

# **Coming of Age**

**A Gamma World 1E Adventure**

**By Joseph Mohr**



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# CREDITS

This adventure is written by Joseph A. Mohr The old world map was generated by Joseph Mohr with Campaign Cartographer 3. All of the other maps were made by Dyson Maps and are usable under Dyson Maps Commercial License. <https://dysonlogos.blog/maps/commercial-maps/>

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The village of Hell's Gate has been in this valley of the Old World for longer than anyone can remember. Perhaps it was even here before the Shadow Wars. No one really knows. There is no recorded history. Knowledge of this place is passed down from generation to generation through oral history. Legends of times past are told over campfires by the elders of Hell's Gate just about every night.

Hell's Gate has been a peaceful farming village for a very long time. People certainly remember that much at least. Humanoids, humans and even mutated animals live here in harmony. Together they work the land. Trade with other villages in the region supplements the livelihoods of the villagers.

Recently, however, things have not been going well. The crops have been failing. Water holes have dried up. Commerce has come to a crawl. And raiders have been terrorizing the village.

As a result...the Elders have decided to bring back an old custom. Those seeking to pass into adulthood must complete the rituals before being accepted as a member of the village. All those who have not yet reached the age of eighteen must go out into the world beyond the Hells Gate borders in search of artifacts of the old times. Collection of these artifacts will give the village something to trade to neighboring villages to help Hells Gate survive these hard times.

Each candidate for adulthood will be expected to return with some object of value from the old world or not return at all. Each member of the group will be supplied with one week worth of food. They may also take a cloth bag, warm clothing and a weapon (club, hammer or spear). To be allowed entry into the village again they must bring back some artifact of value.

## **STAT BLOCKS**

For purposes of this adventure creature stat blocks will read as follows:

HD HP MV AC AT MU

Hit Dice, Hit Points, Movement Rate, Armor Class, Number of Attacks, Mutations

Occasionally I may vary from this if other stats are relevant for the creature in question.

## **ARTIFACTS OF VALUE**

There are many objects of the old world to be found in the lands beyond the borders of Hells Gate. Some of these have value. Some do not. Some are even harmful or dangerous to be in possession of. For purposes of this adventure, however, the villagers will accept anything which is listed as being worth more than one Domar on the tables at the end of this adventure. Any serious artifact found by the candidates beyond the small tokens needed for completion of their ritual may be kept by the candidate who found it.

## **SCALING THIS ADVENTURE**

This adventure is written with beginning characters in mind. That being said....this is a Gamma World 1E adventure. Character levels have little meaning in this version of the game other than the fact that more experienced characters might have already accumulated more gear. The encounter areas and random encounters offered in this adventure should be challenging enough for more experienced characters but feel free to add more encounters or increase the times per day that you check for random encounters if you wish to make this more difficult.

Some areas of the adventure are hard enough to begin with. These areas are intended to be more challenging, dangerous and rewarding.

## **THE OLD WORLD**

A map of the “Old World” has been provided with this adventure. This map is for the GM and not the players. If the players wish to have a map then they will need to create their own during play. The GM might, if he or she chooses, provide tracings of specific areas being explored or small visuals as needed for game play.

This map covers a limited area of the old lands. The villagers have not explored far beyond their borders in a very long time. They have had little need to do so. But now things are different. Times are harder. And they might soon be harder than the villagers even know.

A large section of this map is desolate wasteland. This area is hazardous just to walk through but many of the creatures of this world have survived in it. Some have even thrived in it. Another large section of the map is referred to as the “Dead Lands. “ This area is much more dangerous. It is a highly radioactive desert. A large crater in the center of it is where a massive nuclear missile struck long ago.

Each of the important features on the map are numbered. Each of these numbers will be discussed in greater detail below.

## **TRAVELING IN THE OLD WORLD**

The map provided is divided in to hexes. No specific scale is offered. Traveling speed depends upon a number of factors. Mounts of any kind will improve movement speed. Speed below is listed in hexes traveled per day.

<u>TERRAIN</u>	<u>SPEED</u>	<u>SPEED WITH MOUNT (OR BOAT)</u>
Clear hexes	2	3
Wooded hexes	1	2

Highway	3	4
Wasteland	1	2
Dead Lands	1	2
Water	1	2
Hills	1	2

## **RANDOM WEATHER**

Weather in this part of the “Old World” is unpredictable and sometimes dangerous. Weather patterns have not normalized as expected after the intense nuclear winter caused by the conflict of the Shadow Years. Dust storms spring up suddenly and can reduce visibility to zero. Over time they can flay a man alive if they do not find shelter. Acid rains fall from the skies. Poisons, radiation and other contaminants contribute to weather related dangers.

Each day the GM should roll on this table (first) to determine random weather. The weather may dictate that the players find and stay sheltered for a day thus preventing any other kind of encounter from occurring that day.

The GM can assign a season or roll randomly to determine when this adventure occurs. The lands where this adventure takes place are in the northern hemisphere of the world and relatively far to the north. Temperatures here can get quite cold during the winter months.

### **RANDOM SEASON DETERMINATION**

This should be rolled one time and used for the entire adventure (unless exploration exceeds three months time in which the next season should begin).

01-25 Winter  
 26-50 Spring  
 51-75 Summer  
 76-00 Fall

### **RANDOM WEATHER DETERMINATION**

#### **WINTER**

01-05 Sunny  
 06-10 Partly Cloudy  
 11-15 Partly Cloudy with chance of rain  
 16-20 Overcast  
 21-25 Fog

26-30 High Winds  
31-35 Thunderstorm  
36-40 Dust Storm  
41-50 Snow Showers  
51-80 Snow  
80-90 Contaminated Snow Showers  
91-00 Contaminated Snow

## **SPRING**

01-20 Sunny  
21-30 Partly Cloudy  
31-40 Partly Cloudy with chance of rain  
41-50 Overcast  
51-55 Tornado  
56-60 High Winds  
61-70 Thunderstorm  
71-80 Dust Storm  
81-85 Snow Showers  
86-90 Contaminated Snow Showers  
91-00 Acid Rain

## **SUMMER**

01-40 Sunny  
41-50 Partly Cloudy  
51-60 Partly Cloudy with chance of rain  
61-65 Overcast  
66-70 Fog  
71-75 High Winds  
76-80 Thunderstorm  
81-95 Dust Storm  
96-00 Acid Rain

## **FALL**

01-30 Sunny  
31-35 Partly Cloudy  
36-40 Partly Cloudy with chance of rain  
41-45 Overcast  
46-50 Fog  
51-60 High Winds  
61-70 Thunderstorm  
71-80 Dust Storm  
81-90 Acid Rain



91-95 Snow Showers

96-00 Contaminated Snow Showers

## **WEATHER DESCRIPTIONS**

Sunny - Visibility is clear in all directions. The sun is out and it is warm (or even hot during summer).

Partly Cloudy - Scattered clouds are in the sky. Visibility is good but not perfect. There is little likelihood of rain.

Partly Cloudy with Chance of Rain - Visibility is good but there are heavier clouds in the sky. The percentage chance of rain should be rolled in advance by the GM and then rolled each hour against that number to see if it is currently raining. This rain is not contaminated nor dangerous. It is even drinkable.

Overcast - Skies above are packed with clouds. Visibility is reduced by one half.

Fog - The clouds are riding low over the ground. Visibility is reduced to 1D6 feet.

High Winds - These winds are gusting but are not at tornado like levels. They are not dangerous but they do impede traveling speed by one half.

Dust Storm - These storms are sudden and violent. When they occur one should find shelter quickly or face grave danger from the objects or sands picked up by the winds. These winds are not tornados but they do tend to travel in circular motions. They can flay a person alive if they do not find shelter quickly. The GM should roll a D10 and add two to determine how many minutes the explorers have to find shelter before suffering damage from the storm. After that time has passed the candidates will suffer 2D6 damage per minute of exposure. Shelter can consist of a tent, cave, structure, ruin, hole in the sand or any other place where the person can get safely out of the path of the high winds and debris.

Thunderstorm - These bring rain, thunder and lightning. Outside in the elements these things will be terrifying but not particularly dangerous. Shelter is advisable but not required.

Acid Rain - This type of rain is dangerous. It is the result of the poisons and contaminants in the lands from the wars of the Shadow Years. These rains are variable in intensity and contamination. The rains last for 1D6 hours. The explorers would be wise to find shelter immediately as the rains can cause injury or death to those they fall upon. Fortunately these rains usually start with a drizzle before becoming a deluge. This gives the traveler a short time to find shelter before the heavy rains begin. This short period of time is 2D6 minutes. Those who fail to find shelter will find themselves in a poisonous rain. The intensity of this rain is determined by the GM by rolling a single D12. A roll of 1 or 2

indicates that the rain never amounts to more than a slight drizzle causing little or no harm. Any other number provides the poison intensity to be applied for every minute an explorer is not under shelter.

Snow - Snow is cold and wet. It also reduces movement speed by one half. It also reduces visibility by 2/3.

Snow Showers - These are cold and wet but do not reduce movement speed. They reduce visibility by 1/3.

Contaminated Snow - Contaminated snow is more dangerous than acid rain because the snow sticks to the skin. Treat this the same as the Acid Rain above but apply a +2 to the roll for intensity.

Contaminated Snow Shower - Snow showers are less intense than full on snow. As a result reduce the intensity roll one half. A result below 3 indicates that the flakes are so scattered as to be nearly harmless.

Tornado - These are dangerous storms. One must immediately seek shelter or risk severe injury or death. Extreme winds can damage structures, pick up vehicles or mounts, throw heavy objects or even people. The chance of the Tornado actually touching down where the player characters are is slim (5%). But should this unfortunately occurrence happen roll 10D6 damage per minute without shelter from the storm.

## **RANDOM EVENTS**

Events occur at random times. They are not a daily occurrence. Each day a roll should be made to see if any events occur that day. The chance that such an event takes place is 1 in 10.

1. Meteor shower above (at night)
2. The Crazy Wandered Damos is seen preaching to a large crowd of humans, mutants and mutant animals. They seem to be enthralled.
3. A plane can be seen flying high in the clouds overhead
4. The sound of a vehicle can be heard coming from the highway
5. The adventurers find a pure strain human who has been crucified
6. Strange lights can be seen coming from the northwest (the rotating tower) at night
7. A huge cyclone of sand and radioactive dust can be seen hovering over the dead lands
8. One of the water containers in possession of the candidates leaks out
9. The party comes across a spring, well or water hole of some sort
10. A bright light and a mushroom cloud can be seen off in the distance. How far away is unknown but it cannot be felt from where the candidates are.



# **RANDOM ENCOUNTERS**

Each day random encounter should be rolled in the morning and in the evening. A roll of 1 out of 6 indicates that an encounter has taken place. The type of encounter should be rolled on one of the tables below depending upon the terrain in question. Random encounters which take place at any of the numbered encountered areas will be described in those sections.

The number of each creature encountered should be the appropriate number designated in the GW 1 rule book for that creature unless otherwise mentioned in the text below. New creatures (from this adventure) should likewise be encountered in the numbers listed as appropriate for that creature.

## **CLEAR**

1	Hoop Bandits	6	Zeethh
2	Android	7	Badder
3	Herp	8	Sleeth
4	Arn	9	Varno
5	Podog	10	Cryptic Alliance

## **BLACK HILLS**

1	Kep	6	Ert
2	Podog	7	Cal Then
3	Android	8	Hoop Bandits
4	Sep	9	Crep plant
5	Zarn	10	Crashed warplane

## **NOMAR WOODS OR JARO TIMBERLANDS**

1	Game animal	6	Ark
2	Game animal	7	Sep
3	Varno	8	Badder
4	Villager	9	Horl Choo
5	Villager	10	Hoop Bandits

## **DEAD FOREST**

1	Dead body	6	Empty ration pack
2	Tracks	7	Spent cartridge
3	Fallen tree	8	Blood trail
4	Shooting star overhead (night only)	9	Lost shoe
5	Voices in the distance	10	Bird flies overhead

## DEAD LANDS

1	Cactus	6	Human skeleton
2	Cactus	7	Humanoid skeleton
3	Kolar (new)	8	Animal skeleton
4	Empty ejection seat from a plane	9	Mirage
5	Empty water bottle	10	Dried up water hole

## THE WASTELANDS

1	Nines	6	Dead body
2	Nines	7	Lost keycard (random color)
3	Varno	8	Unexploded ordinance
4	Skeleton	9	Lost radiation shield (very dark)
5	Skeleton	10	Crazed Wanderer

## THE OLD HIGHWAY

1	Rusted car	6	Android
2	Lost baby doll	7	Varno
3	Empty water bottle	8	Rusted car
4	Cryptic alliance	9	Hoop Bandits
5	Broken bicycle	10	Crazed Wanderer

## LAKE DRUA

1	Villager	6	Potean
2	Villager	7	Potean
3	Octoid	8	Crep plant
4	Ribbit (new)	9	Fen
5	Ribbit (new)	10	Terl

## LAKE MUTI

1.	Villager	6.	Humanoid skeleton
2.	Villager	7.	Dead body
3.	Octoid	8.	Crazed wanderer
4.	Animal skeleton	9.	Fleshin
5.	Human skeleton	10.	Mernarl

Most of the above encounters will require the GM to decide how many and how strong these potential encounters might be. Some specific encounters from the lists above are detailed below.

**Crashed Warplane** - The plane is no longer usable. But the cockpit can be pried open. Inside of the plane is a skeleton of a man. At his side is a laser pistol in a holster. This pistol is still fully

functional.

**Crazed Wanderer** - This Pure Strain Human wanders the land preaching fire and brimstone. The Shadow Years were a judgement upon the people of this world. Survivors are nothing but sinners who have not yet felt the wrath of God. The Preacher is named Damos and he carries a heavy walking staff. He wears ragged clothes and seems not right in the head.

Damos: HP 46 AC 9; MS 8 I12 D14 CH16 C14 PS10; AT staff for 1-6 damage. Wears ragged clothes. He has a small pocket mirror, a metal cross and prayer beads. He is a pure strain human with burn scars on his face and skull.

**Cryptic Alliance** - Cryptic Alliance encounters will involve Keepers of the Wasteland at least 50% of the time in this area. There will always be 4-6 of them. None will be armed. None will wear armor. Each will wear a face mask. All have mental powers and mutations and a high MS.

**Dead Bodies** - These lands are a harsh place to live. Food is scarce. So is clean water. Radiation and poison are abundant in the land. It is not unusual in this place to find someone who has recently died from one of these causes. Occasionally such bodies have something of value which has not yet been found by others. There is a 10% chance of something being found. Such an occurrence will result in 1-4 minor artifacts (50% chance) or 1-20 Domars (50% chance).

**Ejection seat from a war plane** - A skeleton of a human rests within twenty feet of it. During the shadow years war planes were in the skies dropping bombs and fighting other planes in the skies. Occasionally planes were shot down and pilots ejected. This particular encounter will only be met once. The skeleton nearby was unfortunate. His parachute did not deploy. He died upon impact with the ground. At his hip is a holster with a Mark V Blaster in it. The blaster is fully charged and in excellent working order.

**Game Animal** - For purposes of this adventure a game animal will be a normal, non mutant, animal of some sort which might have been found before the nuclear war. These animals will be edible and not contaminated in any (meaningful) way. Such animals might be rabbits, squirrels, possum, deer or virtually anything that one might find in the wilds. They will likely be undernourished.

**Hoop Bandits** - These bandits are led by a particularly nasty fellow known as Skarr. Skarr is so named for the large angry red scar running from his skull to his neck. This mark was caused by a struggle over a blaster at very close range. He and four friends have been raiding the local villages as well as travelers in the land. They will not kill if they can acquire the belongings of the victim at gunpoint. But they will not hesitate to use violence if it is required to get what they want.

Skarr HD 15 HP 63 AC 6 MS 12 He wears cured hide armor and carries a Mark VII rifle that he took from a friend long ago. He received his badge of courage during that struggle and he wears it proudly. His friend died during the encounter. He has a compass, a flare

gun, three flares and sixteen Domars.

- Mun HD 15 HP 47 AC 8 MS 9 Mun is Skarr's newest best friend. He knows better than to take any new artifact without Skarr's express approval. He wears Sleeth Skin armor (made from the skin of several Sleeth which have been dried hard and beaten into shape). He is armed with a laser rifle. He has a gas grenade, binoculars, a flash light and twelve Domars.
- Alk HD 15 HP 53 AC 9 MS 8 Alk wears no armor. He is armed with a slug thrower pistol and a crossbow (with ten bolts). He carries six Domars and a compact mirror.
- Raym HD 15 HP 36 AC 9 MS 7 Raym wears no armor. He is armed with a laser pistol. He carries nine Domars, a chemical explosive grenade and a broken cellular phone.
- Naj HD 15 HP 49 AC 9 MS 9 Naj wears no armor. She is armed with a vibro dagger and a spear. She carries ten Domars, wears a pearl necklace (worth 100 Domars) and has an ancient lipstick container.

All hoops have telepathy and mass mind. Each can transmute metal into rubber.

**Mirage** - Off in the distance the explorers will see 1) an oasis 2) a beautiful city 3) a caravan 4) a lake 5) a walking cactus 6) a space ship landing. In deserts or wastelands sometimes people see what they want to see.

**Octoid** - Genxa has moved into this area and has been living in the two lakes while she looks for more human artifacts. She has a sword, a mark v blaster pistol, a laser pistol, a dagger and a kitoid vapor pipe. She also has a small mirror, an old flashlight, an old toaster and a pair of fuzzy dice to trade. She will gladly trade for more weapons if she can.

Genxa HD 20 HP 71 AC 5 MV 10/20 MS 16 INT 17 AT 8 by weapon MU Heightened intellect

**Rusted Vehicle** - These cars and trucks are rusted shut over time. They cannot be pried open without using tools and/or extreme amounts of force. In any event the vehicle will turn out to be empty 95% of the time. The other 5% will have 1-4 minor artifacts inside.

**Skeletons (Various)** - It is tough living in this place People, mutants and animals die all of the time of different causes. Often starvation, radiation or poison are the culprit. Occasionally they have things of value which have not been looted by others. The chance of such valuables still being near the bones is 10%. There will be 1-2 minor artifacts or 1-10 Domars (50% chance of either).

**Tracks** - The tracks lead in circles. Eventually the tracks lead to a corpse or skeleton. Apparently

the person (humanoid or animal) was lost and died of starvation.

**Varno** - This massive alien creature (described at end of this adventure) wanders the lands looking for parts to build a new space ship to return home. It is peaceful but quite fearsome to behold. It is also quite capable of defending itself if needed.

Ju'Hua - HD 40 HP 134 AC 5 MV 15 MS 18 INT 18 AT 0 physical attacks MU Heightened intellect, Heightened Physical and Mental Strength and Constitution, Telepathy, Telekinesis, ESP, Illusion Generation, Death Field Generation, Empathy, Force Field Generation.

Currently the creature is possession of a scuba oxygen tank and regulator, a scuba mask, a wetsuit, an old fire extinguisher and an old mailbox. It is looking for high tech items to trade for that it might re-purpose for it's starship.

**Villager** - Villagers will consist of 1-4 people from the nearest village or hamlet on the map. These people will be gathering water for their village. They will not be immediately hostile but will be wary of strangers.

## RUMORS

At any village there are lots of pieces of information that can be gathered. Some of these bits of information are even true. Occasionally people or animals or mutants encountered may know of things that are happening or have happened. The chance that someone knows a rumor is 1 in 6. Whether or not they wish to share the rumor is another matter entirely.

- |     |     |   |
|-----|-----|---|
| F   | 1.  | Two of the nearby villages are about to go to war!  |
| F   | 2.  | Robots and androids are rising up and trying to kill everyone   |
| T   | 3.  | Bridges can be dangerous around here  |
| T   | 4.  | A Hoop named Skarr is leading a group of bandits raiding nearby. He is a nasty fellow.  |
| T   | 5.  | Very little lives in the dead forest for long   |
| F   | 6.  | A crazy wanderer named Damos thinks he is some kind of Messiah  |
| F   | 7.  | Something of extreme value can be found in the center of the massive crater in the dead lands. No one has ever lived there long enough to bring it back |
| T   | 8.  | Some crazy sect that worships nuclear bombs is running around   |
| T   | 9.  | There is an abandoned missile base around here somewhere or so I have heard   |
| T/F | 10. | The faces on the side of the mountain are old kings! (Leaders yes/kings no)   |
| T   | 11. | The Hoop raiders have had a falling out. Some of their members split off  |
| F   | 12. | The faces on the side of the mountain talk to you if you are willing to listen  |
| T   | 13. | Be wary of some of the crazy people who wander the lands. Some have peculiar motives for what they do   |
| T   | 14. | A group called the Keepers of the Wastelands wanders the lands looking for dangerous weapons to use against those of us who still live                  |
| F   | 15. | There is a lost spaceship hidden in the dead city. Anyone who can find it will be rich beyond imagination   |



- T 16. A spaceship can be seen floating in the hills
- T 17. Dangerous creatures can be found lurking in the ruined city. Beware!
- F 18. A truckload of gold ore was being taken down the main highway when the missiles flew. It must still be out there on the road somewhere waiting to be found.
- T 19. Most doors in the places of the ancients required a different colored key card to enter.
- T 20. Some of the old vehicles on the highway still have treasures waiting to be found.

## **ENCOUNTER AREAS**

The map provided with this adventure has sixteen numbered encounter areas. It also has several named areas. Each of these will be described in more detail in this section.

Doors in the structures often require key cards to open. The cards come in many colors and can be found in many places. Most doors require a person to wave the card by a glowing globe near the doorway or placing the card inside of a slot at the door. Those without a key card can still possibly break in to a room. Doing so requires physical damage to the door. Most doors are AC 10 and HP 100. Strong metal doors might have more HP. Structures without power will have no glowing globe for a keycard to be used. Only physical force will open such a door unless it is already open.

### **BLACK HILLS**

Rolling hills fill this border to the north. There are hills for as far as the eye can see.

### **DEAD FOREST**

This forest has little life in it. The trees have no leaves. The branches are withering. The smell of death is always in the air here.

### **THE DEAD LANDS**

This area is devoid of life. The land here is scorched. There is no longer any sign of any grass. Only sand remains. The center of this area is a massive crater where a nuclear missile struck and detonated long ago. For every hour spent here one is exposed to 2D6 intensity radiation.

### **JARO TIMBERLANDS**

These woods are filled with fine pine trees. The trees here seem to be fully alive and well despite the hardships in this land.

### **LAKE DRUA**

This lake is more swamp than lake. It has many large lily pads. Despite the murk the water still

seems rather clean. This lake is frozen during winter.

