

Special Zone Sectors 1

Four special Zone Sectors



Welcome to the first of many Special Zone Sectors compilations I have made for Mutant Year Zero. The ideas of all of these settlements come from either the MYZ CoreBook (“Morlock Station” and “Cannibal High School”), while Zone Compendium 1 gave me the idea to “Guardians of the Wild”. Lastly, “Scrap Town” builds upon “Dawnville” from Gray Death, and is my take on what that Ark looked like before the arrival of Proteus. All pictures are courtesy of Pixabay or Unsplash, and is free of charge.

by Bjørn Ove Asprem



Morlock Station

You reach what looks like a city centre of sorts, with large monolithic buildings reaching for the sky. You spot a tunnel leading down into the ground. You have seen these tunnels before, and the Chroniclers say that in the Old Days, the Ancients used these tunnels to travel quickly below ground using high-speed vehicles. The ones you have seen previously had been blocked by debris and impossible to explore, but this one is covered by green tarpaulin.

BACKGROUND

One of the most interesting encounters in the MYZ CoreBook to me, was the morlocks. Degenerate and wild mutants who have taken refuge in tunnels and shelters. But where is their home? What is it called and what do they want? This is what we're about to find out.



OVERVIEW

Zone travelers may easily miss this location, as the inhabitants have camouflaged all entrances well.

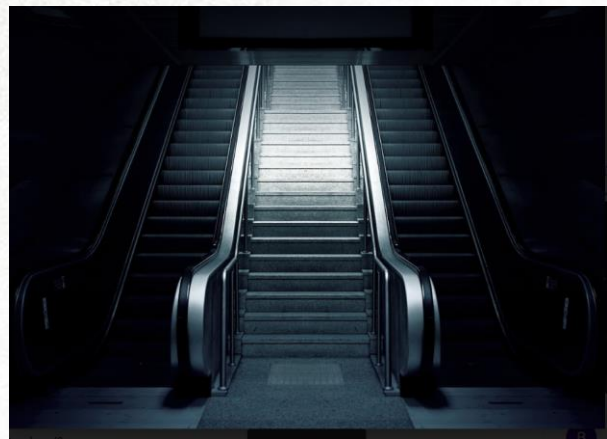
This was a rather large subway station, a central hub for many lines reaching all over the city. There are several entrances to the station that the PCs may find, but all but two have been destroyed (either before the Fall or intentionally by the morlocks). The one with the tarp is the main entrance. The morlocks also have an emergency exit, cleverly hidden behind some overgrown bushes and undergrowth.

Both entrances are guarded, the main entrance by at least three morlocks and the emergency exit usually by one. They are well hidden on the outside. Their instructions in case of anyone approaching, is to gently beat on nearby sewer gratings with an implement. The sound is almost imperceptible on the surface, but reverberates down in the tunnels. They then try to lure the danger away, either by firing at them or simply leading them on a chase, hoping that they will forget about the entrance or at least give the morlocks belowground the chance to prepare. The morlock guards are very familiar with the area, and gain a +2 modifier on any Move checks.

It is also possible to reach the station via the underground tunnels. The morlocks have posted guards in both directions. Their excellent night vision allows them to spot any intruders well in advance, and alarm the rest of the morlocks.

LOCATIONS

The subway station itself is a somewhat labyrinthine affair with passageways, stairs and non-functional escalators leading to the two different platforms (one on each side of the tracks). There is a subway car parked at the station, taking up most of one of the sides of the platform.



The 7/11

An old 7/11 is being used as a storage facility for grub and water. The morlocks have stacked the shelves with bottled water and various food cans, but there isn't an abundance of it. Most morlocks carry the little food and water they have, on their person.

Special Zone Sectors 1

Office

The morlocks' leader, Argentus, lives in a small office used by the subway administration in the Old Age. He sleeps beneath the big oaken desk, his scrap knife close by in case of an assault from the cannibals or other enemies.

Turnstiles

In the Old Age, passengers needed to scan their travel cards in order to pass the metallic turnstiles that bars entrance to the station. While that mechanism has stopped working decades ago, the turnstiles is still an effective defense measure. The morlocks have also piled a lot of scrap and detritus here to improve the barricades.

Subway train

A subway train with six cars has stood here since the Fall. It is rusted and impossible to start. The doors have been pried open, and many of the morlocks live inside of the cars. The train is also the preferred method of crossing from one platform to the other.

PA system

In one of the offices, a still functioning PA system can be found. The lab assistants used the PA system to give instructions and information to the morlocks. The morlocks never really understood why their elders' voice boomed so loudly, and when they accidentally turned the PA system on after the elders' death, they were quite surprised. The morlocks believed that it was their elders talking to them from beyond the grave. It is now forbidden to enter the office with the PA system.

Living arrangements

Some of Argentus' closest friends live in old dressing rooms and sleeping quarters for the subway drivers. The morlocks who don't live in the subway train sleep in self-made tents and shelters constructed from scrap and cardboard boxes.



