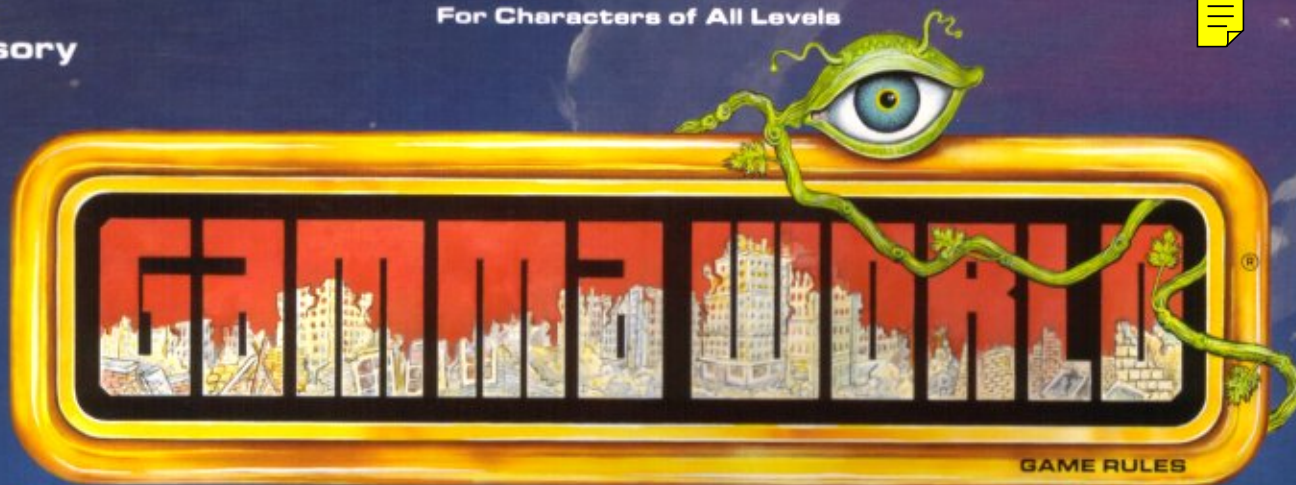
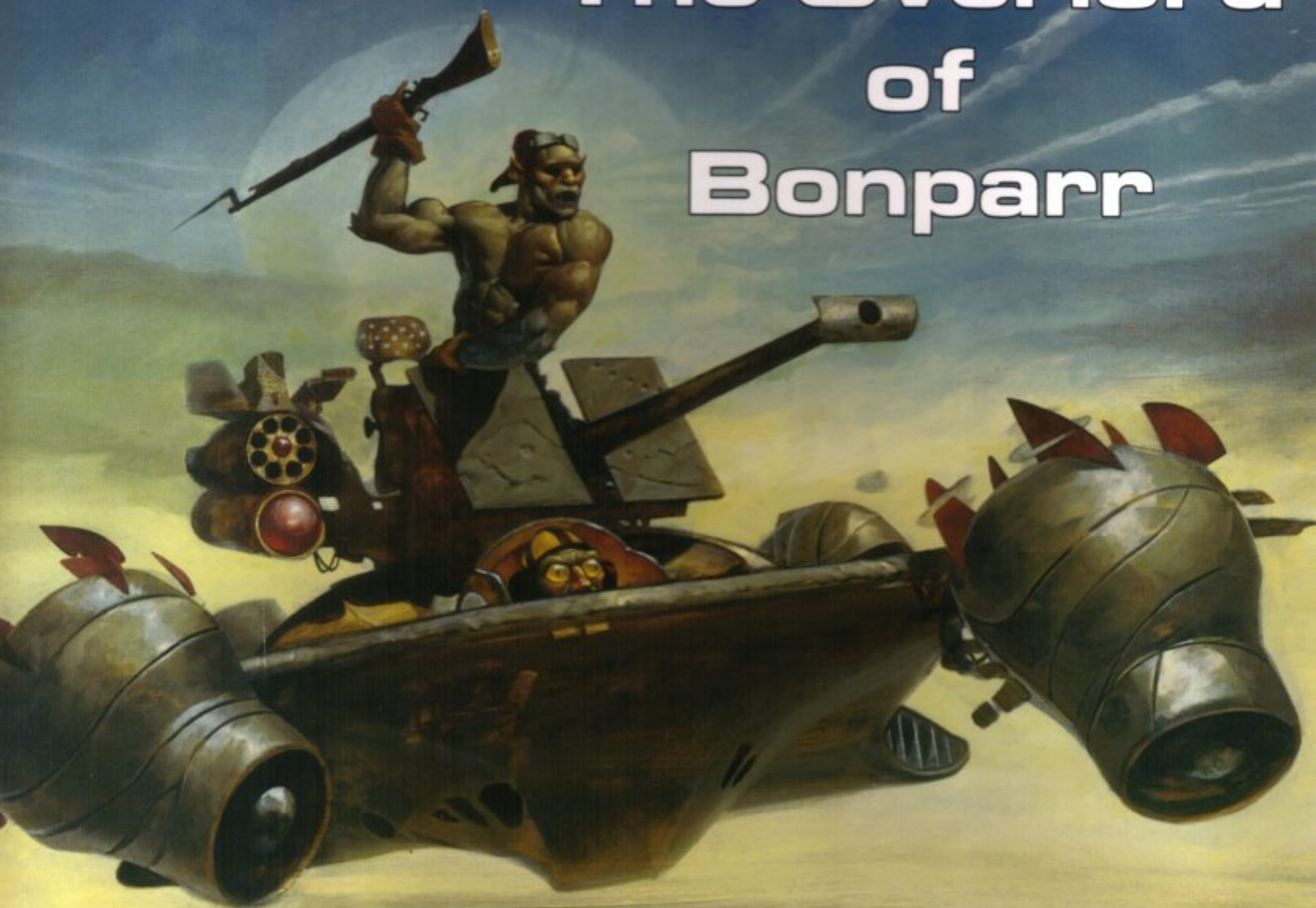




The Overlord of Bonparr



Bonparr Region Encounter Tables

Because different groups of player characters can have very different levels of power, these encounter tables must be used with discretion. If a random encounter is too powerful for the PCs to cope with, be sure the characters have an escape option, or scale down the encounter. If a randomly-encountered creature or group is too weak to fight the PCs, allow the NPCs to escape or shift the focus of the encounter to role-playing.

Unaligned Territories

2	Arks
3	Arri
4	Attercops
5	Blaashes
6	Blood birds
7	Brutorz
8	Centisteeds
9	Hoppers
10	Jagets
11	Kraak
12	Mantas
13	Obbs
14	Pinetos
15	Ralla krens
16	Rakoxen
17	Seps
18	Seroon Lous
19	Squeekers
20	Yfiefs

Bonparr Wilderness

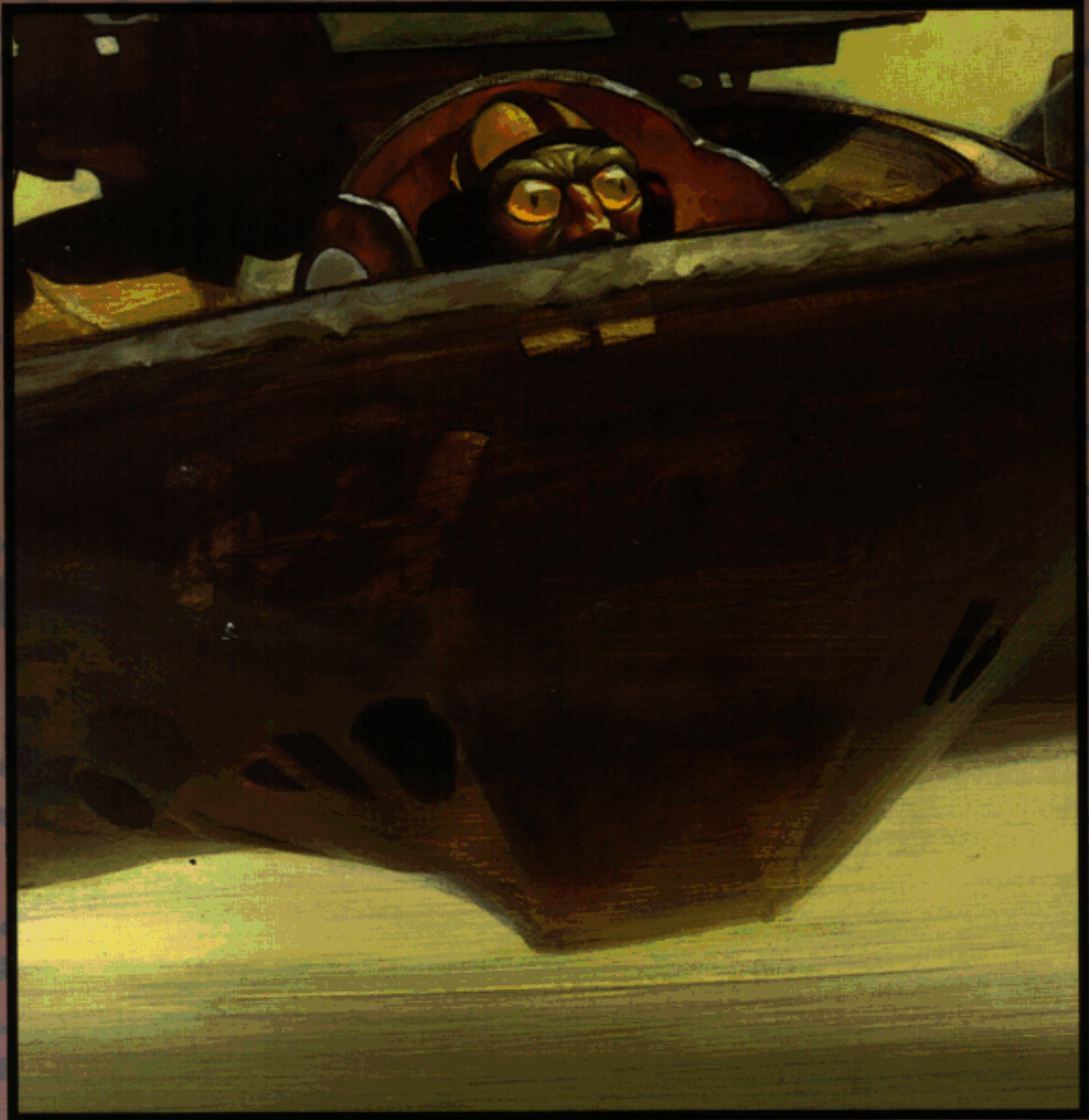
2	Yfiefs
3	Trickrs
4	Pogosi
5	Pilgrims
6	Badders
7	Blaashes
8	Centisteeds
9	Podogs
10	Mantas
11	Seps
12	Squeekers
13	Kai lins
14	Narleps
15	Farmers
16	Soul beshes
17	Pilgrims
18	Ralla krens
19	Shroums
20	Nerbils

Appalling Hills

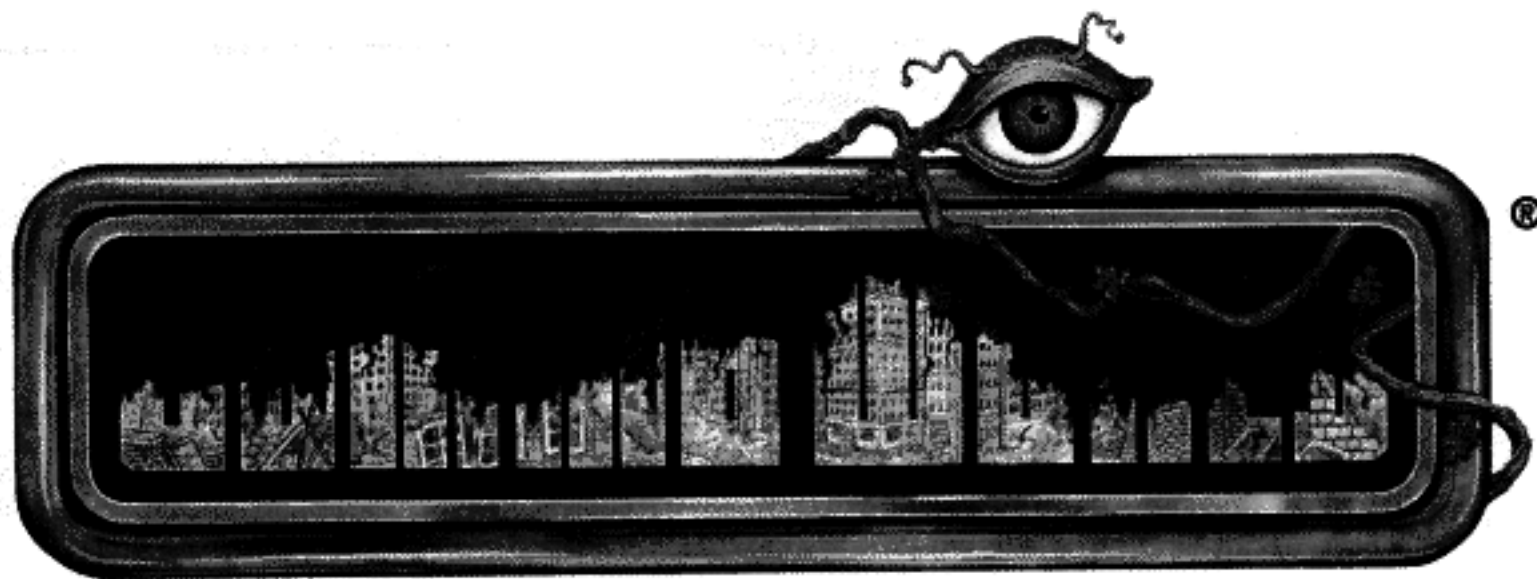
2	Arks
3	Arri
4	Attercops
5	Badders
6	Blights
7	Blood birds
8	Gretvols
9	Hawkoids
10	Kai lins
11	Kraak
12	Mantas
13	Obbs
14	Parns
15	Rakoxen
16	Ralla krens
17	Relanops
18	Squeekers
19	Yexils
20	Yfiefs

Bonparr, Town or Village

2	Drunks
3	Bandits
4	Performers
5	Craftsmen
6	Wild dogs
7	Beggars
8	Town leaders
9	Laborers
10	Merchants
11	Citizens
12	Police or guards
13	Revelers
14	Bonapartist officers
15	Teamsters
16	City guides
17	Militia
18	Cadets
19	Pilgrims
20	Laborers



Bonparr: The Animal Sector



**GAME
ACCESSORY**

BONPARR: The Animal Sector

Exploring Gamma Terra:

Volume I, Book One, by Szah-lah





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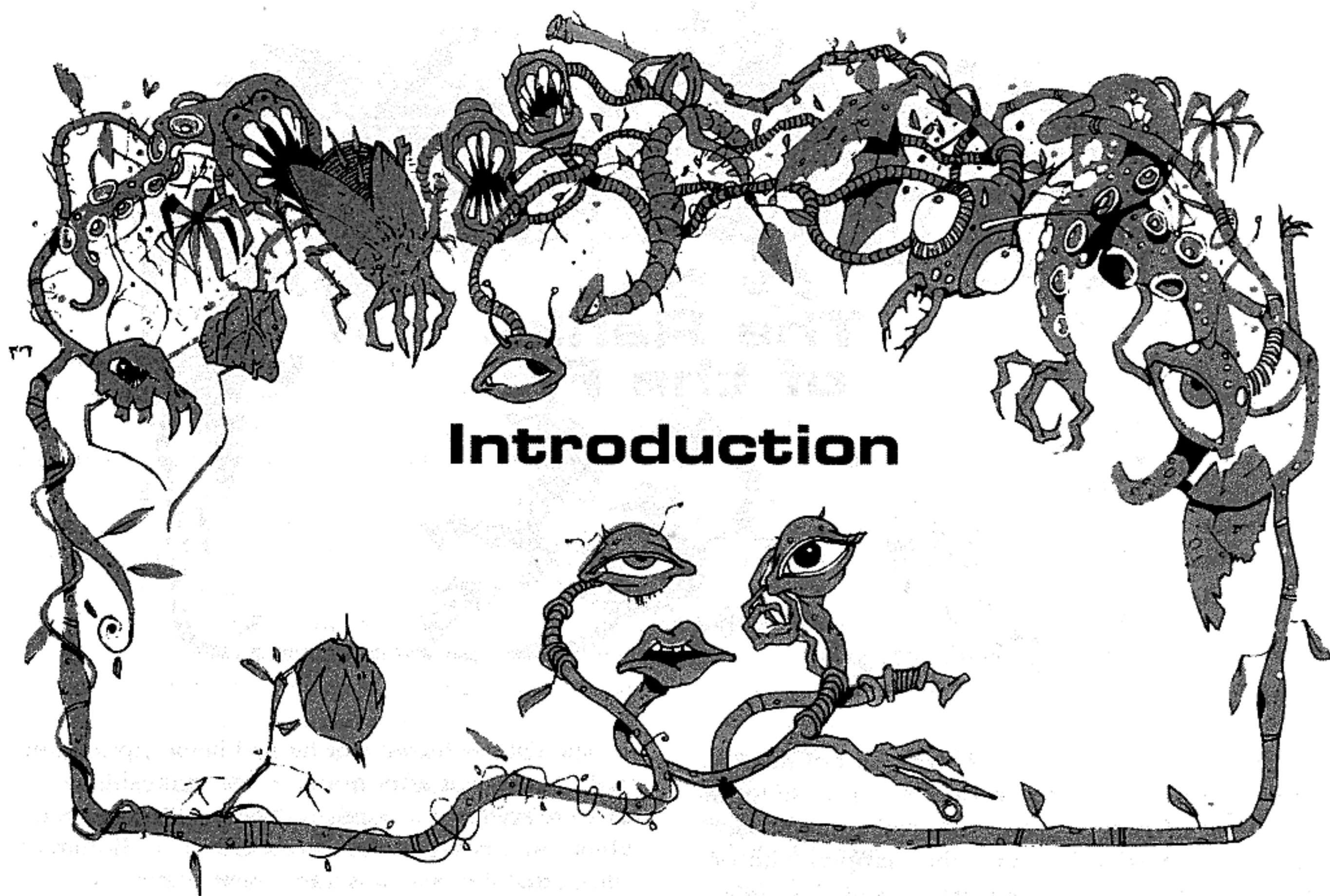
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Introduction

It has now been nearly a decade since I first conceived the notion of my great journey, which has taken me across the length and breadth of Gamma Terra in search of knowledge. I was a young sleeth, very sure of my own wisdom and convinced that the world could be studied completely, in depth, from the safety and isolation of the great sleeth university in Yrsahl. It was, and is, the greatest repository of knowledge, both ancient and modern, in all the known world, so what could possibly be served by venturing forth into the wild, untamed lands? I was content to accept the teaching of my elders as truth, and did not even think to question my belief. How foolish it seems now, and how ironic that my eyes were opened by a loutish, uneducated, and illiterate new animal from the wilderness.

