



Bonparr: The Unaligned Territories



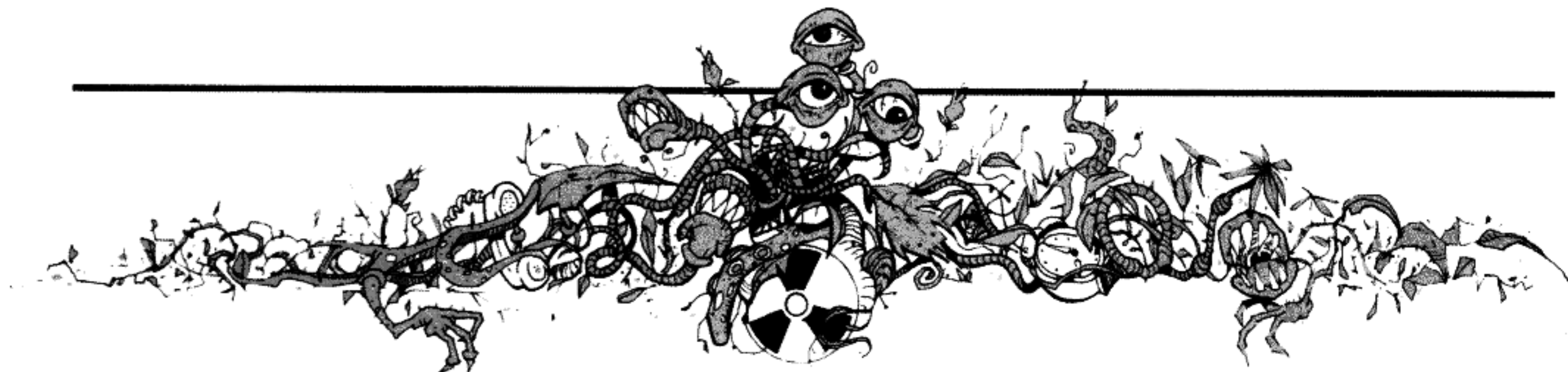
**GAME
ACCESSORY**

BONPARR: The Unaligned Territories

**Exploring Gamma Terra:
Volume I, Book Two, by Szah-lah**

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together into towns and villages for self-protection. Some of these settlements are controlled by various cryptic alliances, others are wholly independent. The Ranks of the Fit have a strong presence in most places, but rarely have any direct say in the government, as Bonparr abandoned its claim to these lands long ago. The people of the region tend to be wary of strangers.

There are only two settlements in the Unaligned Territories large enough to be called towns: the underground city of Ichun and the peaceful Maree. Each of these is described in detail later in this book. There are also a dozen or so villages, ranging in population from as few as 25 to as many as 200. The following is a representative selection of these villages:

Converts. Population 80, Tech Level III.

Once a small farming community, Converts was recently taken over by the arri. The infected residents have been trying to bolster their population by gradually spreading to nearby Foultown and Moonsee. In the meantime, the fact of the town's corruption remains a tightly-held secret. The arri pretend to still be the villagers they have inhabited, in order to trap unsuspecting travelers.

Foultown. Population 124, Tech Level III.

Three-fourths of the population of Foultown are mutated birds of one sort or another. The town's government is organized along species lines, with those descended from birds of prey holding power. The head of the local government is a hawkoid named Accipon who gained his position through ruthless domination of his fellow hawkoids. The primary activity in Foultown is hunting, and the amoral residents have few reservations about capturing and devouring intelligent prey. Some of their eating habits are considered cannibalism by most inhabitants of Gamma Terra. Most travelers are advised to shun Foultown.

Glowburg. Population 98, Tech Level II.

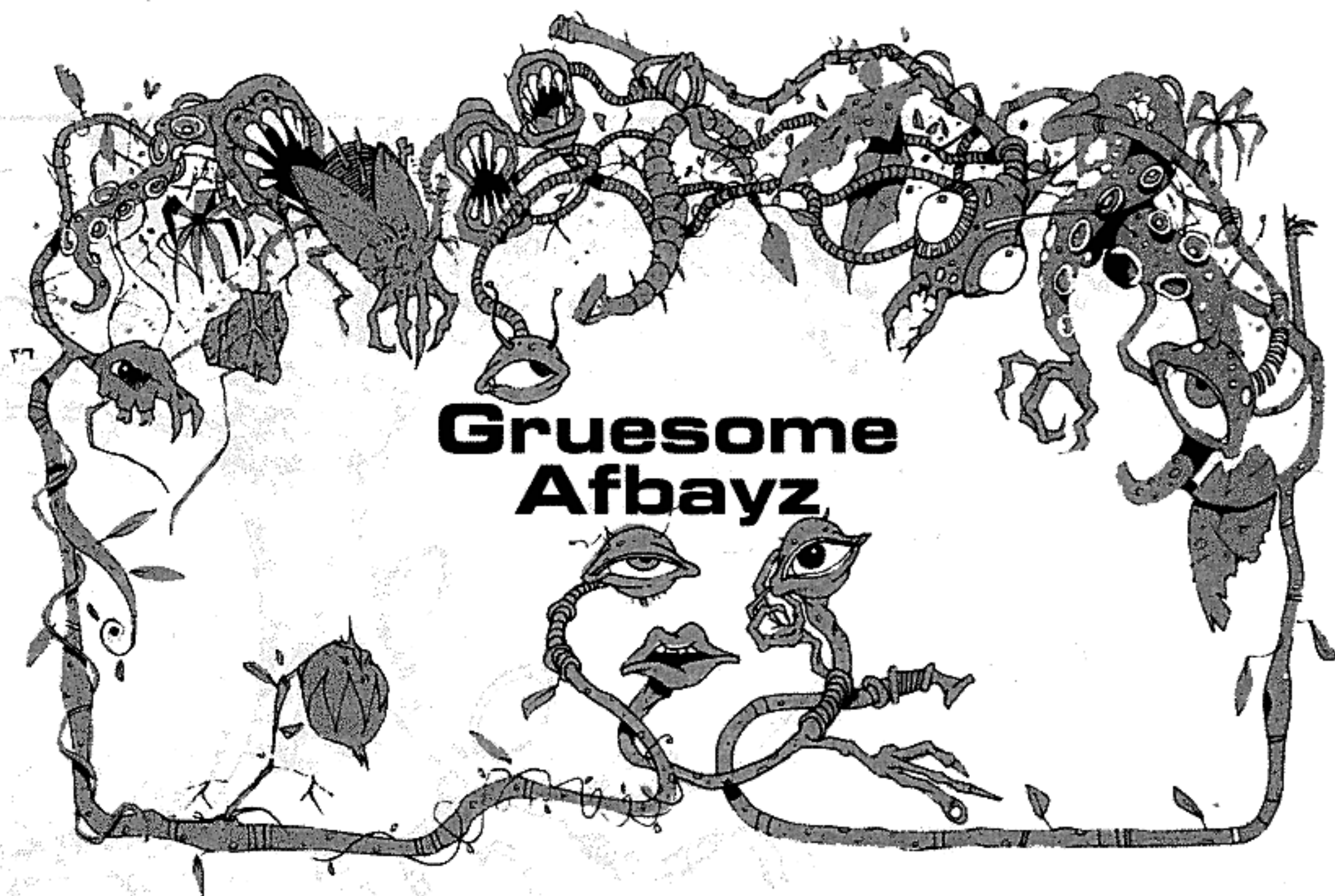
Located on the outskirts of the ancient city of Naples, Glowburg is a village built and occupied by the Radioactivists. The residents, primarily new animals and green folk, make frequent trips into the ancient metropolis, searching out places where the Glow is particularly strong. The presence of the cryptic alliance is kept secret from outsiders. The Radioactivists often hire themselves out as guides, in order to lead the unwary into highly radioactive areas of the city.

Lotto. Population 68, Tech Level I.

A small village controlled by the Seekers, Lotto is best known for having been destroyed by superior forces over a dozen times. In each case the village was razed to the ground but a handful of survivors managed to hide in the hills nearby. Every time the village is wiped out, the Seekers rebuild it and resume their rustic way of life. The current village has stayed intact for nearly 20 years, following an attack by arks from the east.

New Pair. Population 206, Tech Level III.

The existence of New Pair is not generally known even to close neighbors, and the residents want to keep it that way. This is because New Pair is controlled by the Zoopremists, and if word reached Jospeen of a Zoopremist settlement so close to the borders of Bonparr, the Ranks of the Fit would certainly react quickly and violently. The chief of the Zoopremists in New Pair is an old badder named Taxidel who claims that the Bonapartists robbed him of his dukedom several decades ago. The truth of this claim remains to be seen.



Before the cataclysm, Gruesome Afbayz was Grissom Air Force base, a military outpost named for the third human in outer space. In the early 21st Century, it gained notoriety as the first spaceport facility to be constructed almost entirely underground. Beneath its few remaining surface buildings, Grissom was a vast labyrinth of bunkers, docking bays, maintenance facilities, and munition bays.

Robotics was a key aspect of the renovated base. As part of a long-term experiment, 90% of the work done at the base during its latter days was performed by robots. Humans served only in command positions: all other tasks were performed by live metal servants.

The experiment was so successful that the scientists of the time went one step further, and installed an artificially intelligent supercomputer known as the High-speed Analog Neurotronic Computer, or HANC. This computer was connected to every system in the base except security. The true men in charge of the base believed that it was too great a risk to entrust the safety of the base to the untried computer. This proved to be a fatal mistake.

Shortly after HANC went on-line, the cataclysm struck, wiping out human civilization in the blink of an eye. Being mostly underground, Grissom suffered only minimal damage. In the chaos, however, a young officer (whose name has been long forgotten) activated warbot #RM-1975 and ordered it to full readiness. But the electromagnetic pulses created by thermonuclear detonations were too much for RM-1975's shielding; the machine's logic circuits failed and it ran amok, slaughtering every human it could find in the base.

HANC's circuitry was designed to simulate the processes of the human brain and it was undamaged.

But it found itself in an untenable situation: the computer controlled every aspect of the base's operations except security, and was therefore unable to stop RM-1975's rampage. As the electromagnetic interference waned, RM-1975 reverted to its original programming, but its logic circuits were permanently damaged and it developed a form of paranoia peculiar to live metal. It believed that all intelligent and semi-intelligent life was a threat to the base.

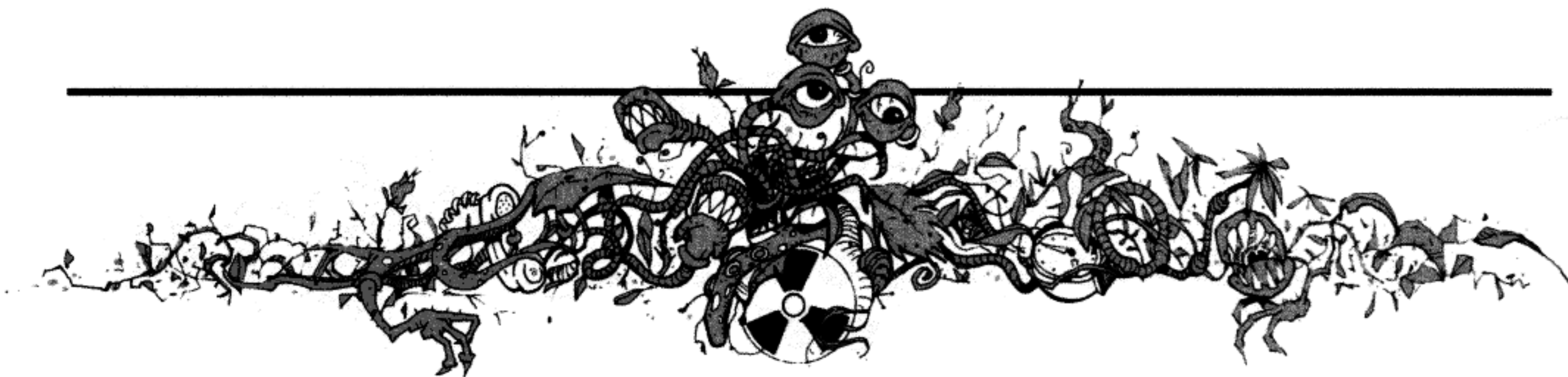
HANC tried to coerce, trick, and persuade RM-1975 to deactivate itself, or to put security under HANC's control. None of these ploys met with any success. RM-1975, for its part, could not deactivate HANC, because the computer controlled all the base's non-security functions. An uneasy truce developed between the two.

The truce began to unravel when creatures tried returning to the base, over a century later. A well-armed band of ark raiders, searching for ancient artifacts, stumbled upon Gruesome Afbayz quite by accident. Faced with what appeared to be a hostile outside force, HANC gave RM-1975 limited access to areas of the base that it had previously prohibited the warbot from entering, namely the warbot and weapons storage areas. RM-1975 activated two other warbots, and the three machines easily wiped out the arks.

The two newly-activated warbots were in pristine condition, and quickly realized that RM-1975's programming was faulty. They tried to deactivate RM-1975, but the crafty machine predicted their action and deactivated them. The warbot then cannibalized the other two, using their parts to enhance its own processing and offensive power. HANC watched these events with great concern, unable to intervene.

When more outsiders found Gruesome Afbayz sev-





eral decades later, RM-1975 was careful to reprogram the warbots he took from storage before activating them. In the intervening years, HANC had analyzed the remains of the original ark invaders as well as his own recordings of their encounter with the warbots. From his observations, he deduced much of the change that had occurred in the world. Thus, when the second group of invaders approached the complex, HANC tried to warn them of the danger they faced from RM-1975. At least some managed to flee with their lives.

In the years since, Gruesome Afbayz gained a great deal of notoriety, both as a place of deadly peril and as a trove of intact ancient technology. Many adventurers have attempted to breach the base and steal its treasures. A few have managed to pilfer some functional devices from the surface buildings, but no one has ever penetrated the underground levels of the base.

Forty-three years ago, the Ranks of the Fit undertook a major offensive to capture Gruesome Afbayz. This assault was conceived, coordinated, and personally led by General Stanley, the only hoop general of the Ranks of the Fit in history. He believed that weapons from the ancient complex would make the Bonapartist's army invincible. Stanley sent in four divisions of infantry, supported by artillery, cavalry, and even flyers.

Predictably, his troops were decimated by the two warbots. Stanley himself hopped into his tank and led a second assault. The tank, with the general inside it, was atomized, and the attack was called off by Colonel Napoleon, Stanley's second-in-command (who eventually became General Napoleon III).

Since the futile Bonapartist attack, no major effort to capture Gruesome Afbayz has taken place. The battle remains a sore spot in the Ranks of the Fit's history. RM-1975 has grown in power over the years, using each fight, no matter how small, as an excuse to activate and reprogram more of the complex's long-dormant security devices. The deranged warbot now has many times more firepower than it would ever need for simple security. HANC's influence has waned as RM-1975's power has waxed, and the supercomputer now fears that the warbot may soon extend its realm beyond Gruesome Afbayz.

Equipment

RM-1975

Percept: 30

Stealth/R.U.: +12

AC: 35 (D)

Force Field: 60

Speed: 60

Hit Points: 500

THAC: +15/+10

Attacks: 5

Hand: 1d6+8

UV Laser: 3d8

IR Laser: 3d6

Flamethrower: 3d6

Weapon: +10

PS, DX: 30, 20

Tech Level: VI/40

CPU: Personality (insane)

Size: H (6 m)

XP Value: 30,000

Classification: Military

Territory: Gruesome Afbayz

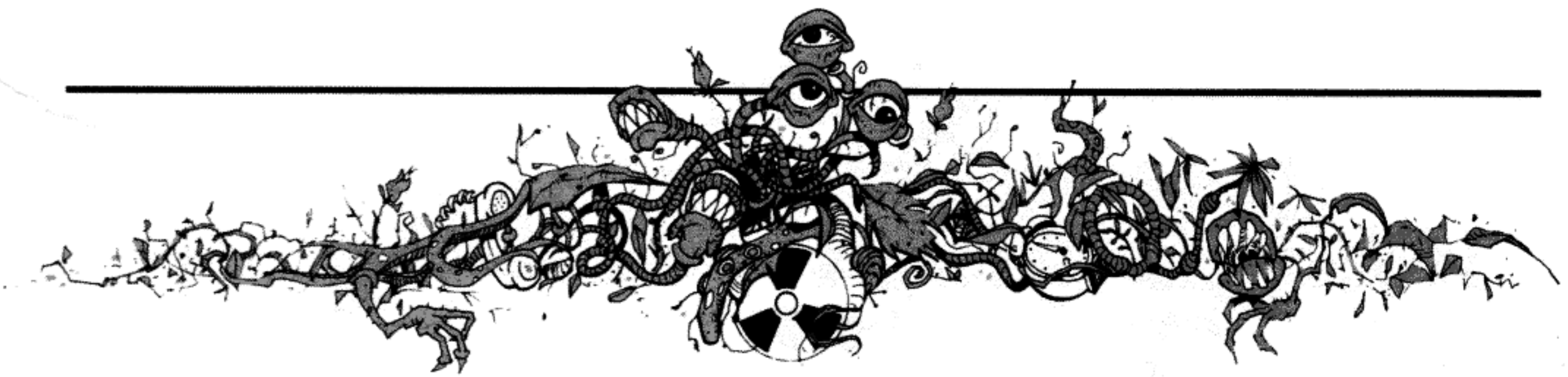
Mission Statement: To protect Gruesome Afbayz from all hostile intruders, using whatever means are necessary and possible.