SITUATION

About 8 years ago, about 100 young mutants left an already existing Ark alongside two of the Elders' lab assistants. They left due to a combination of two reasons.

They predicted the food supply in their current Ark was too low to sustain the number of steadily growing mutant children, and

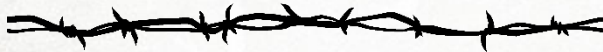
They had lost contact with all other Arks, and the Elder's assistants was eager to try and find some of the others.

There are now about 60 mutants left, but none of the lab assistants are still alive. The Zone has taken its toll on them, a combination of the environment, beastly predators and other hostiles. Cannibal High School is not too far away, and the cannibals are basically at war with the morlocks.

The morlocks' home is in a large subway station. They have access to large parts of the city's subway grid, and are able to move long distances underground. If you have rolled other "Subway station" results on the "Ruins" section on p. 157 of the MYZ CoreBook, Morlock Station can reach, and be reached from there. Other places where the old subway tunnels can reach:

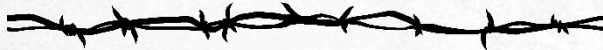
Special Zone Sectors 1

- Eden (MYZ CoreBook p. 245) mentions an emergency exit that can reach a network of tunnels in the Zone
- Other command centers - since Eden was just one of five such command centers in the zone, there might be a tunnel leading to one of these as well
- Elysium - Elysium mentions some tunnels leading out into the Zone from Port Mendel. Maybe it's possible to reach the Enclave from the Zone using these tunnels?



MORLOCKS & CANNIBALS

The morlocks mortal enemies are the Cannibals from Cannibal High School (see page 6). You should put these two settlements relatively close, but place a river or some other obstacle between them. The only way to travel between the two settlements are via water or the tunnel.



INHABITANTS

The Morlocks dress in rags as well as pelts taken from slain beasts. Combined with their basic bow and arrows and crudely crafted spears, they appear quite primitive. The morlocks lived among other mutants up until the age of 12-14 though, so they have a fully developed language. This differ somewhat from the morlocks described on p. 173 of the MYZ CoreBook. Years of living below ground have given them a very good night vision, however. They don't need to make Scout rolls in order to attack opponents at Arm's Length or Near, and can also see and attack opponents at Short or Long range (but then they will need to make Scout rolls). Their daylight vision is worse, however, and they suffer a -2 modifier on any action relying on sight outside. Heavy smog (which there often is out in the zone may reduce this to -1).

MORLOCKS

The Morlocks are peaceful, but paranoid. If encountered further from the station, they will try to avoid any encounters with strangers. They prefer to chase people away from their station, but will not shy away from violence if their home is threatened.

The following stats are not the same as the MYZ stat block.

Attributes: Strength 4, Agility 3, Wits 2, Empathy 3

Skills: Move 2, Scout 2, Know the Zone 1, Fight 1, Sneak 1

Mutation: 1 or more random mutations

Gear: Bow and arrow, scrap spear, scrap axe or scrap knife



Special Zone Sectors 1

ARGENTUS

This toad-like mutant is the unofficial leader of the Morlocks by virtue of being the smartest and the one most Morlocks look to for guidance. Argentus is troubled by the conflict with the cannibals, and doesn't want to lose any more of his friends to them. Knowing that they are eaten by them does not help this. He really does not want to be their leader either, but realizes that there are no other options. At least not until the PCs show up.

Attributes: Strength 4, Agility 3, Wits 4, Empathy 3

Skills: Move 2, Scout 2, Know the Zone 2, Fight 1, Sneak 1, Comprehend 1

Mutation: Human toad

Gear: Bow and arrow, scrap spear, Binoculars (artefact)

EVENTS

- If the PCs act peacefully and diplomatic despite being chased away or attacked, this may pique Argentus' curiosity. He has been searching for a way to take the fight to the cannibals for some time, and to give away the mantle of leadership. Either way, Argentus tells the PCs about their enemies, and begs for help. They have little to offer in the form of a reward though.
- The PCs spot a fight between a small group of morlocks and cannibals not too far from the station. If this happens before contact is made, it can be difficult for the PCs to know who to help. The groups are quite similar in appearance. The exception being the cannibals prominent canines and the morlocks sensitivity to light.



Why Morlocks?

The morlocks was named after the morlocks of H.G. Wells' Time Machine, one of the favorite novels of one of the lab assistants that led them here. They have been in conflict with a group of cannibalistic mutants for quite some time (see page 6) and live in fear of them. The two groups know where each other lives, but the cannibals are satisfied with striking when the morlocks are out scavenging.