His name was Guil Titan, and he was of some feline genotype I had never seen before, nor have I since. He was a wandering adventurer who had come to Yrsahl to be taught to read and write. Normally, such a one would be dismissed out of hand, but he gave the deans several unknown artifacts of the ancients in payment, and therefore his request was granted. They assigned the responsibility for teaching him to a young graduate student named Szah-lah.

In the beginning, I had nothing but contempt for my new student, and paid him only a minimum amount of attention. He learned his lessons well, considering that he was not a sleeth, but the lesson

he taught me proved to be of much greater import. I remember that I had given him an assignment to transcribe a treatise on the state of Bonparr that had been written by the great scholar Sleh-nah. Titan had no problem with the transcription, but he took me to task on the lecture's contents. According to him, the offhand dismissal of Bonparr as a backward police state was a gross injustice and misrepresentation of the truth. I was fascinated by his arguments, and wondered how one who was not acquainted with the written histories of Gamma Terra could be so knowledgeable in other areas. His response was to tell me in no uncertain terms that one could not learn the true state of the world without experiencing it first hand.

I pondered Titan's words long after he had departed from the university. Finally, I made a decision, one that has shaped the course of my life ever since. I decided that I would embark upon a tour of the lands of Gamma Terra, to see for myself the people in all their myriad forms, to experience for myself the dangers of the world, and to bring the truth home to Yrsahl.

My first destination was the nation of Bonparr, which Guil Titan claimed was so different from the official histories.

—Excerpt from the introduction to
Exploring Gamma Terra, Volume I,
by Szah-lah, sleeth historian.



The Ranks of the Fit

To uncover the beginnings of the Ranks of the Fit, one must start with the great Emperor-General Napoleon I. Those scholars who claim that history consists of inevitable events that happen with or without the consent of their participants find utter refutation in the case of this famous new animal, who seized the controls of destiny in his great paws and set an entire sector of the world on a path of his choosing.

When asked how he had risen from his bestial beginnings to become one of the most powerful sentients in Gamma Terra, Napoleon replied, "Some are born great, some achieve greatness, and some have greatness thrust upon them."

—Excerpt from *Historics of Gamma Terra*,
by Szah-lah, sleeth historian

History

The history of the Ranks of the Fit begins with its founder, who came to be known as Napoleon I. The Bonapartist founder was a mutated bear, but his only known mutation was his powerful intellect. To all outward appearances he seemed an ordinary animal, a fact that he used to his advantage many times throughout his long life.

It is widely believed that Napoleon's parents were ordinary bears, and that for most of his youth and young adulthood, he was unaware that there was anything different about himself. With his mutated mind, he devised ingenious traps and snares to catch prey.

One day, the bear caught a bewildered dabber named Bonapart in one of his traps. Since he had already eaten earlier that day, the bear did not kill his captive immediately, but instead, took him back to his

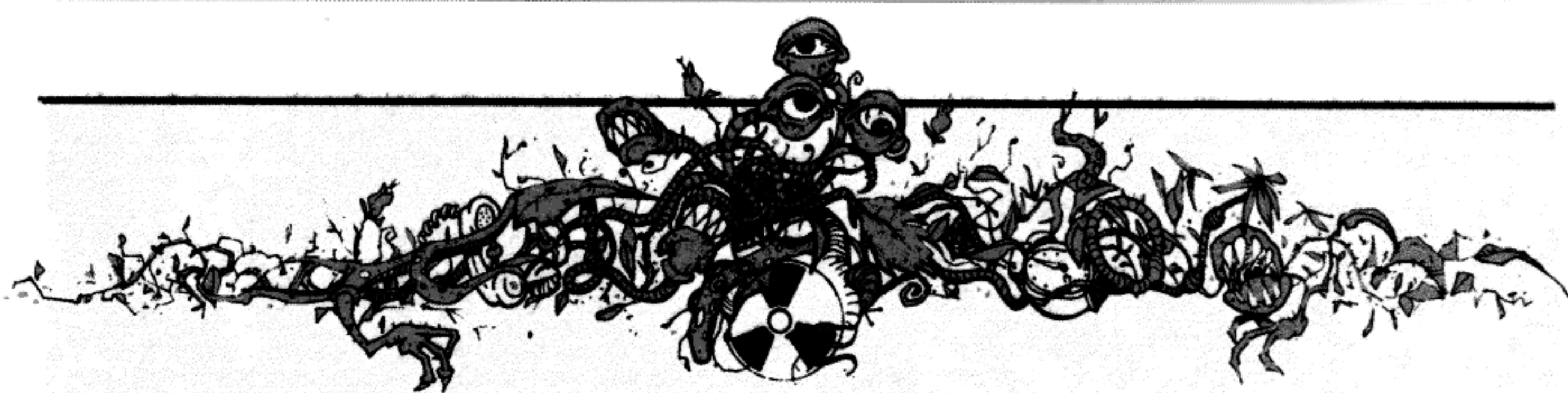
lair. The dabber feared that he had been captured by a wild beast, but after noticing the makeshift tools that were scattered around and the sophisticated camouflage that covered the cave's entrance, Bonapart realized that the bear was a true new animal.

At first motivated by self-preservation, Bonapart tried to escape using the mental powers of his species, which to his surprise, did not seem to affect his captor one iota. Recognizing this as a sign of the animal's high intelligence and mental strength, Bonapart decided to try to teach the bear to speak, in hopes that he might persuade the bear not to eat him. He managed to get the bear to speak his name, although the great beast pronounced it "Bonparr." In just a few short days, the bear was able to form complete sentences and within a month, he was completely fluent. Bonapart had taken his name from a book of the Ancients that told the history of a legendary conqueror. From this same book, he gave the bear the name "Napoleon."

Wishing to be released from the cage where the bear still kept him, Bonapart offered to teach Napoleon to read in exchange for his freedom. The bear was skeptical at first, but finally agreed.

The only book that Bonapart possessed was the text about the Ancient general, entitled *From Arcoli to Waterloo: Rules for Napoleonic Battles*. The bear proved to be a very astute learner and quickly grasped the basics of reading and writing. The book left a great impression on him about the organization and tactics of armies and warfare. He also gained an overwhelming curiosity about the world outside his forest home.

Bonapart had come to like the great bear, and the former captor and prisoner became partners. Together, they traveled to the city of Jospeen, which at that time was the capital of Ohyy, a nation ruled by the Zoo-



premists. Bonapart and Napoleon joined the cryptic alliance. They were sent on a secret mission into the land surrounding Bastion to spy out the strengths and weaknesses of the Knights of Genetic Purity.

The mission went horribly wrong when an esper slave of the Knights detected the Zoopremist group. Napoleon, Bonapart, and the rest of their squad were thrown into a concentration camp, where they were brutally tortured and grilled for information. When Bonapart died of this abuse, the great mutant bear went berserk, killed dozens of guards, and made his escape.

For several months he laid low on the outskirts of Bastion, using his old wilderness survival techniques to evade the patrols that were hunting for him. With his remarkable ingenuity, he fashioned deadly homemade traps to hunt the true men who had killed his only friend. His hatred of humans was so great that he stalked and slew any person of human stock, whether pure strain or altered.

One day, while fleeing from a particularly ruthless squad of Knights, Napoleon stumbled upon the remains of an old dwelling of the Ancients. The structure had been gutted and trampled into disarray by countless passages of the Rambling Woods, but he did find two surviving artifacts. Both were books. One was called "Pum Ing Iro by Ar Enegger," and the other had no discernible title but was full of stories of passion, love, war, history, and tragedy. Napoleon eventually came to call this tome "The Book of Universal Wisdom," and he quoted passages from it frequently. Together with the book of the ancient general's battles, these writings would become the foundation of the principles of the Ranks of the Fit.

Napoleon was eventually located by a Zoopremist scouting party and returned to the city of Jospeen, but he was disgusted and disillusioned with the Zoopremists and their desire to enslave humans. He would be satisfied with nothing less than the utter destruction of all humanity, whether pure strain or altered. He began to secretly recruit other members of the Zoopremists who felt the same way, and together, they began plotting a coup. Guided by Napoleon, they combined the notion of success through physical fitness contained in Enegger's book with the military organization of the ancient emperor and created the Ranks of the Fit. Napoleon was declared their general by unanimous vote. To identify their membership, the great bear devised a symbol for his followers to wear: an inverted

triangle with a stylized dagger thrust through it. As this symbol appeared more and more frequently, the Zoopremist leadership wondered at its significance, but did not learn the truth until it was too late.

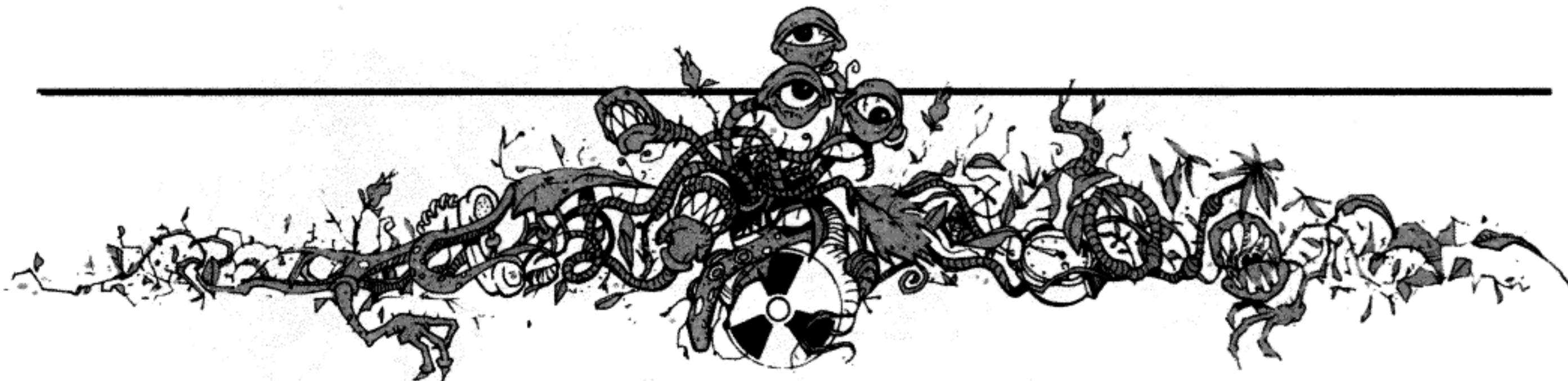
Napoleon dedicated the movement to the memory of his dead friend, and the alliance was nicknamed the Bonapartists. It remained a secret underground movement for roughly five years, as it gradually increased its numbers and perfected its regimen of physical training and discipline. Finally, one cold winter's night, Napoleon and his followers staged a violent takeover of Jospeen, executed the leader of the Zoopremists, and declared themselves the new rulers of the nation, which they renamed Bonparr. Several days later, Napoleon was installed as the first Emperor-General of Bonparr.

Within a year, the Ranks' power in Bonparr was secure and their forces had quadrupled in size. Napoleon began wholesale campaigns of conquest and genocide. The military precision of Bonparr's forces, when matched to Napoleon's brilliantly unorthodox tactics, proved to be an irresistible force. At its height, the nation of Bonparr reached from the Lance Marsh in the north to the Ohyy River in the south and from the Alm River in the east to the Kank River in the west.

Napoleon's rule lasted over 30 years. After decades of campaigning, however, his forces were becoming so widespread that it was nearly impossible to keep all of his armies under centralized control. Many of the Bonapartists' regional commanders were former Zoopremists who began to recruit conquered pure strain humans and altered ones into the Bonparr legions rather than slaughtering them. When word of these practices reached Napoleon, he was infuriated and a civil war broke out between the "traditional" Bonapartists led by Napoleon and the "reformed" Ranks of the Fit. The remnants of the once-powerful Zoopremists, who had been living as an underground guerrilla movement, took advantage of the confusion created by the civil war and managed to assassinate Napoleon. Without the great bear's leadership, the traditional forces were quickly absorbed by the reformers. To this day, the Ranks of the Fit have never forgiven the Zoopremists for Napoleon's death; neither have the Zoopremists forgotten that they were once masters of the nation that is now Bonparr, and an eternal enmity exists between these two alliances.

Napoleon was succeeded by General Iago, a mu-





tated ram who had spearheaded the reformer movement. Iago was a capable leader, but his battle tactics and overall strategies were much more conservative and lacked the creative spark of his predecessor. During his rule, Bonparr's expansion came to a grinding halt, and the Ranks suffered their first defeats at the hands of the Knights of Genetic Purity in the north and from the orlens in the southwest. Iago's generalship lasted only three years before he was ousted by a particularly ambitious member of his military council, but Iago lasted longer than any of his next 10 successors.

These were dark times for Bonparr and the Ranks of the Fit. During this period, a major rebellion of hissers took place, led by the Grand Matriarch Sherzhra (an ancestor of the Grand Matriarch Saressa, current ruler of Huush), a revolt which divided Bonparr nearly in half and led to the formation of the independent hisser nation of Huush. Only the unpredictability of the ravenous Rambling Woods prevented the hisser armies from marching on Jospeen.

The borders of Bonparr were finally stabilized in their current positions when the Ranks of the Fit were taken over by General Ursal, a mutated bear who is rumored to be a descendent of the great Napoleon himself. Where many of his predecessors had wasted resources and animalpower in fruitless campaigns of conquest, Ursal implemented a plan to concentrate on stabilizing conditions within the nation and ending the pointless wars of subjugation.

Once he had consolidated his power, General Ursal called an immediate halt to all campaigns then underway and began negotiations for peace. This proved to be a long, difficult process, but his indomitable determination and the people's deep desire for peace were able to overcome all obstacles.

Once peace was achieved, Ursal began a massive reorganization of the entire Bonapartist military. Much of the standing army was reassigned to civilian duties, charged with keeping the peace rather than, as too often had been the case, being the ones who disturbed it. Ursal's plan then decentralized direct control of the individual divisions that made up the army and gave more control to the individual towns. Colonels were allowed to hire out excess troops to other nations as mercenaries, subject to approval from the chiefs of staff.

With so much of life in Bonparr geared toward the maintenance and upkeep of the army, the soldiers

were the only commodity the nation had to offer its neighbors. After some initial hardships, Bonparr's economy began to boom, and the next stage of Ursal's plan was implemented, increasing nonmilitary trade and professions. Sooner than would have been expected, Bonparr, and especially the central city of Jospeen, became a major center for commerce.

The Ranks of the Fit still had more members than Bonparr could really support, so Ursal began sending out small contingents of Bonapartists to other nations, to set up bases of operation from which they could spread their philosophy and recruit new members from all across Gamma Terra. In some places the Ranks were welcomed, in others they were tolerated, and in a few they had to act covertly. But in all, their influence was felt as far away as Apples, Kanzaz, and New Ork. Some Ranks of the Fit explorers have even been as far away as Saddle, Poorland, and Frezno.

General Ursal has been the top officer of the Ranks of the Fit for nearly 40 years and has become somewhat less vigilant and more irascible than he once was. Because he no longer personally controls the day-to-day operations of the alliance, factions have once again begun to form among his officers. Many of the younger members of the Ranks have never experienced war and are eager to begin the reconquest of the areas once ruled by Napoleon. While publicly always in support of General Ursal, Colonel Egeon, a mutated wolf and the Ranks' chief strategist, has been secretly encouraging this faction. Another faction favors the restoration of the Ranks founder's policy of antihuman extermination. This faction is headed by Colonel Dumaine, a mutated human who is so animallike in appearance that he has passed himself off as a new animal for many years. A more vocal faction, whose spokesman is Colonel Ferdinand, chief adjudicator of Bonparr, believes that covert activity and espionage is the best way to topple foreign governments and make them vulnerable to Bonapartist takeover. The bulk of the Ranks, however, are loyal to Ursal and his son, Colonel Orsino, who is considered the most likely person to succeed the general upon his passing. Should General Ursal pass away unexpectedly (he is still in quite good health for his age), a power struggle is sure to ensue that will rock the Ranks of the Fit to its foundation.



During my brief interview with Colonel Conrade, I was given the opportunity to examine the ancient books that formed the basis of the Ranks of the Fit's philosophy and organization. By far the least impressive appearing of these was a small volume entitled *From Arcoli to Waterloo: Rules for Napoleonic Battles*. And yet, as I carefully scanned its pages, I realized that the military units described in the book were nearly identical to those I had seen while traveling through Bonparr.

