

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

RETURN TO THE LOST CITY

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RETURN TO THE LOST CITY SECRETS OF THE SECOND DOME BY DOMINIC COVEY

Return To The Lost City
(*Secrets of The Second Dome*) is

an adventure for *Darwin's World 2nd Edition* that returns to the unique subterranean environment first introduced in *The Lost City*. In *Return To The Lost City* the player characters go back to the sunken ruins of the Bakersfield dome complex following the rumored disappearance of a peaceful colony of settlers, who - lulled into a false sense of security by stories of the party's success against the raiders of the Lost City - established a community precariously close to the cavern's rift entrance. Gathering their strength the heroes who first explored the Lost City and survived its perils return, this time to investigate the brutal massacre of a peaceful community and put the danger of the Lost City's terrible troglodilian inhabitants to rest once and for all.

A party of four to six characters of levels 9-11 should be able to meet and deal with the new and rising dangers of the Lost City. As a continuation of the original adventure, many of the weaker dangers have been wiped out - leaving far more powerful foes to contend with! It is intended that the same characters that went through the first adventure should also go through the second, but there is little in the adventure that relies on the party having been here before (except for a few easily ad-libbed location descriptions).

ADVENTURE BACKGROUND

This adventure poses somewhat of a problem to those gamemasters who have as yet to play *The Lost City* - since it is, in effect, a "return to" adventure in which the player characters pay a second visit to this fantastic buried city to investigate the rumors of a recent slaughter on the surface.

From the onset *Return To The Lost City* makes some basic assumptions, which you as GM should be aware of. It is obvious that not all gaming groups will have achieved the same results on their first expedition here (as detailed in *The Lost City*), and that some enemies may have been killed while others escaped the marauding expedition of the adventurers. In general, however, the GM should be able to smooth over inconsistencies by "fudging" in a practical and believable way, or tailoring the adventure a few nights beforehand to suit the actual outcome of the first part of the series.

A few things to keep in mind about the city's changed geography include the following:

- The balance of power has changed *dramatically* since the party's first visit to the Lost City. Because the assumed aim of the original adventure was to locate a stolen shipment of the Water Merchants (taken by the Slavers under the raider-prince "Blackthorn"), it is assumed that the main target of the party's attacks will have been the Slavers. Thus, their presence has been removed (though the remains of their fortress have become the hunting grounds of another established group from the Lost City; see later for details), leaving other factions to take over in their absence.
- The Mongolians, who were in somewhat "amiable" contact with the Slavers, were

ABBREVIATIONS

At certain times this book references other *Darwin's World* supplements and sourcebooks, or other *RPGObjects* products. To help you find where the rules for these are located, the following key has been provided:

F/MG	The Foundationists/Metal Gods
MRh	Metropolis Rho
RT	Rolling Thunder (<i>PA Dispatch</i>)

nonetheless the first to appreciate their removal from the City. Sensing that no one substantial stood in their way (and also threatened due to the fact that their regular supply of food and labor - slaves - was threatened), the Mongolians started a campaign of expansion, dominating the majority of the City. Since the fall of the Slavers they have established a number of outposts in the City, the Upper Caverns, and, in recent weeks, a base on the surface itself.

- The PCs may have killed "Lord Sogor", leader of the Mongolians, but his successor, "Colonel Mraag", has successfully brought his community back from the brink. While the party may have thought they did away with the Mongolians, the creatures have re-established themselves and taken over in the interim.
- The Mongolians have grown more aggressive with their new leadership in the City. They have recently taken to exacting raids on the surface, taking water, food, and - most importantly - material to continue their expansion. Their threat to the surface world has only just begun!
- Word has reached the player characters (either by the water merchants they first served, or the Cartel, or from nomadic tribals who recently

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passed through the area) that an unknown “force” has begun a campaign of terror in the locale of the Lost City, destroying the few surface settlements near the Rift leading to the Lost City. Their attacks appear to be even more ferocious than those exacted by Blackthorn's Slavers so many months/years ago. The PCs, who remember that the Slavers were destroyed, are drawn into investigating this new rash of unknown, but certainly powerful, enemies.

Thus it is assumed that the PCs come to investigate who is behind the recent disappearance of the pioneer community settled in the area of the sunken Lost City. Having once ventured there in the past, the PCs are called upon as professionals to once more descend into the depths to locate and destroy the menace of the Lost City's denizens.

WHAT THE PCS KNOW

No one has been back to the Lost City since the destruction of Blackthorn's raiders (presumably at the hands of the player characters). With stories of the troglodilian monsters living in the buried city still fresh in their minds, once the threat of the surface raiders was taken care of, the Water Merchants resumed their caravans north along the edge of the Rift - skirting the great canyon but not venturing to the bottom. The Cartel, who believed “black gold” (i.e. oil) might be found in the vicinity of the sunken city, sent a few small parties down into the Rift Valley near the cave entrance to the upper caverns, but these didn't last long. Faced with treacherous cliffs to traverse, strange nocturnal beasts living among the valley rocks, and ultimately not finding the mother lode they sought, they too abandoned the area.

While the Water Merchants brought the route

WHAT IF THE MONGOLIANTS WERE WIPED OUT?

Ultimately it is irrelevant if the PCs managed to wipe out the Mongolians in the stadium in *The Lost City*, though to be sure it will give the Mongolians all the more reason to hate them when they come back. As will be explained in this adventure, unbeknownst to the PCs the Mongolians in part one of this adventure had more of their kind in *another dome* of the Bakersfield complex, who have now returned to the more familiar caverns to take total control of the Lost City.

skirting the Lost City to life again, settlers, drawn by reports that the raiders were destroyed, began moving to the area from the southlands. Hoping to start a better life in an area believed cleared of raider dangers, these hopeful pioneers remained even after the Water Merchants discovered a far easier route east of the Rift Canyon. Abandoning the old route, these settlements began to wither without the presence of the Water Merchants. One, however, stubbornly remained, its walls only a mile or so from the entrance to the Lost City itself.

It is this small community that has gone silent in recent weeks. Traders in outposts to the south, expecting regular visits from these impoverished pioneers to buy food and supplies, were the first to notice when the settlers stopped coming. Unwilling to take action themselves (the pioneers only make up a small percentage of their business, after all), they have nonetheless spread word of the strange disappearance in the hopes someone will step up to investigate.

WHAT HAS HAPPENED SINCE

In between the present and the months/years since the characters first raided the Lost City, much has changed in the lost sepulcher beneath the earth. The **Slavers** of the bandit-lord Skull Blackthorn, having been crushed by the PCs for their responsibility in the theft of a Water Merchant caravan (or, if the

PCs never visited the compound, the proximity of the Slaver outpost to the entrance of the Lost City suggests that it would nonetheless have fallen to one monstrous party or another, even if the PCs came to the Lost City for other reasons), were all but eradicated from the underground ruins of the Lost City. With their removal, their dominance of the Upper Caverns has diminished, a vacuum taken over by the enterprising **Mongolians** in their push towards the surface.

The **Plantmen**, for some unknown reason, have vanished from the City altogether (this could be the result of the PCs' original intervention in the City, or some other mysterious means unknown to anyone), leaving only an empty and hollow Junkyard in their place. A haunting ruin, it will prove to be one of the few safe places the PCs can set up headquarters and a base of operations in the ruins of the City - if they can clear it of the mindless oozes that infest it. See later for more information on the Junkyard.

Ghouls, as all wasteland folk know, are never permanently eradicated. The Ghouls have, over time, grown in numbers and have already spread out from behind the old walls of the Slavers (which once kept them barely confined in their quarter of the City) and now occupy many dark places of the city ruins. They walk virtually unchallenged, and are countered only by the bright lights and overwhelming technology of the Mongolians themselves. But beyond the encampments of these mutant giants, the Ghouls are

MONGOLIANTS & ADVANCED WEAPONS

As stated in part one of this series, *The Lost City*, the mongoliant featured in this adventure series are special in that they are far more technically advanced than is common for their brutish kind. As an option, if you find the mongoliant underpowered due to their lack of the proper technology and weapon proficiency feats, you can use this solution to keep their forces “challenging”.

Assume that due to their unique circumstances the mongoliant of the Lost City are like *Radicals* (see *Backgrounds in Darwin's World 2nd Edition*), in that they may select the *Futuristic Firearms Proficiency* feat without having to meet the normal prerequisites. You can also allow the mongoliant to take the *Personal Firearms Proficiency* feat instead. If this is the case, simply replace the mongoliant's usual *Great Endurance* feat with the desired feat.

This method was used for the major mongoliant NPCs depicted encountered this adventure.

still a force to be feared.

A few other creatures exist in the Lost City, survivors who fled or were overlooked after the PCs' first expedition. These remain as potent dangers and definite reminders of the City's hazardous nature.

THE DEEPER CAVES

The “Deeper Caves” lie south of the Lost City proper, an entirely separate series of buried caverns not unlike the original. Within its echoing black depths is an entirely undiscovered quarter of the Lost City, unknown to the original inhabitants...except for the dread Mongoliant, that is.

The Mongoliant, occupying the old buried stadium, guard the sole cavern access to this lost section of the City (note, there is a second entrance, along the old river, but this way is treacherous at best). Yet even their knowledge of this dead cavern is limited; they have long feared the strange metal beings that dwell beyond the limits of their vision, and the towering skyscrapers that withstood the cataclysm like monuments to the Ancients' defiance of reason.

Faced with the unknown, the Mongoliant chose

the wise path of conquering the Lost City and the Upper Caverns (home to far easier prey), turning their back on the Deeper Caverns. Building up a massive fortress wall to keep out the bizarre night-beasts of these lost caves (as described later), they have instead geared their efforts towards raiding the surface.

The Deeper Caves still remain, however, and the PCs will eventually discover them once the Mongoliant threat is finally put down – a feat which requires the PCs to invade their stadium-fortress and destroy every last member of their army. In doing so, they discover a broad tunnel through the rock that leads south towards the Deeper Caves...and far more sinister secrets that tell of a horrendous last few days of the Ancients.



INTRODUCTION (AREAS A1-A9)

The adventure begins with the investigating party of PCs arriving at the ruins of a settlement that was dangerously close to the

cave entrance to the Lost City, as described in the adventure introduction.

The above ground introduction to the return to the Lost City centers on the immediate surface vicinity around the Rift, a dry desert land of mountains, ravines, chasms, and valleys. Here the land is cold at night, but burning with unfettered sunlight during the day; rocks, boulders, and sandstone are prevalent everywhere, as are thorny bushes, underbrush, and tumbleweed.

More details of the Rift and its dangers are presented in part one of this series, *The Lost City*.

A1. RUINS OF A SURFACE VILLAGE (EL 2)

As the adventure begins read or paraphrase the following to the players:

What appear to be the ruins of a small settlement lay spread out before you, a village made of covered adobe huts and corrugated iron shacks. It's nothing much, the kind of community you've seen before, no doubt set up by wastelanders tired of the nomadic life and throwing their last energies into making a permanent home to live their meager lives in.

As the wind blows through the maze of solar collectors perched atop each home, it creates a jingling, disjointed song that echoes eerily throughout the entire settlement. But no one comes to greet you.

The stench of carrion is heady even a mile down the trail from which you came, and from a distance one can see piles of dead bodies stacked everywhere. Vultures, by the hundreds, perch from every building top or among the branch-like arms of the solar collectors, plump and well-fed, but nonetheless warily watching your approach.

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The village should be described by the GM as a burnt-out, heavily damaged, and utterly abandoned place. It looks as if it had been “bombarded” (by mortar fire) and then attacked in force. Every single militiaman in town appears to have been rounded up and slaughtered in the central village marketplace; some are even *crucified* around the village well.

Unbeknownst to the PCs, the village well has been completely poisoned by canisters of toxic chemicals

(as *lead arsenate*; ingested, DC 12, initial 1d2 Con, secondary 1d4 Con) thrown in by whoever – or whatever – attacked this place. The well is too deep to spot the canisters. The seemingly innocuous water source is now very much a trap (a lesson the Mongolians learned from Skull Blackthorn’s poisoning of the well in the upper caves of the Lost City). However, by the looks of one or two bodies lying around the well, a few villagers survived the

initial attack only to die after seeking nourishment at the communal cistern after the attack. Attentive characters may make the connection...

All the bodies – many of which have been picked clean by vultures – appear to have been carefully looted, even stripped of clothes and belongings. The wreckage of the adobe huts of this settlement are likewise looted; not even metal fixtures, furnishings, blankets, and junk remain. *Everything of value or use* was taken. There are certainly no weapons to be found either, nor even the brass casings of the bullets fired by defenders and attackers alike.

What’s more, there are no bodies or cadavers that stand out among the others – whoever attacked took their own dead with them. The only evidence that remains is heavy tracks in the sandy earth, but these have been so wind-blown as to defy identification.

Searching the village takes 3d6 hours, but regardless not a thing of pertinent interest will be turned up unless a Search or Survival check (DC 16 in either case) is made. If this is successful, however, a trail of what appear to be various *automobile* tracks are found exiting the village and heading northwest into the mountains...towards the Rift and the valley caves that the adventurers know lead to the Lost City. *The trail of these automobile tracks are shown on the nearby map as a dotted gray line.*

A2. MOUNTAIN ROAD (EL 0)

The only trail leading out of the destroyed settlement appears to be a vanishing path into the mountains north of the village.

Tracks found in the village (vehicle tracks) lead along this way, an old earth and sand road that meander into the hills. It looks at least a few hours to the nearest ridge in sight.

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A3. CONCEALED BUNKER (EL 4)

The wind-swept hills cause particles of sand to bite at your eyes, as the larger boulders of the lowlands seem to diminish into small rocks and flat blocks of scattered rubble. An open field looms ahead, promising easy going.

At this point the rocky trail widens (a Survival check, DC 22, is required to notice this gradual change; otherwise the PCs simply walk right out into the open unawares), leaving a broad open field on the hill slopes.

Overlooking this sudden opening is a concealed and fortified *bunker* of stone and mortar, with a thin and barely-discernable slit in its center from which a *weapon animatron* overlooks the approaches. This animatron is an improved model, armed with a machinegun and advanced programming (see below). It will open fire at once as the party comes across the scene.

The machinegun-bunker continues to fire on the party each round until either it runs out of ammunition or all detected targets are neutralized. The only way to avoid its burst is to come out into the open and fire at the emplacement, inflicting enough damage to neutralize it. It always fires at the closest PC.

GM's Note: This is only the first in a series of brutal screens designed by the Mongolians to dissuade intruders and surface worlders from locating their base in the mountains. Because the animatron is inside a prepared bunker, it receives *one half cover* (+4 bonus to Defense).

Machinegun Bunker (1): CR 4; Hardness 12; HP 40; Init +4; Atk +10 ranged. This model is armed with an M2HB and 100 rounds of linked .50 caliber ammunition. Due to its programming it is considered to have the *Advanced Firearms Proficiency*.

A4. BOOBY-TRAPPED WRECK (EL 4)

The rough mountain trail here is overgrown with thick thorny bushes and weeds, with rough boulders strewn about like rubble. Up ahead, from the tall dry grass can be seen the rusted and utterly abandoned wreckage of an ancient automobile, its olive green paint flecked and peeled as a result of weather and time.

The wreckage (of an old military pickup truck) is actually a *trap*. The Mongolians knew that the wreck would likely draw the curiosity of scavengers and explorers in the region, either as a shelter or as a place for finding possible lost items. As such, they booby-trapped it...

A Search check (DC 33) uncovers the trap, a *satchel charge B* hidden within the truck and set to explode if the vehicle is tampered with. Otherwise any attempt to explore the wrecked car results in the detonation of the satchel charge, placed cunningly inside the one lodged-shut door (the other being pinned against a large boulder). It will automatically explode (no delay), affecting all within its considerable blast radius.

The wreck (which will most likely be destroyed in the blast of booby-trap) contains nothing of interest in any case.

Booby Trap (1): CR 4; Disable Device DC 33; as *satchel charge B* (8d6).

A5. MINEFIELD (EL 2)

Thick bushes give way to a natural field littered with small stones and flat, wind-worn rocks and pebbles.

This area is, of course, another deadly trap set up by the Mongolians. However, the field must be crossed for the party to continue following the trail from **A2**.

The seemingly natural pasture is in fact a *minefield*. It requires three full rounds for each party member to cross; each round there is a 25% chance that a given character will step on a mine while moving and detonate it. The detonation of one mine does not detonate the other mines, however.

Mines (10): CR 2; Disable Device DC 16; as *fragmentation grenades* (4d6).

A6. POISONED GULLY (EL 2)

At some point the heavy dry underbrush gives way to a natural depression, like an earthy gulley, stretching from the east to the west beyond sight in either direction. The ridge on the opposite side is of a higher elevation, but much gravel and stone has collapsed or fallen away leaving numerous rockslides – all of which could potentially be used to ascend the slope.

Earlier encounters on the mountain (such as the machinegun bunker, minefield, and booby-trapped wreck) have, by this point, alerted the Mongolians at **A7** (and, in turn, the Mongolians at **A9** and **A10**) to the presence of an outside force on the mountain. To enact a defense, the Mongolians have activated a particularly-deadly trap to kill the party as they approach...

More than a mile of concealed pipes laid down several weeks ago connect this gulley with subterranean tanks buried by the Mongolians at their base (**area A9**). By activating a switch at the base proper, colorless and odorless vapors can be pumped below ground to this site to fill the wide trench with *sarin nerve gas*.

GM's Note: Characters entering the trench may make a Spot check (at DC 28) to notice something wrong here – recently-dead birds on the gulley floor, or perhaps a mutated rabbit or rat near the

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depression's edge slowly dying as it attempts to scramble free, etc.

If the group does not notice, and passes into the depression, they enter the *sarin* cloud. All characters entering the gulley must make an immediate Fortitude save (DC 18) or suffer poison damage (initial 1d4 Con, secondary 2d4 Con). Since the gas is colorless and odorless, the characters will be well into the gulley before they realize what is happening. As such, only announce the call for saves once the first 1d4 members of the party are in the gulley (and thus the gas cloud's area of effect). Those members of the party remaining are considered to have yet to enter the gulley, and may pull themselves out or retreat at the last moment, without having to make a save.

The Mongolians continue to pump nerve gas into the depression for 1d6 rounds, after which the gas is turned completely off (their supply is, after all, greatly limited). Due to the gulley being shielded from the wind, the gas only disperses after 1d4 minutes (at which time it is safe to cross).

A7. WATCHTOWER (EL 8)

Up ahead, over the thinning grass and rocky ground, you see the last ridge standing between you and the Great Rift itself. But instead of a barren rocky precipice, there stands a tall watchtower made with stilts of ramshackle metal parts with a tiny hut at its top. Although dark inside, you are almost certain some large weapon looks out from this emplacement to guard its approaches.

Standing high over the scrubgrass of this high elevation - and the road recently constructed by the Mongolians to the Rift bottom - is a tower of metal stilts and crossbars, with a tiny open hut at its top.

This watch station serves as a lookout perch for watching the approaches to the entrance to the Lost City - and the "Mongoliant Expeditionary Army" base that guards its surface hole.

Occupying the watchtower at any given time are two Mongoliant **soldiers**, one of which is always on lookout with *electro-optical binoculars*. This Mongoliant is armed with a *S&W M29* revolver with 12 .44 magnum rounds on a bullet belt, as well as a professional *walkie-talkie* (with which to warn the base of the number and location of any transgressors in the area) powered by a full *power cell*. If fired at, he is considered to be behind *one-half cover* (+4 bonus to Defense, +2 bonus to Reflex saves).

The second Mongoliant is situated behind a ring-mounted machinegun (*M60*), linked to a belt of 100 rounds of 7.62mm ammunition. He is further protected by a makeshift gunshield - treat him as being behind *three-quarters cover* (+7 bonus to Defense, +3 bonus to Reflex saves) - making him exceptionally hard to hit. The machinegun mount has full 360 degree rotation, allowing him to blast away at all targets within range (though should one make it to within 20 feet, the MG will be unable to track him due to poor declination). He is otherwise unarmed.

The Mongolians will be aware of any approaching groups (due to the triggering of previous traps), but will only open fire if the PCs attack right away, or if the party reaches the middle of the machinegun's range. In this case, the Mongolians will then open fire, so that if the PCs try to pull back they will be doing so under heavy fire!

GM's Note: The Mongolians have a makeshift rope ladder which they use to climb into the watchtower; it is always in the hut at the top when the Mongolians are manning it.

Mongoliant Soldiers (2): HP 64 (see *Appendix 1: NPC Statistics*).

A8. ROAD INTO THE RIFT (EL 0)

At this point the rocky wind-swept lip of the Great Rift valley plunges into oblivion. But, as you approach, you see something you never expected: a gravelly switchback road, jackknifing left and right as it descends sharply towards the distant valley floor! The road appears to be of recent construction, and broad enough even for a large vehicle or truck to drive up.

The road here is unguarded, but it is ample evidence that the Mongolians have begun a large-scale effort to bring their presence to the surface world. This is obviously the means by which their vehicles have ascended the Rift and struck at the people of the wasteland.

The road here leads down to the valley floor and towards the surface base (**area A10**). However, before they reach the base the PCs will pass through the "killing fields" (**area A9**).

A9. KILLING FIELDS (EL 15)

Reaching the bottom of the switchback road you find yourself on the broken valley floor. The entrance to the Lost City must be nearby, perhaps over the next few dunes.

Navigating along the rocky walls of the Rift, you come to a relatively flat area around the next bend. There, formed by berms of sand on either side, is a sheltered "road" leading to an incredible sight on the other side of the ravine: a bastion of stone, wood, and corrugated iron, complete with watchtowers to guard the blind spots along its walls. Lights strewn all along the exterior illuminate the approaches, and seem to prevent any form of stealthy incursion. The area

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outside, almost a half-mile of wasteland, has been cleared of rocks, boulders, and underbrush, creating a perfect killing field as one comes near.

Apparently this is a fortress, prepared by creatures of no little intelligence to guard the entrance cave to the Lost City!

Unless the PCs have made it this far without detonating a trap or giving warning to the Mongolians, the expeditionary force from the surface base will have sent a number of soldiers to occupy the cleverly-hidden trenches and pillboxes overlooking this flat and barren area. In effect, their positions create a deadly “killing field” in which to butcher the invaders.

Assuming the Mongolians were alerted, they will be occupying four expertly-camouflaged positions scattered on either side of the field, concealed among the rocks and sands of the sandy slopes facing down into the depression. The Mongolian defenders will hold their fire (being concealed) until the party has moved exactly between them so that a perfect crossfire can be achieved. Only a Spot check (DC 28) will alert the party to the hidden pillboxes - and to the imminent danger!

Each position is held by a pair of Mongolians (there are eight total). These groups are armed as follows:

- **Position #1:** One Mongolian **soldier** armed with an *M16A2* and three full clips of 7.62mm ammo (90); one Mongolian **soldier** armed with an *M4* carbine and two full clips (60).
- **Position #2:** Two Mongolian **soldiers** armed with *M4* carbines and two full clips each (60).
- **Position #3:** One Mongolian **soldier** armed with a *maser rifle* and a *power backpack* (17); one

Mongolian **soldier** armed with an *Uzi* and three full clips of 9mm ammo (60).

- **Position #4:** One Mongolian **soldier** armed with an *Uzi* and three full clips (90); one Mongolian **soldier** armed with an *M72A3 LAW* and a *Glock 20* and one full clip of 10mm ammo (15).

This encounter should prove exceptionally challenging, as the attackers will likely win a surprise round if all goes well. Since they wait until the party is midway between them, the characters will be attacked from both directions. Automatic weapons will always be fired to take out the strongest-looking opponents first, with the *M72A3 LAW* saved for any vehicles (or extremely large opponents, such as mutants with *Gigantism*) within the Mongolians’ field of view.

The Mongolians will only flee their positions in the pillboxes if faced with an un-winnable situation (i.e. their weapons have no noticeable effect, for example). Otherwise their positions give them *three-quarters cover* (+7 bonus to Defense, +3 bonus to Reflex saves). They retreat to the base (**area A10**) if pressed.

Mongolian Soldiers (8): HP 64 (see *Appendix I: NPC Statistics*).

A10. SURFACE BASE (AREAS B0-B8)

The killing fields give way to a bare open stretch of deadland leading towards the walls of the bastion itself. Ramshackle, it looks as if it was constructed by clumsy hands - but looks formidable nonetheless.

Already monstrous shouting and the sound of an alarm can be heard coming from beyond the walls, indicating that your arrival is expected!

The area shown as **A10** is a surface stronghold erected by the Mongolians after their expansion to the upper world. Constructed of rock, earth, sandbags, and a fair amount of garbage salvaged from the Lost City, it stands as a monument to their growing power.

The Mongolians most likely know the PCs are coming (not only from the fighting at **areas A7** and **A9**, but also seeing their approach from the stronghold’s watchtowers), and are prepared to defend their base at all costs. The base is detailed below.

B0. SENTRY TURRET (EL 8)

A low armored *turret* sits in the middle of the road, splitting it into two narrow corridors (just wide enough for army trucks to pass). This turret is embedded into concrete that descends into the ground – a subterranean tunnel connects the pillbox to the interior of the base. It is always occupied by a pair of Mongolians who operate its weaponry (neither is armed, however).

The turret has a 180 degree firing arc, covering the approaches to the base from **area A9**. The turret is armed with a single *TOW II* missile launcher, with a store of eight missiles inside the bunker.

The turret’s “gunners” will track and fire primarily at vehicles approaching the base entrance – individuals or foot soldiers are secondary targets. If the attackers seem to have been beaten off early in the combat, the gunners will cease firing to conserve the missile launcher’s limited supply of ammunition.

Either the bunker itself or its two-man crew may be targeted, but hitting the crew is extremely difficult. Targeting the bunker requires a regular to-hit roll and damage, but the crew inside is considered to be protected by *nine-tenths cover* (+10 bonus to Defense, +4 bonus to Reflex saves).

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GM's Note: Another effective means of dealing with the turret emplacement might be to hit it with an anti-tank or explosive weapon (such as dynamite, a LAW or RPG round), or perhaps even to crash into it with a vehicle at full speed. Short of this, the missile bunker will be tough to take out with small arms fire or other conventional attacks!

Mongoliant Soldiers (2): HP 64 (see *Appendix 1: NPC Statistics*).

Missile Bunker (1): Hardness 10; HP 90.

B1. PERIMETER WALLS (EL 0)

The perimeter walls of the fortress can each take massive amounts of damage before coming down (in roughly 10 ft. sections, since the walls are largely made of corrugated iron sheets). Any large-caliber weapon, directed explosive, or similar attack has a better chance than small arms, however.

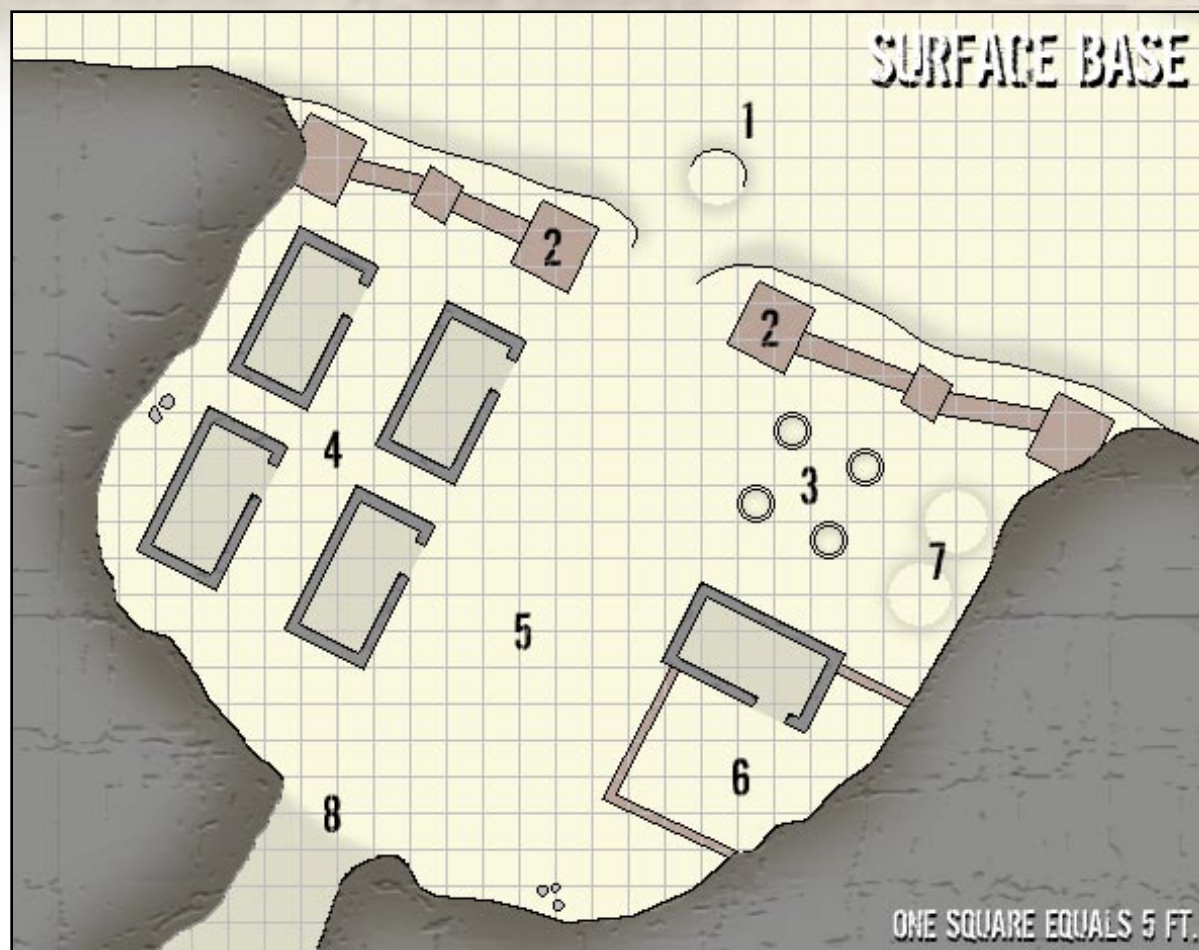
Perimeter Walls: 4 in. Thick; Hardness 10; HP 120.

B2. WATCHTOWERS (EL 0)

Tall watchtowers dot the exterior palisade, reached via ladders from the interior of the compound. From these vantage points the Mongolians will snipe at oncoming groups; in each tower various members of the garrison (see **B3**, below) will take up defensive positions to fire at any and all comers. Firing from these vantage points offer the Mongolians no cover, only a better view of the field.

B3. MORTAR PITS (EL 8)

The Mongolians have dug deep pits into the earth beyond the palisade and ringed these with sandbags, creating effective mortar pits. There are some four pits, though at present they are only in possession of two *M-224 mortars* (the other two were broken in the recent raid).



At any given time, two Mongoliant **soldiers** will be present in or around these pits, ready to fire their artillery in support of the base should it be attacked. Besides the mortars they are otherwise unarmed, but will fight unarmed if they have to in order to defend the mortars.

Mongoliant Soldiers (2): HP 64 (see *Appendix 1: NPC Statistics*).

Treasure: At the bottom of the two occupied pits are a supply of twelve *fragmentation mortar rounds* (as normal mortar rounds, or else treated as *fragmentation grenades*) and one *energy mortar round* (these do damage as normal mortal rounds, but the damage is Energy; if you don't have *Blood & Guts*, treat these as *energy grenades*) each.

B4. BUNKHOUSES (EL 16)

Various fortified bunkhouses are lined in an ordered fashion along the western part of the stockade, each lacking windows and equipped with a heavy metal door on each end. These are bunkhouses for the Mongolian surface garrison, and within reside a total of eighteen Mongolian soldiers (not including those manning essential positions such as the watchtower or mortar pits), all armed and ready for battle.

Development: If the alarm has been raised these Mongolians will not be here, instead moving to meet any attack, as indicated below:

- Three Mongolian **soldiers** armed with *Remington 700s* and 50 rounds of 7.62mm ammo each on a bullet bandolier. If the alarm is raised, these creatures will move to the watchtowers (**area B2**) to take up sniping positions.
- Six Mongolian **soldiers** armed with *M4 carbines* and two full clips of 7.62mm ammo each (60). Five of these creatures will join up with the captain and move to the front gate to repel attackers. The sixth moves to the othydog kennels (**B6**) and releases the animals there, leading them back to the front gate to join the others.
- Four Mongolian **soldiers** armed with *laser rifles* and *power beltpacks* (20 charges remaining in each). Two of these creatures will join up with the captain and move to the front gate; the other two join the lieutenant in reserve.
- Two Mongolian **sergeants** armed with *pulse laser rifles* and full *power beltpacks* (25), as well as two *fragmentation grenades* each. These creatures move to the watchtowers (**area B2**) and join in sniping the PCs.

M-224 MORTAR

The M-224 is a light mortar, optimally used with a 2-man crew, this weapon may be carried and used by a single soldier under duress (firing every other round). With 2 men, this weapon may be fired every round. These weapons are included in each unit of platoon size or higher, allowing individual infantry units the “punch” of artillery when needed.