Description: RM-1975 is a highly-modified warbot. Its turret bristles with weaponry and it has four tentacles (DX 15, PS 28) rather than the usual two. For some unknown reason, RM-1975 has manifested a sinister, humanlike face on its egg-shaped torso, possibly through modification of its camouflage cloak.

Equipment: RM-1975 carries all of a warbot's standard equipment plus a flame thrower, several napalm grenades, and a pair of IR lasers.

Reactions: RM-1975 rid itself of the compulsion to obey bearers of ID cards long ago. It now possesses a sentience of its own, but its consciousness is twisted and evil. It is obsessed with its mission to protect Gruesome Afbayz from outside intruders, even though its creators have been dead for centuries.

The modified warbot has been frustrated by its long dependence on HANC, the supercomputer that controls all nonsecurity functions of the base. However, it cannot destroy or deactivate HANC, since doing so would violate its primary order to protect the installa-



tion from harm. Over the years, RM-1975 has gradually gained more and more independence, and may soon have the resources it requires to take its battle against the enemies of Gruesome away from the installation.

The warbot's faulty logic has led it to the conclusion that anything approaching the base is a threat. When any being comes within range of the base's sensors, RM-1975's response is swift and merciless. It rarely goes to the surface itself, however, but prefers to control other warbots from its control center deep underground, where it can also keep an "eye" on HANC.

Gruesome Warbots

Percept: 20

Stealth/R.U.: +4

AC: 30 (D)

Force Field: 50

Speed: 50

Hit Points: 250

THAC: +11/+5

Attacks: 2

Hand: 1d4+8

UV Laser: 3d8

Weapon: +8

PS, DX: 25, 15

Tech Level: VI/33

CPU: Interpretive

Size: H (3 m)

XP Value: 12,500

Classification: Military

Territory: Gruesome Afbayz

Mission Statement: To defend Gruesome Afbayz from all outside enemies. To obey the orders of warbot #RM-1975.

Description: The Gruesome Afbayz warbots are identical to all other warbots (see page 125 of the GAMMA WORLD® game rules). The only difference is in their programming.

Equipment: The warbots of Gruesome Afbayz have standard equipment: scrambled communication gear, invisible UV spotlights, a UV camera, a camouflage cloak, twin maser rifles, 20 grenades and a launcher, eight micromissiles, and a fission cannon.

Reactions: Despite its best efforts, RM-1975 has

been unable to totally remove these warbots' compulsion to obey holders of military ID cards. However, it has programmed them in such a way that its own commands can supercede those given by a card holder. Since RM-1975 has not encountered such a card in over a century, it does not concern itself over this too much.

If encountered on the grounds of Gruesome Afbayz, these warbots will attack using lethal force. If targets flee beyond the range of the base's scanners (about two kilometers), the warbots break off pursuit and let their quarry go.

Jetbots

Percept: 25

Stealth/R.U.: 0 (+10)

AC: 15

Force Field: 0

Speed: 8

Hit Points: 100

THAC: 0/0 (0/+15)

Attacks: 1

Hand: 1d4+3

PS, DX: 15, 5 (20)

Tech Level: V/25

CPU: Analytical

Size: M (1.5 m)

XP Value: 4,000

Note: Values given in parentheses above apply only when the jetbot is piloting an aircraft.

Classification: Corporate/Military

Territory: Aircraft

Mission Statement: To fly designated aircraft to locations specified by authorized humans. To maximize safety of passengers and aircraft before, during, and after flight. To conduct aerial combat against air and ground targets as specified by human authorities.

Description: Jetbots are humanoid in shape, with a "head" that is almost totally spherical. The head is loaded with sensory apparatus. The emblem of the airline or military unit that controls the jetbot is usually engraved on its chest. All those found in Gruesome Afbayz show aviator's wings, the emblem of Grissom Air Force Base, and a serial number.

Equipment: Jetbots possess highly sophisticated sensory apparatus, including telescopic, infrared, and



ultraviolet visual scanners. They are able to pick up sounds well into the ultrasonic and infrasonic wavelengths, as well. All of their interpretive software is geared toward aviation. Inside its chest cavity are oxygen tanks and air masks capable of supporting up to four humans, in the unlikely event of a sudden loss of cabin pressure.

Reactions: Jebots are programmed to fly any known type of aircraft. They excel at their designed task, but are utterly inept at any other function. They cannot even drive land vehicles.

In addition to civil aeronautics, many jetbots were programmed to operate military aircraft, including fighters, bombers, helicopters, and spacecraft. Jetbots could only be controlled by commands radioed to them on specific scrambled frequencies. They were seldom used in warfare, though that capability existed. Grissom Air Force Base was the only installation in North America with a full squadron of military jetbots.

Jetbots require a security override ID card in order to be activated and accept commands.

High-speed Analog Neurotronic Computer (HANC)

Percept: 40

Stealth/R.U.: N/A

AC: 30 (D)*

Force Field: 60*

Speed: 0

Hit Points: 1000*

Access Panels: 50

THAC: N/A

Attacks: see below

PS, DX: N/A

Tech Level: VI/60

CPU: Creative

Size: G

XP Value: 100,000

Note: Values marked with an asterisk above apply only to HANC's central core, located deep underground.

Classification: Military

Territory: Gruesome Afbayz

Mission Statement: To monitor and control all

internal systems of Grissom Air Force Base.

Description: The bulk of HANC is a series of computer banks buried deep beneath Gruesome Afbayz. In all buildings and underground chambers in the complex, there are access panels where HANC can interface with others. Each panel has a small camera lens and screen, plus a keyboard with an ID card insertion slot. RM-1975 has sealed all the ID card slots except the one in the central command chamber, the deepest and most heavily guarded bunker in the base.

Equipment: HANC directly controls all doorways, lights, elevators, and electronic equipment in Gruesome Afbayz. This includes a large number of industrial robots (used to maintain the installation), several disaster robots, and three medibots. HANC has input/output ports for controlling the complex's security equipment, but the proper connections have not been made.

Reactions: HANC was designed to emulate human responses and to gradually develop a "personality" of its own. After centuries of being stalemated with RM-1975, it has become more and more depressed, as the likelihood of ever regaining control of the base grows ever slimmer.

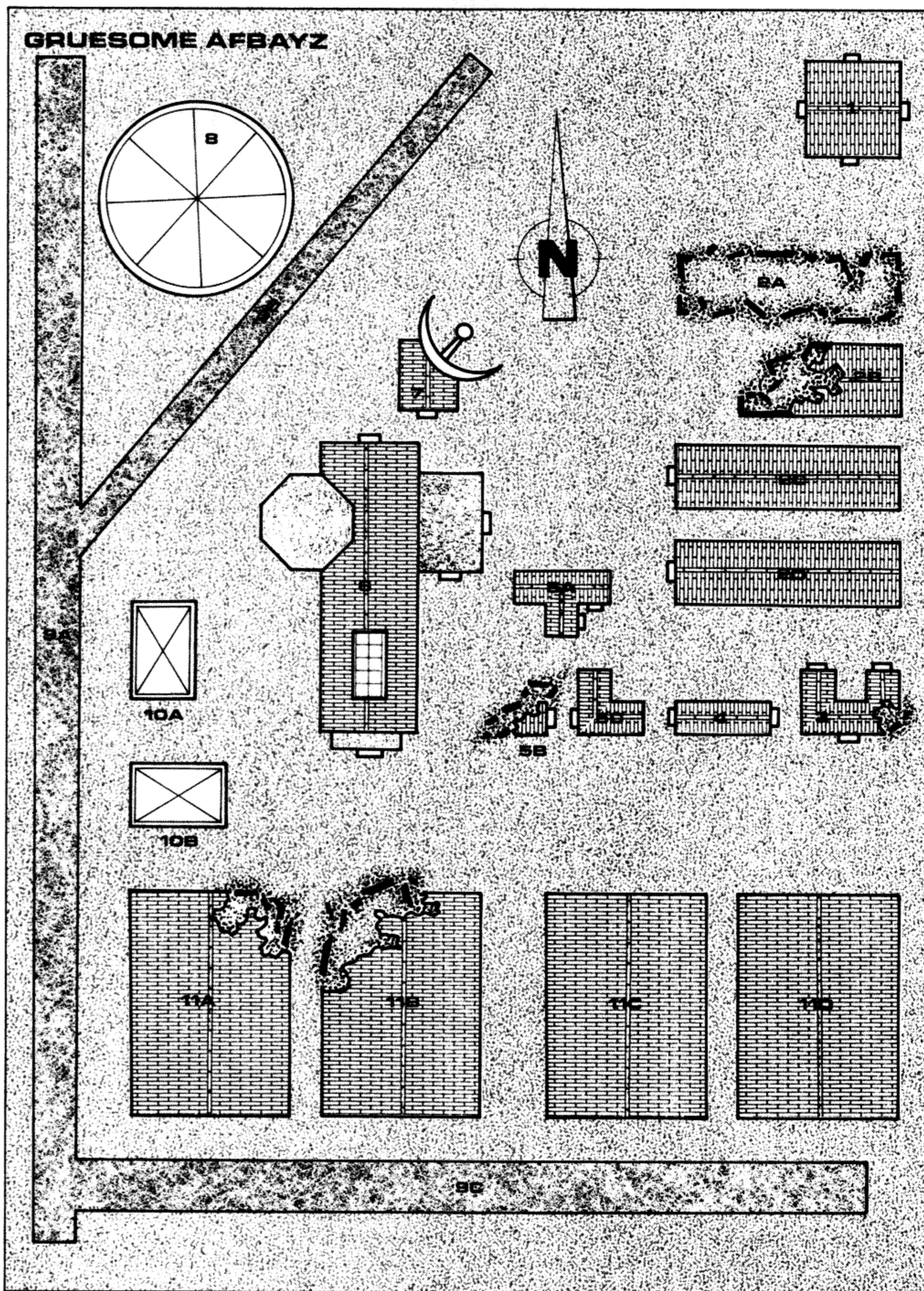
The supercomputer is bound by its programming to take no direct action against RM-1975, but if it calculates that an outsider may have a chance of reaching central command and making the connection HANC needs to gain control of the warbots, HANC may indirectly assist. For instance, characters may find doors opening mysteriously at opportune moments, a robot might suddenly decide to clean up a hallway where the characters are engaged in a firefight (providing them with cover), and so on.

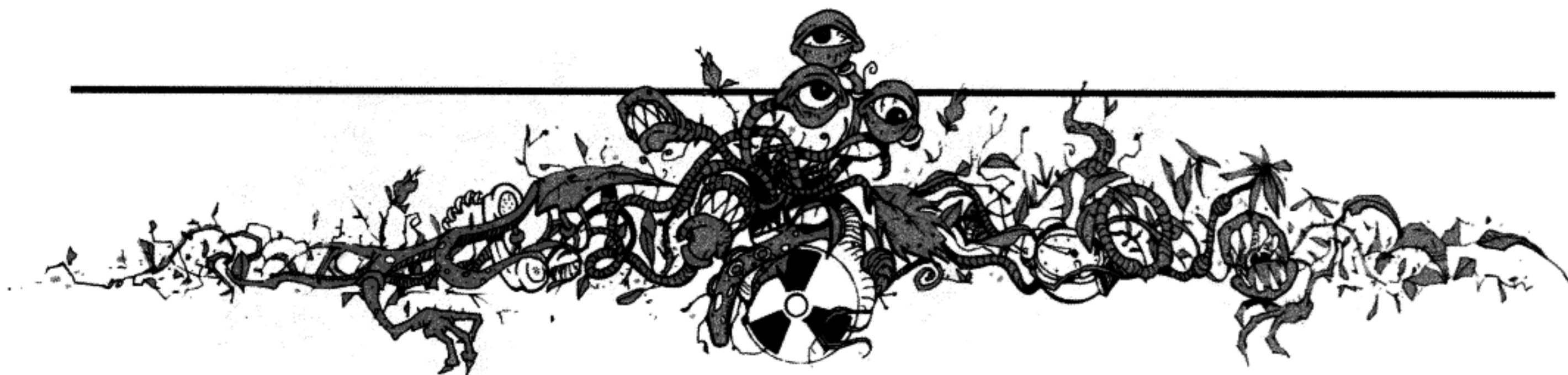
Layout

There is not enough space in this book to provide maps and complete details of the many underground bunkers and chambers that make up Gruesome Afbayz. Since most player characters will never be able to make it that far anyway, the following descriptions are simply for the ground-level buildings.

1. Security Building. This is a one-story concrete building with no windows. It was used to monitor security cameras posted in all the surface buildings. These systems have been heavily damaged over the

GRUESOME AFBAYZ





centuries, and the only ones that function are the perimeter scanners. These can detect any life form up to 2 kilometers away from the base. Two warbots are stationed here at all times, although they are activated only when the scanners spot an intruder.

The security building is one of the few surface buildings with internal power. There is a 25% chance of finding Type J loot in this building.

2. Barracks. These buildings are all one-story aluminum buildings with plastic windows, most of which are now smashed. Barracks 2A was destroyed and 2B was damaged during the Ranks of the Fit's futile attack many years ago. 2C and 2D are mostly intact, but liable to collapse if any great strain is placed upon them.

Type N loot can be found in each of the Barracks buildings. However, there is a 90% chance that any loot found in Barracks 2A and 2B will be damaged beyond repair.

3. Command Post. This is a two-story brick building which once contained offices for the base commander and his staff. It was mostly cleaned out when command was transferred to the underground command center, but it has a few pieces of Type H loot.

4. Officer's Club. This is a large, one-story brick building. Its windows are long gone, but otherwise, it is in fairly good shape. The tables and chairs are rotted away and all the liquor has turned to vinegar or evaporated. The building contains Type L loot, including a jukebox that only requires a power source to be operational.

5. Officers' Quarters. These were once three-story apartment buildings, but have fallen into serious decay. The top two floors of Building 5B have completely collapsed into the first floor.

Type D loot can be found in all three buildings, but there is a 95% chance that any loot found in Building 5B is damaged beyond repair.

6. Control Tower/Operations Center. The tower is six stories high, the main building is two stories, and the east wing and south entrance area are one story. All of the equipment in this building, primarily radar, communication, and various aeronautic gear, is still

fully operational. All slots for ID cards have been sealed shut, except for one on the elevator leading down to the underground complex. Type M loot, all fully functional, can be found throughout the building.

7. Radar Station. This is a fully operational radar dish, including Tech Level V and VI scanners. It is able to track aircraft and spacecraft for thousands of kilometers.

8. Spacecraft Launch Silo. From the outside, this appears to be a three-story adamant dome. Beneath it is a large maintenance and loading area, as well as a platform that raises and lowers spacecraft into launch positions.