Another book, which had no title, was hundreds of pages long and had many passages circled in red ink. Colonel Conrade told me that those marks had been made by the great Emperor-General Napoleon I himself. I had time to copy only one of these passages, which the colonel brought to my attention, and it read as follows: "Cowards die many times before their deaths; the valiant never taste of death but once. Of all the wonders that I have heard, it seems to me most strange that men should fear: seeing that death, a necessary end, will come when it will come."

When I returned to Yrsahl some years later, I discovered that this quote had long been attributed to Napoleon I, who used it while addressing his troops on the eve of a battle against the Knights of Genetic Purity.

—Excerpt from *Exploring Gamma Terra, Volume I*
by Szah-lah, sleeth historian

Recruitment and Training

All citizens of Bonparr, both male and female, are conscripted for military duty by the Ranks of the Fit

when they reach the age of majority. For pure strain and altered humans, this takes place at roughly 18 years of age; for mutated animals, the age of majority is highly variable, and is evaluated on a case-by-case basis. The exceptions to this law are sentient plants and those creatures with particularly debilitating mutations. The green folk are generally considered to possess a physiology and psychology that makes them poor soldiers. After all, they grow stronger and more fit in the exact opposite way from mammalian life forms: by taking root and lying about in the sun. Unfit human or animal mutants are generally assigned some public duty other than the military.

Draftees are put through a rigorous four-week basic training course, where they are drilled in weaponry, discipline, and especially physical fitness. Recruits are assigned for special training in infantry, cavalry, mechanized, flying, or artillery units, depending on the army's needs and the draftees' abilities. After completing basic training, recruits gain the rank of private and are assigned to a company, usually stationed away from the new soldier's home town.

The standard tour of duty is two years, after which the soldiers of Bonparr are given several options. They may retire from active duty and return to their home town or village, where they remain a part of the reserves, to be called upon in times of war or national emergency. They may reenlist, choosing a two, four, or eight year tour of duty. Finally, they may apply for officer training school at the Academy in Jospeen. Those soldiers who have distinguished themselves (particularly new animals) may be singled out by their superiors and encouraged to enter the Academy.

Officer training takes six months and is extremely demanding. The first three months are spent at the Academy in Jospeen, where the cadets are taught mil-



itary history, tactics, and procedures, trained to develop their physical abilities, and indoctrinated in the philosophy and beliefs of the Ranks of the Fit. The second three months of officer training take place in the mountains east of Admiral Lake, where the cadets must apply their learning in practical applications and warfare simulations.

Seventy-five percent of those who enter officer training quit before their term is up, and either return to their previous rank and company or voluntarily discharge themselves from the service. Another ten percent of the cadets do not survive. Those who make it through the six months of training are then subjected to the Test of the Fit, a 24 hour, nonstop succession of physical and mental challenges. Legend has it that General Ursal was the only cadet in history to receive a perfect score on the Test of the Fit.

Most officers in the Ranks of the Fit fall into the enforcer character class, but there are also espers and scout officers as well. Except for a few very rare exceptions, examiners almost never pass the Test of the Fit, and therefore are not true members of the alliance. The Bonapartists recognize the value of the examiner class, however, and frequently employ them as civilian advisors.

Military Units

The Ranks of the Fit, and the army of Bonparr that they control, is organized along military lines that were taken from an ancient rule book for wargames once owned by the great general, Napoleon I. Both the divisions of the army and the designations of rank were taken from this book, which has left the Bonapartists with a military organization which is much more simplified than those which historically existed. Of course, in the intervening years since the Ranks was founded, some alteration and specialization has taken place.

The bulk of the army is made up of infantry, which are simply soldiers on foot armed with swords and rifles. The smallest unit of the infantry is the squad, which consists of 10 to 20 soldiers who are commanded in the field by a sergeant. A platoon is made up of three to five squads, and is usually commanded by a lieutenant. A company consists of three to five platoons, and is under the command of a captain or a major. Five companies make up a division, the largest subset of the

army. Each division is commanded by a colonel.

In addition to these basic infantry units, there are special units that exist independently of the divisions. Cavalry units, or brigades, are made up of soldiers who ride into battle mounted on steeds. The Bonparr army currently has four brigades: a troop of hoops mounted on hoppers, two troops of dabbers who use their empathy to control their centisteed mounts, and a troop of altered ones who ride podogs. Each brigade has from 100 to 250 soldiers. There are also a substantial number of stagons used by the army, but these are generally used as beasts of burden rather than steeds.

Another specialized unit in the army is the artillery, organized into corps. The corps are comprised of soldiers who have been specially trained to load, fire, and repair cannons and other large guns. Artillery units stationed in Bonparr's cities generally make use of the laser cannons that are situated there for defense (see Chapter Two for details). Laser cannons are far too valuable to risk in the field, so when the corps go into battle, they are usually armed with chemically-powered mortars and shell-firing cannons. The size of each corps depends on its number of cannons, with a crew of approximately 10 per weapon.

The Bonparr army also contains two squads of aerial units, or flyers. These are basically the same as the infantry squads, except that the soldiers that make them up are all mutants with the ability to fly or glide through the air. Like infantry squads, each flyer unit is comprised of 10 to 20 soldiers. Aerial units are most often used to fly reconnaissance missions and are known for their high casualty rate. In fact, some flying mutants have tried to hide their flight ability to avoid being assigned to these high-risk units. Both flyer units are currently stationed in Jospeen (see Chapter Two).

The most elite unit in the army is the mechanized unit, or rollers. This unit goes into battle inside five Tech Level IV tanks that are General Ursal's pride and joy. Due to the extreme rarity of these vehicles, and the intense training required to learn how to operate them, only the most skilled and talented soldiers are accepted into the rollers. Each tank has a crew of five.



Military Ranking

Although the Ranks of the Fit commands the army of Bonparr, the vast majority of the soldiers that comprise these forces are not actually members of the cryptic alliance, and therefore do not get the benefits associated with membership. The ranks in the army can be loosely divided into three categories: enlisted men, low-ranking officers, and high-ranking officers. Enlisted men include the ranks of recruit, private, corporal, and sergeant. Low-ranking officers are those who have graduated from the Academy, passed the Test of the Fit and received a commission. These include the ranks of ensign, lieutenant, brigadier, and captain. High-ranking officers are those who have made a career out of the military and make all battle plans and long-term strategies. These include the ranks of major, commander, colonel, and general.

The lowest rank in the army is the recruit. Recruits are soldiers who have just been drafted and sent to basic training. Upon graduation, recruits are promoted to private.

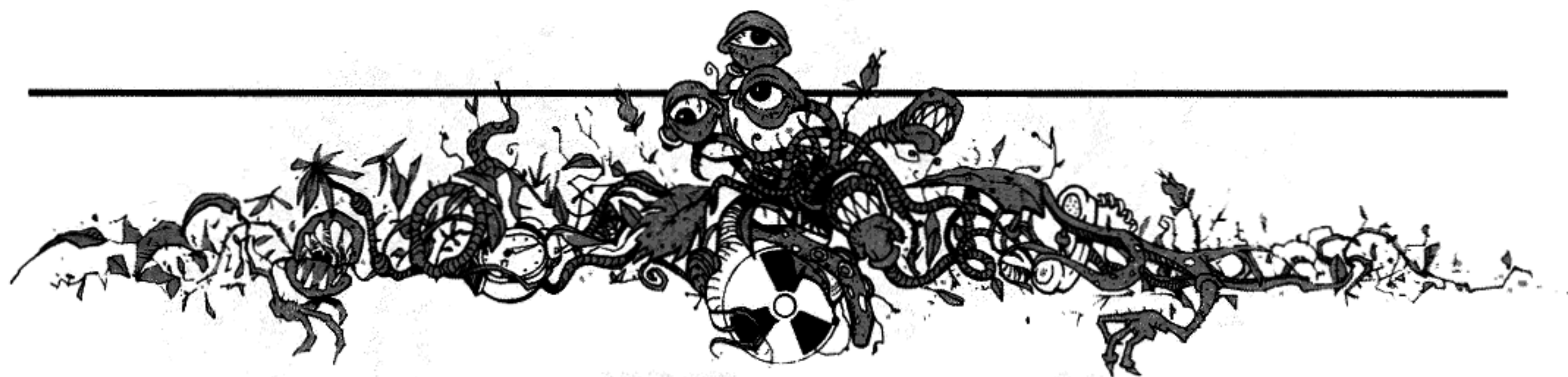
The rank of private represents the basic soldiers

who make up the army of Bonparr. They generally serve a two-year tour of duty and then return to their homes, reenlist, or apply for officer training school. Each private in the army is issued a long sword (Dmg 1d8 +PS mod), a suit of leather armor (AC +2, customized to fit its wearer), and a flintlock rifle (Dmg 3d8) with a bayonet (Dmg 1d6, double when used in a charge) and 24 rounds of ammunition.

Corporals are noncommissioned officers, or NCOs, who have been given a special task within an infantry company, such as second-in-command of a squad, company clerk, or service personnel (supply officers, cooks, engineers, etc.). The bulk of cavalry and aerial units are also made up of soldiers who hold the rank of corporal.

The highest rank in the army that a soldier can attain without going to officer training school is that of sergeant. Sergeants, also NCOs, are usually career soldiers who have served a number of tours of duty. Most infantry squads are commanded by a sergeant, although some of the specialized duties mentioned above in the description of corporals sometimes fall to sergeants. Sergeants are also placed in charge of





recruits in basic training. The teams that make up the tank crews of a mechanized unit are almost always comprised of sergeants. In addition to the gear issued to privates, sergeants are usually given a single-shot pistol (Dmg 2d8) and 12 rounds of ammunition.

Upon graduating from the Academy, cadets are generally awarded the rank of ensign, which is the lowest rank for commissioned officers. Ensigns are usually assigned to support duties, frequently as staff members for higher-ranking officers, in order to gain practical experience in command. They can often be found holding administrative posts at the company level. The equipment carried by ensigns, and all other commissioned officers, varies according to their specific assignment and duties.

Officers holding the lieutenant rank are often in command of platoons, corps, and flyer units. Lieutenants are also in direct command of each tank in the roller unit. On the administrative side, virtually every position in a colonel's staff is held by a lieutenant.

Brigadier is a special rank, roughly equivalent to but slightly above a lieutenant, that is reserved for the commander of a cavalry brigade. It is said that the famous Napoleon I scorned the use of cavalry until a brigade of troops on centisteed turned the tide of the battle of Fortain. Napoleon rewarded the leader of the cavalry with the distinctive rank and the Bonparr army has honored it ever since.

If any of the PCs are members of the Ranks of the Fit, it is likely that the highest rank they will hold is captain. Captains are the commanding officers of companies within the army, but it is also a common rank for professionals such as lawyers and engineers. Since there are more captains than there are companies, these officers are often assigned to odd duties, such as espionage, reconnaissance, investigation, exploration, and so forth. Captains with these sorts of duties are frequently given a great deal of leeway in the missions and adventures they pursue, as long as they always check in with their superiors at regular intervals and always act in the interests of Bonparr and the Ranks of the Fit. The rank of captain is also the highest rank that any pure strain human, altered one, or sentient plant may attain.

Usually only an officer who has made a career in the military will rise to the rank of major. Majors are in direct command of each of the specialized branches of the army, including the corps, flyers, and rollers.

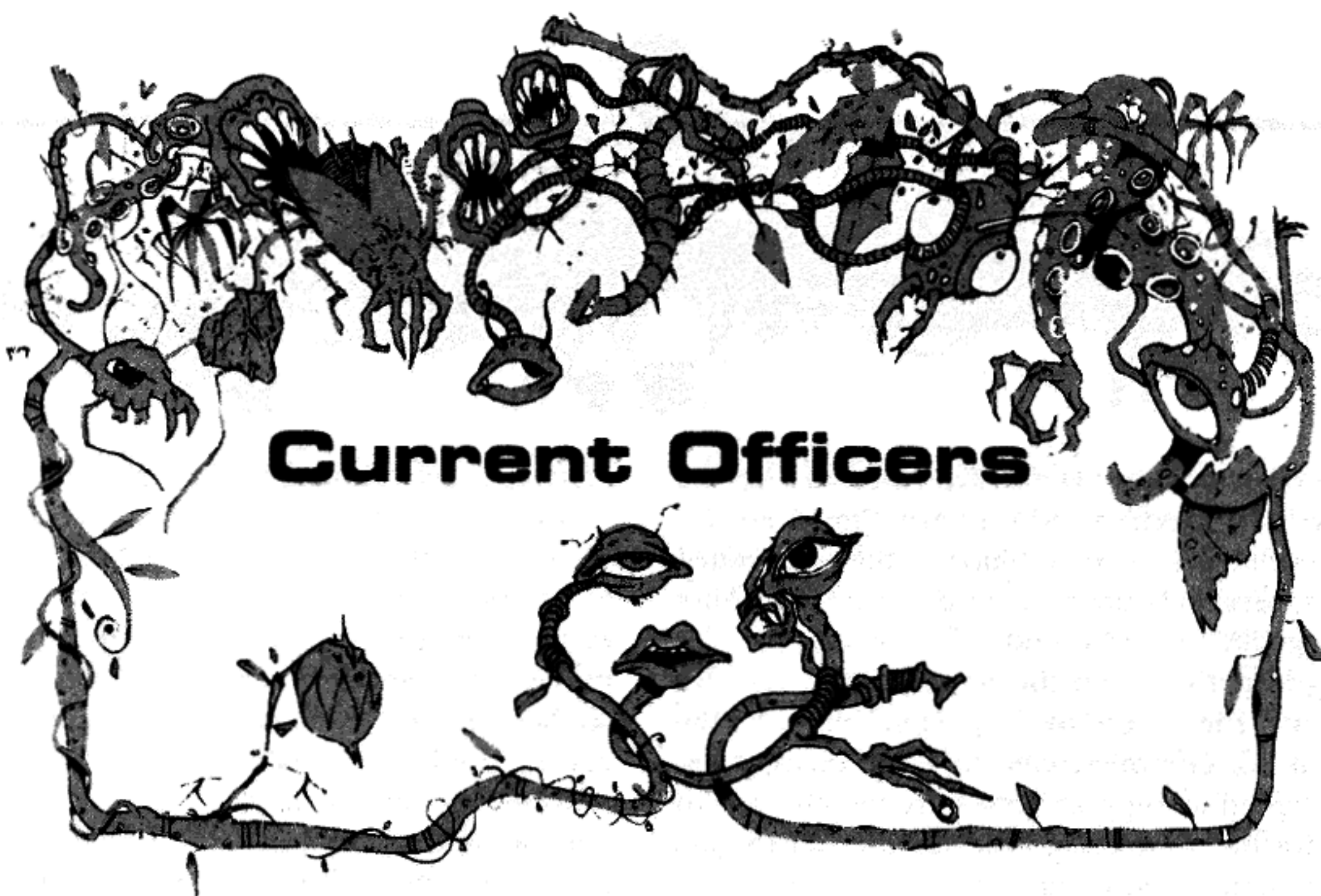
Majors can also be found as the second-in-command of a division, and most colonels have majors as their immediate subordinate staff members.

The rank of commander represents the beginning of the higher echelons of command in the Ranks of the Fit. They are given control over large numbers of soldiers and are responsible for the planning and execution of long-term strategies, troop deployment and movement, and intelligence. Units of the Bonapartists that are sent abroad are usually led by a commander, and independent operators usually report to an officer of this rank.

Since there can only be one general at a time, colonel is the highest rank that any officer can reasonably hope to attain. Colonels make up the chiefs of staff of the general, sit on boards of review that judge disputes that may arise, dictate policy, and bear the ultimate responsibility for the army's carrying out of orders. Each division of the army is overseen by a colonel, and the top officer of each town garrison in Bonparr (with the exception of the Green Village) is a colonel.

The highest officer in the Ranks of the Fit is the general. In a tradition going back to Napoleon I, there is only one general in the army at any time, although Napoleon's grandiose title of Emperor-General was abolished many years ago. Any officer, regardless of rank, who feels capable of holding the rank of general may nominate himself for the position upon the death of the previous general, although usually only colonels do so. Only once in the history of the Ranks has an officer lower than a colonel been promoted to general: an ensign, son of the deceased general, was promoted to the position by sly politicians who used him as a puppet for their own ends. Once nominations have been made and the various merits of the candidates have been debated, the colonels vote and the nominee with the most votes is promoted to general.

The general wields supreme executive power over both the military and civilian populations of Bonparr for the duration of his or her lifetime. He is the final arbiter of all disputes and maker of policy. All members of the Ranks of the Fit and Bonparr army must ultimately be held accountable to the general.



Current Officers

There is a saying among the troops of Bonparr that warns a soldier to beware of angering a private today, for he may be your captain tomorrow. While there is not a great deal of literal truth in this statement, it is true that promotions and rearrangements of the officers in command are frequent. While passing through the town of Elda, I was escorted by a young joardanz ensign named Regan, and when I returned from visiting Lemay and Finday, she had already been promoted to captain.

—Excerpt from *Exploring Gamma Terra, Volume I*
by Szah-lah, sleeth historian

General Ursal

MA bear; EN 15; AC 12; MD 11; HP 155; THAC melee +20; THAC ranged +15; #AT 1-3; Dmg 1d8+5/1d8+5/1d6+5 or by weapon; Hth 12; Spd 15; Per 12; St +2; RU 0; UA +3; RR 12.

PS 22; DX 9; CN 16; MS 13; IN 11; CH 11; SN 11.