The M-224 has a sophisticated site that provides the gunner of the weapon a +1 to hit. Using a scope is an attack action.

Weapon	Damage	Crew	Range	ROF	Size	Weight	Cost	Craft DC
M-224 Mortar	8d6	2/1	2.2 mi.	1 rd.	Huge	47 lbs	500 cp	25

- One Mongolian **communications specialist** (treat as a **sergeant**) armed with a *laser pistol*, a full *power clip* (10), and a professional *walkie-talkie* (with full *power cell*). This creature remains indoors reporting on the progress of any skirmish. It only emerges to fight if the captain calls for help.
- One Mongolian **lieutenant** armed with an *M60 machinegun* (carried in both hands) with 90 rounds of linked 7.62mm ammunition. This creature leads two Mongolian **soldiers** (armed with laser rifles; see above) in patrolling the interior of the base during any conflict, to meet any potential infiltrators.
- One Mongolian **captain** armed with a *laser rifle* and *power beltpack* (8 charges remaining), *plasma grenade*, and a *biomechanical targeter*. This overbearing creature leads a number of Mongolians (see above) to the front gate to repel attackers if and when the sentry turret (**area B0**) is destroyed.

Mongolian Soldiers (13): HP 64 (see *Appendix 1: NPC Statistics*).

Mongolian Sergeants (2): HP 81 (see *Appendix 1: NPC Statistics*).

Mongolian Comm Specialist (1): HP 81; as a Mongolian **sergeant** (see *Appendix 1: NPC Statistics*).

Mongolian Lieutenant (1): HP 100 (see *Appendix 1: NPC Statistics*).

Mongolian Captain #1: HP 119 (see below).

Mongolian Captain #1 (Mongolian Guardian 8): CR 12; Large Giant; HD 5d8+20 plus 8d10+32; HP 119; Mas 18; Init +1; Spd 20 ft; Defense 25, touch 14, flatfooted 24 (-1 size, +1 Dex, +4 class, +3 natural, +8 equipment); BAB +11; Grap +22; Atk +17 melee (1d6+7, rifle butt), or +12 (with up to +20 extra in bonuses*) ranged (3d12+4, laser rifle); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongolians; SV Fort +12, Ref +6, Will +4; AP 6; Rep +2; Str 25, Dex 12, Con 18, Int 10, Wis 12, Cha 4.

Skills: Climb +9, Demolitions +2, Intimidate +3, Knowledge (Tactics) +10, Listen +5, Spot +5, Survival +2.

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Feats: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Futuristic Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology.

Talents (Guardian): Defender +2, Weapon Focus (laser rifle), Tactical Aid, Weapon Specialization (laser rifle), Defender +4, Greater Weapon Specialization (laser rifle).

Possessions: Plate mail, laser rifle, power backpack (8 charges), plasma grenade, biomechanical targeter*.

Treasure: Among the bunkhouses is a fortified armory that contains some additional stores of ammunition and juju – a total of 360 rounds of 7.62mm ammo, 100 rounds of 7.62mm linked ammo, two *power backpacks* (full charge), and twelve *ready-syringes* filled with *stimshot B*.

In addition, a crinkled piece of paper in the captain's bunkhouse appears to contain the surface garrison's orders. It is a list of things the Mongolians on the surface are supposed to look out for on their raids and to send back to the caves for the use of the community. The paper reads (in large letters, of course): "*Ere yer orders: git more copper wire, sum yummies, sum tools, diesel fool, more yummies, and sum extra newspaper for da Kernel's parrykeet.*"

B5. VEHICLE POOL (EL 0)

The combined vehicular force on the surface (and thus used at the discretion of the surface commander) consists of three *ATVs* (HP 22, 22, and 18), an *economy car* (current HP 29), a *pick-up* (HP 36), and a *moving truck* (current HP 40) – all done in military camo colors and parked neatly in the open compound. None of these vehicles are armed, but the moving truck is *armored* [RT] (see *Rolling Thunder*

for details on this vehicle modification). The moving truck has enough room for a mortar team, its equipment, and a small supply of ammo (there are currently two *mortar rounds* inside; if you don't have the rules for mortars presented in *Blood & Guts*, treat these as *fragmentation grenades*); the Mongolians sent this out to bombard the nearby village (**area A1**) just prior to the raid. It is also equipped with a professional *walkie-talkie* (built-in).

B6. OTHYDOG KENNELS (EL 6)

These fenced-off areas hold a pack of trained and vicious *othydogs* raised by the Mongolians underground to serve as tracking hounds and guard dogs. There are eight othydogs here, which may be able to smell intruders who have somehow managed to infiltrate the compound – alerting the Mongolians if they somehow failed to detect the PCs so far.

Othydogs (8): HP 9.

B7. UNDERGROUND GAS TANKS (EL 0)

These submerged tanks are largely inaccessible to the PCs. They were buried by the Mongolians and are linked to pipes heading out to the south and up the cliffs via a rickety web of scaffolding.

The tanks are filled with a primitive nerve gas concocted by the Mongolians (treated as *sarin nerve gas*), with a hydraulic pump that feeds the death trap at **A6**. A *grenade* or *satchel charge* put down the pipes will certainly take the tanks out of commission, and may even cause a partial collapse of the nearby canyon wall.

B8. CAVERN ENTRANCE (EL 0)

This yawning cave opening - enlarged since the PCs' last visit to the Lost City - leads straight into the side of the cliff face of the Rift. The passage leads directly to **area U1**, below.



UPPER CAVERNS (AREAS U1-U16)

The *Upper Caverns* have changed considerably since their recent occupation by the "Mongolian Expeditionary Army" – natural caverns and old collapsed passages have

been renovated by their industrious efforts (and with massive construction equipment) to create a system of well-lit tunnels leading to the Lost City far below. This alteration of the caverns' natural features and meandering tunnels has allowed the Mongolians to change these hazardous caves into an efficient means of transporting heavy goods, equipment, and even vehicles to the surface – and bring back large numbers of slaves and booty taken in surface raids to their fortress below.

U1. ENTRANCE CAVE (EL 10)

The ground here is well-worn and covered in a layer of gravel, and the tracks of numerous vehicles, humans, horses, and others crisscross the place, apparently leading deeper into the caves to the south. Wire-mesh net and wooden shoring keeps up the great cavern roof (almost 40 ft. above), which has obviously been widened by explosives and massive construction efforts.

A dismal pool of brackish water sits mirror-like on the west side of the broad entrance tunnel; gravel and debris from the construction forms a low wall keeping the water confined in. Water from the cavern roof slowly drips into this small pond, leaving ripples and sending echoes through the caves.

The cavern is overlooked by a pair of sand-

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bagged bunkers, which offer a perfect arc of fire to cover the entrance to the caves.

This place marks the entrance to the Upper Caves, which leads directly down into the Lost City itself – the actual home of the horrid Mongolians. As such it is heavily defended (by forces underground, and of course the well-fortified base on the surface).

Sitting about the chamber across from the entrance are two sand-bagged pillboxes, which allow their occupants to fire from a prepared position (treat as *nine-tenths cover*; +10 bonus to Defense, +4 bonus to Reflex saves). Alternatively, attackers can attempt instead to fire at the pillboxes and destroy them (see below).

Inside each pillbox is a pair of Mongolians, armed and prepared to defend the cavern entrance:

Position #1: The Mongolians in this pillbox are armed with an *Uzi* and an *M16A2* respectively, with three full clips each for their weapons (60 and 90 respectively).

Position #2: The pair here mans a single *25mm cannon* on a jury-rigged swivel tripod, with a case of 12 rounds behind cover. The second of the two Mongolians acts as the loader for this weapon; the first being the gunner. *Use the statistics for the M2A2 Bradley 25mm cannon for this*



weapon.

The Mongolians in the second pillbox are also equipped with a professional *walkie-talkie* (with *power cell*) with which to monitor the PCs' progress on the surface, and with which to warn the Mongolians deeper in the caves should the PCs achieve victory here.

Mongolian Soldiers (4):
HP 64 (see *Appendix 1: NPC Statistics*).

Pillboxes (2): Hardness 10;
HP 90.

U2. CAVERN (EL 0)

This large cavern is lit by dim electric lights along the walls and ceiling, with a hodge-podge network of wires connecting these to some distant source of power. In the light you see heavy vehicle tracks and other scuff marks on the earthy cavern floor, heading off primarily to the southwest.

The cavern here is currently empty, and as always magnifies sound exceptionally well. Any loud noise created has a chance of being heard by the creatures in U5, U6, and U11 (roll for each individually; Listen DC 15). If the PCs are detected, the creatures at these locations will not be surprised when the PCs arrive.

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U3. SEALED ALCOVE (EL 0)

A small cave lies off of the main tunnel, apparently too small for the Mongolians to explore. Investigating, you find it ends rather abruptly. Huddled against the far wall is an ancient skeleton, with rusted metal shackles around its wrists.

This alcove was once sealed to punish a slave who fled from the old Slavers who once dominated these caverns (see part one of this series, *The Lost City*). He starved to death, unable to break free. The skeleton has no possessions.

U4. DESCENDING TUNNEL (EL 0)

A number of tunnels lead away from this main passage. The tracks of vehicles and large creatures stretch from the northeast to the southwest. Dim lights along the ceiling illuminate this as some kind of underground road.

This tunnel is merely a corridor leading deeper into the caverns, regularly maintained by the Mongolian force to connect the Lost City to the surface world. If the PCs remain silent for a minute or so their ears will eventually pick up the distant “rumble” of the waterfalls which empty into the Lost City (**area 14**).

U5. WATER CAVE (EL 9)

The cavern here appears to have been worked on with some major construction effort, removing large portions of rock and leaving the place hollow and open. Metal supports ring the exterior walls of the cave, apparently aiding in holding up the cavern roof. Dim lights on old dusty bulbs provide a constant source of hazy

illumination throughout the place. A small black pool of water occupies one corner of the cavern as well.

The Mongolians widened this cavern with explosives to permit the passage of vehicles to and from the Lost City below. As such, the smell of chemicals, fuels, and lingering exhaust is somewhat perceptible here. The water source has long been drinkable, and is used by the Mongolians as an additional source of sustenance for their community; 1d6 buckets, canteens, and old pots and pans lay about its edge for the gradual collection of moisture.

In general there is a 75% chance that 5 Mongolians will be present here, moving from one area to another in the *Upper Caverns*. They will only attack if the PCs are seen; otherwise they go about their business oblivious to their presence. If attacked, each proves to be a primitive Mongolian armed only with a greataxe, though one of the group's members - a disciplined Mongolian **soldier** - will have a *S&W M29* revolver (with six rounds of .44 magnum ammo) instead.

GM's Note: Unknown to even the Mongolians, the pool here has a submerged tunnel at its bottom that leads from this place to **area U15** to the southeast. Only a search (Search DC 20) of the pool's depths - involving diving - will uncover this fact; it takes a good 3d6 rounds to make the trip one way.

Mongolians (4): HP 38.

Mongolian Soldier (1): HP 64 (see *Appendix 1: NPC Statistics*).

U6. VEHICLE POOL (EL 12)

This cave smells of waste, chemicals, and battery acid. The sound of numerous beings

yelling and shouting echoes through the tunnels leading to it.

This wide cavern has been taken over by the Mongolian Expeditionary Army to house a number of vehicles salvaged from the surface world, which will be used to stage lightning raids across the desert. As the party investigates, they see some four to six vehicles (depending on whether the Mongolians are out on a raid) arrayed neatly in the room, all done in desert colors.

The vehicles found here include two *ATVs* (HP 20 and 18), two *economy cars* (HP 16 each), and a *moving truck* (HP 25). The latter three vehicles have been modified with *puncture-resistant tires*, while one of the ATVs is currently inoperable (a Repair check at DC 20 is required to make it operational again, but no spare parts are needed). This same ATV has a *mounted weapon* [RT] (*M60* machinegun) mounted on a fixed mount in the rear bed, though it is currently without ammunition while being serviced. For rules on mounted weapons, see the separate source material, *Rolling Thunder*.

GM's Note: When the player characters first intrude, this place will be occupied by six Mongolian **soldiers** – two of which are busily working on the non-operational ATV. The other four will be armed but generally unaware of the PCs' presence (unless combat in the caves has alerted them), playing a game of cards around a small table or flat boulder near the entrance. These four are each armed with *Uzis*, though with only one full clip of 9mm ammo apiece (30).

Development: The armed Mongolians will attack the PCs on sight. The unarmed Mongolians will attempt to flee towards **U7** to alert the others there.

Treasure: In addition to the vehicles in the cavern, there are a vast number of tools and other objects

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to be found here. By the damaged dune buggy is a wheeled metal dolley holding a full *power pack*, an industrial power drill, and a *mechanical toolkit*. A row of black oblongs stacked neatly along the southeastern stretch of cavern wall is actually a stockpile of sixteen fully-charged *power packs* (used to power the various vehicles). There is also a *fire extinguisher* here, in case of emergencies.

Mongoliant Soldiers (6): HP 64.

U7. TWISTED CAVERN (EL 8)

This limestone floor of this natural cavern is rocky and uneven. Small pools ripple here and there, as water falls from the ceiling formations at a steady rate.

Large stores of wooden crates, metal canisters, and leathery sacks seem to be well-tended here in rows and piles. A heavy smell of rot still manages to pervade the place despite this orderly semblance.

The Mongoliants use this rather inadequate cavern as a temporary storage facility for moving goods back and forth between their community in the Lost City and their surface base. It is typically guarded by a pair of Mongoliants (one armed with an greataxe, the other is a Mongoliant **soldier** armed with a *Remington 700*; he carries 20 rounds of 7.62mm ammo on a bullet bandolier) with a single leashed *othydog*. Unless the PCs are preceded by loud noises (from earlier battles, for example), the Mongoliants here will have to rely on their *othydog* to warn them of the party's approach.

Mongoliant (1): HP 38.

Mongoliant Soldier (1): HP 64 (see *Appendix 1: NPC Statistics*).

Othydog (1): HP 9.

Treasure: The stores here contain goods

plundered from the surface world, or else materiel to be moved to the surface base for future raids. These include slaughtered "livestock" (such as the carcasses of two-headed cows, meat from *desert horses*, and select parts of *fraxx steed*), salvaged foodstuffs (cured beef, pork, etc.), and construction materials (wood – which is unattainable below ground – metal bars, supports, and rivets, shovels, pickaxes, etc.). There are also three large spools for running electric wire (the kind used throughout the Upper Caverns to string electric lights), but there is only about 25 ft. of wire left.

One crate also contains 12 *fragmentation mortar rounds* (used by the mortars at the surface base), while another holds some 500 rounds of linked 7.62mm ammo. A final box contains three canisters of *lead arsenate*, used by the Mongoliants to despoil the water sources of villages they have ransacked.

U8. EMPTY TUNNELS (EL 0)

The tunnels throughout this lost labyrinth echo with each passing footstep. Despite the sounds which reflect back at you from all directions, something about these warrens seems empty and lifeless.

Though not uniform by any means, most of these tunnels are roughly 5 ft. high and 2 ft. wide, uneven and filled with jagged rocks and broken



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stone. Any creature above Small size will suffer a -2 circumstance penalty to attack rolls and Dex-related skill checks while in the tunnels. Weapons of Medium-size or larger cannot be used effectively in the tunnels, and suffer a total modifier of -4 to-hit.

U9. COLLAPSED CAVE (EL 0)

Area U9 was once the lair of the **Underling** community that barely clung to survival in the Upper Caves, before the PCs' first expedition passed through. The cave has since collapsed.

Development: If the PCs destroyed the underling enclave, then this may have been their handiwork. Otherwise the Mongolians, following the PCs back up through the caverns once the Slavers were eradicated, found the Underlings to be a nuisance and decided to extinguish the tribe themselves. The Mongolians cautiously swept through the few navigable tunnels killing everything in their path, eventually herding the fleeing Underlings to this cavern. Unable to negotiate the tight warrens leading into it, they instead used a satchel charge to collapse the cave in on the terrified Underlings. The entire tribe was wiped out under tons of rock.

U10. SACRIFICIAL CAVE (EL 0)

A weak orange light emanates from a strange fungus on the walls of this cave; the light reveals strange aboriginal carvings on the walls depicting little demon-men throwing human captives into the maws of a giant multi-headed monster. However, the cave seems empty.

The long-lost Underling tribe at **area U9** once used this cave as a place of worship, shuttling captives through here to feed to a monstrous lizard that once lived in these caverns; now they, and their "deity",

are extinct. While the Mongolians defaced some of the wall paintings, the place held no real interest for them so is now utterly empty.

U11. FUNGAL CAVERN (EL 5)

A dim blue light, emanated from strange light posts erected around the cavern, keeps this cavern steeped in a perpetual azure twilight. Slick and glistening stalactites and stalagmites adorn the ceiling and floor, dripping periodically with collected moisture. It is unusually damp here, and you struggle to maintain your footing on the slick stone.

In the light you see the greater part of the cavern floor is taken up by a small "farm", but instead of wheat or corn the agriculture here seems to be entirely made of fungus...

The Mongolians, at first wary of the fungus in this natural cavern, have since taken the opportunity to plumb it as a valuable resource – supplying them with a steady and precious source of food. The fungus here, though normally inedible, has a nutritious value only the Mongolians can appreciate.

Unless the alarm has been raised when the PCs enter a single Mongolian will be tending this place, unarmed, checking on the current state of the fungus crop. If warned of their coming (or if attacked by surprise), the Mongolian gardener will flee in the opposite direction (either to **U13** or **U6**, depending on the direction from which the PCs come) to gather help.

Mongolian Gardener: HP 51 (see below).

Treasure: Other than the large and well-tended fungus crop here, there is nothing of value except for three UV lamps set at a twelve foot height above the cavern floor. These are usable as *UV sterilizers* if modified with a Craft [Electronics] check (DC 25).

Mongolian Gardener (Mongolian Tough Hero

1): CR 5; Large Giant; HD 5d8+15 plus 1d10+3 plus 4; HP 51; Mas 16; Init +1; Spd 30 ft; Defense 14, touch 11, flatfooted 13 (-1 size, +1 Dex, +1 class, +3 natural); BAB +3; Grap +14; Atk +9 melee (1d12+10, greataxe), or +3 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongolians; SV Fort +8, Ref +2, Will +1; AP 2; Rep +0; Str 25, Dex 12, Con 16, Int 12, Wis 10, Cha 4.

Skills: Knowledge (Earth and Life Sciences) +5, Knowledge (Technology) +5, Listen +2, Spot +1, Survival +7.

Feats: Archaic Weapons Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness.

Talents (Tough Hero): Robust.

Possessions: Greataxe.

U12. STORAGE CAVERN (EL 0)

Protruding limestone columns and rough stone features hide the features of this room in shadows. But your lights reveal rusted metal water tanks, old rusted buckets, and various lengths of aged lead pipe stacked here and there for some unknown purpose.

This place is dangerous to non-Mongolians because of the radiation from **area U13**, which affects this chamber to some limited extent. Anyone passing through the room from one end to the other exposes herself to the equivalent of a *Lightly* radiated source of gamma radiation.

Treasure: The Mongolians use this place to store some basic gardening supplies for the fungus colony in **U11**. These supplies consist of some dozen buckets of various sizes, a pair of aluminum watering cans, 12 8 ft. lead pipes (for carrying water to irrigate

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the crop), and three boiler-sized metal tanks filled with a solution of water and “miracle-growth” (a substance which, if distilled, will make 1d6 doses of an enriched plant fertilizer).

U13. SPAWNING CAVE (EL 10)

The walls of this cavern are made of a rough and irregular limestone, and various broken columns and stalactites sprout from the floor and ceiling. The air is thick and rancid, smelling like rot, decay, and something pungent - you cannot determine what. The sound of yips, howls, and deep guttural growls echoes even as you approach.

Across the cavern is a ruined *hover car* (useless and half-buried under a rockslide), its internal fusion cell cracked open. As a result the room radiates gamma radiation as a *Moderately* radiated source, which has affected this chamber with its unusual energies. As such, it has become a rather comfortable home for the *othydogs* that are now bred here.

At any given time there will be sixteen *othydogs* and three savage Mongolians present in this place, together comprising the kennels of the Mongolian community and the *othydog*'s keepers/trainers. Each of the three Mongolians is armed with a metal baton, with one of them also possessing a *stun baton* and *power beltpack* (10 charges remaining).

Development: If alerted to their intrusion the Mongolians release their brood of *othydogs* and head into the tunnels to hunt the PCs as a group.

Mongolians (3): HP 38; armed with metal batons (one also has a *stun baton*).

Othydog (16): HP 9.

U14. LOWER CAVERN (EL 0)

The tunnel widens here, leading into a large vaulted cavern. The cavern floor seems well-worn and covered in fresh vehicle and pack animal tracks, and descends gradually to the southwest. From that direction you can clearly make out the sound of rushing water - obviously you are getting closer to the source of the noises echoing through these caves.

Heavy wiring, dangling bulbs, and a hodge-podge of dim lamps keep this place perpetually lit.

This cave is yet another used by the Mongolians to travel down to their lair in the Lost City. However, the tunnel is currently unoccupied.

U15. FLOODED STREETS (EL 0)

Breaking the surface of the water you find yourself in a lost part of the cave system, apparently undiscovered in all the centuries since it was formed. It is pitch black, but once you manage to bring a light to bear you are confronted by an amazing sight.

You appear to have surfaced in a part of the old dome's ruins, partly flooded and only accessible by swimming through the tunnel you just came from. An old street scene, lined with ancient storefronts and disintegrating from age (and slowly being replaced by natural limestone columns growing down from the cavern roof) confronts you.

This part of the Lost City has not changed since the PCs' last visit. The cataclysm that claimed the city and drew it underground created many such abscesses, a small cave normally unreachable, and

still preserving a part of the ancient city.

The cave is flooded to a depth of thirty feet, following the contours of the old city street (forming a series of murky “canals”). Though awesome to behold, the place is ultimately empty. Rust and other mineral processes have destroyed anything that might have been of use in the old buildings, and even the skeletons have disintegrated over time.

U16. EXIT CAVE (EL 0)

At long last the upper caverns begin to shallow, and you know you're close to the great cavern that shelters the Lost City from the surface world above. The tracks you've followed eventually lead out into that vast cavern, disappearing by sight. As you follow, you are confronted by a familiar yet still breathtaking sight.

From here you gaze out into the enormous abyss created by the sunken domed city. Huge limestone columns, created by years and years of subterranean water leaking through the cracked dome, rise into the darkness, no doubt rivaling the size of ancient skyscrapers. Yet what lies beneath these huge knobby arches still strikes you as fantastic: an entire city, rubble and ruin, spread out like an uneven blanket across the cavern floor. A huge waterway splits the city in two where an underground river found its way into the cavern when it sank into the earth centuries ago, flooding entire neighborhoods and avenues with its cold and murky water. The roar of waterfalls echoes into the abyss, a reminder that the forces of nature are still not done changing the face of the Lost City.

Though the sight is familiar, the scene spread out before you is now different – different than when you first visited. In the distance, the black

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graveyard of buried buildings is lit by a crown of lights – neon lights brought back to life, spotlights, and a palisade lit with Christmas lights to illuminate the dark city.

Apparently someone has come to dominate the old ruins. And you are fairly certain who they are.

This cave leads directly to the Ancient Bridge, **area 1** of the Lost City.



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1. ANCIENT BRIDGE (EL 0)

Over the cold misty black waters of the lake stands a massive bridge of ancient wooden logs, reinforced by steel girders on either side and along its bottom. Electric wiring connects a series of bright lamps swaying from the tops of these girders, illuminating the bridge in a brilliant light. Across the way, a lighted compound can be seen looming over the approaches.

This bridge has stood for generations, and the Mongolians found it particularly useful for transporting their forces to the Upper Caves and ultimately to the surface. As such, they have reinforced the bridge with metal scavenged from the Lost City (and the Deeper Caves), and now it is capable of supporting many, many tons of materials, vehicles, and passing troops.

The bridge itself is overseen by the compound at **area 2** (once an abandoned community, it has since been taken over by the Mongolians as a guard post

overlooking the sole means of egress from the Lost City). This being their only exit to the surface, it is heavily guarded.

Development: Any force emerging from the Upper Caves will immediately be seen if they approach the bridge (unless they actively hide, in which case check the Spot checks of the sentries at **area 2** with the party's Hide rolls). Even if detected, only once the party reaches the halfway point across the bridge will the Mongolians at **area 2** begin firing, hoping to trap them out in the open.

2. MONGOLIANT BASE (EL 15)

The mist churned up from the waterfalls creates a thin fog here, but it is unable to conceal what appears to be a renovated fortress rising from the shores of the river. Tall palisades of wood and stone stand firm against your approach, with bright lights shining down from the catwalks above to illuminate the bridge.

This area was once a fragile community perched on the edge of the Lost City, a settlement that controlled the exit to the surface. Even before the PCs first

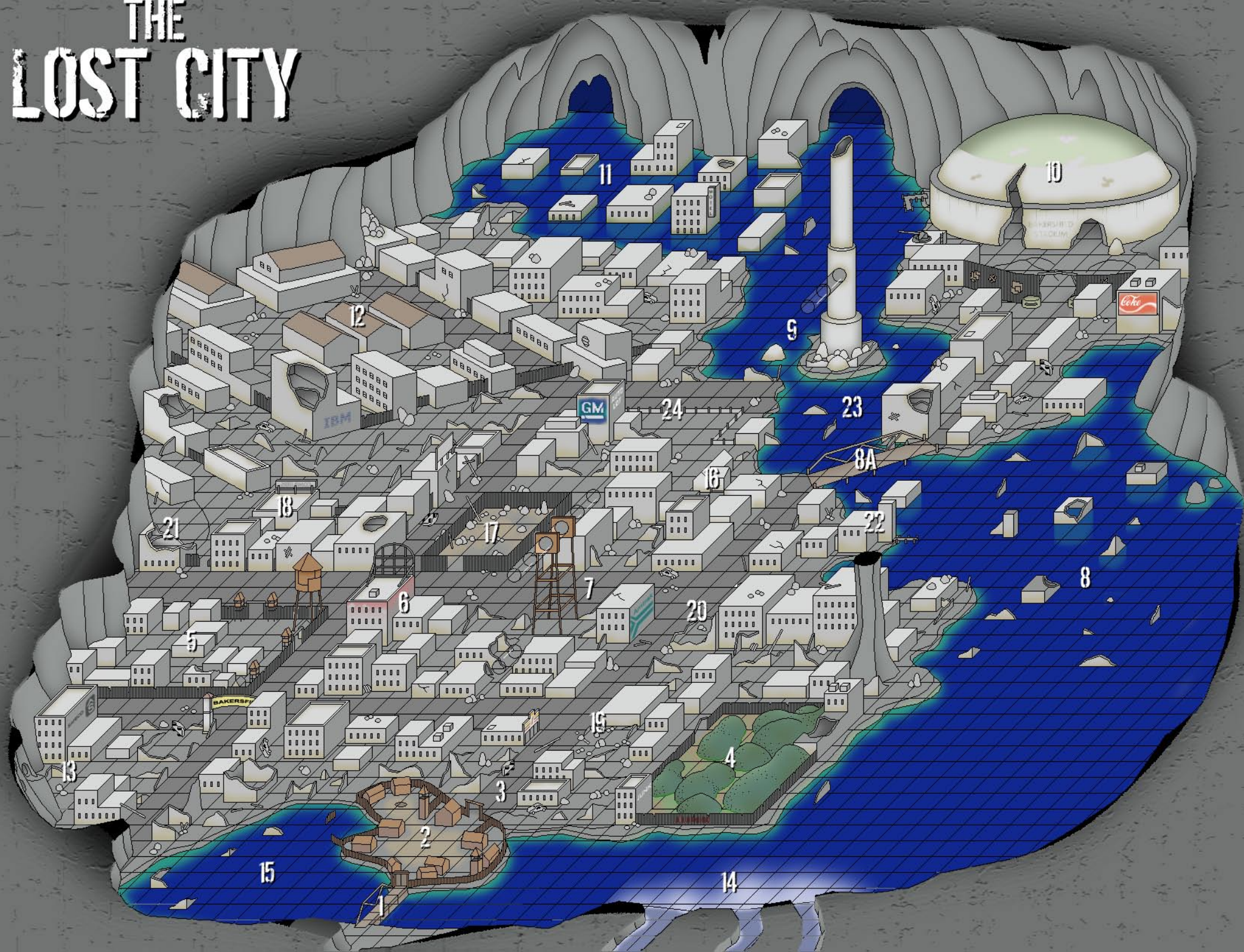
GATEWAY TO THE LOST CITY (AREAS 1-3)

The northern part of the Lost City is herein referred to as the "Gateway". These areas are largely empty, and the only danger the PCs face moving through here will be random encounters.

As with previous forays into the Lost City, for every half hour spent in the Lost City proper (that is, the actual domed cavern), roll for an encounter; but only on a roll of 1 on 1d6 will an encounter will occur. To determine the nature of the encounter, roll 1d6 on the following table:

D6	Encounter
1	Apemen (EL 3-4). The party is ambushed by a group of albino apemen from the dying community at area 13. There will be 2-3 albino apemen foraging for prey, armed solely with thrown rocks. The apemen will flee if at least one of their number is seriously injured or killed – they cannot afford to suffer greater losses, for the survival of their community is dependent on their return. Any apemen lost from this encounter should be deducted from the total found in area 13.
2	Ghouls (EL 13). The PCs hear a strange clanging coming from the darkness, like some ritual banging of metal. In moments, from the shadows, the figures of stooped-over and decrepit creatures – Ghouls – emerge en masse! There will be a total of 12 low-level Ghouls (see Darwin's World 2nd Edition), armed with lead pipes and thrown rocks. The Ghouls will attack savagely to the last in search of food. Any Ghouls lost from this encounter should be deducted from the community at area 12.
3-4	Dire Rats (EL 6). The PCs come across a pack of six unusually large dire rats hunting in the ruins. See area S7 for the statistics on these creatures (more information on these creatures can be found in the adventure Death By Corium Light, or in the SRD [available for free]). The rats will attack on sight, as they are desperate for food.
5-6	Mongoliant Patrol (EL 11-16). The characters have come across the path of a Mongoliant patrol, which will consist of 1d6+4 Mongoliant soldiers (and 1d2 othydogs) with standard armament. The Mongolians will most certainly attack first and ask questions later.

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came to the Lost City (in part one of this series) it was abandoned – the occupants (their identity lost to memory) slaughtered by the Plantmen who once dominated the Junkyard (**area 4**).

Since that time, the old ruins have become inhabited by the Mongoliant, who use it as a forward base of sorts. It stands in the ideal place to monitor traffic coming in and out of the city – and as such is treated as a vital strongpoint in their web of defenses.

GM's Note: In general, two or three Mongoliant will be patrolling the wooden catwalks along the outer walls of the old settlement; they will see any movement north of the compound with a successful Spot check. Each is also equipped with a set of *electro-optical binoculars* (with *power cell*) and an *M4 carbine* with two full clips of 7.62mm ammo. They will raise the alarm at the sight of non-Mongoliant intruders within sight, while at the same time actively sniping anyone they see. They receive no cover due to being exposed on the catwalks.

Inside the compound are a number of spartan bunkhouses, housing the rest of the twelve-man garrison. This garrison comprises:

- Two Mongoliant **soldiers** armed with *M4* carbines with three full clips each (90);
- One Mongoliant **soldier** armed with a *Mossberg* with 24 12-gauge rounds on a bullet bandolier;
- Six Mongoliant **soldiers** armed with greataxes; Four othydogs;
- One **Mongoliant sergeant**, armed with a *plasma pistol* with a *minifusion cell* (6 charges remaining) and two *fragmentation grenades*;
- One **Mongoliant lieutenant**, armed with a *gauss SMG*, two full clips of gauss ammo (100), and a single fully-charged *power clip* (10);
- One **Mongoliant captain**, armed with a greataxe and an *energy grenade*.

A rough parade area has been cleared in the center of the old settlement, and heavy vehicle tracks pass through this from the bridge area to the dark city streets (these head towards the old stadium at **area 10**). A makeshift mortar position (with a single *M-224 mortar*) has been set up here, allowing the garrison to bombard the bridge approaches and the lake (though they will never strike the bridge, they will certainly fire at PCs attempting to jump off the bridge and swim away). In the pit is kept a case of four *fragmentation mortar rounds*, and two *stun mortar rounds* (these do damage as normal mortal rounds, but the damage is Electricity and anyone caught in the blast radius runs the risk of being paralyzed as if struck by a *stun grenade*; if you don't have *Blood & Guts*, treat these as *stun grenades* instead). See **area B4** above for details on using the mortar in battle.

In the parade yard the Mongoliant also keep a single *ATV* (down to HP 14); though unarmed, the vehicle has a professional *walkie-talkie* onboard with which the Mongoliant will alert the forces at the Stadium that the forward base is under attack.