- The cannibals attack! While in the station, the cannibals attack in full force. They have found at least one tunnel entrance, and attack with the majority of their strength through there. At the same time, a smaller group assaults the main entrance. Use the rules for "Attacks on the Ark" from p. 114. The Battle Level of the morlocks are 2, while the cannibals are at 3.
- If the PCs and the morlocks strike up a friendly relationship, it might come to the point where the PCs invite the morlocks to come back to the Ark with them. Not all morlocks want to leave, and a Manipulate roll may be necessary to convince Argentus. If they can sway him, the rest will follow suit. If the PCs bring back the morlocks without notifying the rest of the Ark, there might be trouble. Maybe the Bosses don't trust these savages? Or maybe there isn't enough food to sustain an extra 60 people. It's up to the GM to decide if this has any impact on the Food rating or what is required to sway the Ark to accept 60 more mouths to feed.

Cannibal High School

The decaying buildings in this part of the Zone gives way to a large compound, once surrounded by a steel-mesh fence. Now, only a few poles and rusted iron remains. Several large buildings occupy the land here. A few have burned to the ground. A yard of cracked pavement, vegetation pushing through, occupies approximately one quarter of the land. You see the remains of fire pits here and there, and small piles of bones stacked beside it. Animal? Mutant? Impossible to say from this distance. There is movement at one of the buildings, as half a dozen creatures emerges. They are dressed in rags and furs, wearing crudely crafted spears. They have a feral look about them, and is that mutant skulls hanging from their leather belts?

These cannibals have taken up camp in an abandoned high school.

OVERVIEW

The cannibals have taken up residence in an old school, a number of buildings that also included a library, a cafeteria and a gym. Some of the buildings are now partially ruined, while the other buildings also have a room or a wing that has been affected by fires.

The school yard is used for cooking (now that the cannibals finally have realized that indoors cooking is a bad idea), and the PCs may also spot the grisly remains of the cannibals' victims.



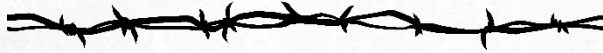
BACKGROUND

One of the Zone threats PCs may face in MYZ are the "Cannibals" (p.172). Wiry mutants wearing rags and white face paint, who belonged to a lost ark. But where do they live? Assuming they're not immune to the rot for some reason, they need a rot-free zone sector to live in.

As the cannibals are very badly organized, it is not terribly hard to sneak into or past the school. They don't have scouts or guards, but various cannibals mill about both day and night and might spot the PCs. They generally attack on sight, shouting and screaming as they charge. This is more to scare the PCs than to warn the others, but others might hear them and come

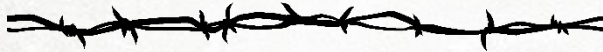
Special Zone Sectors 1

to investigate. As the cannibals often fight between themselves, many cannibals will ignore the first few shouts. Gunfire or explosions will quickly bring the full force down upon the PCs, however.



EXPLICIT CONTENT

This text depicts cannibalism and can be disturbing to sensitive readers. I don't recommend using this Zone Sector when playing with minors or players who don't want to explore post-apocalyptic tropes such as cannibalism.



THE SITUATION

The cannibals originally belonged to an Ark that was destroyed early on by a combination of flood, food shortage and disease. About 200 surviving mutant children fled into the wilderness without any adults, over time developing a brutal society. With no real society, culture or technology, they nevertheless practice a form of hierarchy. On Cannibal High School, the strongest rule supreme - while the weak are prey.

There are now only about 60 cannibal mutants left. The Zone has taken its toll on them, a combination of the environment, beastly predators and internal hostilities. The weak and the injured have no place in their society, and those who cannot defend themselves, easily becomes another mutant's dinner.

The morlocks (see page 2) live not too far away, and are in conflict with the cannibals. The morlocks live across a river, with the only access being old subway stations and tunnels. The cannibals' fear of the dark has prevented them from launching a full-scale attack, but they still hunt any morlock daring to search for grub and water on the "wrong" side of the river.

LOCATIONS

The high school is home to about 60 vicious cannibal mutants living in primitive conditions.

Burned-out buildings

As extremely primitive, even by the Zone's standard, the cannibals are afraid of the dark. Large fires dominate the school's playground, and many of the indoor rooms are lit by fires at night as well. A couple of the school's wings have completely burned to the ground, the fire's spread only stopped by mutants with cryokinesis.

Classrooms / auditoriums

Even though this society is a "survival of the fittest" kind of society, a few strong bosses have emerged and taken larger classrooms/auditoriums as their place of living. Typically 2d6 cannibals live in these rooms. Ugur (see Inhabitants below) are one of these.

Gym

The rest of the cannibals huddle together in the large gym, living beneath fur tents. They use the locker rooms as toilets and refuse area, and this area stinks hideously.

Schoolyard

At night, most mutants gather outside as long as possible to benefit from the large bonfires that are made here. The remains of these are easily seen in daylight. Most days, 2d6 cannibals are outside skinning animals, making carvings from bone and wood, drying fur (if it is sunny) or just lounging about. There are no organized guards or watch patrols.