Mutations: *Heightened smell*, *immunity to poisons*, *fear generation* (16), *mental reflection* (16), *phobia* (heights).

Class Skills: Combat Leadership 22, Makeshift Weapon/Armor 17, Size Up Opponent 18.

The current general of the Ranks of the Fit is a mutated bear named Ursal who is said to be a descendant of Napoleon himself. His reputed ancestry did not earn him any special favors, however, as he worked his way up through the ranks. He spent much of his time fighting on the front lines during one of Bonparr's futile border wars with Huush, as the leader of an elite commando unit. Ursal was eventually placed in charge of the garrison in the town of Finday, a post he held until the assassination of General Napoleon III.

A vicious power struggle followed the general's

sudden death, and it seemed that Bonparr would be plunged into civil war. Before major fighting could break out, however, Ursal tracked down the assassin, a Zoopremist radical that had been hired by one of the deceased general's political rivals.

To Ursal's surprise, he was promoted to general by the council of colonels as a result. He resisted at first, but the colonels claimed that he was the most honest officer in the Ranks of the Fit.

General Ursal has now been the supreme commander of the Ranks of the Fit for close to 40 years. Bonparr has been at peace for 20 of those years. Recently some of Ursal's oldest and most trusted subordinates have begun to retire or pass away, and have been replaced by young officers who have never experienced all-out war firsthand. Many of these are itching to reconquer territory once controlled by Bonparr but lost since the days of Napoleon I. Due to his advancing age, Ursal no longer takes a direct role in the day-to-day operations of the Ranks, which has allowed several factions to gain a great deal of support. He relies on his son, Colonel Orsino, to keep things under control.

Ursal is constantly surrounded by a squad of six bodyguards, all ensigns of the enforcer class, level five or higher. As a show of confidence, he carries only one weapon himself, a Mark V blaster (THAC +2, Dmg 5d8). Having no humanoid physical mutations to speak of, he also retains the powerful bear fighting abilities of his ancestors (claw/claw/bite, 1D8+5/1d8+5/1d6+5). In a crisis, Ursal wears customized chain mail (AC +5) and carries a VL Laser Rifle (THAC +3, Dmg 4d6).

Council of Colonels

In addition to a large personal staff, General Ursal is advised by a council made up of six colonels: Colo-



nel Orsino, his second-in-command; Colonel Egeon, chief strategist; Colonel Ferdinand, chief adjudicator; Colonel Conrade, physical trainer; Colonel Vernon, Jospeen garrison commander; and Colonel Basset, superintendent of the Academy. Their personal information is as follows.

Colonel Orsino

MA bear; EN 11; AC 11; MD 13; HP 169; THAC melee +15; THAC ranged +12; #AT 1-3; Dmg 1d8+4/1d8+4/1d6+4 or by weapon; Hth 14; Spd 16; Per 13; St +3; RU +4; UA 0; RR 12.

PS 20; DX 13; CN 19; MS 11; IN 9; CH 12; SN 13.(FL) Mutations: *Heightened smell*, *density control* (self) (14), *mental reflection* (12), *fear generation* (14).

Class Skills: Combat Leadership 20, Makeshift Weapon/Armor 15, Size-Up Opponent 15.

Colonel Orsino is the second-in-command of the Bonparr army and considered the mostly likely candidate to succeed Ursal as general. However, he did not gain his high position through nepotism, even though Ursal is his father. One of the first things Ursal did when he was promoted to general was to set strict standards for promotion designed to eliminate nepotism, political maneuvering, and the like.

Orsino was a lieutenant at the time Ursal became general, serving as a courier. Since then he has served extensively outside Bonparr.

In addition to generally promoting the reputation and renown of the Ranks of the Fit, Orsino took part in a number of dangerous adventures during this time. He helped save the town of Harmony from a swarm of arns, uncovered a veritable treasure trove of ancient artifacts from the remains of the ancient city of Walkee (including the weapons now carried by himself and General Ursal), and even defeated a security robot single-handedly, just to name a few of his exploits.

While he has proven his valor in combat over and over again, Orsino is not as skilled a politician as his father and has had difficulty keeping in check the various factions that have cropped up among the Bonapartists in recent years.

Like most upper-echelon officers, Orsino does not normally wear armor or carry a great number of weapons on a day-to-day basis. He does, however, bear a machine pistol (THAC +8/+12, Dmg 3d8) and a pair of IR goggles, both mementos of his days as an

adventurer. Like his father, he is devastating in hand-to-hand combat, using his ursine talents to lethal effect (claw/claw/bite, Dmg 1d8+4/1d8+4/1d6+4). In wartime, he wears a suit of specially-made chain mail (AC +5) and wields an IR Laser Rifle (THAC +5, Dmg 4d6).

Colonel Egeon

MA wolf (H); EN 12; AC 12; MD 13; HP 96; THAC melee +13; THAC ranged +14; #AT 1; Dmg 1d6 +1 or by weapon; Hth 10; Spd 13; Per 13; St +4; RU +2; UA +2; RR 14.

PS 13; DX 16; CN 12; MS 10; IN 16; CH 8; SN 11.(FL) Mutations: *Heightened smell*, *heightened bearing*, *molecular disruption* (13), *stunning force* (14), *thought imitation*, *achilles heel* (base of spine).

Class Skills: Combat Leadership 19, Makeshift Weapon/Armor 17, Size-Up Opposition 21.

The chief strategist of Bonparr is a mutated wolf named Colonel Egeon. He was among the first recruits when Ursal started the mandatory conscription and service program years ago and has remained in the Ranks of the Fit ever since.

Egeon served as a mercenary for the town of Fortain in many actions abroad, but chafed at fighting for someone other than his own country. He soon found that he was not the only one in the Ranks with this sentiment and began to secretly develop a faction that calls for Bonparr to reconquer the lands it once possessed. While he was the chief instigator and motivator of this splinter group, he managed to keep his involvement hidden from the upper echelons of the Ranks by always agreeing with and supporting official policy in public.

Upon his promotion to colonel, Egeon was put in charge of the Jospeen garrison, but quickly managed to have himself transferred to the position of chief strategist, where he could better serve his faction's ends. He also used his position to hand-pick his successor as commander of the Jospeen garrison, which allows him to maintain control of this powerful force.

Oddly enough, Egeon does not consider General Ursal his primary opponent, even though he knows that the general will never endorse a policy of aggressiveness. Egeon knows that Ursal will not live forever, and is convinced that he can win the generalship away from Colonel Orsino. Egeon believes that his greatest competition will come from Colonel Ferdinand, who



openly endorses a policy of subterfuge, or Colonel Dumaine, commander of the Elda garrison, who wishes to eliminate the human presence in Bonparr.

Unlike other members of the chiefs of staff, Colonel Egeon almost always wears his custom-made suit of chain mail (AC +4). Most believe he does this out of vanity (he cuts a very impressive and fierce figure in it), but in reality, he does so to protect the vulnerable point at the base of his spine. He carries a standard-issue single-shot pistol (Dmg 2d8) and ceremonial saber (Dmg 1d8 +1), but has secretly stockpiled a number of Tech Level V weapons, including a UV laser pistol (THAC +3, Dmg 3d8), a screamer (Dmg 4d10), and flying blades (THAC +6, Dmg 1d8). In desperate situations, he is capable of biting for 1d6 +1 damage.

Colonel Ferdinand

Sarbis; SC 10; AC 12; MD 13; HP 70; THAC melee +2; THAC ranged +4; #AT 1 or 2; Dmg 1d4/1d4 (claws) or +2 (weapon); Hth 10; Spd 9 walk, 3 burrow; Per 17; St +11; RU +11; UA +1; RR 14.

PS 9; DX 13; CN 10; MS 14; IN 13; CH 11; SN 6.

Mutations: *Heightened sight, heightened smell, directional sense.*

Class Skills: Detect Ambush/Trap 16, Hunting 13, Navigation:15, Tracking 15, Wilderness Survival 14.

The chief adjudicator of Bonparr is Colonel Ferdinand, a sarbis. It is very rare for a sarbis to reenlist, and even more rare for one to apply to the Academy. Only five sarbises have ever graduated to become officers in the Ranks of the Fit.

His career has been successful but not particularly exciting. Ferdinand spent most of his time with the judge advocate's office, first as an investigator, later as a lawyer, and finally as a judge. His reputation for fairness, impartiality, and attention to detail finally earned him the position of chief adjudicator. His responsibility is to oversee the entire legal system, including both the military and civil courts. Any case to be appealed before General Ursal must first be cleared through Colonel Ferdinand.

During his years as a court investigator, Ferdinand had a great deal of contact with the secret operations office and he came to hold them and their activities in awe. He eventually came to believe that a few well-placed agents could accomplish more than a whole army of troops. Like Colonel Egeon, he wishes to see

Bonparr expand its sphere of influence, but unlike his rival, Ferdinand believes that conquest would be better accomplished from within. One of Ferdinand's closest conspirators in this regard is Commander Scarus, the current head of the secret operations office.

Like other officers of his rank, Ferdinand only wears a standard single-shot pistol (Dmg 2d8) which, contrary to official regulations, he leaves unloaded most of the time. He has no additional gear specifically set aside for use during wartime because in such a crisis, his job would be to remain in the capital and coordinate civil defense.

Colonel Conrade

MA bear (H); ES 11; AC 12; MD 22; HP 102; THAC melee +4; THAC ranged +2; #AT 1-3; Dmg 1d8+4/1d8+4/1d6+4 or 3d6+7 or by weapon; Hth 13; Spd 12; Per 8; St +3; RU +1; UA +1; RR 14.

PS 20; DX 12; CN 18; MS 13; IN 14; CH 9; SN 7.

Mutations: *Heightened smell, mental blast (26), mental control (28), allergy (wood and paper).*

Class Skills: Hypnosis 17, Identify Mental Power 14, Photographic Memory 15, Sense Mental Power 14.

The Bonapartists' physical trainer is Colonel Conrade, another mutated bear. He is General Ursal's oldest surviving friend, and has served with the general for over 45 years. In fact, Conrade is reputed to be even closer in Ursal's confidence than his son, Colonel Orsino.

The duties of the physical trainer are to monitor and set the standards for physical fitness among the Ranks of the Fit, and to protect the philosophical foundations of the alliance. Colonel Conrade oversees the physical fitness council, a staff of officers (mostly commanders and majors) that conduct regular tours of inspection and have the authority to order any officer or enlisted soldier back into training if that figure does not measure up to the Ranks' standards.

As part of his role as protector of the beliefs of the Ranks of the Fit, the physical trainer is charged with the safekeeping of the books from which Napoleon I conceived the notion of the Ranks of the Fit. The only individual outside of the Ranks organization ever allowed to see the books was the sleeth historian, Szah-lah, and even then, he was only given the time for a cursory examination.

Colonel Conrade is a staunch supporter of General





Ursal, but he is beginning to show the signs of aging, and has been contemplating stepping down in favor of a younger officer. He has postponed his retirement at the behest of Colonel Orsino, who fears that the leaders of the factions struggling for power might try to put one of their own in the position, thus strengthening their power base and weakening his own.

Colonel Conrade keeps a standard-issue single-shot pistol (Dmg 2d8) in his quarters but rarely carries it, believing that his mind and body are far more potent weapons. In a fight, Conrade will use his formidable psionic powers first (mental blast MHAC +7 Dmg 3d6+7; mental control MHAC +8). His hand-to-hand weapon of choice is an ancient energy mace (THAC +5, Dmg 1d6+4+4d10), although his natural claw/claw/bite attack (Dmg 1d8+4/1d8+4/1d6+4) is quite effective in its own right.

Colonel Vernon

Dabber; EN 9; AC 12; MD 13; HP 91; THAC melee +9; THAC ranged +11; #AT 1; Dmg by weapon; Hth 11; Spd 12; Per 16; St +4; RU +3; UA +1; RR 14.

PS 10; DX 15; CN 13; MS 17; IN 14; CH 12; SN 15.

Mutations: *Night vision*, *photogeneration* (23), *empathy* (12), *illusion generation* (9), *repulsion field* (10), *telekinesis* (13), *telepathy* (7).

Class Skills: Combat Leadership 11, Makeshift Weapon/Armor 17, Size-Up Opponent 12.

Dabbers have always enjoyed a special status in Bonparr, dating back to the time of Napoleon I. There are always a large number of dabbers in the Ranks, although usually not in high positions of authority. Colonel Vernon is an exception.

Currently the head of the Jospeen garrison, Vernon was hand-picked for the job by his predecessor, Colonel Egeon. Vernon is the most outspoken advocate of the faction that wants to go to war, but all of his rhetoric is dictated to him by Egeon. The chief strategist uses Vernon as his mouthpiece to keep General Ursal, his loyalists, and Egeon's other competitors from realizing where the real threat lies. Most of Vernon's "followers" are well aware of who their real leader is, and their loyalties are to Egeon.

Vernon himself remains blissfully unaware of the real state of affairs and considers himself a powerful political figure. He actually believes that he holds far more power than he does, and outfits himself to

reflect this. He wears a garish suit of specially-made plate armor that tends to weigh him down while providing only superficial protection (AC +2, THAC -4). He carries two pearl-handled revolvers (Dmg 2d8 each) and wears an ornate ceremonial saber (Dmg 1d6). He is so sure of himself that he will use his weapons as his primary means of defense, even though his photogeneration and mental powers are much more effective.

Colonel Basset

MA bat (H); SC 9; AC 10; MD 13; HP 56; THAC melee +1; THAC ranged +3; #AT 1; Dmg per weapon; Hth 10; Spd 5 walk, 12 fly; Per 18; St +15; RU +11; UA +2; RR 12.

PS 7; DX 11; CN 8; MS 18; IN 16; CH 11; SN 6.

Mutations: *Sonar*, *heightened hearing*, *wings* (11), *diminished sight*.

Class Skills: Detect Ambush/Trap 14, Hunting 12, Navigation 14, Tracking 14, Wilderness Survival 13.

As far as he knows, Colonel Basset is the only one of his kind in Gamma Terra. His earliest memories are of wandering the streets (and skies) of Jospeen as a small child. He was found by a city patrol, and after efforts to locate his family proved fruitless, he was made a ward of the state. When he was old enough, he joined the Bonparr army and naturally, was inducted into the flyers. He served several tours of duty, then decided his career was going nowhere and applied to the Academy.

When promoted to major he requested a position as an instructor at the Academy. He has been there ever since and is now its superintendent. Of all the officers on General Ursal's staff, Basset has the least input, which suits him just fine. He prefers the relative seclusion of the Academy to the mainstream army.

Colonel Basset's prized possession is an energy cloak that saved him from an enemy laser cannon during a battle back during his days as a member of the flyers. He seldom has a need to carry a weapon at the Academy, but he is an expert in the firing, cleaning, and maintenance of every kind of firearm of every Tech Level known to the Ranks of the Fit. He occasionally impresses cadets by taking target practice blindfolded, using his sonar and sensitive hearing for uncanny accuracy.



Garrison Commanders

Each town in Bonparr is governed by a colonel who rules mostly independently, subject only to the laws of Bonparr and the review of the chiefs of staff. Some fifty years ago, the commander of the Finday garrison imposed a tyrannical rule over the people in his region and managed to keep his sinister activities from being revealed to central command. Once his duplicity was discovered, he was quickly arrested, tried, and executed, but the scandal caused new standards to be set for the territorial garrisons. Since that time, the local colonels have had to report back to Jospeen once a year, while reviewers from the general's staff inspect the individual territories. This practice has much reduced, but not eliminated, local corruption. The following officers currently govern the towns of Bonparr: Colonel Speed, Defiance; Colonel Dumaine, Elda; Colonel Antenor, Finday; Colonel Bertram, Fort-ain; Colonel Peto, Lemay; Colonel Fenton, Moonsee; and Commander Hotspur, Green Village.

Colonel Speed

MA turtle (H); EN 9; AC 20; MD 12; HP 95; THAC melee +8; THAC ranged +17; #AT 1-2; Dmg per weapon; Hth 11; Spd 15 walk, 6 swim; Per 7; St +2; RU -1; UA -1; RR 14.

PS 7; DX 10; CN 13; MS 8; IN 7; CH 9; SN 5.

Mutations: *Total carapace* (22), *heightened speed* (24), *heightened precision*, *heightened balance*, *periodic amnesia*.

Class Skills: Combat Leadership 14, Makeshift Weapon/Armor 11, Size-Up Opponent 14.

The all-time marksmanship champion of the Academy, popular rumor has it that Colonel Speed has never missed a target. Currently the commander of the Defiance garrison, Speed has been instrumental in the defense of the town against the periodic attacks by the Rambling Woods. As governor of Bonparr's largest agricultural producer, he plays a vital part in the politics of the nation.

With a carapace that has been toughened by a lifetime of battle, Colonel Speed has little need for additional armor. The only weapon he carries regularly is an ancient machine pistol (THAC +2/+4, Dmg 2d8).

Colonel Dumaine

AH; EN 11; AC 13; MD 11; HP 121; THAC melee +11; THAC ranged +14; #AT 1-2; Dmg 1d6/1d6 or by weapon or radiation; Hth 12; Spd 15; Per 7; St +3; RU +1; UA 0; RR 12.

PS 11; DX 17; CN 16; MS 9; IN 12; CH 12; SN 7.

Mutations: *New body parts* (tail, claws), *duality*, *radiating eyes* (21, intensity 10), *body change* (fur covering entire body), *seizures*.

Class Skills: Combat Leadership 13, Makeshift Weapon/Armor 17, Size-Up Opponent 15.

