

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6, Swimming d4, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 12(4)

Abilities:

- Aquatic: Swim pace 4
- Claws: Str+d8
- Hardy: Sidesteppers are notorious for requiring many otherwise telling blows to take them down.
- Shell: Armor+4
- Size+1

Spikey

Spikeys were once Koopas, but have been warped by magic and technology too foul to contemplate. All that remains is their desire to destroy.

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8

Pace: 5; **Parry:** 6; **Toughness:** 9(3)

Abilities:

- Berserk
- Combat Reflexes
- Fearless
- Spiked Shell (Strength+d8, AP 2; Armor +3); attacking a Spikey while unarmed or with Jumping causes the attacker d8+3 damage. Attackers using Jump Shoes or Starmen may ignore this damage.

Snifit: The elite gunmen of the Shy Guys are referred to as Snifits. Treat as a Shy Guy, but add Shooting d8, the Snifit Edge, and gun mask with 2 magazines

Snifit, Fire: Use the Snifit stats but add Weird Science Arcane Background with *Burst* power (fire mask) and *Environmental Protection: Fire* (fireproof robes). A Fire Snifit's mask may also fire regular Snifit rounds.

Venus Fire Trap: A certain breed of Piranha Plant bred successfully with the common Fire Flower and mutated at an inopportune time into the horrible Venus Fire Trap. Treat as Piranha Plant, but add Shooting d6, remove the weakness to Fire, and add a fire attack that acts like a Fire Flower with unlimited ammunition.

Wiggler

Wigglers are often peaceful forest dwelling caterpillars whose penchant for shiny things sometimes gets them into trouble. When enraged, Wigglers are fearsome opponents who attack without mercy. In some areas of the world, they are kept as guard animals.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Abilities:

- Berserk
- Body Slam (Strength+d6)
- Frothing Terror: When Berserk, Wigglers gain the following abilities: Fearless, Hardy, Improved Frenzy, Fleet Footed
- Size +1
- Greedy (minor): Wigglers tend to hoard items, especially shiny things like coins and weapons.

Bestiary Notes

Star Agents as PCs

It's bound to come up some time – one of your players wants to play Geno. That's fine, though be warned that Star Agents are directly in the service of a higher power and therefore may have other missions to accomplish than dashing off every time some village spots a Goomba. Star Agents have the following racial template:

- Construct or Undead: Star Agents must occupy objects or corpses to interact with the real world. Undead suffer a -2 Charisma penalty.
- Magic: Star Agents may only take the Magic Arcane Background. They may add *Healing* to their allowed spell list.
- Vow (serve Star Road, Major): The Star Agent's power comes from somewhere else. If they stop serving Star Road for even a moment, their power (and ability to move around in the real world) will vanish.
- Clueless: Star Agents aren't experienced with normal life. They have the Clueless Hindrance

Riding Yoshis

Players may be riding on Yoshiback at some point. Yoshis act like a mount and ally rolled into one. They act on their rider's card. Additionally, Yoshis are better disciplined than normal mounts. Yoshis may roll their Agility to dodge a weapon set for a charge. They do not buck when Shaken, but they do buck when Wounded.

Finally, Yoshis are a proud, intelligent species. They will run away if not treated well.

Goombas

In Savage Mushroom Kingdom, Goombas do actually have hands and may therefore

wield simple weapons and tools. They look like a diminutive, primitive race of Toads with more mushroom features than humanoid.

Shy Guys and Gadgets

Most MARIOps are under standing orders to capture and interrogate Shy Guys found testing with any Weird Science devices. Snifits make especially valuable prisoners. Shy Guys are aware of their valuable status as prisoners and often act with that in mind, making tactical choices that would be unwise without their special treatment.