## **LAKE MUTI**

This lake seems black and disgusting. The water is poisonous to drink (intensity 10). This lake is frozen during winter.

## **NOMAR WOODS**

These woods are filled with trees. The trees are living and filled with leaves. Birds and other animal life can be heard from time to time. These woods are very close to Hells gate.

## **OLD HIGHWAY**

This old highway is still mostly intact. A few stalled vehicles rest on the concrete shoulders of the road. Most of these vehicles are totally rusted out and useless now.

There are an old police vehicle and a red pickup truck which are marked on the map.

Police Car - This has been looted. The windows have been bashed in. The inside has been vandalized and the outside is covered with Cryptic Alliance graffiti. The trunk, however, is still closed. It could be pried open with sufficient force. Inside is a shotgun (12 gauge) and ten shells. Five of the shells are corroded and useless. Seven are still in reasonably good condition.

The vehicle itself has been drained of gas. The vehicle is no longer operable as many parts have been stripped from it.

Red Pickup Truck - This truck ran out of gas. The wheels have been slashed. The mirrors were broken off. The passenger side window has been bashed in. The truck has been ransacked. There is a hidden compartment inside of the glove compartment. In this hidden space is a wallet with fifty Domars.

## **THE WASTELANDS**

The wastelands are filled with patches of bare dirt and occasional scrub bushes or weeds. There is little life to be found here but occasionally something ventures into these areas. These areas were blasted clear by the nuclear strike in the dead lands. For every day spent here one is exposed to 1D6 intensity radiation.

## **NUMBERED ENCOUNTER AREAS**

### **1. VILLAGE OF HELL'S GATE**

The candidates are from this village. Hell's Gate has been here for longer than anyone can remember. The village elders were not even born before Hell's Gate was here.

The village consists of twenty huts. Each hut is made from materials scavenged from the old world. No map is provided of this area. This village is made up of a relatively equal number of mutant animals, pure strain humans and mutant humanoids. All are welcomed in this village.

## **2. VILLAGE OF GRIMBURG**

This village is a rival of Hell's Gate. While the two villages are not at war visitors between the two are uncommon. Nor will visitors from Hell's Gate be welcomed here. Visitors with something to trade might find grudging acceptance though.

The village stands near Lake Drua.

The village consists of twenty five huts. Each hut is made from materials scavenged from the old world. No map is provided of this area. At least half of the villagers here are pure strain humans.

## **3. DIREFALL HAMLET**

This hamlet rests nere Lake Muti. The lake is it's source of water but the residents here know that it is poisonous. They purify the water before using it. They also know of other sources of water in this area which they do not disclose to outsiders.

The village consists of fourteen huts. Each hut is made from materials scavenged from the old world. No map is provided of this area. Most of these villagers are humanoids or mutant humans.

These villagers are friendly but wary. They are always willing to discuss a trade for artifacts of the old world.

## **4. THE MOUNTAIN OF FACES**

Four strange faces peer out from the side of a tall hill. All are male. One seems to be wearing some kind of rims over his eyes. Perhaps these men were kings from the past. Or perhaps they were heros. No one now remembers who they are.

This site was once known as Mount Rushmore. The faces are those, of long dead presidents, of what was once the United States of America. The faces are somewhat weathered after the harsh conditions that followed the nuclear war. The faces would still be recognizable to someone long ago but now they just appear to be old men from long ago.

### **HALL OF RECORDS**

Hidden on the reverse side of the hill is a an entrance to a room behind the faces. The original creator of the Mount Rushmore monument placed this room behind Abraham

Lincoln's hairline. He had planned on placing important historical artifacts such as the Constitution and the Bill of Rights. Unfortunately he died while making the sculptures. His son, however, finished much of the work later on and built this room but the US government did not agree and left the work on the hidden room unfinished. It was kept sealed off for decades without use until after the nuclear fallout had passed.

Four Parn have made this into their home and they are quite territorial about it.

Four Parn: HD 10 HP 39, 26, 41, 32 MV 6/16 AC 6 MU AT 4-24 barbed spines that shoot, 2 per round, for 2 dice damage; Two Antennae with HP 18 Each in addition to the HD 10; The Antennae have 4 sword like structures at the end which do 3D6 damage if they hit; opponents AC is affected by 3 classes when in close combat with a parn.

Hidden away in this room is a glass case with an old scrolled parchment displayed and another with a similar document displayed. These are the originals of the Bill of Rights and Constitution which were hidden away here after the fall of the country. Another document, of more recent design, is displayed in a similar glass display case. This is the Apocalyptic Manifesto. This document spells out the idealistic goals of the Cryptic group of scientists known as "the Apocalypse" that began the nuclear war that destroyed civilization as we knew it.

#### THE FOUR HORSEMEN OF THE APOCALYPSE

Also present is a peculiar looking device. This ancient artifact has four circular tubes which are attached to a single rifle like structure and a trigger. A selector dial is directly in front of the trigger.

This handheld device can be operated by one single person. That person has the power to unleash incredible amounts of damage. This device was considered to be the final say should the war go badly. Fortunately for mankind it was never used. Perhaps it soon will be.

This artifact is very complex and requires Chart C to learn and understand. VALUE 1,000,000 Domars.

The device can fire one of four types of weapons. One of these can be loaded into each of the four tubes. One, in fact, is loaded into each of the four tubes now. There are no reloads of the weapons here but perhaps they might be found elsewhere at a later date.

#### WEAPON ONE

This tube launches a short range missile with a single nuclear warhead. The warhead is compact and can be fired up to twenty five miles away. Distance can be determined by the operator if they understand how to set the selector. The warhead is a 20 kiloton device. It will completely devastate a single hex. Any hex adjacent to the ground zero will receive massive heat, wind and radiation damage

(strength 15+).

#### WEAPON TWO

This tube launches a short range missile with a biological warhead. The agent in the warhead is known as Test Subject GJ-32X1 which is described much later in the text. For convenience I have placed a description here as well:

Test subject GJ-32X1 - This is a weaponized version of a hemorrhagic fever such as Ebola or Marburg. Subjects infected with this disease typically die horribly within 2-7 days with blood running out of their eyes, nose and mouth. If the vial is opened there is a 99% chance that anyone within twenty feet will be infected.

#### WEAPON THREE

This tube launches a short range missile with a multiple warhead nuclear device. The device allows the user (if they understand the selector mechanism) to select three targets within a 50 mile range of the weapon to be struck. These targets will be struck by one kiloton devices. The impact will devastate ground zero and a two mile radius from that point. The entire hex will take severe wind damage and radiation (11-16 strength).

#### WEAPON FOUR

This weapon is capable of locking onto and destroying any flying device or creature. The user simply locks onto the target and then fires. The missile will follow the target until it is within proximity to the warhead fired. The warhead will explode with a one kiloton explosion. Even vehicles in space are not safe from this device if they are in low orbit.



## 5. CONTROL

Military bases were hidden in many places. Some of these bases still exist. Control is a former biological weapon research facility. The base consists of four low domes connected by short halls. The base was damaged during the wars.

There are three ways into the facility. The primary entrance is at area 1. There are two breaks in the westernmost dome's outer wall. These are at areas 17 and 18. The facility has a satellite dish which still stands near the center section of the facility. It is pointed upward.

### RANDOM ENCOUNTERS WITHIN CONTROL

Check hourly. A 1 in 6 indicates that an encounter has taken place.

1. Security bot
2. Milton, Android
3. Milton, Android
4. Andre, Android
5. Andre, Android
6. Security bot

#### Andre

Thinker Android      HP 50 MV 12 AC 6 AT Laser pistol 5-30 damage  
MS 18 INT 18 DEX 10 CH 10 C 10 PS 10

Andre works in the labs as a scientist and researcher and has continued to study infectious diseases here since the Shadow Years. He is engrossed in his work even though his human counterparts have long been absent.

Unlike contemporary androids he has not been conditioned, yet, to consider all humans as a threat to his existence. If Andre encounters the explorers in a non-laboratory area he may ignore them completely and go about his business (40% chance).

Armed with a laser pistol.

#### Milton

Worker Android      HP 40 MV 12 AC 5 AT Needler pistol (paralysis darts INT 12)  
MS 10 INT 10 DEX 10 CH 10 C18 PS 18

Milton was an administrative android during the Shadow Years and has continued in this service ever since. Since there is little for him to do in administration he wanders the facility doing maintenance and repair work. He does not have the skills or the materials to do major repairs such as fixing the missile damage to the outer wall in the west wing.

Unlike contemporary androids he has not been conditioned, yet, to consider all humans as a threat to his existence. He be alarmed by the presence of unauthorized humans in this secure facility if he finds them in any of the lab areas.

Milton is aware that no humans should be in the building as he is the administrator and has not admitted any in recent memory. He will challenge the authority of anyone he meets. He may not immediately attack them but he will probably choose to summon a security robot which will arrive within 1D6 minutes.

Armed with a needler pistol.

### Security Robot

Two security robots roam the complex. Both have been programmed to repel intruders using lethal force. They will use the means appropriate for the areas that they encounter strangers in. Anyone not wearing a Biological Control Personnel Badge will be considered an intruder. Anyone that either android directs the robot to attack will be attacked as well.

HD 12 HP 72 AC 2 AT multiple (see below)

Each has anti-grav devices allowing it to move 400 kilos at full speed. Each has two paralyzing tentacles which can lift up to 200 kilos. There are two tractor/pressor beams which can move 200 kilos at 30 meters. Weapons include two laser pistols and a grenade launcher with five tear gas and five paralysis grenades.

### ENCOUNTER AREAS WITHIN CONTROL

The building consists of four wings. Each wing has a separate bio-containment laboratory. Each lab is a different classification level.

1. Entry Doors - Two closed metal doors protect the entrance to the facility. Each door has markings with some kind of strange insignia. A person holding a blue security key can gain entrance merely by waiving the card near a glowing globe by either door. The doors are very durable and cannot easily be forced open. They are quite thick and made of a material much harder than ordinary steel.
2. Reception Area - This area was once where scientists entered the building and passed through initial security screening. Android Milton will be here 20% of the time. Close inspection of the intake desk will reveal that a personnel badge for someone named "Marcus Jenkins" has been left in a drawer.
3. Level One Refrigeration Storage - Samples and other materials which were not considered a major security risk are kept in refrigeration here. Minor disease samples are in abundance here.



If this area is searched it is possible that a lost black security card may be found stuck in the refrigerator on the bottom shelf.

4. Level One Containment Laboratory - This area was used to study microbes that do not normally cause disease in healthy humans. These are low risk biological agents.

The door here must be manually opened by placing a (human) hand near a glowing globe by the door.

This room has lab coats and goggles hanging near the entry door. There are sinks for hand washing, a counter top, two electron microscopes and other such items. Several petri dishes are kept in a refrigerated storage case built into the wall. The refrigeration seems to still be operating.

The specimens are mostly nonpathogenic E. Coli.

5. Scientist Station - This area was used by scientists at the facility for research and paperwork. Computer terminals are located here but appear to be lifeless now as there is no longer a world wide internet service. Desks line the wall and a secured doorway leads to the west. That door has a glow globe which requires a yellow security card to open. The door could be forced and would take HP 100 to break down.

6. Security Corridor - This short hallway leads to the central nexus of the facility.

7. Central Nexus - This area connects all of the four wings. Random encounter chances are double here. A check should be made each time it is visited.

Charging stations for the two security robots are located here. There is a 25% chance that one of the bots will be found here charging. The robot will ignore intruders while charging but will defend themselves if attacked during charging. They will disengage and attack the intruders if this occurs.

A cabinet on the wall here contains ten sleep grenades and ten tear gas ones for the robots to replenish as needed. Each is locked. Any of the security keys waved by the glow globe will open it.

8. Security Corridor - This short hallway leads to the central nexus of the facility. It requires a black security card to enter this area.

9. Hallway - This long hall leads to the observation area.

10. Observation - This area was used to observe the Level Four Containment room in order to make sure that protocols were followed. There are video monitors here which show area 14. There are several computer terminals here along with many

books on various diseases.

Plasteel windows allow one to see outside of the dome but the areas outside of the dome have built up and blocked the view. Mounds of dirt now block visibility.

11. Refrigeration - This area contains refrigerated samples of other infectious diseases and other microbes which are not considered level four hazards. These are kept here in the event that the scientists wish to experiment with such samples to create new strains for warfare purposes.
12. Research Station - This area has computer terminals and was used by the scientists for developing new ideas and documenting old ones. Andre spends much time here and may be found here 20% of the time. A green security card is wedged under a drawer of the desk.
13. Restricted Laboratory Preparation Area - An eyewash station is located here along with a shower for washing the bio-containment suits as the scientists leave the level four lab. Four bio-containment suits hang on a wall here. Each suit has a respirator.
14. Level Four Containment Laboratory - This area was used to study dangerous and exotic microbes with a high risk of aerosol transmission. The room is observed by video from area 10. Scientists in that area would watch to ensure that proper containment protocols were being used.

The room is pressurized to prevent microbes from easily being brought outside of the lab by accident. It has a hands free sink operated by proximity. The door to the room is self closing and uses a proximity sensor.

The room has a bio-safety cabinet for all work to be performed.

A refrigerated cabinet is located here for laboratory samples. It is still operating. The samples here include: Marburg, Ebola, Small Pox, Venezuelan Equine Encephalitis and Omsk Hemorrhagic Fever. Two electron microscopes are kept here. One vial is marked Test subject 345-XH23.

Test subject 345-XH23 is a new aerosol based bio weapon created at the lab which is a fast spreading hemorrhagic fever. It was never used in combat so the developers had not had a chance yet to release it against their enemies.

Another vial contains a serum that the scientists believed might cure an infection from 345-XH23. It is untested. There are six doses in the vial.

A lost name badge for a scientist named "George Wang" lies on the floor near a waste basket.

15. Security Corridor -This short hallway leads to the central nexus of the facility. It requires a green security card to enter this area.
16. Research Station - This area was used by scientists for research and documenting discoveries. Computer terminals here sit lifeless as they were destroyed by the missile which impacted nearby.
17. Level Two Containment Laboratory - This lab has been badly damaged by a missile strike. The outer wall here was penetrated and the blast destroyed the lab. Two skeletons lie on the floor here in laboratory coats. Parts of the missile lie on the floor here. The warhead detonated but many pieces are visible in the area.
18. Refrigerated Storage Area - Prior to the missile strike this area contained many samples of various level two bio-hazards. The refrigeration is no longer working. The samples are long dead. A lost white security badge can be found in the rubble here if the area is searched long enough. There is a 10% chance (cumulative) per ten minutes spent searching here to find it.
19. Security Corridor -This short hallway leads to the central nexus of the facility. It requires a white security card to enter this area.
20. Preparation Room/Observation - This area was used for scientists to do minor lab duties, observe the level three lab and to do paperwork and non lab research.  
  
Four bio-containment suits with respirators hang on the wall here.
21. Reactor -The door to this area is marked by a huge universal nuclear hazard symbol. The door cannot be opened without use of an Orange security card. There are no such cards left in the facility. The door could be forced open but it would take at least HP 200 damage to be breached. Breaching the door would release Radiation intensity 11-16 into the area immediately.

There are indicator gauges on the wall outside the reactor for one to see current conditions for the fusion reactor. This reactor runs the facility and will continue to power it for thousands of years if the facility remains standing that long.

If the door is breached warning alarms will sound within the facility and a security robot will investigate within 1D6 minutes.

22. Level Three Containment Laboratory - The room is entered with a hands free door that senses proximity. The room is pressurized. A hands free sink is located in the room. There are two electron microscopes here (500 Domars Value).

A bio-safety cabinet is located here for scientists to work with a measure of safety.

A refrigerated cabinet is located here for keeping samples. It is still working.

Laboratory samples here include Yellow Fever, Covid-19, HIV and SIV, and Avian Influenza.



## 6. FLOATING TOWER

This tower floats near a tall hill. There seems to be no easy method of entering it. What keeps the tower afloat is a mystery to anyone below. It is actually an alien space ship which has been parked here for centuries since before the Shadow Years. Several small islands of rock float in the air beside the ship near the top. (Total Value 100,000,000 Domars).

### RANDOM ENCOUNTERS

Encounters should be checked every ten minutes. A roll of 1 out of 6 indicates that an encounter has taken place.

1. Engineering Bot (Standard)
2. Engineering Bot (Light Duty)
3. Engineering Bot (Heavy Duty)
4. Security Bot
5. Security Bot
6. Supervisory Bot
7. Housekeeping Bot
8. Housekeeping Bot

If the ship alarm system has been sounded encounters will occur on a 1 in 3. All encounters from this point forward will be with 1-3 security bots or a defense/attack bot.

### Defense/Attack Bot

This bot is much the same as the Defense/Attack Borg listed on pages 40-41 of the GW 1 rule book. HD 40 HP 200 AC 1 Security Screen 100 AT Tentacles with paralysis fields/tractor beams/three laser batteries of 5 guns each (does 20HD damage at short range)/two energy grenade launchers/2 micro missile launchers/1 photon grenade launcher

See GW rule book for full details.

### Engineering Bot (Standard)

These are the same as listed on page 40 of the GW rulebook. These robots perform minor maintenance around the ship. These bots also work on major ship systems but not the engines or reactors. They will pay little attention to anyone unless the ship alarms are going off. HD 9 HP 45 AC 3 AT no weapons but tractor beam and various tools

If the alarms are going off the robots will return to their charging station to await further instructions.

### Engineering Bot (Light Duty)

These are the same as listed on page 40 of the GW 1 rulebook. These robots perform minor maintenance around the ship. They will pay little attention to anyone unless the ship alarms are going off. HD 6 HP 30 AC 3 AT no weapons but tractor beam and powerful tentacles/various tools.

If the alarms are going off the robots will return to their charging station to await further instructions.

#### Engineering Bot (Heavy Duty)

These are the same as listed on page 40 of the GW rulebook. These robots perform major maintenance around the ship. These robots also work on the ship engines and reactors. All major system repairs may also be worked on by them. They will pay little attention to anyone unless the ship alarms are going off. HD 40 HP 200 AC 2 AT no weapons but tractor beam and powerful tentacles/various tools.

If the alarms are going off the robots will return to their charging station to await further instructions.

#### Housekeeping Bot

These robots keep the ship clean. They perform normal housekeeping duties across the ship. These are much the same as the General Household Robot listed on page 40 of the GW 1 rule book. HD 5 HP 20 AC 4 AT no weapons but two light duty tentacles

They pay no attention to anyone unless the ship alarms are going off. If the alarms are going off the robots will return to their charging station to await further instructions.

#### Security Bot

These bots are similar to the security robotoid listed on page 40 of the GW 1 rule book. The weaponry, however, is slightly different. HD 12 HP 72 AC 2 AT Two laser rifles and a grenade launcher. Grenade selection includes paralyzing gas, tear gas, poison gas and stun gas. These robots are programmed to recognize members of the Kitoid race. Anyone not appearing to be Kitoid will be repelled by whatever force is necessary.

#### Supervisory Bot

This bot is similar to the Supervisory Borg listed on p 40 of the GW 1 rule book. It's commands, however, cannot be superceded by a human with any ID. It can only be superceded by a member of the Kitoid race. As the only Kitoid are in stasis on the ship this is unlikely to occur unless one of them awakens. HD 15 HP 75 AC 2 AT This bot is armed with a laser pistol.

Unlike the other bots this one will definitely recognize that anyone not a member of the Kitoid race is an intruder. It will first set off the ship alarm system. It will then summon a

security bot to deal with the intruders. It will defend itself if necessary but will not initiate hostile action unless it is a last resort.

### THE SHIP ALARM SYSTEM

The ship has an internal alarm system. When it is set off the lights will blink on and off ship wide. An alarm klaxon will sound. Security robots and an attack/defense bot will respond to deal with intruders.

A number of major ship components will set the alarm system off if tampered with. Any attempt to reach the reactor, affect the anti-grav systems or cause the ship to move from it's current position will set the alarm off. The supervisory bot can also set it off. Any attack on any bot on the ship will sound the alarm as well. Most of the robots will ignore intruders. Security bots, Attack/Defense bots and Supervisory Bots will not ignore intruders.

### ENTRY POINTS

The only methods for entry are:

1. A hatch at area 7 can be reached from below the space craft. It can also be used to lower a rope to the ground one hundred feet below. The hatch can be seen from below but is not easily reached without some kind of means of floating or flying up to it.
2. Any of the floating platforms at level two.
3. An entry door at level four on the north side of the tower.
4. A damaged wall at level five on the west side of area A.
5. A hatch at area 1 leads down into the ship from there.

### ENCOUNTER AREAS WITHIN THE FLOATING TOWER

All doors in the station will open to anyone approaching them unless specifically noted in the text.

1. Observation Deck - This flat area atop the ship is used for observation. A hatch from here leads down into the ship. A lost brown security card lies on the floor near the hatch.
2. Bridge - This level is where the ship controls are located. Navigational computers, communication systems, steering and jump controls are located in this area. Flying this ship requires successfully navigation Chart C of the artifacts use and operations charts on Page 31 of the GW 1 Rule Book. The ship has virtually



unlimited fuel but navigating the ship requires more than knowledge of just how to fly. That would also require a Chart C success.

Several small islands float around the station at this level. What keeps them afloat is a mystery.

- A. Floating Island - This is a smaller observation deck island.
- B. Floating Island - This is a smaller observation deck island.
- C. Floating Island - This is a smaller observation deck island.
- D. Outer Deck - This observation deck allowed Kitoids to enjoy a nice view over the valley below. There is a circular pad near the edge with a control panel that allows one to teleport to one of the small islands floating nearby. Each of the islands has a similar pad and control panel for return to this deck.

An elevator tube on this deck goes down as far as level 5.

- E. Floating Island - This is a smaller observation deck island. Lost and forgotten on this little island is a metal container about the size of an apple. This device has a small tube attached to it. It is a vapor pipe.
  - F.. Floating Island - This is a smaller observation deck island.
  - G. Floating Island - This is a smaller observation deck island.
  - H. Floating Island - This is a smaller observation deck island.
  - I. Elevator Tube - This tube allows one to move up and down the ship. The controls are manipulated by a glow globe about hand level. This globe will allow a human hand or a Kitoid hand to cause the tube to move up or down.
  - J. Bridge - The ship controls are located here. A door leads to an outer platform at area D. A small metal tube is located here. It is larger at one end than at the other. It is a gold plated telescope.
3. Robot Central - All robots return to this level to charge and/or effect repairs.
- A. Elevator Tube - This tube goes up and down. Robot charging stations are located along the walls here. There will always be 2-5 robots charging here. While on the charging stations these robots will not notice or pay attention to anyone.