INHABITANTS

The cannibal mutants mostly resemble the image on p. 172 of the MYZ Core Rulebook. They wear fur and rags, their slain foes' skulls hanging from their belts as grisly souvenirs. They are barefooted and often adorned with white face-paint meant to instill fear in their enemies. They are savage and bloodthirsty, and they hunger for fresh mutant meat.

The cannibals don't use a lot of language, and a Comprehend roll at -1 must be made to communicate with them. The cannibals only respond to a show of force, and reasoning with them requires a successful Manipulation -3 (this is before any other modification from Position). They are more receptive to Intimidation, which can be attempted at no penalty. Note

Special Zone Sectors 1

however that the cannibals will never surrender unless the opposing force is vastly larger.

CANNIBALS

Attributes: Strength 4, Agility 3, Wits 3, Empathy 2

Skills: Move 2, Scout 2, Know the Zone 1, Fight 1, Sneak 1

Mutation: 1 or more random mutations

Gear: Sling and scrap spear (a few have bow and arrows)

UGUR

Ugur is one of the most powerful and vicious of the cannibals, surrounding himself with half-a-dozen men and women who follows him blindly. He lives in a rather large auditorium, several corpses nailed to the wall as trophies. Their intestines have been removed from their bodies, and Ugur uses them as necklaces. Sometimes he gives one of these necklaces to one of his underlings as a reward.

Attributes: Strength 5, Agility 3, Wits 3, Empathy 2

Skills: Move 2, Scout 2, Know the Zone 1, Fight 3, Shoot 2

Mutations: Flame-breather & Telepathy

Gear: Sling and hammer (treat as blunt instrument)



JIDDA

Jidda is a poor excuse of a gearhead, but she's the closest thing the cannibals have. Her natural knack for fixing things has helped them repair a few leaks in the gym, isolate some rooms during the worst cold in the winter and make some rudimentary backpacks and carrying gear for the hunters to bring home prey in. She has also created several oil lanterns to use in the dark. If she didn't possess these skills, she surely would have been eaten a long time ago.

Attributes: Strength 3, Agility 3, Wits 5, Empathy 2

Skills: Move 2, Scout 2, Know the Zone 1, Comprehend 2, Jury-rig 2

Mutation: Rot Eater

Gear: Scrap spear, bow and arrow, 10 arrows, oil lantern

CRAZY

Crazy is one of the best hunters the cannibals have. She has even led a hunting party down into the man-caves after the morlocks. She doesn't fear the dark, and wants to persuade the rest (particularly Ugur) to launch a full-on attack against the Morlocks, striking them from below.

Attributes: Strength 4, Agility 5, Wits 3, Empathy 3

Skills: Move 2, Scout 2, Know the Zone 2, Find the path 2, Shoot 2

Mutation: Flame-breather

Gear: Scrap spear, bow and arrow, 10 arrows,

Special Zone Sectors 1

GEAR, GRUB & ARTIFACTS

- Most of the cannibals carry scrap spears and slingshots. Only a few have bow and arrows. They have no armor.
- Cannibals don't carry with them more than a couple of rations each of grub and water. They don't have a communal storage, and hides food here and there on the school's premises. They continually need to hunt and scavenge in order to replenish their resources. Food is 50/50 mutant flesh and animal meat. Water comes from the roof, where Jidda has placed large barrels.
- There are no artifacts in this special zone sector.

EVENTS

- The PCs come upon the high school just as the cannibals are bringing back two morlock prisoners. There are as many cannibals as there are PCs, and the morlocks are broken and of no help. There are no cannibals out and about except for these, and it looks like they are arguing over what to do with the prisoners. This hunting expedition is led by Crazy. She wants to hand them over to Ugur in a show of good faith, so that he is persuaded to launch a full attack on the morlocks. Some of the others want to eat them themselves. Crazy will eventually win the discussion, but this is an opportune time for the PCs to attack.
- If the PCs observe the high school for a while (4 hours), a Comprehend roll will give them some insight into how this society works (see above under The Situation). They will also spot Jidda making repairs to a burst rain gutter, and realize that not all of them are as primitive. Jidda just might be tempted to leave the cannibals if shown a piece of technology and convinced through Manipulate. The use of technology improves the odds of manipulating Jidda from -3 to -1.
- The PCs spot a fight between a small group of morlocks and cannibals not too far from the high school. If this happens before contact to either group is made, it can be difficult for the PCs to know who to help. The groups are quite similar in appearance.

The exception being the cannibals prominent canines and the morlocks sensitivity to light.

- The cannibals attack! Crazy has succeeded in persuading Ugur and the other cannibals. Jidda has crafted several more lanterns and they now march on the Morlocks through the subway stations. If the PCs have encountered the morlocks, they may suspect the cannibals' intentions and try to warn the morlocks.
- Use the rules for "Attacks on the Ark" from p. 114. The Battle Level of the Morlocks are 2, while the Cannibals are at 3.