Were he not so heartless and vicious, Colonel Dumaine might almost be pitiful. Cast out by his human parents at birth, he was raised by a family of new animals. When he learned his origins, he was sickened and repulsed by his "human" heritage, eventually developing a hatred of all humans. Dumaine decided that since animals were the only ones who had ever treated him kindly, he would be an animal.

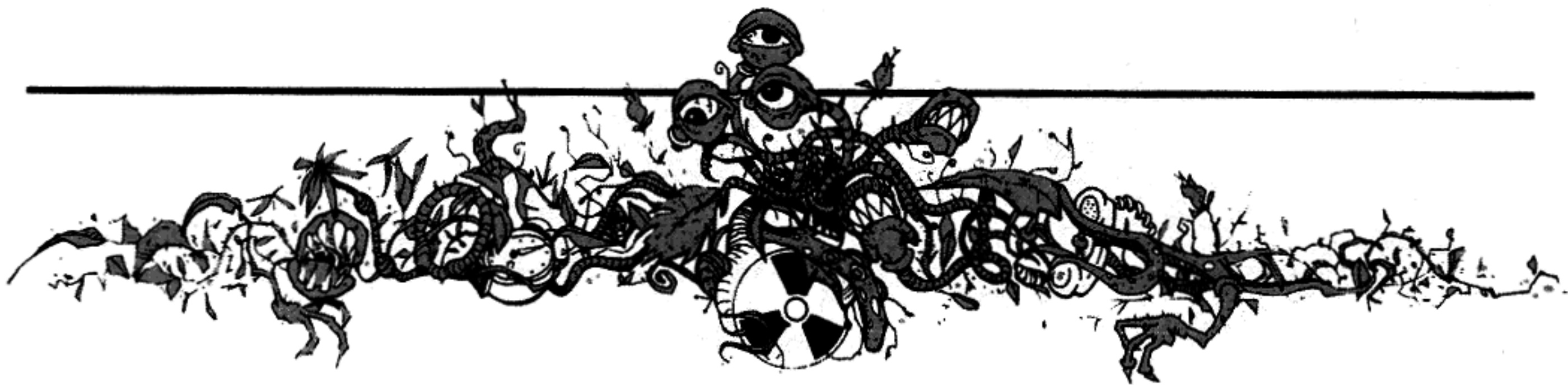
In fact, his appearance is so bestial that he had no problems convincing the Bonparr authorities that he was a new animal, and he has had a very successful career in the Ranks of the Fit. Several years ago, he was appointed commander of the garrison in Elda, despite his rather outspoken prejudice against all human genotypes. There are no altered humans on his staff, and only a few human soldiers among his garrison. He is the chief proponent of the faction of the Ranks that seeks to reinstate the long-outlawed practice of imprisoning and executing all humans. Perhaps the most disturbing fact is his growing number of followers.

Dumaine is always well-armored and well-armed. He wears a suit of ring mail (AC +4) and carries a long sword (Dmg 1d8), bull whip (Dmg 1d2), and an IR laser pistol (THAC +3, Dmg 3d6). Dumaine can also use his claws in hand-to-hand combat (Dmg 1d6/1d6). It is rumored that he uses the bull whip when inspecting humans that have been imprisoned, but such misconduct has never been substantiated.

Colonel Antenor

MA otter (H); EN 9; AC 15; MD 13; HP 82; THAC melee +10; THAC ranged +11; #AT 1; Dmg 1d6+1 or 3d6+4 or by weapon; Hth 10; Spd 8 walk, 8 swim; Per 8; St +4; RU 0; UA 0; RR 14.

PS 13; DX 16; CN 12; MS 8; IN 11; CH 11; SN 8.



Mutations: *Multiple limbs* (2 extra arms), *hands of power* (zapping, 20), *levitation* (12), *telekinesis* (13), *directional sense*.

Class Skills: Combat Leadership 15, Makeshift Weapon/Armor 10, Size-Up Opponent 14.

With her six limbs, lutrine features, and tendency to hover several inches above the ground, Colonel Antenor certainly presents the most unusual appearance of the various regional commanders. Colonel Antenor is content to oversee Finday and rarely gets involved in national politics. The Finday area, being the furthest removed from the capital of Jospeen, has historically been a staging area for plots and uprisings, but there has been no such unrest while Antenor has been in charge.

Antenor is well-liked by her troops and by the local population. Although lacking in imagination, she is fair, straightforward, and devoted to the ideals of justice and fair play. She wears a specially-crafted suit of ring mail (AC +4) and wears a ceremonial rapier (Dmg 1d6+1). She rarely uses her weapon, however, relying more on her zapping hands of power (MHAC +4 Dmg 3d6+4) in combat, or in desperate circumstances, biting her opponents (Dmg 1d6+1).

Colonel Bertram

Joardanz; EN 9; AC 14; MD 10; HP 106; THAC melee +13; THAC ranged +9; #AT 1; Dmg 1d8+4 or by weapon; Hth 12; Spd 9; Per 12; St +2; RU +1; UA +1; RR 14. PS 20; DX 10; CN 16; MS 9; IN 13; CH 6; SN 11.

Mutations: *Horns*, *Intuition* (6), *sound imitation*, *heightened strength*, *fadeout*.

Special Powers: Like all joardanz, Col. Bertram can use "herd instinct" to increase his Intuition MP if there are any joardanz cows within 100 meters.

Class Skills: Combat Leadership 12, Makeshift Weapon/Armor 12, Size-Up Opponent 12.

Like most joardanz, Bertram was born and raised on a farm, and was given all the special treatment that young bull joardanz receive. Unlike most joardanz, however, Bertram applied for the Academy after serving his two years of duty with the Bonparr army, rather than returning home. Being one of only 15 joardanz officers in the Ranks of the Fit (and the only bull) has gained Bertram a certain amount of heroic status among his people, even though his career has been

uneventful. As the head of the Fortain garrison, he has helped to fill the treasuries of the Bonparr army by imposing tariffs on merchant goods that pass through the town. This has made him popular among the leaders of the alliance but has not endeared him to his constituency.

Colonel Bertram believes that there is no one more important than himself, and every action he takes is based upon his analysis of how he can best benefit himself. Even though not a single other colonel has offered to support him, he plans to nominate himself for general if the opportunity becomes available.

Colonel Bertram's horns are large and sharp, the very image of joardanz good looks. He is very protective of them, and will use them in combat (Dmg 1d8+4) only as an absolute last resort. Instead, he wields a wicked morningstar (Dmg 2d4+4) and carries a machine pistol (THAC +2/+4, Dmg 2d8). There are three cow joardanz officers on Bertram's staff, whom he always takes with him into hazardous situations, in order to enhance his empathy. Much to the disgust of some of his fellow joardanz officers, he wears a suit of studded leather armor (AC +3). Bertram gets quite embarrassed whenever he suffers a fadeout during battle.

Colonel Peto

MA ant (H); EN 9; AC 14; MD 12; HP 50; THAC melee +11; THAC ranged +13; #AT 1; Dmg by weapon; Hth 11; Spd 14/3; Per 9; St +4; RU 0; UA 0; RR 10. PS 16; DX 19; CN 4; MS 15; IN 11; CH 12; SN 9.

Mutations: *Multiple limbs* (2 extra arms), *photodependent*, *heightened dexterity*, *transfusion* (13), *mental paralysis* (11).

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

Colonel Peto always knew that he wanted to be an officer in the Ranks of the Fit. Achieving his dream, however, proved extremely difficult because of his poor health and weak constitution. He appealed to the chief of the local garrison, who was so impressed by Peto's enthusiasm that he overruled the draft board's decision.

As soon as he had finished his first tour of duty, Peto applied for the Academy but was rejected. He served two more tours before he was finally accepted. The rigorous training of the Academy nearly made Peto give up, especially after he failed the Test of the



Fit on his first attempt. He decided to try again, and on his second attempt, he passed with a score of 85.

After a long and distinguished career, Peto was promoted to the rank of colonel and placed in charge of the garrison in Lemay. During his tenure, he has become acquainted with an altered human named Krike Slaav, who has been urging him to campaign for the expulsion of the Knights of Genetic Purity from Bonparr. So far, Colonel Peto has remained non-committal, but Slaav's arguments have been very convincing, and Peto is beginning to see things his way.

Although physically fit and strong, Peto has the same weak constitution that plagued him as a child, which makes him very susceptible to disease, poisons, and so on. Therefore, he makes sure that he keeps his personal physician, a Healer named Zethender, close at hand.

With his speed and accuracy, Colonel Peto is quite adept at fighting. His favorite tactic is to use mental paralysis to render his foes helpless, then finish them off with one of the two rapiers he carries (Dmg 1d6+2 each). As a high-ranking officer, he also possesses a customized shirt of chain mail (AC +5), and two single-shot pistols (Dmg 2d8 each).

Colonel Fenton

Hoop; EN 9; AC 14; MD 12; HP 105; THAC melee +10; THAC ranged +11; #AT 1; Dmg by weapon; Hth 12; Spd 18; Per 12; St +4; RU 0; UA 0; RR 14. PS 13; DX 16; CN 16; MS 8; IN 12; CH 12; SN 12. Mutations: *Mass mind* (14), *telepathy* (16).

Special Powers: Like all hoops, Col. Fenton can cause metal to temporarily soften with just a touch (see page 152 of the GAMMA WORLD® rules for specifics). Class Skills: Combat Leadership 11, Makeshift Weapon/Armor 11, Size-Up Opponent 14.

The last officer to command the Moonsee garrison was a mutant fox who nearly caused the largely hoop population of the town to revolt. In order to keep the locals in line, General Ursal assigned his top hoop officer, Colonel Fenton, to the job of Moonsee garrison commander. The hoop colonel is very popular in his region and the local government has become much more effective since he took over. His only political leanings are to increase the power and influence of hoops in the Ranks of the Fit, and he will ally himself with others to promote this end.

Fenton is fairly typical for his race, in that he thinks of everything in terms of military value. Although he wears no armor, he does possess a number of nasty weapons. For personal combat, he utilizes a shotgun (Dmg 4d6), a pair of single-shot pistols (Dmg 2d8 each), a battle axe (Dmg 1d8+1), and a short sword with a serrated edge (Dmg 1d6+2).

Commander Hotspur

MA horse (H); EN 9; AC 13; MD 12; HP 133; THAC melee +13; THAC ranged +12; #AT 1-2; Dmg 1d6+4/1d6+4 or by weapon; Hth 13; Spd 16; Per 15; St +5; RU +2; UA +2; RR 14.

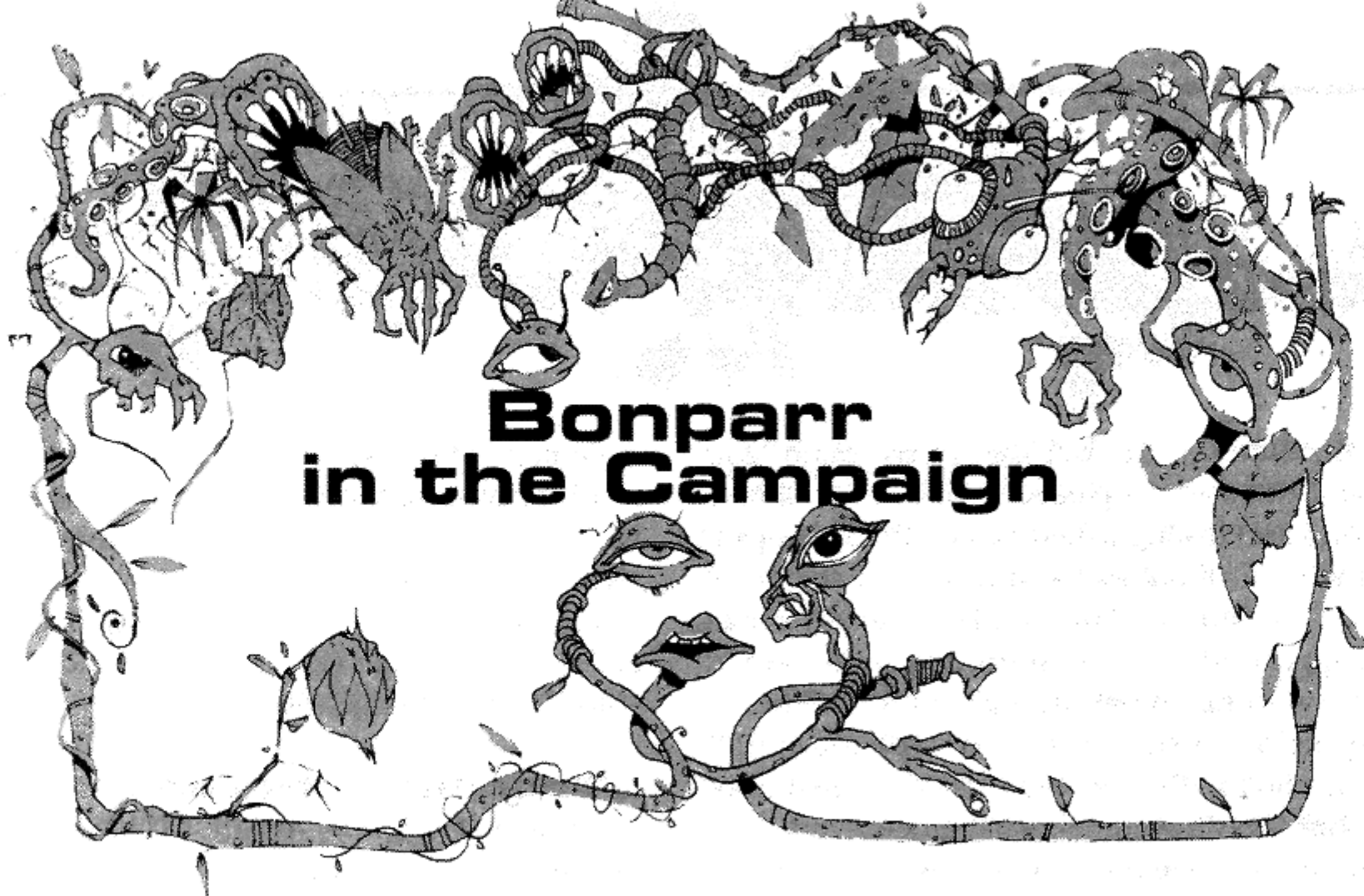
PS 20; DX 18; CN 18; MS 12; IN 13; CH 15; SN 14.

Mutations: *Heightened dexterity*, *energy absorption* (18), *shape change* (18), *duality*, *mental invisibility* (14), *symbiotic attachment* (15).

Class Skills: Combat Leadership 14, Makeshift Weapon/Armor 12, Size-Up Opponent 10.

Commander Hotspur, the head of the small garrison stationed in the Green Village, is possibly the most celebrated officer in the entire Bonparr army. His unique combination of physical strength, practicality, ability to shapechange, and useful mental abilities have allowed him to survive a number of dangerous missions. He never hesitates to lead his troops into battle personally, which has made him very popular among the enlisted soldiers under his command. Hotspur never asks his subordinates to perform any task that he would not be willing to undertake himself. Thus, he can occasionally be found patrolling the streets of Green Village, exploring the hills for dangerous monsters, or arbitrating disputes among the populace. Hotspur lives by a very strict code of conduct, and is perhaps the only high-ranking officer who has not compromised the martial virtues of discipline, humility, patience, and duty.

As part of his desire to have an affinity with the soldiers under his command, Commander Hotspur outfits himself much more simply than others of his rank. He wears a simple suit of leather armor (AC +2) and carries a long sword (Dmg 1d8+4), bolt-action rifle (THAC +2, Dmg 3d8), and single-shot pistol (Dmg 2d8). A mutated horse, Hotspur's "feet" retain equine hooves, which he can use for a devastating double kick (Dmg 1d6+4/1d6+4).



During my stay in Jospeen, I was given the opportunity to visit the Academy of the Ranks of the Fit, where I was escorted by one Colonel Basset, the institution's superintendent.

The Bonapartists place nearly as much importance on training the body as sleeth do on training the mind. But I also saw that there is more to the Ranks of the Fit than just physical fitness and military conformity. The future officers of Bonparr devote nearly as much time to history, theory, and tactics of warfare as they do to practice. Despite my belief in the superiority of the sleeth way, I could not help but be impressed by the cadets. I also felt a nagging discomfort that to this day, I have been unable to identify.

—Excerpt from *Exploring Gamma Terra: Volume I*
by Szah-lah, sleeth historian

PCs as Ranks Members

Unlike other cryptic alliances, characters cannot become members of the Ranks of the Fit merely by announcing their intention to do so. Becoming a full-fledged Bonapartist is a long, exacting process that is designed to weed out the weak and uncommitted. Therefore, beginning player characters should not be allowed to start the campaign as full members of the Ranks. Starting PCs may certainly declare their allegiance to the Ranks of the Fit and an intention to someday become a member.

The process of becoming an officer in the Ranks of the Fit is interesting and complex enough that it is more fun to role play the sequence rather than simply imposing it by fiat. If the campaign does not take place in or near Bonparr, it may be some time until

circumstances give him or her the opportunity to visit the nation and pursue membership in the Ranks.

Any character class may join the Ranks of the Fit, but most members are enforcers, and only they receive the special membership benefits described on page 136 of the GAMMA WORLD® rules. Approximately 25% of the Ranks are scouts, with another 10% who are espers. Examiners among the Ranks are so rare as to be almost unheard of, but there is no particular prohibition against their membership.

Basic Training

If the PCs are natives of Bonparr, a likely starting point for the campaign is their induction into the army. They will be sent to boot camp for basic training. No personal belongings are allowed during basic training, so the PCs will have to temporarily give up any special weapons and artifacts they may possess. Boot camp lasts for six weeks, during which time the recruits will be drilled on discipline, physical training, mental alertness, hand-to-hand combat, armed combat, and basic military strategies. Their training will be overseen by a staff sergeant who will not give the recruits any slack or show them any mercy.