Development: Unless forewarned (by Mongoliant fleeing onto the bridge from the *Upper Caves*, for example), the Mongoliant take 1d2 rounds to fully equip and take up defensive positions. If the guards on the walls manage to pin down the enemy with gunfire, the sergeant will lead a sally force (of six melee-armed Mongoliant and all four othydogs) out to finish them off. The captain and his lieutenant remain inside the walls, and will only emerge to fight if the PCs manage to enter the compound.

Mongoliant Soldiers (9): HP 64 (see *Appendix 1: NPC Statistics*).

Othydogs (4): HP 9.

Mongoliant Sergeant (1): HP 81 (see *Appendix 1:*

NPC Statistics).

Mongoliant Lieutenant (1): HP 100 (see *Appendix 1: NPC Statistics*).

Mongoliant Captain #2 (1): HP 110 (see below).

Mongoliant Captain #2 (Mongoliant Guardian 7): CR 11; Large Giant; HD 5d8+20 plus 7d10+28; HP 110; Mas 18; Init +0; Spd 20 ft; Defense 24, touch 13, flatfooted 24 (-1 size, +0 Dex, +4 class, +3 natural, +8 equipment); BAB +10; Grap +22; Atk +18 melee (1d12+16, greataxe), or +9 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongoliant; SV Fort +12, Ref +5, Will +4; AP 5; Rep +2; Str 26, Dex 11, Con 18, Int 8, Wis 12, Cha 4.

Skills: Demolitions +1, Intimidate +2, Knowledge (Mutant Lore) +2, Knowledge (Tactics) +4, Listen +3, Spot +3, Survival +2

Feats: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Power Attack, Post-Apocalyptic Technology, Primitive Technology.

Talents (Guardian): Defender +2, Weapon Focus (greataxe), Tactical Aid, Weapon Specialization (greataxe), Defender +4.

Possessions: Plate mail, greataxe, one energy grenade, copper ring (actually a pre-Fall woman's bracelet) worth 50 cp.

Treasure: Searching the base reveals numerous items. Among the buildings is a small armory, containing two additional *M4* carbines and some ten full clips of 7.62mm ammunition (300), as well as two partially disassembled *M60* machineguns and 200 rounds of linked 7.62mm ammo. These can be put together with a Repair check (DC 15).

In addition to these items, one of the small wooden structures in the compound also holds a *portable*

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petrol power generator, which is hooked up to the wires that supply power to the palisade lights, bridge, and the entire electrical network of the Upper Caverns (and the surface base). Some 160 liters of petrol are kept in aluminum tanks in this shed.

3. MAIN STREET (EL 0)

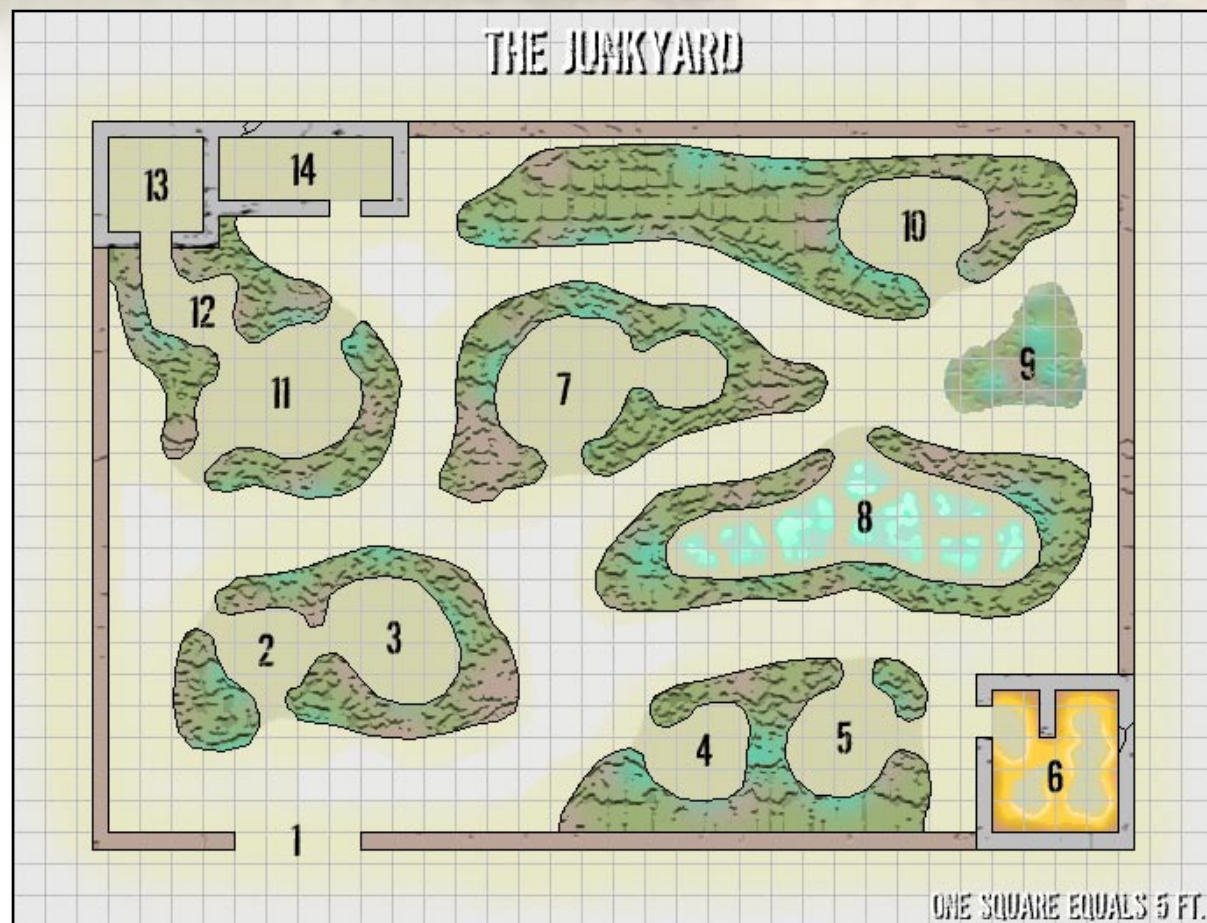
The main avenue through the city is cloaked in cloying darkness. Fallen rocks from the roof far, far overhead, as well as debris from the tectonic cataclysm that sucked the city into the earth, clutter parts of this roadway. Old wrecked cars lie overturned on either side of the street, ostensibly where the Mongoliant pushed them to make room for their own vehicles.

A distant glow comes from what looks like a great domed structure in the distance, far to the west. This appears to be the only lighted place in that far section of the City.

The Mongoliant use this main artery to move men, vehicles, and materiel back and forth from the Lost City, Upper Caves, and the surface. The PCs would be wise to avoid this main route (if they do not, ensure that they encounter at least one maximum-strength group of Mongoliant on patrol; see random encounter “5-6” described at the beginning of this section).

4. JUNKYARD (AREAS J1-J14)

A heavy fog rolls over this corner of the city, skirted on two sides by the black waters of the underground river. The mist created by the nearby waterfalls lend this strange area a cold humidity that causes you to shiver. It also prevents sight more than a few dozen feet in any direction...



The mists that pervade this area conceal what used to be some of the poorer neighborhoods of the Lost City, areas inside the dome dedicated to the waste management, sewage treatment, and water purification efforts that kept the domed city in operation. The most prominent feature still standing are the abandoned ruins of an ancient *junkyard*, once home to a lost colony of strange plant-like beings

that have vanished from the caverns (most likely due to the efforts of the PCs in part one of this series; if not, then the growing Mongoliant dominance scared them off). Whatever the reason, the junkyard was abandoned leaving only an eerie, empty ruin.

GM's Note: The junkyard is largely empty now, except for the ooze-like spawn of the slime creatures once raised by the plant-men for waste disposal.

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These spawn continue to inhabit the misty junkyard, and may prove to be an obstacle to the party's explorations.

J1. JUNKYARD GATES (EL 0)

The wooden palisade that surrounds the junkyard is crumbling and in disrepair, covered in motley patches of mold in all sorts of riotous colors. On the southeastern stretch of the outer wall is the single entrance, a gap in the wall that leads into the junkyard proper. This entrance proves to be unguarded.

J2/3/4/5. ABANDONED MOUNDS (EL 0)

Once inside the PCs find the compound littered with huge mounds of rubble and trash. These mounds have always been a feature of the junkyard, but in recent years were hollowed out by the Plantmen as homes. With the rise of the Mongolians, however, the plant creatures that once lived here abandoned them, leaving them in decay.

The interior chambers of these mounds are found to be empty, only filled with the mottled molds that grow wildly on the walls and low, domed ceilings. None of these molds are of any danger to the PCs, however, though neither are they edible.

J5. ABANDONED DOMICILE (EL 0)

This old mound seems deserted, its entrance draped with shaggy hangings of moss. Inside it is cool and damp, with moldy furnishings of unspeakable age rotting in heaps all about. The glint of brass is barely noticeable in any strong light.

Treasure: This place is empty except for a scattering of .38S ammunition (1d3 shots total) that was overlooked by previous scavengers.

J6. OLD RUIN (EL 0)

The door to this ruin is a battered, blasted, and scorched metalplast portal that was blown open some time ago (either by the PCs when they first visited the compound or by some unknown transgressor since).

Once inside, the damaged building proves to be eerily devoid of life, except for sickly amber-colored lichen that covers literally every surface - walls, ceiling, and floor. The lichen completely covers the room's features as well, including a few tables, shelves, and cabinets. The mossy growth also completely covers the *industrial robot* that was once housed in this chamber; its lifeless wreckage is now entirely overgrown.

GM's Note: The atomic power unit of the old junkyard robot is still leaking, now permeating the entire shed as a *Lightly* irradiated source. This radiation is the reason for the strange lichen's substantial growth since the party last visited the Lost City. If left unchecked, it is quite possible the lichen will continue to grow exponentially over the next few years, possibly creeping over much of the Junkyard.

J7. ABANDONED MOUND (EL 0)

This central mound stands above the rest, with the remnants of wooden poles sticking out of it, each still bearing a lichen-covered skull or tatters of what could only be flayed animal - or human - skin.

Inside the mound is dominated by a dome-shaped inner chamber, lined with shaggy mosses of a pale ugly green and orange that smell of moisture and rot. They have been left to grow wild, and roots have also begun to erupt from the walls.

GM's Note: Rotten fungus, clumps of moss, and fallen wood and stone litters the floor of this mound, making exploration extremely treacherous. Every 5 ft. traversed a character must make a Balance check (DC 17) or get a leg stuck and become immobilized.

Attempting to free one's self is a full-round action and requires a Strength check (DC 21) or Escape Artist check (DC 17). The sound of a trapped creature trying to free itself may also draw the living morasses from nearby mounds (**areas J10 and J12**) to investigate...

Though the PCs must risk getting stuck to check out the side room (see map), it proves to be empty.

J8. OVERGROWN FUNGUS COLONY (EL 4)

This large cavernous chamber built under one of the junk mounds is dank and smells of decay. Those who enter will find themselves treading on a wild carpet of mushrooms, lichen, and other curious subterranean fungus, which seem to have grown over every surface in sight - even dripping from the ceiling in ropy tendrils and spirals.

GM's Note: This area was once used by the Plantmen to grow food for their community; after they vanished, the fungus here began to take over and run wild, consuming many of the wooden supports and other features of the interior chamber. As such, there is a flat 1 in 20 chance that the mound collapses should the PCs investigate its interior, inflicting damage as *Gargantuan* falling object (8d6 damage, Reflex save DC 30 for half, Strength check DC 40 to avoid being pinned) to all within. Otherwise, some 180 days worth of various fungi rations could conceivably be gathered from the wild crop, though about 30% of this is contaminated by toxic specimens (ingested, Fortitude save DC 15, initial 1d4 Str; secondary 2d4 Con).

J9. COLLAPSED MOUND (EL 0)

This mound appears to have collapsed completely. There is nothing to be scavenged from the rubble.

FOG IN THE JUNKYARD

Due to its proximity to the waterfalls at *Area #14*, the Junkyard compound is always draped in *fog*. Fog restricts visibility beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

J10. SLIME LAIR (EL 3)

This large mound of junkyard debris was hollowed out and shored up create a small chamber for the holding of prisoners of the lost Plantmen tribe. Now it is home to a bizarre, animate gelatinous mass, a former “pet” of the Plantmen once used for garbage disposal, known as a *living morass*. When the tribe abandoned the settlement, the morass was left to occupy the place unchallenged.

Deprived of the constant stream of refuse it was accustomed to, the mass now resides in the remains of the prison awaiting the arrival of anything organic to consume.

GM’s Note: The living morass has spawned some additional members of its species since the Plantmen abandoned the settlement. These are found throughout the ruins (see elsewhere for details).

Living Morass (1): HP 54 (see *The Lost City* for the game statistics of this new creature).

J11. ABANDONED HALL (EL 0)

This huge domed mound is still covered in the remnants of the Plantmen’s primitive decoration, including bones and rotted wooden poles topped by cracked human skulls. Inside, the tight passages open to a large domed area ringed with strange squat mushrooms and piles of rotting vegetable matter. Circular stones and small pieces of bone litter the floor.

This place was formerly the religious/communal meeting place of the missing Plantmen tribe; it is, of

course, utterly empty now, with nothing of value but perhaps a few junk items scattered about the fungus matter.

J12. SLIMY CAVE (EL 3)

This small dark cave, wet and slick from some clear slimy film on all exposed surfaces, has been taken over by a *living morass*, spawned by the original mass now living in **J10**. It will begin slithering out once it detects the presence of intruders in area **J11**.

Living Morass (1): HP 54.

J13. MORASS LAIR (EL 6)

This outer building is overgrown like the rest of the junkyard with wild fungus growths, and the entrance is inaccessible from outside (a tunnel from within the mound at **areas J11/J12** leads to the building proper).

Dwelling in the decrepit and dark ruin are three *living morasses*, all of which contend relentlessly for prey should the PCs foolishly enter. One morass will slowly maneuver itself between the characters and the sole exit (to **J12**) by slipping in behind them to block the door; the other two roll forward to adhere themselves to the first two characters in the party. They will only retreat if attacked with fire or electric sources.

Living Morasses (3): HP 54.

J14. COLLAPSED (EL 0)

The old compactor unit of the junkyard collapsed long ago, and the machinery was crushed under tons

of rock. PCs picking through the rubble (requiring 1d10 hours) have a 10% chance of finding 1d10x10 cp worth of electronic spare parts, however.

5. SLAVER STOCKADE (AREAS S1-S10) (EL 15)

The old streets of the Lost City are cloaked in an oppressive darkness - apparently the Mongolians don’t visit this area at all. Up ahead you see the crumbling remains of the old Slaver stockade, now little more than an overgrown ruin. Above the abandoned walls stands the great rusted water tower, which seems to groan slightly with the mere touch of an ethereal underground wind.

Scrawled all over the outer walls are strange symbols and signs, a kind of graffiti that defies understanding. Funny, you don’t remember seeing the writing there when you came to the Lost City in the past.

Other than this curious observation, however, the place seems utterly deserted.

Once part of the city’s industrial sector, this region was devastated when the city slid into the earth. The raiders of Skull Blackthorn (see part one of this series, *The Lost City*) built this place up after discovering the Lost City long ago, using it as a clandestine base of operations with which to raid the surrounding desert. However, the Slavers were obliterated by the PCs on their first visit (assuming this was done; otherwise, just assume they died out, unable to compete in the city’s hostile environment) after Blackthorn foolishly took Water Merchants captive at his compound.

The old, crumbling stockade is still surrounded by thick log walls, bound by rotting lengths of rope and in some places even cemented together or hewn together with rusting nails. Wooden huts on stilts

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stand over the walls like guard towers in a pre-Fall gulag, but these are empty, and the catwalks running the walls are likewise abandoned. Despite this, the place still manages to maintain a cold militaristic facade.

GM's Note: The writing seen on the outer walls of the stockade are only discernable to those who can understand the feral language of *ghouls* (you can allow any character with previous experience fighting

Ghouls to make a Knowledge [Twisted Earth] check at DC 20 to comprehend the writing). The graffiti proclaims in their primitive code a recent victory over the “weak inhabitants of this place” (the remnants of the Slaver community who survived the party’s first visit and tried to rebuild, only to fall to the Ghouls). The fate of these people, however, is unspecified, but it is almost certain they ended up as food for the Ghouls.

Development: The old Slaver stockade may seem to be an obvious stronghold for the PCs to occupy while investigating the Lost City. This is however a faulty observation, as the Ghouls from the southern part of the City keep it under constant surveillance from a distance - and from the shadows.

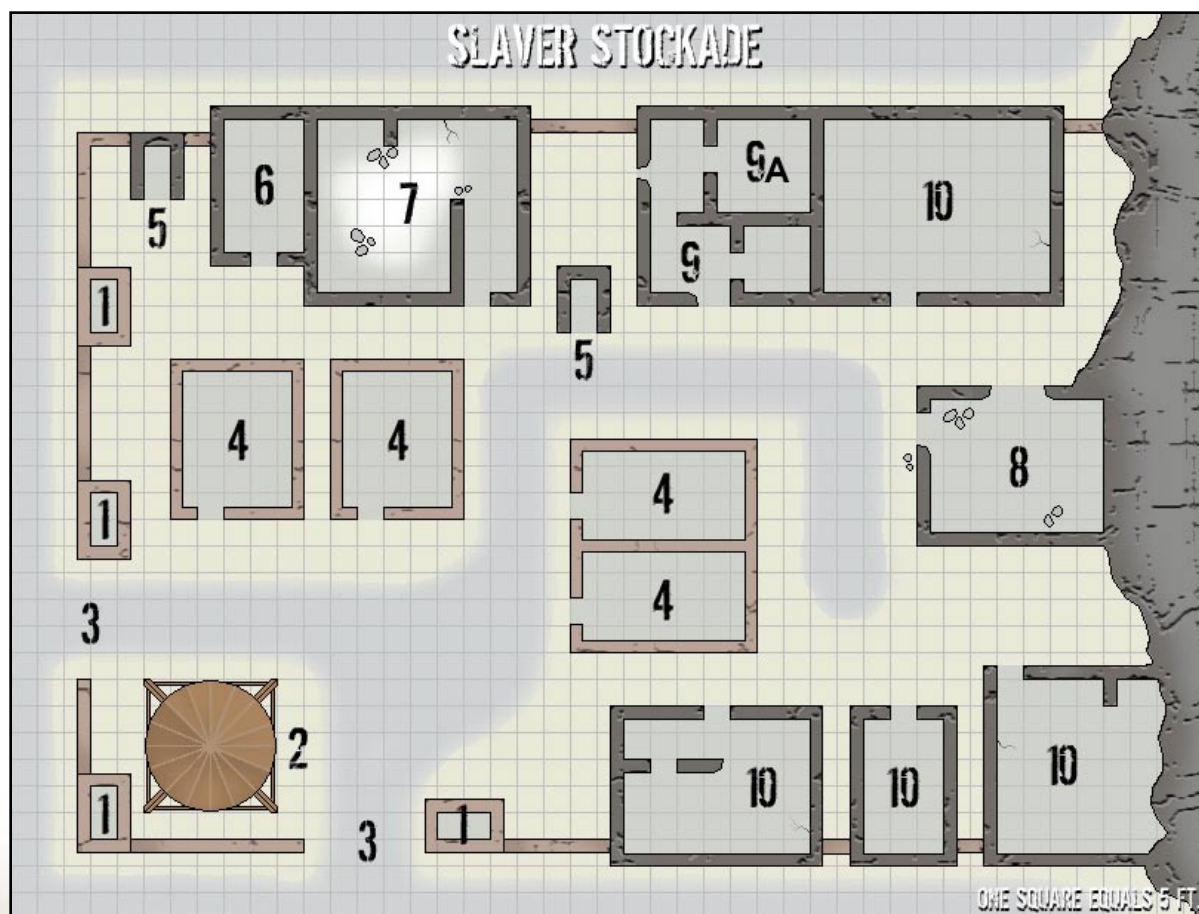
Each time the PCs explore the ruins (or for each night they spend there), the Ghouls are 50% likely to become aware of the party’s presence in the stockade ruins, and will gather an attack force to take them out.

If this is the case the Ghouls will assemble a large force under the cover of darkness, moving clandestinely through the streets south of the Slaver Stockade until they reach the outer walls. From here they will split up and attack the stockade from all directions, so as to deny the PCs a means of escape (after all, the PCs represent a good source of badly-needed food). Just before the attack, from all directions, they begin banging their weapons (lead pipes, axes, etc) together in a monotonous drone of metal-on-metal to create a panic among their prey...

The attack, when it happens, will include the following forces:

Assaulting the southern gate from the onset are 24 **low-level Ghouls** armed with various weapons (a few spears and lead pipes, the rest using natural weapons); one of their leaders (a **mid-level Ghoul**) directs the assault, armed with a stolen Mongoliant greataxe;

Assaulting the western gate two rounds after the southern gate are 20 **low-level Ghouls** armed with a variety of weapons; two have *chainsaws* (with *power cells*), one has a sword, and the remainder use their natural weapons;



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Infiltrating the compound via the holes in the southern stretch of wall (areas **S10**) are some 12 **low-level Ghouls** armed only with their own natural weapons.

The Ghouls will continue to press the attack until either they or the PCs are utterly destroyed. They surge in large groups to surround the PCs, with the unarmed members of their force hoping to trip and/or grapple the party members to make them easier targets. PCs grappled or rendered unconscious by the Ghouls during the battle are likely to be drawn back into the mass to be torn apart and eaten right there on the spot (taking 1d4 Ghouls out of action while they feed). If the PCs surrender, they will be taken by the Ghouls back to the Industrial Quarter (area **12**) until a “proper” feast can be organized. If somehow beaten off, the Ghouls will retreat as one to the south, towards their distant fortress.

Mid-Level Ghoul (1): HP 36 (see *Darwin's World 2nd Edition*).

Low-Level Ghouls (55): HP 12 (see *Darwin's World 2nd Edition*).

S1. ABANDONED GUARDTOWERS (EL 0)

There are four small wooden guard towers along the outer walls, which once allowed Slaver lookouts to keep an eye on the nearby city streets. A given tower is nothing more than a small covered structure accessed by a rickety old ladder. However, they are all utterly abandoned.

S2. CREAKING WATERTOWER (EL 0)

Easily visible from even afar, a tall water tower rises over the old stockade, a pre-Fall landmark that defied being torn down when the domes were raised over the city. The tower still stands, remarkably, though it is completely empty and is covered in a creeping

white-green mold. A catwalk runs the length of it, providing an unprecedented view of the nearby city streets, reached via an old rusted ladder.

The water tower is empty, though a small flock of bats (which will flee the approach of others) has come to make this high-up loft their home.

S3. RUSTED GATES (EL 0)

There are two gates to the abandoned Slaver compound, both apparently left open long ago when the place was abandoned. Though heavy and rusted, they can be closed shut (and bolted) with a Strength check (DC 20).

Gates: 1 in. Thick; Hardness 10; HP 30; Break DC 22.

S4. DILAPIDATED BARRACK HOUSES (EL 0)

Several long wooden barrack houses still sit in the cluttered yard of the old Slaver compound, creaking under the heavy weight of their corrugated iron roofs. Most are broken, damaged, or suffering considerably from disrepair – non-hazardous fungus and moldy growths have consumed much of the natural wood used in their construction due to the heavy humidity in the Lost City's air.

Characters searching the bunkhouses find them to have been abandoned, though evidence suggests some kind of desperate battle was, in fact, fought here (if the PCs who first went through *The Lost City* think about it, the scene seems somewhat unfamiliar, as if survivors of that first foray were wiped out at a later date using these houses as a last ditch defense).

Bits of junk are to be found in each bunkhouse, but nothing else of value remains. Even the bodies of the fallen Slavers seem oddly missing. Tracks of all kinds head off in all directions, as if a *huge* force overwhelmed this place.

S5. LATRINE HOUSES (EL 0)

These tiny buildings are likely to be of no interest to the PCs, and are universally dark, wet, and dirty.

S6. ABANDONED MESS HALL (EL 0)

This disintegrating stone building smells of rot and decay. Numerous broken tables lie strewn about inside, as if placed to defend against someone - or something - smashing through the main entrance. Bullet holes riddle the place, marking walls and cracking the shabby masonry. Old streaks of blood – cast about as if this place was a slaughterhouse – have dried into a patina of a deep rusty brown.

GM's Note: This place was the scene of a slaughter when the Ghouls from across the city came *en masse* to take the last survivors of the Slaver community (after the PCs shattered them in their first visit, in part one of this series). Unable to fend off the mobs of Ghouls, they were wiped out to the last man. Even their bodies were carted away to serve as food for those ghastly monsters. Nothing at all remains here.

S7. ABANDONED STOCKADE (EL 4)

The old stockade is now simply a ruined building with walls that barely stand; formerly two-story, the second floor fell in, leaving it open-topped.

Here the captives of the Slavers were once kept imprisoned, but now the stockade is empty of these wretches, the slaves having been freed long ago (assuming the PCs succeeded in their first mission to The Lost City).

Currently living in the stockade is a small pack of four *advanced dire rats*, which have taken shelter here to avoid being seen by the roving bands of Ghouls that prowl this side of the city. They will attack the PCs on sight to defend their secret lair.

Advanced Dire Rats (4): HP 16.

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Advanced Dire Rat: CR 1; Small Animal; HD 3d8+3; HP 16; Mas 12; Init +3; Spd 40 ft., climb 20 ft.; Defense 15, touch 14, flatfooted 12 (+1 size, +3 Dex, +1 natural); BAB +2; Grap -2; Atk +6 melee (1d4 plus disease, bite); Full Atk +6 melee (1d4 plus disease, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ disease, low-light vision, scent; AL none; SV Fort +4, Ref +6, Will +4; AP 0; Rep +0; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11.

Feats: Alertness, Weapon Finesse (bite).

Development: The dire rats shouldn't be much of a problem for the PCs, but discharging firearms (or making any other loud noise) will increase the chance of a Ghoul attack on the compound to 100%!

S8. DESTROYED ARMORY (EL 0)

This large stone building, shot through with bullets on the exterior as if a battle occurred just outside, proves to be empty – even the heavy steel door leading inside seems to have been beaten from its hinges.

Inside the shell of the building it appears a fire consumed most of the interior. A number of charred human/mutant remains lie scattered about defying exact identification; any gear they once had likewise turned to ash. Evidence suggests there was an explosion within the building, and this most likely explains the ruin of all internal features.

S9. ABANDONED STRONGHOLD (EL 0)

This place is a shattered, plundered ruin – fire seems to have claimed much of the junked interior. Nothing of value is to be found herein; it is as if the place was carefully combed over by an unknown group some time past.

HOW THE LAST SLAVERS FELL

While the Slavers endeavored to have the gaps and holes in the outer walls filled with log shoring, cement, and scavenged wire grilles, over time the Ghouls managed to secretly cut through the perimeter. Through these dark holes they managed to smuggle a large force into the compound and wipe out the remaining and weakened garrison after the PCs' first attack. Only one Slaver survived, taken by the Ghouls back to their lair where he has since managed to convince them he is one of them - see **area 12** for more on this unusual "survivor".

S10. RUINED BUILDINGS (EL 0)

Several other buildings sit arrayed about the rear of the compound, each dilapidated due to great age.

DOWNTOWN (AREAS 6-9)

Areas 6-9 comprise the "downtown" area of the Lost City. As with the *Gateway* part of the City, the PCs will find the streets and buildings here largely empty.

6. HOTEL (EL 0)

The rusted remnants of old cars lie strewn about the street, some crushed by falling rubble dropped from the domed ceiling far overhead. Huge masonry blocks lie here and there where they fell over the years, cracking sidewalk pavement and destroying nearby storefronts with their tremendous weight.

Standing above this scene is a crumbling old building, taller than most in the area. An arch atop the building spells out the word "H-O-T-E-L" in the fancy lettering of ages past.

This was once one of the more prestigious hotels in the downtown dome of Bakersfield, but it is now just an empty ruin, with dozens of dusty collapsed rooms on a number of spiraling stories that ascend into the dark vault of the city.

Once used as a hideout for a small group of raiders (rivals of the Slavers), the old hotel is now utterly abandoned. PCs searching the ruins may find old evidence of their presence - old discarded ration cans, spent shell casings, etc. - but nothing else.

GM's Note: Unlike the Slaver Stockade (**area 6**), this place might be a more ideal refuge for the party, since the Ghouls generally ignore the building, concentrating their scrutiny on the Slaver Stockade instead. However, if the PCs use lights, or start a campfire inside the building, the glow is likely to lure the Ghouls here in much the same manner as described under **area 6**...

7. BUBBLE CAR SKYWAY (EL 0)

Far overhead is the broken glass tube of a cylindrical bubble car skyway. Only a section of this futuristic elevated highway remains, the rest having broken free and crashed to the earth during whatever cataclysm destroyed the Lost City.

This skyway was part of the futuristic mass transit system that linked this dome with others in the Bakersfield dome complex. It cannot be reached from the ground, and is only inhabited by mundane bats.

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8. GREAT UNDERGROUND LAKE (EL 6-9)

The city streets here slowly descend at an angle, and as a result the buildings and auto wrecks have slowly become submerged by the waters of a calm black lake, formed from the constant gusher of water from the Lost City's waterfalls. The sound of these cascades echoes across this underground "sea" even from this distance, and a thin fog shrouds the surface in eerie sworls of mist.

This vast lake is fed by the waterfalls at **area 14**, and has grown cold and deep in the years since the Lost City was sucked underground. Though it looks dark and desolate, the lake is actually home to various forms of strange aquatic life, from blind cavefish to ghost shrimp.

A huge amoeba once lived in this lake, but it is gone. Before it died it spawned a number of smaller amoeba, however, and these protoplasmic horrors live virtually unchallenged just beneath the surface of the lake. If the PCs disturb the lake's waters (for instance, by swimming, falling in, or using a boat), 1d3 of these amoeba will approach, underwater, to investigate. They will immediately attack anyone swimming in the water, but will follow a boat until it reaches shore before emerging to attack by surprise. They do not attack each other.

Giant Amoeba (Smaller) (1-3): HP 96 (see below).

Giant Amoeba (Smaller): CR 6; Huge Ooze; HD 8d10+52; HP 96; Mas -; Init -2; Spd 10 ft, swim 10 ft; Defense 6, touch 6, flatfooted 6 (-2 size, -2 Dex); BAB +6; Grap +21; Atk +13 melee (2d6+9, pseudopod); Full Atk +13 melee (2d6+9, 3 pseudopods); FS 15 ft by 15 ft; Reach 10 ft; SQ improved grab, swallow whole, blindsight,

sensitivity; AL none; SV Fort +6, Ref +0, Will -3; AP 0; Rep +0; Str 28, Dex 7, Con 18, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

8A. METAL BRIDGE (EL 0)

A large bridge made of sheet metal and ingeniously-constructed supports spans the underground river at this point. In the distance can be seen the towering dome of the city's old stadium, not far away on the other side.

The Mongolians constructed this bridge once they took control of the city, using metal from the ruins and the know-how of their new leader (see the Stadium). The bridge is capable of supporting a great deal of weight (i.e. vehicles and troops), and provides ready access across the water.

The bridge itself is built over the river, and does not prevent water travel underneath.

9. POWER STATION (EL 0)

A small rubble-strewn island rises from the cobalt blue waters of the underground river at this point. The island is dominated by the ruins of some kind of ancient structure, but it seems so badly destroyed that it seems hardly worth the effort to ferry across waters to explore.

The building on this small island was once a substation supplying power to this part of the Bakersfield dome complex, and later served as an emergency military staging post in the hours following the city's collapse. Though efforts were made to restore power to help coordinate an attempt to dig the trapped populace free, the desperate plan ultimately failed.

GM's Note: Though the formation of the river isolated the complex on a small island, with their new boldness the Mongolians crossed the water to explore the building in hopes of scavenging advanced electronic parts for their growing war machine. A large cache of medical supplies and arms were also found here, which the Mongolians took before deliberately collapsing the place. It is now totally inaccessible.

10. STADIUM (AREAS LS1-LS23)

This part of the Lost City is a swamp of marshy ground and crumbling buildings, its grotesque decay thankfully concealed by a thick mist rolling in from the underground river. Dominating this far shore of the city is a huge domed building easily glimpsed in the distance, some ways to the south. Lights, bright and piercing, ring this structure and a tall palisade of stone and wood that surrounds it.

The old stadium lies in the southern quarter of the City, separated from the rest of the ruins by the great underground river. Even from a distance the buildings in this part of town seem particularly damaged, but somehow full of a terrible life lacking elsewhere in the ruins.

The stadium is, and always has been, the primary home of the Mongolian population of the Lost City. Since the evaporation of the Slaver presence in the City, and the Mongolians' rise to dominance, they have made significant alterations to their defenses here and throughout the ruins. Changes from their original defenses are noted throughout this section.