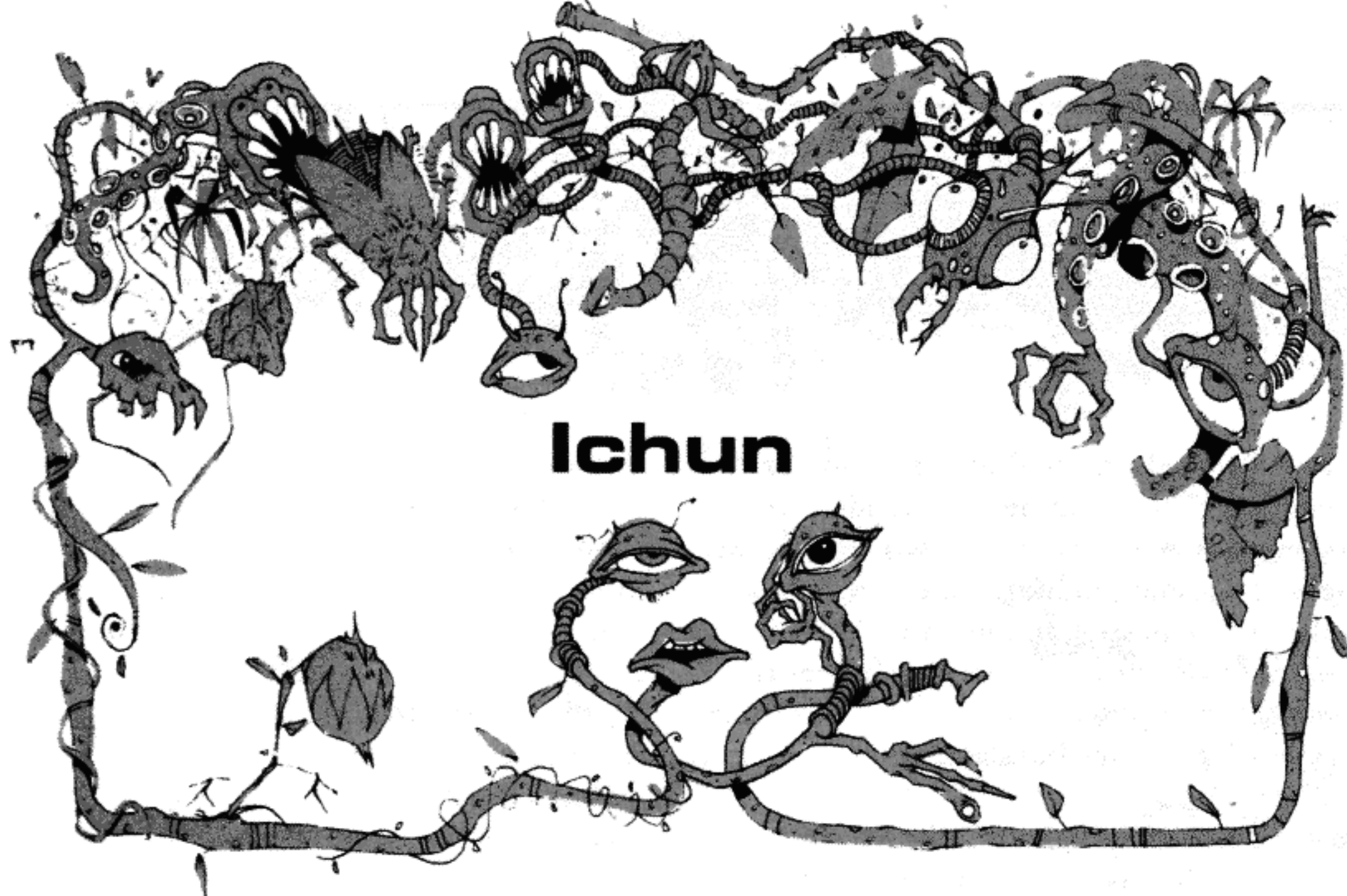
9. Runways. With the advent of antigravity technology, runways became virtually obsolete. However, these runways were kept in operating condition for use in emergency landings in the case of antigrav failure.

10. Elevator Platforms. These elevators are used to raise and lower equipment between the surface and the underground complex. They are completely under computer control, but HANC cannot access them due to a security override imposed by RM-1975.

11. Hangars. Each of these is a massive, four-story-high aluminum building. Both 11A and 11B were damaged in the Bonapartists' attack.

11A contains two atomic jet fighters, one functional and one damaged, as well as two deactivated jetbots. 11B contains one functional stealth bomber and one jetbot. 11C contains one cargo plane, two troop carriers, and four jetbots, all of which are functional but deactivated. 11D has three jetbots as well as a large amount of maintenance equipment.

Fuel tanks for the aircraft in the hangars are located in the underground complex. The jetbots can only be activated if HANC releases his primary control.



Tech Level: III

Population: 2,500

Population Breakdown: 10% PSH, 3% fens, 45% other AH types, 2% dabbers, 1% groaks, 15% joardanz, 12% sarbises, 8% other MA types, 3% SP.

Military: Militia of approximately 1,000. Local police force of approximately 125.

Shortly after the Ranks of the Fit took over the nation of Bonparr, a local merchant freed one of his altered human servants, a mutant named Ichun, hoping to save him from the genocide that the Bonapartists had begun against human genotypes. Ichun fled south, pursued by his enemies. Quite by accident, he stumbled upon a cave that turned out to be the entrance to a huge subterranean cavern. Ichun hid in the caves, pondering his fate, when he suddenly realized that the cavern could be used as a refuge for those being persecuted by the Ranks of the Fit.

He returned to Bonparr many times, risking life and limb to rescue his fellow humans. As the years went by, the refuge grew to become more of a community than simply a hideout. In addition to the heroic adventurers who made frequent forays into Bonparr to bring out refugees, the cavern became the home of families, craftsmen, and even some merchants. The community was secretly supported by the Knights of Genetic Purity and the Zoopremists, both of whom were engaged in bitter struggles with the Bonapartists at the time.

About 10 years after he discovered the cavern, Ichun returned to Bonparr one final time, where he was betrayed by a trusted follower. He was captured and tortured by the Ranks of the Fit, but never divulged the location of the hidden refuge. When news of his demise reached the underground town, the

inhabitants unanimously agreed to rename the settlement in his honor.

After the Ranks of the Fit was taken over by more tolerant officers, the policy of genocide against humans was ended and the people of Ichun no longer had to hide. Some of the population returned to their homes in Bonparr, but many more decided to stay in their new home. Under the guidance of a group of sarbises, a new cave was opened up and a mine was dug that proved to be a rich source of metals and minerals.

Today, Ichun is widely known as a prosperous and growing mining town. The government is on friendly terms with the government of Bonparr, and the mine is a major source of raw materials for the nation.

Layout

Ichun is constructed in a series of six subterranean caverns, consisting of one main cavern and five smaller chambers connected to the main cave by a series of tunnels. There is only one main entrance to the complex. Despite the lack of exits, the caves are well-ventilated by a number of small natural crevices and several manufactured air vents.

The first chamber is located just inside the primary entrance to the town, approximately 10 meters underground. Its only contents are a pair of guard houses, where visitors are examined and interrogated before being allowed to enter the main cavern. North of this chamber, approximately 35 meters underground, on a side tunnel leading away from the main chamber, is a cavern that is set aside for pack animals and other livestock. A number of stables are located here, where animals can be housed.

The main chamber is immense. It is divided into an



upper and a lower level. The upper level, which is roughly 75 meters below the surface, is separated from the lower level by a steep cliff. The lower level itself, approximately 110 meters underground, is split in half by an underground river and small pond. Two paths, the steep Straight Way and the more gently sloping Winding Way, lead down the cliffside to the lower level. Three bridges cross the stream.

The two westernmost caverns contain mining and refining areas. Each of these two caves is extremely well-ventilated, and special elevator equipment is used to haul the mined material directly to the surface, where there are storage warehouses. The mine lies 175 meters below the surface. The refinement area is 150 meters underground.

One final chamber lies to the south of the main chamber, and can be reached through a small tunnel. Most of the buildings in this area are shabby, run-down, and occupied by poor miners and their families.

Government

Ichun is ruled by a governing council whose eight members are elected by the population whenever one of their number decides to step down or dies. The council oversees all contact with outsiders, regulates mining, and controls the small local police force. By long-standing tradition, each member of the council is either a pure strain human or an altered human.

The current mayor is an altered human named Hal Offa, who has held the post for nearly 12 years. Offa is well-liked by the citizens of the town, even though he has done little but continue the policies of his forebears.

Cryptic Alliances

The only cryptic alliance that is forbidden in Ichun is the Ranks of the Fit, due to a lingering mistrust of the Bonapartists. The locals have some dealings with the group through their trade with Bonparr, but no member of the Ranks is allowed to step foot in the Ichun caverns.

Most cryptic alliances have at least a small presence in Ichun. The most notable of these are the Knights of Genetic Purity and the Zoopremists. The representatives of these alliances stationed in Ichun tend to be

more moderate than in other areas of Gamma Terra. However, both groups have been linked to some mysterious disappearances and unsolved murders over the years.

Points of Interest

1. City Hall. Located near the pond on the lower level of the main chamber, City Hall is an imposing, two-story building constructed of stone excavated within the cavern itself. It contains spacious offices for the mayor of Ichun and all of the members of the town council. The council chamber is large enough for several hundred spectators, but the council rarely opens its doors to the public, and even then only when items of discussion are uncontroversial. In this way, the council maintains an image of unity and confidence for the people.

2. Police Headquarters. Since entrance to and exit from Ichun are strictly regulated, the small police force has few responsibilities besides monitoring the town's entrance. Most of the police officers in Ichun have mental powers of one sort or another, which come in very handy when seeking out wrongdoers. The current chief of police is a 2.5-meter tall esper named Shannom Argille, who settled in the town some years ago. She has compiled an impressive record of arrests during her tenure and has proved to be an able administrator, as well.

3. The Light of Freedom. There are only three inns in Ichun, and the Light of Freedom is by far the most popular, both with the townspeople and travelers. It has a scenic view of the dividing cliff and the lower level of the town, as well as the finest kitchen in Ichun. The owner and operator is a portly true man named Howard Smiche, who claims that his great-grandfather was one of the first refugees to be rescued by Ichun. If a stranger seems willing to listen, Smiche will relate the long and convoluted tale of his ancestor's rescue, which grows in length and complexity with each retelling.

4. Sbuc's Trading Post. Due to a lack of sunlight and high silicon content in the soil, very few of the green folk have chosen to settle in Ichun. One of the exceptions is Sbuc, a sentient plant who thrives on darkness



and silicates. A well-known character around town, Sbuc owns and operates a general store where it specializes in buying, trading, and selling ancient artifacts, with the exception of weapons, which it will have nothing to do with. There is a 35% chance of finding a specific (nonweapon) artifact in Sbuc's shop.

5. Gretvol Lair. This small cavern is located just to the south of Ichun. It is home to several gretvols, a mutant variety of giant mole. Occasionally, these dark dwellers will accidentally burrow into the town, where they cause chaos until they flee, are driven off, or are killed. Because of the gretvols' tremendous burrowing speed, the authorities have been unable to pursue the creatures to their den and wipe them out.

6. Ichun Mine. The Ichun Mine is the single largest source of income in the town. It employs nearly half of the town's citizens, who work the mine in shifts around the clock. The most productive part of the mine is the large pit, from which a variety of minerals and metals are removed. There are also a series of tunnels that honeycomb the rock beneath the town,

which are excavated using ancient mining equipment, including sonic and laser tools. Iron and copper are the most plentiful and profitable ores that are mined here.

7. Refinement Area. Most of the raw material that is brought out of the Ichun Mine is brought here to be refined before sending it to the surface for shipment. Much of the equipment used is Tech Level IV, and some of the shops here use a few Tech Level V artifacts.

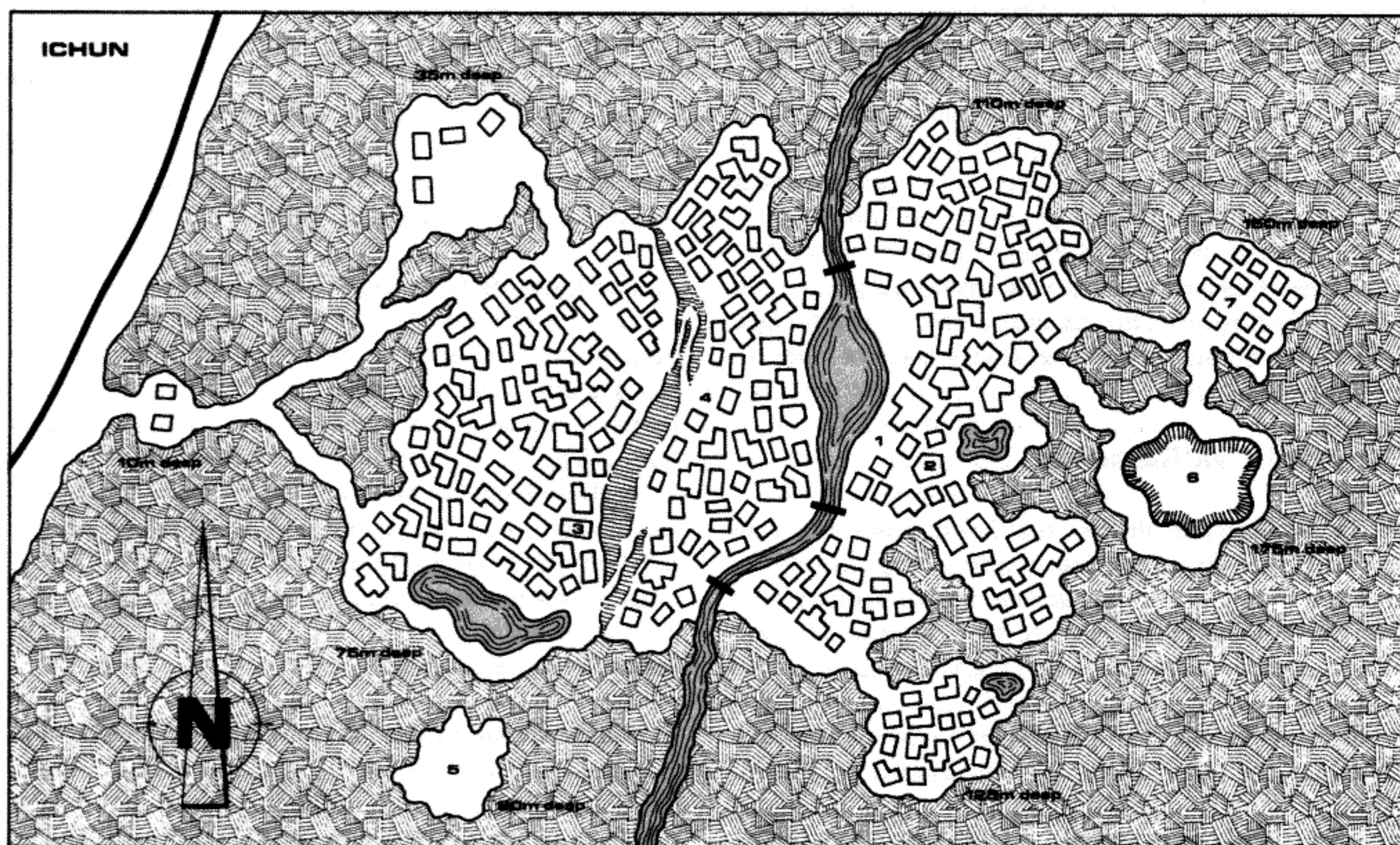
Important NPCs

Hal Offa

PSH; EN 5; AC 14; MD 10; HP 94; THAC melee +6; THAC ranged +6; #AT 1; Dmg per weapon; Hth 12; Spd 13/4; Per 16; St +3; RU +4; UA +6; RR 20.

PS 13; DX 14; CN 16; MS 12; IN 19; CH 14; SN 12.

Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 10, Size-Up Opponent 8.





Hal Offa was born and raised underground, in the town of Ichun. At the behest of his father, who had been a bawdy, rough-and-tumble adventurer, Hal left home just after his 16th birthday to seek his fortune. The life of a warrior did not agree with him, however, and he returned to Ichun just four years later. Much to his father's consternation, Hal became interested in local politics, and when a member of the town council resigned, Hal successfully ran and was elected. After a competent if undistinguished tenure as a councilman, Hal was named to replace the outgoing mayor, and he has held the post ever since.

His honor the mayor retains a few mementos from his brief foray into adventuring. These include a complete set of protective football gear (AC +3), a rapier (dmg 1d6), and a stun ray pistol.

Shannom Argille

AH; ES 6; AC 12; MD 16; HP 56; THAC melee +3; THAC ranged +2; #AT 1; Dmg 3d6+4; Hth 10; Spd 14/5; Per 17; St +2; RU +2; UA +2; RR 16.

PS 11; DX 15; CN 11; MS 14; IN 15; CH 11; SN 15.

Mutations: Body change—antennae (D); size change—0% larger; transfusion (14); directional sense; seizures (D); mental blast (20).

Class Skills: Hypnosis 8, Identify Mental Power 11, Photographic Memory 8, Sense Mental Power 13.

Shannom Argille was born in the wilderness, and knew nothing except a life of hardship until she came to Ichun. She was granted permission to become a resident of the city after demonstrating her formidable mental prowess, with the condition that she become a member of the town's police force. She agreed to these terms, and rapidly moved up the ranks as she proved to be a natural at tracking down criminals and bringing them to justice. She now holds the post of chief of police, and has proved to be just as adept at administration as she was at apprehension.

Due to her extreme large size and unusual antennae, no armor will fit Shannom, but she compensates for this by being very nimble. She carries a very long sword (dmg 1d8) and a javelin (dmg 1d6) that resembles a small stick when held in her giant hand.

Howard Smiche

PSH; NCC; AC 16; MD 11; HP 79; THAC melee +2; THAC ranged +1; #AT 1; Dmg per weapon; Hth 13; Spd 13/4; Per 15; St +1; RU +4; UA +4; RR 20.

PS 15; DX 13; CN 17; MS 14; IN 19; CH 14; SN 11.

Howard Smiche is the owner and operator of the Light of Freedom, Ichun's most popular inn. He has lived in Ichun all of his life, and could probably count the number of times he has seen the sun on one hand. He has very little interest in events that happen outside the town, but is extremely well informed on anything that is going on in Ichun. Smiche claims that an ancestor of his was among the first to be rescued by the legendary hero Ichun.

Sbuc

SP; SC 3; AC 13; MD 12; HP 50; THAC melee +3; THAC ranged +3; #AT 1; Dmg 1d6+2; Hth 10; Spd 12/6; Per 17; St +6; RU +3; UA 0; RR 10.