Typical Staff Sergeant

MA various (H); EN 4; AC 14 (studded armor); MD 10; HP 84; THAC melee +6; THAC ranged +5; #AT 1 or by weapon; Dmg by attack or weapon; Hth 12; Spd 12; Per 13; St +3; RU +1; UA +1; RR 14.

PS 15; DX 13; CN 15; MS 8; IN 14; CH 8; SN 12.

Mutations: various.

Class Skills: Combat Leadership 11, Makeshift Weapon/Armor 6, Size-Up Opponent 10.



The GM has the choice of whether to gloss over the PCs' basic training or to develop an adventure around it. Some of the PCs' fellow recruits may not be all they appear to be—some could even be Zoopremists attempting to infiltrate Bonparr's army. Boot camp is a good way to award low-level PCs experience in non-lethal situations. If basic training is played out, PCs should be awarded 1,000 XP for completing it, plus whatever is appropriate for any adventures they had along the way. The PCs should also add one point to whichever of their physical statistics (PS, DX or CN) was the lowest at the start of basic training.

Of course, basic training can be skipped altogether at the GM's discretion. If the PCs are hardened veterans of many adventures, they will probably already be better trained than most of the army's recruits. This will certainly influence the proper authorities, who may bypass the usual requirements to allow the PCs to sign up for a tour of duty. Unless the GM has specific adventures in mind, the PCs will most likely be assigned to an infantry squad, rather than the corps, flyers, rollers, or brigade.

Tour of Duty

If the PCs have no weapons and/or armor of their own, they will be issued some standard equipment when they get out of boot camp. These include a custom-fitted suit of leather armor (AC +2), a wooden shield (AC +1) with the Bonapartists' triangle-dagger emblem emblazoned upon it, a long sword (Dmg 1d8+PS mod), a flintlock rifle (Dmg 3d8) and twenty-four rounds of ammunition. In addition to weapons and armor, the new private receives a daily wear uniform complete with the Ranks' distinctive tricornered hat, a formal uniform, and a combat pack containing a bedroll, two weeks' worth of dried rations, a compact shovel, a canteen, a penknife (Dmg 1d2, no PS mod), and 15 meters of rope.

Once the PCs have become soldiers in the Bonparr army, the GM must decide where they are going to be stationed. There are basically two options: they may be assigned to a garrison in Bonparr or sent abroad as a mercenary force. In either case, the GM may wish to promote a particularly outstanding PC to corporal or sergeant, so the group will not rely on an NPC superior to always give them orders. There are different adventure possibilities for both campaign options,

and there is nothing that says the GM cannot do both, having the PCs serve in one capacity for a time, and then transfer them to the other.

If the PCs are stationed in Bonparr, they will be assigned to a specific town's garrison. Their duties will be essentially those of policemen: to capture criminals, patrol the streets, keep the peace, respond to emergencies, and so on. However, their schedule will be strictly regimented, and they may be called upon to guard the town walls, go in search of dangerous monsters nearby, and other such tasks. PCs serving in this capacity may participate in a variety of urban adventures, like investigating a series of break-ins, rescuing hostages, weeding out an illegal cryptic alliance, or protecting a visiting dignitary. The PCs' relatively low rank should not prevent them from taking major roles in unfolding events (although their superiors may take credit for any PC victories).

The other post-boot camp option for new PCs in the Bonparr army is to become part of a town's mercenary units. This gives the GM a wide range of adventure possibilities, as the PCs' squad could be sent virtually anywhere on the map. And of course, they have to go





where they are told or face court-martial. In the course of these adventures, the PCs could find themselves as part of the militia of some foreign city, or they could be sent to scout out dangerous, little-known areas.

The standard tour of duty in the Bonparr army is two years, but assuming the PCs are above-average individuals, accomplish their missions, follow orders, and generally make a name for themselves, they may get singled out for special treatment. Among the Ranks of the Fit, special treatment means early enrollment in the Academy, which is the first step to becoming an officer and a full-fledged member of the Ranks of the Fit. The GM always has the option of skipping the formalities and directly promoting the PCs to officer ranks.

The Academy

If the PCs thought that basic training was difficult, wait until they hit the Academy. All of the subjects drilled in basic training are done *moreso* at the Academy. In addition to rigorous physical training, cadets take classes in command, military history, strategy and tactics, military technology, and a variety of other subjects. They are especially indoctrinated in the code of honor of the Ranks of the Fit, which stresses four martial virtues: discipline, patience, humility, and duty. Cadets are taught to always keep these virtues in their thoughts, words, and actions. Each of the four virtues has meaning for both the individual and the whole alliance.

In studying the virtue of discipline, cadets learn the importance of the chain of command, obedience to superior officers, and the structure of the Ranks of the Fit. They also practice self-discipline, each cadet taking responsibility for maintaining himself at the peak of physical and mental fitness.

The second virtue, patience, teaches the creed of knowing when to fight, and when not to fight. Rushing into a fight without information can lead to disaster, so cadets are taught to balance decisiveness with patience. The students also learn to be patient with themselves, using techniques for calming the mind and body.

Emperor-General Napoleon believed that the reason nations and conquerors ultimately failed was because they became too absorbed with themselves and full of self-adulation and gratification. Hence, the third virtue is humility. During this part of their educa-

tion, cadets learn the importance of the entire Ranks of the Fit as a whole, rather than as the sum of its parts. The future officers are taught to have respect for others, as well as respect for themselves.

Considered the most important of the four virtues, duty includes both the obligation of the Ranks of the Fit toward the nation of Bonparr (or whatever group has purchased their services) and the responsibility of the individual officer to the Ranks of the Fit as a whole. This duty extends not just to one's allies, but to enemies as well. Any Bonapartist officer who allowed those under his command to pillage or plunder conquered peoples (or even worse, participated in such activities himself) would be subject to immediate court-martial.

After three months of instruction at the Academy, the cadets are taken to the hills east of Admiral Lake, where they undergo more intensive training. They also take part in training exercises, war games, and drills that are designed to give them practical experience to supplement the theories they have been taught. Every move the cadets make during this period is closely scrutinized by the instructors, who quickly correct even the smallest of errors. This part of officer training lasts three months, during which time a large number of cadets drop out, and a few are sometimes accidentally killed. Naturally, in this dangerous situation, there are plenty of scenarios for the GM to throw at the PCs. The player characters may be assigned some hazardous mission during a war game, they could uncover a plot by the Zoopremists to disrupt the training, or they might have an unexpected encounter with a previously unknown monster.

The Test of the Fit

Only cadets who have passed all of their classes to the satisfaction of their instructors and distinguished themselves during field training are permitted to take the Test of the Fit. The test is comprised of 20 different physical and mental challenges, each of which is worth five points. The test is held over a period of 24 hours, during which the candidate is not allowed food or sleep. They are given as much water as they need, however. Each part of the test is worth up to five points, and if the candidate scores a zero on any part, he automatically fails the Test. The final segment of the test is an assessment of the candidate's endurance,



as the examiners gauge his fatigue. Many exhausted candidates have made it through the first 19 challenges only to fail at the end because of exhaustion.

If the PCs are going to take the test, the GM should customize the segments to best challenge the players and their characters, without making it totally impossible. The tests should be evenly divided between puzzles that have to be solved by the players themselves and feats that require dice rolls. Be sure to include some problem-solving for the players, so the test does not become just a ritual of dice rolling. Here are some suggestions for possible tests:

Test of Strength

The candidate must roll a one-meter-diameter iron ball up an elliptical ramp that gets gradually steeper the higher it goes. The PC makes a number of Attribute Checks against his PS, each with a higher difficulty rating. The first failure of any of these rolls indicates the maximum height that the PC has been able to move the ball and the number of points he receives for this part of the Test. The difficulty rating begins at 0, then goes to +2, +4, +8, and finally, +16, for a total of five rolls. If the PC fails at a difficulty rating of 0, he gets no points and has failed the Test. If he succeeds at 0, but fails at +2, he receives one point. This continues as the difficulty rating increases: failing at +4 scores two points, at +8, three points, and at +16, four points. If he succeeds at +16, he scores a perfect five points. PCs with the heightened strength mutation may subtract 2 from the difficulty rating of each roll, regardless of what their actual PS is.

Test of Agility

A number of wooden posts have been set up, laid out in an irregular line that gets consecutively higher. Also, the surface area of the tops of the posts gets smaller as the posts get higher, and the posts lose stability as they progress. The PC must start at the lowest post and try to jump from post to post to reach the top. Again, a series of Attribute Checks with increasing difficulty ratings are made (0, +3, +6, +12, +18), this time using the DX attribute. Points are awarded as in the strength test above. PCs with the heightened dexterity mutation may subtract 2 from the difficulty rating of each roll, regardless of their actual DX score, and PCs with heightened balance may subtract 3. PCs with both mutations get a whopping -5 bonus.

Test of Combat

The PC must fight one-on-one for one minute (six rounds) against an opponent of the same, or approximately the same, genotype (not another candidate). The PC may not use any activated mental mutations, is unarmed and wears no armor, while his opponent wears chain mail (AC +5) and is armed with a mace (Dmg 1d6+1+PS mod). The PC must try to keep from being knocked unconscious or killed, attempt to disable his opponent without doing permanent harm, and must fight well. Simply avoiding the opponent for six rounds is not adequate. The GM decides how well the PC fought and awards points accordingly. Simply punching the opponent out might earn one point, disarming him and using his mace against him could earn two or three points, while analyzing a flaw in his technique and exploiting it would earn four or five points.

Test of Reflexes

The candidate must run a 100-meter slalom course, dodging between life-size dummies at full speed. While he does so, five archers standing on the sides of the course fire arrows close to (but not directly at) the runner. The runner may dodge, duck, or swerve to avoid the arrows. One of the five arrows, chosen at random, is fletched with red feathers; the others are grey and black. The runner must attempt to catch the red arrow in mid-flight. As each arrow is fired, the GM makes a Perception Check ($d20+5_{\text{PC's Per}}=\text{success}$) to determine if the PC sees what color it is in mid-flight. If the arrow color is not detected, the PC must decide whether or not to try and grab it (grabbing at incorrect arrows deducts points). Obviously, if the PC has correctly determined the arrow's color, he will know whether or not to try for it. To grab an arrow, the PC must make an attack roll, using his ranged THAC modifier. The arrow is considered to have an AC of 20. If $d20+\text{THAC}_{20}$, the PC has caught the arrow. Points for this test are awarded as follows: red arrow caught earns five points; red arrow missed earns four points; red arrow not attempted earns three points (if at least one other arrow was attempted); each nonred arrow caught subtracts one point; each nonred arrow attempted but missed subtracts two points; if the runner does not try to catch at least one arrow, he earns no points and automatically fails the Test. PCs with heightened sight subtract 2 from the roll needed to spot the red arrow, and characters with



heightened precision add 2 to their THAC to catch an arrow.

Test of Accuracy

The PC is given a rifle with five shots. He or she must try to hit a moving target with an AC of 10 at long range. The PC suffers penalties for both the range (-5) and movement (-2), but may take an extra round per shot to gain the bonus for aiming (+3) if the player declares that the character will do so. Each hit earns the candidate one point.

Test of Wits

The PCs must run a maze made of movable wooden walls, hitting four checkpoints in order along the way. The GM should design the maze on paper and give it to the player at the start of the test. The player must then trace his character's path with a pencil, never removing the point from the paper. If he makes a wrong turn, he must trace his backtracking. The PC has two minutes to complete the maze. The candidate gets one point for each checkpoint he makes it to, and an additional point for completing the maze.

These are just a few ideas to get the GM started. A candidate must score at least 50 points on the Test of the Fit to receive a commission in the Bonparr army and become a true member of the Ranks of the Fit. A score of 75 points is considered superlative and will probably cause the candidate to be singled out for special attention during his career.

Commission

Once the PCs have passed the Test of the Fit, they will be official members of the Ranks of the Fit and receive the benefits listed on page 136 of the GAMMA WORLD® rules. In addition to these, PCs get three points to distribute among their physical attributes (PS, DX, CN), with the restriction that at least one point must be added to the character's lowest starting physical attribute. The PC also adds one point to his lowest mental attribute (MS, IN, or CH).

In addition to whatever equipment they may have acquired as an enlisted soldier, a new officer is issued a single-shot pistol (Dmg 2d8) and a ceremonial saber (Dmg 1d8+PS Mod). In unusual circumstances, an officer is given access to the local Ranks of the Fit armory to outfit himself for a specific mission, but

only rarely will he be allowed to take any equipment higher than Tech Level IV. To receive Tech Level V or VI gadgets, the officer must provide a specific reason why he needs the equipment, and must return it immediately upon conclusion of the specific mission.

Bonapartists who have just graduated from the Academy are generally assigned the rank of ensign and posted to an assignment that suits their abilities. The following are suggestions for positions that will give the PCs ample opportunities for adventures: a courier between Jospeen and remote outposts, investigators for the judge advocate's office, a spy for the secret operations office, a field agent for the foreign affairs office, a staff person for a particularly ambitious high-ranking officer, or a recruiter/adventurer in a foreign outpost. In any case, the GM should be sure to have a regularly-recurring NPC officer to whom the PCs report on a semi-regular basis.

The Ranks and Other Cryptic Alliances

Both in Bonparr and all around the lands of Meriga, the Ranks of the Fit come into contact with members of other cryptic alliances. The following lists the general attitude or official policy of the Ranks toward each of the known groups, although there may be some variation by location or individual.

The Archivists: The Archivists would like to believe that their most secret activities in Bonparr remain unknown to the Bonapartists' leadership. However, the secret operations office of the Ranks has actually infiltrated Archivist groups throughout Bonparr, including their largest hideout in Fortain. The Ranks of the Fit allows the Archivists to exist, surreptitiously using them to find and research ancient artifacts. When an item of particular value is analyzed, either a Ranks spy will steal the item or the Archivists' enclave will be raided. In such an extreme case, a number of Archivists are allowed to "escape," so that they may continue to find useful artifacts for the Ranks of the Fit.

The Brotherhood of Thought: Since the philosophy of total personal freedom preached by the Brotherhood is contrary to the military regimen of the Ranks of the Fit, the Bonapartists do not like having them around. The Ranks leadership views the Brotherhood as a bunch of dangerous anarchists, and does



not allow them to espouse their views publicly. If a member of the Brotherhood is found in Bonparr, he is generally arrested and banished. If such an individual persists in returning to Bonparr, he will be imprisoned instead. The Ranks knows the danger of creating martyrs among this sort of group, so executions are rare. After all, it's not like they're Zoopremists.

The Created: Official Bonapartist policy states that this cryptic alliance does not exist. However, the upper echelon officers of the military cannot overlook the potential danger of such a group. There have been occasional missions to verify the existence or nonexistence of alleged android enclaves. Most of these have either returned empty-handed or not at all, much to the leaders' consternation.

The Followers of the Voice: The Programmers are outlawed by the Ranks of the Fit in Bonparr, since their membership does not recognize the military's authority. Currently, there are no centers of the Followers of the Voice in Bonparr, because no computer has ordered them there. Outside of Bonparr, the Ranks of the Fit are usually too busy fighting with the Zoopremists to pay the Programmers much attention.

The Healers: Of all the cryptic alliances, the White Hand is the most welcomed by the Ranks of the Fit. Each town in Bonparr has a small White Hand hospital, and the one in Jospeen is the largest outside Ascension. Many of the Healers are hired by the Ranks of the Fit to provide the army with medical assistance. In times of war, the Ranks try to make sure that at least one healer accompanies each company. Many Bonparr citizens who are deemed unfit for military duty are sent to the Healers to be trained as physicians as alternate duty. Members of the White Hand traveling through Bonparr are always given the best protection possible.

The Iron Society: For a brief period some years after the assassination of Napoleon I, the Iron Society formed an uneasy alliance with the Ranks of the Fit, who needed help in their war against Bastion. One of the articles of the treaty that ended the war with the Knights of Genetic Purity insisted that Bonparr expel the Iron Society from its borders. Most members of the alliance were driven out, but some remained behind in secret. The Iron Society's main goal is the destruction of the Knights, but they are none too fond of the Bonapartists and will jump at any opportunity to sabotage the treaty between Bonparr and Bastion.

When members of the Iron Society are discovered in Bonparr, they are imprisoned and turned over to the Knights.

Knights of Genetic Purity: Oddly enough, the Knights and the Ranks have been living under a truce for several decades. This is particularly ironic since the city of Bastion was the first and fiercest enemy that the Ranks of the Fit ever declared war against. There are factions on both sides, however, that wish to resume hostilities, but this generally only manifests itself in locations outside the two nations.

The Order of the Mind: The three espers that have been forming this alliance in Psion City have been making some gestures of friendship toward the Ranks of the Fit, but so far the Bonapartists have remained neutral. Should the Order of the Mind openly declare itself, it is likely that the Ranks will ally themselves with whichever side they deem most likely to be victorious.

The Peace Brigade: The Peace Brigade knows better than to practice its bullying tactics on regions protected by the Ranks of the Fit. For their part, the Bonapartists are more than happy to employ the Brigade for the improvement of their settlements, but do not hesitate to slap them down if they get out of hand.

The Radioactivists: This alliance is not particularly interested in Bonparr, which enjoys a totally radiation-free environment. A small group of Radioactivists has a secret base in Jospeen, where they plot various ways to irradiate the nation. So far, none of these plots have succeeded, but the plotters have managed to elude the Ranks of the Fit authorities. All members of the military in Bonparr have orders to arrest any known or suspected Radioactivist since Col. Orsino halted a plan to detonate a neutron bomb.

