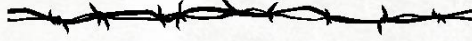


MUTANT



MYTHIC ARTIFACTS

VERSION 1.0



Pew Pew! 24 new unique artifacts for *Mutant: Year Zero*, inspired by *Forbidden Lands* (with special effects, drawbacks and artifact dice).

For GM's Eyes Only!

by Stéphane Van Cauwenberghe
(Stefouch)



MYTHIC ARTIFACTS

AUTHOR

Stéphane “Stefouch” Van Cauwenberghe

COVER ART

Hans Braxmeier from [Pixabay](#)

PREFACE

Thank you for your support!

By acquiring this document, you prove that this work is appreciated and worth improving.

Please, don't hesitate to share your feedback.

You can reach me under the following social platforms:

Twitter: twitter.com/stefouch

Facebook: facebook.com/stefouch

Reddit: u/Stefouch

Discord: Stefouch#5202 on the [Year Zero Worlds](#) server

Website: stefouch.be

SEE ALSO

Sebedius. A Discord bot with command utilities for several Year Zero games.

<https://github.com/Stefouch/sebedius-myz-discord-bot>

Find My Path. A web application for managing the map of the Zone.

<https://stefouch.github.io/myz-zonemap>

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MYTHIC ARTIFACTS

This document contains a described list of very rare artifacts (mythic/unique) inspired by the ones from *Forbidden Lands* (another game published by *Free League*). They have special features tied to their story. These artifacts should be very hard to find.

FOR THE GM'S EYES ONLY!

Many artifacts displayed here have hidden cool effects and big drawbacks. Don't read further if you are going to be a player, since doing so will ruin the fun of discovering these secrets in-game.

SPECIAL FEATURES

Energy Device/Weapon: Powered by electricity, requires a power source to work (see *Mutant: Mechatron*, page 86; or *Mutant: Elysium*, page 73). The energy artifacts listed here require an E-PACK (artifact, see *Mutant: Genlab Alpha*, page 136; or *Mutant: Mechatron*, page 142; or *Mutant: Elysium*, page 135). A weapon loaded with an E-PACK can be fired multiple times – but if all rolled Gear Dice show ☄ (on the initial roll, not after pushing, and not including the Artifact Die), the E-PACK is exhausted. If this happens, the attack then has no effect, and the weapon cannot be fired again until the E-PACK is replaced or the weapon is connected to another power source. In the Zone, E-PACKS are rare artifacts, and quite expensive on the black market.

Electronic Artifact: Some artifacts are noted as electronic. Any attempt to REPAIR an electronic artifact without the Electronic Tools (which is a separate artifact, see *Mutant: Genlab Alpha*, page 135; or *Mutant: Mechatron*, page 142; or *Mutant: Elysium*, page 135) gets a -3 modification.

Armor Piercing: Some weapons are effective against armor. When rolling for armor if hit by such a weapon, the Armor Rating is counted as three steps lower than normal.

Artifact Dice: Usually, gear only adds extra D6 to your roll. However, there are powerful artifacts that add an extra D8, D10, or even a D12, in addition to the normal Gear Dice. Artifact Dice can be pushed as normal and are never degraded by wear. Items that give you Artifact Dice to roll are divided into three categories, depending on the type of dice they give:

- D8: Mighty
- D10: Epic
- D12: Legendary

When you roll an Artifact Die, any result of 6 or higher counts as ☄. Really high results count as several ☄. See the table below.



ARTIFACT DIE			
RESULT	D8	D10	D12
6	☄	☄	☄
7	☄	☄	☄
8	☄☄	☄☄	☄☄
9	—	☄☄	☄☄
10	—	☄☄☄	☄☄☄
11	—	—	☄☄☄
12	—	—	☄☄☄☄



MYTHIC ARTIFACTS

NEW RULE: DISEASE

When exposed to a dangerous contagion or infection, you need to roll an opposed roll for ENDURE against the Virulence rating of the disease. This is called a sickness roll. A typical disease has a Virulence of 3, but there are diseases with much higher ratings. If you fail the roll, you fall SICK, which has several effects:

- ❑ The day after the infection the disease breaks, at which time you suffer 1 point of damage and 1 point of fatigue.
- ❑ You can't recover your Strength or Agility while SICK.
- ❑ Make another sickness roll once per day. Each failed roll means you suffer another point of trauma to both Strength and Agility.
- ❑ If your Strength is Broken when SICK, you die after another day if you don't get well before then.
- ❑ As soon as you succeed at a sickness roll, you are no longer SICK. Stop rolling sickness rolls and recover your attributes normally.