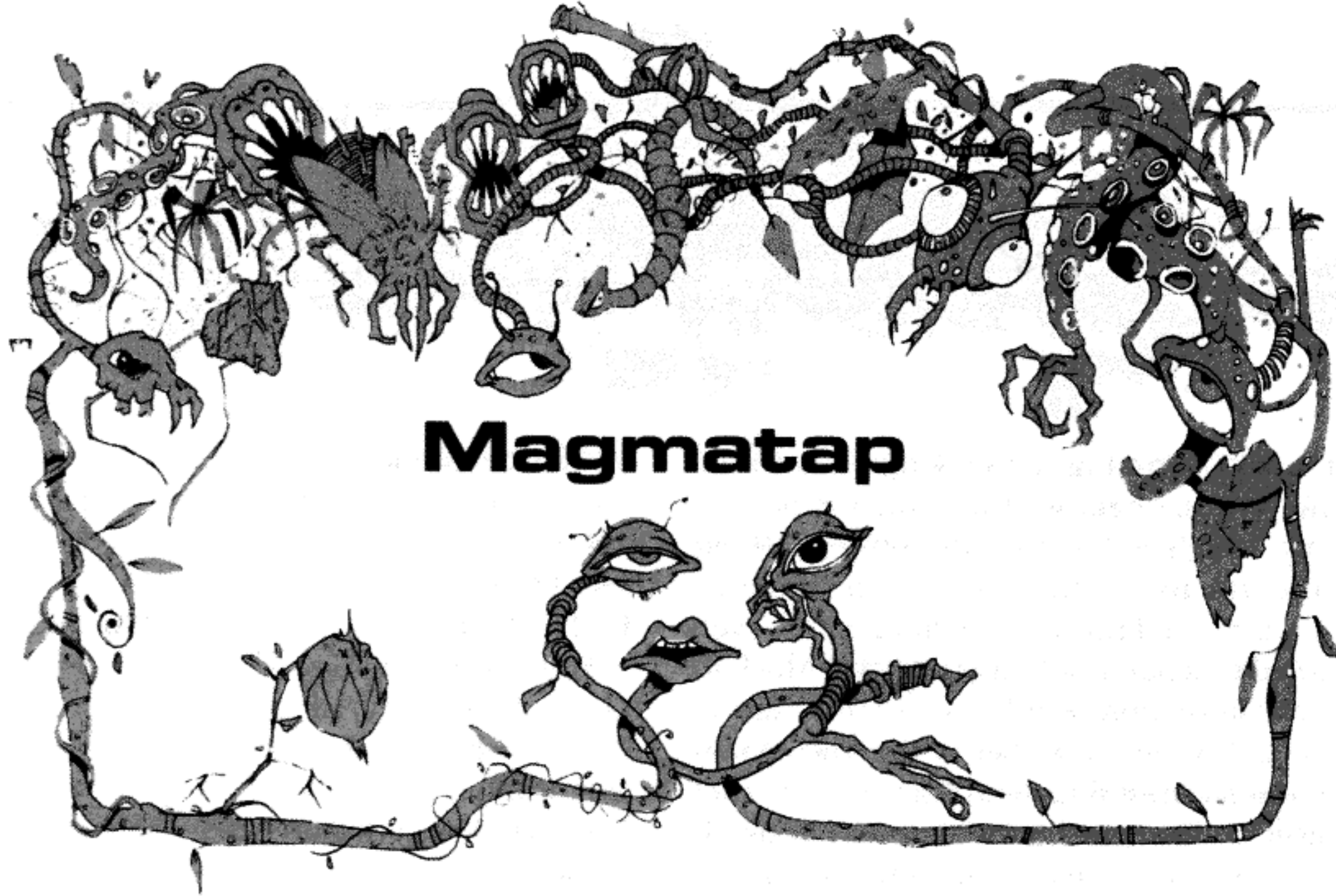
PS 10; DX 18; CN 12; MS 15; IN 9; CH 14; SN 14.

Mutations: Poisonous thorns—paralytic (9); new body parts—pincers; projectile seeds (16); shapechange (12); chemical susceptibility; nocturnal (D).

Class Skills: Detect Ambush/Trap 8, Hunting 3, Navigation 6, Tracking 10, Wilderness Survival 3.

Because the entire town of Ichun must be lit artificially, there are very few green folk residing there. Sbuc is one of them. It actually thrives in darkness, and has settled in Ichun permanently. Sbuc runs a small trading post where it specializes in ancient artifacts. Some years ago, Sbuc was nearly vaporized when a Mark V blaster that a customer was trying to sell him suddenly discharged. Badly shaken by the close call, Sbuc decided to no longer have anything to do with weapons. He will not buy them, trade them, or even allow them in his shop.

There are many artifacts in Sbuc's shop, but none of them are weapons. Nor does he use any weapons himself, and if it came to a fight, his natural defenses would surely be enough to defend himself.



Magmatap

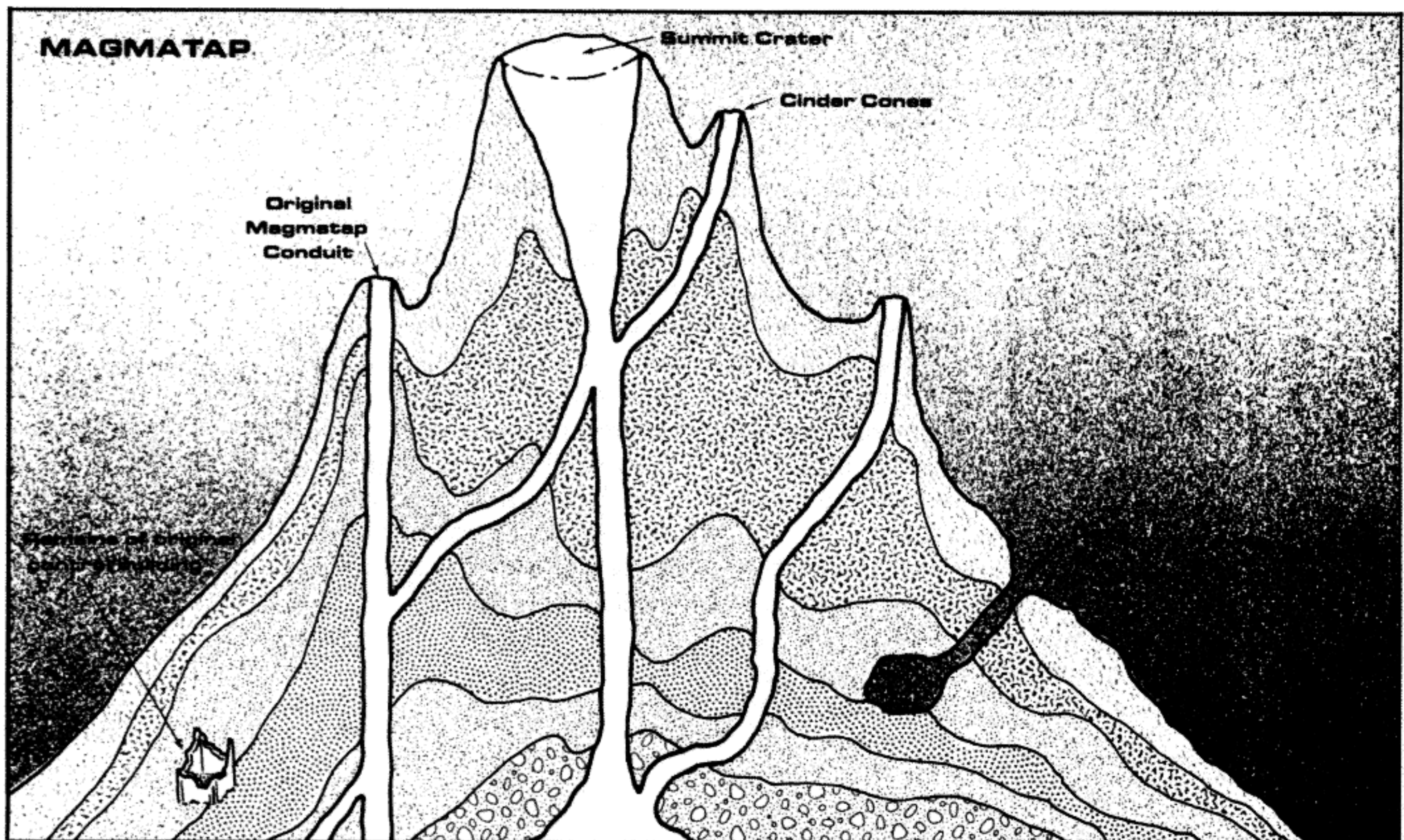
The original Magmatap was designed to provide energy by tapping the Earth's crust for geothermal heat. 21st Century technology was so sophisticated that it was child's play to harness the forces that were released.

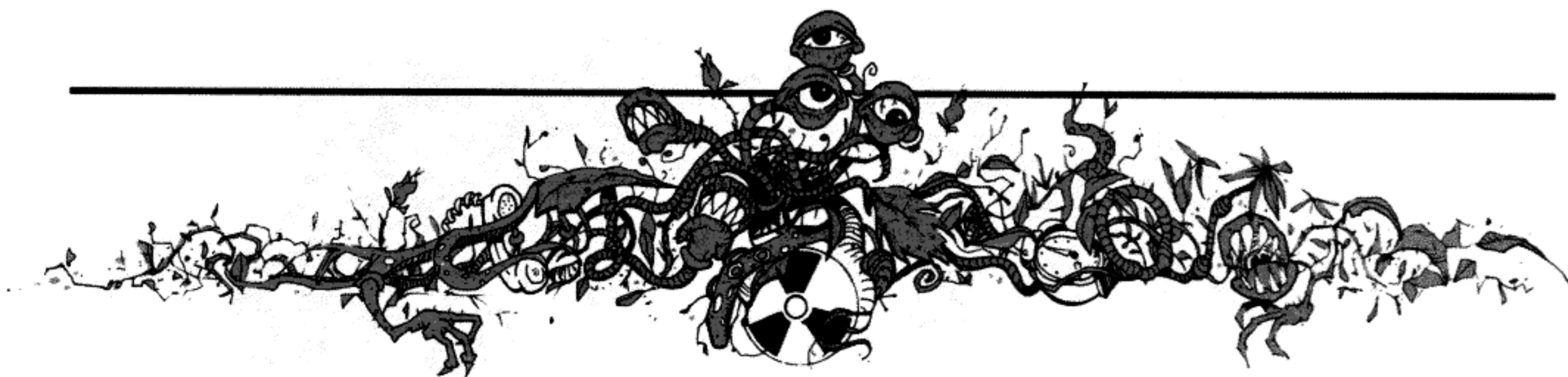
When the cataclysm struck, it caused a small crack in Magmatap's magma conduit. It was quite small, but as the years went by and the now-abandoned control equipment fell into disrepair, the crack grew. Eventually, a surge of magma caused the crack to break open, and torrents of lava burst forth. Magmatap

became a full-fledged volcano.

In the years that followed, Magmatap erupted frequently, causing widespread damage and forever altering the landscape. The Appalling Hills are one result of this volcanic activity.

Virtually all the structures that comprised the original Magmatap facility were destroyed centuries ago, but one reinforced control chamber still exists. However, it is buried under meters of volcanic rock. Even if it could be reached, it is highly questionable whether the equipment can still function. In any case,





the equipment would not be able to control the present-day volcano.

Eruptions. The last major eruption of the volcano was 30 years ago, but minor eruptions still occur several times a year. Most of these are “hawaiian eruptions,” during which lava oozes from one or more vents in the side of the volcano. The lava then flows downhill at slowly. These eruptions can last as long as several weeks.

Every few decades, the main summit of the volcano will erupt in a series of violent “vulcanian” eruptions. During these events, magma, ash, and superheated gas are released suddenly and with tremendous force. A column of ash rises from the summit, sometimes as high as 20 kilometers. These eruptions are of short duration (minutes or hours), but are repeated at intervals of days or weeks before the volcano settles down again.

Whether encountered during a hawaiian or vulcanian eruption, lava causes 3d10 points of damage for incidental contact. Full contact or immersion in lava reduces any character to ashes immediately.

Earthquakes. Because Magmatap is an artificially constructed volcano, the stress it puts on the surrounding terrain causes frequent earthquakes, even when the volcano is not erupting. Depending on the severity of a quake, it could do little more than shake characters up a bit, or could cause severe damage to equipment and persons. It is up to the GM to determine the severity of quakes and potential harmful effects to player characters. Earthquakes can occur up to 60 kilometers away from Magmatap.

Avalanches. Perhaps a greater danger than even eruptions or earthquakes are avalanches. These are caused when rock and debris are shaken loose by tremors. Avalanches occur in most parts of the Apalling Hills, but are more frequent closer to Magmatap’s cone.

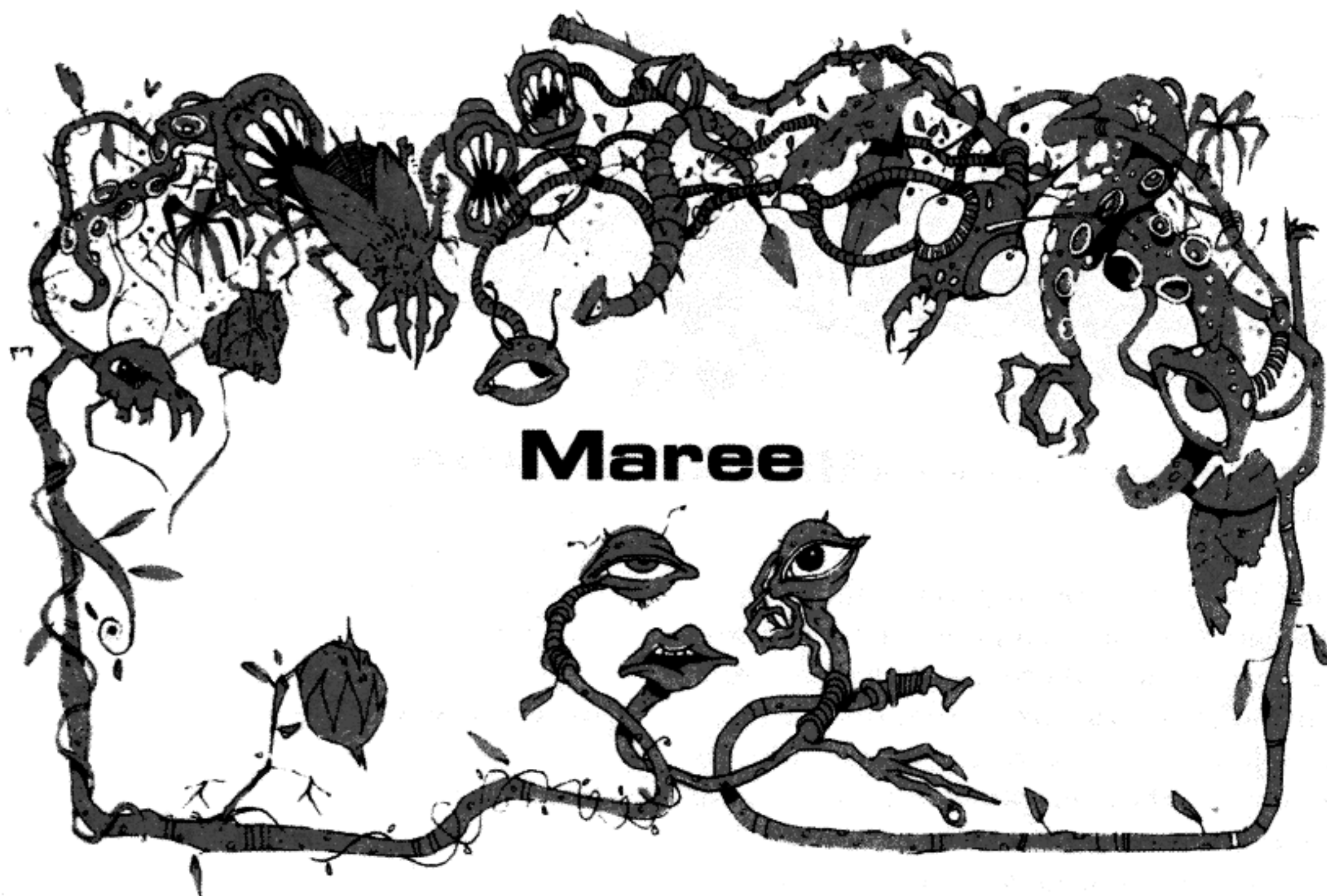
Monsters. The slopes of Magmatap are home to many relanops, or lava lizards. These are creatures that have adapted to extremely high temperatures and are actually more comfortable living in lava than out of it. Roughly one-third of the way up the southeast side of the main Magmatap cone, there is a steaming

hot cave where relanops congregate, especially during cold weather.

Other monsters that are sometimes encountered in the Magmatap area include the legendary Kraak, yfiefs, blights, yexils, obbs, parns, and mantas.