LS1. GATES (EL 14)

The looming palisade surrounding the Mongolian complex is nearly 30 ft. tall, and presents a

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formidable obstacle to anyone lacking special climbing gear. It is obvious by the size of the old rotted logs, bits of odd stone rubble, and thick sinewy ropes that these walls were constructed by *giant* creatures. Wiring along the upper heights of each wall links a number of searchlights and lamps, which illuminate both the interior and exterior of the wall. Any attempt to approach stealthily will certainly be futile!

The walls possess only one gate, consisting of two huge doors. These doors are normally closed. In front of the gates are two sandbagged bunkers, each occupied by a pair of Mongolian **soldiers**. Their contents are:

- **Position #1:** In the first of the two bunkers is an *M2HB* on a flexible tripod (with 200 rounds of .50 caliber ammunition), which will be manned by one of the Mongolian **soldiers**; the other Mongolian **soldier** is equipped with a professional *walkie-talkie* (with *power cell*) and *M16A2* with three boxes of 7.62mm ammo (90).
- **Position #2:** The second bunker houses two Mongolian **soldiers**, one armed with an *M16A2* with four boxes of 7.62mm ammo (120), and the other with an *M4 carbine* with four boxes of 7.62mm ammo (120).

Typically there will be an additional three Mongolian **soldiers** in the yard, these being charged with opening and closing the front gates to the stadium when patrols rotate, convoys return, etc. The first of these three is armed with a *gauss SMG*, *power backpack* (25), professional *walkie-talkie* (with *power cell*), and four clips of gauss ammo (200), the second with a *laser pistol* and three *power clips* (30), and the third with a huge, crude greataxe. They remain behind the gates until the pillboxes radio for help, at



which time they sally forth with reinforcements to provide relief.

Any approach towards the compound that is detected will cause the Mongolians to alert the entire complex. Mere movement in the ruins outside will cause the Mongolians to send a patrol (numbering 1d4+4 Mongolian **soldiers**) out to investigate. If ambushed, the scouts will attempt to rush back to the compound and alert the rest of the community.

Development: The Mongolians will, of course, be already alerted should any of their earlier outposts radio in for support or reinforcements.

Mongolian Soldiers (7): HP 64 (see *Appendix 1: NPC Statistics*).

Pillboxes (2): Hardness 10; HP 90. See *area U1* for more on the Mongolian pillboxes/bunkers.

LS2. LOOKOUT (EL 10)

This low building has been refurbished by the Mongolians to serve as a lookout tower, overseeing the river that skirts their isolated territory. The building provides a clear view of the underground river as it passes to the south and west, and atop

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the building three Mongoliant **soldiers** have been stationed, manning a powerful piece of military equipment - a gauss cannon fitted to a swiveling turret mount.

The first Mongoliant is armed with a greataxe, a *Glock 20* with a single clip of 10mm ammo (15), *electro-optical binoculars*, and a *walkie-talkie* (with *power cell*). The second actually mans the weapon, while the third is busy using the spin wheel to turn the gun to face whatever direction is needed (if one is killed, the gun becomes stuck facing whatever direction it was in). The *gauss cannon* is hooked up to a single *minifusion cell* (10), with four gauss cannon needles laying in a crate nearby.

The lookouts here will keep an eye out for any traffic coming from upriver, and can see as far as the flooded quarter (**area 11**). They will open fire and call the alarm if the PCs are spotted anywhere in their field of vision. *Note that since the Mongolians don't actually know how to operate the gauss cannon, they receive a -4 to attack rolls when using it.*

GM's Note: If the PCs raided the stadium previously in part one of this series and destroyed the *gauss cannon*, the weapon will no longer be here, though fresh lookouts will be posted atop the building nonetheless.

Mongoliant Soldiers (3): HP 64 (see *Appendix 1: NPC Statistics*).

LS3. MAIN ENTRANCE (EL 8)

At this spot rises the great stadium itself, damaged but still intact despite the centuries underground. Huge pillars flank the great stadium, and a pair of large holes in the exterior provide crude but effective access inside.

Two Mongoliant **soldiers** will always be on duty at this spot at any given time. Both are armed with *M4 carbines* and two clips of 5.56mm ammo (60), with a

single *fragmentation grenade* each. They will mainly be watching the approaches to **area LS1**, and will raise the alarm if trouble there is sighted.

Arranged on either side of the main entrance are two sandbagged pillboxes, to which the sentries can retreat if subjected to fire.

Mongoliant Soldiers (2): HP 64 (see *Appendix 1: NPC Statistics*).

Pillboxes (2): Hardness 10; HP 90. See *area U1* for more on the Mongoliant pillboxes/bunkers.

LS4. SHEEP PEN (EL 0)

A gentle braying came be heard coming this fenced-off area, which proves to contain a large flock of sheep - a particular animal the Mongolians favor for their docile nature and, of course, the meat and wool they provide. There are almost 40 sheep in the pen, which will begin to bleat and chortle loudly at the approach of anything other than a Mongoliant. Nearby Mongolians (in the Stadium proper) may make a Listen check at DC 15 to hear the noise.

LS5. SLAVE PENS (EL 0)

These fenced-off areas comprise the Mongolians' slave pens, which they use to imprison the humanoid slaves they snatch from the surface (for entertainment in the arena, see **LS6** below; or for food and labor). Most of the slaves the Mongolians purchased from the now-defunct Slavers perished (or were freed by the PCs, if they came here before); the slaves that are here now are all former surface-dwellers, taken from their villages and homes during the Mongolians' recent forays to the lighted world above. Though some have been killed as a result of Mongoliant brutality, many of them still keep hope alive that rescuers will come.

If the PCs manage to free the slaves here, the group will try to cross the Lost City and make for the Upper

Caverns. Unless the PCs are able to physically escort them, a few will perish in the attempt (snatched by other creatures living in the ruins) but most will make it out alive (assuming the PCs cleared the way through the Upper Caverns).

In any event the slaves are too terrified - and their strength too inconsequential - to fight the Mongolians.

GM's Note: There are a total of thirty slaves in **area LS5**, and eighteen more in **area LS5 (A)**, though these latter are mostly children and adolescents. Most of the slaves are male; there are only a handful of women present.

Development: Any characters captured by the Mongolians at any point during the adventure will be stripped and eventually brought here to serve alongside the other slaves in the pens.

The sidebar nearby offers rumors the PCs can learn from the slaves, whether freeing them or joining them.

Slaves (48): HP 2 (see *Appendix 1: NPC Statistics*).

LS6. ARENA (EL 0)

This vast open area once comprised the floor of the stadium itself, and is now littered with rotted bodies, bones, and bits of fallen concrete and masonry from the cavernous roof above.

Unless the PCs did irreparable damage to this area in their first visit, the Mongolians continue to use this place for their brutal gladiatorial games. Pitting captive slaves against each other for their amusement, the Mongolians take cruel enjoyment watching former friends and fellow captives kill one another to avoid being killed themselves.

Arena matches are held every two or three nights, and often draw the Mongolians from the citadel (and underground) to watch. Other Mongolians (such

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as those at **areas LS1, LS2, and LS 10**) will not be present.

LS7. CONCESSIONS (EL 0)

This old building once held the stadium's major concession stands. It is now used to store food

supplies taken from the underground ruins and surface raids. The building is unguarded.

Treasure: Foods kept here include 550 unmarked cans (everything from canned yams to dog food), thirty *ready-meals* (the boxes on six of these have deteriorated allowing the contents to rot), haunches

of salted and preserved mutton (around 5,000 lbs. worth), haunches of salted and preserved humanoid (around 2,000 lbs. worth), bags filled with desert vegetables and cereals (taken from their raids of surface villages), and ten baskets filled with grain. The Mongolians haven't yet figured out what to do with the grain, but it seemed important enough to their victims so they took it along!

SLAVE RUMORS

Speaking with the slaves at any point will net the party some useful rumors, bits of information accumulated by the slaves during their brief stay here in the Lost City. You either roll randomly for what rumors the PCs hear, or select the most appropriate as the situation warrants (for example, rumors **1** and **2** won't be heard if the PCs have already cleared the Upper Caverns):

#1: So long as the Mongolians hold the Upper Caverns, trying to escape will be suicide. One of the slaves says he saw a pair of bunkers guarding the tunnel out of the caverns, one of which was armed with a cannon!

#2: Escape will be impossible back up through the Upper Caverns. The Mongolians have a fort guarding the old bridge leading out of the City to the caves above. They'll be able to see anyone coming, and kill them as they try to cross the bridge.

#3: We were fools to believe the Mongolians would sit idle after the destruction of the Slavers. The giants have moved in to fill the vacuum created by the adventurers who first visited the City, and now stand poised to spread their terror to the surface world.

#4: The stadium here is only a part of the Mongolians' domain. A tunnel underneath the stadium leads to an entirely separate part of the old city - another dome? One of the slaves escaped a few nights ago and fled into the deeper caves beyond the stadium, hoping to find another way out of the city. He hasn't returned.

#5: Escaping without weapons would be suicide. Ghouls still haunt the darker parts of the Lost City despite the efforts of the previous adventurers who came here. Lone slaves trying to make it out would be picked off before they ever reached the bridge.

#6: There are almost two dozen Mongolians guarding the citadel here, not including their awful othydog "pets". If the alarm is raised reinforcements from below are sure to arrive quickly.

LS8. GUARD STATION (EL 8)

This partly-ruined building is used as a rear guard station, and is now lit by crude electric lights. At any given time there will be two Mongolians on duty here, the first - a **soldier** - armed with a *Mossberg* and bandolier with 24 rounds of 12-gauge ammo, while the second (merely an untrained Mongolian) is armed with a greataxe and a *fragmentation grenade*. In addition, a crate of *molotov cocktails* (twelve in total, prepared by the Mongolians' slaves at gunpoint) sits in the room for the use of the guards should the alarm be called. Another crate contains twenty gauss cannon needles, for use in the cannon at **area LS2**.

Mongolian Soldier (1): HP 64 (see *Appendix 1: NPC Statistics*).

Mongolian (1): HP 38.

LS9. GUARDHOUSE (EL 12)

This small building has no doors and much of the masonry has been deliberately chipped away at to permit larger creatures entry within. The Mongolians have turned the interior into a "guardhouse", where the sentries can reside when off duty; **area LS9A** is where the othydogs sleep.

There are three Mongolian **soldiers** and six *othydogs* here; of the Mongolians, the first is armed with a *laser rifle* and *power backpack (25)*, the second and third with *Uzis* and a single box of 9mm

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ammo (30) each. The third Mongoliant also has a *fragmentation grenade*.

Development: Unless the alarm has been triggered, the Mongolians and othydogs here make all Listen checks at a -4 circumstance penalty due to the noisy nature of the place (sounds of Mongolians gorging themselves, radio static, othydogs begging for food and/or barking over the scraps, etc).

Mongoliant Soldiers (3): HP 64 (see *Appendix 1: NPC Statistics*).

Othydogs (6): HP 9.

Treasure: The Mongoliant soldiers have set up a *radio* here that constantly monitors *walkie-talkie* traffic in the city. The Mongolians use this radio to regularly listen to their comrades stationed throughout the city. Though a lot of this communication is simple, crude humor, any alarm raised at other Mongoliant-controlled locations might very well be heard here, resulting in the alarm being raised here as well. Similarly, if the PCs use walkie-talkies for their own communications there is a 10% chance that the Mongolians here stumble upon their broadcast and find out what they're up to.

The radio is hooked up to a *power pack*.

LS10. BOAT DOCK (EL 8)

This small cove conceals a hidden dock constructed by the Mongolians long before the PCs ever came to the Lost City. The dock itself is made of wooden logs lashed together with thick rope and is very sturdy, and to it are moored three long wooden boats (each is five squares long and three squares wide), complete with oars. The Mongolians use these boats to patrol the river, squashing attempts by the Ghouls to cross the river or build a bridge.

At any given time there will be one Mongoliant **sergeant** with a leashed *othydog* watching the approach to the dock, armed with a *laser pistol* with

two full *power clips* (20). The Mongoliant will fire at any unidentified parties approaching the docks for two rounds, and then he will retreat to **area LS8** for reinforcements.

Mongoliant Sergeant (1): HP 81 (see *Appendix 1: NPC Statistics*).

Othydog (1): HP 9.

LS11. CITADEL (EL 17)

At the far end of the Stadium, up against the stone wall of the cavern, is a formidable structure that took the Mongolians months to complete. The defensive structure (which guards the tunnel entrances leading below the Stadium) resembles a medieval castle complete with towers and walls, which allow sentries to look out and across the Stadium floor (**area LS6**). Two huge steel doors bar entrance. The garrison here consists of:

- 15 Mongoliant **soldiers** armed with *M4 carbines* and two boxes of 7.62mm ammunition (60) each;
- Two Mongoliant **soldiers** ("marksmen") armed with *Remington 700* rifles, each with 20 7.62mm rounds on a bullet belt. In addition, each marksman is also equipped with a *concussion* and *stun grenade*, for use in throwing down at attackers;
- Eight *othydogs*;
- Two **Mongoliant sergeants** armed with *laser rifles* and fully-powered *power backpacks* (25);
- Two **Mongoliant lieutenants** armed with *M60s* and 100 rounds of 7.62mm ammunition each;
- One **Mongoliant portal commander**, a particularly tough specimen who enforces discipline through corporal punishment. Unlike his predecessor, if the citadel is attacked he will attempt to raise the alarm, drawing more mongolians from below to bolster the defenses

(see underground **areas LS12 - LS23** for possible reinforcements).

Area A is the lavatory, which consists of a simply pit leading into the darkness below.

Area B is the barracks of the citadel, a bunkhouse that is home to the Mongoliant **soldiers**.

Both locations marked *Area C* are towers. Each tower is a simple stone structure, the tops of which are only reachable by ascending the wooden stairs inside the compound. Atop each tower is stationed a Mongoliant "marksman" (see above).

Area D is the guard's mess, dominated by crude implements such as a stone table and boulders used as stools. The place is generally only occupied at meal times.

Area E is the portal commander's quarters. The room is rather spartan for a Mongoliant abode, and suggests that the portal commander takes his duties seriously.

Steel Security Doors (2): 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Mongoliant Soldiers (15): HP 64 (see *Appendix 1: NPC Statistics*).

Mongoliant Marksmen (2): HP 64; treat as **soldiers** (see *Appendix 1: NPC Statistics*).

Othydogs (8): HP 9.

Mongoliant Sergeants (2): HP 81 (see *Appendix 1: NPC Statistics*).

Mongoliant Lieutenants (2): HP 100 (see *Appendix 1: NPC Statistics*).

Mongoliant Portal Commander: HP 129 (see below).

Mongoliant Portal Commander (Mongoliant Guardian 9): CR 13; Large Giant; HD 5d8+20 plus 9d10+36; HP 129; Mas 19; Init +1; Spd 20 ft; Defense 25, touch 15, flatfooted 24 (-1 size, +1 Dex,

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+5 class, +3 natural, +8 equipment); BAB +12; Grap +23; Atk +19 melee (2d6+14, power sword), or +12 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongolians; SV Fort +12, Ref +6, Will +3; AP 6; Rep +3; Str 25, Dex 12, Con 19, Int 10, Wis 8, Cha 6.

Skills: Climb +9, Intimidate +11, Knowledge (Tactics) +13, Listen +1, Spot +1.

Feats: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Exotic Melee Weapon Proficiency (power sword), Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology.

Talents (Guardian): Defender +2, Weapon Focus (power sword), Tactical Aid, Weapon Specialization (power sword), Defender +4, Greater Weapon Specialization (power sword).

Possessions: Plate mail, power sword, power backpack.

LS12. ENTRANCE CAVE (EL 0)

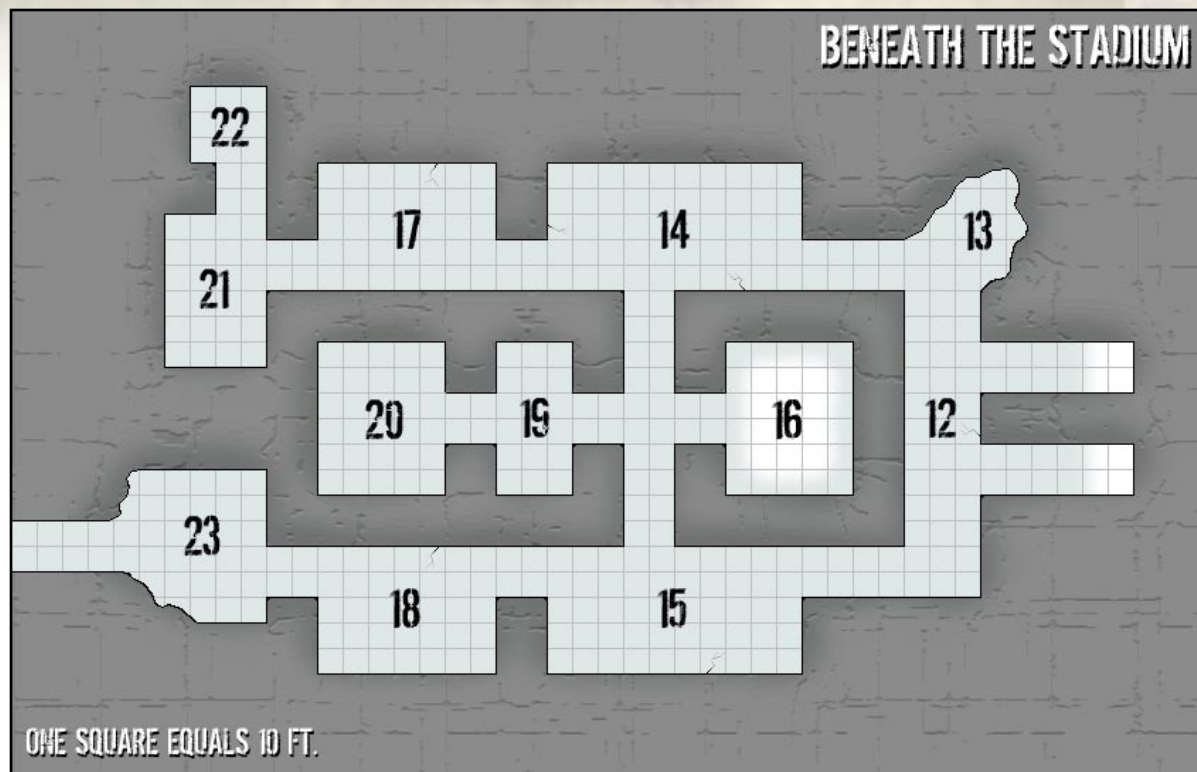
This dark corridor echoes loudly (possibly alerting the Mongolians at **area LS13**). It is otherwise empty.

LS13. GUARD CAVE (EL 12)

This unnatural chamber, hollowed out of the rock by the Mongolians to serve as a convenient watch post, is relatively dark. A number of Mongolian **soldiers** and othydogs are positioned here, and will react to any intruders coming down the stairs to **area LS12**. The cave itself is relatively bare.

Mongolian Soldiers (4): HP 64 (see *Appendix 1: NPC Statistics*).

Othydogs (4): HP 9.



LS14. LOCKER ROOM A (EL 12)

This large underground chamber has been turned into a barrack-house for its giant occupants. At any given time 10 Mongolians will be found here, eating and drinking. Only two of these are **soldiers** (armed with *M4 carbines* and one clip of ammo each (30)); the rest are regular untrained Mongolian warriors, armed only with greataxes.

Mongolian Soldiers (2): HP 64 (see *Appendix 1: NPC Statistics*).

Mongolians (8): HP 38.

LS15. LOCKER ROOM B (EL 14)

Similar to **area LS14**, this chamber serves as barracks for the Mongolian community. Another ten Mongolian warriors will be found here at any given time, distracted by domestic pursuits (unless the alarm was raised, in which time they will be preparing to join the fighting wherever it is taking place).

Mongolians (10): HP 38.

Treasure: A successful Search check (DC 33) uncovers two doses of *hercurin* (in *ready syringes*) underneath an old locker.

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LS16. INFIRMARY (EL 0)

Despite potential setbacks from earlier raids by the PCs, the Mongolians have managed to build up a large collection of medical supplies in this, what used to be the Stadium's emergency infirmary. The place retains much of its ancient appearance (white tile, beds along the walls, cabinets and lockers, etc.), but is cluttered with cardboard boxes and piles of anything that even *looks* medical in nature. These items have been taken from all over the Lost City (and Deeper Caves), and represent a considerable cache.

Treasure: A search of the Infirmary turns up 34 *ready syringes* (about half of these have already been used, but pose no threat if used again), 13 doses of *hercurin*, 6 doses of *stimshot A*, 10 doses of *stimshot B*, ten canisters of *medi-spray (healing)*, one dose of *superegen*, 1d3 bottles of antacid, 1d3 bottles of laxative, a bag of marbles (mistaken for edible pills), a bottle of 2d100 children's vitamins (each pill shaped like a different cartoon character), ten boxes containing 2d12 maxi-pads each (mistaken for bandages), and two boxes containing 3d100 popsicle sticks each (mistaken for tongue depressors).

LS17. SHOWERS A (EL 0)

The Mongolians store miscellaneous stuff taken in their raids on the surface in this cold tiled chamber. The room is unguarded.

Treasure: The collection of items is odd but impressive and includes piles of wooden planks, raw lumber, buckets overflowing with metal nails and smithing tools, casks filled with glues made from vegetable saps and syrups, and various hides and furs originally intended as clothing but now merely sitting in piles on the floor. Other items stored here include weapons taken from their victims, including 13 black powder rifles, 2 black powder pistols, two machetes,

and ten spears. *At your discretion, other appropriate items from the surface may be present here as well.*

LS18. SHOWERS B (EL 0)

This room contains equipment taken from the Deeper Caves, and also serves as a "workshop" of sorts. A single Mongolian **sergeant** will be busily at work repairing some of these weapons when the PCs enter, but will draw his weapon attack the party on noticing them. He is armed with a *laser pistol* and *power clip*.

Mongolian Sergeant (1): HP 81 (see *Appendix 1: NPC Statistics*).

GM's Note: If the PCs don't haven't wondered already, searching this room will uncover a number of unusual artifacts that should have them curious about where the Mongolians got all their advanced weaponry.

Treasure: The workshop contains a crate of individually-wrapped light bulbs (a total of 200 bulbs, of which only about 10% are broken), two *M60s*, an *M2HB*, two *laser rifles*, and a damaged *weapon animatron* (this currently has no weapon, and requires a Repair check at DC 20, plus 120 cp in spare parts, to fix). The sergeant is working on replacing the fuses of a dozen *fragmentation mines*, all arranged neatly on a table (the mines are partially-disassembled but can be assembled with a Repair check at DC 10). No ammo is kept here (the Mongolians generally store more volatile stuff at **area LS19**).

In addition to these more useful items there is a pile of empty cases that the Mongolians threw aside as "junk" after bringing them from the Deeper Caves and looting them of their contents. These include empty carrying cases for laser rifles, pulse laser rifles, and M4 carbines (each case has "US ARMY" stenciled on the exterior), as well as empty boxes of fragmentation and energy grenades. Most of the

cases are heavily rusted, and a Knowledge (Earth and Life Sciences) check at DC 19 will reveal strange fungal spores on some (these spores were released by the mushrooms found in the Fungal Forest at **area 30**, evidence that these cases came from that general area).

LS19. EQUIPMENT STORAGE (EL 8)

Though the metal doors to this room no longer stand, the Mongolians continue to use it as an "armory" of sorts. Most of the materiel they stash here came from the Deeper Caverns (rather than the surface). The room is guarded at all times by a Mongolian **sergeant** armed with a *laser rifle* and *power beltpack*.

Mongolian Sergeant (1): HP 81 (see *Appendix 1: NPC Statistics*).

Treasure: Within this chamber are kept numerous crates of ammunition and weapons, including two crates of 200 5.56mm rounds (400 rounds total), two crates of 50 fully-loaded 9mm submachine gun clips (a total of 1,500 SMG rounds), fourteen crates of 5.56mm carbine ammunition (6,500 rounds total), ten crates of *fragmentation mortar rounds* (a total of 80 mortar rounds), twelve crates of *fragmentation grenades* (a total of 72 grenades), nine *fragmentation mines*, a crate of four *energy grenades*, thirteen pairs of *electro-optical binoculars*, eighteen *power clips*, eight *minifusion cells*, ten *power beltpacks*, and ten *power backpacks*.

LS20. POWER CONTROL (EL 15)

The PCs may have done significant damage to the Mongolian community in part one of this series, but the spark of intelligence - rare for the Mongolian race - is impossible to extinguish without killing every last one of the giants. Lord Sogor, former leader of the Mongolians, is no longer, a subordinate officer of no little brains has taken his place. After

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much infighting took place when Sogor died, the setback resulting from his death has ultimately been temporary at best, and under their new leader's guidance the Mongolians have made leaps and bounds in training their troops, fortifying their positions in the Lost City, and even begun forays onto the surface.

The new leader of the Mongolians is Colonel Mraag, a mighty Mongolian warrior who learned much from Lord Sogor before he died (if the PCs didn't kill him, you can simply assume he died conquering the Lost City for his people, making him even more the martyr). Carrying on where his master left off, Colonel Mraag is dedicated to assuring Mongolian superiority here in the Lost City, as well as on the surface. Colonel Mraag has unified the Mongolians through training and discipline, teaching his people of technology (and how to use it). Though they still have a way to go, Mraag has turned his people from a "tribe" into an "army".

In the event that his leadership skills don't keep his men in line, Colonel Mraag also shoulders an extremely powerful weapon - a *meson cannon*. He also carries two grenades for taking out party-sized groups of "assassins" - after all, it was a small party that took out his predecessor!

Colonel Mraag: HP 126 (see below).

Colonel Mraag (Mongolian Smart Hero 3/Guardian 8): CR 15; Large Giant; HD 5d8+15 plus 3d6+9 plus 8d10+24; HP 126; Mas 17; Init +5; Spd 20 ft; Defense 26, touch 15, flatfooted 25 (-1 size, +1 Dex, +5 class, +3 natural, +8 equipment); BAB +12; Grap +23; Atk +18 melee (1d6+10, rifle butt), or +13 ranged (5d10+5, meson cannon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongolians; SV Fort +12, Ref +7, Will +5; AP 7; Rep +3; Str 25, Dex 12, Con 17, Int 8, Wis 10, Cha 8.

Skills: Craft (chemical) +1, Craft (electronic) +3, Craft (mechanical) +1, Craft (structural) +3, Demolitions +2, Disable Device +1, Intimidate +5, Knowledge (Mutant Lore) +3, Knowledge (Tactics) +4, Knowledge (Technology) +7, Navigate +2, Repair +2, Research +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Builder (Craft [electronic], Craft [structural]), Futuristic Firearms Proficiency, Improved Initiative, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology.

Talents (Smart Hero): Savant (Knowledge [Technology]), Plan.

Talents (Guardian): Defender +2, Weapon Focus (meson cannon), Tactical Aid, Weapon Specialization (meson cannon), Defender +4, Greater Weapon Specialization (meson cannon).

Possessions: Plate mail, meson cannon, two minifusion cells (20), two energy grenades.

Treasure: Colonel Mraag lives in military simplicity, modeling his quarters after a drill sergeant's pristine barracks. His "treasure" includes a kit for cleaning and maintaining his *meson cannon*, two drained *minifusion cells*, a set of *electro-optical binoculars*, several piles of pre-Fall newspapers (kept neat in rope-tied bundles), and a small birdcage - inside of which he keeps a tiny yellow parakeet (his adored pet).

LS21. COLLAPSED CAVE A (EL 10)

This partially-collapsed room has been turned into a nursery for Mongolian young. The Mongolians are busily trying to increase their numbers through a disciplined breeding program, the result of which has been a boom in immature young.

The young here play with a pet othydog, which will bark ferociously to alert any other Mongolians nearby before attacking to defend the young. The children are capable of fighting as normal Mongolians, but have greatly reduced HP totals.

Mongolian Young (18): HP 18 (see *Appendix 1: NPC Statistics*).

Othydog (1): HP 9.

Treasure: The chamber is empty except for a few toys taken from the nurseries of surface worlders, and include dolls, balls and shiny stones, and pinwheels. One of the stones is actually a large chunk of jasper which might fetch a price of 100 cp on the surface.

LS22. SECURITY OFFICE (EL 8)

This old decaying chamber was formerly used to house the Mongolian young, but since there are so many they needed a bigger room (hence they were moved to **area LS21**). Now this cave is used as the quarters for the Mongolian females. Bedding, gnawed bones, and bits of trash litter the place, but it is far cleaner than the typical male Mongolian dwelling.

Unless the PCs raised the alarm or disturbed the children in **LS21** the females will be totally unprepared for a battle, as they have fallen in line with Colonel Mraag's idea of a "breeding program" (to build a bigger, better army) and are expecting "visits" from unarmed male Mongolians. Though surprised, the females will fight once they are able to react, hoping to barrel through intruders and find weapons (as they are unarmed) wherever they can get them.

Mongolian Females (8): HP 38.

GM's Note: The EL of this area is significantly reduced since the Mongolian females are unarmed.

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LS23. TUNNEL TO THE DEEPER CAVES (EL 8)

This area's full excavation should come as a surprise to the PCs, for it is no longer merely a collapsed tunnel. Apparently the Mongolians have fully excavated this chamber, using metal braces to shore up the ceiling to provide a clear passage beyond (through the collapsed section of the Lost City and ultimately to **area 25** of the Deeper Caves). Since this tunnel leads to the Deeper Caves it is guarded at all times by four Mongolian **soldiers** armed with *Uzis* (and 90 rounds apiece), with a single *fragmentation grenade* on each.

GM's Note: Unbeknownst to the PCs, prior to the events in part one of this series a large party of Mongolians were garrisoned on the far side of this tunnel (**areas 25-26**) to guard against the nightmare creatures of the Deeper Caves. A mild earthquake sealed this passage when the PCs first visited the Lost City. Even if the PCs killed off the Mongolians in part one of this series, the surviving warriors on the other side (led by Colonel Mraag) eventually managed to dig their way through - and re-establish their community.

This tunnel now connects the main cavern of the Lost City proper with the Deeper Caves beyond.

Mongolian Soldiers (4): HP 64 (see *Appendix 1: NPC Statistics*).

Development: Any combat here will alert the forces on either end of the tunnel (see **areas 25-26**).

11. FLOODED QUARTER (EL 7)

Weak noises echo across this vast flooded quarter, perhaps the effect of unseen bats screeching far away in the darkness. The disintegrating tops of old buildings rise above the waters here, where the underground river has flooded entire neighborhoods leaving the streets deep underwater. Each building is separated

from the next like an island by the pitch black waters of the river - which are too deep to see the bottom. Every now and then you swear you hear the sound of something splashing in the distance, but it could be just your ears playing tricks on you.

This part of the city has remained, by and large, untouched despite the shifting of power in the ruins of the Lost City. Cold, dark, and distant, this "submerged quarter" remains a dangerous place for any intruders.

Anyone seeking to explore this lost corner of the city can only do so by boat, since the water is too deep to wade through and the current generally too strong to permit swimming by any sane individual. The water here is also extremely frigid; in game terms; anyone substantially submerged for more than one round per point of Con bonus suffers 1d4 points of cold damage each round.

GM's Note: A few huge crocodiles, adapted to life in the cold lightless waters of the Lost City, live in this area. Any PCs boating through the canals are likely to be attacked by at a small group of these monsters as they pass through the quarter.

Development: If they're considering a raid on the ghoulish quarter of the city (see **area 12** below), the PCs might be able to sneak past their sentries by coming via the flooded quarter (see map). Navigating the lightless, flooded streets, the PCs could - given they have a boat - come ashore anywhere along the river and take the ghoulish enclave by surprise.

Huge Crocodiles (3): HP 59 (see *d20 Modern*).

12. INDUSTRIAL QUARTER (AREAS 11-16)

It is quiet in this part of the sunken city; only the distant sounds of the nearby underground river contest with the suffocating stillness. For

some reason you feel ill at ease, however, and from every open window and blasted doorway you feel as if you're being watched.

This corner of the Lost City has long been given over to the depraved Ghouls, whose presence could never be fully extinguished from the ruins. Boxed in by makeshift walls of stone, iron, and barbed wire by the Slavers (who feared the Ghouls more than anything else), it was hoped the Ghouls would turn on themselves in desperation and destroy one another. The Ghouls, however, proved to be the more cunning adversary, and managed to find holes in the walls and navigate the sewers to infiltrate the City despite the efforts of the Slavers. Incensed at their efforts, the Ghouls planned on taking revenge whatever the cost. When the PCs attacked, the Ghouls fought in force but a few scampered away under the cover of darkness and survived, and since then watched the shift of power in the City with great interest.

As the PCs found out about Blackthorn's operation and raided the Slaver compound, the surviving Ghouls watched from the darkness, waiting. Although most of the Slavers were killed and the large slave population was freed, a few Slavers who had escaped returned to the safety of the stockade days after the raid. It was then that the Ghouls acted, surging forth from their corner of the city to swarm over the compound and devour the remaining humans there.

The Mongolians are aware of the large numbers of Ghouls in the City, but are helpless to stamp their presence out. The Mongolians generally maintain a watch for the skulking creatures, firing at them whenever spotted, but have largely given up on trying to wipe the infestation out completely.