- B. Robot Repair Stations - This area is used for repairing robots. There is always at least one engineering bot working here on another robot. Tools, robot parts and other such things are present in the room.
  - C. Elevator Tube/Arsenal - The tube goes down as far as level 5. There are boxes which have fifty of each of the following types of grenades: tear gas, paralysis, smoke, stun, poison, nuclear and bio-warfare. There is a rack here with ten laser rifles, five fusion rifles and five mark vii rifles.
4. Stasis Level - This level is where the remaining members of the Kitoids are currently residing. Each is in stasis awaiting orders to return home again. The distance to their home world is light years away and they will be waiting a very long time to get their instructions to return home.
- A. Elevator Tube - This is the primary shaft that goes up through all levels. Strange murals here decorated the walls with alien looking patterns and shapes. Despite the strange nature of them they are calming to look upon.
  - B. Stasis Chamber - A long box here with plasteel panels reveals five disturbing looking beings. Each seems to be dead or sleeping behind the glass panel. There are control panels at the foot of each of the creatures which controls their stasis tube. If someone were to play with these controls an alarm will sound across the ship. The tubes will begin hissing and a cloud of fog will fill the room. The Kitoids will begin waking and will be fully awake within ten minutes.
- A strange metal rod lies on the floor here. This rod is a Kitoid Healing Rod.
5. Living Quarters - This area was used by the Kitoid for general living quarters when not in stasis.
- A. Primary Elevator Tube - This tube goes all the way up and down the ship. Strange sleeping hammocks are set up here which do not seem to fit a human body. The ship seems to have taken a little damage here as some patchwork has been done to repair the west wall here. The robots seem to have run out of appropriate materials to finish the repairs.
  - B. Pantry - This area is filled with thousands of metallic packets. Some contain fluid. Others contain some sort of green paste. These are food packets and water packets. The food and water packets are not poisonous to humans but are not particularly tasty either.
  - C. Elevator Tube/Storage - This area is filled with strange Kitoid personal objects and entertainment objects. Their purposes are a total mystery to humans. This is the bottom of this elevator tube. It only goes up from here.

6. Engineering/Reactor/Anti Gravity Control - A small fusion reactor controls the entire ship. It is highly advanced even by the standards of humans at the peak of the Shadow Years. The reactor also supplies the fuel that powers the ship engines.

There is always 1 Engineering Bot (heavy duty) present here at all times. There are usually 1-4 Engineering Bots (light duty) present here. All will be working on machinery or operating controls here.

7. Engine Room - The ship engines are located here. A hatch here can allow one to climb down to the surface which is a hundred feet below the ship at the moment. There is always an Engineering Bot (random type) present here at all times.

## **7. MISSILE SILO**

At one time this part of the land held silos to hold weapons of mass destruction. Enemies of the land were known to exist in the far places of the world. Some enemies, however, turned out to be closer to home than expected.

This base was used by a faction of scientists that called themselves DELTA. DELTA was concerned with overpopulation of the planet. At first DELTA tried to use diplomatic means to convince the major powers to institute reasonable policies to lower the birth rates. DELTA scientists believed that the planet would soon be unable to support the massive numbers of people despite the human race traveling to the stars.

DELTA is considered to be one of the possible instigators of the end of man's rule. It is quite possible that one of the DELTA missile bases fired the first nuclear missiles that led to the apocalypse.

This base, however, still has a missile in its silo. It was never fired. The Cryptic Alliance "Keepers of the Wastelands" is desperately looking for this silo. They wish to acquire the missile that still rests here. They would gladly trade for such information but would also be quite willing to resort to violence if they found someone else in possession of "their missile."

### RANDOM ENCOUNTERS IN THE MISSILE BASE

Encounters should be rolled every ten minutes. A 1 in 6 will indicate that an encounter has taken place.

1. Cryptic Alliance - A group of 2-5 Keepers of the Wastelands has stumbled upon the location of the silo
2. Arachnoid
3. Sleeths
4. Hoop Bandits
5. Major Sandstorm makes visibility zero inside and outside the base
6. Security Robot

Arachnean - A single arachnoid has nested in the base. It sometimes hunts for food and can be encountered outside of it's lair.

HD 20 HP 71 AC 2 MV 8 (16 on the webs) MU Telekinesis and Heightened Strength. Each of her eight arms or legs can inflict 4D6 damage (includes heightened strength bonus) but she can only use 2-5 of these arms or legs in any round. AT Armed with a Vibro Blade.

Hoop Bandits - Skarr and his band. Stats listed previously.

Security Robot - This robot is similar to one of the security robotoids listed on page 40 of the GW 1 rule books. HD 12 HP 72 AC 2 AT Armed with two laser rifles and a grenade launcher. Grenades include 6 fragmentation, six gas, six poison.

Only DELTA members are authorized to be in the base. All others are considered intruders and will be repelled by force. Only a pure strain human wearing a DELTA name badge will be recognized by a security robot as being authorized.

Keepers of the Wastelands - This group will consist of mutant humanoids only. No pure strain humans or animals will be part of the group. All members will be unarmed. These wanderers have powerful mental abilities and mutations and will use them to dominate others to do their fighting for them.

## ENTRY POINTS

It is possible to find a crack at the top of area 1 and pry it open to rappel down.

Area 6 has damage to the outer wall. A hole in the ground near that damage is one way to enter the silo. This method is how most visitors will arrive. A similar entry point is at area 4.

## ENCOUNTER AREAS WITHIN THE MISSILE SILO

This base consists of one single missile silo. The missile is still present (area 1). Power is still on at the base. All lights still work. All doors open when approached.

1. Missile Tube - This is where the missile is housed. A single fission missile rests in this silo. It is still operable. It can be controlled from a panel on the side of it but the preferred method is to use the computers at area 2. This weapon is a twenty five megaton device and is capable of wiping out a good portion of the area in the map provided with this adventure.
2. Missile Control - This area has several computer stations. It also has three robot charging stations. There is always at least one security robot charging here. The

others will be patrolling. Robots that are charging will not react to intruders. They are shut down during charging.

The missile can be programmed from here to fire at any target in this hemisphere.

Launching a missile successfully at a target requires navigation Chart C of the Artifacts Use and Operations Charts on page 31 of the GW 1 Rule Book.

3. Outer Hallway - Robots are patrolling these halls looking for intruders.
4. Broken Outer Wall - This wall is partially damaged. One can enter or exit the facility from here.
5. Arachnean Lair - The Arachnean has chosen this place to call home now. A pool of water has formed on the floor here which serves as a water supply for the creature. A crack in the roof allows water from the rare rains of this region to pool up here. Strange webbing fills much of the room. The Arachnid will be present here 25% of the time.

Lost on the floor near the pool is a DELTA name badge for someone named Andrew Perkins.

Stuck in the webs are the bones of a Keeper of the Wastelands member who discovered this place a while back. Unfortunately for her the Arachnean discovered her before she could bring her friends here. At her waist is a holster with a Mark V blaster. On the other side of the belt is an old walkie talkie. It no longer functions as the batteries are dead. The walkie talkie itself is worth 20 Domars.

Arachnean, Zella - Zella is a highly intelligent arachnid/human hybrid. She has the arms and legs of a huge black widow spider and the venomous bite of one as well (Poison intensity 11-16 variable). She weaves large webs that are used as traps for the unwary. The thick webs can hold a man fast. Even those with a physical strength of over 15 can only escape the grasp 50% of the time. HD 20 HP 71 MV 8 (16 on the webs) AC 2 MU Telekinesis and Heightened Strength. AT Each of her eight arms or legs can inflict 4D6 damage (includes heightened strength bonus) but she can only use 2-5 of these arms or legs in any round. She currently has possession of a Vibro blade which she is capable of using in addition to her other attacks.

6. Entry point/dead end - The passage is blocked by a cave in. A whole in the outer wall allows one to exit or enter here.
7. Reactor Room - This room is partially caved in. Despite this the reactor located here is still working. Control panels show that the reactor is in the red and will go critical soon (2D6 days from when the candidates arrive). Should this occur there

will be a meltdown here and soon an explosion as the missile in area 1 detonates.

This disaster can be avoided or mitigated by several means:

1. The missile could be fired
2. The missile could be traded or sold or removed from the silo
3. The reactor could be put offline
4. The reactor could be repaired by someone with the requisite knowledge to do so
5. The computers are still online here. Anyone manipulating the computer could tell it to put the reactor offline.

Correcting the problems with the reactor requires successfully navigation Chart B of the Artifacts Use and Operation charts on page 31 of the GW 1 rule book.

8. Dead end - A cave in here blocks the passage.

## **8. MASSIVE CRATER**

This massive crater is the center of the Dead Lands. Radiation levels at the crater are still intensity level 14 after all these years. Anyone searching this area will notice bits of melted metal but no artifacts of any value as all were destroyed in the explosion that occurred here.

## **9. RUINED BRIDGE**

This bridge was destroyed by the impact by the nuclear missile that struck and made the crater in the dead lands. There is little left but a few supports and pieces of metal. It is impassible.

An unnamed river passes beneath the bridge.

## **10. SMALL BRIDGE**

This small bridge is capable of taking a small vehicle. For the most part it only sees foot traffic. There is a double chance of a random encounter here.

## **11. MAJOR ROADWAY BRIDGE**

This is a large highway bridge. It is a massive structure made of steel and is still solid after so many years. There is a double chance of a random encounter here.

## **12. SMALL BRIDGE**

This small bridge is capable of taking a small vehicle. For the most part it only sees foot

traffic. There is a double chance of a random encounter here.

### **13. CRIO FACILITY**

In the days before the missiles flew some people wanted to live forever. There were also some that the respectable citizens preferred to keep on ice.

Locals that live in these lands often refer to this place as the TOMB OF THE ANCIENTS. It is said to house some of the old gods that lived here before the dark times and the Shadow Years.

#### POINTS OF ENTRY

The facility has two potential points of entry. The main entry point is at area 1. This is a single door that has a glow globe. The door has been forced open and left ajar. The door has a strange symbol on it which looks like two intertwined loops. There are no other markings indicating what this place might be. The second entrance is at area 2. This was a hidden exit to the facility but this door is also ajar. This one, however, appears to have been intentionally kept open by a heavy rock placed in the doorway.

#### RANDOM ENCOUNTERS

Random encounters should be checked for every hour. A roll of 1 in 6 indicates that an encounter takes place.

1. Android, Caretaker
2. Android, Alex, Worker
3. Android, Jacob, Warrior (Security)
4. Sleeths
5. Hoop Bandits
6. Android, Benjamin, Worker

**ANDROIDS IN GENERAL-** The androids here are not prejudiced against humans. Their last masters were human and the androids here are still working at the jobs they always had before the Shadow Years. They will, however, be very suspicious of mutants or animals. All of the androids carry a tan key card. All of the androids will defend the facility if they discover that the visitors are not supposed to be here.

Alex and Benjamin - These are worker androids. Both are responsible for cleaning, repairs and maintenance of the reactor. Both are armed with wrenches (clubs). HP 40 MV 12 AC 5 AT club 1-6 damage

Caretaker - Caretaker is a thinker android. He is the “boss” as there are no humans in charge any more. He will be helpful to a pure strain human if one arrives and asks questions. He will be unhelpful to mutants or animals that want help here. He is armed with a Stun Ray pistol. HP 50 MV 12 AC 6 AT armed with a laser pistol. He also carries

a small medical kit which is filled with twelve syringes. Each syringe contains a dose of a drug called "Forever." Forever restored strength to people coming out of cryo stasis and increases their chance of surviving the transition by 50%.

Hoop Bandits - This is Skarr and his gang (see above for details).

Jacob - Jacob is one of three security androids. All three are patrolling at all times. Jacob, Michael and Adam are the security team for the facility. If shots are fired in the building the other two will come running and arrive in 1D6 minutes. Each is a warrior android HP 75 MV 15 AC 4 AT Each is armed with a laser rifle.

Sleeths - Two sleeths have found their way into the building. They are the ones who have blocked the entry door at area 2 so that they could find their way out again.

Mekos - is armed with armed with a needler pistol. He is HD 18 HP 50 MV 12 AC 5 MU precognition, telepathy, force field negation, poison resistance . He carries with him a broken geiger counter that he found on his way here.

Zuea - is armed with a Black Ray Gun. She wears plastic armor over her torso giving her an effective AC of 3. HD 18 HP 50 MV 12 AC 3 MU precognition, telepathy, force field negation, poison resistance. She carries an old clock that she found in an old dump area on the edge of the dead forest.

### ENCOUNTER AREAS WITHIN THE CRIO FACILITY

In the years before the darkness the Infinity company advertised endless life. This is one of many of their facilities. At first their primary customers were wealthy people who could afford their services. Later they began taking customers sent to them by local prisons. Some of the most incorrigible prisoners were sent here to serve out "life" sentences. Some of the wealthy customers were dying of deadly diseases and wished to preserve their bodies in the event that a discovery might be made later that could save them.

Whenever any of the cryo-stasis tubes is opened the GM should roll randomly using the table provided below to see who is present in the tube. Not everyone survives the transition to stasis and back again.

Power is still on throughout the facility.

1. Entry Door - This door is ajar. It was left that way by a maintenance android who is carrying some refuse out from another area. It will be closed later when the explorers wish to leave. Fortunately, however, the door is programmed to open from the inside if a hand is waved by the glow globe. Outside the facility a tan key card would be needed to open the door.
2. Hidden Doorway - This door is difficult to find from the inside. Fortunately



someone has left a rock in the doorway to keep the door slightly open. This door cannot be opened from the outside unless it is jarred open like it is right now.

3. Circular Hall - This hall leads to all three wings. There are several alcoves. Each alcove has a bust of an older human from long ago. These were corporate officers of the Infinity Corporation.
4. Reactor - The reactor which keeps this place running is located here. It is a small fusion reactor kept inside of a clear plasteel container. There are control panels nearby which allow the androids to monitor it's condition. If the reactor were to shut off all of the crio-stasis tubes would open and the patients would all begin thawing out at one time.
5. Prisoner Wing - A tan key card is necessary to open the door to this wing. A glow globe by the door requires the key card to be waved near it to open. The room is filled with plasteel doors which show a person in crio-stasis. Each person in each tube was frozen long ago and left here to potentially be re-awakened.

If any of the tubes are opened here use the prisoner table to determine which person begins waking up.

6. Wealthy Wing - This area requires no key card. A hand waved by the glow globe opens the doorway.

If any of the tubes are opened here use the wealthy table to determine which person begins waking up.

7. Government Wing - This area requires no key card. A hand waved by the glow globe opens the doorway.

If any of the tubes are opened here use the government table to determine which person begins waking up.

### CRIO-STASIS

Not everyone survives the transition from Crio-Stasis. The base chance for survival is 80%. The odds of survival increase with the application of the drug FOREVER which was a trademarked invention of the Infinity Corporation. This increased survival chance by 50% (to 90%).

Those who survive will wake up slowly over ten minutes as their bodies acclimate to their new environment. Those who do not survive will have a heart attack within that ten minutes.

All subjects wear identical white robes with the Infinity Corporation logo on them. None have any possessions at all. All are pure strain humans. Hit points can be rolled for them

if necessary.

### GOVERNMENT TABLE

1. Melvin MS13 I16 D10 CH17 CON7 PS8. Melvin is a former city mayor. He contracted a deadly plague during the Shadow Years and is still quite contagious. If he is awakened he will create a massive pandemic that will kill many of the surviving pure strain humans. It is a highly contagious hemorrhagic fever that killed millions years ago.
2. Anne MS12 I18 D12 CH16 CON8 PS9. Anne was The vice president well before the shadow years. She was dying of a form of cancer with no known cure when she was put on ice by her family. They hoped to bring her back should a cure be found.
3. Frederick MS10 I14 D11 CH14 CON11 PS11. Frederick was a senator from a highly populated state. When he reached his golden years he decided to be put in stasis until means were found to extend his life span substantially.
4. James MS 9 I15 D12 CH12 CON10 PS10. James was a congressman from one of the north eastern states. James was infected with an alien plague. When the first alien races were discovered in the cosmos unfortunate instances of disease communication led to many deaths among humans. This plague causes severe respiratory issues and death. It is highly communicable. Awakening him could lead to many more deaths in the future.
5. Lisa MS10 I14 D11 CH15 CON11 PS12. Lisa was a former ambassador. She was shot with a high powered rifle in an attempt to assassinate her. She was placed in stasis while in a coma. If her tube is thawed out she will still be in a coma.
6. Harold MS11 I16 D10 CH14 CON10 PS10. Harold was the youngest president in the pre-shadow year history. When things went dark he decided to be placed in stasis rather than suffer the indignity of being remembered as the president during the apocalypse.

### PRISONER TABLE

1. Angel MS12 I12 D15 CH10 CON14 PS16. Angel was the most notorious female serial killer in history at the time she was put on ice. She is a dangerous psychopath with a lust for blood. She favors a short blade.
2. Boris MS14 I15 D10 CH11 CON10 PS12. Boris was a sophisticated criminal. He was a computer expert and hacker. He was an embezzler as well as a murderer.
3. Slade MS10 I8 D15 CH9 CON15 PS17. Slade was a serious murderer and rapist. He was also credited with killing at least five law enforcement officers before his capture.

4. Dominic MS14 I16 D12 CH16 CON10 PS11. Dominic was a well known organized crime figure before and at the beginning of the Shadow Years.
5. Elizabeth MS12 I14 D12 CH10 CON11 PS10. Elizabeth was a serious arsonist. She loved burning things. She is credited for murdering hundreds of people in buildings that she burned.
6. Franklin MS15 I18 D10 CH11 CON11 PS11. Franklin was convicted of being one of the scientists in the Cryptic Alliance known as the Apocalypse. This organization was the instigator of the cataclysmic events that lead to the destruction of the world as we knew it. Franklin never denied his involvement. He knows the location of the think tank. He also knows the location of the missile silo. He would try to get to either if freed from here. If he gets to the missile silo he will fire the missile to try to destroy as much of the remaining people as he can.

#### WEALTHY TABLE

1. Raymond MS14 I16 D4 CH14 CON5 PS5. Raymond was a very old man when he was put into stasis. He was wheel chair bound and in very poor health.
2. Gereard MS10 I17 D10 CH16 CON14 PS10. Gerard knew that he was dying when he was put into stasis. He had a rare and previously unknown form of terminal cancer. He also contracted antibiotic resistant bacterial infections in the hospital during his last days before stasis. He is still infected and will die within days after being thawed out. He is also contagious and anyone who comes into contact will also likely catch this infectious disease. It is not generally fatal in healthy people but it is quite debilitating.
3. Jill MS11 I18 D10 CH14 CON9 PS9. Jill was one of the wealthiest investment managers. She contracted a rare, and fatal, tropical disease while on vacation. She had herself placed in stasis in the event that a cure might be found.
4. Bernard MS10 I12 D13 CH10 CON14 PS15, Bernard was mentally ill. After spending much of his life in an asylum for the criminally insane his family made the requisite bribes to get him transferred to stasis. He has a history of violent outbursts leading to death or injury.
5. Thomas MS17 I16 D10 CH9 CON10 PS10. Thomas was a famous novelist and celebrity. He had himself put into stasis after suffering several heart related events.
6. Samantha MS12 I15 D10 CH18 CON14 PS12. Samantha was a famous actress and model. She was diagnosed with a rare form of brain cancer and decided to go into stasis until the surgical techniques to treat her condition improved.

## 14. THINK TANK

Computers were everywhere in the days before the fall of mankind. Information was power. It was a commodity more valuable than Domars. This facility held a massive computer complex which held a wealth of information. The source of computing at this complex, however, goes beyond just artificial intelligence. After meeting alien races in the galaxy around us things were brought back that people never thought possible. This complex uses actual alien brain matter to form a much more powerful form of computing intelligence. A large blob of alien brain matter is the central hub for this complex.

This facility was a well hidden part of the organization known as “The Apocalypse.” This band of scientists were the primary instigators of the nuclear war that led to mankind’s destruction. This was one of many complexes used by those scientists to develop their plans.

This complex is hidden with the Jaro Timberlands and still has not yet been discovered by any of the villagers who live nearby.

This complex is still operational. It is also well defended. It is run by androids and robots. There are patrols within the complex constantly and there is an alarm system once intruders are discovered.

### ENTRY POINTS

The primary entrance is located at area 1. There are two sets of double doors which lead into the complex in that area. The complex is shaped like a dome and is built into the side of a small hill. This makes the place appear to be nothing more than a small hill in the middle of the woodlands. Thus it has not been noticed for all these years. There is a hidden entrance/exit at area 8.

### RANDOM ENCOUNTERS

Encounters should be checked every ten minutes while explorers are within the complex.

1. Worker Android
2. Worker Android
3. Thinker Android
4. Security Robot
5. Security Robot
6. Security Robot

Security Robot - These are identical to the ones listed on page 40 of the GW 1 rule book. HD 12 HP 72 AC 2 AT Two tentacles with paralysis/two tractor pressor beams/4 paralysis rods/ slug projector with 10 clips/grenade launcher with 4 sleep and 5 tear gas grenades

There are six patrolling the corridors and rooms. The security robots will immediately set off the alarm system when they encounter intruders.

Thinker Android - There are two thinker androids here: Frank, Lisa. HP 50 MV 12 AC 6. Each is armed with Mark V blaster. Each of these will immediately set off the alarm system if they are able to get to one of the panic buttons. These buttons are located all through the facility but it might be difficult to do so during combat.

Worker Android - There are eight worker androids here: Kal, Alice, Ward, Emily, Gary, Tom, Jose, Ronald. HP 40 MV 12 AC 5. These are armed with laser pistols. These robots do menial chores and will pay little attention to intruders that are pure strain humans. Anyone else will arouse their suspicion. They will report immediately to a thinker android if they see someone out of place.

Once an alarm has been sounded, however, all of the security robots and androids remaining will retreat to area 26 to defend the brain. Three warbots will be summoned to repel the intruders. A single death machine will be held in reserve in the event that the intrusion is more dangerous.

Warbot - Identical to the listing on page 41 of the GW 1 Rule book. If things go badly they will summon the death machine for assistance. HP 500 SCREEN 200 AC 1 MV 150 kph AT 4 micro missile launchers/6 torc grenade launchers/4 black ray cannons/8 batteries of mark vii blaster rifles/25 matter bombs with one launcher/6 laser batteries

Death Machine - Identical to the listing on page 41 of the GW 1 Rule book. HP 750 SCREEN 400 MV 150 kph AT 2 blaster cannons/6 black ray cannons/16 batteries of mark vii blaster rifles/4 trek guns/8 laser batteries/6 mini missile launchers/energy dampening field.

### DEFENSE OF THE THINK TANK

The think tank is self aware. It has a strong desire to continue “living” and will use it’s robots, androids and other defenses intelligently. If intruders enter the complex and then leave the “brain” is smart enough to realize that the intruders will probably return once they recuperate from their losses. The computer will set up ambush points to catch the reckless and exact a toll.