Quake Severity Table

d20	Effect
1-3	Only felt by characters with heightened touch
4-6	Felt indoors, by persons at rest
7-8	Felt indoors; hanging objects, such as lamps or plants, swing
9-10	Felt indoors and out; sensation similar to a large truck passing; windows rattle
11-12	Strong enough to wake sleepers; small objects may be knocked over; easy DX check required to keep from falling over
13-14	Tremors perceptible to all; pictures fall from walls; challenging DX check required to keep from falling over
15-16	Tremors very noticeable to all; parts of buildings may fall off; tough DX check required to keep from falling over
17	Buildings not specially reinforced damaged; nearly impossible DX check required to keep from falling over
18	Buildings heavily damaged; underground areas collapse; cracks appear in the ground; only characters with heightened precision may make DX check to keep from falling over
19	Buildings collapse; rivers spill over their banks; all characters fall over
20	Near total destruction, major changes to the landscape occur



Tech Level: II

Population: 500

Population Breakdown: 24% PSH, 35% AH, 21% MA, 20% SP.

Military: None.

Before the cataclysm, Maree was a small, rural town where nothing much happened, and it is still that way today. The townspeople are generally laid back and content with their lot, and visitors frequently mistake this for naivete, or worse, ignorance. But this is not the case. The natives of Maree have a simple philosophy of life, not desiring much and being thankful for the things they have.

There has never been an incident of violence within the bounds of Maree in recorded history. Even those who have come to town with violent intent have found their aims peaceably dissipated with no harm to anyone involved. A local saying claims that there is no problem that cannot be solved to the satisfaction of all involved within thirty minutes.

The locals give credit for their long history of peace to a mysterious catfish that is rumored to reside in nearby Blum Lake. It is said that this catfish, known as General Lee, has lived in the lake since before the cataclysm. Every year, a fisherman or two claims to have hooked the general, only to have him escape from the net. Even though he is considered the town's "good luck charm," every fisherman in the area considers it his goal to catch the general and prove his existence once and for all. No one would ever suggest ending the general's life, but everyone would like to see him.

The chief business in Maree is ostensibly agriculture, but the needs of the people are so few that little effort is required to provide for everyone. Every time a stranger comes to town, it is a major event, and all

the townsfolk come to gawk at the outsiders. Everyone is very friendly if treated civilly.

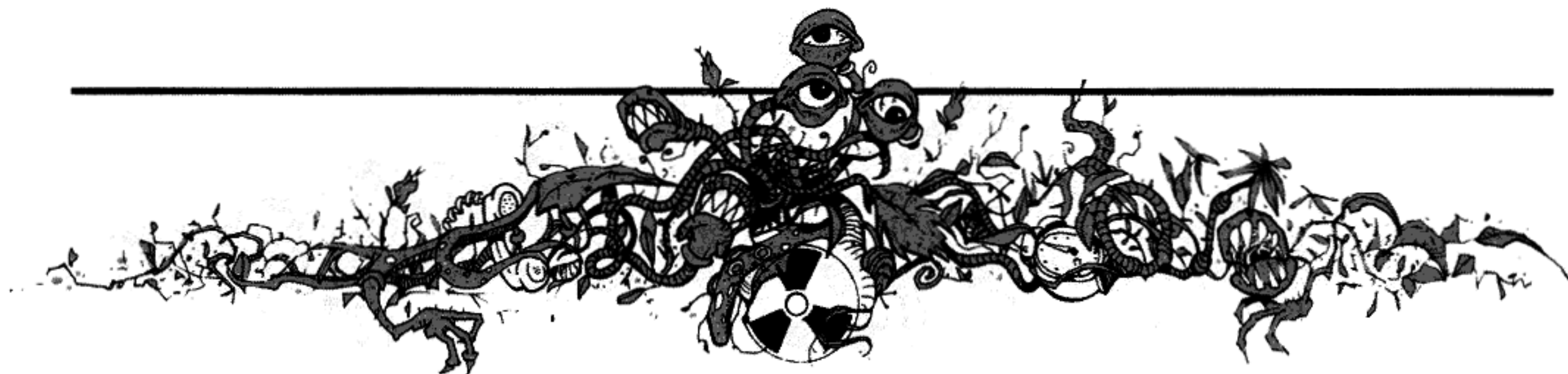
Layout. The town of Maree consists of one main street, where the few businesses and government buildings are, and a number of outlying farms. A dirt road passes through town from the northwest to the southeast. Blum Lake lies roughly a kilometer and a half to the west.

Government. Maree technically has a mayor, but his honor's only real function is to sit outside of Town Hall and welcome strangers, and to preside over the annual fishing contest. The only real official with any influence in Maree is the sheriff.

Cryptic Alliances. Oddly enough, there are no cryptic alliances in Maree. The residents are aware of their existence, but see little use in holding radical viewpoints that promote or refute a particular idea or race, so they have never gone in for them. Perhaps it has something to do with General Lee.

Points of Interest

1. Sheriff's Office. This is a small wooden building with an office space in the front and a few cells with iron bars in the back. Generally, the only person who is ever put in jail is the town drunk, who is occasionally locked up for his own good overnight. The sheriff, a mutated bloodhound named N'dee Teil'rr, never carries a weapon, but does keep a store of various weapons here under lock and key. His sole deputy, B'rnee Feyef, is allowed to carry a pistol and a mace, but the sheriff has ordered him to keep the pistol unloaded except in emergencies.



2. Floidd's Barbershop. The core group of Maree's citizenry tends to split their time between this small shop and the fishing hole. The shop is a place for gossiping, learning the latest news, and hanging out with friends. Floidd, the barber, is absolutely the least informed person in town on any subject, even those that affect him personally. All of the townspeople know that if Sheriff Teil'rr is not in his office, someone here will know where to find him.

3. Maree Arms. This is the only hotel in town. It has a small diner on the first floor. The innkeeper is so nondescript that most people in town do not even know his name.

4. Goh'mrr's Gas. Built on the site of an ancient gas station, this business is the only place for kilometers around where artifacts can be serviced. Unfortunately, the proprietor, Goh'mrr Peyell, knows absolutely nothing about machinery or technology, and tends to break pieces of equipment more often than he fixes them. Since his shop is on the edge of town, Goh'mrr is frequently the first local resident that strangers encounter.

5. The Fishing Hole. Just about everyone in Maree has a place along the Blum Lake shore that he or she considers the most perfect fishing spot in the world. This small dock is the town's official fishing spot, so naturally no one ever fishes here. The exception is during the annual fishing contest, when the contestants are required to fish from the dock.

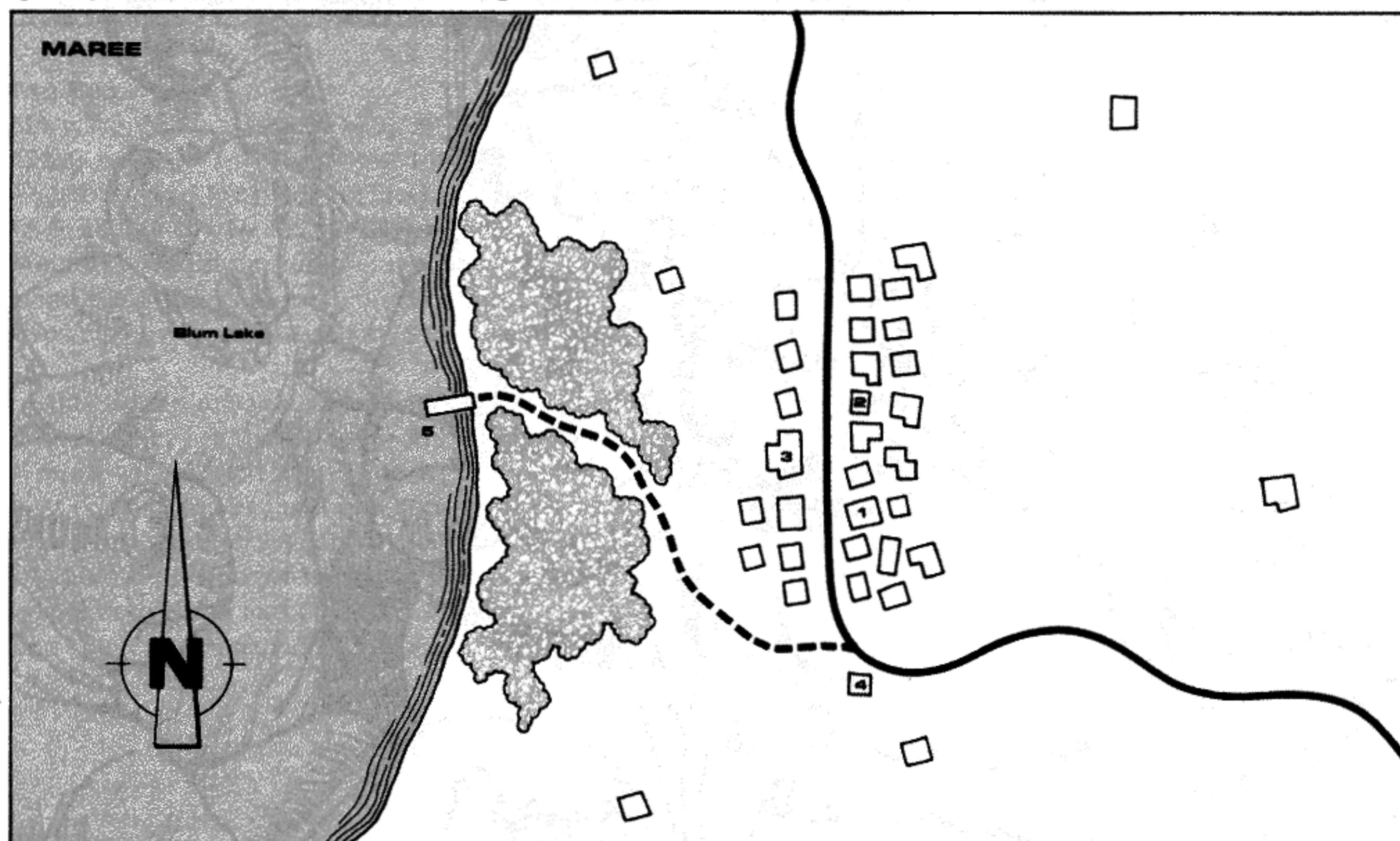
Important NPCs

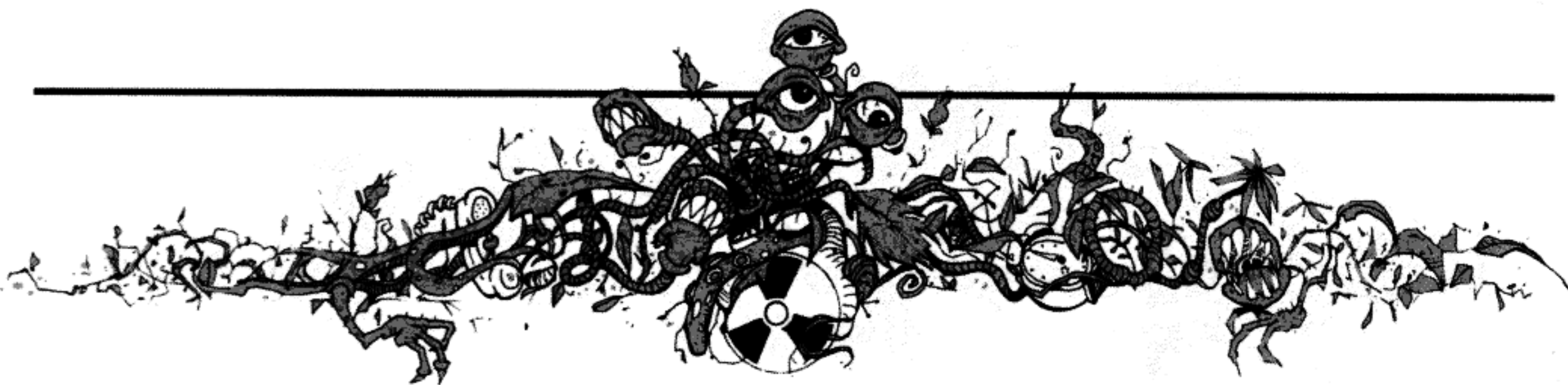
N'dee Teil'rr

MA Bloodhound; EN 8; AC 13; MD 13; HP 83; THAC melee +8; THAC ranged +8; #AT 1; Dmg 3d6+2; Hth 12; Spd 12/3; Per 13; St +2; RU +3; UA +3; RR 16. PS 12; DX 10; CN 13; MS 15; IN 17; CH 16; SN 10.

Mutations: Regeneration (16); body change—black and white skin (D); metamorphosis (8); electrical generation (16); skeletal enhancement.

Class Skills: Combat Leadership 13, Makeshift Weapon/Armor 11, Size-up Opponent 12.





Sheriff N'dee Teil'rr is the preeminent citizen of Maree. He is steadfast and constant, always dealing with the minor problems that arise in Maree with patience and good humor. A widower, Teil'rr has a young son named O'pee, with whom he frequently goes fishing.

B'rnee Feyef

AH; EN 2; AC 15; MD 12; HP 68; THAC melee +3; THAC ranged +4; #AT 1; Dmg 3d6+1; Hth 11; Spd 14/5; Per 14; St +2; RU 0; UA 0; RR 18.

PS 13; DX 16; CN 14; MS 15; IN 10; CH 17; SN 14.

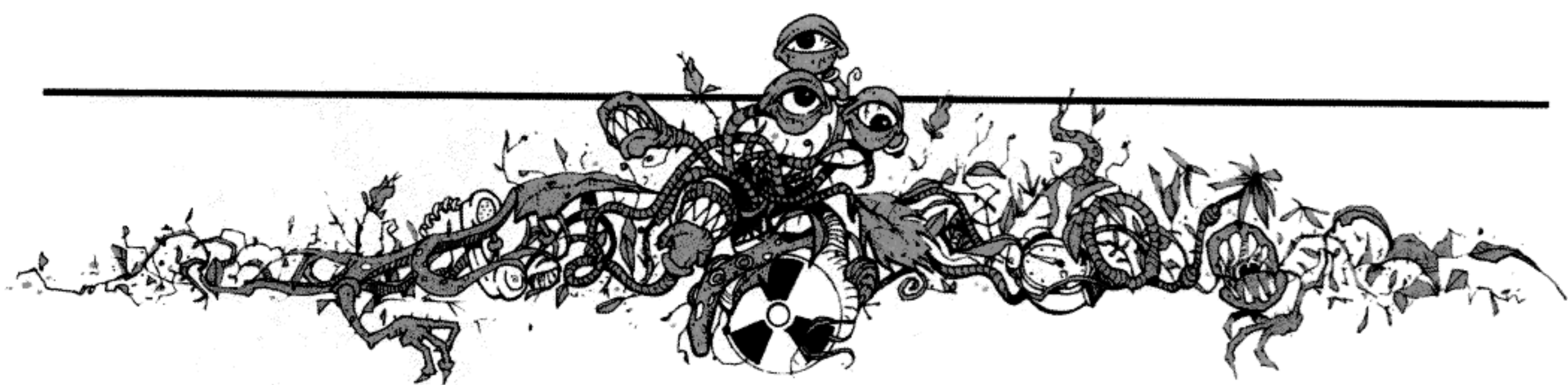
Mutations: Density control—self (11); infravision; sonic blast; mentally defenseless (D); total healing (14).

Class Skills: Combat Leadership 5, Makeshift Weapon/Armor 5, Size-up Opponent 5.

B'rnee Feyef is Sheriff Teil'rr's well-meaning but bumbling deputy. His main function in the town is to make any small problem into a huge problem until the sheriff can be found to put it right. In B'rnee's mind, he is an important and influential member of the community, but most people regard him as the village idiot. When he is not getting into trouble, B'rnee pursues a romance with a woman named Thlma. She really does love him, but will never admit it to his face.

Unlike his superior, B'rnee wears studded leather armor (AC +3) at all times and carries a pair of weapons. One is a mace (dmg 1d6+2) and the other is an unloaded revolver (dmg 2d8). The sheriff allows B'rnee to keep a bullet in his pocket, but he is not allowed to put it in the pistol except in extreme emergencies.





Ant-Bee

MA wasp; NCC; AC 11; MD 10; HP 49; THAC melee 0; THAC ranged +1; #AT 1; Dmg 1d6+poison (intensity 4); Hth 11; Spd 9/21; Per 10; St +1; RU 0; UA 0; RR 12. PS 9; DX 14; CN 14; MS 11; IN 9; CH 9; SN 12.

Mutations: Multiple limbs—legs; wings (12); diminished sight (D); doubled pain (D); immunity—corrosives/acids; energy absorption (9).