Guardians of the Wild

As you walk through this overgrown park, you can spot something in the distance. It appears as there are a number of cone-shaped tents. A few mutants move among them, all dressed lightly in furs. Some of the men are wearing only loin cloths. A couple of campfires light and warm up the camp, and a couple of women are preparing food. Warm food. From the other side of the camp, more mutants are approaching. Some of them are riding on big, lizard-like creatures.

BACKGROUND

This special zone sector is a small settlement consisting of mutants from a ruined ark. In my Zone, these mutants originally shared an Ark with the mutants that would later become the Helldrivers. When that Ark was destroyed, they went quite separate paths.

Guards perched up in trees can see quite far, but the dense vegetation makes it possible to sneak quite close before being spotted. Give the PCs a -1 modifier on their Sneak roll if they want to approach the camp without being spotted.

If spotted, the guard first makes a special bird call, alerting the rest of the tribe that strangers are approaching. He then calls out to the strangers from above, asking them what they want and ordering them to put down their weapons. The PCs will soon find themselves surrounded by several Guardians, some mounted on Bitterbeasts.

Know the Zone may identify these creatures. If the PCs have seen (or heard of) these creatures before, the fact that these mutants have been able to tame them, might awe the PCs. The Guardians will not attack the PCs unless provoked.



OVERVIEW

In the middle of the concrete jungle, a real jungle lies. Originally a verdant, green city park, it is now a wild and overgrown park. A small creek runs through it, miraculously enough giving the inhabitants rot free water. In a small clearing, the vegetation has been cut down, and a number of tents have been erected.

THE SITUATION

The tribe now consists of 25 mutants who used to be a part of the same Ark that the Helldrivers belonged to. They had to evacuate the original Ark suddenly when it was overrun by Rot ants. Different viewpoints on how to approach life in the zone led to Ilona (the leader of the Helldrivers) taking off and establishing her own Ark in the parking garage (see MYZ CoreBook p. 217). Bugga and her followers found this once

Special Zone Sectors 1

picturesque park and decided to live a more simple life, to live one with nature. They have built simple dwellings, tents consisting of a patchwork of different fabrics they have scavenged elsewhere and pelts and fur from their hunts. Unlike the morlocks and the cannibals (the previous Zone Sectors) they have a much higher knowledge of technology than it appears. They have simply decided to live with the tools and means provided them by nature. They have nothing more sophisticated than scrap knives, scrap spear, bow and arrows and slings.

While originally numbering close to 40, several have died over the couple of years since their Ark was ruined. Some died in the attempt to tame the bitterbeasts that lived here, some died of cold during the winter and others have been killed by the Helldrivers. A couple have also left to become Guardians of the Silver Egg (see Zone Compendium 1 page 9).

LOCATIONS

Tents

All Guardians share their tent with at least one other person (even Bugga, the leader). In addition, there are a couple of tents for communal storage. The tents' walls are made of thick hides and leather, which makes it livable in the winter and sweltering in the summer.



Fire pit

The Guardians' spend most nights sitting around a huge fire pit, telling (mostly) made-up horror stories from the Old Age and how technology led to the downfall of the human race. A large spit allows the Guardians to roast quite large animals here, and the food lasts for days.

Relations with the other factions

Helldrivers

The Guardians and the Helldrivers shared the same Ark until two years ago. The Guardians of the Wild is one of several settlements in the Zone supplying the Helldrivers with grub, water and slaves. Eggs and meat from the Bitterbeasts are quite popular with the Helldrivers. As with other settlements, they fear the Helldrivers, but are too few to oppose them.

The Oracle of the Silver Egg

When a few scouts from the Guardians found the Silver Egg (see Zone Compendium 1), they were convinced to leave the park and serve the Oracle. Bugga didn't want to lose more people, but still retains cordial relations when Daninna and others visit. The Guardians of the Wild don't believe in the prophecies of the Oracle. They show great skepticism that the Oracle knows how to get to Eden.

Bitterbeast habitat

The bitterbeasts live close to the creek, in an area where the ground is wet and marshy. They bury their eggs in the shallow water of the creek, and covers them with sand and silt to keep them from being dragged away by the water.

Animal handling

This new talent allows PCs to calm and eventually tame certain zone monsters as mounts, guards or for work. This will be further explored in a future supplement. For bitterbeasts, a Know the Zone, Sic a Dog or Hunt at a -1 modifier must first be made in order to calm the animal. Then, the animal handler must get a total of 6 successes (still using the same skill and modifier) over a total of 3 sessions. If he fails, the animal cannot be trained.