Medical Aid: If you are cared for by someone during your sickness, this person can roll your sickness rolls instead of you. The healer rolls for their HEAL skill against the Virulence of the disease.



THE MYTHIC ARTIFACT TABLE

You can roll a D666 on this table to randomly determine what artifact a PC finds. There are 24 new artifacts.

D666	ARTIFACT
111–122	Antibiotics
123–134	BFG3K Pacifier
135–146	Biological Agent Vial
151–162	Boomstick
163–214	DL-44 Heavy Blaster Pistol
215–226	Geiger Counter
231–242	Gertrud Sledgehammer
243–254	GreenFox Vibroblade
255–266	Guy Fawke's Protest Mask
311–322	Invisibility Cloak
323–334	LNSHR Helmet
335–346	Lucille, the Barbed Bat
351–362	Mallet Hoverboard
363–414	Morphal Blade
415–426	Mutagenic Agent M0-7483N.85
431–442	M31A Motion Tracker
443–454	Quantum Entrapment Orb
455–466	RotAway
511–522	RotClean
523–534	Svalinn Electroshield
535–546	TST ChemRail
551–562	Walkies-Talkies
563–614	Widowmaker
615–626	Zonedex PDA
631+	Re-Roll



ANTIBIOTICS

A not-so-old bottle containing a few white pills. They look like sweet candies. Titan Power's citizens are used to eat these drugs to heal any diseases.

Effects: When eating these pills, you get a D8 Artifact Die and a +1 modification on your next sickness roll that day (see page 3). If the roll fails, you still don't suffer traumas from the sickness this time. There are only enough pills left for D6 doses. When you have consumed them all, you must discard this artifact. TINY item.

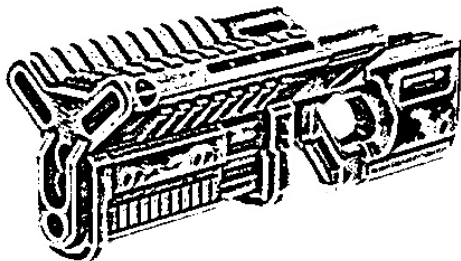
Drawbacks: Side effects render you sleepy. On eating you suffer 1 point of confusion.

DEV Requirement: Technology 20

DEV Bonus: —

BFG3K PACIFICATOR

The "Big Fury Gun" 3000 is an experimental weapon designed by Noatun and initially planned to equip warfare robots. It's a large energy weapon that fires giant balls of radioactive green plasma. It causes major damage to most types of targets and can clear an entire room of foes in one use. A direct hit from it is often an instant kill.



Effects: HEAVY weapon with Gear Bonus +1 to SHOOT, and a D12 Artifact Die. Throws at the target an explosive discharge (Blast Power 12, weapon damage 2). If the attack roll failed, consider the detonation occurred at SHORT range. Everyone within the effect radius also suffers one point of Rot. LONG range. No reload needed. Electronic artifact.

Drawbacks: The weapon uses military-grade Plutonium as an energy source (no E-PACK is needed). It is very radioactive. At the end of the day, the weapon's bearer will get one point of Rot. If the weapon has been fired, its user will suffer one additional Rot Point at the end of combat. Moreover, if the weapon is damaged (e.g. by pushing a roll), it will explode at the end of the next turn after an overheat alarm (Blast Power 9, weapon damage 2, Rot 1).

DEV Requirement: Technology 90

DEV Bonus: Technology +D6, Warfare +D6

BIOLOGICAL AGENT VIAL

A biological agent vial with a ☠ symbol on the side and "BSL-4" markings. The vial seems old, but the strain might still be virulent.

Effects: Contains a disease with Virulence rating 2D6+2 (see page 3). Use with extreme caution.

DEV Requirement: Technology 20

DEV Bonus: —

BOOMSTICK

A sawed-off energy-propelled firearm with two heavy barrels. Precursor of the first energy weapons, the Boomstick is fearsome at close range and inspires awe in every person at the wrong side of its barrels. This model was designed by a scientist named Pr. A. Williams, who baptized his creation after one of his favorite horror movies.