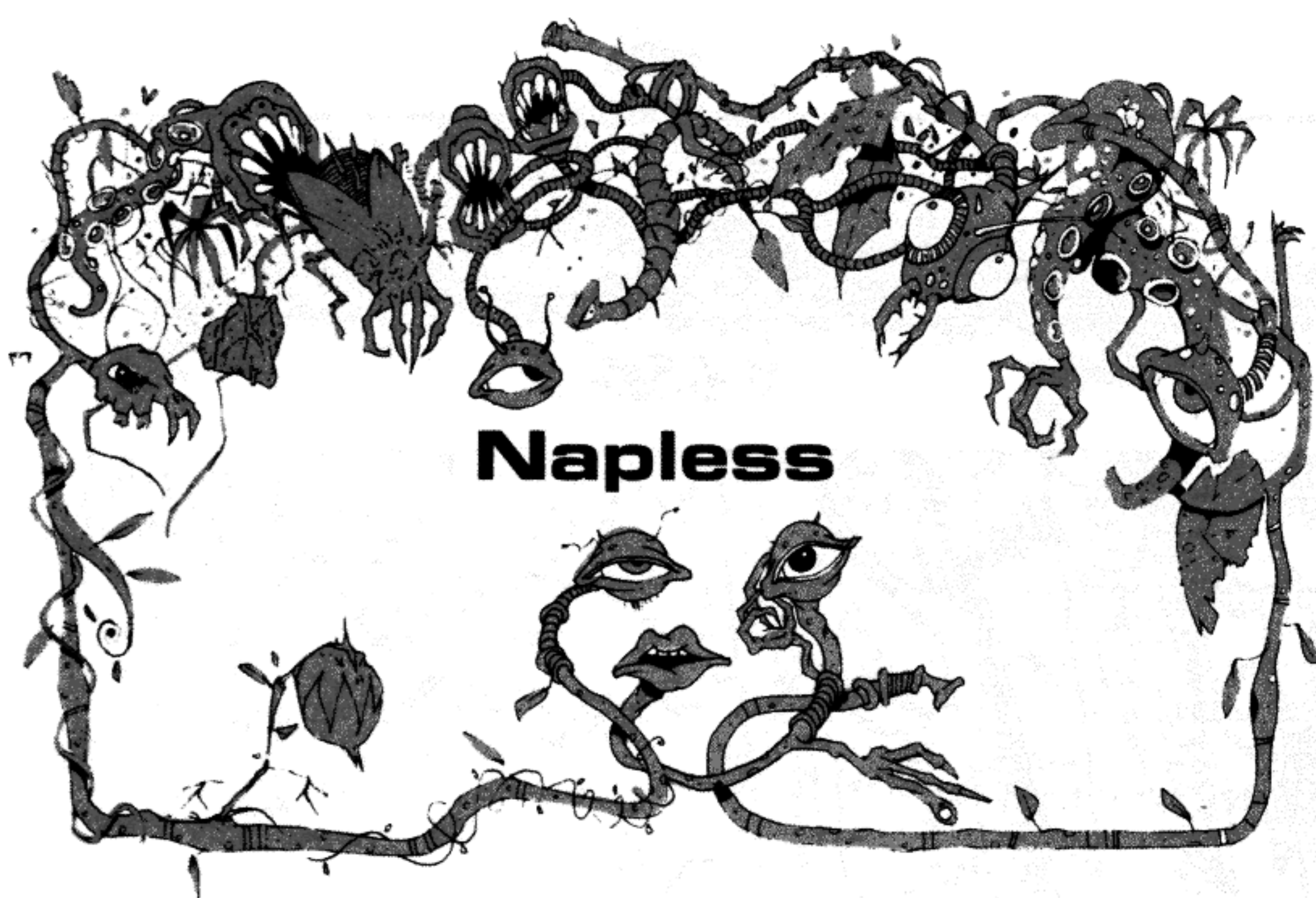
Ant-Bee is a mutated wasp that has served as live-in housekeeper for Sheriff Teil'rr and O'pee ever since N'dee's wife passed away. She is well known as the best cook in Maree, and her honey-baked pies win blue ribbons every year at the annual bake sale. Despite the oddity of having a giant insect in their home, both N'dee and O'pee have grown to love Ant-Bee like a close relative.

Goh'mrr Peyell

PSH; SC 6; AC 17; MD 11; HP 81; THAC melee +1; THAC ranged +4; #AT 1; Dmg per weapon; Hth 13; Spd 13/4; Per 10; St +3; RU +1; UA +1; RR 20. PS 14; DX 13; CN 18; MS 14; IN 13; CH 17; SN 9.

Class Skills: Detect Ambush/Trap 10, Hunting 7, Navigation 10, Tracking 11, Wilderness Survival 7.

Goh'mrr Peyell is one of the most widely traveled natives of Maree. During his youth, he traveled to Bonparr to join the Ranks of the Fit and become a soldier, but he washed out after serving only one tour of duty. Deciding that the soldier's life wasn't for him, Goh'mrr came home to Maree and resumed his old job at the gas station. He has a great love of machines and electronic gizmos, but has no clue how they really work. This makes his efforts to fix such equipment questionable at best.



Napless is a city of the ancients that was hit hard by the cataclysm. The entire population was wiped out, all indigenous life was eliminated, and most of the buildings were leveled. The entire area remained radioactive for centuries. Most of the mutations that have inflicted life forms for several hundred kilometers around can ultimately be traced back to radiation from the ruins of the once-great metropolis.

The city has long been a mecca for the Radioactivists. The entire area is littered with their remains, as the Glow they worshiped claimed their lives. The crumbling ruins of Radioactivist settlements dot the landscape in and around Napless. Only one is still active: the small village of Glowburg, located just to the southeast of the ancient city. All of the residents of Glowburg have at least nine mutations and are devout Radioactivists. When strangers come to their village, the locals try to hide their alliance and trick the strangers into entering the highly radioactive city.

All that remains of Napless now are flattened ruins, but some structures are still mostly intact, including several twisted Bones of the Giants. Among these twisted, smoking heaps, however, some remnants of the ancients may still be found, if an adventurer is courageous (or foolhardy) enough to brave the Glow and the new dangers that have arisen in this once-mighty urban area.

Radioactivity. The intensity of radiation varies depending upon the area of Napless that is being explored. In the worst areas, the radiation has an intensity of 5 points per five minutes of exposure, while the least harmful areas still have an intensity of 1 point per five minutes. The map of Napless shows the differing levels of radiation throughout the city. Adventurers would be well advised to obtain protec-

tive gear before making any prolonged explorations of the city.

Live Metal. Unbeknownst even to the Radioactivists, who have explored and charted much of Napless, the ruined city is swarming with live metal. The casual visitor to the ruins is unlikely to encounter any functioning machinery (although damaged and deactivated devices abound), because all the remaining machines have been co-opted by the Created. The mechanical cryptic alliance takes no action to prevent organic life forms from entering or moving about Napless, but closely monitors all such intrusions. If the presence of the Created is discovered, the alliance will respond immediately and attempt to exterminate the intruders. This task is usually carried out by a squad of police robots, under the guidance of a security robot or a warbot. The exact nature of the structure and leadership hierarchy of the Created in Napless is unknown. It is possible that the alliance is controlled by an android from some centralized location.

Monsters. Few creatures can withstand the intense radioactivity of Napless for any extended period of time. Therefore, the number of monsters that actually reside in the city is very low. These can be of any type that the GM prefers, but any "native" monster that is encountered by player characters will have 1d6 extra mutations, in addition to those normally possessed by that species.

Points of Interest

1. Napless Speedway. During the 21st century, the flat racetrack was converted into an aerial raceway for antigrav vehicles. These racecars vaguely resembled



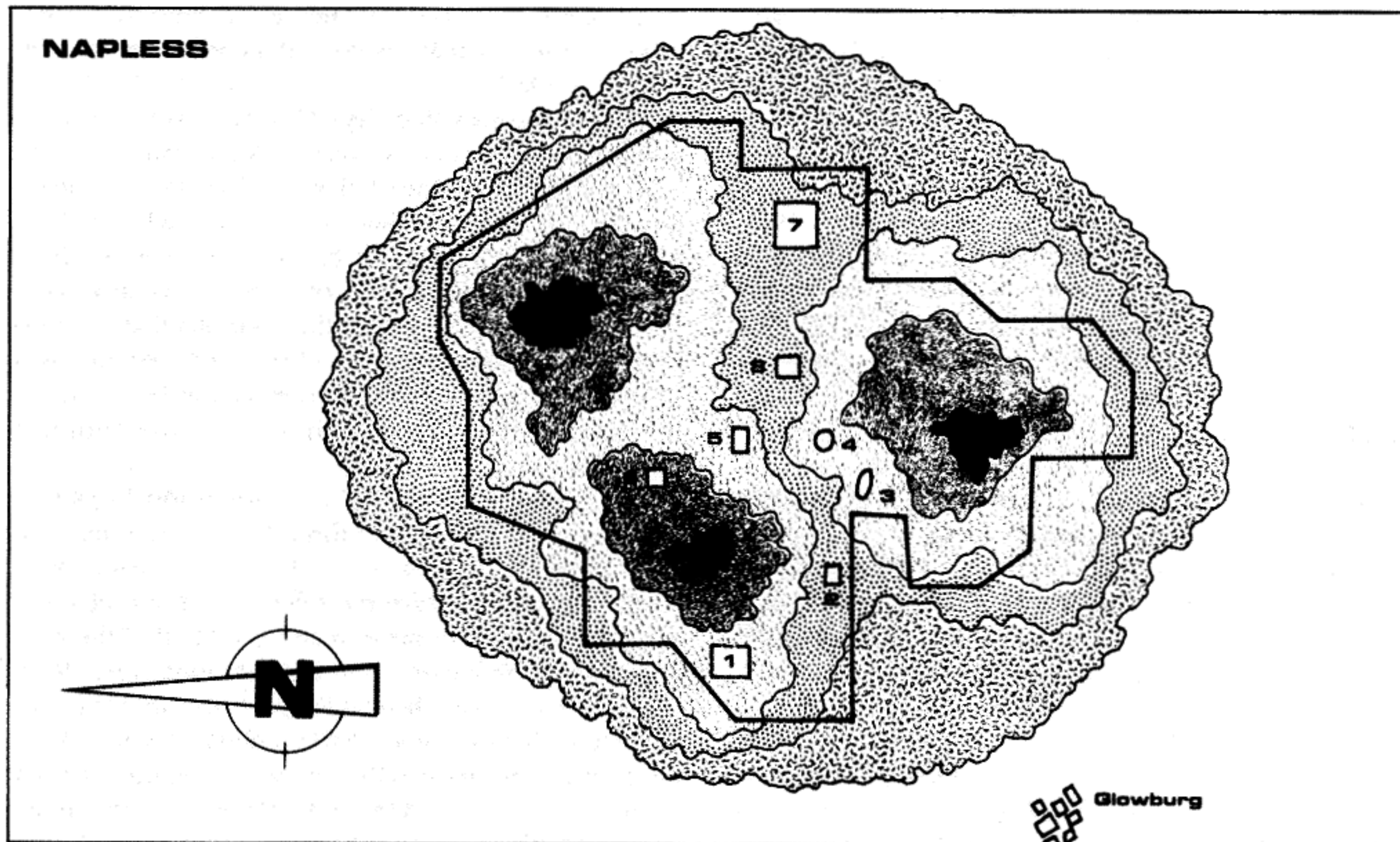
the more common flitters, but were sleeker and more aerodynamic, designed for maximum speed. With the collapse of society after the cataclysm, the speedway collapsed as well(MD)literally. Many tiers of spectator accommodations that had been held in place by anti-grav pods came crashing down on top of one another, so that today, the location is not much more than a huge pile of rubble. What makes it of interest to explorers is the wealth of vehicle parts that can be found if the wreckage is diligently searched. Roll on the following table to determine what the player characters find, adding +1 for ever additional 24-hour period past the first that is spent searching (for example, a three day search would receive a +2 bonus). Note that if the PCs find loot, it should reflect the speedway location: they are more likely to find binoculars or a fire extinguisher than a grandfather clock or a coin-operated mechanical bull.

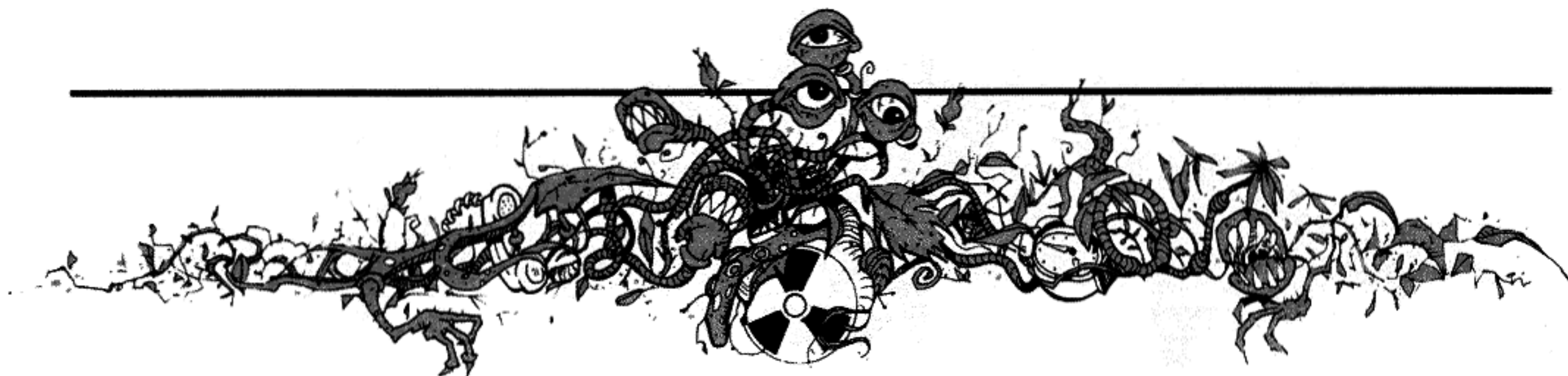
d10 Equipment Found

- 01 Nothing but useless junk—this stuff can't even be passed off as artifacts. No loot.
- 02 Mostly junk, but a few items that might interest

- 03 particularly gullible artifact collectors. No loot.
- 04 A few intact pieces of ancient vehicles—gear shift knobs, tires, fenders, etc. No loot.
- 05 Replacement parts for a variety of vehicles. Type C loot.
- 06 Vehicle maintenance equipment. Type E loot.
- 07 A damaged race flitter, intact but not operational. Type F loot.
- 08 An intact race flitter, capable of carrying a driver only, and requiring only an atomic power battery to be fully operational. Type L loot.
- 09 1d6 atomic batteries. Type M loot.
- 09-10 A damaged four-passenger bubble car, mostly intact but requiring significant repairs. Type M loot.
- 11+ A functional six-passenger bubble car that only needs a power cell to run. Type O loot.

2. State Hospital. Most of this building is a collapsed heap, except for the ground floor and part of the second floor. If player characters come here looking for medicine, they will be unsuccessful, since it was all contaminated centuries ago. Any of the chemicals





found in the building, if ingested or injected, act as an intensity 7 poison. It is up to the GM to determine whether the effects are paralytic, debilitating, or destructive.

There is some salvageable medical equipment in the building, but only an experienced White Hand healer or a high-level examiner has much chance of determining the purpose of the complicated devices found in the hospital. The medical artifacts found can be as simple as a stethoscope, or more complicated, such as an x-ray machine or even a medibot.

3. Whose Yer Dome. This was once a gargantuan sports arena capable of seating over 60,000 people. It featured such popular events as football, antigravball, track and field, zooltar, and monster truck rallies. Now, however, the playing field is open to the elements and time has taken its toll on the once-proud stadium. The dome has long since collapsed and disintegrated, the upper deck of seats has partially collapsed on the north end of the field, and much of the arena is a reddish-orange mass of rusted metal. In the lower levels, there is a plethora of long-abandoned sports equipment just ripe for plucking. Player characters may find football pads and helmets, zooltar mallets, and even a few pairs of antigravball cleats. If a power source for the shoes can be found, they will allow their wearer to literally run in the air.

Antigravball Cleats: Tech Level VI, Complexity 9, Duration: 2 hours, Avg. Cost 1,000 domars, Weight 3 kg. When worn, antigravball cleats negate up to 65 kg of mass. Because of the awkwardness of the shoes, a character must pass three DX checks to get the hang of wearing them: tough, challenging, and easy. If any check fails, the character must start over. Each die roll represents 20 minutes of practice.

4. Monument Circle. Located in the center of Naples, this area features a monument that has miraculously survived since long before the cataclysm. At its base, the monument has a number of statues that depict soldiers from the American Civil War, although they are now so worn with age and erosion that they resemble altered humans. The inscription accompanying these statues is faded and can no longer be read. A square pillar reaches up between these statues to a height of over 75 meters. At the top of the pillar stands the figure of a woman dressed in flowing robes, bearing a sword in one hand and a torch in the other. A winged helmet rests on her head. This statue

is revered by the Radioactivists, who claim that it faces south to direct the faithful toward the area of the ruins where the Glow is the most intense.

5. Public Library. Although this imposing building is mostly intact, its contents are not. Rot and decay have rendered most of the books here useless. Fires, some spontaneous and some set by the Radioactivists as a sacrifice to the Glow, have caused even more damage. The most that any PCs can hope to find here are some ragged tatters and some bits of Type C loot.