Special Zone Sectors 1

INHABITANTS

BUGGA

The tribe is led by a woman named Bugga. Unless the PCs act threateningly, she is friendly towards them. She explains that they have reverted to a more simple and safer way of life. Bugga is bald, tanned from the sun and has some kind of animal bone pierced through her nose. She only wears a loincloth unless it is chilly.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 3

Skills: Move 3, Scout 2, Know the Zone 2, Sense emotion 2, Shoot 3, Endure 2

Talents: Light Eater, Monster Hunter

Gear: Bow and arrow, hide armor (AR 2), scrap spear

Mutations: Corpse Eater, Pyrokinesis

MARCO

Marco is a gearhead who chose to follow Bugga mostly out of fear of Ilona. He spends most of his time fixing and insulating the tents, repairing bows and trying to build saddles for the bitterbeasts. He feels his skills are being wasted here, but doesn't want to join the Helldrivers. He misses technology, and can become fascinated over obvious gearheads visiting the tribe.

Attributes: Strength 3, Agility 3, Wits 4, Empathy 2

Skills: Jury-rig 4, Comprehend 1, Know the Zone 2, Shoot 2, Fight 1

Talent: Motorhead

Gear: Bow and arrow, hide armor (AR 2), scrap spear, partially torn protective suit (artefact, PR 5)

Mutation: Telepathy

NOKUN

Nokun is a dark skinned and muscular hunter that was key to taming the bitterbeasts. He disagrees with Bugga's decision to give away several of the bitterbeasts to the Helldrivers, as he fears they will have too few left. Nokun is more easily persuaded to help against the Helldrivers than Bugga.

Attributes: Strength 5, Agility 4, Wits 2, Empathy 3

Skills: Move 3, Fight 3, Know the Zone 2, Shoot 2, Endure 1

Talents: Bloodhound, Animal Handler (new talent, see sidebar)

Gear: Bow and arrow, hide armor (AR 2), scrap spear

Mutation: Clairvoyance

BITTERBEASTS

A number of bitterbeasts live in the park. They are friendly towards the Guardians of the Wild, but this might change if they continue to slaughter the animals and steal their eggs. Nokun and a few of the other hunters have tamed some of the beasts, and use them as riding animals.

For stats, see the MYZ CoreBook p. 178.

GRUB, GEAR & ARTIFACTS

A small creek with rot-free water flows through the Zone, providing the Guardians with enough water. They do not have any surplus grub, and has nothing to give away (besides what they have to give to the Helldrivers). They hunt almost daily in order to give the small tribe enough food.

They do not use bullets as currency or rifles or guns as weapons, and therefore have no bullets.



EVENTS

While the Guardians are suspicious to newcomers, it is not hard to win their trust. They willingly tell their story. If the PCs reach this sector in the evening, they can stay the night. It is safe here.

If persuaded (Manipulate with a -1 modifier), they can tell the PCs where the Helldrivers are located. They can also inform the PCs that their headquarters are well guarded, that they have several vehicles with armor and weaponry and that they are quite dangerous. Help beyond information requires a successful Manipulate -3. The Guardians will then admit that they are being preyed upon by the Helldrivers and that they might be willing to ally with the PCs ark.

If Bugga refuses to help the PCs against the Helldrivers, Nokun might take matters into his own hands. He and some other hunters are sick and tired of the Helldrivers, and tells the PCs that he plans on challenging Bugga for leadership of the tribe. In exchange, he wants protection from the PCs ark. If the PCs agree, he challenges Bugga to a duel. He wins, wounding Bugga in the process.

The Guardians of the Wild return to the PCs ark with the PCs, and are not welcomed with open arms by the other mutants. The bosses refuse to allow them entry and tells the PCs that they do not have the authority to invite new mutants into the ark.



Scrap Town

A mediocre constructed palisade opens up in the middle of the dying forest. A mutant looks out over the area from a rickety watchtower constructed by pallets stacked on top of each other. Dozens of small huts, probably just big enough for a couple of mutants each, are built within the palisade. The huts are constructed from scrap and wood.

A few mutants are milling about, but most look scrawny and malnourished. Some sit in the shade provided by the scrap sheds, desperately trying to carve out an extra mouthful of grub from a nearly empty can of tuna.

BACKGROUND

The Gray Death epic campaign introduces the Army of the Red Dawn. The Eminence Proteus created his army from the members of a dying Ark. This special Zone Sector is that Ark, as how it was before Proteus arrived. *The Gray Death* may be even more fun to play if the PCs already have established a

relationship with Sari and the rest of this Ark. Proteus named his settlement Dawnville, but its original name is Scrap Town.

In this supplement, the inhabitants of Scrap Town (and later, Dawnville), are a later “batch” of mutants than the normal mutants. Feel free to disregard this if it doesn’t suit your plans.

OVERVIEW

In a wooded area on the outskirts of the zone, a small scrap village has been erected, built from materials from a scrap yard not too far away.

A mutant watches out in the Zone from the rickety watchtower. The land surrounding the palisade is quite bare, making it impossible to sneak towards it in daylight. A diversion is required for this to work. Approaching calmly is the best solution. The Beta Mutants know that there are other mutants out in the zone. On one hand, they realize that establishing contact is more beneficial in the long run, but on the other hand, they are starving and desperate and might confiscate grub and water from the PCs.