Effects: Gear Bonus +3 to SHOOT and weapon damage 3. Variable Artifact Die according to the distance to the target: D12 at ARM'S LENGTH range, D10 at NEAR range, and D8 at SHORT range. Due to the impact power, anyone hit by this weapon will fall prone. Can be fired twice before it needs to be reloaded. Energy weapon with ammo. Electronic artifact.

Drawbacks: Despite being an energy weapon, the Boomstick still uses bullets, and needs to be reloaded after every two shots. The weapon's recoil is also monstrous; if one or more ☄ are rolled on the Gear Dice from the SHOOT roll (even before pushing), you suffer 1 point of fatigue.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

DL-44 HEAVY BLASTER PISTOL

The blaster pistol fires cohesive bursts of light-based energy called "bolts," delivering massive damage at close range. However, it overheats quickly.

Effects: LIGHT weapon with Gear Bonus +2 to SHOOT, weapon damage 3, and a D8 Artifact Die. SHORT range. Energy weapon. Electronic artifact.

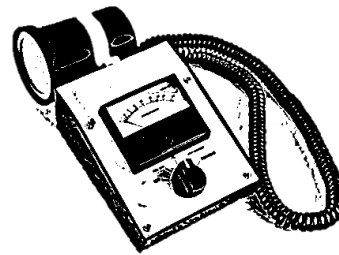
Drawbacks: Any ☄ rolled on the Gear Dice (even before pushing) means the Blaster is overheating and cannot fire on the next turn.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

GEIGER COUNTER

A Geiger counter is an instrument used for detecting and measuring ionizing radiation such as alpha particles, beta particles, and gamma rays using the ionization effect produced in a Geiger-Müller tube, which gives its name to the instrument.



Effects: Gives the Rot Level of the sector on use. Energy device. Electronic artifact. LIGHT item.

Drawbacks: After each use, roll two Gear Dice. If both dice shows ☄, the battery is drained and needs to be recharged by connecting it to an E-PACK or some other power source.

DEV Requirement: Technology 50

DEV Bonus: Technology +D6

GERTRUD SLEDGEHAMMER

Manfred Warburg, responsible for power plants and energy supply in Elysium I, commissioned a special two-handed sledgehammer for his fiftieth birthday. He specifically asked for a design inspired by the Mjölnir, the legendary hammer of the god Thor from the Ancients' Norse mythology. The weapon's manufacturer created a special peen which delivers on impact a powerful orientated implosion, capable of shattering walls and metal structures. The manufacturer got the bad idea to push the likeness too far and used very heavy materials to forge the weapon. Manfred Warburg failed to lift the hammer when he tried to at his celebration. He really didn't like the joke and used his resources to force the manufacturer to go bankrupt afterwards. Still, Manfred dubbed his hammer after his thickset cousin Gertrud Warburg, leader of the House Warburg.

Effects: HEAVY two-handed weapon with Gear Bonus +2 to ASSAULT and FIGHT, weapon damage 3, and a D10 Artifact Die (D12 against vehicles). Ignores all armor, both worn and natural. Worn armor is destroyed if an attack from the hammer inflicts 3 points of damage or more. The hammer can even shatter solid stone. Energy weapon. Electronic artifact.

Drawbacks: The Sledgehammer is very unwieldy and requires Strength 5 or an Energy Armor (see *Mutant: Elysium*, page 76) to be handled without penalty. A fighter with Strength 4 can wield the Gertrud Sledgehammer, but suffers a -2 modification. Weaklings of Strength 3 or less cannot use the weapon. If Gertrud is not used with a power source or without the DEV requirement, it is considered a simple two-handed sledgehammer (Gear Bonus +2, weapon damage 2, no Artifact Die).

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

GREENFOX VIBROBLADE

Soldiers' heavy composite armors and close-quarters warfare in Enclaves' restricted space have led to long and erratic melee slaughters. Technologies have evolved to ease close-combat by forging tungsten-carbide blades mounted on oscillation generators. Such device generates a sawing effect thousands of times per second, enormously increasing the blade's cutting power and requiring less effort from the user to create much more impressive result.

GreenFox is an improved vibroblade made off titanium-carbide and coated with a microscopic layer of artificial diamond. This diamond layer was then exposed to plasma, which sharpened it to a level approaching or matching a monomolecular filament. Designed for a High-ranking Elysium citizen, Hrolf Kraki, the blade is painted in lemon green and can truly cut through steel armor like a hot knife through butter.