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11. BLOCKADE (EL 0)

The streets and alleys leading to the old Industrial Quarter universally terminate in makeshift walls, obviously intended to at one time section off the entire quarter from the rest of the Lost City. These barricades consist of walls of corrugated iron, webs of metal pipe and chain-link fence, bricks, shoring, and hastily-constructed wooden walls.

Blockades here are generally 15 ft. high, with glass and barbed wire along the tops, making scaling attempts treacherous. There is a 1 in 6 chance, however, that a given blockade will found to have a small hole in it, just large enough for a Medium-size creature to squeeze through. These mark exits the Ghouls cleverly constructed to bypass the walls, and continue to use to this day to move in and out of “their” part of town.

12. POWER LINES (EL 0)

Industrial power lines once ran through this area to supply the factories (see **areas 15 and 16**) with power, but these collapsed long ago in the same cataclysm that destroyed the city. Because of the abundance of rubble, anyone moving along this patch of territory receives a +10 circumstance bonus to Hide checks.

13. WAREHOUSES (EL 12-14)

A cluster of old warehouses stand here. Once these were used to store goods manufactured in the Bakersfield dome complex before being shipped out all across the country. They appear quite dilapidated, with boarded-up windows and cracked exterior masonry.

Even though the PCs may have dealt the Ghouls a devastating blow in part one of this series, the Ghouls have returned and repopulated the ruins. As before the Ghouls tend to gather inside these buildings like a sprawling gypsy camp or leper colony. Now over

150 Ghouls, armed with an assortment of scavenged weapons, dwell in the shells of these mighty buildings.

Area A contains 40 Ghouls in its crowded interior. Most of the Ghouls live on the bottom floor, among storage rooms and machinery alcoves.

Area B is home to another 60 Ghouls. In addition to living on the ground floor, a number of these ghouls sleep atop ventilation ducts and rickety towers of wooden crates, making use of every last bit of space available.

Area C is more damaged than the other warehouses, but 50 Ghouls dwell here despite the holes in the roof and the exposed wiring that coils down like metallic snakes from the roof above.

Also living in **area C** is the sole survivor of the Slavers, a man formerly known as “Bone”. Bone was captured by the Ghouls and was only spared after he feigned insanity as a result of watching his comrades eaten alive. The Ghouls found his madness amusing, and allowed him to live, taking him with them back to their lair. Bone has had to pretend he’s crazy for a



long time; he has since degenerated into a semi-feral state, and is hardly recognizable as anything but a Ghoul himself! In fact Bone turned to *cannibalism* to survive - and to fit in with his Ghoul captors - and over time the Ghouls have come to see him as one of their own. They now pay him little regard, and allow him to continue living with them so long as he amuses them with his slapstick antics on a regular basis.

If the PCs attack the Ghoul compound (or are themselves captured) Bone may secretly approach them and offer help in escape, hoping to flee with them. He comes off as quite intelligent and articulate for a Ghoul (or a Slaver, for that matter), and will be quick to explain what happened to him. Unfortunately due to his experiences Bone is “not all there” anymore, and sometime after they escape together his company will become distasteful; he will either start talking to himself, begin exhibiting a disgusting sense of personal hygiene (casually eating his own lice in the middle of conversation, for example), or else his cannibal hungers will get the best of him and he’ll try to gnaw on a party member’s leg while he’s sleeping. Of course he’ll be apologetic and try to make amends, but sooner or later the party will want to get rid of him.

Any combat in or around these warehouses will likely involve groups of 8-10 Ghouls at a time.

Low-Level Ghouls (150): HP 12 (see *Darwin’s World 2nd Edition*); about 10% have weapons such as *chainsaws*, greatclubs, javelins, and greataxes.

Bone: HP 18 (see below).

Bone (Mutant Strong Hero 2): CR 2; Medium-size humanoid; HD 2d8+2; HP 18; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d6+3, bone club), or +4 ranged (by weapon); FS 5

ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs bludgeoning/concussion/slashing, darkvision; AL none; SV Fort +3, Ref +2, Will -1; AP 1; Rep +0; Str 15, Dex 15, Con 13, Int 10, Wis 9, Cha 10.

Occupation: Slaver (Gamble, Intimidate).

Background: Visionary Reinventor (Drive).

Mutations and Defects: Increased Body Density, Sensitive Sight, Cannibalism, Cystic Fibrosis.

Skills: Disguise -6, Drive +4, Gamble +0, Intimidate +1, Knowledge (Mutant Lore) +1, Listen +0, Move Silently +3, Perform (Comedy) +1, Spot +0.

Feats: Filthy, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash.

Possessions: Bone club, 3d4 toothpicks.

Treasure: Strewn throughout these three separate camps are countless bones, along with 1d3 *Junk Items* (use the tables presented in the *Darwin’s World* supplement *Scav’s Swag*; otherwise come up with some low-value item of your own choosing).

14. COLLAPSED BUILDINGS (EL 7)

Among this cluster of old buildings the Ghouls have established a small camp, stationing a number of their kind here to keep “watch”.

The Ghoul sentries consist of three low-level Ghouls and a single mid-level Ghoul armed with a bone greatclub. If the Ghouls detect the PCs they will immediately shriek and attack; the sounds of their cries will alert the entire industrial quarter to their intrusion, and reinforcements from **area 13** will begin arriving 2d4 rounds later.

Low-Level Ghouls (3): HP 12 (see *Darwin’s World 2nd Edition*).

Mid-Level Ghoul (1): HP 36 (see *Darwin’s World 2nd Edition*); armed with a greatclub.

Treasure: Having once seen a Mongoliant wielding a powered weapon in battle, the mid-level Ghoul has fixed a *power clip* in a notch in his greatclub, thinking it will make him fight better. The power clip has 3 charges left.

15. FACTORY A (EL 0)

The Ghouls continue to use this badly-damaged factory as a repository for their past victims; the entire interior is littered in a sea of cracked skulls,

GHOULS OF THE LOST CITY

The Ghouls, now more than ever, are prepared for all-out war in the City. They have stood by and watched the Slavers wiped out, have seen the Plantmen vanish altogether, and are no longer afraid of the Apemen (for their numbers have diminished). Continual unchecked breeding has brought their numbers to an unprecedented height, and they need now more than ever to expand.

The Ghouls should remain a very definite threat in the City – they should be lurking around almost every corner, waiting to ambush the PCs for their next meal. Large-scale assaults will be planned by the Ghouls if and whenever the campsites of PCs are located – hoping to take them off guard.

It may be safe to say that, eventually, even the mighty Mongoliant will fall to the Ghouls, but as to the truth of this statement none can really be sure.

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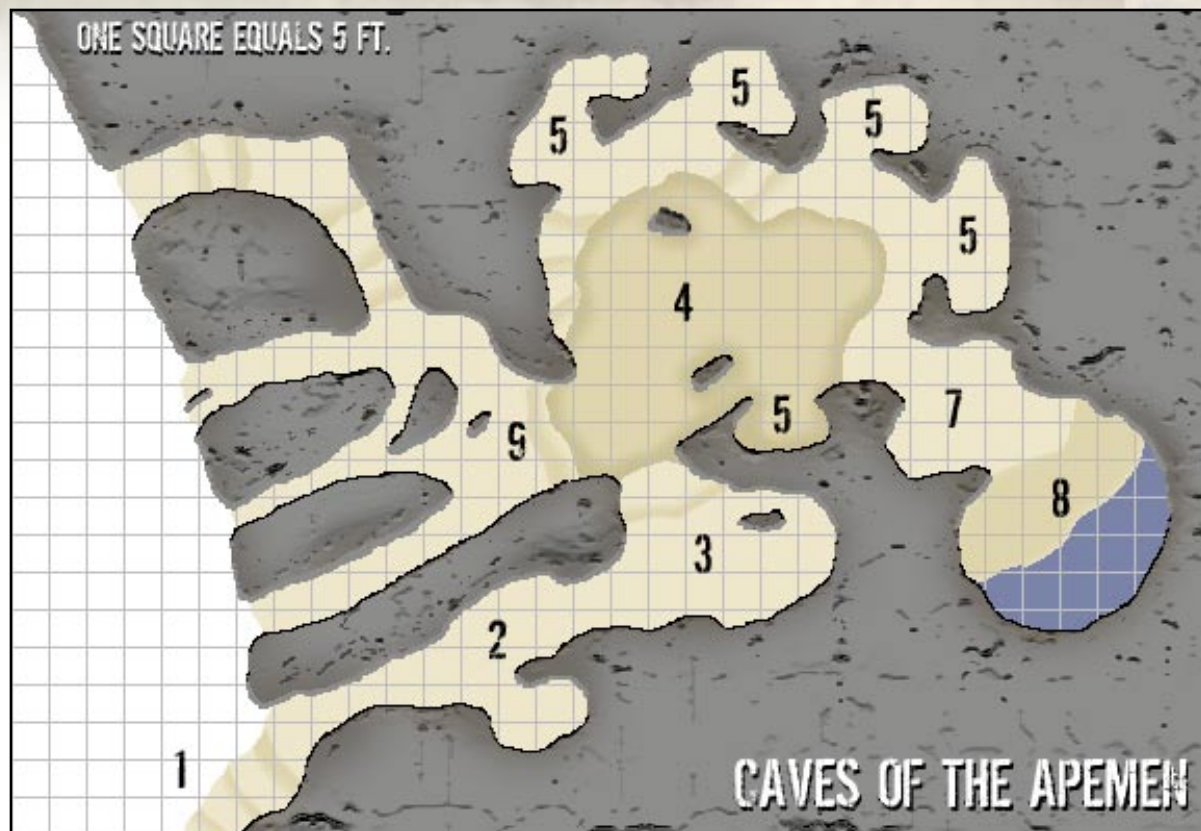
snapped bones, and the spinal columns of countless prey. The smell of rot is so strong that anyone entering must make a Fortitude saving throw, DC 20, or become *shaken*. This condition lasts until the PCs leave the factory. The factory is otherwise empty, however.

16. FACTORY B (EL 18)

This enormous factory appears to be partly buried under rock - fallen masonry from the collapsed dome roof, as well as natural limestone that has crept down the dome wall over the centuries. The building itself is huge, but it appears to have seen better days; the stonework is badly cracked, the windows all bristle with broken glass, and the doorways all stand open, their doors having fallen off of rusted hinges long, long ago.

On the PCs' previous visit to the Lost City the "king" of the Ghouls lived in this place, but since his death (presumably at the hands of the PCs, although he might have died fighting the Mongolians at a later time if the party never came here) his role has been taken over by a loose collection of the tribe's most powerful warriors. This rudimentary "council" now holds court here, though their daily duties are debatable; generally they spend their time bickering, arguing over fresh meat, or honing their skills against one another in flamboyantly ritualized combat. If the PCs are detected in their domain (i.e. anywhere in the Industrial Quarter) they will split up and lead individual formations of lesser Ghouls (drawn from **area 13**) into battle. If the PCs somehow catch them off-guard while they are here (at **area 16**), the sadistic "man-hunters" will eagerly join the PCs in a more "personal" form of combat.

Should any fight take place here, Ghouls from **area 13** are 50% likely to hear the sounds of combat and will be drawn here at a rate of 10 Ghouls per 2d4



rounds. If the PCs aren't careful, they may become trapped inside the building as Ghouls converge from all around!

Mid-Level Ghouls (21): HP 36 (see *Darwin's World 2nd Edition*); armed with a collection of *chainsaws*, *greatclubs*, and *greataxes*.

Treasure: Each of the mid-level Ghouls has some form of jewelry or "regalia" to signify that he is of higher station than the typical member of the tribe; such objects include scepters made from thigh bones, necklaces of teeth, flaps of skin worn as capes,

and at least one orb made from a mutated skull. In reality all of these grisly objects came from the same person, the now-dead Ghoul "King", whose body was divided up on his death to provide his successors with "relics".

13. APEMAN CAVES (AREAS C1-C9)

You've come to a place where the ruins of the shattered Lost City meet the walls of the ancient dome. Here the gentle curve has cracked, and stone stalactites have formed from centuries

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of geological activity. Mist from the great waterfalls collects here like a persistent miasma, draping everything in a murky fog.

A rough natural stair, made from parts of the dome's masonry that fell to the city floor, rises at this point. Near where the stairs terminate more than sixty feet overhead, you see numerous cave mouths from which spills several thin cascades. The flow of water seems weak, and the caves look large enough to enter.

Almost driven to extinction by the Slavers who once hunted them like vermin, the Lost City still manages to maintain a small population of *albino apemen*. Originally there were two main colonies of these creatures; a stronger tribe living in these caves, and a small group of weaker apemen driven out and into the Upper Caverns. The group in these caves was eventually wiped out (either by the PCs or some other group), but a few survivors from the Upper Caverns managed to return here after the party's original visit to the city, and came to take over.

The tribe of apemen living here is thus a small, weak, and cowardly one, having lived too long as prey instead of predators. From the elevated cave mouths (60 ft. over the surrounding ruins) they have a relatively unobstructed view of the city, and watch anyone approaching with jittery fear. The albino apemen will generally avoid a confrontation unless their resources grow thin. When hungry, they meekly emerge from their caves to either scavenge or try and sneak into the Mongoliant compound at **area 2** to steal food – a tactic they have paid dearly for in the past. Since the extinction of the Slavers (who were much easier prey), they have become more and more desperate, however, and will seek out any means of acquiring food despite the costs.

C1. STAIRS (EL VARIES)

These stone shelves, made from natural limestone deposits as well as huge slabs of fallen concrete, ascend to the mouth of the apemen caves. As one climbs, the foot of the stairs (and the ground) becomes lost as one ascends into the mist of the nearby waterfalls (**area 14**). Climbing the stairs is somewhat hazardous, due to an inordinate amount of slimy lichen and slick moss growing all over the crumbled stone. Any character attempting to ascend must succeed at a Balance check (DC 12) or slip at some point; if a character slips, she is allowed a Reflex save (DC 12) to avoid falling off the stairs and into the mists. If both fail, roll 1d6x10 to determine the height (in feet) of the fall. For every ten feet fallen (round down), 1d6 points of damage are incurred.

While the stairs are in themselves dangerous, the apemen have also littered the steps with pots, pans, empty cans, and other debris. To the untrained eye this just looks like junk strewn about, but in reality if anyone kicks or steps on this trash the noise will be heard by the sentry at **area C2**.

C2. WATCHPOST (EL 2)

A single albino apeman keeps guard in this small natural cave, hiding in the shadows but with a clear view of the stairs. If the PCs are spotted the ape will scurry quickly back to **area C4** to raise the alarm (by banging a lead pipe against a pot as he goes). Characters making a Listen check (DC 10) will easily hear this noise and be alerted as well.

Albino Apeman (1): HP 9.

C3. ENTRANCE CAVERN (EL 0)

This cave is simply where the tribe of apemen dump the waste that their small but voracious community

churns out - old gnawed bones, broken tools, and other things they've grown tired of and thrown away. There is nothing of interest among the junk.

C4. MAIN CAVERN (EL 6)

The main cave of the apeman hideout consists of a large open cavern that the apemen find most suitable for housing the greater portion of the tribe. Cold and damp, it nonetheless serves to keep them out of sight from the other denizens of the Lost City - their primary concern.

The main cavern is littered not only with dung from the apemen, but also the remains of rats, cave mice, and even moles, all of which have been gnawed on to the bone. Their presence is evidence of the desperation of the albino apemen community.

Other than the apeman at **area C2**, there are a total of six additional albino apemen remaining in the community, with two females and one infant (with no combat ability) in their company. All six males will converge from side caves (**area C5**) to hurl thrown rocks at intruders from a distance. There are virtually unlimited rocks to throw, and all will fight to the death.

Albino Apemen, Males (6): HP 12, 12, 11, 10, 10, and 9.

Albino Apemen, Females (2): HP 9.

Albino Apeman, Young (1): HP 1.

C5. LIVING ALCOVES (EL 0)

These side niches are simply small caves where individual apemen sleep. Individual alcoves are uniformly dirty, adorned only with the rotting remnants of moss and rotten bark (used for bedding), and perhaps the odd pile of stinking ape dung. None of the caves contain any items of interest.

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C6. EMPTY CHAMBER (EL 0)

This was formerly the chambers of the apeman tribe's chief, but since his recent death in a raid against the Mongoliant quarry (area 17) it has been unoccupied. It is empty.

C7. CURRENT CHIEF'S CHAMBER (EL 2)

This cave is where the strongest surviving male of the tribe resides. Since the previous chief was killed in battle, the current chief has become more and more cautious, afraid of meeting the same fate, even to the detriment of his tribe (which is starving). It will cower from any fighting that occurs in area C4, hoping that the PCs overlook this chamber when they explore the caves. A cowardly creature, it cares little for the other apemen.

New Apeman "Chief" (1): HP 15.

Treasure: The chief wears a necklace that is in fact a collection of pills strung together to make a crude form of jewelry. The pills, seven in all, each count as a *proton energy pill*.

C8. SUBTERRANEAN WELL (EL 0)

The pool in this chamber is exceptionally deep and the water reasonably clean. The apemen have long used this as their primary water source, as it never seems to run out. In reality the water is fed by an old broken water main that is still refreshed from massive underground reserves in another part of the sunken city complex (which is not detailed in this adventure).

C9. TUNNELS (EL 0)

A maze of narrow rocky tunnels, slick with moisture, lead off through the rock towards the outside. The tunnels are littered with small bones and abnormal growths of hanging moss (like "curtains"). Though once used by the apemen to exit the caves, they tend

to remain deeper in the caves in recent weeks due to heavy losses against the Mongolians.

14. WATERFALLS (EL 0)

The fog that hangs over this part of the Lost City finds its source here, in a series of gargantuan waterfalls that cascade from the cavern wall high overhead. There are three waterfalls in all, each bursting from ruptures in the old dome - apparently where a natural underground river now dissects the sunken city. The rush of the water is intense, creating a deafening roar, and the mist swirled up by the cascades spills out across the great underground lake and onto the shore of the ruined city.

The waterfalls are too strong, swift, and high to climb and investigate. The three tunnels from which the waterfalls pour are flooded as well. Minute forms of subterranean life sometimes get swept down from these tunnels (blind cave fish, strange forms of ghost shrimp, etc.), only to become prey to the strange creatures living at area 8.

15. LAGOON (EL 0)

Though the waterfalls thunder nearby, a small lagoon has formed here, glassy and calm. The waters are smoky and gray, no doubt swirling invisibly under the surface with sediment brought into the caves via the monstrous waterfalls.

The Mongolians took to fishing here when they first found the lagoon, and it is now almost entirely fished out. The waters now seem dead and still, as smooth as a mirror-polished plate of obsidian glass. On the plus side, the Mongolians no longer visit the lagoon as a result, so an encounter with them along the

shores is improbable.

The albino apemen from the caves (area 13) keep a watch over the lake and the surrounding area. If the party navigates this body of water, the apemen will be aware of their presence and will prepare if they approach their caves.

16. BOMB SHELTERS (EL 0)

This site is no longer accessible. The old Bomb Shelters were discovered by the Mongolians during their expansion into the Lost City and thoroughly looted. An accident involving a detonation charge (in an effort to seal the second exit) caused the entire subterranean structure to finally collapse, killing the Mongoliant sappers in the process. Now destroyed, nothing of the old underground shelters remain.

17. CONSTRUCTION QUARRY (EL 14)

Tall telephone poles and the sides of nearby buildings bear a network of bright lights that shine down on this area of leveled rubble, surrounded by a rough wall of fencing and corrugated iron panels. Large figures can be seen moving beyond the wall.

Surrounding the well-lit compound are a number of vertical poles and pikes, impaled on which are the half-rotted and badly-broken bodies of what appear to be albino apes.

This area, formerly just a ruined section of the Lost City, has been taken over by the Mongolians to serve as a quarry – extracting stone, earth, and the odd bit of metal structuring to use in their fortification projects here and in the Upper Caverns. Because of recent raids by the *albino apemen* from area 13, the Mongolians have begun impaling the bodies of fallen apes to frighten them away.

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The quarry grounds are guarded by two patrols of 1-2 Mongoliant **soldiers** and 1-2 *othydogs*; the Mongoliant being armed with *M4 carbines* with two spare boxes of ammo apiece. They patrol the perimeter of the quarry, but will retreat at the approach of unknown groups (warning the rest of the work force - numbering some dozen unarmed regular Mongoliant laborers - within). The rest of the Mongoliant on site (12 in all) are merely laborers.

The fences prevent outsiders from rushing the quarry compound, but do not prevent fire into or out of the compound (they also provide no cover). Since the Mongoliant are used to attacks by albino apemen, they simply stand behind the fence and fire through; since the apes are unarmed, this usually proves quite effective.

Mongoliant Soldiers (4): HP 64 (see *Appendix 1: NPC Statistics*).

Mongoliant (12): HP 38.

Othydogs (4): HP 9.

Treasure: Inside the compound the Mongoliant keep three *moving trucks* (down to HP 30 each; all three have the *armored* [RT] modification as described in *Rolling Thunder*), as well as a professional *walkie-talkie* for keeping in contact with other Mongoliant outposts throughout the City. It has a full *power cell*.

18. GHOUL WATCHPOST (EL 5)

This place blends in perfectly with the rotted and crumbling buildings of the area, and unless investigated will likely draw no attention whatsoever.

Inside this building are three *ghouls*, who regularly keep an eye out on the ruins of the old Slaver Stockade (**area 5**) from a distance. If the PCs approach their hideout, the ghouls flee through a crack in the rear wall, disappearing into the streets. All that remains, inside, is the evidence of recent

occupation – moldy blankets, freshly-picked rat bones, and a polished humanoid skull...

Low-Level Ghouls (3): HP 12 (see *Darwin's World 2nd Edition*).

19. COLLAPSED STRUCTURE (EL 0)

What may have once been a towering building has been reduced to rubble – broken stonework, masonry, and metal supports lie scattered about the street. A sharp smell of gunpowder still permeates the air here for a couple of blocks.

This was once the *city library*, a structure that somehow managed to survive the cataclysm. The Mongoliant, upon discovering it and exploring its depths, decided it was an abomination (“a temple to the hated Ancients”), and demolished it with several hundred pounds of explosives.

All that remains is a flattened ruin, with anything and everything of value having been turned to ash in the resulting fire.

20. CITY POLICE STATION (EL 0)

The hollow shell of an old building stands here, near the shores of the great underground lake. The ruins appear to have been blasted apart by weapons of great force. The entire roof has caved in, filling the interior with slabs of concrete and rubble.

This was formerly the old city police station, abandoned after the cataclysm except for a dutiful police robot that patrolled this part of the buried town (see *The Lost City*). The building has since been destroyed, as has the robot.

The Mongoliant reacted to the police robot with fear and hatred (having even more powerful robots

to contend with in the *Deeper Caverns*; see later for details), and blew the entire station up with anti-tank weapons. There is nothing left to salvage.

21. COLLAPSED BUILDING (EL 0)

This structure seems to have collapsed in recent times, the structure undermined by an overgrown fungus of some sort – now long gone. Beneath nearly 50 tons of rubble lies a tunnel leading 6,000 feet horizontally to the collapsed bomb shelters beneath **area 16**. It is completely inaccessible, however.

22. ABANDONED BUILDING (EL 0)

An old crumbling building lies right on the edge of the underground lake.

Anyone approaching this building by land cannot see a small dock on the far side of the building, where a small rowboat has been tethered. This boat - perhaps used by long-lost inhabitants of the underground city - has never been discovered (unless the PCs found it on an earlier visit), even after the Mongoliant came to occupy most of the ruins. Although it has suffered some rot in recent weeks due to poor care, it may still be serviceable for clandestine river travel beneath the earth.

The boat has two oars lying inside.

Development: If the PCs found this boat and used it in part one of the series, it may not be here (it will be wherever they left it).

23. UNDERGROUND RIVER (EL VARIES)

A broad and murky underground river splits the city ruins in two. On the far side can be seen more ruins and rubble. The sounds of more waterfalls can be heard from where the river disappears into the rock wall to the south.

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The underground river that splits the Lost City in two continues on until it breaks through the dome wall and finds its way deeper into the earth. The river actually connects this section of the city with the Deeper Caves, but only after passing over a series of rough waterfalls (**area 31**) that could potentially spell the destruction of any watercraft the PCs might possess (and possibly their deaths as well).

GM's Note: Unless the characters have already dealt with the slime creatures thriving in the depths of the underground lake (see **area 8**), any commotion along the river has a small chance (10%) of attracting their attention. If this is the case a single amoeba will navigate the river from **area 8** to investigate; if it finds the PCs (either swimming on aboard a boat) it will attack.

24. PUBLIC PARKING (EL 0)

This area resembles a barren parking lot, with chunks of stone from the old dome roof scattered all about. Strangely, however, no vehicles appear to be present.

The old forgotten parking lot was discovered by the Mongolians, and the vehicles that could be salvaged were eagerly repaired and put into service. The vehicles that were once here (assuming the PCs were unable to find a way to remove them from the caves for their own use) were taken to the surface base after the expansion of the Upper Caves.



THE DEEPER CAVES (AREAS 25-50)

The Deeper Caves comprise what was once a second dome of the Bakersfield

dome complex, directly connected to the first through streets, covered walkways, and bubble car skyways. Almost all of these connections were destroyed in the cataclysm that sucked the city into the earth, but the Mongolians managed to excavate a passage beneath the stadium to connect to the still-intact second section of the city. The Deeper Caves are thus now accessible...

25. EMERGING FROM THE MONGOLIAN FORTRESS (EL 0)

Through the tunnel the unending darkness gives way to weak light, as the rough stone passage opens out onto a plateau lit by bright

lamps and electric-powered searchlights. A wooden palisade surrounds the area from which you came – the rear side of the domed stadium – facing out onto a sheer cliff that descends into pitch darkness.

It is then that you realize, with breathtaking awe, that beyond this giant wall lays yet another massive gulf beneath the earth, perhaps a whole quarter of the Lost City yet to be discovered by man.

The passage beneath the stadium emerges into a fortified “yard” of sorts which marks the rear of the stadium - and guards the “backdoor” to the Mongolians’ sphere of control. From here a sturdy

DEEPER CAVES RANDOM ENCOUNTERS

Roll for random encounters every half hour of exploration; on a roll of 1 on 1d6, an inhabitant of the caves will be drawn to the party’s location and likely attack. To determine the nature of the encounter, roll 1d6 on the following table:

D6	Encounter
1-2	Mongolian Patrol (EL 9-14). The characters encounter a nervous a Mongolian patrol, which will consist of 1d6+3 Mongolian soldiers with typical armament. Even more than usual, the Mongolians will be jittery and will fire with little provocation. This encounter will only take place within earshot of the Mongolian base at area 26.
3	Crawlers (EL 7-9). The group is ambushed at an intersection or while searching a ruined building. The ambushers consist of 2d3 advanced crawlers, which leap from overhead positions onto the unwary party. Any creatures lost from this encounter should be deducted from the community at area 41.
4	Olgrith (EL 12). Assuming the characters are moving along the river, the olgrith from the Slime Caves has noticed them from offshore and starts to follow them, preparing to attack if they camp by the water’s edge or cross the bridge at area 40.
5-6	Cyclats (EL 7-12). From the darkness above the party’s heads comes a sudden and unexpected screech, as a pack of 2d3 advanced cyclats roving for prey spot the PCs and attack. The cyclats will attempt to weaken the group with eyebeams, or if they are up high (for instance, on top of a building), by trying to sweep a PC off her feet and drop her from a height. They return later to scavenge the dying (or dead). Any cyclats lost from a random encounter should be deducted from their community at area 36.

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wooden palisade separates the rubble slopes beyond and the great impenetrable gulf from the caverns of the Deeper Caves. Beyond, one can only imagine as to the lost wonders concealed there.

At once the PCs will likely come under attack from the few remaining Mongolians stationed on this side of the stadium. These forces are detailed below under **area 26**.

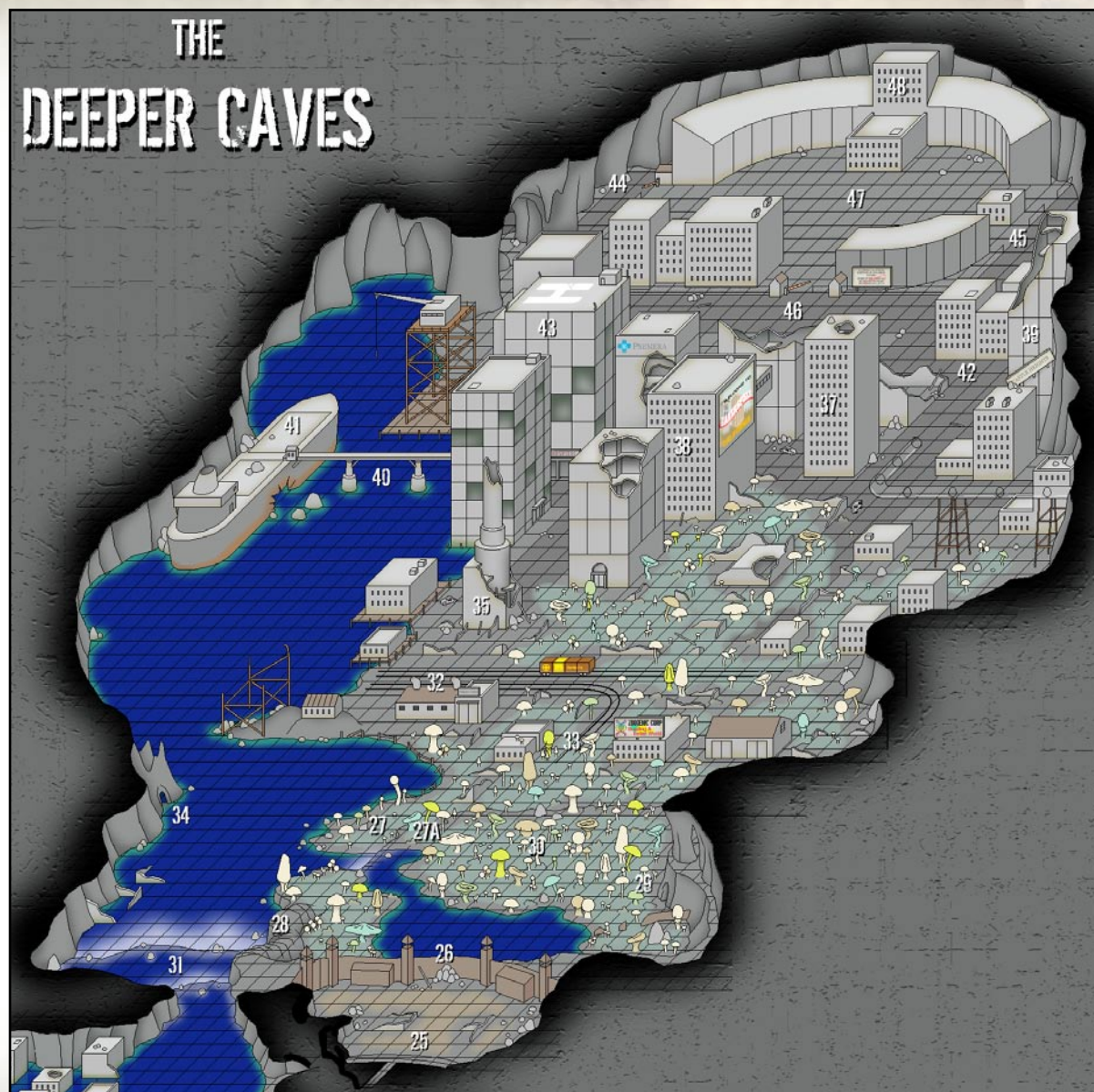
Treasure: Scattered around the tunnel exit are numerous picks, shovels, and crude digging tools - used by the Mongolians to re-open the collapsed section leading back to the Stadium (area **LS23** to be precise). Now that the job is complete, they sit idle.

26. MONGOLIANT FORTRESS (EL 15)

A great fortified wall stands here, facing out into the murky cold blackness beyond. Hollow echoes can be heard in the distance, but not a single light illuminates the darkness of this newly discovered underground vault.

The Mongoliant-controlled stadium stands at the top of a great cliff, created by the collapse of the Bakersfield complex as it sunk into the earth. The cliffside has been wisely fortified by the Mongolians with a lumber palisade and a number of squat towers with which they can maintain watch over their rear flank - that is, the dead and desolate Deeper Caves of this lost section of the domed city.

The Mongolians stationed along this palisade and in the various towers are the last remnants of the Mongoliant community (assuming the PCs carved their way through the underground of the stadium, that is). These remaining defenders - all grizzled veterans - include the following:



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- One Mongoliant **rear-guard captain**, a skilled pugilist (renowned among his own kind) who prefers to fight unarmed (though enhanced with a *power fist*);
- One Mongoliant **lieutenant**, armed with a *laser pistol* with a *power clip* (9) and two *energy grenades*;
- One Mongoliant **sergeant**, armed with a *laser pistol* with a *power clip* (8) and two *concussion grenades*;
- Seven Mongoliant **soldiers** armed with *M4 carbines* with two full clips each (60);
- Two Mongoliants armed with greataxes;
- Two othydogs.