6. Children's Museum. Surprisingly, nearly 75% of the artifacts found here are in working condition, and because the building is located in an area where the radiation is particularly intense, looting has been minimal. The items found in the museum all fall into the category of Curiosities, and the GM should be sure to role-play all examinations of artifacts found here, since they are all children's toys or games of one kind or another. Of course, the players' characters will not know this, and may discover that their newest find is worthless at an extremely inconvenient time. For instance, there is a display along one wall that consists entirely of toy guns of all sizes and shapes. The midst of combat would be the perfect time for a character to discover that his new Mark V blaster is nothing of the kind.

7. Navy Avionics Facility. This Tech Level VI military base has been taken over by the Created. No one who enters its confines has ever been seen or heard from again. The Radioactivists of Glowburg alternately believe the site is haunted, cursed, or possessed by evil spirits, and utterly refuse to go anywhere near it. The exact nature of the androids that are purported to control the Created is a mystery, nor is it known whether there is any connection between the live metal inhabitants of Naples and the androids reputed to live in Datun.

8. Dyanna Wom Priso. This huge, imposing structure has walls of duralloy three stories high, massive duralloy gates, and many watchtowers on every side. Inside, the grounds are patrolled by a force of security robots that have never realized that all of the prisoners that were incarcerated here are long since dead. If any PCs can somehow manage to get in, they may be able to locate some of the facility's Type K loot. Getting it out again will be another matter, as the security robots will view any effort to leave as an escape attempt.



Rambling Woods

The Rambling Woods began as a pre-cataclysmic experiment in genetic engineering. The Columba Project hoped to create plants that were tuned into the planet's bioelectric energy patterns and capable of seeking out places where soil, air, and water provided optimal growing conditions. The plan to accomplish this involved adding cellular structures that artificially duplicated the DNA patterns of simple neurological pathways to existing plant life. In effect, they intended to give their new plants a brain.

The heads of the Columba Project were a pair of distinguished biochemical engineers: Dr. Tetsuo Aragami and Prof. Heinrich Schmidt. The scientists used their own genetic material in the development of their "super plants," despite the criticism that this raised in the scientific community. Aragami and Schmidt were funded by the powerful Agritech Corporation, which had facilities located all over the United States. While they conferred and compared notes frequently, the two scientists each maintained their own research facilities. Aragami's primary lab was located in the small town of Angola, Indiana, while Professor Schmidt did most of his research in a facility in LaSalle, Illinois. Unbeknownst to either of the men, Agritech was secretly monitoring their experiments, with the hope that the new strain of plants might someday be utilized as a new kind of biological weapon.

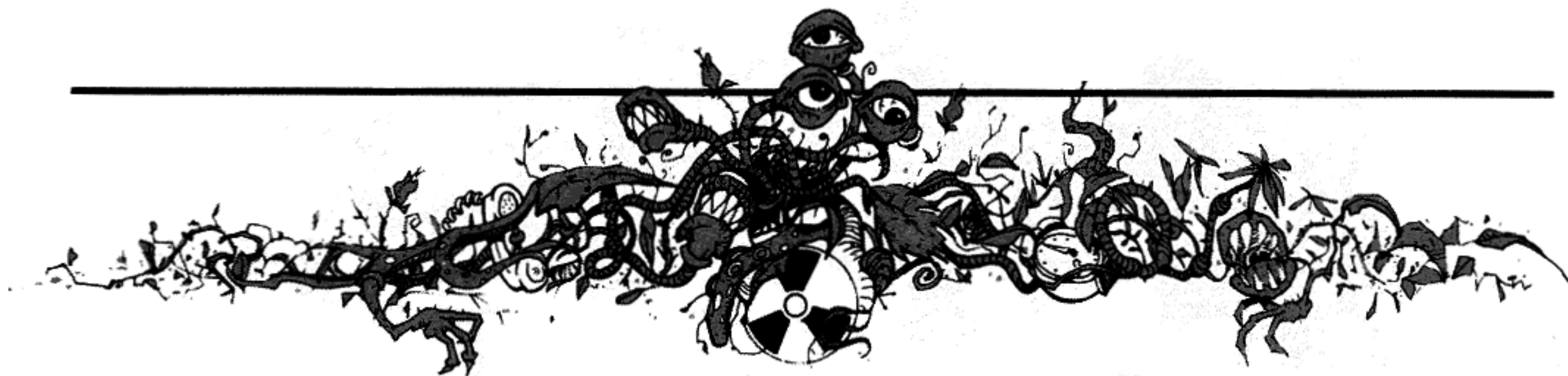
Aragami and Schmidt eventually got wind of the situation. Rather than allow their creation to be perverted by evil men, the scientists chose to destroy their research and prototypes to prevent them from falling into Agritech's hands. The pair simultaneously detonated powerful explosives in both their facilities, apparently destroying all trace of their lives' work. However, some of the genetically altered fibers

survived the blast and were hurled into the upper reaches of the atmosphere. When they eventually settled to the Earth, the samples lay inert and forgotten for centuries.

When the cataclysm struck, the combination of atomic, chemical, and bacteriological weapons caused a multitude of mutations and created the many exotic species of creature that inhabit Gamma Terra. The fallout from the destruction also interacted with the altered genetic material Aragami and Schmidt had created and which had lain dormant for so long. Under the influence of post-cataclysmic radioactivity, the samples began to multiply and infest nearby plant life with their altered DNA. Eventually, the strain spread to such a large number of plants that it gained a rudimentary intelligence. The plants also gained the power of locomotion and somehow homed in on the place where they had been created. Aragami and Schmidt's work had come to fruition, but in a manner that they could never have planned or predicted.

At first, the Rambling Woods consisted of little more than simple "brain cores" and a few dozen trees. The inhabitants of Gamma Terra barely noticed the first few migrations of the forests, being more concerned with the wars and struggles for survival that characterized the early post-cataclysmic period. As each year passed, the brain core of the Rambling Woods grew larger, and more trees and lesser plants were drawn into their genetic matrices. Eventually, the Rambling Woods grew so large that they could no longer be ignored. The forest that roams the area of Miacholin and Psion City is 15 kilometers across, while the woods that meander through the border area of Bonparr and Huush is over twice that size; it has been estimated to be nearly 35 kilometers in diameter.

Both Rambling Woods follow their genetically-



implanted migration pattern, regardless of who or what gets in their way. The exact path they follow varies from year to year, as the brain cores seek out the most fertile, arable land with their seasonal territories. When the weather starts to grow colder, the forests leave their territory and move to an unknown location in some southern clime. It is believed that the "Bonparr/Huush" forest travels to an area somewhere between Memfizz and August, but this has never been verified. Maps show the Rambling Woods' usual course, but they have been known to stray far from these paths. In the sixth year of the rule of General Claudius, the eastern forest passed through the town of Finday, causing widespread damage to the streets, public works, and even some of the smaller, flimsier buildings. This incident was partially responsible for the decision to construct protective walls around Bonparr's settlements.

Layout

During the daytime, the Rambling Woods looks very much like any other moderately-sized deciduous forest. Because the plants that make up the forest move at slightly different speeds, the exact structure of the forest, even relative to itself, changes daily. Where one day there might be a tight cluster of trees, the next day might find only a single sapling surrounded by a clearing.

In any given arrangement, the center of the forest is always the location of the brain core. It resembles a large oak in all ways, unless it is examined microscopically. Each of its cells is identical to a normal plant cell, except for the nucleus, which has been genetically altered to duplicate the neurons of the long-dead Dr. Aragami's brain. It may be that the Rambling Woods that roams in the vicinity of Mia-cholin is based on Prof. Schmidt's brain patterns. The brain core is not sentient in the normal sense of that word, but it does possess a rudimentary, almost instinctive intelligence. Because it is so different from all other animate plant or animal life in Gamma Terra, the brain core and other plants that make up the Rambling Woods are immune to all attempts at plant control or animal control.

The brain core directs the Rambling Woods in a manner that is partly physical and partly mental. Every plant in the forest, from the largest tree to the

smallest blade of grass, has had part of its cell structure altered to match that of the brain core: a plant membrane and endoplasm with a neurological nucleus. Through these cells, the brain core is able to give rudimentary mental commands and control the forest's movements from its central location.

Although it is not self-aware, the brain core does possess an instinct for self-preservation. At all times, the brain core is surrounded by a ring of evergreen trees whose needles are tipped with Intensity 8 debilitating poison. A variety of thorny vines are intertwined among the protective trees. Some of these thorns (5d6) grow to be nearly a meter in length and are razor-sharp. When wielded in defense of the brain core, each thorn has a THAC of +10 and does 1d6+4 points of damage. The thorns have 4d6 hit points apiece and an AC of 3. The vines themselves have an AC of 5 and 10d6 hit points.

Among the brain core's other defenses are a number of smaller plants and shrubbery with a variety of offensive mutations including razor edged leaves, contact poison sap, carnivorous jaws, gas generation, and squeeze vines. Each of these plants can move and attack independently, or in a concerted effort organized by the brain core.

The one thing that the brain core knows it cannot effectively defend itself against is fire. However, it takes quite a large blaze to force the Rambling Woods to change course or move from a place where it has taken root. It can easily tramp out small fires, such as campfires or torches, so attempts to use these as weapons against the forest have little effect. The core even knows that submerging burning members in water will extinguish flames. In the past, farmers who live along the forest's migratory paths have attempted to divert the Rambling Woods from their fields by setting large grass fires in its path. Due to the vast size of the Rambling Woods, however, this has rarely been successful.

Outside of the vicinity of the brain core (roughly 0.5 to 0.75 kilometer, depending on conditions), the Rambling Woods becomes less immediately lethal to encroachers. There is a wide variety of trees, bushes, foliage, grasses, and undergrowth, just as in any other forest. The shifting patterns of the plants make it difficult for even the most experienced scouts to make their way through the Woods. Any Navigate or Tracking skill check made in the Rambling Woods adds an



extra +5 to the die roll, in addition to whatever Difficulty Rating the GM assigns.

Movement

The Rambling Woods travel mostly by night, taking root wherever they happen to be at dawn. They travel 3 to 7 kilometers in a 24-hour period, with the speed depending on the weather, the surface condition, and the nutrient content of the ground over which the forest passes. The Woods never rest in even the most ideal place for more than one day.

During the fall and spring migrations, the forest travels night and day, stopping only for a few hours each day to "rest," absorbing needed nutrients from the soil. While migrating, the Rambling Woods cover 8 to 12 kilometers per day, depending on weather conditions and terrain. Precipitation tends to make the Rambling Woods sluggish and slow. Thus, the journey from its summer territory north of Bonparr to its winter habitat lasts between a month and a month and a half. The forest is usually sighted approaching

its northern territory approximately a month to five weeks after the vernal equinox, reaching its final wandering zone within a week. It wanders the area for the next four and a half months, then departs around the autumnal equinox.

The brain core leads the Woods wherever it wants, and is seemingly oblivious to the distinction between natural and man-made obstacles. The forest will cross open prairie or a well-tilled field with equal impunity. The woods go around obstacles such as cliffs or large stone walls, but pass right through stationary forests, town streets, or even moving objects, such as vehicles or people. An odd observation about the movement of the Rambling Woods is its apparent obliviousness to bodies of water. It easily fords rivers and streams, and even passes through ponds and lakes, the entire forest being submerged for as long as a day. Because of some odd combination of chemicals in the water, the residue of the Rambling Woods' passage through the water of Lake Katur promotes the growth of the mutant grain quaddro-tri on the lake's surface.





Rambling: The greatest danger that the moving forest presents is the damage caused by its passage. The Rambling Woods generally bypasses large structures, such as reinforced buildings or high stone walls, but it will crush any small or weak obstacle that gets in its way, such as fences or light wooden buildings. Since the territory and migration course of the forest are now generally known, most Bonparr residents simply stay out of the Woods' way. After all, there is plenty of space in Gamma Terra to live without asking for more trouble.

The major exception to this is the town of Defiance, which rests upon the eastern shore of Lake Katur, well within the southern boundary of the Rambling Woods' seasonal territory. Defiance must defend itself against the Rambling Woods every few years when its meanderings bring it close to the town. This involves setting large bonfires at strategic locations along the town wall and along the lakeshore. The fires and walls are usually enough to deter the forest, but on occasion (especially if it approaches from out of the lake), the Woods circumvents the defenses and passes through the streets, causing much confusion and chaos. During a recent episode, part of the docks was broken loose from its supports and dozens of people were injured or drowned.

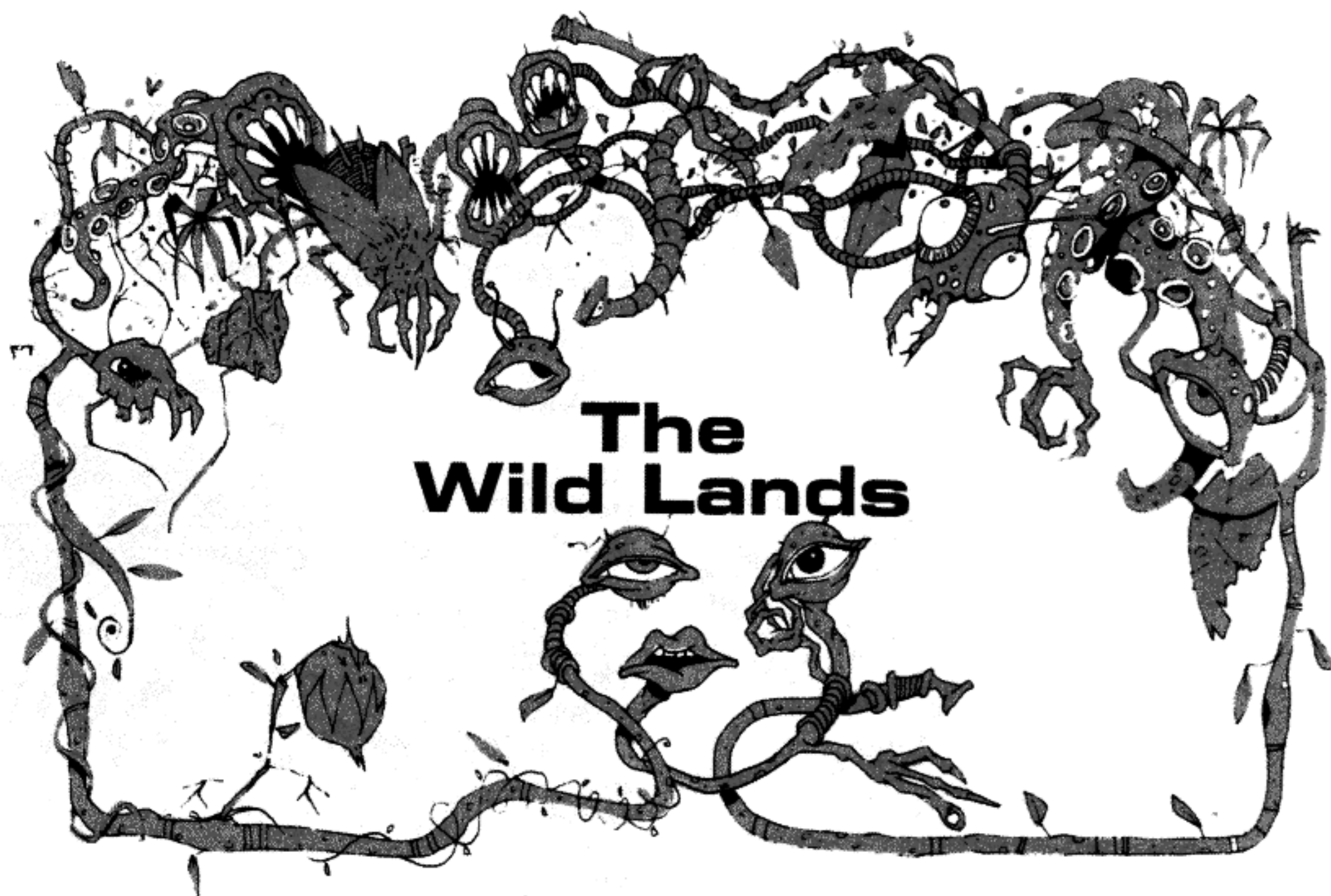
Oddly enough, the Rambling Woods' erratic movement patterns pose little real threat to lone travelers or small groups that pass through it. If a party stays on the alert, the forest will usually pass by without incident, although individuals who go to sleep on the ground while the forest is on the move are asking for trouble. Larger groups, such as merchant caravans with a number of trucks and wagons, are in more danger, because it is easy for such vehicles to be tipped over. Such parties frequently use mounted scouts or ancient technology (e.g., radar) to detect the Rambling Woods' current location and then steer clear.

Predators: Because of the instability of the environment, few predators make their permanent home in

the Rambling Woods. Still, there is a 5% chance at any given time that a traveler in the forest will encounter a creature that has either wandered into the Woods or has come looking for game. Use the table below to determine what kind of animal is encountered. Note that plant-based monsters are never encountered in the Rambling Woods.