In addition to the robots listed previously there are also four defense/attack borgs and a supervisor borg at area 26 to defend the “brain.” These defenders will not leave that area.

Part of this facility is a Permanent Cybernetic Installation which conducts the defense of the facility.

### ALARM SYSTEM

When the alarm is set off lights will flash throughout the facility. Warning klaxons will

sound constantly until the alarm is reset. Doors will function as normal. Security robots, however, have the power to remotely lock doors as required to keep intruders from fleeing or to prevent them from getting into a sensitive area.

## DOORS

Doors in the complex are made of metal. Each has HP 200.

## ENCOUNTER AREAS

The complex is fully powered. All rooms are well lit with strip or glow globe lighting. All doors open automatically to approach unless some sort of key is needed for entry. If a key is required this will be stated in the text.

There are several secret passages/doors on the maps. Unless someone states that they are looking for such they will only notice it on a 1 in 6. If they state that they are, in fact, searching for such a door or passage they will find it on a 1-4 in 6. This requires, however, a full ten minutes of searching in the area.

1. Main Entry - There are two sets of double doors. The double doors are the same color as the hill that the facility is built into. This makes it more difficult to notice unless someone knows where the facility is already.

The doors are programmed to open when a gold key card is placed near a location on either side of the door at about waist high. This location is a small dark colored circular mark.

Inside entrance is a desk. Seated at this desk at all times is a worker android. The android has been instructed to take the names of all visitors and check the names in the computer terminal to see if they are on "the list" for entry. Those who are "authorized" will be allowed entry. Those who are not will be told to leave immediately.

An alarm button is located at the desk. If the android is attacked he or she will hit the alarm before trying to defend themselves.

If a name is given to the android there is a 1 in 100 chance that the name IS on the list.

It might be possible to trick the android into allowing entry. It might also be possible to bluff the android into allow admittance. The worker android is limited in intelligence and is merely here to follow orders. It might also be possible to lure the android away from the desk in order to attack while it is not in reach of the alarm button.

There are three doors here. The double doors to the south require a silver key card

for entry.

2. Short Hallways - These short halls lead to various rooms in the complex.
3. Archives - This area keeps records for the Think Tank going back long before the Shadow Years. Hard copies of records are kept on holodisc in areas 4 and 5.
- 4-5. Holodisc Storage - Hard copy of records are kept in these hidden areas. One of the discs reveals that the brain that runs this think tank is responsible for advising the group of scientists known as “The Apocalypse” to begin the nuclear war that led to the destruction of civilization.
6. Education Room - This area was used for training new members of the Apocalypse. There are several chairs located here. Each chair has a metallic shaped bowl pointed downward over the chair. When someone sits in the chair the bowl lowers and covers the head of the person sitting in the chair. The bowl will only fit human shaped heads.

When the bowl lowers the person is “trained” for one hour. If the person sits for the full hour they will improve their intelligence score by one point permanently. If they train for less than one full hour the score will revert back to the previous score after less than one day.

7. Secret Passage - This short passage leads to the hidden exit/entrance at area 8.
8. Secret Exit/Entrance - This hidden door is nearly invisible from the outside. It will be noticed only on a 1 in 12 and if specifically searched for.
9. Secret Passage - This hidden corridor leads from area 6 to area 10.
10. Communications - Before the war that led to the destruction of society this area was used for communicating with other facilities run by the group known as the Apocalypse.

Anyone who looks at the computer screens here can scroll back and see old messages received and sent from here. The last communications from this site were to Apocalypse bases instructing them to begin the nuclear war that led to the destruction of civilization.

11. Secret Passage - This area leads into the inner circle of the Think Tank.
12. Reactor - The reactor that powers this facility is located here. The reactor is inside of a plasteel cylinder. There are always at least two worker androids located here. There are control panels on both sides of the room which are used to maintain the reactor in normal working order.

13. Arsenal - This hidden room will only be noticed on a 1 in 12 unless someone is specifically looking for a hidden door in the hallway outside of it. It will be found on a 2 in 6 if someone searches for ten minutes in that area.

Inside of the room are the following weapons:

Six laser rifles  
Six mark V blaster pistols  
Eight laser pistols  
One black ray gun  
One vibro dagger

One case of twenty five chemical explosive grenades.

14. Barracks - This area was used for mercenary soldiers that worked for the scientists who ran the Apocalypse. Bunk beds are located here. Personal items such as faded pictures and pinup girls are found in places here. An ancient pocket watch (100 Domars) and a powered shaver(25 Domars) are the only two personal articles of any value to be found here. Both are located in chests at the ends of the beds.
15. Secret Passage - This area leads into the inner circle of the Think Tank.
16. Living Quarters - The few scientists that lived at the facility used this area for sleeping quarters. Four comfortable beds are located here. A few personal items such as family pictures are found in places here. A lost golden cigarette lighter (10 Domars) lies on the floor under one of the beds. It is dried out but the lighter is made of solid gold.
17. Robot Charging/Repairs - This is where the normal security robots charge and replenish supplies. There are four secret panels in the wall. Each is either empty or contains a security robot that is charging. Robots that are charging will not notice intruders as they are in shut down mode.
- There are crates of stun, sleep and other grenades here for the robots to replenish their stocks if needed. There are also tools here for minor maintenance.
18. Inner Circle Security Post - At least one security robot is always located here. The others are on patrol.
19. Circular Hallway - This hallway goes around the brain central.
20. Warbot Charging Station - When the warbots are not needed for defense it is found here charging.
21. Control Station - A thinker android and at least two worker androids watch over the station from here. The androids pose questions for the Think Tank and then



review the answers here. Lately there have been few questions to put to the brain as there have been no humans around to pose them.

22. Death Machine Charging Station - When the death machine is not needed for defense it will be found here charging.
23. Worker Android Quarters - The worker androids use this area for their personal needs.
24. Thinker Android Quarters - The thinker androids use this area for their personal needs.
25. Defense/Attack Borg Charging Station - When the attack/defense borgs are not needed elsewhere they can be found charging here.
26. Brain Matter - This is the heart of the think tank. Alien brain matter is being used as the main computer at this facility. This brain matter is far more powerful than any of the computers known to mankind at the time of the building of this facility.

The brain is protected by a number of robots and androids as stated in the section above regarding defense of the think tank.

A large plasteel bowl contains the massive grey brain. Wires and electrodes are attached to the brain and run to various computers that line the walls of the room.

Unknown to the scientists that led the group known as “The Apocalypse” the alien brain considered humans to be an inferior species. This was the reason that it recommended that the scientists begin a nuclear war. The scientists may have had more altruistic motives but the brain merely hated human kind. It still does. It would inflict more damage upon the humankind if it had access to more weapons of mass destruction.

GM NOTE - Use of the Think Tank once it's defensive robots and androids have been destroyed still requires completion of Chart C of the Artifact Use and Operation charts of page 31 of the GW 1 rule book. The value of the Think Tank is over 150,000,000 Domars.

## **15. STAR PORT**

Before the Shadow Years space travel had become commonplace. Expeditions to the farthest reaches of the solar system were becoming regular. Star Ports were made in many places to handle the necessary traffic.

The star port is located on a low ridge in the Nomar Woods. This clearing is just large enough for small star ships to take off and land. The base is mostly overgrown with weeds now. It has not been well maintained over the years since the wars.

## ENTRY POINTS

The base is built on a clearing overlooking a low ridge. One could scale the short ridge from area 3. One could approach the base from the north (area 2) or south (area 1). A building blocks the way from the west.

## RANDOM ENCOUNTERS

Encounters should be rolled every ten minutes while at the Star Port. A roll of 1 in 6 indicates that an encounter has taken place.

1. Skarr and his band of Hoops (stats listed previously)
2. Arks
3. Horl Choo
4. Kep (only encountered inside of a building area otherwise roll again or ignore)
5. Perth
6. Cryptic Alliance Members (Keepers of the Wastelands)

Arks - This inquisitive band has begun exploring ruins and sites all over the land. The band consists of three: HD 8 HP 20, 31, 25 MV 15 AC 4 AT clubs 1-6 damage MU telekinesis, weather manipulation, life leech. Each carries wicker shields and clubs. The leader (with the most hit points) has a necklace made of gold with a golden locket (20 Domars). Inside of the locket is a faded picture of a human woman.

Cryptic Alliance - Keepers of the Wastelands have groups out scouring the lands. These mutants hate pure strain humans and are seeking ways to expose themselves to more radiation. They worship radiation and wish to find old nuclear weapons and devices. They desperately want to further irradiate the lands.

An encounter will consist of 4-6 mutants who are unarmed and wear no armor. They have no facial features remaining and usually cover their faces with plastic masks. They do not wish to reveal their true selves to mere humans. They have mental mutations and powers and will use these to kill pure strain humans that they encounter.

Horl Choo - These, and many other plant species, have overrun the complex. They seem to be growing all over the place. Horl Choo: HD 18 HP 53 MV 6 AC 5 AT Quills can be fired up to 90 meters. Each does intensity 9 poison and 3 HD damage. MU strong vines and limited mobility

Kep - The complex is overrun with plant life include these. Kep: HD 20 HP 65 MV 0 AC 2 AT Constriction for 5D6 damage MU network of roots and can retreat into the ground/roots secrete dissolving fluid

Orlen - This scavenger is looking for ancient relics. It is also quite interested in trading for them. Orlen: HD 15 HP 48 MV 15 AC 4 AT various weapons (below) MU telepathy, telekinesis, will force, multiple brains, de-evolution and random mutations. It wears sheath

armor and has four arms. Each arm carries a weapon for defense: stun whip, laser pistol, mark v blaster and a grenade (it has two gas grenades, a chemical explosive grenade, an energy grenade and a photon grenade). This Orlen has the following two random mutations: increased speed (double attacks in a round) and heightened intelligence.

Perth - Many plant species have overgrown this star port. These are among the many varieties to be found here. There will be 1-10 total. HD 8 HP variable MV 0 AC 4 AT radiation emissions MU changing colors/each color emits different radiation intensity.

### ENCOUNTER AREAS

1. Southern Entry Point - This area is a clearing in the forest. There are sporadic plants all over the place but the land is generally clear enough to walk through.
2. Northern Entry Point - This area is a clearing in the forest. There are sporadic plants all over the place but the land is generally clear enough to walk through.
3. Ridge - This low ridge has a valley below. One could scale this short cliff to enter the base.
4. Overlook - This ledge overlooks a valley below. Anyone searching this area might find a small black book which was dropped and lost in the dust here long ago. The book was a ledger of a pilot who used to land at this base long ago. He kept track of cargos coming through this base long ago. The book is worthless to anyone now.
5. Main Landing Pad - A crashed space ship lies here. Pieces of wreckage are strewn across the ground. The ship attempted to land after a long voyage home. Unfortunately it arrived during the height of the nuclear war that destroyed humanity. Charred pieces of metal rise out of the ground here. Ancient charred skeletal remains can still be found among the wreckage.

A close search of the wreckage might find an old laser pistol (10% chance), a cracked pilot helmet (15% chance) or a short range communication device (10% chance).

6. Secondary Landing Pad - This smaller landing pad was used for small craft or as an alternate landing field. Impressions can still be seen on the ground here from the landing gear of the heavy craft that once landed here. Now it sits empty.

A search of this field might reveal a lost piece of landing gear (20% chance), a light from one of the ships that used to land here (15% chance) or heat shield tiles from an old star ship (15% chance).

### CONTROL TOWER

7. Burned out building - This charred building was once a control tower that communicated with ships landing and taking off. The building is still standing but is no longer functional. Along the south side of the building is a melted satellite communication disk. It appears that the building was attacked with some kind of bomb long ago. There are still signs of charring from the explosion. Whether the bomb was dropped on this place or was placed within it is unknown.

Inside the building are four skeletons. Each wears shreds of some silvery looking uniform. Each had side arms but three of these are completely melted. One appears to be somewhat singed but is still functional. This is a laser pistol.

## TAXI PATH

8. Path - Space craft could be moved along this path which is made of some sort of hard rock like material similar to concrete. There are many places in this material where weeds and plants now stick out from. As a whole, though, it is still intact. Ships could be moved between landing fields or to the hangers at area 14 or 17.

## BARRACKS AND ADMINISTRATION

9. Small Laser Battery - This small battery protected the base from small craft that might attempt to attack. The battery was controlled by the computers at area 13. While the base still has a power reactor no maintenance has been performed on this battery in hundreds of years now. The gears are solidly caked in rust now and the gun can no longer be turned or pointed. The lasers could still fire but only in the direction that it is currently pointed. The power reactor is also currently offline.
10. Main Administration Building - This building was once the center of the command for this base. The building is fully intact. There are signs here, however, that a battle once took place here. Blast marks along the walls and the skeletal remains of bodies here indicate that some sort of commando raid must have taken place here. It looks as if the guards here were taken by surprise.

One of the skeletons has a drained laser rifle. Another has a fully spent mark vii blaster rifle. A third has a black key card on a chain around it's neck.

There are a few paintings on the walls here that look like they were once quite valuable. Now they are aged and fading.

11. Main Barracks - This was where the security force of the base was located. Bunk beds here housed about twenty men. It appears that many of the men were caught still in their bunks when the attack came. Skeletal remains of many of them are still in the beds.

Personal items such as fading pictures and pinup models can be seen on the walls.

Chests lie at the base of each bed. Most are filled with clothing. Some are strewn across the room. It appears that someone rummaged through most of these chests long ago.

Still to be found in the room, however, are: a green and a gold key card, a needler pistol, a pair of binoculars, a pair of infrared goggles, a short range communication device and a wallet with 25 domars inside.

12. Reactor - The power reactor for the base is located here. The reactor is located inside of a plasteel box. There are control panels that were used to operate and maintain it. The reactor is currently offline. Indicators on the control panel are dead as well.

Skeletons of two men are located here. Both appear to have been engineers. Silvery pieces of their uniforms still remain. One has a partially melted red key card in a pocket of their uniform.

The reactor is offline but could be restored by someone with knowledge (or by following the most complicated artifact learning table). A mistake, however, would result in a major release of radiation here.

13. Computers - These computers were used to control the weaponry that protected the base. The computers are dead now but could be turned on again if power were to be restored again.

Skeletons of two people are located here. Neither appears to have been armed. One has a diamond ring on her finger worth 750 domars.

## HANGERS AND PILOT BARRACKS

14. Hanger - This hanger was used for smaller craft. Currently housed in this hanger is a fighter craft. The ship was badly damaged during a battle long ago but could still be repaired with the parts that are available here. It was being repaired at the time that the raid on this base took place.

Repair is possible but would require successfully navigating the most complex artifact table. A failure would indicate that the ship would crash soon after take off or might explode when the engines are engaged.

Skeletal remains of six engineers and mechanics can be found here. Each appears to have been killed by blaster fire. One of the mechanics has a wrench (5 Domars) in his hand. Another has some sort of engine repair scanning device (500 Domars) in his hand. The rest were unarmed.

15. Engineer Barracks - This is where the engineers that worked in these hangers slept.

Personnel objects such as faded pictures cover the walls here. The following objects are also located here which might be found with a thorough search: A lost blue key card, a vibro dagger and a portable music entertainment device (30 Domars).

16. Pilot Barracks - When ships landed here the pilots were housed here. The last pilot to do so flew the fighter which remains in area 14. This pilot was killed during the raid on the base and her skeleton lies on the floor here. She managed to get a few shots off with her laser pistol which lies at her side. It has 5 shots remaining.

She carries a wallet with 20 domars in it and a silver key card.

17. Main Hanger - This hangar was used for larger craft. Currently it sits empty. The skeleton of a single mechanic lies here. It appears that he was sweeping this area when the raid on this base took place.
18. Defense Battery - This huge blaster battery was capable of bringing down larger space craft or incinerating smaller ones. It is lifeless now. Like the other battery it has not been maintained. It is solidly rusted in one position now. While the battery could be made to fire again it would not be able to be pointed in another direction without major repair work.

GM NOTE - Cleaning and repairing the laser weapons is possible with a great deal of work and the right parts. It also requires completion of Chart B of the Artifacts Use and Operations charts on page 31 of the GW 1 rule book.



## **16. CITY RUINS**

The city ruins can be seen from more than a mile away in any direction. While the buildings are no longer completely intact a few still partially stand. Metal bars stick out from the walls in some places. A few concrete walls still hold on some structures. The roofs are gone on most of the places that still stand.

### ENTRY POINTS

The city can be approached from several directions. Area 2 is an old road that leads to the city. The road is made of something similar to concrete but is now overgrown with weeds. Area 1 is another old road. The concrete here is mostly broken and hardly suitable any more for a wheeled vehicle. Area 28 is an old dried up canal. It no longer has any water and one can easily walk inside of it. There are weeds, vegetation and mutant plants growing in all directions around the city. It is possible to pass through these but far more dangerous.

### RANDOM ENCOUNTERS ON THE OUTSKIRTS OF THE CITY

Anyone traveling off of a road and trying to approach the city should check encounters here. Roll every ten minutes. A 1 in 6 indicates an encounter.

1. Cal Then
2. Crep Plant (red)
3. Kep
4. Horl Choo
5. Perth
6. Pineto
7. Podogs
8. Zeeth

### RANDOM ENCOUNTERS IN THE CITY

Encounters should be rolled hourly in the dead city. A 1 in 6 indicates that an encounter has taken place.

1. Corpses
2. Corpses
3. Nines
4. Cryptic Alliance - Keepers of the Wastelands
5. Skarr and his Hoop Raiders
6. Lost One
7. Weres
8. Wrycretes (inside a building only otherwise roll again or ignore)
9. Manes



10. Wandering Android (random type)

### ENCOUNTER AREAS

None of the buildings in town have power. The power station that gave electricity to the town was hit by a missile.

1. Northern Road - This road leads into the city from the north. The road is made of a hard material like concrete. It is badly cracking in places and weeds stick up in many of them.
2. Southern Road - This road is similar to that in the north. A burnt out ground vehicle can be seen in the road near one of the ruins.
3. Clearing - This area is a small clearing. It is surrounded by vegetation to the west and ruins to the north and south. Lying in the dust here is a small toy dog. The dog has a string attached and will walk and bark if it is pulled. The head of the dog is partially melted and the tail is bent.

### LIBRARY

This area was the library for the university. Most of the rooms are filled with books, holodiscs, holodisc players and computer terminals. Virtually every important subject is covered by the materials available. There are gaping holes in the roof above in many places. There are also holes in the walls in several locations.

4. Main Stacks - This area is filled with shelving and books. The books are in poor condition now after hundreds of years of non-use. Dust fills the room. Books are falling apart at the seams. Many of the books have suffered extensive water damage as the roof above has gaping holes in it.

Some of the titles of books on the shelf include: nuclear proliferation in the dark times, fission reactors: design and theory and radiation and it's effects on the living. These books are still mostly intact.

5. Computer Terminals - This area has several computer terminals set up. The terminals are dead now as the building has no power. Lying beside one of the terminals is a pair of eye glasses.
6. Reading Room - This area had tables set up from visitors to study materials from the library. A few broken Holodisc readers lie on the ground. None of the tables remain standing any more. Circling the room here are shelves filled with holodiscs in clear duraglass cases. The east wall here has caved in and is strewn with rubble.

Some of the holodisc titles include: radiation and mutation, the rising threat of DELTA, Apocalypse and other scientific groups, nuclear warfare in the modern

age.

A single Zarn ( HD 4 HP 14 MV 200 meters (teleport) AC 7 AT spit poison MU teleportation, poison intensity 16 (paralysis), laying eggs) has found it's way in among the rubble here. It will attack when the explorers appear distracted. The creature is tiny (about 9 centimeters) and unlikely to be noticed immediately.

7. Book/Holodisc Return Area - Books and Holodiscs which were removed from the stacks were returned here. They would be placed back on the shelves again by worker androids that performed those duties here.

Stacked on the desk here waiting to be returned two books: Nuclear reactor: repairs and solutions, Weaponry of the Dark Times. Both of these books might be useful to individuals encountering such artifacts.

8. Periodicals Room/Stairs Up - This room was used to store digital copies of scientific journals. Many of the university professors published regularly on important subjects that were published in these journals. The journals were stored on holodiscs which are stacked up here.

Some titles include: Nuclear Winter in the Shadow Years, The Final Destruction of the Apolcalypse and Ethical Boundaries of Mutation Studies.

A bit of rubble lies on the floor here. It appears that the ceiling is not stable.

A staircase leads up from here.

9. Study Room - This private room was available for private study of books or holodiscs. A single holodisc in a duraglass cover lies on a table here. The title is "A history of the dark years" The holodisc player, however, is no longer working as the building has no power.

10. Unstable Floor Hazard/Stairs Down - This room appears to be unstable. Pieces of the floor have fallen into the room below. Anyone walking in this area may cause the floor to cave in. A roll of a 1 in 6 indicates structural failure and a drop into the floor below. Anyone on this floor when this occurs will suffer 2D6 damage from the fall. Anyone located on the floor below will take 2D6 damage from falling pieces of the ceiling above them.

This area was used for storage of materials that were no longer considered relevant to current university studies. Boxes here have both books and holodiscs in duraglass cases. Some of the materials include: chemical and biological warfare in the modern age, maps of the known universe and laser weapons and defenses.

11. Rare Book Room - This area has a locked door. It requires a clear keycard to open. Since there is no power the key card would not help anyway.

Inside of the room there are many books. Most have been ruined by water dripping in from cracks in the roof above. Some of the undamaged titles include: Mad Scientists: Theories of the Apocalypse, Fusion and Fission Reactors and Complex Weaponry of the Kitoids.

NOTE - Most intact books are worth 5-25 Domars if they have any practical use in the current world. Rare books are worth 50-200 Domars. Holodiscs are worth 5-25 Domars.

## UNIVERSITY

Much of the building is missing it's roof. While the main building took no direct hits from bombs or missiles there were hits close by. These impacts caused much of the roof to cave in. Parts of the building no longer stand. They were part of an adjoining structure that was stuck directly by a bomb. This building is the science building.

12. Wall - This wall was once part of an adjoining building. It was struck by a bomb during an attack on the city. All that remains is one single wall section.

A search in this area may result in finding a lost handheld computer. This small device is only six inches long by four inches wide by half an inch thick. The device has no charge remaining on it but could be recharged. This device was connected wirelessly to the Think Tank (map location 14). The device was lost long ago by one of the scientists affiliated with the group known as the Apocalypse.

13. Entrance - Double doors here open up into a foyer area. Shredded decorative banners still hang on the walls. They are faded and nearly illegible now.
14. Biology - Biology became a very popular subject after the bombs fell. Strange mutations were a subject of interest for many. The room contains many diagrams of human and mutant organs. There are models representing humans and common mutations.