Effects: Gear Bonus +2 to ASSAULT and FIGHT, weapon damage 3, and a D10 Artifact Die. Ignores all armor, both worn and natural. Indestructible (🔥 rolled don't degrade the Gear Bonus). Energy weapon. Electronic artifact.

Drawbacks: If GreenFox is not used with a power source or without the DEV requirement, it loses its vibroblade ability and is considered a simple blade, still very sharp (Gear Bonus +2, weapon damage 2, no Artifact Die, Armor piercing).

DEV Requirement: Technology 70

DEV Bonus: Technology +D6

MYTHIC ARTIFACTS

GUY FAWKES' PROTEST MASK

A white-colored facemask made from plastic. It shows a stylized portrayal of a face with a smile and red cheeks, a wide moustache upturned at both ends, and a thin vertical pointed beard. The mask was a well-known symbol of broader protests around the World in Ancients' times.



Effects: If worn, the Mask gives a Gear Bonus +2 and a D8 Artifact Die to SENSE EMOTION rolls when someone tries to MANIPULATE or DOMINATE you. In the case you undergo an INTIMIDATE attempt from someone else, you may oppose a SENSE EMOTION roll (with the Mask's bonuses). Every 🍀 rolled negates a 🍀 rolled by the opponent (you can't push the roll). The Mask also impedes with a -3 modification those who try to sense your own emotions. LIGHT item.

DEV Requirement: —

DEV Bonus: Culture +1

INVISIBILITY CLOAK

A thin piece of cloth made of Next-Gen OLED screens and HSXGA nanocameras. They broadcast the environment around its wearer, making him totally invisible. The cloak is wide enough for one person and his carried equipment.

Effects: Gear Bonus +2 and a D8 Artifact Die to any SNEAK rolls (D10 while ambushing or not moving). Electronic artifact. Does not count as an item when you wear it.

Drawbacks: When you suffer damage while wearing the Invisibility Cloak, roll a Gear Die for each damage. Any 🍀 rolled damages the cloak. If its Gear Bonus reaches zero, it falls apart and is permanently destroyed.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

LNSHR HELMET

The "L.N.S.H.R." helmet is a dull black and silver headpiece with a horned embellishment added to the center of the helmet.

Effects: Armor Rating 3. The helmet protects its wearer from all but the strongest or most unexpected of telepathic attacks. The wearer is immune to effects from mutations Mind Terror, Puppeteer, Pathokinesis and Telepathy.

Drawbacks: Limits the field of vision and hearing of whoever wears it. Modification -1 to SCOUT. Moreover, the helmet stops an individual wearing it from using their own psionic mutation. (Psionic mutations are Beastmaster, Clairvoyance, Cryokinesis, Mind Terror, Pathokinesis, Puppeteer, Pyrokinesis, Telekinesis and Telepathy.)

DEV Requirement: —

DEV Bonus: Technology +1, Warfare +1

LUCILLE, THE BARBED BAT

Lucille is a wooden baseball bat wrapped in barbed wire. "She" grants her bearer with feelings of power, self-confidence and madness.

Effects: Gear Bonus +2 and a D8 Artifact Die to ASSAULT and FIGHT, weapon damage 2. Inspires also self-confidence to anyone holding it, giving its Artifact Die to all MANIPULATE, INTIMIDATE and DOMINATE rolls. When you break someone with Lucille, you become LINKED with it. It can then replace the need to recover Empathy through a moment of closeness with another human or human mutant (see *Mutant: Year Zero*, page 90). Only one person at a time can be comforted by Lucille. The effect also applies to animal mutants, who can use the baseball bat to regain Instinct.

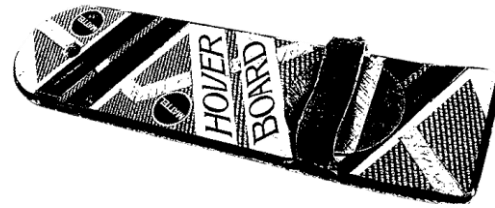
Drawbacks: When you are LINKED with Lucille, that baseball bat is now your most precious possession. You suffer 1 point of confusion for each hour passed without your now-favorite weapon. If Lucille's Gear Bonus reaches zero, its bearer becomes Broken by confusion (they instantly lose all their Wit points) and must immediately fight to the death whoever causes the destruction of the artifact. Moreover, Lucille erodes the users' souls. Each time its user causes a non-Monster enemy to become Broken with the bat, they suffer 1 point of doubt.