All of these (except for the othydogs) are also equipped with *electro-optical binoculars* for scanning the darkness to the south. In addition, the Mongoliants will most likely be prepared for the PCs if they have reason to be alarmed (this includes fighting in the stadium, for instance).

Facing the City towards the south (and thus useless in the battle) are a number of set defenses meant to dissuade attackers from the dark, including a mortar pit with an *M-224 mortar* and a case of ten *illumination mortar rounds* (these act exactly as *smoke grenades*, but the smoke is impregnated with a chemical that glows dimly once released, shedding light in a 1/2 mile radius equivalent to bright moonlight; this glow lasts for the duration of the smoke cloud), as well as an *M2HB machinegun* in one of the watchtowers. The MG is fed by a belt of 200 .50 caliber rounds, and is fitted with a sheet-metal gunshield (*three-quarters cover*; +7 bonus to Defense, +3 bonus to Reflex saves) for the firer's defense.

Mongoliant Soldiers (7): HP 64 (see *Appendix 1: NPC Statistics*).

Mongoliants (2): HP 38.

Othydogs (2): HP 9.

Mongoliant Sergeant (1): HP 81 (see *Appendix 1: NPC Statistics*).

Mongoliant Lieutenant (1): HP 100 (see *Appendix 1: NPC Statistics*).

Mongoliant Rear-Guard Captain (1): HP 100 (see below).

Mongoliant Rear-Guard Captain (Mongoliant Guardian 8): CR 12; Large Giant; HD 5d8+20 plus 8d10+32; HP 100; Mas 18; Init +1; Spd 20 ft; Defense 25, touch 14, flatfooted 24 (-1 size, +1 Dex, +4 class, +3 natural, +8 equipment); BAB +11; Grap +22; Atk +20 melee (1d4+13, unarmed), or +11 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongoliant; SV Fort +12, Ref +6, Will +3; AP 6; Rep +2; Str 29, Dex 12, Con 18, Int 10, Wis 10, Cha 4.

Skills: Climb +11, Demolitions +2, Intimidate +3, Knowledge (Tactics) +10, Listen +4, Spot +4, Survival +2.

Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Futuristic Firearms Proficiency,

Post-Apocalyptic Technology, Power Attack, Primitive Technology.

Talents (Guardian): Defender +2, Weapon Focus (unarmed), Tactical Aid, Weapon Specialization (unarmed), Defender +4, Greater Weapon Specialization (unarmed).

Possessions: Plate mail, power fist, power belt-pack (19), electro-optical binoculars.

27. KILLING FIELD (EL 2)

The rough slopes ahead drop dramatically to the south, apparently the terraced remnants of the old city that collapsed irregularly in the chaos of the Fall. The slopes are barren except for strange fungal growths that tower overhead.

The area here has been cleared of large boulders, though the stands of giant fungus (see the Fungus Forest, **area 30**) have encroached in places. Still, from on high the fortified stadium of the Mongoliant commands an impressive view over this area, and the rest of the reaches that climb towards it.

Running from the river's edge and through the Fungus Forest the Mongoliant planted an extensive *minefield* to protect against possible attackers from

NEW FEAT

The advanced cyclats in this adventure possess a new feat, *Cooperative Sweep*, which is described below.

COOPERATIVE SWEEP

When working in unison two flying creatures can sweep a much larger creature off its feet.

Prerequisite: Fly speed.

Benefit: If you and another ally with this feat both hit the same target in a round with a melee attack you may push the victim 5 ft. in a chosen direction for each successful hit. This movement occurs when the last attack by an ally with this feat is resolved. A creature that is two sizes larger than you gets to make a Strength check to avoid being moved in this fashion. The DC is 10 + your Str bonus.

the Deeper Caves. The area is spotted here and there by *fragmentation mines*, and as such there is a flat 10% chance that a given character will step on a mine while moving through the area. The detonation of one mine does not detonate the other mines, however, but the sound (and flash of light) is certain to alert creatures throughout the city!

Mines (varies): CR 2; Disable Device DC 16; as *fragmentation grenades* (4d6).

27A. DEAD MONSTROSITY (EL 0)

Amid the rubble of the rocky, uneven slopes stands a single ruined monstrosity, the remains of some giant metallic “beast”. The thing is lodged in what appears to be a mine crater, its armor blown through and its internal wiring thrown everywhere – apparently the thing was destroyed after venturing too close to the Mongoliant’s fortress atop the cliff.

The “monstrosity” is in fact the remains of a destroyed robot from the Institute (see later for details on this location). Any character who has seen a similar robot, or who makes a Knowledge (Technology) check (DC 30), will recognize it for what it is – a pre-Fall military security model.

The robot remains hold nothing of value, and nothing can be salvaged. It is merely an indication that the Deeper Caverns are home to a kind of unliving creature that is legendary on the surface: *robots*.

GM’s Note: The PCs may come to think that since the Mongoliant was able to take one of these out, they should have no problem in future encounters with robots. In reality this particular ‘bot was severely damaged by a block of falling rubble from the dome ceiling. With its memory cell damaged it wandered away from the Institute (see below for

more on this location) and eventually ended up here among the Mongoliant minefield, where it was destroyed purely by chance.

28. NATURAL STAIRS (EL 7)

From the top of the cliff you can see only for a short distance because of the darkness of this massive and depthless cavern. The sound of the nearby waterfalls is overwhelming, and as a result little else is perceptible.

The cliff edge is slick and slippery due to heavy moisture, but you notice what appears to be a broad natural stair of terraced limestone. This may be a safe way down into the valley below.

These limestone stairs descend rapidly downwards towards the shoreline of the underground river (the same river that connects to the Lost City section of the subterranean caverns), and into the beginnings of the Fungus Forest (**area 30**). The stairs here are a slippery causeway, and if forced to make evasive maneuvers anyone on them must make a Balance check (DC 20) or slip and fall (suffering 2d6 points of damage and sliding a further 20 ft. down the stairs). The stairs are 10 ft. wide.

GM’s Note: Most of the time a group of three *advanced cyclats* circles above these natural stairs, waiting for prey to catch unaware on the slippery steps. When they spot the PCs they attack with their eyebeams before swooping down to attack in melee. Because they have the *Cooperative Sweep* feat, if two or more cyclats hit a single opponent in one round, together they sweep her off the stairs and let her fall from a height; the stairs are 60 ft. at the top. This inflicts 1d6 points of damage per 10 ft. fallen, though the victim is allowed a Reflex save DC 10 + 1 per 10 feet fallen to take only half. Even if a character

somehow survives the fall, she comes to her senses somewhere in the Fungus Forest.

See the nearby sidebar for how the cyclats’ new feat, Cooperative Sweep, functions.

Advanced Cyclats (2): HP 33 (see below).

Advanced Cyclat: CR 4; Small Aberration; HD 6d8+6; HP 33; Mas 12; Init +3; Spd fly 40 ft (perfect); Defense 21, touch 21, flatfooted 11 (+1 size, +10 Dex); BAB +4; Grap -2; Atk +4 melee (1d10, bite), or +14 ranged touch (2d6, eye-beams); Full Atk +4 melee (1d10, bite), or +14 ranged touch (2d6, eye-beams); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, eye-beams; AL none; SV Fort +3, Ref +12, Will +6; AP 0; Rep +0; Str 8, Dex 30, Con 12, Int 4, Wis 10, Cha 6.

Skills: Listen +8, Spot +2.

Feats: Cooperative Sweep.

Development: If the cyclats manage to incapacitate a PC they will work together to carry her off into the darkness of the Deeper Caves, eventually depositing her at **area N1** (see **area 36**, the Cyclat Nest).

29. LOOKOUT CAVE (EL 9)

Hiding in this small cave are four Mongoliant **soldiers**, who fled the compound at **area 25** when the garrison heard the PCs battling their way through the Stadium’s underground areas. While the rest of the garrison prepared for a fight, these cowardly giants scaled the wall and slipped quietly down the other side when no one was looking. They will attempt to stay under cover and out of sight, hoping that the PCs overlook their hideout in the cave. The Mongoliant are armed as follows:

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- Two Mongoliant **soldiers** armed with *M4 carbines* with a half clip each (15);
- One Mongoliant **soldier** armed with a broken *pulse laser rifle* and *power beltpack* (down to 12 discharges); the *pulse laser rifle* can be fixed with a Repair check (DC 25 and 275 cp in spare parts).
- One wounded Mongoliant **soldier** (HP 16) armed with an *M4 carbine* with no ammo left.

GM's Note: This encounter assumes the PCs came through the Stadium; if they did not, the Mongolians will not be here, but rather at **area 25** with the others. The Mongolians, if interrogated, say that they were stationed here to keep an eye out on the approaches to their fortress – towards the caves beyond. If asked about what lives out there, they only hint at “metal giants”, “crawling, troglodilian things”, and “overgrown mushroom and fungus forests”.

Mongoliant Soldiers (4): HP 64 (x3) and 16 (see *Appendix 1: NPC Statistics*).

Treasure: Among them the Mongolians have three *electro-optical binoculars*, a professional *walkie-talkie* (full *power cell*), and two doses of *stimshot B* in *ready-syringes*. They will surrender if given the opportunity.

30. FUNGUS FOREST (EL VARIES)

Cascades of rock and progressive limestone collapse like waterfalls frozen in stone, creating smooth cavern walls and irregular columns wherever the light of torches and lanterns fall. Yet amidst all this marvelous natural stonework, a drapery of the most fantastic colors stands prevalent above all else – a sea of molds, fungus, and underground mushrooms, some nearly as tall as a man with broad flowering heads or toadstools large enough to give cover to a team

of merchant wagons. The colors here are all oddly unknown to the eyes of surface dwellers, being a mix of pale luminous blues, odd whitish greens, and bright greys that seem to continue to glow after only a brief moment of contact with light sources. An odd chittering, and the sound of rushing water in the distance, is all that can be heard in this dreamworld of fungus and alien forestry.

This expanse of the caverns, thoroughly devastated by the cataclysm that swallowed the entirety of the Bakersfield dome complex, has since become home to a bizarre forest of overgrown mushrooms, fungal flowers, and other unnatural subterranean features made giant and vibrant by odd radiations produced during the Fall. Lit only by the light of trespassers (the mushrooms themselves are *Photoluminescent*, and thus continue to glow weakly for 1d6 minutes after being first illuminated), as the party passes through the jungle-like garden a trail of murky lights follows them, marking their passage through the forest.

Development: Creatures throughout the Deeper Caves will instantly notice as the forest begins to light up when the party first passes through this area, and will be aware of their progress so long as they remain here. A few (such as the *cyclats* at **area 36**) may be intrigued enough to emerge the dark and investigate (i.e. attack) such intruding parties at the GM's discretion.

The mushroom forests are, by and large, devoid of intelligent or even dangerous life, though the toadstools and mosses are themselves something of a hazard – they count as *Mildly* radioactive materials if eaten.

31. WATERFALLS (EL 4)

A deep river of pitch-black waters courses over the rough and broken ground here, forming tiny islands of sand or grainy limestone; ancient rubble, stonework, and broken masonry of old structures litter this waterway at various places along its course.

Like the cavern holding the Lost City, the landscape of the Deeper Caves is broken by a rough and irregular river of icy cold water finding its source in natural underground waterways north of the buried city. The river is largely lifeless (except perhaps for the odd blind cave fish swept down from the Lost City), though its murky black depths may be cause for caution among the party. Its depth is anywhere from 30 to 50 ft.

The river passes over two raging waterfalls on its way down into the Deeper Caves. The first waterfall is a mere 20 ft. drop, but even this is likely to upset or overturn a boat taken over the falls (you may allow a Pilot check at DC 30 to remain upright and stable). The boat, and its passengers, will take 2d6 points of damage from the fall (Reflex DC 12 for half) whether or not the boat remains upright.

The second waterfall cascades 40 ft. down, a drop that is certain to cause considerable damage (4d6; Reflex save DC 14 for half). In addition, tons of rubble swept from the Lost City into the Deeper Caves means that the water just beneath the falls is actually shallower than it looks, and thus anyone being swept over the edge (in a boat or otherwise) will be dashed on the rubble barely concealed under the falls. This does an additional 4d6 points of damage (no save).

32. FISH WAREHOUSE (EL 5)

From the thinning forest of gigantic mushrooms and fungus fronds stands what appears to be the crumbling structure of some ancient building. As you approach the enormous structure you hear a slight subsonic rumble emanating steadily from within.

This building is, or was rather, a mundane fish warehouse completely automated for maximum production and efficiency. When the Lost City fell into the earth following the cataclysm, by some miracle the building and its sole robotic occupant were preserved, continuing their functions to this day.

The structure can only be accessed by a *stage IIC access card* or greater at a console located outside its large front doors (loading doors, together being big enough for a railcar to pass under). Entry within reveals a dark, frosty interior that is murky and miserably cold – so cold as to leave frost on exposed flesh and objects after only a minute or two. Apparently the entirety of the building is still refrigerated to the temperature of a pre-Fall commercial freezer.

GM's Note: Because of the fog created by the freezer units throughout the building visibility inside is reduced to 5 feet; creatures beyond this have concealment (attacks by or against them have a 20% miss chance). In addition, the low temperatures require an unprotected character to make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of damage, starting when the PCs first enter. A character who takes any damage from the cold is *fatigued*. These penalties end when the character recovers the damage she took from the cold.

After only 1d2 minutes of exploration, a solitary “creature” emerges from a cold, dark back room to investigate the sounds of the party's intrusion.

The creature appears at first to be a tall and bulky metal humanoid, but instead of legs it hovers over the ground at a height of 6 to 12 inches. Its head is entirely featureless and brightly silvered like a gleaming mirror. It has two articulate metal arms, and in one hand it holds a chromed box-like instrument with a pulsing blue crystal at its tip.

In a broken, mechanical voice that seems cold and alien, the metal figure repeats in a distorted tone the following incantation (in Ancient):

“I'm sorry, we're out of sturgeon, we're out of salmon, we're out of cod, we're out of halibut...”

Once it has spouted this bunch of mumbo-jumbo over and over again long enough for the party to let its guard down, the metal giant suddenly whirls about to face the party and addresses anyone left present in the warehouse:

“But several hundred pounds of tuna have just arrived!”

With that the metal man - a *commercial processing robot* that has gone *wild* - will attack the party, attempting to *freeze* each member of the party (one at a time) with its *freeze spray* (see *Appendix 3: New Artifacts* at the end of this module).

Once the robot is destroyed the warehouse may be thoroughly searched. The place is enormous (nearly 100 yards long and capable of sheltering railcars from the railroad inside its huge wheeled doors), and kept at a constant -32 degrees F by powerful air conditioning units on the attic level (these are powered by a *miniature ionized calcium fusion reactor*; this piece of equipment is about the size of a school bus and not easily removed from its permanent housing in the building).

Processing Robot (1): HP 51 (see *Metal Gods*); armed with a *freeze spray*.

Treasure: Though the robot states otherwise, some ten tons of *frozen fish* (mainly pre-Fall Great Lakes sturgeon) are kept in perfect storage here despite their great age, though a Computer Use check (DC 25) will be required to shut down the freezing units and thaw out this massive source of food – a source that will, with proper care, last a substantial surface community for at least a full year (if the PCs work for or are associated with a community, they should earn a considerable reward should they manage to supply it with this precious new food supply).

33. RIOT SCENE (EL 0)

Up ahead the gloomy darkness of this subterranean necropolis reveals what appears to have been a scene of some carnage long, long ago. A variety of military vehicles (two Hummers and two moving trucks) appear to have been ransacked and burned in the city street. Skeletons of all kinds are scattered everywhere around, as if a bloody battle took place here. The place is deathly quiet.

The remains of the *Hummers* (each at 0 HP) each hold a professional *walkie-talkie* (each has only a drained *power cell*, however), while one of the *moving trucks*' rear beds is still holding some items not taken in the looting. These include a box of 200 bandages, a single bottle of *stimshot B* (containing ten doses), two *ready-meals*, and a crate of ten *tear gas grenades*.

Spilled out onto the ground outside the truck are an additional eight *ready-meals*, some twelve sterile *ready-syringes*, and an open crate with two *M72A3 LAWs* inside!

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Among the skeletons (soldiers that fell defending the military convoy) can be found a military field medical kit (just a canvas satchel containing three wound-healing *medi-sprays*, each fully charged), a single *stun baton* (drained *power cell*), and two salvageable suits of military armor – *military combat suits*.

34. SLIME CAVES (AREAS M1-M4) (EL VARIES)

A series of what appear to be natural caves can be seen from the cold dark shores of the underground river, but they seem lightless and abandoned.

Dwelling across the river from the mainland of the Lost City is a tremendous and hideous creature, a full-strength *olgrith* (see *Appendix 2: New Creatures*). A true aberration, the *olgrith* dwells in isolation in its cold dark hole, among a series of low caverns half-submerged in icy water and draped with the mucus-like slime generated by its own mutant form.

The *olgrith* swims out from these caves each night to feed – it stealthily paddles along just a few yards away from the shore, using its keen senses to detect edible prey – *Mongolians*, *crawlers*, and even *cyclats* landing to scavenge for food. It will generally wait to strike prey that comes too close to the water, but any creature camping on or near the shoreline will likely attract its attention - and appetite.

M1. CAVE ENTRANCE (EL 0)

A low natural entrance exists in the side of the cavern wall. This entrance, leading into the slime caves, is about 15 ft. wide, and flooded about halfway with cold dark water from the underground river. It is thus possible to navigate a small craft inside without fear of striking the walls or ceiling.

GM's Note: Assuming the PCs enter this cave above water they will *not* see the submerged passage leading to **area M4**, the *olgrith*'s lair. This cave is entirely underwater, and allows the *olgrith* to slip in and out of its cave unseen. It will also allow the *olgrith* to slip in behind the PCs should the creature become aware of their presence here in the caves.

M2. DEEP WATER CAVE (EL 0)

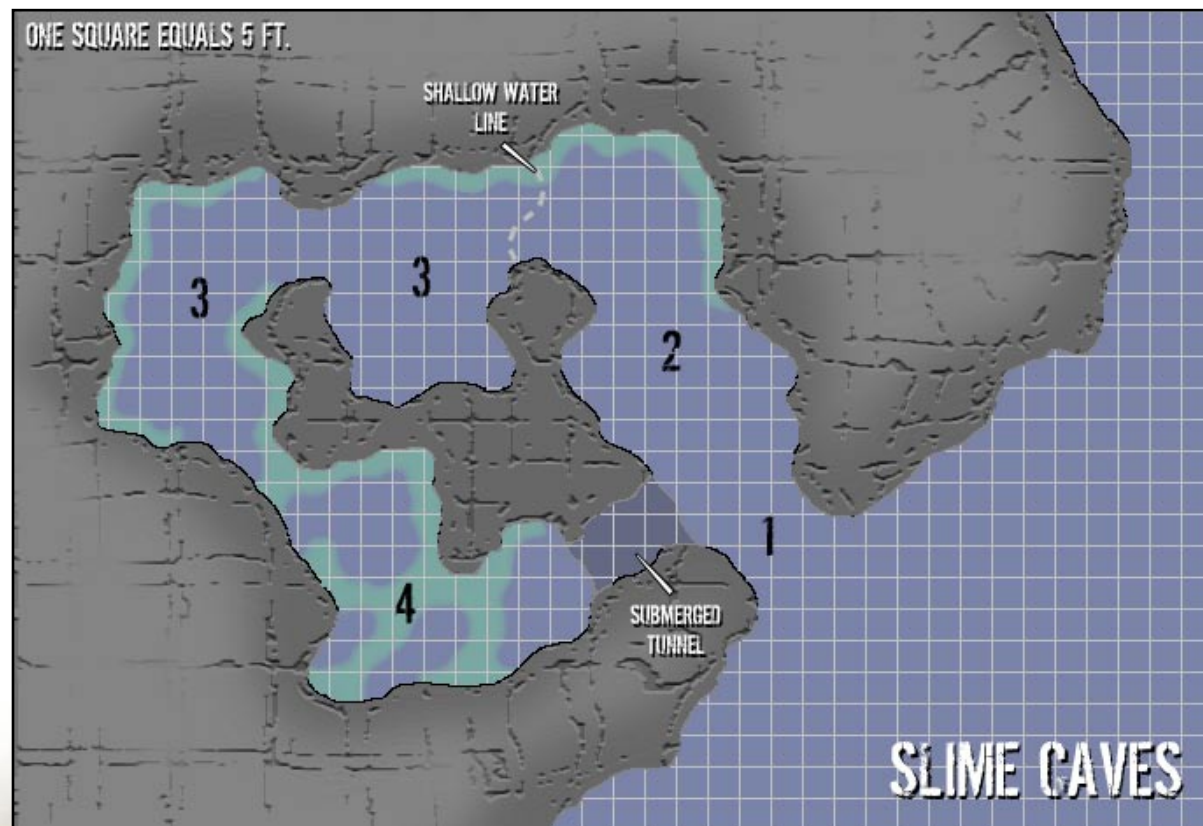
This large natural cave has a ceiling about 20 ft. above the waterline; the water itself is 30 ft. deep.

An awful smell drifts into the chamber from deeper in the cave system.

The floor of the cave (underwater) is littered with the digested bones of various creatures killed by the *olgrith* over the years, including *crawlers*, *cyclats*, and even a *Mongoliant* or two.

M3. SHALLOW CAVES (EL 0)

The stench of the caves is stronger here, and greenish slime (harmless) collects on the rough outer walls. The water level here is the same as in the other caves,



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but the cavern floor rises underwater, making it much shallower (a Medium-size character will usually be about hip-deep in the water). It is also possible that a party moving by boat will run aground as the water gets more shallow, damaging their craft and becoming stranded!

More bones litter the floor of this cave, but since they are underwater they are hard to see - and make for uneven footing. A character moving through this room has a 1 in 6 chance per 5 ft. traveled of stumbling over a bone or skull lying underwater; if this is the case, only a Balance check (DC 15) will prevent the character from falling over, causing a splash that is audible throughout the caves.

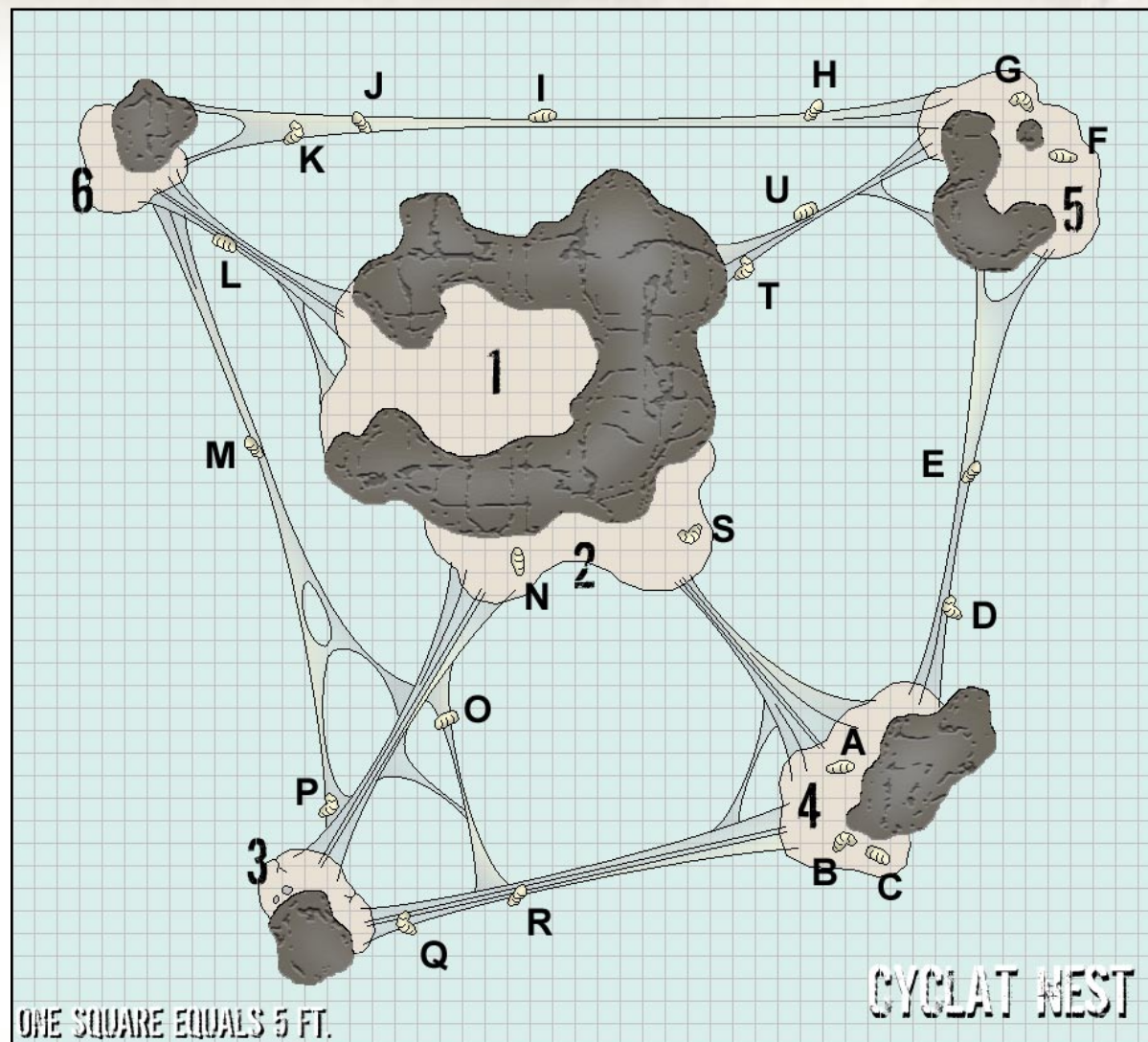
Treasure: A Search check (DC 28) will find the remains of a Mongoliant soldier submerged in one part of the chamber. The skeleton still clings to a *light rod* that it was unable to switch on in time before the olgrith snuck up on it and killed it.

A second Search check (DC 30) uncovers the disintegrating remains of a pre-Fall barge crewman, brought here by the strange tides of the Deeper Caves. The crewman wears the tattered remnants of a life jacket, and clings to an *inflatable raft* (the raft is still packed tight in a small metal tube, but can be deployed by tugging a small cord attached to the case. The raft can hold six Medium-size creatures, but has no oars).

Development: If the PCs make noise here the olgrith will be drawn here from **area M4** to investigate.

M4. OLGRITH LAIR (EL 13)

This dismal cavern oozes slime, and the smell of rotting flesh and stale water is almost overpowering. The olgrith lairs here when it's not out hunting, dwelling submerged under the relatively shallow



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water (the water is the same depth as **area M3**). The olgrith attacks as soon as anyone enters.

GM's Note: Enough ooze has accumulated from the olgrith's continued occupation of this cave that globs of its toxic mucus cling to the walls and permeates the water. PCs wading through the waters are at risk of being affected by the diluted (but still potent) toxins, and must make a Fortitude save each round (DC 12) or be considered *shaken*. This condition lasts for 1d4 minutes.

Submerged beneath the waterline is a rough passage leading towards **area M1**. The olgrith will use this passage to flee if badly injured, or to attack the party from the rear if it detects them early on in their exploration of the Slime Caves.

Olgrith (1): HP 133 (see *Appendix 2: New Creatures*).

Treasure: Other than a few broken bones scattered about underwater the cave appears empty. A search underwater, however, will uncover a clutch of leathery eggs submerged beneath the surface – 1d6 olgrith eggs. Even if the PCs leave them alone each egg has only a 10% chance of surviving to maturity. Alive or dead they have no value.

35. RUINED POWER STATION (EL 0)

Overlooking the rubble stands what appears to be a huge tower, fractured and crumbling. The air here is dead quiet, and tiny dust particles seem almost suspended in space as a reminder of the stillness of this forgotten place.

Each dome in the Bakersfield complex had its own power substation, and this building served that purpose for this particular section of the city. During the cataclysm the damage from the event caused a major fire at the power station, which severed all power and eventually caused most of the building

to burn down. All that remains is a large hollow structure, its innards burned-out leaving only giant irregular columns of cooled molten metal and wiring like some alien cathedral.

GM's Note: A flock of albino cave *bats* lives in the ruins of the old power station, but their numbers have steadily declined over the years as they have been unable to compete with the *cyclats* at **area 36**. If the PCs enter the power station they will upset the flock which will take to the air with the thunder of hundreds of wings - drawing the attention of the cyclats at **N2** (see **area 36**) who will come to investigate, and possibly also warning the *crawlers* at **area 40** as well.

Bats (100): HP 1 (see *d20 Modern*).

36. CYCLAT NEST (AREAS N1-N6)

The ghastly creatures known as *cyclats* have managed to survive this desolate underground environment by weaving a web-like lair far above the Deeper Caves, away from rival creatures such as the *crawlers* and Mongolians. From this height - and with their excellent perception - they are able to spy movement and life far below, and gather in large numbers to swoop down and gather food for sustenance.

The nest of the cyclat flock was built around a large stalactite that hangs down from the ceiling of the great dome, well above the city ruins. A number of smaller stalactites also hang nearby, and the industrious cyclats have put these to good use as well, connecting them all in a network of webs.

The cyclat nest is not depicted on the main map of the Deeper Caves, as it hovers well above the ruins, out of sight. If a point of reference is needed, assume the nest lies directly above the train car shown on the 3D map.

N1. HOLDING CAVE (EL 0)

The central cyclat nest consists of an enormous stalactite drooping down from the top of the old buried dome, several hundred feet above the city. This rocky stalactite is hollow, and the cyclats have come to use the interior as a holding place for prey they have snatched from the ruins. Bones lie strewn about inside, but the cave is otherwise empty.

PCs taken by the cyclats either in random encounters or at **area 28** will be flown here and deposited until they awaken. Being rather unintelligent, the cyclats will leave their prey here to go fight and squabble amongst themselves, giving the unconscious PC a few days to recover. After 1d3+2 days the cyclats return, and if the PC(s) is still present, attack to once again incapacitate her. Once this is accomplished the cyclats encase her in a cocoon and deposit her on any of the webs outside, so that members of the colony can feed off of her trapped body at their leisure.

An exit leads from the central nest to the outer perches. However, to get to these other perches the PCs will have to navigate the cyclats' sticky webs (see above for details).

N2. WATCH AREA (EL 14)

This natural rocky ledge sits on the outside of the nest's central stalactite, giving the cyclats a panoramic view of the entirety of the Deeper Caves. The majority of the cyclat colony will be perched here, watching with keen eyesight for movement (and lights) among the city ruins below.

If the PCs are spotted navigating any of the webs on the south side of the nest, the cyclats here will become agitated and begin shrieking and flapping their wings. A few rounds later 1d3 cyclats will take off from this perch and attack the PCs (if there are two or more, they will use their *Cooperative*

CYCLAT WEBS

Cyclats are able to produce fibrous webs with attributes similar to spider webs, but far stronger. They produce a sticky variant to encase prey in cocoons, as well as a less adhesive (but far stronger) silk to create “bridges”, connecting their various perches to one another. While they can fly, these bridges allow them to rest their wings when back at their nest while still being able to get around.

Fortunately any PCs brought here can also navigate these webs to get around the nest, by making Climb checks each round (the DC is 20). They can also fight while standing on a web, but must make a Balance check (DC 15) each round or fall off - and any fall is almost certain to be fatal (20d6; Reflex save DC 40 for half).

Besides using the webs to climb from one area to the next, clever PCs may think to fashion “parachutes” from the stuff. This is entirely possible, requiring only a simple cutting implement and 30 minutes per parachute being made. Each parachute to be built requires the PCs to destroy roughly 20 ft. of web. Once made, PCs without the ability to fly can simply parachute down into the city below - *though where they end up landing (together, or scattered) is entirely up to the GM...*

Substance	Hardness	Hit Points
Cyclat web	0	5/inch of thickness

Sweep feat to try and push PCs off the web bridges and platforms). 1d3 additional cyclats will join the battle every other round until all of the cyclats at this location are engaged in the fighting.

Advanced Cyclats (14): HP 33 (see **area 28**).

Development: At any given time 2d3+3 of the cyclats will be away, at locations throughout the city (or flying in the lightless expanse of the buried dome sky). Every 10 minutes there is a 1 in 10 chance that 1d3 of these cyclats will return, possibility adding to the numbers present.

N3. CRUMBLING PERCH (EL 5)

The rocky platform at this location is cracked and crumbling from age. Any time a PC moves on a part of the perch that drops off (i.e. any outer edge), there is a 1 in 4 chance that the rock suddenly crumbles underfoot. If this happens the character in that square must make an immediate Reflex save (DC 17) or slip and fall into the void - dropping several hundred feet to the ruins below (and almost certain death).

If another PC stands in an adjacent square, she may attempt to grab a falling comrade by making a Reflex save (DC 17) and a successful Strength check (DC 17). Otherwise the poor character falls as normal.