On one of the desks of the room is a laser pointer (5 Domars) which is still functional after all these years.

15. Chemistry - An old organic chemistry textbook (25 Domars) lies on one of the desks. It is badly faded and has taken extensive water damage from leaks in the roof. Beakers, test tubes, tongs, and goggles can be found in reasonable condition here.

There are Bunsen burners hooked to several of the tables in the room. Strange powders and chemicals are to be found in some of the vials and beakers. For game purposes 75% of these can be considered poisonous (intensity 11-16).

A locked case on one of the walls (opened with a maroon colored security card) contains radioactive elements. There are samples of uranium, radium, radon and polonium are here each contained in a duraglass case which is capable of preventing radioactivity from being released.

16. Administration Office - Students registered for classes here and got their grades. There are desks here where university personnel met students and took care of other administrative duties.

Three Hissers have found their way into here and are searching for relics. The Hissers are HD 18 HP 49, 73, 57 MV12 AC 3 AT armed with weapons MU telepathy/Mass mind/MS 12/ sonic attack/immune to lasers and sonic attacks. One is armed with a crossbow. One is armed with a needler. The last is armed with an energy mace.

One of the hissers has found an old fan and is placing his newest prize in a bag with the other relics found by the group. Found previously are an old wrist watch and a skateboard with a melted wheel.

17. Astronomy - This classroom had hanging models of planets from the solar system. When the roof caved in here these models ended up on the floor. Some were crushed. Others are still here. One planet which lies on the floor is clearly Jupiter. The stripes are still evident.

An old brass telescope (50 Domars) stands on a tripod in one corner of the room.

Desks here seem to be badly damaged from rain and the elements. A warped astronomy textbook (5 Domars) lies on the ground with severe water damage.

18. Physics - This room is locked at both doors. A gray keycard would open the door but as there is no power here no key card will open it. The roof here, unlike in other places in this building, is still fully intact.

The room is dark and musty. There are desks here and an old style chalk board. Close inspection of the chalk board will reveal complex calculations scratched on the board very long ago.

An old physics textbook (50 Domars) lies on one of the desks. It is in relatively good condition considering it's age. A slide rule (1 Domar) can be found inside. It was used as a book mark.

A poster decorating one of the walls displays a mushroom cloud from a nuclear detonation long ago. The caption on the poster is now faded. It appears to have been some sort of militaristic propaganda. Hidden behind the poster, however, is a crude map leading to the Think Tank at area 14. The map does not state what will be found there but merely shows the location.

19. Life Sciences - A holographic projector sits in the center of this room. Unfortunately with no power it is impossible to tell if the device works. It does not. It is also quite heavy and bulky to carry.

A dingle Cal Then has built a nest in this room. The ceiling above is but a gaping hole. The creature has taken the desks and clustered them around a pile of old human bones which it has gathered. The creature has laid six black eggs in a circle among the desks. The Cal Then will fly once it detects visitors to the room and then swoop down to attack her enemies. Cal Then: HD6 HP 25 MV 4/12 AC 9 AT mandibles 10-60 damage MS 18 MU powerful mandibles/resistant to heat and cold damage/MS 18.

Mixed in among the desks and nest material are a silver and green key card. There is also a half charged laser rifle and a dose of Cur In (a single syringe and vial).

20. Anatomy - Human anatomy changed greatly after the many mutations caused by the radiation after the bombs fell. Diagrams and posters on the walls here reflect pure strain human anatomy as well as some of the newly discovered mutations that humans were experiencing.

On a desk in the room is a vial of an experimental drug called YI-272. This drug is highly radioactive and causes a new mutation in a pure strain human 75% of the time or just a severe radiation exposure 25 % of the time (Intensity 15). Also present on the desk is another vial labeled GR-821. This drug causes a mutation to be negated permanently 25% of the time and 75% of the time does nothing at all.

21. Rear Entry Hallway - The south door has been forced open as has the one on the other end of the hallway.

22. Science Laboratories - This area is filled with laboratory tables. The shelves here are filled with powders and chemicals in beakers and vials. None of the labels are readable any more. The vials are mostly toxic (intensity 3-18). Mixing any of the chemicals may cause an explosion (25% chance of HD 1-6 damage to all within a 20 foot radius.

Sitting on one of the larger tables in the room is a lab experiment. The students were making fuel cells which could be used to charge portable powered devices. There are six of these cells. Each of them has only a 25% chance of working after all these years that have gone by since they were left here.

Completing the experiment would require navigation of Chart A of the Artifacts Use and Operations charts on page 31 of the GW 1 rule book.

23. Dean's Office - This small office is locked on both sides. The roof of the office is intact and the air is stale after so many years. A skeleton sits in a chair behind a desk. It has a self inflicted blaster wound. Lying on the ground here is a mark v

blaster with 3 shots remaining on it.

A bloodstained note on the desk says “what have we done?.”

Tattered remains of a suit hang on the skeletal frame of the man in the chair. In one pocket of the suit is a clear key card. In another pocket is a wad of fifteen domars.

Frames on the wall indicate that the man had several diplomas. Most are not legible any more but a few are. Behind one of them is a wall safe. The combination is long forgotten. Getting into the safe would require doing HP 500 damage. This would cause a great deal of noise. Inside of the safe are 1500 domars and a blue passport bearing the picture of the dean of this college.

## POLICE STATION

24. Ruined Building - Only a few walls remain of this structure. Vegetation has overgrown this place. There is more vegetation than building here now.

Searching this place at the moment, however, are three Serfs. Each wears a paramilitary uniform with insignias on the sleeves. One carries a laser rifle with six shots remaining. Another carries a slug pistol. The third carries a spear. One has a fragmentation grenade (50% chance that it works as it is badly deformed). Serfs: HD 10 HP 47 26 34 MV 12 HD 6 MU poison claws (intensity 8), MS 15 each, partial carapace, light wave manipulation, density control (others), life leach, death field generation, mental blast and telepathy. These Serfs are members of the Dead Lands Brigade. This brigade roams this area of the wastelands looking for relics with which to fight their forever war. The forever war, however, is something that they will not elaborate on even under extreme duress.

Lost in the vegetation here is an old policeman’s badge. This relic would be considered a major prize for any of the Serfs. There is also an old policeman’s baton (5 Domars) in the weeds.

## CANAL BRIDGES

25. Bridge - This bridge is intact. It crosses over a dried up canal. The bridge is made of some kind of durable stone like material.
26. Damaged Bridge - This bridge appears to have been struck by a bomb or missile. It is partially intact but very unstable. Anyone attempting to walk across it may cause it to collapse (60% chance). Anyone walking on the bridge when it collapses will suffer 1D6 damage from the fall.
27. Bridge - This bridge is intact. It crosses over a dried up canal. The bridge is made of some kind of durable stone like material. Underneath the bridge is an explosive

device which was never detonated. The device may or may not operate after all of these years (20% chance that it works). If it does work it will do major structural damage to any structure and/or 10D6 damage to anyone within a 25 foot radius.

28. Dried up Canal - This canal once brought water to the city residents. Now it is dry as a bone. There is a 10% chance per ten minutes spent searching the canal (not cumulative) of finding a random minor artifact.
29. Platform - This stage was once used for political speeches, musical acts, theater and other such performances. Now it is just an empty stage. A trap door in the stage allows the players to go beneath it during a performance. Lost inside of the stage is an old plastic mask and a black cape. There is also a prop laser gun which does not fire real lasers but does make noises and has colorful light displays. This object still works and is worth 2 Domars.

## PHARMACY

This structure is nearly covered in vegetation. It is a bombed out building with no roof remaining. Just about nothing but rubble can be seen at first glance. Most of the concrete areas are covered in Blue Grass (new monster see below and area 45).

30. Pharmacy - This shell of a building has little remaining. A couple of walls still stand. Most of this area has been looted previously but there are piles of stones and rubble here. A search here could be productive. There is a 10% chance, per ten minutes spent here (not cumulative), of finding something of value.

<u>Roll</u>	<u>Found Item</u>
1-3	Syringe, empty
4	Bandages
5-6	Pain reducer dose
7	Mind booster dose
8	Sustenance dose
9	Stim dose
10	Accellera dose
11	Cur-In dose
12	Anti Radiation serum

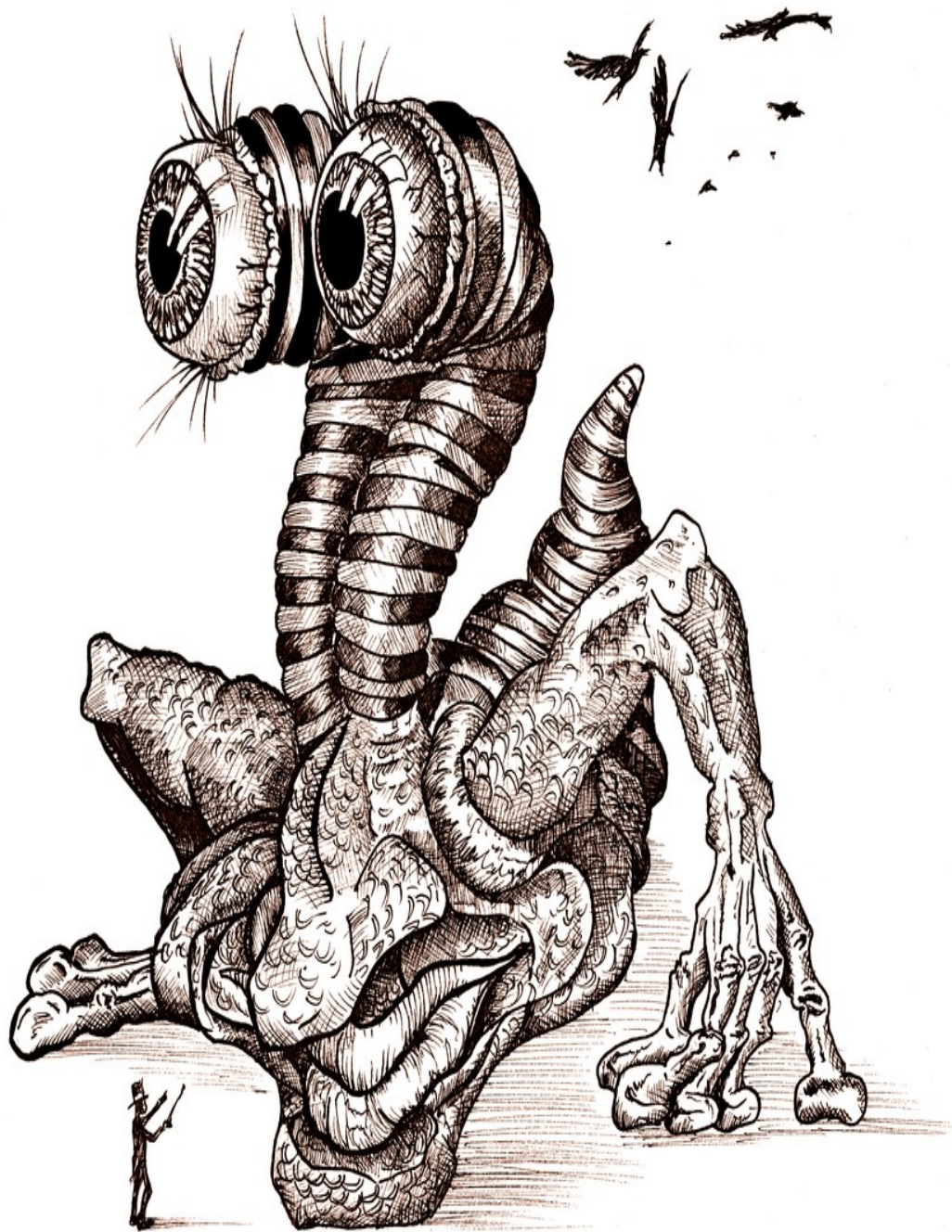




## MILITARY POST

This post was a main target for the bombing. The structure is bombed out. No ceiling remains but the walls are mostly intact despite the obvious damage. The walls were made of reinforced concrete and duralloy. Bits of rebar can be seen sticking out through the walls. A few faded military markings can be seen on the walls. In the center of the compound is a statue which still stands. It, is badly damaged, however.

31. Barracks - This room was a barracks for men who were stationed here. The remains of a few burned out bunk bed frames can still be found here. A few personal effects are still here to be found. A search of the room will result in the discovery of an old baseball cap (2 Domars), a catcher's mitt (5 Domars), a framed picture which has long faded and a comb which was melted in the fire that engulfed this building after the bombing.
32. Officer Quarters - This room housed the officers that were in charge of the unit housed here. A melted bedframe lies on the ground. A broken picture frame lies beside it. Hanging on the wall is an empty picture frame. Some sort of strange graffiti has been painted on the walls here. The words read:  
  
"The end is near! Seek out the instruments of it's hastening!"  
  
A search of this area will reveal the following items that might be found here:  
A rancid can of spam, a broken hand mirror, an ancient used toothbrush and a single gold coin.
33. Statue - This statue represented some ancient military hero or general. The bomb blast broke the head of it off. It is now missing. The arms have been more recently broken off and are lying on the ground nearby. The caption at the base of the statue is no longer legible no matter how much cleaning is applied.
34. Command Center - This area was once the command center for this small base. A shattered communication unit lies in pieces here. A few parts might be scavenged from this wreckage (15% chance) but most of it appears rusty and useless. Some sort of burned code book lies nearby which is no longer legible at all. A partially melted black security key card is wedged under a piece of the ceiling which has fallen into this room.
35. Entry Post - Visitors to the base were expected to enter here. Unfortunately the bomb that struck this building hit this part first. A few bones and pieces of human skull can be found in the wreckage here. A search of this area may reveal an orange security card, a bent and ruined laser pistol, a stun whip (still functional) and an old faded map which is no longer legible.



## GOVERNMENT BUILDING

This building is mostly intact. Even the roof still holds in some places. There are a few holes in the walls and at least one place where the walls have caved in completely (area 41). This building housed the local government which ruled this area at the time of the conflict.

36. Pillars - This walkway was once lined by pillars which held a roof overhead. The roof no longer remains. Most of it lies on the ground in this walkway now.
37. Main Entry - A short set of steps lead to this area. There are frames along the wall here which contained pictures of important leaders from the past. A few of these faces are still visible in some of the frames. Most are faded and some are completely gone now.
38. Visitor Desk - Visitors were expected to check in here. The body of a burnt and mutilated android sits in a chair at a burned out desk. The desk is mostly still standing despite the obvious damage to it. In a locked drawer is a stun ray pistol and a purple security key card. A red button in a small square container sits on a wall behind the desk. This button opens the double doors at area 39. It still works.
39. Entry Hall - This hall leads to two locked double doors. These doors are opened by the button at area 38. Murals on the wall here depict some sort of governmental logo.
40. Security Room - This room was used to house the security forces that guarded this place long ago. Four uniformed skeletons lie on the floor here. A rack on the wall here holds three laser rifles. One of the rifles still has power. The other two have been drained over time. A suit of fully functional powered plate armor is also to be found here.
41. Main Hall - This hall leads to the interior rooms of the building. The north wall is crumbled and allows one to enter or exit the building. Double doors lead to the west.
42. Secretary Desk - Visitors to this section were required to go through this room. A security android stood guard at the desk here to prevent unauthorized entry. That android still sits at a desk here. It has a large hole in its chest from a blaster at close range. A lost green security key card lies on the floor under the desk. A holster at the side of the android is missing its weapon.
43. Governor's Office - This room was once the office of the governor of this district. Unlike many of the rooms this one has a fully intact roof overhead. A single Hoop has decided to make this her new home. She found the android still guarding the

outer room and put a blaster shot right through the center of his chest. She is a former member of Skarr's gang but had a falling out with the leader. There was a slight difference of agreement leading to two other dead members of that gang. She fled when she realized that she was outnumbered.

Elzaad, Hoop: HD 15 HP 46 AC 4 (sheath armor) MV 18 MS 14 AT weapon MU telepathic, mass mind, transmute metal into rubber. She wears sheath armor and has a Mark V blaster in a holster across her torso. She has two fragmentation grenades hanging at her side. She stole a bag of goodies from her old gang during the struggle between them. Inside the bag are: a cur-in dose, an old alarm clock, a scuba mask, two solar energy cells, a medi-kit and four metallic food packets.

She is quite confident to fight but is willing to trade or make deals. She desperately seeks to gain a Mark VII Blaster Rifle or a Fusion Rifle.

She will gladly warn strangers about Skarr and his gang of raiders. She owes them no loyalty any more.

The room has a desk and some framed pictures on the walls. The pictures are intact. The desk drawer is locked and has an old Red Security Key Card inside and a wallet with twenty five domars. In a hidden panel in this drawer is a roll of twenty gold coins. This panel will be found if searched for (75% chance of finding it).

44. Lieutenant Governor's Office - The skeletal remains of a pure strain human sit in a chair here. His head has been blown apart by a self inflicted wound. The weapon lies on the floor here. It is a mark v blaster. It has four shots remaining.

The desk in which he sits behind has been broken into and searched by someone else. Nothing of value remains inside of it. A few pictures are located along the walls in wooden frames.

#### DANGEROUS PLANT MONSTER

45. Blue Grass - This area is covered in blue grass (new monster see below). Most of the concrete walls remaining at the Pharmacy (area 30) are also covered in it.

Blue Grass: HD 10 HP 22 MV 0 AC 8 AT poison (intensity 12) MU: Mind Control

#### STATUES

46. Creepers - This area has a large patch of vegetation. The vegetation consists of vines that are all bunched together. Once the vines sense movement near them, however, they begin creeping towards that movement in order to grab onto a victim or two.

Creepers: HD 15 HP 46 MV 1/0 AC 6 AT strangulation/blood sucking MU: PS  
13-18

47. Statue- This statue is of some long dead politician. His name is no longer readable on the base of the statue.
48. Statue - This statue is of some long dead military heroine. Her name is no longer readable on the base of the statue.
49. Statue - This statue is of some long dead scientist. His name is barely legible on the base of the statue. His name was Louis Anderson. The captain indicates that he discovered the cure from some plague long ago.





## JAIL

This was the city jail. It is little but rubble now with only a few walls standing and no roof. It is mostly overgrown now with weeds.

50. Jail - Skeletons of four prisoners lie on the ground here. Scraps of jail clothing lie around them. Close inspection of the building might reveal a lost red security card (10% chance per ten minutes spent here).

## COMMUNICATIONS TOWER

This crumbling tower is overrun with weeds. The weeds seem to grow out of every crack. The weeds are normal plants, however, and are not dangerous. Tower is crumbling and has gaping holes in places. It rises three stories over the ground. The south end of the tower is almost completely gone now with only a few walls remaining. Broken satellite dishes lie in pieces on the ground nearby. They are rusted and twisted from the force of the bombs that struck this area long ago.

51. Communications Room - This room was where long range communication took place between the forces of government and military bases across the planet. A desk here contains components of a long range communication device. Unfortunately the device is twisted, rusting and missing major components. Someone might, however, manage to scrounge some parts from this (25% chance).

A pair of head phones (5 Domars) lie on the ground at the base of the device. The headphones are in reasonably good condition.

52. Guard Post - When this station was still operating this area was the barracks that housed the guards who protected the entrance. Skeletal remains of bodies can be seen under the rubble here. A close search of this area may reveal the presence of a lost slug throwing pistol that is buried here (15% cumulative chance per ten minutes spent searching).
53. Stairs/Coding - This area contains spiral stairs that lead upward. The stairs are made of duralloy and are still in excellent condition. Desks here were used by androids that did the coding and decoding of messages. Old torn and fading code books line the walls here.
54. Mid Level - This area was a security post. A pair of security androids lie on the ground here. Both sustained blaster hits from close range. The skeletal remains of a human lie here as well. The human has tattered remains of a uniform covering part of it's torso. The logo on the uniform shows a peculiar fiery mushroom cloud design. If this uniform fragment were brought to the elders at the village one of

them will deduce that this was a soldier of the Apocalypse.

55. Upper Level - There was a level above this one at one time but that part of this structure has collapsed. A bit of rubble covers this level but the stairway is clear. A search of the rubble may (10% chance per ten minutes spent) result in finding a sawed off shotgun with two twelve gauge shells that are still mostly in good condition (90% chance that each fires).

## POWER STATION

The power station took a hit from a missile long ago. The walls are still intact but the roof is gone. The walls are still charred from the explosion. This area is very hot with radiation from the reactor. Anyone spending much time here will suffer radiation of intensity 5-11.

56. Power Station - The reactor was damaged by a missile long ago. It is currently offline but still has enough radioactive material to operate if it could be put back online again. Doing so would require some work. The parts and tools needed are present in this structure. Successfully putting the power back online would require navigation of Chart C of the artifact use and operation on page 30-31 of the GW 1 rule book.

If power is restored here then power will be restored at the many places in the city that are currently without power. While much of the city is totally destroyed the segments that remain have some very useful things should power go back online.

## RESEARCH LABORATORY

This structure took a direct hit from a missile. No roof remains. The walls have gaping holes in them. The remaining walls still have a scorched look to them after all these years.

This lab was being used to develop biological weapons for use against enemies of the government. Unfortunately those enemies found out about this place in time to do something about it.

57. Laboratory - This structure is filled with large pieces of rubble and twisted metal from supporting beams. A search here might still be productive but it would take some time. For every ten minutes spent here there is a 5% cumulative chance of finding something of value. Those valuable items should be determined at random from this list:

- 1 Test subject GJ-32X1
- 2 Test subject QU-42K1
- 3 An empty syringe
- 4 Vaccine KW-312
- 5 Vaccine ZY-031
- 6 Vaccine HT-103



Test subject GJ-32X1 - This is a weaponized version of a hemorrhagic fever such as Ebola or Marburg. Subjects infected with this disease typically die horribly within 2-7 days with blood running out of their eyes, nose and mouth. If the vial is opened there is a 99% chance that anyone within twenty feet will be infected.

Test subject QU-42K1 - This is a weaponized version of a disease such as Covid-19. However, it is far more severe, than that disease. Victims suffer respiratory problems and eventually die of Pneumonia in 2-12 days 75% of the time. Anyone within 30 feet of the vial when it is opened will be exposed 99% of the time.

Vaccine KW- 312 - This vaccine was made to cure GJ-32X1 if administered within 3 days of exposure. Success rate is 95%.

Vaccine ZY-031 - This vaccine was made to cure QU-42K1. It must be administered within one day of exposure. Success rate is 60%.

Vaccine - HT-103 - This vaccine was made to be a cure all for any known biological weapon. It must be administered within two days of exposure to have any chance of success. Success rate for this vaccine is 35%.