DEV Requirement: —

DEV Bonus: —

MALLET HOVERBOARD

A levitating board used for personal transportation. It resembles a skateboard without wheels. Minor-House Mallet of Elysium I designed a version for young children to ride with the assistance of a detachable handlebar and a foot strap. It is unable to cross large bodies of water before losing power.



Effects: The Hoverboard can carry one people and doubles movement in combat. It grants a +1 Gear Bonus and a D8 Artifact Die to MOVE when you try to escape from combat. Cannot ram enemies. No Armor Rating, Resilience 1. Energy device. Electronic artifact.

Drawbacks: The Hoverboard can't fly over large surfaces of water.

DEV Requirement: Technology 60

DEV Bonus: Technology +2D6

MORPHAL BLADE

Noatun's scientific advances in nanotechnologies and robotics have reached an unbelievable level. The Titan Power's researchers developed a device capable to morph on-demand any type of melee weapon. Thousands of millions of nanorobots, stored in the weapon's hilt, reassemble themselves to shape a specific blade in less than a few seconds. Unfortunately, due to some design flaws and the questioned utility for robot warfare, only a few prototypes were produced and they are since lost.

Effects: Variable Gear Bonus and weapon damage (see table below). D8 Artifact Die. Wounds from a Morphal Blade will become infected with nasty nanorobots, which count as a disease with Virulence 6 (see page 3). Energy weapon (only for morphing). Electronic artifact. LIGHT item when unmorphed. It costs an ACTION to morph the blade into a new shape. The Morphal Blade keeps its shape even if it loses power.

Drawbacks: Morphing the blade into a new shape is an energy-consuming process that drains 3 EP (or roll a Gear Die, the E-PACK is emptied if you get a ). The Morphal Blade can be damaged up to three times and, depending on its shape, could cause negative modifications. The blade can be morphed only by a robot or a mutant with a psionic mutation. (*Psionic mutations are Beastmaster, Clairvoyance, Cryokinesis, Mind Terror, Pathokinesis, Puppeteer, Pyrokinesis, Telekinesis and Telepathy.*)

DEV Requirement: (only for morphing)
Technology 90

DEV Bonus: Technology +D6



MORPHAL BLADE MORPHINGS

EXAMPLE OF SHAPES	GEAR BONUS	WEAPON DAMAGE	RANGE
Axe	+1	3	Arm
Sword	+2	2	Arm
Hammer	+3	1	Arm
Spear	+1	2	Near*
Shield	AR 3	—	—

* The "spear" shape can be thrown up to Short range (roll for Shoot).



MUTAGENIC AGENT MO-7483N.85

A short green plastic rod with a button at one end and a sharp needle at the other. The text along the side is worn away, but still legible, spelling the writing "MO-7483N.85". It is a toxic chemical that bounds with the DNA and lead to unpredictable effects.

Effects: The autoinjector is a TINY item that only contains one dose of the mutagenic agent. It exists in two forms: hardened and softened.

Hardened Variant: On injection, you become intoxicated by the chemical agent, which counts as a disease with Virulence 7 (see page 3) except it causes you to suffer Rot Points instead of traumas. (You still roll for the effects of the Rot.) You become immediately SICK (you automatically fail the first sickness roll). While SICK with this disease, you can't recover any attribute and your Rot Points can't go away. As soon as you succeed at a sickness roll, you are no longer SICK and develop a permanent random mutation. You don't lose an attribute point as a result of this new mutation.

Softened Variant: Less dangerous but leads to more unpredictable effects. On injection, you immediately take two Rot Points and roll a D6 to determine the effect:



D6	RESULT
	You permanently lose a mutation, but permanently increase an attribute score by one point. Should you not have any mutation to begin with, see 2 below.
2	You gain nothing but a throbbing headache and take D6 points of confusion. You can regain your Wits as per normal.
3	You suffer from severe vertigo and take D6 points of fatigue. You can regain Agility as per normal.
4	You immediately get D6 Mutation Points — but only if you have a mutation. If not, see 2 above.
5	You temporarily develop a random mutation. This mutation can only be used once.
	You develop a permanent random mutation. You don't lose an attribute point as a result of this new mutation.