Special Zone Sectors 1

THE SITUATION

When the scientists in Eden rebelled against Dr. Retzius and fled with the Alpha Mutants, they didn't manage to convince all of their colleagues working under Dr. Retzius' command. They restarted the project, but before Dr. Retzius reached the stage of the Omega Mutants (MYZ CoreBook p. 239), she created the Beta Mutants. These mutants fared better than the mutants that the traitorous scientists brought into the Zone to die, but her hopes of completing her mission crumbled as one of the mutants suffered a misfire. Half a dozen of her remaining scientists tried to convince her that this was something to build upon, at least. The powers of the Beta Mutants were far from as uncontrollable as the previous mutants. Dr. Retzius is a perfectionist, and couldn't accept this as anything but a failure.

Vividly remembering what happened a few years earlier, she had the scientists killed before they could set the children free. What she hadn't anticipated though, was that the children was aware what was about to happen. With enough psi-mutants among them, they anticipated this and managed to escape on their own. They struck out into the zone, initially trying to find one of the Arks (they had learned of the Arks using Telepathy). In the end, they settled on the first Rot-free sector they found, knowing that Dr. Retzius didn't have the resources (or will) to go out into the zone hunting them.

These Beta Mutants were quite older than the Alpha Mutants when they escaped, so they managed (in a way) to create a home for themselves scavenging materials from a nearby scrap yard, digging a well, building a palisade and living off of grub found in nearby sectors. However, this didn't last long. First,

Beta Mutants

These Beta Mutants have a reduced chance of misfire compared to the normal mutants in the MYZ core book. When rolling for a misfire, roll two Base dice. For a misfire to occur, the mutant must roll a 1 on both Base dice. The Beta Mutants are not barren either, but Dr. Retzius doesn't know this as they hadn't reached sexual maturity before escaping.

several of the mutants were killed by a nest of giant wasps disturbed by the mutant's deforestation. Second, the well nearly dried out, forcing them to scavenge far and wide to find water. A score of mutants decided to push out for other Arks, but fell to monsters in the zone.

Now, less than a third of the original mutants are still alive and the morale is quite low. Without an Elder, these Beta Mutants have not been able to learn as much of the Old Age, be it technology or culture. The Ark is practically dying, and only an exodus or a meeting with some sort of savior (like Proteus) will save them.

LOCATIONS

The Well

Once this was the favorite place to be for mutants of Scrap Town. Nowadays, it's difficult to get more than a few rations of water from the almost dried out well. A bottle of Energy Pills (artifact) is hidden nearby in the grass, dropped by a mutant after fighting another mutant over the contents of the water bucket.

Special Zone Sectors 1



Bogdan's shack

The largest shack in Scrap Town belongs to Bogdan, and actually consists of two rooms. In one, Bogdan's three closest friends and guards sleep and live, almost on top of one another. In the other, Bogdan sleeps alone in a bunk bed scavenged from a nearby sector. The top bunk is empty, and Bogdan wishes Sari could sleep there. The roof is not higher than the rest of the shanties, however, and nobody could fit between the top bunk and the ceiling.

"Watchtower"

The watch tower is built using almost 20 Euro-pallets stacked on top of each other and hastily "secured" with ropes, nails and glue. A rusty ladder is used to climb it. The watchtower has fallen apart more times than the mutants can count during the years, and getting watchtower duty is often seen as a punishment. More often than not, the mutant just tries to sit/lie still until the watch is over. Nothing ever happens anyway, and as most of the wood around Scrap Town has been cut down, it is really difficult to sneak up on it.

The Cage

Instead of building something useful, the mutants have recently built some sort of cage using iron bars of various sizes, topped with a roof constructed out of aluminum plates. They didn't build it very high though, so larger fighters suffers a -1 to all Fight rolls inside. It hasn't seen much use really, as most mutants are too exhausted or dehydrated to fight for the fun of it, or are actually clever enough to not waste their energy on it.

Where is Scrap Town?

This zone sector should not be too far away from Eden. It should be closer to Eden than any of the other mutant-inhabited Arks.

INHABITANTS

Scrap Town consists of 77 Beta Mutants. Most of the mutants are either Starving, Dehydrated or both.

As they were created after the Alpha Mutants, they are several years younger than their "predecessors". They are all in their teens, between 13 and 18. As they were older than the Alpha Mutants when they escaped, their memory about their first few years are a lot better. Everyone knows the truth about Eden, Dr. Retzius' project and last but not least, where Eden is.

SARI

Sari's statistics can be found on p. 75 of Gray Death. Sari has always wanted what's best for Scrap Town. She knows of Bogdan's feelings, but she detests the loud-mouthed buffoon. She still thinks they have little to no chance of surviving out in the zone though, so her position on whether or not they should leave, is not clouded by her hatred of Bogdan.

Before meeting Proteus, the only artifact she has is the Megaphone.