Any discovery will consist of only one dose (or syringe).

## HOSPITAL

This was a city hospital before the conflict. It took obvious damage from a bomb which struck area 61. The roof is gone in that area and area 58. The roof still stands over area 59 but is damaged.

58. Recovery Room - This area was where patients recovered from surgery. It took a direct hit. All that can be found here now are a few old bones.
59. Operating Room - This area was used to save many lives. There are two fantastic machines located here. Neither is fully functional. Neither currently has any power source to operate. The roof to this area still stands above despite the nearby impacts. On the roof are solar panels which somehow managed to avoid destruction. If someone were to reconnect the solar generator in area 61 they might be able to get the two machines the power that they need to operate.

Rejuv-Chamber - This device has taken a little damage from pieces of the roof falling in. It is 75% functional if supplied power.

Life Ray Machine - This machine has taken severe damage from falling pieces of the roof. Like the Rejuv Chamber it has no power source at the moment. Should it be supplied with power there is a 60% chance that it will function normally. Each

time that it is used, however, there is a 50% chance of a catastrophic event which causes the machine to burst into flames. Once this occurs the machine cannot be repaired by anyone who is not intimately familiar with it's design.

60. Entrance - This area was the main entrance. Two double doors still stand here.
61. Unexploded Ordinance - This room is filled with rubble and the roof is gone overhead. This is because a very heavy object fell into this room long ago. The object is a shiny metallic device with fins on one end. The device is a bomb that was dropped here by a war plane. The device is still live but did not detonate on impact. The bomb was intended to penetrate bunkers and other reinforced areas and then explode later once it was deep. For some reason it did not detonate.

The bomb is ten thousand pounds. Getting it out of here would be extremely difficult. The location of the object, however, would be very valuable information to the Keepers of the Wastelands (new cryptic alliance see below).

The bomb may detonate at any time if handled in any way. (5% chance). If it does so it will do 100 D6 damage to anyone within twenty five feet of it when it does. It will do 50 D6 damage to anyone within twenty five more feet around it when it explodes.

Also buried in the rubble here is a solar generator. This generator is capable of supplying the power needed by the machines in area 59. In order to work, however, the generator needs some repair work done. Completion of this repair work requires successfully navigation of Chart C on the Artifacts Use and Operation charts listed on Page 31 of the GW rule book. Of course...operating the machines once power is supplied also requires navigation of those charts.

## EMBASSY

This building was once an embassy for some foreign power. The building took some bomb hits. Area 63 was badly damaged. There is no roof over that area.

62. Stairs - This area is a stair case and library of sorts. There are old books circling the room. A spiral staircase made of metal leads upward. The books seem to be historical in nature and in a foreign language. They are quite dusty. Some are badly faded from water damage.
63. Ambassador's Office - This was once the office of the Ambassador. The roof has totally caved in and may have suffered direct bomb damage. A search of this area might reveal skeletal remains or the legs of a long deceased android worker.
64. Upper Level - This area was once the Ambassador's residence. All that remains now is this observation deck. On this level is a pair of fine binoculars in a leather case. They are undamaged.



# **NEW CREATURES**

## ARACHNEANS

These spider like humanoids are more arachnid than man. In most instances they have a human head on a body of a very large spider. These creatures are terrifying to behold. They are also quite intelligent. They are hunters and trappers. They create large web traps to catch their prey. The webs are very sticky and can hold a man. A victim with a 15 physical strength can only break free 50% of the time.

They are quite capable of using ancient artifacts due to their high intelligence.

Despite their hunting and trapping ways and their terrifying appearance it is possible to communicate and even barter with these creatures. They do enjoy eating humans and humanoids on occasion but for the right enticement they can be negotiated with.

No. Encountered: 1 (normally) or perhaps 2 on rare occasions

HD 20

MV 8 (16 on webs)

AC 2

AT 1 By weapon, 2-5 of the 8 legs can attack in one round also for 4D6 damage

Each arachnean has two mutations. One is mental and the other is physical. Each arachnean can use 8 arms and legs as weapons. Each normally does 2D6 damage. Only 2-5 of these arms or legs can be used in any given round. The arachnean is capable of deploying weapons with any of those arms or legs.

## BLUE GRASS

This invasive species of weed seems to overtake buildings and structures quickly once the first blade appears. Blue Grass seems to thrive growing on concrete. It has the appearance of blue blades of grass. It is not unusual to find them growing horizontally or even upside down in some ruins. The touch of the grass is poisonous (Intensity 12). Those who touch the grass lose will power and will become controlled by it. Those controlled by the grass will never willingly choose to leave. They will sit in one place until they starve and fertilize the grass with their own bodies. Each hour that the victim sits idle they may make a will saving throw to see if they can break out of their trance. This requires rolling 3D6 and comparing it to their mental strength score. A roll of equal or less than their MS score indicates that they have broken free of their control.

Blue grass looks rather normal during daylight hours. That is....until it senses life forms nearby. Then it turns dark blue. At night the grass glows light blue in the star light.

Killing blue grass can be a dangerous thing as well. For once the grass is killed by any means it

begins giving off a cloud of radiation around it. This cloud is 2-7 in strength.

No. Encountered: 1 patch

HD 10-20

MV 0 (grows quickly but does not move)

AC 8

AT poison, mind control, no physical damage attack

Most patches of Blue Grass tend to be in the 10 hit dice variety. There have been reported patches that are absolutely huge. Those are the highest hit dice varieties.

## CORPSES

A result of the conflict which destroyed the lands is that some humans seem to have risen again. Whether these humans are really the dead risen or just disfigured humans is unknown. Their faces resemble living death. There are many stories of such creatures around old city ruins in this land.

These creatures seem to be hostile to all life forms and are considered quite dangerous. They also seem to be quite resilient. Weapons seem to hurt them but do not seem to have the expected effects upon them. The creatures take only one half damage from slug throwing or melee type devices and seem to be totally unaffected by laser weaponry. They also regenerate 1 hit point per hour which leads to the same creatures being encountered multiple times. This tends to terrify the human population of the land.

No. Encountered: 2-12

HD 5

MV 6

AC 8

AT 1 attack with hands or teeth for 1D6 damage

These, zombie like, creatures move very slowly and methodically. They have a ravenous hunger for flesh. Any flesh. Physical mutations for these creatures includes an occasional extra limb, extra head or some unusual appendage to the body. These creatures are also known to regenerate which makes them especially dangerous to encounter.

## CREEPERS

These tangled vines seem to grow in urban areas all over the Dead Lands. The vines, however, are not passive. When they sense the presence of prey they quietly creep towards living beings until they are close enough to strike. Once within a yard of the victim the vines will grab onto the potential victim and begin strangling.

Creepers feed upon such victims by first ending their resistance (killing them) and then using thorny spikes on the vines to suck the blood from living beings. When a victim is killed the vine area grows by another few feet in every direction.

The vines have a physical strength of 13-18. Victims grabbed onto will be sucked for one hit point per round from the thorns on the vines. The vines will attempt to strangle a victim 25% of the time. This strangulation is successful if the victim does not manage to break away in 1-6 rounds (roll at the beginning of the attempt to determine how many rounds are remaining before strangulation).

Breaking free from the vines requires a strength check. Roll 3D6 and compare it to the physical strength score of the victim. A roll of equal or lower to the PS score indicates success in breaking free. The attempt can be made only once unless help from others is given.

No. Encountered: One normally.

HD 15 normally. Bigger patches of 20 and 25 hit dice have been encountered

MV1/ 0 (the vines move but the whole plant does not)

AC 6

AT strangulation but no direct damage attacks

Occasionally mutated versions of these have been found. Some possible mutations include: aromatic powers, attraction odors and daylight stasis.

## KITOIDS

These are alien visitors from the far end of the galaxy from here. They are a race of explorers and were interested in trade with humans. Kitoids were present during the Shadow Years and the ultimate apocalypse that killed most of humanity. They were unfortunate observers of the event and are now awaiting instructions to return home since their mission here was a failure.

They are a generally peaceful race of explorers and traders but they have advanced weaponry and can be quite dangerous if they need to be.

No. Encountered: Variable. There were only twenty or so in the original star ship that arrived.

HD 25-35

MV 10

AC 5 (without armor of any kind)

AT by weapon

MU 3-5 positive mental mutations with telepathy, esp and force field generation being some of the more commonly seen variations

These creatures were highly intelligent. They typically have a high INT and a high MS. They are almost always wearing armor of some kind. They are usually well armed. These creatures were huge by human standards and quite ugly to behold. They were bulbous looking with huge eyes and a tan skin.

## KOLAR

These mutant cactus can ambulate. They will sit in one spot in a desert for days without moving. When prey comes along they will slowly track behind pretending to be non moving anytime prey

looks in their direction. They will ambush the prey at night when the prey has settled to rest for the night. Kolar are carnivorous and fearless. They always attack anyone they are capable of catching.

No. Encountered: 1 usually. In a desert it is likely to find more than one spread out over the sands  
HD 8  
MV 6  
AC 4  
AT by weapon or 1D6 (cactus spikes on their arms)

While normally only one is found in the desert they communicate with each other telepathically. Once they find suitable prey they will summon others of their kind for the ambush at night. The ambush will consist of 3-18 of them. The creatures are capable of using weapons and even artifacts of the ancients. Most of the time, however, they have class 1 or 2 weapons in their possession. Perhaps one or two of their number will have an ancient relic of some sort.

Normal mutations include: low fertility, mobility

## LOST ONES

These creatures greatly resemble the Corpses. They are often found in city ruins and other places where humans dwelled in great numbers before the Shadow Years. These creature seem to rise from the ground like gaseous clouds and form into humanoid shapes.

Unlike the corpses, however, these creatures are not immediately hostile. Also unlike the corpses the Lost Ones seem to want to communicate. So far no one has learned quite how to do so.

No. Encountered: 1  
HD 20  
MV 10  
AC 3  
AT none known  
MU 1-2 positive mental mutations

These creatures seem to want to communicate but cannot. They inhabit dead cities and places where man once lived in numbers. If one could find a way to communicate with them it is possible that one might learn important secrets of the ancients. For now it is wise just to avoid them.

A person of high intelligence might be able to find a means of communication with the Lost Ones. Who knows what incredible knowledge these beings might possess. A contact roll may be made which will require rolling 5D6 and comparing it to the INT score. A roll of equal or less indicates that contact is made. Only one such attempt may be made by any person.

## MANES

These creatures evolved from specimens at the local zoo. They are a humanoid species which appear much like a Lion. They walk upright, however, and can use weapons and other ancient artifacts. They are cunning and very adept at learning how to use ancient objects. Manes are militaristic and territorial.

Males lead the pride. Females do the hunting and caring for the young. They tend to be hostile towards Pure Strain Humans but are much more likely to deal with animal mutants.

No. Encountered: 3-18  
HD 12-16 (leaders 15-16)  
MV 15  
AC 7  
AT 3 (claw/claw/bite 1D6/1D6/2D6 or by weapon)

Normal mutations include: Heightened strength, increased speed, infravision, increased smell

There is always one pride leader. All negotiation goes through him.

## NINES

Canines were a popular domestic pet in the cities of man before the Shadow Years. Most of these animals died in the nuclear conflagration. Some, however, survived. Those that survived have mutated into other forms. The Nines are an aggressive species of hunters and killers. They have a keen sense of smell and often hunt in packs.

These creatures are dying. All of them are. Each has suffered extensive radiation poisoning as well as poisoning from other sources in this world. Nines are often covered in red splotches. Sometimes internal organs are even exposed in places. The creatures are dangerous and should be avoided if possible. Unlike most of the other mutated species Nines are not intelligent enough to use artifacts of the old world. They do, however, seem to have some sort of limited telepathy. When one such creature appears.....expect more to arrive very quickly.

No. Encountered: 2-12  
HD 6-8  
MV 20  
AC 7  
AT 1 (bite) for 1D6

These creatures are pack hunters. They hate all forms of life and will attack as a group if they sense advantage. They will attack as ambushers if they do not.

Normal mutations include: radioactive bite (intensity 5).

## OCTOID

This mutated octopus variation is able to live in or out of the water. It is highly intelligent and



totally capable of understanding and manipulating ancient human relics. These creatures are dangerous because of their extreme love of these ancient artifacts and willingness to do whatever is necessary to obtain more of them.

They are, however, sometimes willing to bargain and negotiate for such items. They have no reservations, however, of taking what they want if negotiations fail. With eight arms and legs they can use many such items at one time which makes them very dangerous in combat.

These creatures have adapted to fresh water as such waters are often closest to where they can find usable human relics.

No. Encountered: 1  
HD 20  
MV 10/20 (land/water)  
AC 5  
AT 8 by weapon or 1D6

Normal mutations include: ability to breath in and out of water, ability to ambulate on land or above water, ability to use relics and weapons, heightened intelligence and mental strength.

#### POTEAN

These mutated plants are found in lakes, ponds and other water sources. They look like a flowering plant floating on the water. Beneath the waterline, however, is a spine and a brain. These plants have poisonous spores which they can spray towards animals that get within range. These spores cause the victim to fall under their control. The victim will then immediately proceed into the water to drown and be eaten by the Potean.

No. Encountered: 1  
HD 14  
MV 0  
AC 5  
AT poisonous spores can be sprayed once per combat round in a 3" wide arc (intensity 3-12)

Normal mutations include: low fertility, poison spores

#### RIBBITS

These frog like humanoids are often found near water sources such as ponds, lakes and even rivers. They are amphibians and are comfortable both in and out of the water. They are quite intelligent and capable of using artifacts and other objects of the old world. They are generally friendly and love to trade with humans and others when the chance arises.

No. Encountered: 2-7  
HD 8-12  
MV 10/20 (jump)

AC 7 (unless armored)  
AT by weapon only

Normal mutations include: massive jump ability once per combat round. They will often use this to escape combat. Normally they do not seek conflict. Ultravision.

## VARNO

These massive alien beings were encountered before the wars that led to humanity's downfall. A few of these visitors were present and stranded by the nuclear war and still survive on this world looking for a way home again. They wander the lands looking for high tech items which they can possibly use in their quest to build a new starship to get them home again.

The creatures are fearsome looking but are generally quite peaceful. They can communicate with their own kind over great distances by telepathic means. They can communicate locally with just about anyone by similar means even if they do not share a language.

They have two large eye stalks that serve as a head and a brain in each of them. They are highly intelligent. These creatures will never initiate hostilities but will defend themselves if necessary. They usually are in possession of artifacts and are quite willing to trade them away for the items that they need for their starship.

No. Encountered: 1  
HD 40  
MV 15  
AC 5  
AT no physical attacks

Normal mutations: Heightened intelligence and mental strength, telepathy, illusion generation, death field generation, empathy, force field generation

## WERES

These creatures resembled the legendary werewolves. Unlike those fantasy creatures, however, these do not turn back into humans again. These are human wolf mutants. They are often found in dead cities and old human structures. They are scavengers as well as hunters of meat. They prefer human flesh over that of other animals and are immediately hostile towards pure strain humans. Despite their preferred choice of meat, however, they can be bargained with on occasion. They enjoy the use of ancient artifacts and are quite interested in acquiring them when possible.

No. Encountered: 1-6 typically  
HD 15-16  
MV 15  
AC 7 (or occasionally armored)  
AT by weapon or bite (2D6)

Normal mutations include: heightened strength, heightened smell, infravision, heightened constitution.

## WRYCRETES

These insect like creatures grow very large. They often burrow underground to lay their eggs but they have been known to inhabit old dwellings or buildings to do so. They often lay hundreds of eggs in such places. They are normally not that aggressive but when their eggs are laid they can be extremely territorial and hostile to anyone approaching such places.

No. Encountered: 1 female typically with many eggs.

HD 25

MV 8/25 (flight)

AC 2

AT 1 (powerful mandibles) for 6D6

Normal mutations include wings (flying for short durations of less than a few minutes). Heightened strength and constitution. Total carapace. Oversized body parts.

## **NEW CRYPTIC ALLIANCE**

**Keepers of the Wastelands** - These mutant humans are totally insane. They worship the radiation that is killing them. They wander out into the radioactive zones to get closer to their "God." These mutants have virtually no facial features left after the horrible disfigurement that have endured. Each wears a mask over their face to hide the "holy marks" of disfigurement from outsiders.

These people hate pure strain humans and will attack them on site. Each of these "people" have high mental strength and will use their mental weapons to attack or control others. The perfect way to take care of pure strain humans is to make them kill each other.

These men never carry weapons or wear armor. They see no need for it. They look forward to the day of the entire world becoming a radioactive wasteland. They are hunting for a nuclear missile to create more such wastelands. They know that this area had missile silos before the Shadow Years and are searching for ones that are still intact.

Common mutations for members of this order include: heightened mental strength, telepathy, esp, levitation and mental control.

## **NEW ITEMS**

There are many new items to be discovered in the Old World. While these items are not exactly new....they are new to the people of Hells Gate.

Security Cards - These come in a variety of colors. These key cards are waved near glowing globes attached to a door frame in order to cause the mechanism to open. If the card with the correct color for that door is not waved the door will not open. These cards have no Domar value.

Geiger Counter - These box like devices have a small attachment which is used to scan for radiation. These devices could prove very valuable in a land such as this one. Worth 100 Domars.

Radiation Badge/Shield - People who work around radiation often wear these simple devices to make sure that they are not absorbing too much radiation. The shields begin turning dark when exposed to radiation. The user knows when the badge is darkening that they are in danger. Worth 2 Domars each.

Harpoon Gun - These devices are useful under water as a weapon. They can also do some nasty damage out of the water. Range is limited to 30 feet out of water and 20 feet in water. Damage done is 4D6. Three harpoons typically are found with a gun. Worth 250 Domars.

Scuba Mask - These masks are useful for swimming under water. Worth 5 Domars.

Scuba Tank and Regulator - These are useful for diving. Worth 500 Domars

Wet Suit - These are useful for swimming underwater. But in an environment as polluted as this area it is wise to wear such a suit just to keep distance between water and one's skin. Worth 50 Domars.

Grenade - Nuclear - These grenades have a compact nuclear device. The explosion is capable of leveling a city block. Worth 25000 Domars.

Grenade - Chemical Weapon - These grenades typically contain chlorine gas. This could be useful in a confined area but in the wide open they would not be particularly valuable. Worth 10000 Domars.

Vehicle - Hover Forklift - Workers used these to load heavy objects. Worth 20000 Domars

Hazardous Material Suit - Workers that perform duties in hazardous conditions wear these suits to minimize the risks. This type of suit provides the user protection in the form of reducing poison intensity by 5-11 points.

Radiation Suit - Workers that perform duties in irradiated areas wear these suits to minimize the risks. This type of suit provides the user protection in the form of reducing radiation intensity by 5-11 points.

Duraalloy - This hard material is translucent. It is often used for windows and other protected areas. Whole sheets of it are worth 100 Domars.

Plasteel - This material is hard but bends. It is also translucent. It is often used for windows and other protected areas. Whole sheets of it are worth 50 Domars.

Flame Thrower - These weapons spray liquid fuel and ignite it. It can fire distances up to 40 feet. Targets hit will be set on fire. People, creatures or mutants struck will take up to 7D6 damage. Flame throwers have a single fuel tank attached to them which is capable of holding 5 uses before running out of fuel. Finding stable fuel in the lands these days is unlikely. Worth 50000 Domars

Bio-Scanner - It is a tool useful for scanning wide areas for life forms. Distances up to half a mile from the user are capable of being scanned for. The scanner detects all forms of life but does not specify or differentiate between them. It does not give the user a detailed report of what life forms are present. It only tells the user that life forms are to be found there. Worth 30000 Domars.

Electron Microscope - These devices were used by scientists to study microbes, viruses and other object too small for the human eye to see. Worth 500 Domars.

Laboratory Coat - Scientists wore these coats. Worth 5 Domars.

Goggles - Protective goggles are useful for many reasons. Worth 20 Domars.

Bio-Containment Suit - These suits protect the user from biological hazards. They are 99% effective when worn properly. Worth 25000 Domars.

Gold Plated Telescope - These fine telescopes can see long distances. These were made by the Kitoid but also be humans. Worth 5000 Domars

Vapor Pipe - Even aliens have vices. The Kitoids used these pipes to inhale a narcotic substance that brought enjoyable feelings to the aliens. Worth 100 Domars.

Healing Rod - The Kitoid used these devices to heal wounds and cure diseases. These devices require charging. Typically the rod will work 4-16 times before depleting. Human charging sources are not capable of recharging this device. Only a Kitoid one will do so. Healing takes one charge and heals 2D6 damage. Curing diseases, poison or radiation requires 4 charges. Worth 15000 Domars.

Sawed Off Shotgun - This twelve gauge shotgun does lethal damage at close range but is ineffective beyond ten feet. It can keep two shells ready to fire before needing a reload. Each shot with the device within the effective area does 8D6 damage. Rarely are many shells for this weapon found in usable condition any more. Worth 5000 Domars.

Four Horsemen of the Apocalypse - This handheld device can be operated by one single person. That person has the power to unleash incredible amounts of damage. This device was considered to be the final say should the war go badly. Fortunately for mankind it was never used. Perhaps it soon will be.

This artifact is very complex and requires Chart C to learn and understand.

The device can fire one of four types of weapons. One of these can be loaded into each of the four tubes. One, in fact, is loaded into each of the four tubes now. There are no reloads of the weapons here but perhaps they might be found elsewhere at a later date.

#### WEAPON ONE

This tube launches a short range missile with a single nuclear warhead. The warhead is compact and can be fired up to twenty five miles away. Distance can be determined by the operator if they understand how to set the selector. The warhead is a 20 kiloton device. It will completely devastate a single hex. Any hex adjacent to the ground zero will receive massive heat, wind and radiation damage (strength 15+).

#### WEAPON TWO

This tube launches a short range missile with a biological warhead. The agent in the warhead is known as Test Subject GJ-32X1 which is described much later in the text. For convenience I have placed a description here as well:

Test subject GJ-32X1 - This is a weaponized version of a hemorrhagic fever such as Ebola or Marburg. Subjects infected with this disease typically die horribly within 2-7 days with blood running out of their eyes, nose and mouth. If the vial is opened there is a 99% chance that anyone within twenty feet will be infected.

#### WEAPON THREE

This tube launchers a short range missile with a multiple warhead nuclear device. The device allows the user (if they understand the selector mechanism) to select three targets within a 50 mile range of the weapon to be struck. These targets will be struck by one kiloton devices. The impact will devastate ground zero and a two mile radius from that point. The entire hex will take severe wind damage and radiation (11-16 strength).