DEV Requirement: Technology 30

DEV Bonus: —

M31A MOTION TRACKER

The “M31A” Motion Tracker is a simple motion-detecting surveillance device. Essentially, it was a high-powered ultrasound scanner that used Doppler-shift discrimination to filter out moving objects from stationary background and then displayed them on the M31A’s monitor as a series of contours of probable loci. Originally designed for rescue teams searching for civilians trapped in cave-ins and collapsed buildings.

Effects: Detects all movements in a 120 degrees arc in front of its user, up to DISTANT range in open terrain and LONG range in close quarters. Energy device. Electronic artifact.

Drawbacks: After each use, roll two Gear Dice. If both dice shows , the battery is drained and the E-PACK must be changed in order to operate the M31A again. The device is an active sensor, emitting thousands of high-energy ultrasound bursts every second, and could therefore be easily located by some Threats (receptive monsters or listening stations). Furthermore, the Motion Tracker is set to ignore small movements in the environment, leaving it unable to detect very slow-moving objects. Lastly, intervening terrain could cut this detection range quite drastically and, in built-up areas, the presence of walls and partitions could reduce the range to less than 20 meters.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

QUANTUM ENTRAPMENT ORB

A hand-sized metal sphere that implodes with a deafening bang after a few seconds if you push the small button. Upon trigger, the orb release a small black hole that traps everything in range. Unfortunately, Noatun Pr. Silph, the inventor behind the Orb’s technology, accidentally died by entrapment in one of his orb after having only finished a few prototypes.



Effects: LIGHT item. You throw the orb using the SHOOT skill. It has no Gear Bonus and the range is SHORT. The orb then implodes and everyone within SHORT range of the implosion is trapped inside the gravity field of the newly released mini black hole, which has the same effects of an Inertia Field (see *Mutant: Year Zero*, page 185). Trapped individuals cannot perform any

MYTHIC ARTIFACTS

action except for a FORCE roll modified by -3 to get out of the gravity field. After D6 turns, the mini black hole disappears in a violent explosion and everyone still in its range of influence suffers an attack of nine Base Dice.

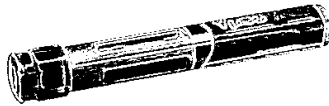
Drawbacks: Failing the SHOOT roll to properly throw the orb means you are also trapped in the mini black hole's gravity field.

DEV Requirement: Technology 20

DEV Bonus: —

ROTAWAY

A short yellow plastic rod with a button at one end and a sharp needle at the other. The text along the side is worn away, but still legible, spelling the word "RotAway". It is an intravenous chemical solution that bonds with poisonous particles and passes them through the body's system.



Effects: On injection, you immediately heal all poison and Rot Points you have suffered, permanent points included. (*Do not roll for new permanent points when you lose Rot with this effect.*) The autoinjector only contains one dose. TINY item.

Drawbacks: RotAway has several adverse effects, most notably headaches, stomach pains, and hair loss. You are affected by a disease (see page 3) with Virulence rating equal to the number of Rot Points healed this way. If you become Broken due to this disease, you don't die and the sickness vanishes.

DEV Requirement: Technology 30

DEV Bonus: —

ROTCLEAN

These big white effervescent tablets named "RotClean" are intended for cleaning all trace of Rot from water rations.

Effects: One tablet is enough to clean all Rot from a bucket of water (8 rations). There are only enough tablets left for D6 doses. When you have consumed them all, you must discard this artifact. TINY item.

Drawbacks: Eating a tablet inflicts 1 point of damage. Do not eat.

DEV Requirement: Technology 20

DEV Bonus: —

SVALINN ELECTROSHIELD

The Mimir's electromagnetic research programme, which aimed to find solutions to protect its orbital stations from the Sun's radiations, ended with the Svalinn prototype. This portative device consists of several force field nodes worn beneath ordinary clothing. The invisible shield it produces flares only when impact is impending, glowing a brief, bright blue as it deflects the attack.

Effects: Armor Rating 12 and a D8 Artifact Die (which is rolled with the armor roll) against damage from ranged attacks and explosions. (Does not deflect damage from melee weapons and other hazards like falling, fire, and Rot.) When you get hit, first roll for the Svalinn, then the other armors. Energy device. Electronic artifact.