The Restorationists: This group is allowed in Bonparr, but must report all of their activities to the Ranks of the Fit. A large group of reformed Restorationists is active throughout Bonparr, and obeys these rules, but there is also a traditional group secretly based in Lemay that is plotting to overthrow the Bonapartists. They haven't figured out how, though. The Restorationists are a major supplier of artifacts to the Ranks of the Fit, who are especially interested in obtaining sophisticated weapons.

The Seekers: Due to their humanocentric attitude and rejection of technology, the Seekers are generally



found only in slum areas of Bonparr. They are tolerated by the Ranks of the Fit, who are more amused by the Seekers than anything else. Occassionally, a group of Seekers will get together and try to make trouble, but the better organized and more well-equipped Bonapartists always manage to quell any disturbances quickly and without much fuss.

The Zoopremists: This is the only cryptic alliance for which the Ranks of the Fit holds true hatred, even though their underlying philosophy is very similar. The Zoopremists once ruled Bonparr, but were overthrown by the great general Napoleon I. They now only exist as an underground organization in Bonparr, and are allowed to operate in the open in very few other places. The Zoopremists and Ranks of the Fit try to thwart each other's aims at every turn, and any town that harbors both groups is just asking for trouble. Zoopremists that are discovered by Bonapartists are generally executed on the spot.

The Ranks Outside Bonparr

Under General Ursal's guidance, the Ranks of the Fit took a cue from some of the other cryptic alliances and began to set up bases all across Meriga. Their goal is to spread their ideology while recruiting new members. This way, the nation of Bonparr can gain power and influence without the expense and effort of going to war. The following is a summary of some Ranks of the Fit activities currently under way in regions outside of Bonparr.

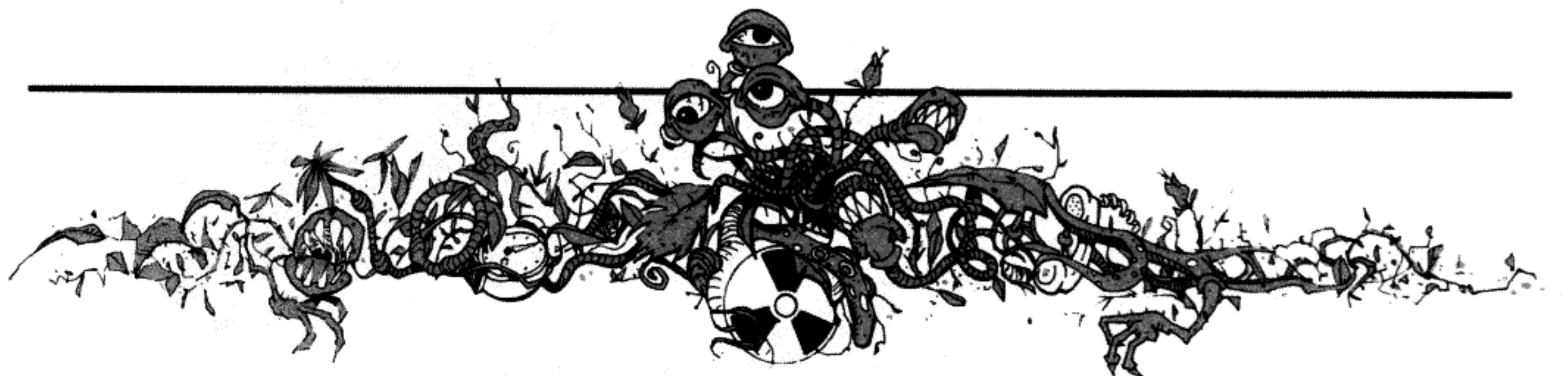
Ascension: The forces stationed in Ascension are the largest concentration of Bonapartists outside of Bonparr. Nearly every town in Bonparr has at least one representative here, who is in charge of renting out the town's mercenaries. The Ranks have been moderately successful in recruiting new members in Ascension, mostly appealing to lower class new animals with a beef against humans. However, the Zoopremists are also quite active in Ascension, and the Bonapartists frequently come into conflict with them. Governor Slyler has informed Commander Barnadine (a mutated falcon, and head of the Ranks in Ascension) that if the trouble between the Ranks and the Zoopremists keeps up, both groups will be banned from the city. As Ascension is a major market for Bonparr, Barnadine has been forced to comply outwardly,

but secretly, the campaign against the Zoopremists has become much more underhanded and nasty. Although a capable leader, Barnadine sometimes has trouble keeping some of his hotheaded subordinates in line.

Bastion: The Knights of Genetic Purity were once the bitter enemies of Bonparr, and they still don't like the Ranks of the Fit very much. However, a pair of low-ranking altered human Bonapartist officers helped the Bastion government root out a secret enclave of the Iron Society some years back, which led to limited diplomatic and trade relations between the two countries. The Ranks of the Fit are not allowed to remain in Bastion after dark, nor may they move about the city without a human escort. The Ranks of the Fit has a small headquarters just outside the city walls, which is unique among all Ranks outposts in that its staff is comprised almost entirely of altered humans, and even has one ensign who is a pure strain human. The only mutated animal currently stationed there is Major Strato, a mutated boar, who is the chief of the outpost. The main job of these officers is to guide and protect Bonparr traders who come to Bastion on business.

Bort Yuron: The Ranks of the Fit are particularly popular here, but so are the Zoopremists. The Bonapartist outpost here is the second largest outside Bonparr (behind the one in Ascension), and the local government is not well equipped to keep the peace between the two groups. Bloody battles are always breaking out between the rivals. The Zoopremists have superior numbers, but the Bonapartists are better armed and trained, so neither side has been able to gain the upper hand. Visiting sleeth historians have likened the situation to the mob warfare that they have read about in ancient history books. The head of the Ranks of the Fit in Bort Yuron is a mutated lion named Commander Leonine, who is so bloodthirsty that he was sent here to avoid having him run amok in Bonparr. Leonine is always concocting some crazy scheme to wipe out the local Zoopremists, particularly the leader of the Zoopremists, a mutant tiger called The Boss.

Harmony: The Ranks of the Fit are most assuredly not welcome in Harmony, nor do they have any particular interest in the Seeker town. For some reason, however, a delegation is sent to negotiate with the Seeker elders for rights to recruit and train new members among the local new animal populace. The



elders are aware of Bonparr's desire to improve technology and always refuse, sometimes violently.

Huush: The Ranks of the Fit have no permanent bases in Huush, even though this land is closest to their home in Bonparr. This is mostly due to a series of long, bitter, border wars that ended only a few short decades ago. The hissers will generally let Ranks of the Fit members pass through Huush unmolested, but frown on extended stays. They don't want a war, but don't intend to let the Bonapartists infiltrate their country. They absolutely positively do not allow the Ranks of the Fit to do any recruiting in Huush.

Jainus: The Bonapartists are fairly active in Jainus, but they do their best to keep the true scope of their activities from the attention of the orlens who control this region. The orlens tolerate the Ranks and do not pay much attention to them, since the main focus of the Ranks is to spread their message and recruit followers from among new animals, whom the orlens consider beneath their notice. This is a mistake they may regret someday. The Zoopremists resent the acceptance of the Bonapartists in Jainus, but are hindered in their attempts to thwart their hereditary enemies by the need to maintain secrecy. The leader of the Ranks of the Fit in Jainus is Colonel Sampson, a mutant insect who is both a shrewd diplomat and an able leader.

Mad Zone: Several attempts have been made to establish a settlement here, since the Ranks of the Fit would love to get its paws on some of the live metal that exists in such abundance here. So far, however, even the best-armed groups have failed to establish a beachhead. The Ranks simply do not have the resources needed to fight or deactivate the many robots that roam the area. The last attempt was made three years ago: a squad of thirty well-trained soldiers was never heard from again.

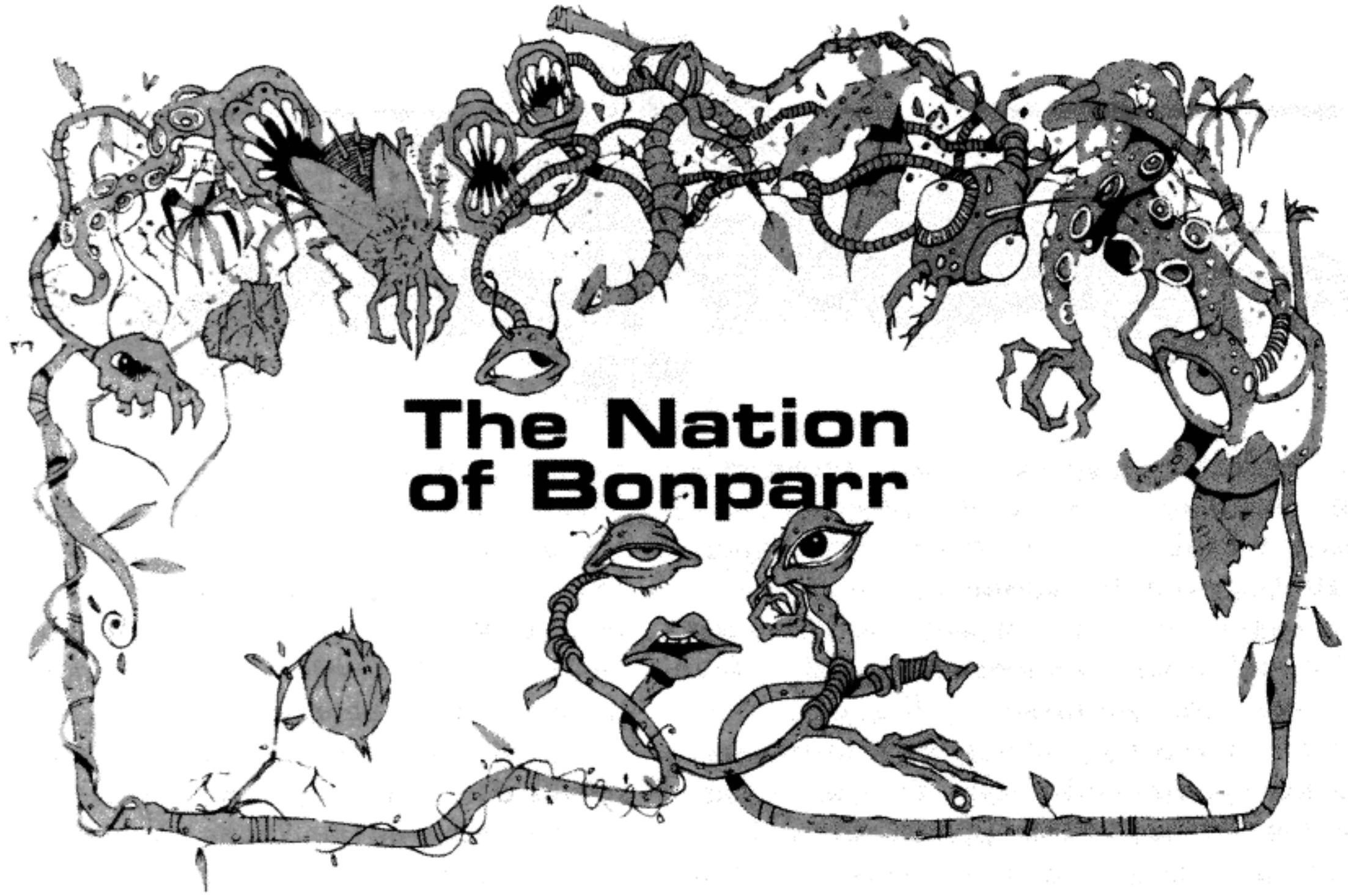
Miacholin: As one of only two cryptic alliances that have been allowed to operate freely in Miacholin, the Ranks of the Fit has found a great deal of business among the carrin rulers, who often hire the mercenaries to embark on dangerous missions. The main mission of the Bonapartists in Miacholin is to buy or purloin as much of the carrins' Tech Level IV machinery as they can, for analysis and duplication by technicians in Bonparr. There has not been much success on this front, since the carrins are so meticulous about guarding their borders and inspecting everyone and

everything that comes in or out. Very few carrins are successfully recruited by the Ranks of the Fit, and those that are are never trusted completely. Other mutant animal types living in Miacholin are too frightened of the dark emperors to change allegiances. General Ursal recently sent a communique to Commander Seyton, chief of the Ranks outpost in Spiral, expressing his displeasure and demanding more results. The other approved alliance in Miacholin is the Zoopremists. The carrins take a perverse pleasure in playing the two groups off one another, and use the conflict to keep both groups in check.

Lake Mitchgloom: The Ranks of the Fit have a small base on the island of Bestie, but have had no success recruiting new members from among the insular Faremen. Major Cranmer, a joardanz cow, has been trying to secretly infiltrate one of her soldiers into the Faremen for some time, but such spies have always been detected before they could learn any of the Faremen's secrets. Cranmer has made it her personal goal to solve the mystery of the Faremen, no matter what the cost.

Psion City: With its large population of powerful espers, Psion City has been the target of major recruitment efforts by the Ranks of the Fit. Growth of the alliance has been slow, however, as the espers rarely can live up to the necessary physical regimen. Conflicts between the Ranks of the Fit and the Zoopremists are less frequent here than elsewhere, since the espers can usually sense when trouble is brewing and diffuse it before it happens. The mentat has been secretly meeting with Commander Moth (a mutant insect, who is a powerful esper in her own right), head of the local Bonapartists, in hopes of getting the Ranks of the Fit to support him should a revolt break out. Unknown to the mentat, however, the Order of the Mind trio has also been negotiating with Commander Moth. So far, Moth has remained noncommittal to both sides, waiting until she can assess which side is most likely to be victorious if civil war does break out.

Yrsahl: The sleeths tolerate the Ranks of the Fit as an intellectual curiosity, but the egotistical lizard men have no interest whatsoever in joining the alliance. It has been ages since the Ranks of the Fit did anything of notice here, and a posting to Yrsahl is considered a reverse career move. Major Caphis, a mutant german shepherd, was assigned here a year ago, and has spent the past eleven months requesting transfers.



Much has been said and written about the unusual speech used by General-Emperor Napoleon when speaking in public or addressing his troops before battle. Compared with his everyday mode of talking, which was comparable to that of his least educated foot soldier, his speeches seem at once poetic, lofty, and inspired. Take for example this excerpt from the speech him made to the people of Jospeen upon his investiture as the new ruler of their nation:

"The heavens themselves, the planets, and this center, Bonparr, observe degree, priority, and place, insisture, course, proportion, season, form, office and custom, in all line of order."

It is my belief that these and other similar words are not those of the great ursine leader, but that he amended them from his ancient Book of Universal Wisdom for his own purposes. Whatever their true origin, however, the people of Bonparr often quote the general-emperor's words when describing the beauty, composition, and population of their land.

—Excerpt from *Historics of Gamma Terra*
by Szah-lah, sleeth historian

Borders

After Bonparr's wars were halted by General Ursal, the borders of Bonparr were set approximately at the White Stream in the west and south. The border of Bonparr and Huush is ostensibly a line drawn east and west from Lake Fork Tongue to Dawg Creek. Since most of this line lies in the midst of the Rambling Wood's seasonal territory, the residents of Bonparr seldom journey this far north. The land to the east of Bonparr is largely unexplored and unknown

territory, therefor the town of Finday is generally considered the easternmost point of Bonparr.

Historically, Bonparr was once much larger in area, but the divided Ranks of the Fit could not hold such widespread lands. Many conquered lands were regained by their original residents, while some formed new communities. A great revolution of hissers in the north of Bonparr caused another split in Bonparr and led to creation of the new nation of Huush. The current borders of Bonparr have been stable for several decades, thanks to General Ursal.

Geography

Bonparr lies in a fertile river valley formed by the Awbash River and its tributaries: Urs Creek, the Oglaze River, and Missuena Creek in the north; as well as the Beev River and White Stream in the south. The Awbash itself originates roughly thirty-five kilometers east-southeast of the town of Lemay, winds southwest, then curves to the northwest, where it empties into Admiral Lake, the largest body of water in Bonparr. From the lake, the river winds its way gradually westward, through the capital city of Jospeen, past the town of Fortain, and out of Bonparr. It eventually reaches Lake Tarote, where it meets the Skyoto Dam and turns southward to unknown lands.

The waterways of Bonparr are mostly clean, thanks to strict anti-pollution laws passed by General Ursal, with very few dangerous mutants. The exception to this is the White Stream, so called because it is a whitewater rapid for much of its length, which periodically becomes infested with fleshins. The hoops of Moonsee have recently been negotiating with the lake people of Admiral Lake for assistance in wiping out the flying fishes once and for all.