N4. ALPHA PERCH (EL 9)

A particularly large and aggressive cyclat makes this area its home, kept company by a number of others that are subservient to it. This “alpha” will challenge the PCs should they make it here by coming forward, beating its wings, and screeching in an ear-piercing shriek. One round later after warning the party it will attack, followed by the other cyclats on the rocky platform.

Advanced Cyclats (4): HP 33 (see **area 28**).

“Alpha” Cyclat (1): HP 54 (same statistics as an *advanced cyclat*; see **area 28**).

Development: If the PCs are attacked by cyclats elsewhere in the nest, the “alpha” and its companions will merely watch from their perch, and will refrain from joining the battle.

N5. OUTER PERCH (EL 9)

As the PCs reach this outer perch they hear a muffled voice from one of the nearby cocoons (see **F**, below), apparently calling to them in panic.

At the same time a small flock of five *advanced cyclats* land, attracted to the same sound. Unable to pinpoint the source of the noise they attack the PCs instead.

GM’s Note: For more on the contents of cocoon **F**, see below.

Advanced Cyclats (5): HP 33 (see **area 28**).

N6. MATING PERCH (EL 10)

This perch echoes with high-pitched cyclat calls, and the sounds of fighting. If the PCs climb out to this spot they find a number of mature cyclats fighting over the right to mate; their combat consists primarily of beating their wings, shrieking, and charging each other; the loser is the one that takes to the air first to avoid a fight. Cyclats seldom actually fight each other (one almost always flees), but if they do a vicious biting match erupts between the two stubborn competitors.

Since the cyclats are quite pre-occupied, they only detect the PCs if they attack or otherwise make themselves noticed. If the PCs do, the cyclats take to the air and fly to **N2** to alert the rest of the nest.

Advanced Cyclats (6): HP 33 (see **area 28**).

A-U. COCOONS (EL VARIES)

The cyclats do not normally keep “treasure”, but the prey they often capture are sometimes encased in silk with their belongings still on them. These prey are brought here to the nest and entangled in the webs that surround the colony’s lair.

Individual cocoons are shown on the map and labeled **A-U**, and their contents are listed individually, below. Each cocoon must be searched

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individually for contents (they are generally too opaque to see what lies inside), requiring the PCs to cut/hack through the web strands - a task best done once the cyclat colony is driven off or destroyed.

A, B. Empty.

C. Hacking through this cocoon (HP 10) the PCs find an old Mongoliant skeleton, armed with a greataxe.

D. Empty.

E. This cocoon (HP 10) appears to contain a humanoid shape, but in reality this turns out to be a store mannequin that the cyclats mistook for living prey.

F. Trapped inside this cocoon (HP 5) is an escaped *slave* (see *Appendix 1: NPC Statistics*), one of the surface dwellers from the town near the Rift that the Mongoliants recently attacked. The slave escaped the slave pens at the Stadium (**area LS5**), venturing into the Deeper Caves hoping to find another way out of the Lost City. Instead he became prey to the cyclats, who brought him here and encased him in their webs. He will be *extremely* grateful if rescued and, if the PCs don't think of it themselves, may suggest making parachutes to escape (see the *Cyclat Webs* sidebar nearby).

G, H. Empty.

I. This cocoon (HP 5) contains the mummified body of an othydog. Apparently in life it was a voracious little beast, for inside of its belly is a canister of *wound-healing medi-spray* (3 uses left).

J. This cocoon (HP 15) contains the skeletal remains of a pre-Fall soldier. It still wears a *military combat suit*.

K, L. Empty.

M (EL 3). Partly trapped in this cocoon (HP 5) is a badly-injured *advanced crawler*, snatched by the cyclats and deposited here for their next meal. The

crawler has managed to free its head, and will try to bite at the first PC that comes near it. Since it is still entangled, however, it is considered *pinned* (-4 to Defense against melee attacks and loses its Dexterity bonus to Defense). The crawler is down to 14 hit points.

N. Empty.

O. Wrapped in this cocoon (HP 10) is a dead Mongoliant soldier with two *energy grenades*.

P, Q. Empty.

R (EL 2). Inside this cocoon (HP 10) is a desiccated Mongoliant who was overwhelmed by cyclats while trying to pull the pin on a *fragmentation grenade*. Because he was wrapped up so quickly the pin is only partially out; only if the PCs open the cocoon does the grenade goes off! In addition to damage, at your discretion the blast may destroy the supporting web bridge and possibly cause the PCs to fall (to be fair, allow the PCs to make Reflex saves to hang on to the falling webs, and Climb checks to climb back up to **N3** or **N4**)!

S, T. Empty.

U. This cocoon (HP 20) contains a desiccated cadaver with an *X-laser* (no ammo).

RESIDENTIAL SKYRISES (AREAS 37-39)

This part of the Deeper Caves was once a cluster of residential skyrisers, apartment buildings that provided their occupants with easy access to many downtown amenities (including the medical complex) with relatively affordable rates. Most of these buildings have been badly damaged, both from the collapse and from years of neglect. A few contain snapshots of the moments before and after the cataclysm.

37. DOMESTIC APARTMENT A (EL 0)

A large building can be seen up ahead, its top level littered with rubble from collapsed sections of the old dome.

This was an apartment building before the Fall. PCs investigating it will find it eerie and empty, filled with dust and small fungus spores. The mid levels of the building seem to have fared the collapse relatively well, however, unlike the flats higher up in the tower. PCs searching floor by floor will eventually find one room of interest. The door leading inside, engraved with the decorative design of a coiling dragon on its chrome surface, has been torn from its setting and lies bent open.

The interior of this once posh apartment seems to somehow still reflect luxury despite the dust and decay. A carpet of thick red synthetic shag covers the floor, discolored in spots by dust or leaked fluids from the wall pipes. Old portraits framed in thick glass look out over the place, cracked and caked in a layer of unwipable muck.

By the front door is a skeleton (a male), its skull caved in from the front (a Treat Injury check at DC 30 reveals he was likely murdered as he answered the door). The shred of a deteriorated silk bathrobe covers his bones.

Futuristic furnishings adorn the place like the carefree exhibition of a hedonistic lifestyle – all covered in plastic to prevent permanent damage (even up till now). Clear plastic tables sit by couches, still emitting a dim glow from inside their murky depths that cast a greenish glow through the place. The apartment is sectioned into a main living room, a connecting kitchen, a lavish bathroom, and a bedroom in the back.

The living room is largely empty except for outdated furnishings of the Ancients – reclining chairs, sofas, and plastic-wrapped beanbag cushions. A lava lamp still manages to pulse with its weird light as soon as the PCs enter, despite centuries of neglect (its *power cell* is down to one month duration). Old paintings depicting blue shorelines, beach scenes, and a beautifully-lit city skyline at night hang from the walls. None are of any value, but each portrays a scene likely never before seen by the PCs – scenes of the world before the Fall.

The kitchen holds what appears to be a ransacked pantry, all goods removed, emptied, or cast aside after being devoured by some long-lost scavenger. Muddy tracks still cover the dusty linoleum floor, among discarded tin cans and crumpled aluminum bins. Nothing of any value is to be found here.

Lodged halfway between the door of the bathroom and the living room is a fallen section of heavy pipe, which apparently caused considerable damage to the room beyond. The bathroom has totally collapsed and is inaccessible.

The bedroom area is dark and musty; any light brought within reveals a stark scene of chaos and violence, preserved in time. Dust swirls up in tiny motes as the PCs enter.

Lying on the bed is an ancient skeleton (a female), apparently tied to the four corners of the bed. Any remnant of her plastic clothing disintegrated long ago. The PCs are left to imagine her fate.

The apartment is utterly ransacked; neither skeleton appears to have anything of value. None of the drawers nor the voluminous wardrobe contain anything of interest, as everything disintegrated with age long ago.

38. DOMESTIC APARTMENT B (EL 0)

The fungus forest extends all the way to the foot of a towering building standing here. Rusted cars lie scattered all throughout the nearby streets.

This building is almost identical to the one described under **area 37**, except a *stage IC access card* is required to bypass the sliding aluminum door that closes off this building from the streets outside. Otherwise, damage must be inflicted to break through to the interior (see below).

Inside, darkness engulfs numerous floors, elevator shafts, and stairwells (which the PCs will have to use to access the upper stories). If the PCs search long enough (2d20 minutes) they find what once may have been a typical family apartment in the Bakersfield dome complex, prior to the Fall.

As the PCs enter the apartment they must dodge coils of wiring and fallen pipes still hanging from the dented ceiling above. Blocks of broken concrete litter the interior, crushing beneath their weight bits of furnishing: a kitchen table, a couch, an old recliner.

Situated around a blown-out television crushed under the fallen rubble are what appear to be three diminutive human skeletons (children), surrounded by a collection of dusty plastic toys, dolls, and little mechanical robots – likewise broken and scattered by the collapse of the ceiling. Some books sit nearby (coloring books; of no real value to scavengers), along with calcified crayons and colored pencils. None of the skeletons hide anything of value.

The kitchen area is dusty and cracked, with most of the cabinets crushed under the weight of a heavy stone block (the floor above fell in, crushing the whole house). Metal cans and tiny tins lie strewn

about the dusty floor; if collected, these comprise a stockpile of twenty-four *ready-meals* (labeled *Soylent Surprise*), still edible - and quite tasty - despite their advancing age.

In the rear bedroom can be found another two skeletons (a human male and female), also apparently crushed under the weight of a fallen ceiling beam. Any clothes they once wore have long disintegrated, except a gold wedding ring on each finger (these, like most trinkets from the past, are largely without value). A *stage IC access card* sits in the deteriorated shirt pocket of one (the male) skeleton. Inside the bedroom, the place has collapsed to such an extent that nothing else of value remains salvageable.

Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

39. DOMESTIC APARTMENT C (EL 0)

A large apartment building looms ahead, its upper reaches crushed by collapsed sections of the old dome roof.

This building is almost identical to the one described under **area 37**, except a *stage IC access card* is required to bypass the sliding aluminum door that closes off this building from the streets outside. Otherwise, damage must be inflicted to break through to the interior (see below).

Inside is a maze of dusty, dark corridors and stairwells. If the PCs search long enough (2d20 minutes) they find what once may have been a typical apartment from the pre-Fall world.

The apartment appears to have been quite the colorful domicile – moldy bead curtains cover all entrances and doorways, while a thick and fluffy purple rug covers the floors. Furnishings covered in plastic seem weird and alien in their shape and

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color (just an example of the bizarre tastes of the Ancients), even impractical. Strange depictions framed in silver placements look down from the walls, each being a surrealist nude or simply a bizarre close-up photograph of human genitalia, suspended senselessly in space.

Flicking the light switch at the door sends a shudder of power (of which there is only an hour or so left) through the apartment – plasma balls sparkle with violet electricity, subdued lights illuminate obscene sculptures in clear crystal (depicting coupling and sexual embrace) in the four corners of the living room. A crystal display seems to hum with quiet energy, awaiting the pressing of one of its many buttons.

A *holographic projector* beneath the crystal display recreates the flashing and pulsing lights of a strip joint, perfect for setting a specific “mood” for the apartment’s occupants centuries ago.

The kitchen is lit by a flickering, dying light; in the cooler sits a bottle of ancient champagne (now as bitter as vinegar) in a pitted and tarnished silver bucket, along with mold and fungus on a collection of delicate dinner plates. The cabinets are filled with little boxes and tins of various musty foodstuffs – oysters, strawberries and cream, etc. All of these have turned to toxic mush (if not dust) over the centuries.

The bathroom holds some dusty cabinets, containing a total of five empty *ready-syringes*, ten doses of a *tailored narcotic* (which has turned to poison by this time; treat as *strychnine*), several recreational *gas pills* (there are twelve pills total, each containing a single dose of *Eros* [MRh]; when the pill is put in water it evaporates into vapor, producing a hallucination-inducing mist), and various old bottles of cologne, perfume, and aftershave (turned to vinegary water over time).

In the final room, the bedroom, sits a rather remarkable sight – a living, breathing, human *woman* (or so it seems) dressed in fishnets and lingerie that have seen better days, and are now torn and musty. When the PCs enter the woman immediately stands, strikes as seductive a pose as possible, puts a hand on her hip, smiles, and says:

“Hi there! My name’s Mona. Welcome to Castle Heights Apartments, where security and luxury are blended into one. You’ve probably heard a lot about inner city living being dangerous, but that’s just not true! 24 hour surveillance and security contact with the Bakersfield Police Department has brought local crime down by a full 13% - violent and sexual crimes to a mere 1 in 3 households in this community. Among the various features of Castle Heights is a private automated parking garage in the subterranean level, twelve stories of Bakersfield California’s most luxurious domiciles, and continued service by Stepford Industries’ pleasure androids – of which I am one [giggle]. Short and long-term renters at Castle Heights will be able to enjoy the many comforts available here, from around the clock escort service to in-house computer debugging, as well as...”

Continue reading this as long as the players sit and stare dumbfounded. The girl is, in fact, an android (a *pleasure android*, of course; at one time “appliances” such as herself came with the rent), programmed to welcome potential renters of the apartment(s) and show off all the luxuries the building had to offer. Trapped in the apartment for years (lacking an *access card* of her own), she has kept herself at as

low power as possible in hopes she can prolong her “usefulness”.

Though she follows her last duties (welcoming potential renters), Mona has lost much of her memory as a result of low maintenance and rusty electronics. There is, however, a 50% chance that if asked directly Mona’s data banks will recall a few facts about what was going on before the city fell into the earth. She will relate that some strange “occurrences” took place in this particular domed section of the city, “but that was a long time ago” (before the Fall, obviously). If asked to specify, again there is only a 50% chance that she will be able to respond. If so, she says that “the military moved in” to defend “the Institute”. If asked about “the Institute”, she can only relate that it was part of the Bakersfield medical complex, in specific a scientific building dedicated to “a project that was supposed to benefit humanity”. Questions about anything else, demands, or even polite requests will only be met by a charming and welcoming smile, and a suggestive offer to see the bedroom and “try out the king-size bed”!

GM’s Note: Because Mona is so old she is of only limited usefulness. 2d10 minutes after the PCs arrive; she will slowly wind down, her power core finally burning out. At the end of this time she will sit down and simply slump over, her long silver hair falling over her lovely face. To onlookers she simply seems to fall over and expire, that same smile still etched on her face. Mona will be almost impossible to reactivate, though a character with the *Robotics Discipline* feat [F/MG] might be able to repair her with a Repair check at DC 30.

Mona, Pleasure Droid: HP 24 (see below).
Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Mona (Pleasure Android Charismatic Hero 3):

CR 3; Medium-size Android Construct; HD 3d10 plus 7; HP 24; Mas -; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +4; Atk +2 melee (1d3+1 nonlethal, unarmed), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ android traits, human mimic, last directive (DC 15); AL none; SV Fort +2, Ref +3, Will +3; AP 1; Rep +2; Str 12, Dex 13, Con 0, Int 10, Wis 14, Cha 15.

Occupation: Toy Android (Gather Information, Perform).

Features and Deteriorations: Human Mimicry x3, Last Directive (entertain), Weak Joints.

Skills: Bluff +7, Diplomacy +9, Gather Information +11, Knowledge (Ancient Lore) +2, Knowledge (Popular Culture) +5, Perform +12, Sense Motive +4.

Feats: Advanced Technology, Combat Throw, Concubine, Defensive Martial Arts, Trustworthy.

Talents (Charismatic Hero): Charm, Favor.

Possessions: None.

40. BRIDGE (EL 12)

A long narrow catwalk connects the distant looming shape of a beached canal barge with the mainland part of the ruins. It is held up by metal and concrete supports that vanish into the murky black depths of the river below. The sound of rusted rivets groaning and old weathered bolts creaking causes it to shudder noisily underfoot.

During the twilight of the Ancients the canal system in and around Bakersfield was dramatically improved to allow barge traffic up and down the Kern River and



its outlying network of navigable waterways. In the entropic years in which society began to break down (and the first road gangs began to appear), these canals were especially useful in transporting supplies and consumer goods safely to the domed population centers. Bakersfield was not unique in that one of its domes was outfitted with enormous sliding doors - like a stadium - that allowed canal traffic to enter and dock within.

The "bridge" is in fact a dock that was used to connect barge traffic with the city itself. When the cataclysm occurred, the military was in the middle of moving men and materiel via the canal system into the city to secure the Institute (see below for details on this location). The barge docked here - still visible though badly damaged by the cataclysm - was loaded with military hardware.

The bridge can be crossed easily, but any approach alerts the *advanced crawlers* who now make the barge their home. Since these creatures are highly acrobatic, three of them will sneak along the underside of the bridge (swinging like monkeys by the supports) to attack the party from the rear once they reach the half-point of the bridge.

From the front, a larger group of nine *advanced crawlers* will come scuttling over the causeway, attempting to close the distance and swarm the PCs before they can get away. Fearless and mindless in their hunger, they will not retreat.

Advanced Crawlers (12): HP 46 (see below).

Advanced Crawler (Crawler Fast Hero 5): CR 6; Small Humanoid; HD 2d8+4 plus 5d8+10; HP 46; Mas 15; Init +6; Spd

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45 ft, climb 40 ft., fly 15 ft. (average); Defense 22, touch 22, flatfooted 16 (+1 size, +6 Dex, +5 class); BAB +4; Grap +3; Atk +11 melee (1d6+3 plus *wounding*, bite), or +11 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ "wounding, sensitivity, tremorsense; AL Crawlers; SV Fort +3, Ref +12, Will +0; AP 3; Rep +1; Str 16, Dex 22, Con 15, Int 2, Wis 8, Cha 8.

Skills: Balance +9, Hide +8, Jump +5, Listen +3, Move Silently +8, Spot +1, Tumble +8.

Feats: Acrobatic, Alertness, Dodge, Mobility, Stealthy, Troglodyte, Weapon Finesse (bite).

Talents (Fast Hero): Increased Speed, Improved Increased Speed, Advanced Increased Speed.

Possessions: None.

41. CARGO BARGE (EL 18)

The wreckage of a large canal barge, rusty, bent, and covered with fallen rock and disintegrating debris, lays half-crushed under the collapsed cavern wall of this subterranean vault. Though the water is still and the air quiet, a sense of dread hangs heavy over the ancient vessel.

The top deck of the abandoned barge is dangerous, being completely covered with fallen rubble, rocks from the disintegrating dome far overhead, and collapsed radio masts, metal structuring, broken glass, and other debris from the barge itself. There doesn't appear to be any sure footing; every step must be made carefully, and noises



echo as metal pipes and tubing fall over with even the slightest touch (Move Silently checks are required each time someone moves, or else their movements can be easily heard with a Listen check at DC 5). With all this debris, a Search check (DC 15) is required to locate one of the hatches leading down into the hold:

The below decks area of the barge is a chaotic labyrinth of fallen metal catwalks, passages, and air ducts. A massive hole in the side of the ship has allowed the icy black water of the river to come through, flooding the entire hull just 30 ft. below the hatch to the top deck.

Rising from the black water, illuminated by whatever lights you carry, is what appears to be a row of military vehicles - tanks - parked in the hull. They are badly rusted, covered in slime, and apparently beyond salvage. From the corner of your eye, however, you think you spot a sudden burst of movement, but as you turn, all is quiet and still, with only the gentle sound of water lapping against the flooded hull filling the void.

A colony of advanced crawlers - ghastly mutant things descended from the mental patients who escaped the hospital (**area 43**) during the cataclysm - now makes the flooded hold of the old barge their home. There are no less than 30 crawlers in the barge at any given time, with another 30 or so throughout the Deeper Caves scrounging for food or hunting for the colony.

The crawlers themselves do not cherish artifacts of any kind, their sole interest being in

CRAWLERS

Originally there were only a handful of these deformed creatures, which were hunted almost to extinction by the Mongolians when the bounty of weapons onboard the barge was first discovered. The Mongolians raided the barge and looted the military cargo onboard (which explains how they managed to get their hands on so much advanced firepower) before leaving. What few crawlers survived the Mongolian plundering bred and bred, and now a thriving colony persists in the dark ruins of the old vessel.

food and survival. They will slowly move around the PCs as they investigate the hold, hoping to trap them before moving to attack.

Advanced Crawlers (30): HP 46 (see **area 40**).

Treasure: Three *tanks* sit in a row in the hold, though these cannot be fully salvaged, as they have rusted almost completely to the deck. However, a few items can be taken from their wreckage:

- From the first tank can be salvaged three fully-charged *minifusion cells*.
- From the second tank can be salvaged a half-charge *minifusion cell* and ten shots for its destroyed *gauss cannon*.
- From the third tank can be salvaged a *neutron beamer* (see *Appendix 3: New Artifacts*), though this weapon is hull-mounted and requires a Craft (Mechanics) check at DC 30 to remove without destroying it. In addition, a similar check can be made to salvage the tank's *portable detection radar*; this latter item is also damaged (and must be repaired with a Repair check at DC 25, along with 275 cp in spare parts).

Development: Any creature caught by the *crawlers* elsewhere in the Deeper Caves will be brought here for the entire community to feast upon.

BAKERSFIELD MEDICAL COMPLEX (AREAS 42-48)

The Deeper Caves are dominated by the Bakersfield Medical Complex, a sector of the city that was at one time host to some of the West coast's most technologically-advanced medical facilities, including a major hospital, numerous biochemical firms and laboratories, and home to the Southern California Institute of Cryogenic Studies. Most of the complex was destroyed during the Fall (and the subsequent collapse of the city into the subterranean rift that it now rests in), but a few of the larger buildings remain intact.

42. SLAUGHTER SCENE (EL 0)

The large rotted bodies of a group of Mongolians lie across the roadway here, the ground pitted with scorch marks and the buildings nearby riddled with bullet holes. It appears as if the Mongolians were cornered here by some powerful foe and cut down in minutes.

Some weeks past a group of Mongolians were sent out to try and test the operational capabilities of the robots at the Institute (**area 48**). The group came under an unexpected hail of heavy fire and retreated to this point in a fighting withdrawal. They were nonetheless butchered by the pursuing *war robot* before reinforcements could arrive from the Mongolian fortress. The Mongolians have put off

pressing the robot defenses of the Institute for the time being.

Treasure: The Mongolian bodies are equipped with a number of useful items, including a *laser rifle* (empty *power backpack*), a damaged *laser pistol* (Repair check DC 25 to fix; no spare parts needed), a *power clip* (2 charges remaining), a pair of *M4 carbines* with a single full clip between them (30), a *stun grenade*, an *energy shield A* (no power source), and a professional *walkie-talkie* (half-strength *power cell*). One of them also has a can of *medi-spray* (healing), but this is down to only one application left.

A Treat Injury check (DC 30) or Investigate check (DC 25) reveals the Mongolians here were killed by machinegun rounds and *heavy laser cannon fire*!

43. HOSPITAL (EL VARIES)

A tall dark structure rises from the ruins here, just one of several crumbling skyscrapers that somehow managed to survive the cataclysm that swallowed the Lost City underground. High above, glass panels appear to have been wrenched free, leaving gaping holes from which the flutter of bats can be heard.

A few faded white vehicles lie about the main entrance to this building, with an entire van crushed under a fallen piece of concrete masonry. Broken glass covers the entire area like a carpet of gleaming sand.

This great structure was once a hospital of some sort, though the cataclysm - as well as the effects of time - have brought much of the building low.

H1. LOBBY (EL 0)

The lobby is a maze of glass and stone rubble, with old furnishings blown apart by what appears to have been a ground-floor explosion. The entire front

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facade (of glass) was taken out after an ambulance, tumbling onto its side from the earthquake that sucked the city underground, came crashing through right into the lobby. Skeletons lie strewn about everywhere like delicate dolls, half-disintegrated into dust.

Treasure: There are 1d6 books (useless items mostly) scattered among the ruins of the lobby, as well as 1d2 pieces of salvageable pre-Fall clothing.

H2. ELEVATORS (EL 0)

These vertical shafts seem to have collapsed, leaving only tons and tons of rubble between the bottom level and the lost levels above. A directory posted near the elevators notes that the upper levels include administrative offices and the top-floor psychiatric ward, all of which have apparently collapsed. In any event there is no means of ascending these shafts to explore the upper levels; apparently the PCs are confined to the ground floor in their explorations.

H3. NURSE STATION (EL 0)

A heavy amount of debris has buried this counter and the waiting room opposite, concealing a number of skeletons scattered all about. Old computer consoles, destroyed in the collapse of the hospital, sit uselessly

nearby. The layer of dust here is almost an inch thick.

Treasure: The body of a security guard in a disintegrating uniform lies sprawled out before the counter – he has apparently been stripped of weapons, even his holster belt and keycard. A Search check (DC 33), however, reveals that the body of one of the nurses (the head nurse of the hospital) still has a *stage IIC access card* tucked into a flexiplast clipboard at her side.

H4. PATIENT WARDS (EL 0)

A number of rooms stretch the length of these cold musty halls. Each room can only be accessed via a *stage IIC access card*; each room contains a single human skeleton, fallen rubble, etc. 1 in 10 rooms will also have a salvageable item of *Juju* (use the tables presented in the *Darwin's World* supplement *Scav's Swag*; otherwise pick a single medical item from the *Darwin's World 2nd Edition* rulebook).

H5. OPERATING ROOM A (EL 0)

This place appears to have been fortified by placing chairs and tables against the sliding metal doors. An *access card* was once needed to enter, but apparently the occupants of the place shorted-out the key slot to

seal themselves inside. Now it must either be bashed open, or a successful Craft (Electronics) check at DC 25 passed to rewire it.

Inside is a clinical operating theatre gone mad – skeletons are strewn about, many leaning against the walls or wherever there is room. Almost all here seem clad in the disintegrating grey uniforms of what may have once been hospital security guards; many appear to have been badly wounded in some kind of riot.

Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Treasure: Among the uniformed skeletons are others (doctors and nurses), likewise injured, and what appears to be a very limited supply of medicines – a thorough search uncovers six remaining bandages, a single *medi-spray* canister (healing, with a single dose left), and some eight empty bottles of local anesthetic (as well as double that amount in used *ready-syringes*).

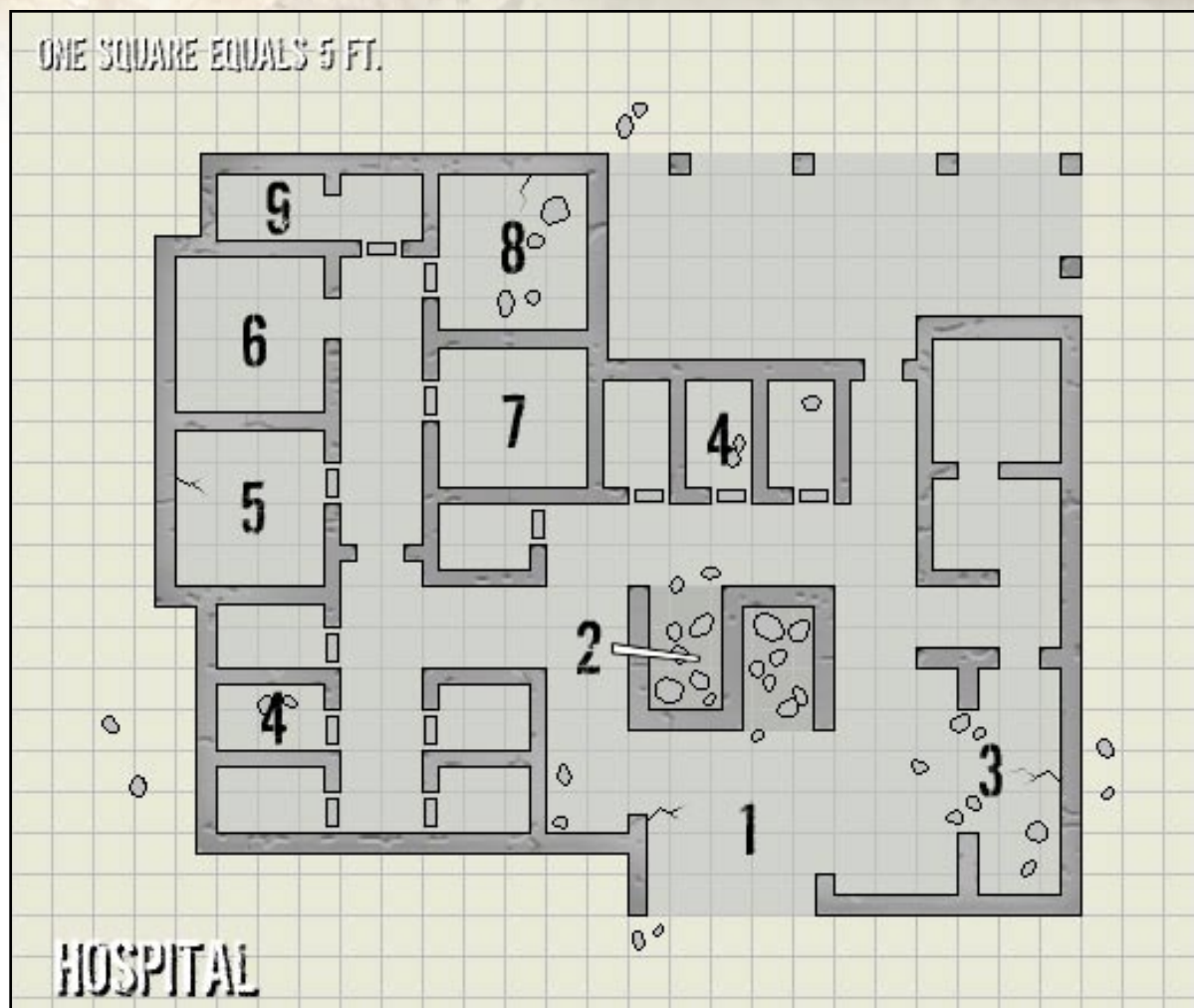
The bodies of the guards give up to searchers no less than four *stun pistols* (all empty, however), two metal batons, a *stage IIC access card*, and a professional *walkie-talkie* (*power cell* empty).

H6. OPERATING ROOM B (EL 0)

This place appears to have been brutally ransacked, and skeletons lie strewn about everywhere in a dusty mess. Broken medicine bottles, syringes, and other medical refuse also add to this heap of junk and detritus. A thorough search (DC 30) has only a 10% chance of unveiling 1d2 pieces of useable *Juju* (use the tables presented in the *Darwin's World* supplement *Scav's Swag*; otherwise pick a single medical item from the *Darwin's World 2nd Edition* rulebook).

WHAT HAPPENED HERE?

The hospital at **area 43** was a scene of chaos and mindless carnage after the City sunk into the earth. The earthquakes resulting from the collapse caused major damage to the mental wards in the upper levels of the hospital, releasing the raving patients from their cells and allowing them to filter down the building like a flood. Security was overwhelmed as the patients made their way to the lower levels of the hospital, with pockets of horrified nurses and doctors attempting to hole up in locked rooms until help could arrive. Eventually the mental patients escaped out into the streets of the now-sunken city (they survived, their descendants evolving into the crawlers that infest **areas 40** and **41**), but the holdouts here perished.



H7. OPERATING ROOM C (EL 8)

This chamber is sealed behind a sturdy security door (*stage IIC access card* to bypass). Inside it appears this place escaped much of the depravations that ravaged the rest of the hospital ruins. The room is

dominated by a large electronic operating table; as the PCs enter, ancient lights struggle to blink on, illuminating the place in a peaceful yet sterile white glow.

The “operating table” is actually a robotic *aescapulator* (see *Appendix 2: New Creatures*), an

automated surgical table which comes online as the party enters. It is, however, *wild*, and will begin firing its pencil-thin lasers at the party. As soon as it attacks the steel security door slides shut and remain sealed until the aescapulator is destroyed.

Aescapulator: HP 84 (down to 70 from damage).

Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

H8. OPERATING ROOM D (EL 0)

This room is similarly sealed as *Operating Room C*, but inside it appears the electronic operating table (*aescapulator*) ceased functioning long ago after the ceiling collapsed on it. On the operating table are the skeletal remains of some long-dead patient, lying peacefully as if merely unconscious. One might mistake him for a living human if not for the desiccation of his skin, leaving only a thin layer over the bare bone beneath.

Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Treasure: Gleaming from within a neatly-cut hole in the dead patient’s skull is what appears to be a plate-like piece of stainless steel metal, gleaming with tiny wires and lights. If removed from the open skull of the corpse, this proves to be a *cranial implant (intelligence)* (see *Appendix 3: New Artifacts*), still fully operational!

H9. PHARMACY SUPPLY (EL 0)

Apparently some kind of brutal battle was fought outside this room by a large number of desperate humans long ago. Skeletons (some still clad in featureless white hospital robes and straight-jackets) lie jumbled about before a heavy metal door, barring further exploration. A typical keycard slot sits roughly at elbow-level, still blinking dimly with power (this requires a *stage IIIC access card* to

bypass).