MYTHIC ARTIFACTS

Drawbacks: The Armor Rating of the Svalinn does degrade even if all damage were blocked. Each ☢ and 💣 you have rolled reduces its Armor Rating by 1. If the Armor Rating drops to 0, it becomes inactive. You can repair your Svalinn back to its full rating by recharging its E-PACK.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6, Warfare +1

TST CHEMRAIL

The ChemRail is a hybrid EMP assault rifle produced by Elysium IV until its collapse. It has a high rate of fire, and its high-velocity rounds rip right through walls and shred enemies. The rifle fires 8.75x52mm FSDRAS (Fin Stabilized, Discarding Rail Accelerator Sabot) rounds with muzzle energy of 18 kilojoules. It is a dual-stage weapon, using chemical propellant first and then electromagnetic rails as the second stage.



Effects: Gear Bonus +3 to SHOOT, weapon damage 3, and a D10 Artifact Die. DISTANT range. Has a Clip, which means that you don't need to reload after every shot. Capable of full-automatic fire. Ignores all armor and cover, breaks through walls. Energy weapon that uses special ammo. Electronic artifact.

Visor: The TST ChemRail has a mounted Thermal Sight visor (artifact, see *Mutant: Mechatron*, page 145). It negates the effects of darkness, fog or mist (see *Mutant: Year Zero*, page 93) if you aim at something that emits heat. Electronic item.

Drawbacks: Despite being an energy weapon, the TST Chemrail uses special FSDRAS ammunitions that are very hard to find. The weapon is usually found with D6 ammo left in it. Also, the TST Chemrail is very sensitive to humidity. Direct contact with water (submerged or from rain) causes a short circuit that locks the weapon out of order until it becomes dry again. The mounted Thermal Sight visor does not work if the weapon's power source is exhausted.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6

WALKIES-TALKIES

A pair of hand-held, portable, two-way radio transceivers.

Effects: Allow two users to communicate to each other from up to five Zone sectors away. Needs to be charged after a week of use by connecting it to an E-PACK, a battery, or some other power source. Electronic artifact. Each Walkie-Talkie is a LIGHT item.

DEV Requirement: Technology 40

DEV Bonus: Technology +D6

WIDOWMAKER

The Widowmaker is a hefty single-action Colt revolver made of heavy blue-grey steel, with a flower engraved in the side and strange scrollwork on the muzzle. Its sandalwood grip seems surprisingly comfortable. The gun is extraordinarily large and feels very old. It shoots big caliber bullets.

Effects: Gear Bonus +1 to SHOOT, weapon damage 2, and a D12 Artifact Die. SHORT range. Has a drum that can be loaded with several bullets, so you don't need to reload after every bullet fired. Indestructible (🔥 rolled don't degrade the Gear Bonus).

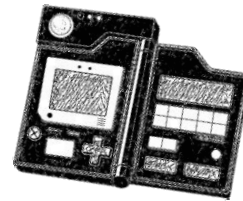
Drawbacks: Due to its size and its weight, the gun is very unwieldy and imposes a -2 modification to anyone trying to SHOOT with it.

DEV Requirement: Technology 10

DEV Bonus: Technology +D6, Warfare +D6

ZONEDEX PDA

The "Zone-Indexed Personal Digital Assistant" is a handheld digital encyclopedia created by Mimir Pr. Oak as an invaluable tool to Zone-travelers. It has an integrated scanner and a voice recognition software. It gives information about all threats in the Zone that are contained in its database. Zonedex entries typically describe a threat in only two or three sentences. They may give background information on the habitat or activities of a threat in the wild or other information on the threat's history or anatomy. Zonedex entries also include height, weight, cry, footprint, and a picture of the threat.



Effects: Gear Bonus +2 and a D8 Artifact Die to all ANALYZE, KNOW NATURE and KNOW THE ZONE rolls. Electronic artifact. LIGHT item.

Drawbacks: Sometimes, the Zonedex's operating system is buggy and reports false or incomplete information (at GM's discretion). This behavior increases if the PDA is damaged. The PDA cannot be repaired. If its Gear Bonus reaches zero, it falls apart and is permanently destroyed.

DEV Requirement: Technology 40

DEV Bonus: Culture +D6, Technology +D6, Warfare +1