Special Zone Sectors 1

BOGDAN

The other major Boss of Scrap Town is Bogdan. A flame-breathing giant of a man, he has been trying to persuade Sari to leave Scrap Town and finding other Arks. Bogdan is in love with Sari, and even if more than half the population will die finding another Ark, Bogdan is pretty sure he and Sari will survive. And that is all that matters to him.

Attributes: Strength 5, Agility 3, Wits 3, Empathy 3

Skills: Fight 3, Shoot 1, Move 2, Manipulate 2, Force 2, Command 2

Mutation: Flame-breather

Gear: Bow and arrow, 10 arrows

BRAYAN

Brayan is by far the mutant with the most experience out in the zone. He was one of lead stalkers that paved the way from Eden to Scrap Town. Unlike the other stalkers (who are now dead or missing), he has stayed quite close to home. Brayan has really blonde (almost white) hair, perhaps a side effect of his mutation? His face is otherwise marred by a serious outbreak of acne. While Sari wants to stay put and Bogdan wants to explore the Zone, Brayan has a hidden desire to return to Eden, end Dr. Retzius and bring his people back. Brayan may either aid the PCs in their quest to Eden by telling them the location, or accompany them.

Attributes: Strength 3, Agility 4, Wits 3, Empathy 2

Skills: Shoot 2, Find the Path 2, Sneak 2, Scout 2, Know the Zone 1

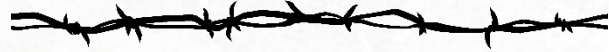
Talent: Rot Finder

Mutations: Luminescence, Rot Eater

Gear: Scrap rifle, scrap helmet (AR 3), ID Card to Eden



If you don't want your players to find Eden the "easy way", the Beta Mutants have made a vow to each other to never tell any outsiders about the truth.



GRUB, GEAR & ARTIFACTS

- Grub and water is scarce in Scrap Town. Most mutants only have d6 rations of each.
- The few Gearheads here have managed to build a handful of scrap pistols/rifles to the bosses and guards, but most have bows or slingshots as ranged weapons, or clubs and spears as melee weapons.
- Bullets as currency never became a thing in Scrap Town, but mutants with scrap pistols or rifles have a few bullets each. They don't use them unless absolutely necessary though, and hunting is mostly done by spears, arrows or by traps.
- In addition to the personal artifacts owned by Sari and Bogdan, there are a few artifacts in the Ark.
 - Life Vest (worn by the rotating Guard Leader as a symbol of leadership)
 - Energy Pills (dropped by mistake near the well)
 - Binoculars (used by whoever is in the "watchtower")
 - ID-card to Eden (a keepsake for one of the mutants, Brayan)

Special Zone Sectors 1

EVENTS

Here are some events that can take place if the PCs visit Scrap Town.

All of these events (besides the last one) take place before Proteus arrives at Scrap Town.

- Bogdan feels that the PCs arrival at Scrap Town is a sign. He begs them to take them with them. Sari is not so sure, however. No matter what the PCs say, she remains at Scrap Town. Bogdan only manages to persuade a dozen followers.
- Bogdan professes his undying love for Sari in full public view, and asks what he should do to make her his. Tired of Bogdan, she tells him that if he can defeat one of the PCs in the cage, she will be his and leave with him (**Note:** Sari only does this if one of the PCs is a big Enforcer-type). In order to entice the PCs, she will tell them she knows about their birth place, she knows about Eden. The fight will be to the death. If Bogdan wins, she reluctantly does as promised. If the PCs win, she tells them about Eden.
- The PCs witness a fight between two mutants (one of which is Brayan). The others tell them that this happens all the time now that grub is scarce. Brayan is knocked out right in front of the PCs, and drops his ID card. If questioned, the inhabitants of Scrap Town is secretive and won't say anything. They most likely have the numbers on the PCs, and won't be intimidated. Sari may offer the PCs the ID card to go away. This might be the last clue the PCs need in order to get to Eden.
- If the PCs question them about their age, and why they are so much younger than the other mutants of the zone, they receive the same secretive response as if they find the ID card. The mutants simply say they don't know. They don't remember much about their parents or anything. Brayan may approach the PCs in secret later, and tell them that they were born after them. He will give the PCs his ID card and point them in the general direction.
- Two of the mutants, a boy and a girl come forward with some great news. The girl is with child! The other mutants celebrate this, and pray for a successful delivery this time. The mutants explain

that they have had several pregnancies, but none have ended well. Many have died in the womb or during childbirth. With the limited knowledge of medicine and lack of equipment, a birth is quite the risk. This may puzzle the PCs, as these mutants apparently are fertile!

- Proteus, Achilles and BSP-398 (Gray Death p. 6) arrives at Scrap Town. If the PCs are present, they might be involved in Gray Death at a much earlier stage. If you want to run Gray Death as written, this is a risky move, as PCs tend to smell plots like this early on and take a more active role earlier than intended. Still, Gray Death could be even more enjoyable if the PCs have met Proteus before.

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