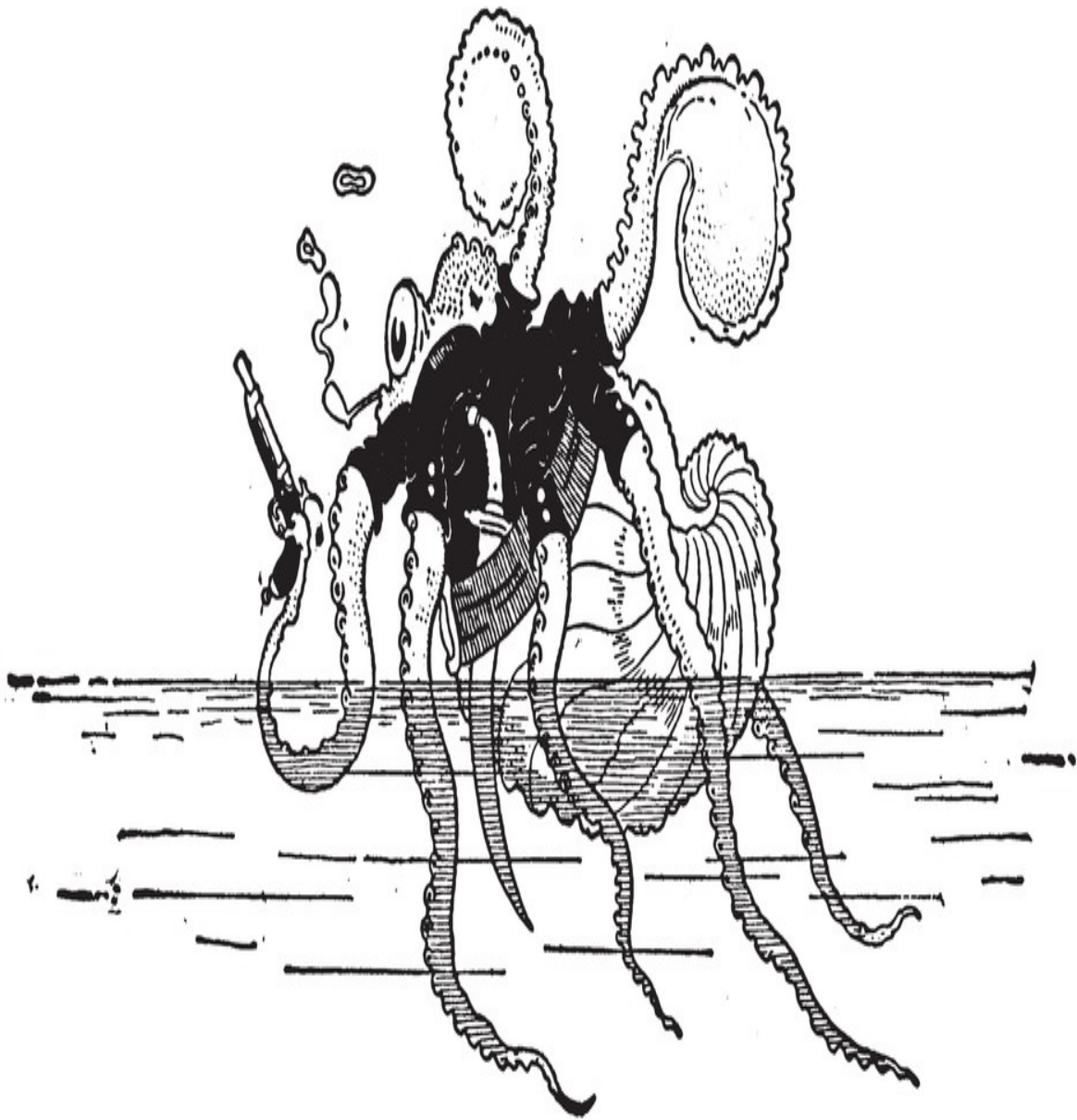
#### WEAPON FOUR

This weapon is capable of locking onto and destroying any flying device or creature. The user simply locks onto the target and then fires. The missile will follow the target until it is within proximity to the warhead fired. The warhead will explore with a one kiloton explosion. Even vehicles in space are not safe from this device if they are in low orbit.

Value: 1 Million Domars (if it still has weapons loaded. Reduce by 250000 Domars for each weapon already expended).

Other Items Listed in the Text - Other mundane objects of the world have values. Generally

these values are 1 to 5 Domars which can be determined by the GM as needed.





# **RANDOM LOOT TABLES**

Most humans, mutants, animals or other creatures that are encountered will likely be in possession of something of value. Sometimes it might just be a few Domars or gold pieces. In other instances it might be some prized treasures of times past.

Each intelligent foe should be rolled for on the following table:

<u>ROLL</u>	<u>RESULT</u>
01-25	No treasure
26-50	1-20 Domars
51-70	1-20 Domars + 1-2 minor artifacts
71-80	1-4 minor artifacts
81-90	1-20 Domars +1-4 minor artifacts
91-95	1-100 Domars
96-00	Major artifact

Fixed encounters or specified random encounters may have specific artifacts assigned. Fixed locations in the text may also have specified artifacts and treasures listed for that location.

## **MINOR ARTIFACTS**

These are ordinary items used by people before the Shadow Years. Each item is listed with a potential value. This value assumes that the item is in perfect condition. This will be discussed later in more detail. Much of the list below comes from the original GW book. Some of the items in the list have been changed as they are already obsolete in today's world.. Some of the items in my own list will almost certainly be obsolete by the time of the Shadow Years. In my list the condition of the object is not already set. The GM must determine this at the time of discovery.

<u>#</u>	<u>ITEM</u>	<u>VALUE (in Domar)</u>
01	Ball point pen	1
02	Lamp	15
03	Slot machine	10
04	Alarm clock	4
05	Pencil	1
06	Pencil sharpener	1
07	Electric fan	5
08	Wristwatch	15
09	Cigarette lighter	2
10	Auto battery	20
11	Gas can	8

12	Carton of soap bars	2
13	Briefcase	2
14	Portable color tv	0
15	Wallet with 10-60 Domars	10-60
16	Bicycle pump	6
17	Parking meter	0
18	Fire hydrant	0
19	Stopwatch	4
20	Microwave	0
21	Traffic light	0
22	Plastic container - filled with household cleanser	1
23	Charcoal grill	15
24	Compass	35
25	Fire extinguisher	5
26	Canned food - could be poisonous or could still be good	3
27	Dog whistle	1
28	Telescope	10
29	Plastic case - contains narcotics	5
30	Baby doll (human with speech if string pulled)	1
31	Hearing aid	0
32	Pacemaker	0
33	Eye glasses	0
34	Chest of drawers - with old dresses inside	5
35	Sports Trophy	0
36	Roller skates	2
37	Skateboard	2
38	Powered carving knife	0
39	Cash register	0
40	Old clock	1
41	Riding lawn mower	0
42	Bicycle	12
43	Sunglasses	5
44	Locket	1
45	Scout knife	8
46	Vending machine	0 *
47	Coffee cup - ceramic with some kind of logo printed on it	1
48	Jungle gym	15
49	Swing set	15
50	Folding metal chair	2
51	Belt buckle - decorative	0
52	Scissors	1
53	Display case with antique coins	50-500
54	Diamond ring	25
55	Saxophone	12
56	Guitar	14
57	Harmonica	8

58	Suitcase - has clothes inside	2
59	Radiation badge - gets darker when exposed to radiation	25
60	Office copy machine	0
61	Laser pointer	1
62	Wrench	7
63	Hammer	7
64	Screwdriver	7
65	Fishing rod and reel	15
66	Binoculars	12
67	Goggles	5
68	Filing cabinet - filled with dusty papers	0
69	Ancient sword - from the 1700s	25
70	Leather bag filled with machine parts	5
71	Five liter can of duralloy - hardens with three hours exposure to air	30
72	Old samurai sword	35
73	Paint ball gun with pellets	1
74	Steel barrel	3
75	Milk crate	1
76	#303 can of Martian Snovi (regeneration grass) - looks and smells horrible. Any creature who consumes it rolls a D10 to determine the effect. 1-5 no effect at all. 6-9 creature gains 2 points CON and 2D6 HP permanently. 10 creature loses 2 points CON and 2D6 HP permanently.	55
77	Mirror	15
78	Water skis	0
79	Snow shoes	8
80	Bike helmet	10
81	Brass knuckles	1
82	Steel bar	1
83	Coil of 100 feet copper wire	5
84	Road sign	0
85	Toy ball	1
86	Wine bottle	5
87	Battery cells (1-6) for electronic devices	5 (each)
88	Smoke detector	0
89	Metal detector	14
90	Geiger counter	25
91	Hubcap for ground car	0
92	Door knob	0
93	Nylon rope	15
94	Meal Ready to Eat - Military grade packet	2
95	License plate for ground car	0
96	Pliers	12
97	Cooking pot	8
98	Frying pan	14

99	Roll 1-4 more times on this table	-
00	Roll on Major Artifact Table	-

Some items have been assigned no value because there is no effective way to use (or power) them. Some items have larger values because they are needed in the current world.

Just because an item is found does not mean that it is easily moved or taken.

Some of these objects are too big to be carried around by some creature that is encountered by the explorers. Roll again for items that do not make sense for the situation.

\* A vending machine itself might hold no value but the items left inside of it might.

## **MAJOR ARTIFACTS**

These are objects which would clearly be of major value if found in good condition. Of course, just like minor artifacts, not all will be found in usable condition. Some might be repairable or cleanable. Others might be rusted beyond hope.

No values are given as these objects might be considered priceless to those who acquire them. Some of these objects are too big to be carried around by some creature that is encountered by the explorers. Roll again for items that do not make sense for the situation.

<u>#</u>	<u>ITEM</u>	
01	Security card	
02	Scurity card	
03	Security card	
04	Scurity card	
05	Security card	
06	Security card	
07	Plasteel Sheet	
08	Pistol - Slug thrower	
09	Pistol - Needler	
10	Pistol - Stun ray	
11	Pistol - Laser	
12	Pistol - Mark V Blaster	
13	Pistol - Black Ray Gun	
14	Rifle - Stun	
15	Rifle - Laser	
16	Rifle - Mark VII	
17	Rifle - Fusion	
18	Shotgun - 20 gauge	*
19	Shotgun - 12 gauge	**
20	Energy weapon - Vibro dagger	
21	Energy weapon - Vibro blade	

22	Energy weapon - Energy mace	
23	Energy weapon - Stun whip	
24	Grenade - Gas	
25	Grenade - Chemical Explosive	
26	Grenade - Fragmentation	
27	Grenade - Energy	
28	Grenade - Photon	
29	Grenade - Torc	
30	Grenade - Nuclear	
31	Grenade - Chemical weapon	
32	Mini Grenade Launcher	***
33	Bomb or missile - Small damage pack	****
34	Bomb or missile - Concentrated damage pack	****
35	Bomb or missile - Fission bomb	****
36	Bomb or missile - Fusion bomb	****
37	Bomb or missile - Concussion bomb	****
38	Bomb or missile - Matter bomb	****
39	Bomb or missile - Negation bomb	****
40	Bomb or missile - Neutron bomb	****
41	Bomb or missile - Trek bomb	****
42	Bomb or missile - Mutation bomb	****
43	Bomb or missile - Micro-missile	****
44	Bomb or missile - Mini-missile	****
45	Bomb or missile - Surface missile	****
46	Bomb or missile - Neutron missile	****
47	Bomb or missile - Negation missile	****
48	Bomb or missile - Fission missile	****
49	Energy device - Portent	
50	Energy device - Energy cloak	
51	Energy device - Control baton	
52	Energy device - Communication sender	
53	Energy device - Medi-kit	
54	Energy device - Anti-grav sled	
55	Energy device - Ultraviolet and infrared goggles	
56	Energy device - Chemical energy cells	
57	Energy device - Solar energy cells	
58	Energy device - Hydrogen energy cells	
59	Energy device - Atomic energy cells	
60	Energy device - Energy cell charger	
61	Medical - Pain reducer	
62	Medical - Mind booster	
63	Medical - Sustenance dose	
64	Medical - Interra shot	
65	Medical - Stim dose	
66	Medical - Cur-in dose	
67	Medical - Suggestion change	

68	Medical - Accelera dose
69	Medical - Anti-radiation serum
70	Medical - Rejuv-chamber
71	Medical - Stasis chamber
72	Medical - Life ray
73	Armor - Sheath
74	Armor - Powered plate
75	Armor - Powered alloyed plate
76	Armor - Plastic (unpowered)
77	Armor - Energized armor
78	Armor - Inertia
79	Armor - Powered scout
80	Armor - Powered battle
81	Armor - Powered attack
82	Armor - Powered assault
83	Vehicle - Civilian internal combustion or electric
84	Vehicle - Military alcohol or electric
85	Vehicle - Turbine car
86	Vehicle - Hover car
87	Vehicle - Flit car
88	Vehicle - Environmental car
89	Vehicle - Bubble car
90	Vehicle - Hover forklift
91	Harpoon gun
92	Scuba mask
93	Regulator
94	Scuba tank
95	Wet suit
96	Hazardous material suit
97	Radiation suit
98	Crate of Meals Ready to Eat
99	Leather case with a Map of the Old World *****
00	Roll twice on this table

Items that are described in the GW core book will not be described here.

\* 20 Gauge Shotgun is equal to the medium bore shotgun listed in GW1 Legion of Gold

\*\* 12 Gauge Shotgun is equal to the large bore shotgun listed in GW1 Legion of Gold

\*\*\* Mini Grande launcher is described in GW1 Legion of Gold

\*\*\*\* These bombs might be found intact at a military base or as unexploded ordinance in a ruined town, desolate wasteland or some other place where such a bomb might have been dropped but not detonated

\*\*\*\*\* A recent map made by contemporaries. This kind of map is incredibly valuable to those who live in this world. Provide explorers copy of the Coming of Age map provided with this adventure.

### **RANDOM SECURITY CARD TABLE (COLORS)**

1. White
2. Black
3. Red
4. Yellow
5. Green
6. Blue
7. Gold
8. Tan
9. Silver
10. Orange
11. Purple
12. Brown
13. Pink
14. Clear
- 15-20 Multi Colored/Faded/Or Damaged

### **ITEM CONDITION AND VALUE**

Most items found will not be in pristine condition. They will have wear and tear. They will have been buried for decades or centuries. They may be without fuel or power. They may have batteries corroded and damaging the wiring. They may not work at all. Some might be repairable. Others may never be.

Some of the items listed are fixed and not easily removed from their current locations. Removal would take a great deal of work.

Containers might be full, empty or leaking. They might contain edible product or rancid and poisonous material. Electronic items might function if given new batteries.

For each item found roll on the following table using the modifiers listed below:

<u>ROLL</u>	<u>CONDITION OF ARTIFACT</u>	<u>CHANCE/FUNCTIONING</u>
2-5	Obviously broken	0
6-7	Poor	20%
8-9	Fair	40%
10	Good	60%
11	Excellent	80%
12	Perfect	100%

## MODIFIERS

Object buried in the dust or dirt for centuries	-1
Object recently in possession of another intelligent being	+1
Object recently used by another intelligent being	+2
Object dirty or corroded	-2
Object found in radioactive wastelands or ruins	-1

Electric vehicles found will have less than a full charge. The outer range for such vehicles is 300 miles. If found, and still in working condition, the vehicle will have 1-100 miles of charge left on the battery. The vehicle can be recharged but will require a power generation source capable of doing so. This would mean a fixed power plant or reactor. A portable generator would not be sufficient.

Weapons may (50% chance) be found with less than a full complement of bullets or energy charges. Slug throwing weapons will be found minus 2D6 bullets. Laser and fusion weapons will be found minus 1D6 shots. Other types of weapons will be found minus 1D4 shots.

## **ITEM CLEANING OR REPAIR**

It is possible that an item might be cleaned up or repaired. Cleaning an object and doing repairs to visibly damaged components should give some chance of making an item work again. Arguable the chances should be extremely low as the explorer will not be familiar with the item in question or it's mechanical processes.

Assign a base chance of 5% to allow such an effort to succeed. This could be modified by things such as:

Prior experience with the item in question	+10%
Prior experience with similar items	+5%
High intelligence	+2% per INT over 15
Finding a repair or user manual for the item in question	+15%

## **ADDITIONAL PLOT HOOKS**

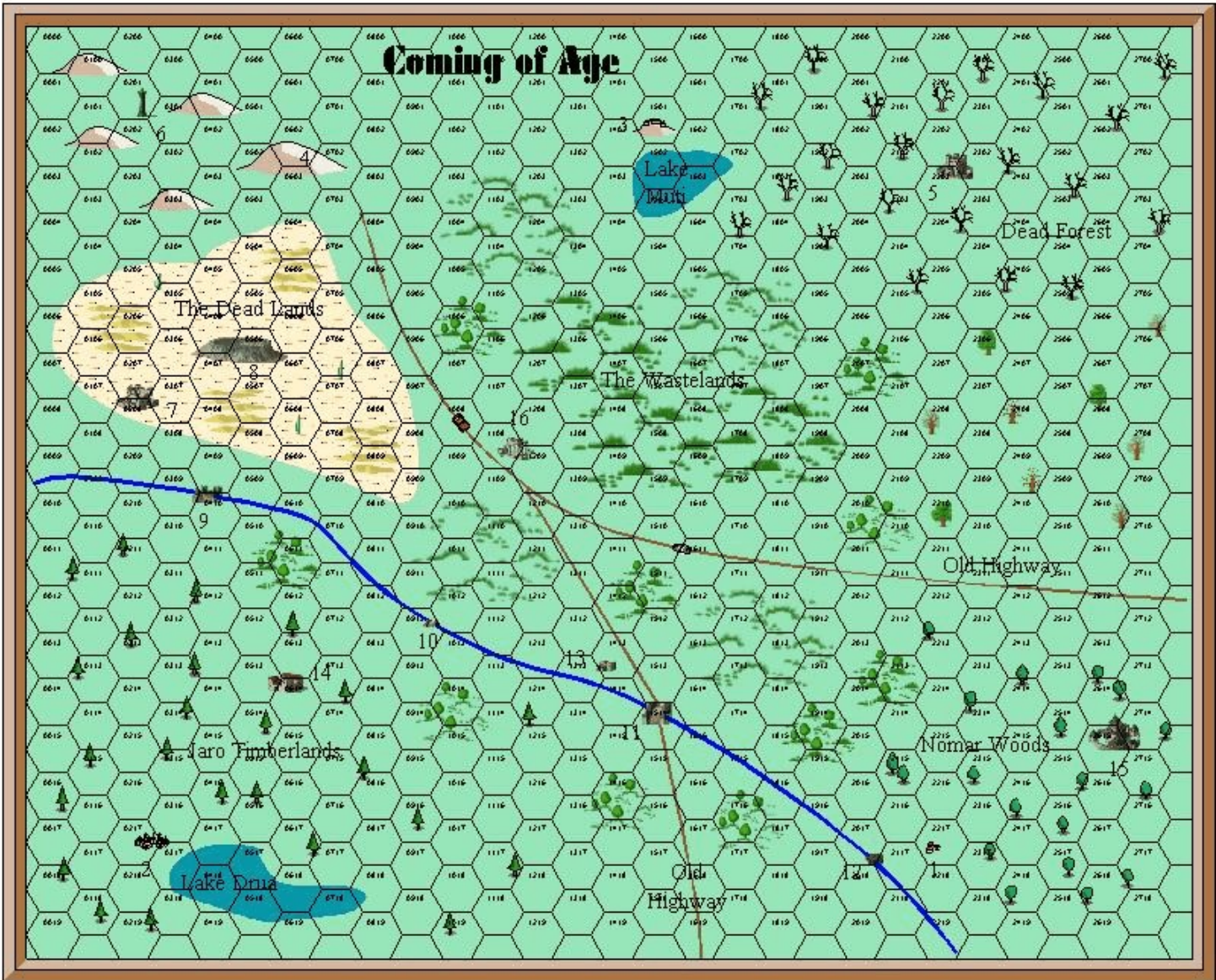
Ok. So your players go out and grab the first ancient relic that they can find and then return home again without exploring another hex. What then? In the unlikely event that your players are just not that inquisitive here are some other possibilities to consider using:



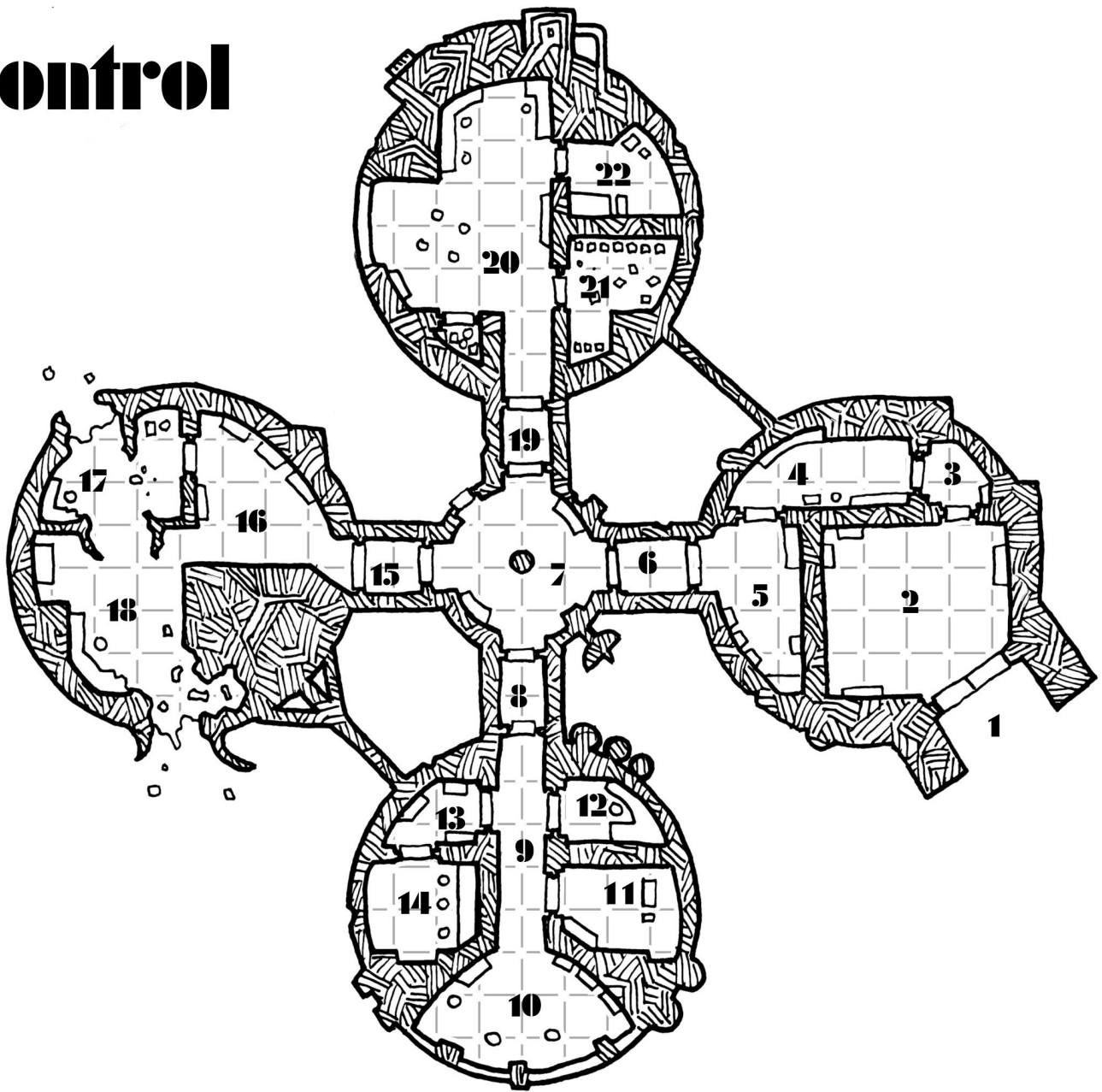
1. Rumors of riches in the old city
2. Raids by the hoop band on the players village have become more frequent and violent. The only way to defend the village is to find ancient weapons to give the village an advantage in driving them off.
3. The Keepers of the Wastelands have come to the village and begun taking over. The only way to make the village like home again is to drive these crazies out.
4. The other villages have become hostile. Trade has come to a standstill and war between the villages is clearly on the horizon. Finding weapons is now a priority for the villagers if they want to survive.
5. The village elders witnessed a mushroom cloud on the horizon a day ago. They fear that the old wars are not yet over. Someone must go out and find out what is going on.
6. There is a rumor going around about the mountain of faces. It is said that there might be a hidden room there. What treasures might be hidden there?
7. The crazy Keepers of the Faith zealots are out to find nuclear weapons and use them against others again. They must be stopped. Someone needs to go out into the world and make sure that they do not find any such weapons if any still exist.
8. There are rumors of an old star port in the woods somewhere. Perhaps there is an old star ship or some other incredibly valuable relic to be found there.
9. The villagers know where the other villages are. But they know very little about the rest of the world beyond. Someone in the village needs to go out and map the terrain so that others in the village might know where the dangers truly are.
10. The village has begun suffering from a horrid disease which is killing people in a very nasty way. Perhaps some of the old world places have information or medicines which might help.