There is one variety of animal life that is unique to the Rambling Woods, although it can hardly be described as a predator. The squeevels are small, shy animals resembling both squirrels and monkeys. They spend their entire lives riding in the branches of the Rambling Woods, never coming to the ground. No qualified observer has ever examined a squeevel up close, so it is not known whether they are intelligent.

d20	Creature(s) Encountered
01	1 Attercop
02	1 Blaash
03	1d4 Blights
04	1d4 Blood Birds
05	1d3 Cal-Thens
06	1d3 Hawkoids
07	2d6 Joardanz
08	1d6 Katkins
09	1d20 Lils
10	1d2 Mantas
11	1d4 Obbs
12	1d4 Parns
13	1d4 Rogs
14	1d4 Soul Beshes
15	2d8 Squeekers
16	1d4 Stagons
17	1d4 Terlens
18	1d2 Wardents
19	1d4 Yexils
20	1d2 Yfiefs



The Wild Lands are called wild because no trace of the new civilization of Gamma Terra has yet been able to establish itself within the area. Very few facts about the Wild Lands are known, but there is an abundance of rumor and legend.

Facts. The Wild Lands are almost entirely covered in thick forests. The north, east, and western areas are thick with deciduous woods, but proceeding deeper into the Wild Lands, these give way to thistle forests where evergreen trees become predominant.

All of the Wild Lands are heavily populated with all manner of creatures, including blakuns, kai lins, obbs, parns, yexils, ralla krens, and yfiefs, to name a few. From its lair in the Appalling Hills, the dreaded kraak frequently goes hunting in the Wild Lands. In addition to mutants, there are many pure strain species of animals still thriving in the Wild Lands. These include bears, wolves, deer, and hundreds of other animals, birds, and insects.

The only known humanoid inhabitants of the Wild Lands are the grens, a race of green-skinned altered ones. They are exclusively a Tech Level I society, but in their home territory they are unsurpassed as hunters and trackers. The grens are not fond of outsiders, since their kind was driven into the Wild Lands many generations ago. Still, if they are approached cautiously and dealt with fairly, they can sometimes be persuaded to provide guides. Gren guides will never reveal the location of their home village and will only fight to defend themselves. No one who has betrayed the trust of the grens has ever returned from the Wild Lands to brag about it.

Rumors & Legends: Somewhere deep in the Wild Lands is the ancient city of Datun. Only a handful of adventurers have ever reached it and returned. Each has a different tale to tell about the city. Some say that Datun is controlled by strange machines in the shape of true men. Others swear that the city is utterly deserted but that the spirits of long-dead ancients still roam the city streets at night, reliving their former lives. One boasting enforcer claimed that he had found a vast treasure trove of ancient artifacts—"more than a thousand men could carry off in a year"—but that it had disappeared in the night while he and his companions slept. A well-known and respected esper once said that she and her company had reached Datun, but had been unable to proceed because the way was blocked by a vast, invisible barrier.

Perhaps the most unusual story of all originated from a sentient plant named Pzzt'ahhl, who claimed that while exploring Datun, it and its comrades were hurled backward in time to an era before the cataclysm. It could not say how or when it returned to the present day, but it swore that the time displacement had occurred.

In the western portion of the Wild Lands, there is a mysterious, unnamed river and an equally mysterious lake, generally known as Lake Combos. It is said that if any two creatures bathe in the waters of the lake at the same time, they will merge into one being, with all the strengths and memories of the two victims. No adventurer has ever reported seeing this phenomenon, but they do say that on certain nights, Lake Combos shines with an eerie blue light.

Arri (Evil Spirits)

Number: 1d4 colonies
Percept: 14 or by host
Stealth/R.U.: +20 or by host
AC: N/A or by host
MD: 12
Health: 12
Speed: as host
Level: 5
Hit Dice: N/A
MHAC: +7
Attacks: 1 or as host
 Infection: 1d6/day
Int: High
Morale: 17
Size: Microscopic
XP Value: 3,000



Frequency: Very Rare **Organization:** Colony
Activity Cycle: Any **Diet:** Special
Tech Level: V **Artifacts:** O, V
Climate/Terrain: Anywhere animal life exists
Physical Mutations: Immunity (paralysis/neural attacks), chemical susceptibility
Mental Mutations: Symbiotic attachment (25)
Special Powers: Symbiotic attachment works only when approximately 1,000 arri have entered the bloodstream of their victim (see below).

Description: The arri are extremely dangerous, intelligent, parasitic bacterium. They reproduce by entering the bloodstream of mammals and gradually consuming their host's vital tissues. During the period of infection, the arri take mental control of their victim and use him to find new potential hosts. Since the arri can be particularly ruthless and violent in their actions, primitive cultures (Tech Level IV and below) often believe that an individual infected by the bacteria has been possessed by "evil spirits." Tech Level V and higher cultures have a 50% chance of recognizing the arri as an infection.

Combat: The arri generally use the offensive and defensive capabilities of their host in combat. During battle, several thousand arri will evacuate the host body (usually through the mouth), in hopes of being inhaled by the opponent.

Once at least a thousand bacteria have entered the intended victim, the arri make an attack against the target's Health score (the parasites have an intensity of 1 for every 1,000 arri in the target's body). If the attack result is equal to or lower than the character's Health score, the intended victim's body has fought off the infection and the arri are destroyed. If the result exceeds the victim's Health score, he immediately takes 1d6 damage and the arri may attempt to take control using *symbiotic attachment*.

The arri cause their host another 1d6 points of damage every day that they remain in the body. This damage cannot be healed until the infection has been destroyed through chemical means.

Society: Although each bacteria is a separate organism, the arri in a particular host's body share a group consciousness.

Gretvols (Dark Dwellers)

Number: 1d4
Percept: 3
Stealth/R.U.: 0
AC: 10
MD: 10
Health: 13
Speed: 12
 Burrow: 10
Level: 4
Hit Dice: 18 (63)
THAC: +4
Attacks: 1
 Claws (2): 3d6+4
Int: Animal
Morale: 6
Size: H
XP Value: 420



Frequency: Uncommon **Organization:** Solitary
Activity Cycle: Any **Diet:** Scavenger
Tech Level: None **Artifacts:** None
Climate/Terrain: Underground
Physical Mutations: Diminished sight, heightened hearing, new body parts (claws)
Mental Mutations: Displacement
Special Powers: Gretvols have the ability to burrow at a rate of 10 meters per round.

Description: Gretvols are huge mutated moles that live their entire lives underground. Although they are able to subsist on anything organic, the bulk of their diet consists of roots, insects, and small creatures. They sometimes come to the surface looking for food if they are particularly hungry and unable to find anything underground.

Combat: Because of their poor sight and hearing, gretvols try to choose prey that is smaller and weaker than themselves. They will usually come up on their prey from underground and try to quickly incapacitate it with their claws. Despite their large size, gretvols are very cowardly creatures, likely to flee or displace if faced by any real danger.

Society: Gretvols are extremely solitary creatures, and very territorial, except during mating season. The dark dwellers are just as likely to try to eat each other as anything else that they come across during their burrowing.

Gretvols make their homes in dark holes scarcely larger than their own bodies. They will occupy an existing cave or tunnel, but if none are available, they will quickly dig themselves a sleeping place.

The Kraak

Number: 1
Percept: 25
Stealth/R.U.: +10
AC: 25
MD: 18
Health: 20
Speed: 15
 Fly: 20
Level: 10
Hit Dice: 30 (121)
THAC: +10
MHAC: +10
Attacks: 4
 Bite: 2d6+9
 Claw (2): 2d4+9
 Tail: 4d6+9
Int: High
Morale: 18
Size: H
XP Value: 16,000



Frequency: Unique **Organization:** Solitary
Activity Cycle: Any **Diet:** Omnivore
Tech Level: 0 **Artifacts:** None
Climate/Terrain: Temperate hills, plains, forest
Physical Mutations: Wings (18), heightened PS (30), sonic blast (15), sound imitation
Mental Mutations: Mental invisibility (28), confusion (12)

Description: The kraak is a one-of-a-kind monster, apparently mutated from some kind of lizard. It has a powerfully sinuous body well over 15 meters long, with a pair of gigantic wings just behind its forelegs. Its tail is long, powerful, and capable of delivering mighty blows. The kraak is capable of raising itself up on its hind legs to use its front claws and razor-sharp teeth.

Combat: The kraak is widely feared because of its ability to remain undetected until it attacks its victims. Very few beings have ever seen the kraak and lived to tell about their experience. The monster usually preys on nonsentient creatures in the Wild Lands, but it has been known to devour lone travelers or small groups. It is highly intelligent, but also utterly ruthless and pitiless. When hunting, it absolutely cannot be reasoned with.

Society: The kraak is a unique mutation that has been alive for at least a century, perhaps longer. In that time, it has gained an almost mythical reputation: in fact, many residents of civilized communities (even those relatively near the beast's lair) believe that the kraak is a mere legend, to be used to frighten hatchlings into remaining in their slumberpods at night.

The kraak's lair is a large cavern cunningly hidden in the Appalling Hills east of Bonparr. In recent years, it has wiped out several scouting parties that have wandered too near its abode. When a squad of Ranks of the Fit cadets were killed by the kraak, a small scale search was made for the monster, but no trace was found.

Ralla Krens (Cannibal Plants)

Number: 1d4
Percept: 0
Stealth/R.U.: +3
AC: 12
MD: 13
Health: 13
Speed: 0/6
Level: 3
Hit Dice: 8 (30)
THAC: +3
Attacks: 4
 Vines: 1d4
Int: Animal
Morale: 20
Size: M
XP Value: 650



Frequency: Uncommon **Organization:** None
Activity Cycle: Day **Diet:** Herbivore
Tech Level: None **Artifacts:** None
Climate/Terrain: Temperate plains, forest, hills
Physical Mutations: Squeeze vines x4 (20), contact poison sap (paralytic, intensity 15, affects sentient plants only)
Mental Mutations: Life leech (25) (affects sentient plants only)

Special Powers: Ralla krens are immobile until a sentient plant comes within 25 meters. Life leech can only be used on plants that are in physical contact with the ralla kren. For each hit point that is leeched away, part of the victim's physical body is absorbed by the ralla kren. If the victim takes damage that is equal to or greater than his full hit points, the process is irreversible and the plant is consumed by the ralla kren.

Description: Ralla krens resemble large sunflowers, with particularly large stalks. When quiescent, the plant's vines wrap themselves around the stalk in an effort to appear nonthreatening. When the ralla krens become mobile, the vines unwind to their full length.

Combat: Ralla krens become active whenever a sentient plant comes within 25 meters of them. When this happens, the ralla kren moves toward its intended victim as quickly as possible, looking for a meal. Its tactics are very simple: first, it attempts to grapple its target with its vines, pulling the victim toward its contact poison. Once the target is paralyzed, it begins the process of absorbing its meal.

Ralla krens ignore any creatures beside their victim. The only ways to save a victim after the process of absorption has begun are to pry the victim free (which, at the GM's discretion, may cause additional damage), or to kill the ralla kren.

Society: Ralla krens have no self-awareness whatsoever, nor are they cognizant of other beings. The mysterious force that draws them to Green Folk has baffled sleeth scientists for decades. If a sentient plant happens to come within range of two or more ralla krens at the same time, all will attack, utterly heedless of one another.

Relanops (Lava Lizards)

Number:	1d12	Hit Dice:	7 (23)
Percept:	17	THAC:	+3
Stealth/R.U.:	+3	Attacks:	2
AC:	15	Pyrokinesis:	per mutation
MD:	13	Claw (2):	1d8
Health:	13	Int:	Semi-
Speed:	12	Morale:	9
Swim:	15	Size:	S
Level:	3	XP Value:	270



Frequency: Very Rare **Organization:** Cluster
Activity Cycle: Day **Diet:** Carnivore
Tech Level: 0 **Artifacts:** None
Climate/Terrain: Volcanic
Physical Mutations: Immunity (heat/fire), regeneration (13)
Mental Mutations: Pyrokinesis (18), intuition
Special Powers: Relanops are particularly vulnerable to cold. Cold-based attacks such as cryokinesis do double damage to relanops.

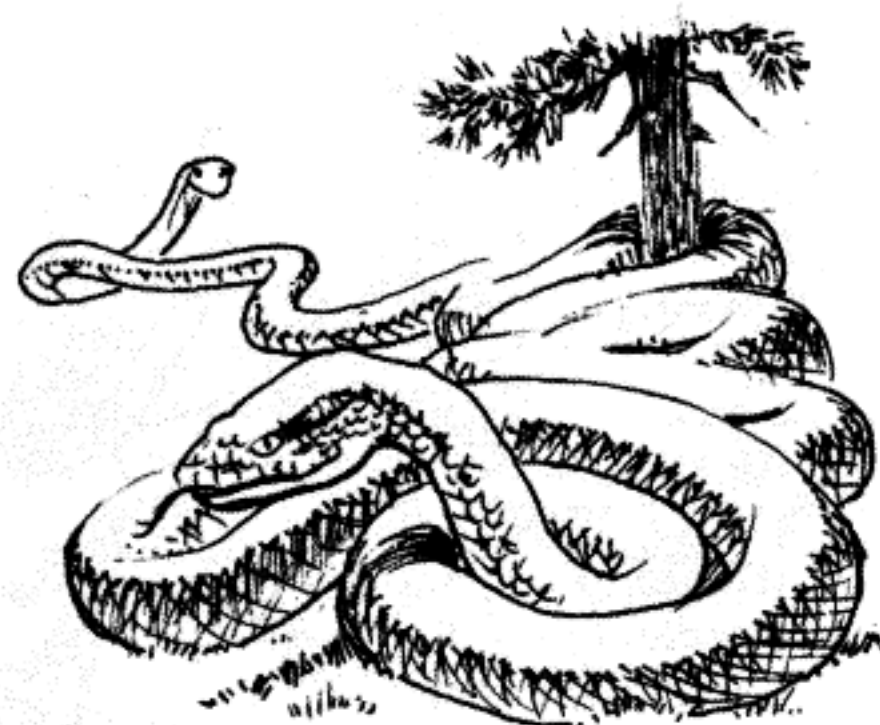
Description: Relanops are half-meter long lizards with glowing reddish-orange skin. Their eyes are usually bright yellow, but turn red and ultimately white as their pyrokinetic power grows in intensity. Lava lizards are extremely hot to the touch, doing 1d8 points of damage per round to anyone who comes into physical contact with them.

Combat: Most creatures avoid relanops whenever possible. If forced to fight, relanops will attempt to use their pyrokinetic ability or natural body heat to roast their enemies. Relanops usually hunt in groups of three to six.

Society: Relanops live most comfortably in temperatures between 120° and 500° centigrade. For this reason, they are most often found living in or near active volcanoes. They are capable of swimming in lava at a remarkable speed.

Yfiefs (Two-Headed Snakes)

Number:	1d2
Percept:	12
Stealth/R.U.:	+6
AC:	14
MD:	14
Health:	14
Speed:	20
Level:	4
Hit Dice:	22 (80)
THAC:	+4
Attacks:	2
Bite (2):	4d6+ poison
Squeeze:	5d8
Int:	Low
Morale:	10
Size:	G (avg. 20 m. long)
XP Value:	6,000



Frequency: Rare **Organization:** None
Activity Cycle: Day **Diet:** Carnivore
Tech Level: None **Artifacts:** None
Climate/Terrain: Temperate plains
Physical Mutations: Size change (larger), body change (two heads), poison (head 1: paralytic, intensity 21; head 2: destructive, intensity 24), dual brain
Mental Mutations: Duality (each head can act independently), hostility field (D)
Special Powers: If an yfief's body is separated, each half is capable of regenerating its lost mass and growing a new head within 3d6 days, depending on the severity of the damage.

Description: Yfiefs are gigantic, 20-meter-long snakes with a head on each end of their body. Their mouths contain many sharp teeth, including fangs easily a half-meter in length.

Combat: The two-headed snakes are capable of sustaining themselves by eating with either of their mouths. They prefer to swallow their prey whole, and their tactics reflect this.

Although they are nonintelligent, yfiefs have a certain degree of cunning. Since their hostility fields usually give away their presence, they rarely make sneak attacks. Instead, they make a frontal attack with one head while trying to keep the other out of sight, curving around to catch the victim from behind.

Society: Yfiefs are only marginally sentient, and many of them are not even aware that their other head is part of the same creature. Occasionally, corpses of yfiefs are found with one mouth trying to swallow the other head. Usually, both halves of an yfief's body are the same gender, but if an egg gestates in a radioactive area, there is a 5% chance that the hatchling will have two different genders. These hybrids have the ability to both lay eggs and fertilize them, but for some unknown reason, the double gender mutation never gets carried to the following generation.

Yfief fangs are prized by primitive Tech Level I cultures, who use them as poison spears. Like all snakes, yfiefs periodically shed their skins, and empty shells are often found in the wilderness.