The darkness inside, if illuminated, reveals a chaotic array of trash and ruin. Broken glass cabinets seem to occupy most of this storage area, and old plastic ampoules and glass bottles lie cracked and smashed all over the floor. The skeleton of some Ancient (a nurse) lies half-disintegrated on the ground here, apparently crushed by falling ceiling panels, along with another in a semi-preserved uniform (a security guard) with what appears to be a weapon in a holster at his side. Apparently they locked themselves in here to remain safe from the escaped mental patients outside – they were nonetheless crushed when the fragile ceiling collapsed!

Steel Security Door: 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Treasure: Among the wreckage of this former stockpile of medicines are some few chemicals that have managed to survive the decades intact. These include a bottle of *anti-tox* (ten doses), fifty blood packets (decayed and worthless), two bottles of *filter dose* (20 doses), three bottles of *K-O shot* (30 doses), numerous bottles of liquid antiseptic, six full canisters of *medi-spray* (healing), six boxes of 100 bandages (600 total), ten boxes of 500 tongue depressors (5,000 total), etc. The unfortunate drawback is that 10% of the liquid medicines are in fact defective, and if taken effect the character as a poison (ingested, Fort DC 18, initial damage 1d4 Con, secondary damage 2d4 Con).

One of the crushed figures (the security guard) has a *stun pistol* with an empty *power clip*, as well as a used-up canister of *mace*. Dangling from a keychain hooked to his holster belt is a *stage IIIC access card* (used to open the door to the pharmacy supply room).

44. MILITARY ROADBLOCK A (EL 11)

The cracked dark streets leading further into the depths of the caverns suddenly light up with towering streetlights that seem somehow to have survived the passing of time. A baleful greenish glow from the lights along a great wire fence illuminate this intersection, where sandbags have been placed to prevent passage further down the road. Ancient skeletons lie strewn about en masse, as if a great slaughter occurred here long, long ago.

As your group approaches, you hear an echoing whir of metal and a sound like a sudden electrical hum...

This area is one of three military roadblocks, erected long ago by the Ancients when word of the final cataclysm of mankind reached the public of the United States. Fearing that the citizens of the Lost City would attempt to overwhelm the Institute (see below) in the chaos, the U.S. Army stationed a number of automated sentries to guard its approaches.

These automated sentries, a number of military-class combat *robots* and *animatrons*, continue to guard the various intersections leading to the Institute. Each force was originally meant to operate as a separate force (repelling any attempts by the civilian populace to rush the gates), but over time their lack of maintenance and repair has caused a small few to atrophy and cease functioning; the remainder have since, utilizing their limited artificial intelligence, managed to maintain contact and continue to obey their last standing order – keep out all non-military personnel from entering the Institute!

As the PCs first approach this particular road blocked area, the robot/animatrons on sentry duty

will immediately come online and fire at their maximum possible range with their full complement of weapons. Unless the characters pass a Listen check (DC 20, to hear them powering up), the robots will immediately gain a surprise round.

At this roadblock there are two sandbagged pillboxes flanking the main road; across the roadway itself are no less than four *anti-tank mines* (meant to destroy vehicles attempting to rush the gates). The pillboxes each contain a *weapon animatron* armed with a *pulse laser rifle* with 180 degree arcs covering the approaches to the gates. They, like the robots, will fire as soon as anything comes into range (treat these bunkers exactly like the machinegun bunker found on the surface at the beginning of this adventure). The robot stationed here is a *military security robot* model, with full ammunition load.

Behind the roadblock are parked a pair of 10-ton *moving trucks* (HP 0 each) painted in standard Army olive colors, though these have long lost their operability due to the subterranean elements. They are parked perpendicularly to the roadway, serving as a last means of blocking the road; anything rushing past the gates and avoiding the mines will certainly crash into these stationary vehicles in the attempt. There is a 10% chance that each truck has a single *advanced weapon* of the GM's choosing within.

Military Security Robot (1): HP 120 (see of *Metal Gods*).

Pulse Laser Animatrons (2): CR 4; Hardness 12; HP 40; Init +4; Atk +10 ranged. These animatrons are armed with pulse laser rifles and two full minifusion cells (20 shots). Due to their programming each is considered to have the *Advanced Firearms Proficiency*.

Pillboxes (2): Hardness 10; HP 90.

45. MILITARY ROADBLOCK B (EL 10)

The road here suddenly branches off towards a complex of buildings protected by a high fence of wire. Light flickers irregularly from streetlights overhead. Various pillboxes of concrete and sandbags sit on either side of the roadway guarding the approaches, but the collapse of a building across the street has destroyed one of these, burying it under hundreds of tons of fallen debris.

A solitary figure, part vehicle and android (nearly ten feet long), sits in the middle of the street in the pulsing light created by the malfunctioning streetlights above. It appears to be utterly motionless.

This is one of the three fortified approaches to the Institute (see below), and is guarded by a solitary *military security robot*. This model is equipped with an M2HB instead of a stun pistol (with 180 rounds of .50 caliber ammunition left), and has only six rockets remaining for its rocket pod.

The sole pillbox (treat as all other pillboxes) that guards this avenue is currently occupied by an *auto-mortar platform* (see *Darwin's World 2nd Edition*) – this is a primitive form of robot linked to the security robot, which will target any indicated opponents with its weaponry and attack until ordered to stop (or its controlling robot is destroyed). It fires indirectly through a hole in the top of the pillbox, effectively protecting it from the battle. It is powered by a full power pack.

The *auto-mortar platform* fires rounds just like a standard *grenade launcher*, but it fires two shots each round from its double barrels. It carries its own ammo supply in a tracked cart behind it. Typical volleys will group two of a single type of grenade, not combinations; *plasma grenades* are reserved

solely for enemies that do not retreat in the face of its *tear gas grenades*. Once it runs out of ammo, the mini-robot becomes effectively useless and powers itself down.

GM's Note: The military security robot here is worn out due to age, and will explode when reduced to -10 or lower hit points. If this happens all creatures within 30 ft. take 10d6 points of damage (half fire, half piercing; Reflex save DC 20 for half). The robot is aware of this defect, and if it is close to being knocked out it will maneuver itself in an attempt to take as many enemies with it as possible.

Military Security Robot (1): HP 120 (down to 99 due to damage; see *Metal Gods*).

Auto-Mortar Platform (1): CR 5; Hardness 12; HP 40; Init +4; Atk +10/+10 ranged. The auto-mortar's supply of grenades currently consists of four *tear gas grenades* and eight *plasma grenades*.

Pillbox (1): Hardness 10; HP 90.

46. MILITARY ROADBLOCK C (EL 16)

The broad avenue here leads up across what appears to be an open square to a compound that, for the past few minutes, has come alive with light – from bulbs on an unbroken chain link fence that surrounds the compound, giving it a ghostly glow. Sandbagged positions lie on either side of the gate leading beyond, under the shadow of which can be seen the barrels of automated weapons still scanning the approaches. A sudden hum seems to buzz through the darkness, but you cannot make out the origin of this new noise.

This is, apparently, the main entrance to the Institute complex, as is evident in the faded metal sign on the chain link fence facing the street. Only a character

who can read the language of the Ancients will be able to read the faded words:

*Southern California Institute Of Cryogenic Studies
Home Of The North American Re-Genesis Program
Cryogenic Storage Facility 25*

Spray-painted haphazardly across the sign (also in Ancient) are these words:

God damn you all

Various skeletal remains lie littered everywhere around the connecting streets and square (a thorough Search, requiring 1d4 hours, DC 25, uncovers no less than 1d6 primitive weapons such as metal batons and bats, and 1d2 random military weapons such as *laser rifles*; also among these items are certain to be found 2d4 *molotov cocktails*), testament to the brutal bloodshed that took place here so long ago. Crowds of people (escaped mental patients from the Hospital; see **area 43**) seem to have been butchered here as they rushed the main gate – as the gates still stand firm, their efforts were apparently in vain.

The gates are guarded by two concrete pillboxes (requiring nothing less than a powerful satchel charge or large-caliber cannon to crack open), each armed with a considerable package of firepower:

- **Bunker #1:** The first (left-hand) bunker contains a *weapon animatron* fitted with a 25mm cannon, with a case of 18 rounds. Use the statistics for the M2A2 Bradley 25mm cannon for this weapon.
- **Bunker #2:** The second (right-hand) bunker contains a *weapon animatron* fitted with a *flamethrower*, with 6 remaining bursts of flame jelly.

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Beyond the bunkers a roadblock of concrete “dragon’s teeth” has been erected (preventing a rush by vehicles; they will crash against the teeth unless a Drive check, DC 18, is made to avoid them), and behind these a layer of six *anti-tank mines*.

In addition to the static defenses, the main entrance is guarded by an actual *war robot*.

War Robot (1): HP 220 (down to 209 due to damage; see *Metal Gods*).

Autocannon Animatron (1): CR 7; Hardness 12; HP 40; Init +4; Atk +10 ranged. This animatron is armed with a *25mm cannon*.

Flamethrower Animatron (1): CR 5; Hardness 12; HP 40; Init +4; Atk +10 ranged. This animatron is armed with a *flamethrower*.

Bunkers (2): Hardness 10; HP 90.

47. THE INSTITUTE GROUNDS (EL 8)

The fence around this compound is, of course, electrified. This has the immediate effect of *stunning* (Fortitude save DC 18 to resist) anyone foolish enough to test the fence physically, which lasts for 1d6+4 rounds. A second try causes the computerized defense network to increase the charge to dissuade further attempts, so that each time someone comes into contact with the fence after the first they take 3d6 points of electricity damage (Fortitude save DC 18 for half) as well as being stunned for the same duration (same DC as before to resist being stunned).

To bypass the fence, one must use an *access card* at one of the three entrance gates. Each gate is computerized, but the keycard slot is obvious (it is illuminated by overhead lights over a small computer console at each gate). The clearance required is *stage VIM!*

Beyond the fence is an open courtyard, which seems to have fared the centuries relatively well (the grass is artificial), though the cement roadway has

cracked and crumbled in some parts. The mighty glass facades of the various ominous buildings are cracked in some places, but seem to have held out relatively well considering the extent of the city’s devastation.

In the center of the courtyard is a concrete and metal emplacement, around which lie scattered various skeletal remains (winged creatures that attempted to fly into the compound decades ago). This emplacement is a robotic turret with a 360 degree arc with full inclination, armed with a pair of rocket launchers, fed by an underground ammunition supply of 32 remaining missiles. This emplacement is otherwise the same as a typical *weapon animatron*, but because of a malfunction will only fire at anything attempting to climb, fly, hover, or glide over

the walls - it will not fire at creatures that manage to bypass the gates or enter the compound on foot. It will still fire on vehicles, however.

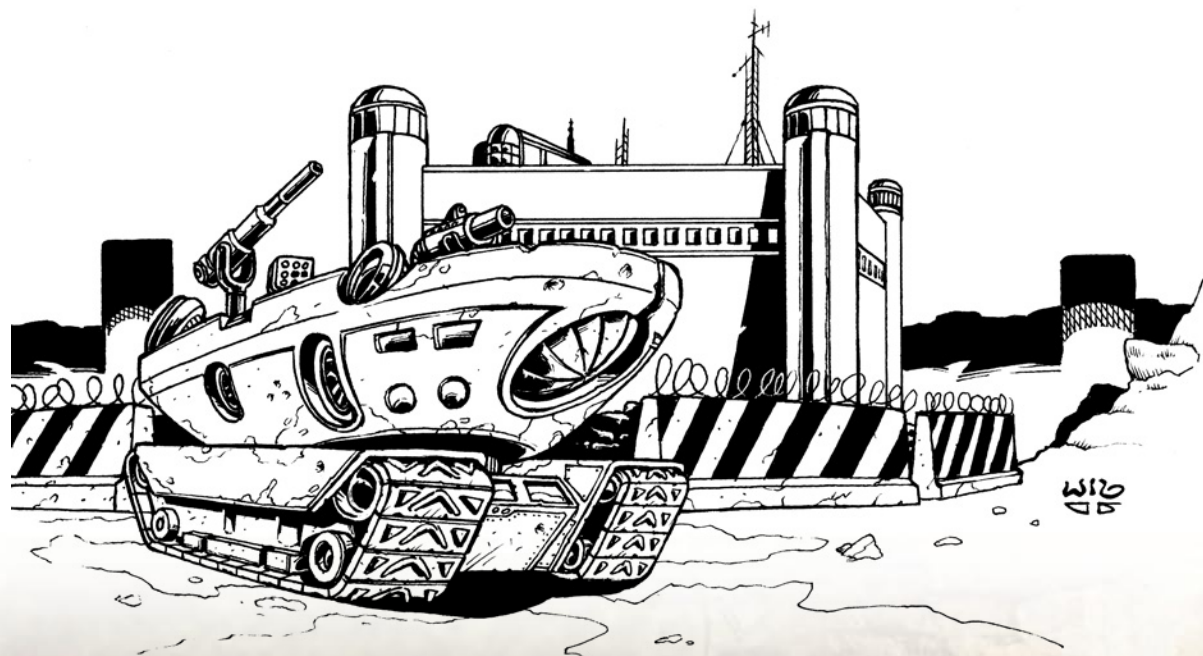
Steel Security Doors (2): 1 in. Thick; Hardness 10; HP 30; Break DC 35; Disable Device DC 30.

Rocket Animatrons (2): CR 5; Hardness 12; HP 40; Init +4; Atk +10 ranged. Each of these This animatrons is equipped with a *Hydra 70* rocket launcher; they share the same underground supply of 32 M255 (light armor-piercing) missiles.

Rocket Emplacement (1): Hardness 10; HP 90.

48. THE INSTITUTE (EL ?)

Beyond the formidable defenses of **areas 44, 45, 46, and 47** lie the bunker-like buildings of the Institute itself. Here, however, the adventure passes into your



hands.

The truth of the Institute is for you to make up. Its title (see **area 46**) suggests it is a repository of a pre-Fall “re-Genesis” program. Is it a sleeping colony of Ancients just waiting to be awoken? Are the seeds of a new humanity and the last remnants of America encapsulated within? Will they awaken and embrace their mutant benefactors as friends, or will they kill them as mutated horrors in a tragic twist of irony?

The Institute represents something of an “Eden” to the player characters, a kind of “forgotten treasure”. You as referee should not take this lightly. PCs who are able to fully realize the Institute’s significance will certainly want to break in, explore, and plumb its depths, for artifacts, arcanum, or even to find out if there are any frozen Ancients still alive within!

Perhaps the Institute is empty. Perhaps a few caches of ancient technology await the PCs inside the buildings. Maybe this includes stockpiles of weapons, ammunition, and new items – guns, armor, and gizmos the gamemaster can devise, objects not detailed in the main rules or in other *Darwin’s World* sourcebooks. Perhaps the Institute is guarded further still by more robots deep under the ground in subterranean levels – or perhaps it is utterly empty.

Or perhaps some new troglodilian life has evolved in these forgotten and sealed passages, a life totally alien to man and mutantkind?

ENDING THE ADVENTURE

The adventure ends once the PCs have devastated the Mongolians and effectively crippled their ability to wage war on the people of the surface world. This can be accomplished by destroying their surface base, their forces in the Upper Caverns, their various strong points in the Lost City proper, and the garrisons on both sides of the Stadium. Once this is accomplished

they have finished their “mission”; however, exploring the mysteries of the Deeper Caves are entirely optional.

The Institute (**area 48**) is deliberately left open-ended and un-detailed for now because, depending on what secrets it contains, it has the potential to change the Twisted Earth as the characters know it. A forgotten colony of un-mutated men and women, trained to re-populate the earth after the Fall, would certainly upset the fragile balance of life in the post-holocaust world. Use them as you see fit; or do not use them at all. Feel free to flesh out the Institute and detail it as you would any scenario – or simply say it is collapsed, its useless ruins guarded by robots as vigilantly as if it still stood. Wouldn’t that be ironic!

As far as the characters are concerned, however, entry into the Institute itself may or may not even be attainable. The guardians of the place (three extremely powerful robots) were meant to be deterrents when first employed – and still are. Depending on their level (both in terms of strength and ability to plan ahead), characters may be unlikely to survive even a few rounds with the war robot, and the heavy security robots and pillboxes make the Institute even deadlier.

Instead of killing off your player’s characters, however, consider allowing them to see the robots, the seemingly insurmountable defenses, and let them get away with what they saw. There really is no need to attempt to take the Institute if it means killing off the group. Instead, let them come to realize what overwhelming force the Mongolians themselves were afraid of, and take this knowledge to the surface to warn others from ever coming back to the Lost City.



APPENDIX 1: NPC STATISTICS

This section lists the game statistics for generic characters featured in *Return To The Lost City*, for ease of reference. This includes the slaves kept by the Mongolians, as well as typical Mongolian soldiers and “officers”.

MONGOLIAN SOLDIER

Because of their access to artifacts scavenged from the Deeper Caverns the Mongolians of the Lost City have made leaps and bounds in advancing their understanding of technology. Though some remain savage fighters, the Mongolians have begun to train a new generation as real soldiers, tempering their brute strength with discipline and tactics.

Mongolian Soldier (Mongolian Guardian 3): CR 7; Large Giant; HD 5d8+15 plus 3d10+9; HP 64; Mas 17; Init +1; Spd 30 ft; Defense 17, touch 12, flatfooted 16 (-1 size, +1 Dex, +2 class, +3 natural, +2 equipment); BAB +6; Grap +17; Atk +12 melee (1d6+7, rifle butt), or +7 ranged (2d8, M4 carbine); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongolians; SV Fort +9, Ref +4, Will +2; AP 3; Rep +1; Str 25, Dex 12, Con 17, Int 10, Wis 10, Cha 4.

Skills: Climb +9, Demolitions +2, Intimidate -1, Knowledge (Tactics) +4, Listen +4, Spot +4, Survival +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Personal Firearms Proficiency (or Futuristic Firearms Proficiency), Post-Apocalyptic Technology, Primitive Technology.

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Talents (Guardian): Defender +2, Weapon Focus (varies).

Possessions: Leather armor, weapon varies (usually M4 carbine), two boxes of 5.56mm ammo (60).

MONGOLIANT SERGEANT

Grizzled Mongoliant warriors who prove themselves in battle and who are naturally looked up to by the rank-and-file are soon dubbed “sergeants”, a military term believed to be taken from the Ancients. Sergeants are expected to coordinate Mongoliant soldiers and to provide a fearless example in combat.

Mongoliant Sergeant (Mongoliant Guardian 4): CR 8; Large Giant; HD 5d8+20 plus 4d10+16; HP 81; Mas 18; Init +1; Spd 30 ft; Defense 17, touch 12, flatfooted 16 (-1 size, +1 Dex, +2 class, +3 natural, +2 equipment); BAB +7; Grap +18; Atk +13 melee (1d6+7, pistol butt), or +8 ranged (2d12, laser pistol); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongoliants; SV Fort +10, Ref +4, Will +2; AP 4; Rep +1; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 4.

Skills: Climb +9, Demolitions +2, Intimidate +0, Knowledge (Tactics) +5, Listen +4, Spot +4, Survival +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Futuristic Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology.

Talents (Guardian): Defender +2, Weapon Focus (varies), Tactical Aid.

Possessions: Leather armor, weapon varies (usually laser pistol), one power clip.

MONGOLIANT LIEUTENANT

Though they strive to have a military tradition modeled after the Ancients, in reality “rank” among the Mongoliants is usually just a measure of how tough a fighter a given soldier is. The meaner and stronger, the higher rank she is. “Lieutenants” may not have strong leadership skills, but they are powerful warriors.

Mongoliant Lieutenant (Mongoliant Guardian 6): CR 10; Large Giant; HD 5d8+20 plus 6d10+24; HP 100; Mas 18; Init +1; Spd 30 ft; Defense 18, touch 13, flatfooted 17 (-1 size, +1 Dex, +3 class, +3 natural, +2 equipment); BAB +9; Grap +20; Atk +15 melee (1d6+7, rifle butt), or +10 ranged (2d8+2, M60); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongoliants; SV Fort +11, Ref +5, Will +3; AP 5; Rep +2; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 4.

Skills: Climb +9, Demolitions +2, Intimidate +1, Knowledge (Tactics) +8, Listen +4, Spot +4, Survival +2.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Futuristic Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Strafe.

Talents (Guardian): Defender +2, Weapon Focus (varies), Tactical Aid, Weapon Specialization (varies).

Possessions: Leather armor, weapon varies (usually M60), 200 rounds of 7.62mm ammo.

MONGOLIANT YOUNG

Mongoliant young are merely mongoliants who have not reached full physical maturity. Unlike with previous generations, these mongoliants are exposed to military training and discipline almost from the day they’re born, and generally behave like the worst military boarding school bullies.

Mongoliant Young (Mongoliant): CR 4; Large Giant; HD 5d8-5; HP 18; Mas 9; Init +0; Spd 30 ft; Defense 12, touch 9, flatfooted 12 (-1 size, +0 Dex, +0 class, +3 natural); BAB +3; Grap +11; Atk +6 melee (1d4+4, unarmed), or +2 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Mongoliants; SV Fort +3, Ref +1, Will +2; AP 2; Rep +0; Str 19, Dex 11, Con 9, Int 7, Wis 12, Cha 10.

Skills: Climb +6, Intimidate +2, Knowledge (Tactics) +2, Knowledge (Technology) +2, Listen +3, Spot +3.

Feats: Alertness, Combat Martial Arts, Primitive Technology.

Possessions: None.

SLAVE

The Mongoliants haven’t killed or eaten all of their victims - some of the humanoids taken from the surface now serve as *slaves*.

Slave (Mutant Strong Hero 1): CR 1; Medium-size humanoid; HD 1d8; HP 2; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d3+2 nonlethal, unarmed), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL none; SV Fort +3, Ref +1, Will +2; AP 0; Rep +0; Str 15, Dex 13, Con 10, Int 8, Wis 14, Cha 11.

Occupation: Herdsman (Handle Animal, Survival).

Background: Resentful (Craft [structural]).

Mutations and Defects: Interior Moisture Reservoir, Aberrant Deformity (any).

Skills: Craft (structural) +2, Disguise -6, Handle Animal +5, Profession +4, Ride +3, Survival +3, Swim +3.

Feats: Animal Affinity, Archaic Weapons Proficiency, Endurance, Great Fortitude, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Extreme Effort.

Possessions: None.



APPENDIX 2: NEW CREATURES

Two new creatures, the *aescapulator* and *olgrith*, are introduced in *Return To The Lost City*. The game statistics for these creatures are described below.

In addition, the *crawler* (a creature that appears in the *Darwin's World 2nd Edition rulebook*) has been revised for this adventure; the statistics below now supersede those given in the previous rules.

AESCAPULATOR

Robotic machines such as the *aescapulator* were a common feature of the hospitals and surgical clinics of the pre-Fall world. An *aescapulator* resembles a large chrome fixture that rises from floor to ceiling, with an adjustable bed for its patient to lie on while it works. A reinforced trunk-like extension rises above the bed platform, atop which rests a large silvered sphere from which sprout five spidery arms, each fitted with a precise laser scalpel. A cluster of glowing blue “eyes” feature prominently on the underside of this sphere, which the *aescapulator* uses to focus at varying levels on the surgery it is performing.

Because their five arms are extremely agile, *aescapulators* were used for intricate and complicated surgery where human doctors might make mistakes. Because they could also be programmed to sculpt virtually perfect details with their lasers, *aescapulators* were also common in cosmetic “bodysculpting” clinics.

Aescapulators are rare after the Fall, and age and damage has made many of them wild. A wild *aescapulator* can be very dangerous, as its five laser scalpels can potentially serve as lethal weapons, all firing with deadly precision at the same time in a blinding web of laser light.

SPECIES TRAITS

Aescapulators have the following Traits:

Robotic Construct: *Aescapulators* have the traits and immunities common to all robotic constructs. See *Metal Gods* for a full list.

Laser Scalpel: In addition to its slam attack an *aescapulator* can use its built-in laser scalpels each round to injure targets. These weapon inflict 2d12 points of damage at a range increment of 10 feet.

Programs: Typical programs include *skills*, *slave unit*, and *task*.

Aescapulator: CR 8; Huge Robotic Construct; HD 8d10+40; HP 84; Mas -; Init +10; Spd 0 ft (immobile); Defense 28, touch 18, flatfooted 18 (-2 size, +10 Dex, +10 natural); BAB +6; Grap +14; Atk +4 melee (2d6, slam), or +16 ranged (2d12, laser scalpel); Full Atk +4 melee (2d6, 5 slams), or +16 (2d12, 5 laser scalpels); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IIC), laser scalpel, programs; AL none; SV Fort -, Ref +2, Will -4; AP 2; Rep +0; Str 10, Dex 30, Con -, Int -, Wis 1, Cha 1.

Skills: Treat Injury +10.

Feats: Advanced Technology, Multitask [F/MG].

Advancement: None.

CRAWLER (REVISED)

No one knows exactly what these things are or if they are intelligent in any capacity, but it is certain they were once humans. Horribly mutated by radiation and altered by troglodilian life far underground in lightless caverns, they have changed into grotesque killing machines.

Crawlers are an awful, viscid white (some are even semi-translucent) in color, and resemble humanoids crawling on their scaly bellies. Their “legs” have atrophied over time leaving only stubby limbs with which to feebly push them along. Their arms, thin and humanoid, either help them in their ground movements or allow them to climb, claw, or grasp nearby objects. In particular they seem most capable swinging on pipes or using overhanging debris to branchiate.

The head of the crawler is its most frightening aspect - a bald human head lacking eyes, nose, or

ears, with only a gaping maw filled with needle-sharp fangs and an inky black toxic saliva. This saliva is a potent haemotoxin, which prevents bite wounds inflicted by the creature from healing normally.

In combat, crawlers attack in overwhelming numbers, scuttling from the darkness from any nearby cover, or even swinging down from concealment overhead. They attack ruthlessly with their venomous, razor-sharp maws.

CRAWLER CHARACTERS

Crawler characters start with no background or occupation. They start with no Technology feat (similar to Feral) but gain Hide and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: +2 Str, +6 Dex, +2 Con, -6 Int, -2 Wis, -2 Cha.

SPECIES TRAITS

Crawlers have the following Traits:

Wounding (Ex): A successful bite from a crawler forces the victim to make a Fortitude check (DC 22) or suffer from its cell-disrupting toxin - this means the wound will continue bleeding at a rate of one hit point per round for ten rounds. Multiple bite wounds induce multiple bleeding sores. Such wounds will not heal naturally through rest, though healing medicines will do the job.

Sensitivity (Ex): A crawler suffers 5 points of damage each round from exposure to ultraviolet light. The crawler will generally attempt to flee and hide from the source to prevent further injury.

Tremorsense (Ex): Crawlers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Bonus Feats: Crawlers receive Troglodyte and Weapon Finesse as bonus feats.

Crawler: CR 1; Small Humanoid; HD 2d8+2; HP 11; Mas 13; Init +3; Spd 15 ft, climb 40 ft; Defense 14, touch 14, flatfooted 11 (+1 size, +3 Dex); BAB +1; Grap -2; Atk +5 melee (2d4+1, bite); Full Atk +5 melee (2d4+1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ wounding, sensitivity, tremorsense; AL none; SV Fort +1, Ref +6, Will -2; AP 0; Rep +0; Str 13, Dex 16, Con 12, Int 4, Wis 7, Cha 9.

Skills: Hide +4, Listen +1, Move Silently +4, Navigate -3 (-1 underground), Spot -2 (+0 underground), Survival -2 (+0 underground).

Feats: Improved Initiative, Troglodyte, Weapon Finesse (bite).

Advancement: By character class.

Level Adjustment: +1.

OLGRITH

An *olgrith* is a strange mutant creature that dwells only in deep water caverns. A product of chemical mutation, an olgrith resembles an enormous deformed lobster, with chitinous, scalloped plates covering it like a suit of armor, coated in a thick sheath of ooze. Unlike a normal lobster it has four pincers instead of two, and instead of legs have a number of ropy tentacles that clumsily support its weight when out of water. It also has an almost vestigial lobster tail that is dwarfed by the rest of its armored body, and which struggles to propel it underwater. Living in lightless waters far underground, the olgrith is typically an ugly white, gray, or olive in color. A few rare specimens are all-black, allowing them to blend in unseen among darker waters.

An olgrith typically spends its time submerged, feeding off of small aquatic animals (like cave fish and eels) by stunning them with its ooze and snatching up their twitching, dying bodies with its tentacles. It is capable of moving on land, however, and on occasion an olgrith will scuttle onto shore

to attack and devour larger prey. While its armored body and claws make it a formidable opponent, the ooze it secretes is especially dangerous, being filled with toxins that cause such pain that it often drives the olgrith's prey insane.

SPECIES TRAITS

Olgrith have the following Traits:

Improved Grab (Ex): To use this ability the olgrith must hit a Medium-size or smaller opponent with a pincer attack. If it gets a hold, it deals automatic pincer damage each round the hold is maintained.

Keen Scent (Ex): An olgrith can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Madness (Ex): A creature grappled by an olgrith must make a Fortitude save DC 16 each round it is held or be affected by its toxins. A creature that fails this save becomes *shaken* and *stunned* (that is, loses her Dexterity bonus, drops what she is holding, can take no attack or move actions, takes a -2 penalty to Defense, and takes a -2 penalty to saving throws and skill checks) until she can receive medical attention (in the form of a Treat Injury check at DC 22, or by receiving a dose of *anti-tox*). If the victim does not receive medical attention within 1d3 days she is driven insane and the condition is considered permanent.

Skills: An olgrith gains a +12 racial bonus to Hide checks when submerged.

Olgrith: CR 12; Large Aberration; HD 14d8+70; HP 133; Mas 20; Init +1; Spd 15 ft, swim 30 ft; Defense 23, touch 10, flatfooted 22 (-1 size, +1 Dex, +13 natural); BAB +10; Grap +19; Atk +14 melee (2d6+5, claw); Full Atk +14 melee (2d6+5, 4 claws); FS 10 ft by 10 ft; Reach 10 ft; SQ improved grab,

keen scent, madness; AL none; SV Fort +9, Ref +5, Will +10; AP 0; Rep +0; Str 20, Dex 12, Con 20, Int 2, Wis 12, Cha 6.

Skills: Hide +9 (+21 when submerged), Listen +4, Spot +4, Swim +17.

Feats: Multiattack, Power Attack, Sunder.

Advancement: 15-18 HD (Huge).



APPENDIX 3: NEW ARTIFACTS

A few new artifacts are to be found in *Return To The Lost City*. Complete game information for these items is provided below.

CRANIAL IMPLANT

Cranial implants are minute “chips”, usually made from special semi-organic alloys or literally “grown” from bio-ceramics in strict laboratory conditions. Once installed in the skull (attached to or implanted within the brain), cranial implants interact with the brain to enhance certain physical capabilities. A cranial implant can enhance hand-to-eye coordination, minimize muscle feedback to increase strength, monitor/control blood flow to prevent shock and minimize muscular fatigue, increase memory and mental computing speed through pulse agitation of brain tissue, etc... At one time such implants were used by professional athletes to increase their reflexes, or by scientists to increase their memory and computing speed, etc.

NEW WEAPONS

Weapon	Damage	Crit	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft
Freeze spray (no feat needed)	2d8	-	Cold	-	1	10 int.	Large	50 lb.	500 cp	30
Neuron beamer (Futuristic)	5d10	-	Energy	-	1	Plutonium clip	Huge	1,500 lb.	45,000 cp	38

A cranial implant, when found, will be programmed to affect one specific attribute (Str, Dex, Con, etc.), granting it a +2 enhancement bonus. Installing a cranial implant requires a Knowledge (Cybernetics) check at DC 30. For more on bionics/cybernetics, see *The Foundationists*. Weight: -; Cost 4,000 cp; Craft DC 35.

FREEZE SPRAY

Devices such as this were used in commercial processing facilities to quick-freeze virtually anything destined for human consumption. The *freeze spray* resembles a large boxy “gun” with a cylindrical tank hanging beneath the barrel that contains pressurized liquid nitrogen. When the trigger is pulled the device emits a stream of vaporized nitrogen that instantly freezes the target.

A freeze spray can be used as a weapon and operates similar to a flamethrower. A freeze spray shoots a 5-foot-wide, 30-foot-long line of cold that inflicts 2d8 points of cold damage to all creatures and objects in its path. Any creature caught in the line can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save as normal.

A creature struck by a freeze spray and who also fails a massive damage save is only *fatigued* (instead of dropping to -1 HP). A freeze spray can shoot 10 times before the fuel supply is depleted. Refilling or replacing a freeze spray fuel pack costs 1,000 cp (and may be impossible in most communities below a *Guardian* technology level).

NEUTRON BEAMER

An experimental weapon right up to the time of the Fall, the *neutron beamer* was a development of the “neutron bomb” concept: a weapon that could be used to eradicate enemy personnel while dealing as little collateral damage to nearby structures as possible. Though effective in its role, the neutron beamer is generally too large to be carried.

When fired a neutron beamer affects an area equivalent to a 60 ft. cone. All creatures in that area take damage (Reflex save DC 15 for half; creatures with cover get a bonus on their Reflex saves as normal). Non-living objects (including obstacles, vehicles, robots, etc.) are unaffected by a neutron beamer.

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