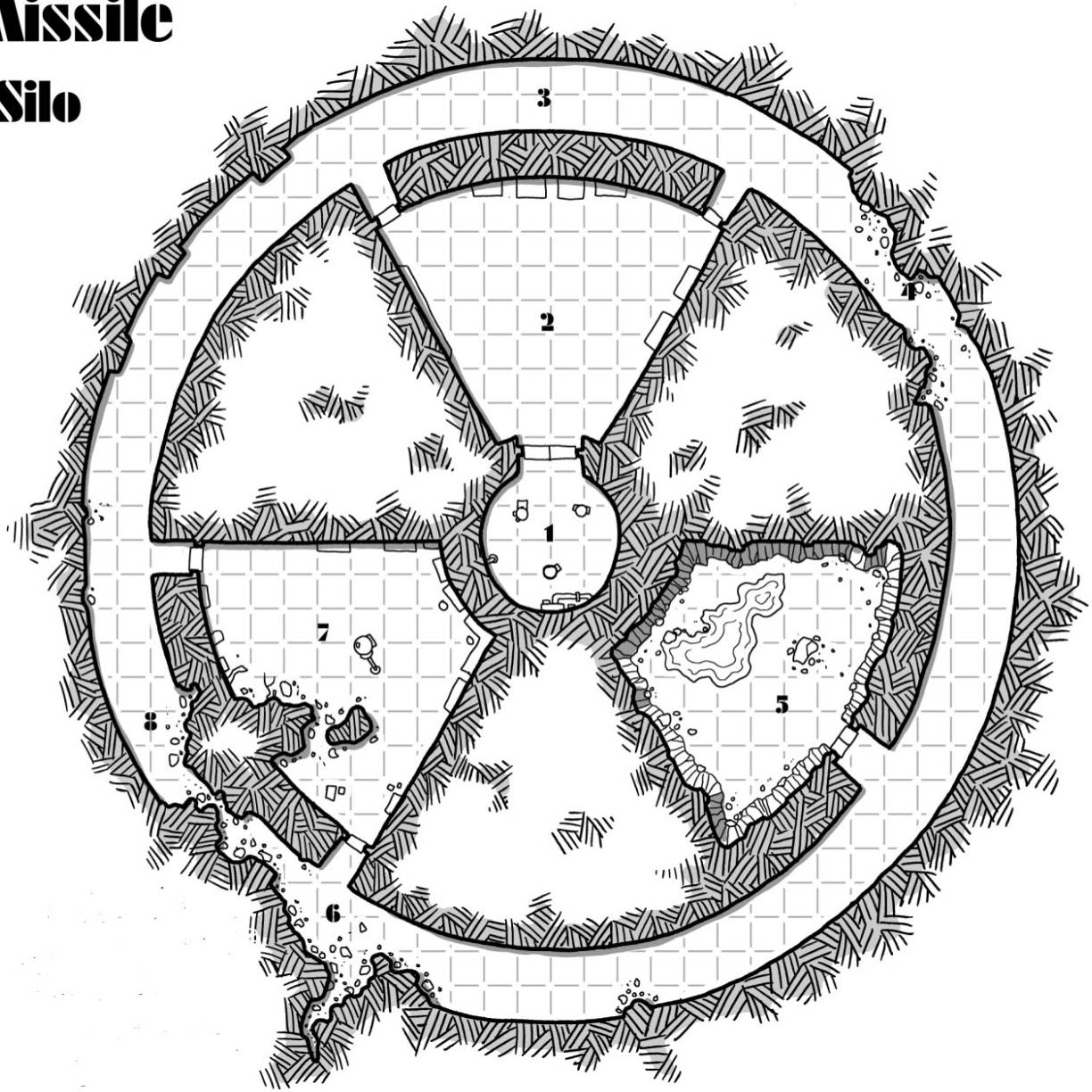


# Control



# Missile

## Silo



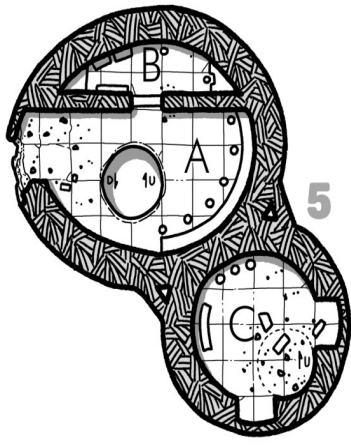
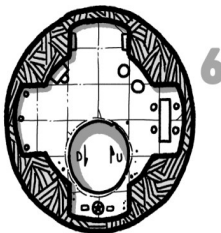
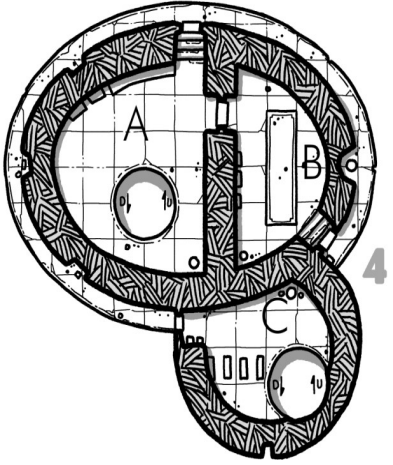
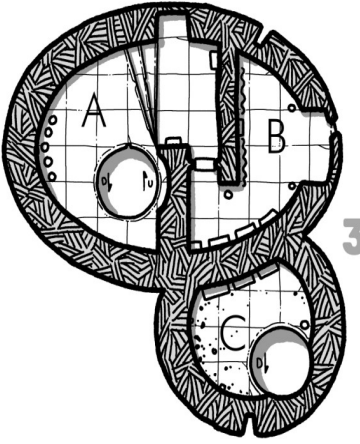
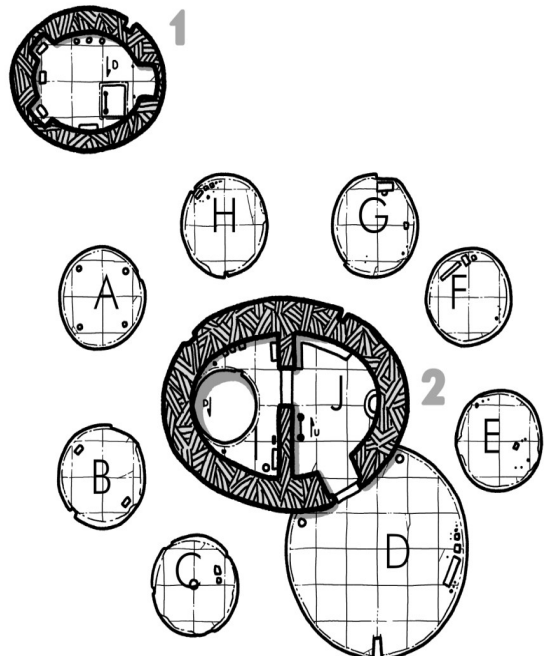
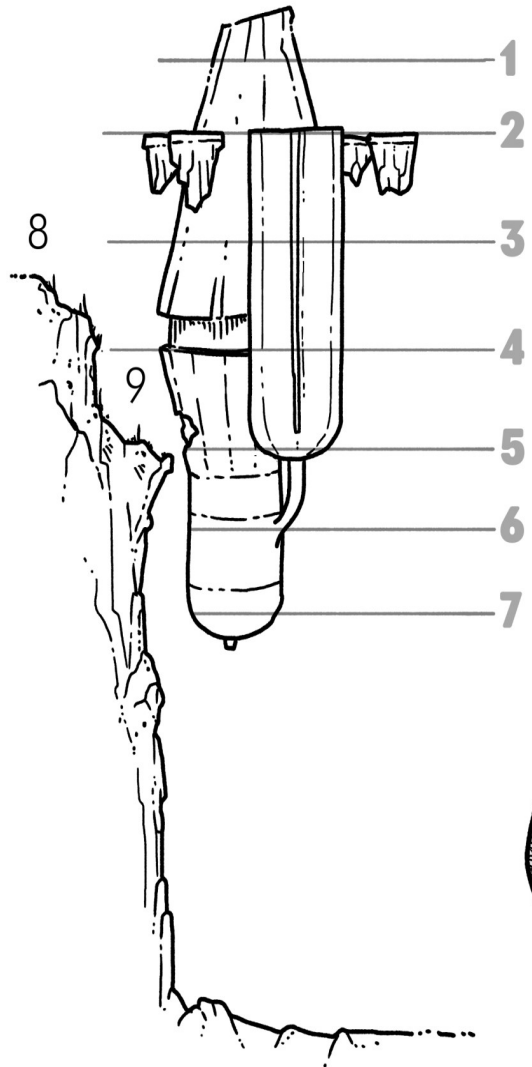
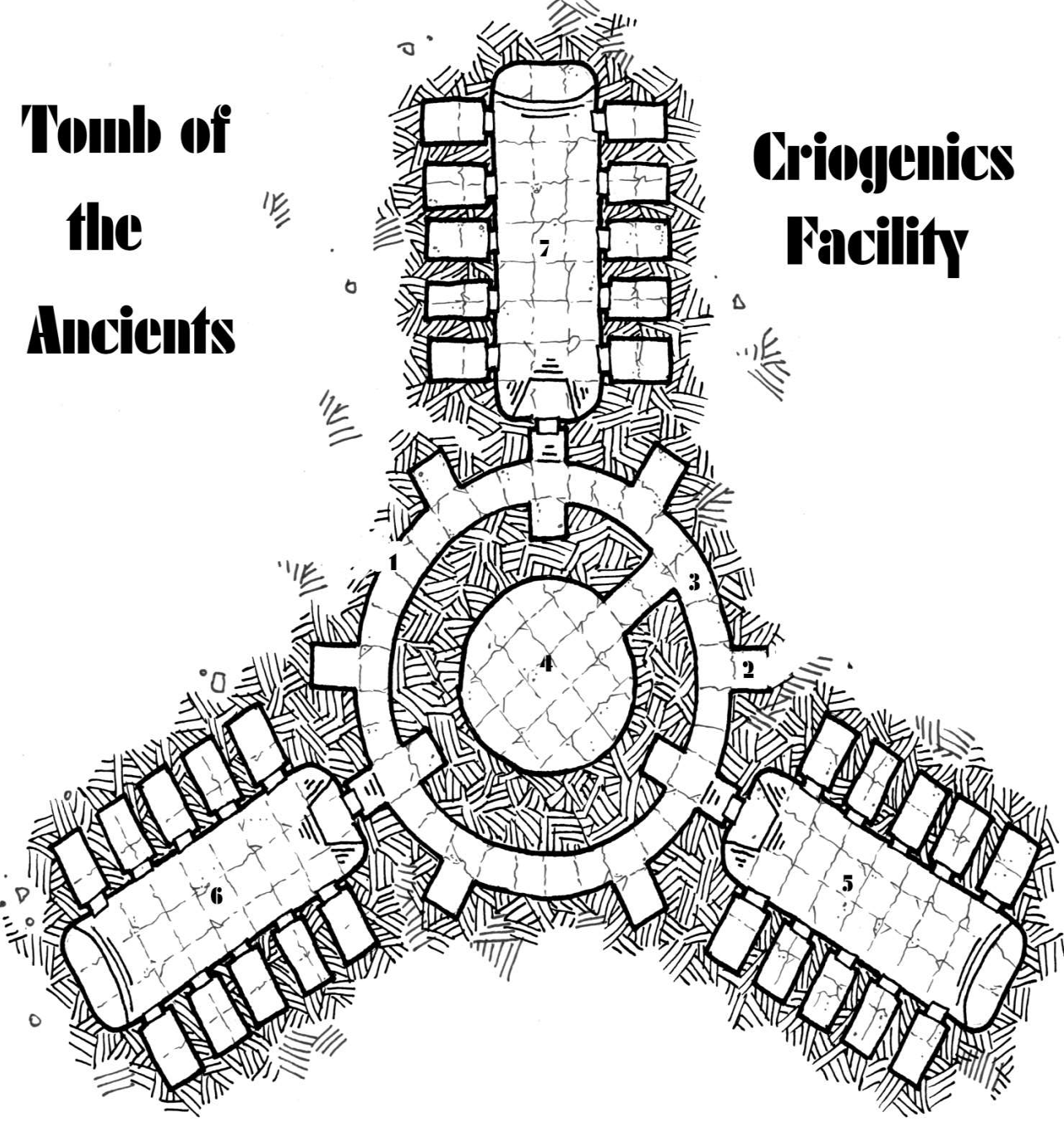


Diagram illustrating the internal structure of a cylindrical object, showing various components and sections labeled 1 through 9.

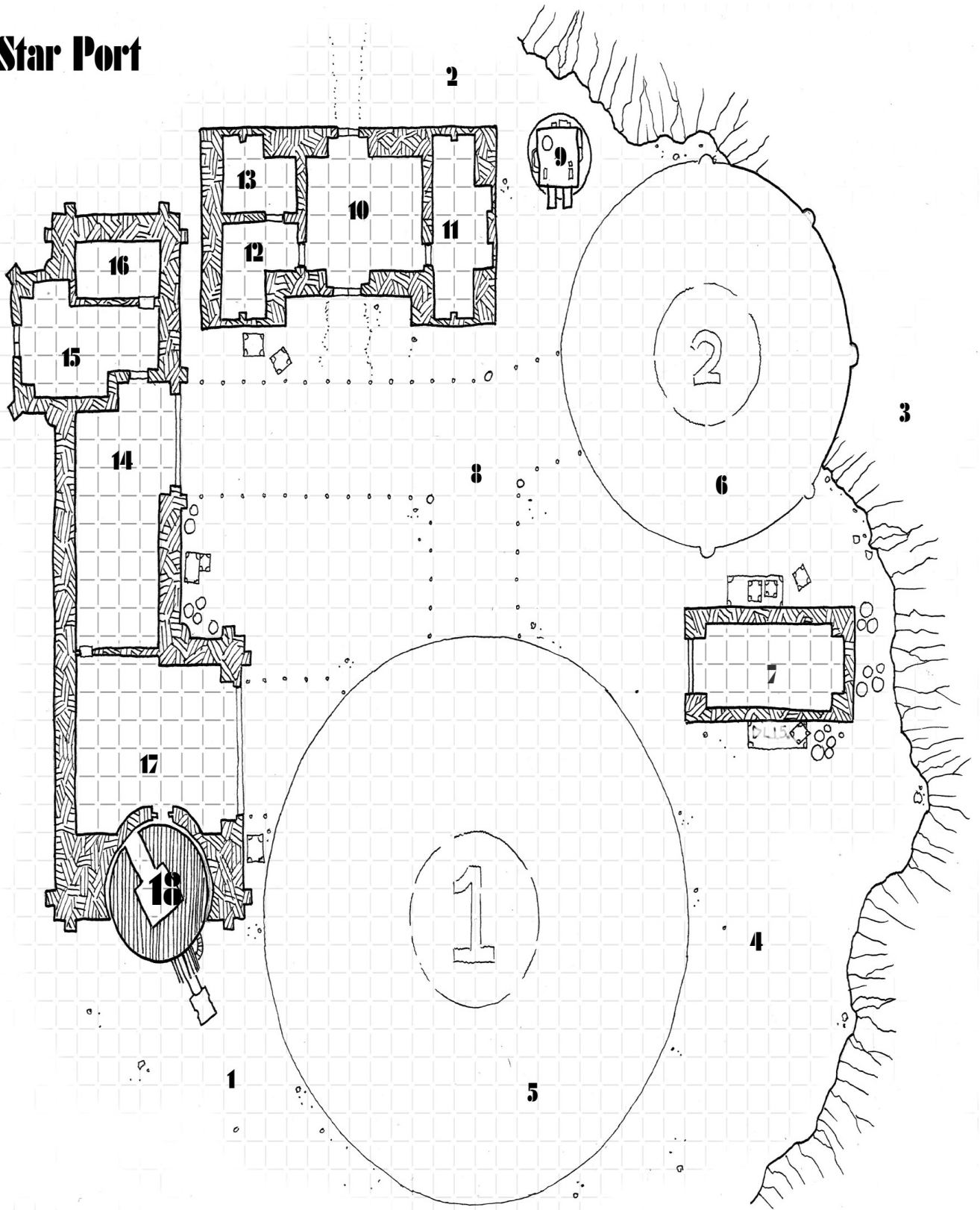


**Tomb of  
the  
Ancients**

**Criogenics  
Facility**

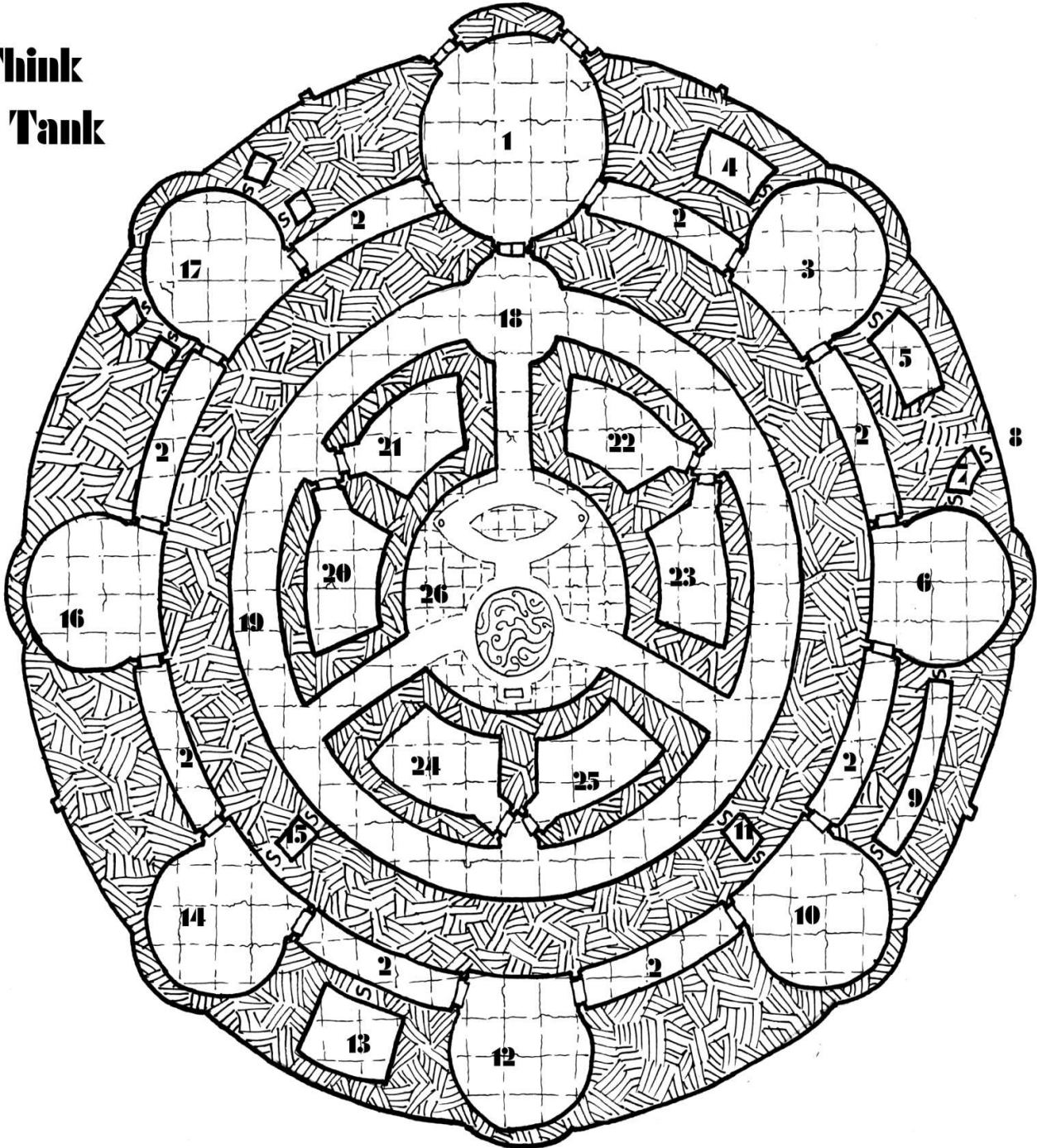


# Star Port





# Think Tank



# The Ruined City