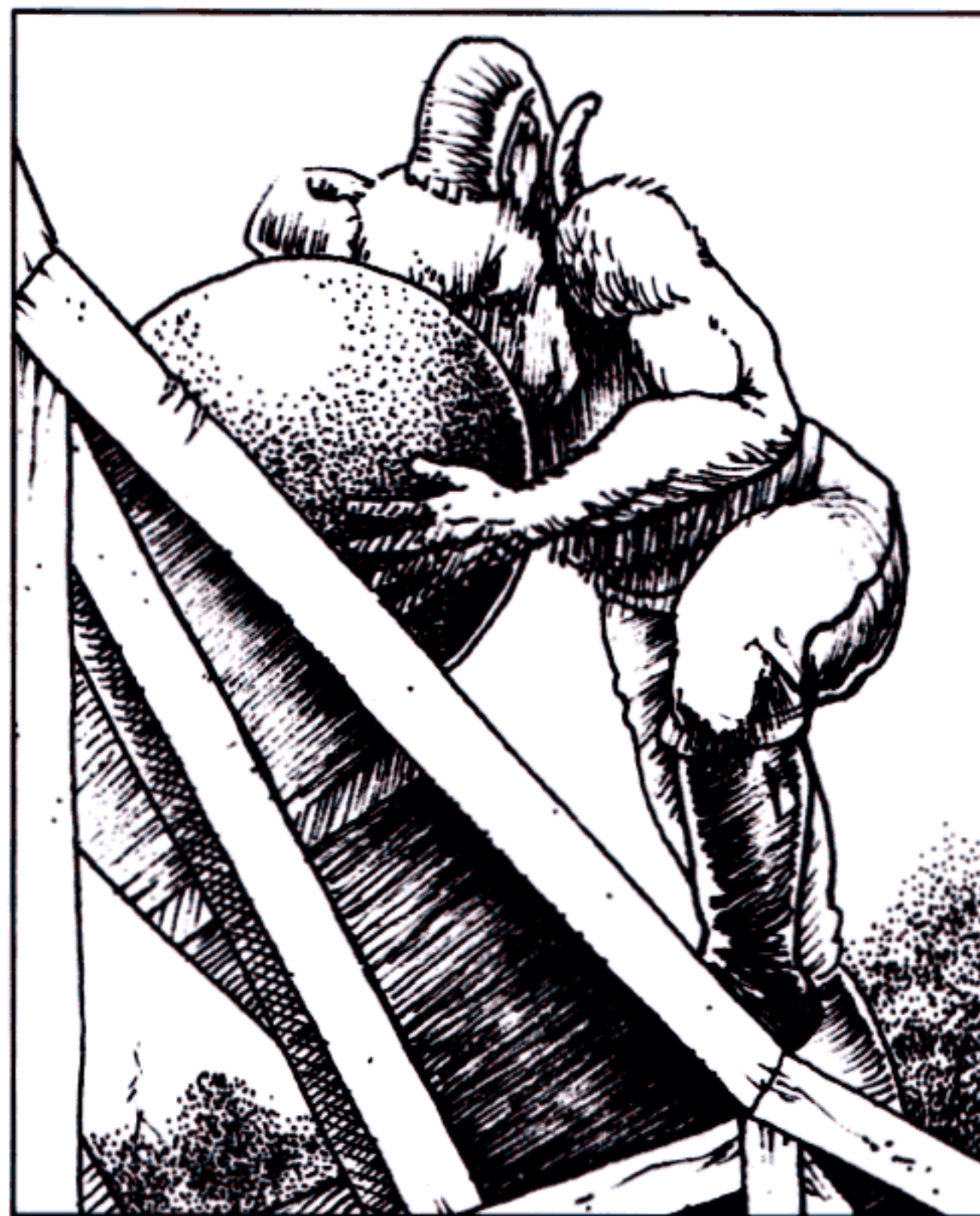
Bonparr has three lakes: Admiral Lake, mentioned above; Wer Lake, located near the source of the Oglaze River; and Lake Katur, which is also located on the Oglaze, just south of the Rambling Wood's seasonal territory. The largest is Admiral Lake, named for the aquatic race that dwells beneath its surface. Wer Lake lies within the Rambling Wood's seasonal territory and therefore has no native life of its own. However, something about the wood's periodic infestation makes Wer Lake the only place in Gamma Terra where the grain quaddro-tri can be grown. Katur Lake is abundant with life, fortunately all non-hazardous, which makes it a popular resort for the rich and influential of Jospeen.

Three major roads run through Bonparr, in addition to numerous other, smaller roads not shown on the large map found in the GAMMA WORLD® rules. The aptly-named Bonparr Road originates in the town of Finday, running generally east and west. It takes a northward turn around Admiral Lake, then passes through Elda, Jospeen, and Fortain, after which it continues to the west to Ascension, Jainus, and many other foreign lands. The Bonparr Road is easily the most traveled in the nation. The Defiance Road runs south out of the town that gave it its name, passes near Lake Katur, then continues south, through Jospeen, finally ending up at the town of Moonsee. The third major road is the Beev Road, which starts in Jospeen and runs roughly parallel to the Beev River as it winds its way to Green Village. All three roads are paved and very well maintained.

Climate

Bonparr lies in a temperate zone, with no seasonal anomalies. In the summertime, temperatures can reach as high as 35_ centigrade, and in the winter, they drop as low as -20_ C. Admiral Lake is the only body of water that does not freeze over during the winter, thanks to the efforts of the lake people and some technological assistance from their groak allies. Average rainfall for a year in Bonparr is about average for Gamma Terra, although the plains are known for their fierce blizzards, which can drop as much as 25 inches of snow in a day's time.

Heat fogs are virtually unknown in Bonparr, thanks to its being virtually radiation-free. Color storms occur occasionally, but not more or less so than elsewhere



in Gamma Terra. For some reason that has never been adequately explained, violet and purple color storms take place in Bonparr about as often as all other colors combined.

Flora and Fauna

The area around each town has been cleared for agriculture. Past about six kilometers out, the land becomes a rolling prairie, nearly seamless except for the occasional small woods. Semi-independent villages do exist outside of the eight main settlements, but these are very few and far between.

In addition to a wide variety of harmless vegetation, Bonparr's uninhabited lands contain pockets of dangerous plants such as narl eps, winisleans, and seroon lous. There are also several species of hazardous plantlife that are unique to Bonparr and its immediate surroundings. These include nerbils, small mobile bushes with great maws that consume anything from insects to large rodents; schroums, a non-intelligent fungus that attaches itself to living flesh and slowly leeches its host's life away; ralla krens, a



large sunflowerlike bloom that animates when sentient plants draw near and attempts to consume them by osmosis; plus several other less lethal varieties. Most of the really dangerous pockets of these plants have been weeded out by the Ranks of the Fit, but travelers do come across them once in a while.

A great deal of animal life wanders the countryside of Bonparr as well. Harmless descendents of everything from field mice to white tailed deer can be found in abundance. Predators also make their home on the prairies. Widely known creatures such as mantas, seps and squeekers are found here, as well as some lesser known monster species. These include yfiefs, twenty-meter-long snakes with a head on each end of its body, each with a different deadly poison; triekrs, carnivorous mutated squirrels with the power of levitation and an insatiable appetite; pogosi, two-meter mutated opossums whose tails contain a painful electrical shock; and several others. Despite the government's efforts to control these animal populations, they continue to thrive.

Population

Bonparr has a total population of approximately 60,000 sentient beings. Of these, 45,000 are new animals of one sort or another, 5,000 are altered ones, 3,500 are green folk, and 1,500 are true men.

Except for a small handful of farmers and a few scattered villages, the people of Bonparr live in eight settlements: the city of Jospeen, the towns of Fortain, Moonsee, Defiance, Elda, Lemay, Finday, and Green Village. More or less half of the citizens, both male and female, of each settlement belong to the military. The rest are merchants, civil servants, trademen, laborers and criminals. Jospeen and Elda also have small communities of scientists and technicians.

Technology

As a whole, Bonparr is at a Tech Level III level of development. Muscle power is still the predominant energy source, and beasts of burden are the primary means of locomotion. However, technology is moving forward quickly in the nation, helped by the Bonapartists' financial and organizational support of various scientific research groups. Bonparr is on the verge of becoming Tech Level IV. The largest settle-

ments have gas lights on their main streets, and some sections of Jospeen even have electrical power.

The biggest hindrance to progress in Bonparr is its lack of natural resources. The only place that metals and fuels can be mined is in the hills surrounding the Magmatap, a task that has proven nigh-impossible due to the wild beasts that roam the area and frequent seismic disturbances from the ancient manmade volcano. Bonparr has been forced to trade its military services to other nations for the materials it needs.

A group of engineers in Jospeen reinvented the steam engine five years ago, which led to the construction of a small railroad between Jospeen and Elda. It was built by an unprecedented cooperative effort between the Ranks of the Fit, the Restorationists, and the Peace Brigade. Since the entire line is only about forty kilometers long, the railroad is more of a curiosity than anything else, but the leaders of Bonparr believe that it bodes well for the future.

Most of Bonparr's military forces use Tech Level III weapons, such as their standard-issue flintlock rifles and long swords. However, instead of being crafted by hand (or paw, or vine, as the case may be), these are assembled in factories with Tech Level IV production lines.

Organization

All of Bonparr is ruled by the Ranks of the Fit. The supreme leader of the nation is General Ursal, and each town is governed by the colonel in command of that settlement's garrison of the Bonparr army. In addition to the military rule, each town has a civilian mayor with his own staff of subordinates and assistants. Except for Finday, where it is an hereditary post, each mayor is elected by the population of the town. His term varies from one year (Green Village) to ten years (Elda). The mayor of any given town is restricted by law to only a single term.

The only real occupation of the mayor is to act as an intermediary between the people and the military. The mayor's staff is in charge of keeping a census of the population, collecting taxes, monitoring trade, organizing festivals and so on. Politically speaking, the mayor's office has no influence at all regarding the establishment or enforcement of laws.

Those jobs fall to the army. Since such a large part of the populace is actually in the military, soldiers



double as the nation's police forces. Even with this responsibility, there is a surplus of fighting men, so the towns supplement their income by renting out their forces as mercenaries. The rates they charge vary depending upon the nature of the service to be performed, its risk factor, and the expenses that will be incurred. However, anyone who hires a town's mercenaries to fight the Zoopremists will undoubtedly get a bargain, as will those whose opponents are opposed to equal rights for new animals.

Foreign Relations

Given the size of its army and generally militaristic outlook, it is somewhat remarkable that, at this time, Bonparr is not currently at war. In ages past, most of its current neighbors were its bitter enemies, and not all memories of those days has faded.

Ascension: Due to their association with the Ranks of the Fit, representatives of Bonparr are tolerated in the city-state, and have grown quite influential in some circles. Unfortunately, the Zoopremists are given the same unbiased treatment by the government of Ascension, which has led to quite a lot of conflict within the wall of the city-state. Governor Slyler recently notified the Bonparr ambassador and the local head of the Zoopremists that they had better knock it off, or both groups will be outlawed. Since Ascension is a major trade center, this would be a devastating blow to Bonparr, who relies heavily on foreign sources for natural resources. The city is also where much of the bartering goes on between officials of Bonparr's towns and those wishing to hire mercenaries.

Bastion: As an unexpected result of a treaty that ended a war between Bonparr and Bastion, the two nations have become semi-regular trading partners. This arrangement is much more beneficial for the true men of Bastion than for Bonparr, since the Knights of Genetic Purity are shunned throughout much of Gamma Terra.

The peace that has existed between the Knights and the Bonapartists has always been uneasy at best. Many of the new animals that live in Bonparr have an intense hatred of the Knights, and it goes without saying that the purists of Bastion abhor mutants of any kind. Occasionally, a trading party from one nation or the other will be attacked on the road, but so far, all such assaults have been traced to radical groups (often

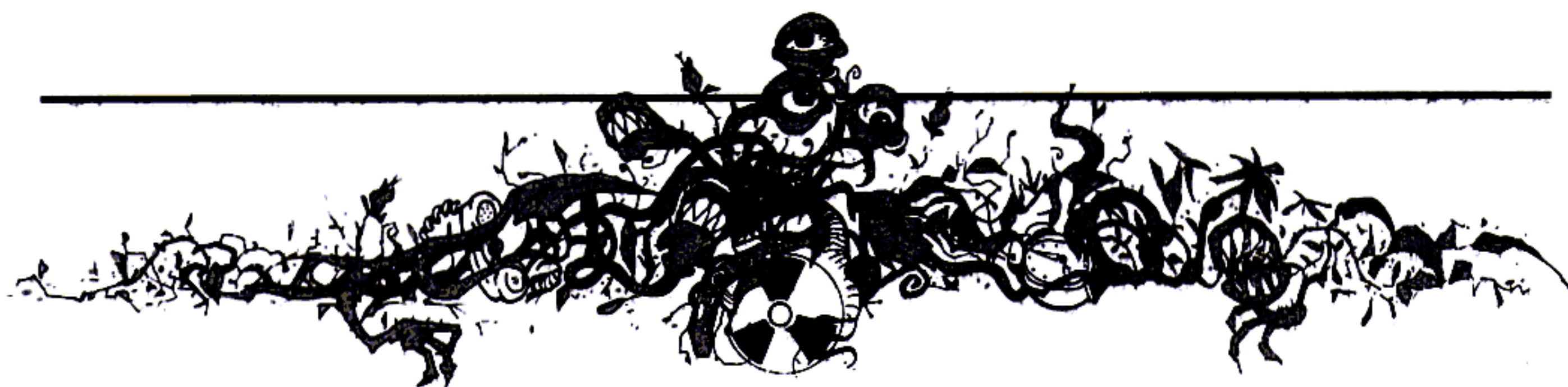
the Zoopremists or the Iron Society) and avenged.

To protect the truce and show their good faith (and confidence in their own ability), the Ranks of the Fit allowed the Knights to establish a small headquarters in Jospeen. It serves mostly as a place of protection for merchants while they are in town conducting business. The rulers of Bastion have not been quite so accomodating, refusing the Bonapartists' request to build a similar facility in Bastion. As a compromise, the Ranks were allowed to construct a small base just outside the all-human city.

New animals from Bonparr are only allowed in the city of Bastion during the daylight, and only after they have been thoroughly searched. They must carry identification papers at all times while in Bastion territory, and are forbidden to bring any weapon, no matter how small, into the city. Certain conservative elements in Bastion fear that the Ranks of the Fit might try to incite the animal slaves of the humans to revolt.

Huush: A sore spot in the minds of many Bonparr residents, Bonparr still officially considers Huush part of its territories, even though the hisser state has been an independent nation for longer than living memory.





The hissers want nothing to do with Bonparr, and carefully monitor any party that enters their land from that direction.

The Grand Matriarch Saressa has several well-paid spies stationed in key locations in Bonparr, who regularly send her information on the Bonparr military force's size, location, and deployment. She is well aware of the fact that Colonel Egeon is behind the movement to restart the wars, and will be waiting for him if he makes any moves in her direction.

Jainus: Bonparr has been technically been at peace with Jainus since Colonel (then lieutenant) Orsino brought orders to end a siege of the orlen city many years ago. The Bonapartists have never quite forgotten their so-called "last defeat," and have been trying to undermine the city for some time. The orlens who rule the city are so self-centered that they have not concerned themselves with the large population of new animals in the city. Bonparr conducts some trade with the city, but this is largely a front for widespread recruitment of the city's non-orlen natives into the Ranks. If Jainus' rulers are not careful, they might wake up one day and find that their city has become a new Bonparr outpost.

Miacholin: The carrin rulers of Miacholin are among Bonparr's most steady customers for mercenaries. The dark emperors seldom use the rented troops for defense or military use, however. Instead, the mercenaries are hired to embark upon perilous missions into ancient territories, to find and recover artifacts. Bonparr squads have been very successful in these quests, and they often return to Bonparr with artifacts as well as payment.

Psion City: Both factions of the ruling council of espers have been in contact with Bonparr, seeking assistance in case the city erupts into civil war. At this point, Bonparr has remained neutral, waiting to see which side will be successful before committing valuable resources. If such a revolution takes place, Bonparr may take the opportunity to try to conquer the place for themselves.

Yrsahl: The leaders of Bonparr would love to have closer ties with Yrsahl, since the vast resources of the sleeth universities could provide them with much-needed assistance in their technological research. The sleeths consider Bonparr primitive and uncouth, have no real need for military assistance, and generally consider themselves the center of the known uni-

verse. Some of the deans have granted Bonparr limited trade concessions and minimal diplomatic ties. There is a Bonparr ambassador in Yrsahl, but no sleeth ambassador in Jospeen.

Economy

For many years, Bonparr's economy was focussed entirely on military spending and buildup. When General Ursal put an end to the fruitless wars, he also restructured the economy of the nation so that it would not collapse. The army is still the biggest industry in the nation, but since the towns were given permission to rent out their troops as mercenaries, the military has been able to provide much of its own upkeep. This left the rest of the citizenry with the opportunity to develop new industries.

Agriculture: The biggest center of agriculture is the northern town of Defiance, which supplies well over half of the country's grain. Their great cash crop is the grain known as quaddro-tri, a mutant form of wheat that grows directly on the surface of Wer Lake. For some reason, the grain will not grow on any other body of water. Examiners who have studied this phenomenon suspect that the periodic passing of the Rambling Woods through the area leaves a residue in the water that allows the grain to thrive. This theory is supported by the fact that quaddro-tri crops are nearly 45% lower in years when the Woods do not pass through the lake.

Farmland also surrounds each of the country's towns, but with equipment and techniques that are Tech Level III or worse, these farms are hard-pressed to provide for Bonparr's growing population. Dependence on quaddro-tri is therefore quite high.

Livestock: In addition to farms, several of the towns have areas given over to raising livestock. Many of these ranches are operated by joardanz herds, who seem to have a knack for it. The most widely-bred animals are stagons, but there are ranches that raise centisteeds and podogs, as well. The Pyre Square Ranch just outside Moonsee is the single largest breeder of jackalopes in all of Gamma Terra.

Mining: As discussed above, Bonparr's most serious economic deficiency is its lack of raw materials. Some mining does go on in the hills east and south of Green Village, where coal, copper, and sometimes iron are found. The area is plagued by earthquakes



caused by the Magmatap to the southeast, and many monster types roam the hills. All of which combines to make mining an even more hazardous undertaking than it is elsewhere.

Import/Export: Because of its own shortages, Bonparr is forced to import minerals such as iron and steel at exorbitant rates. The nation has begun to export manufactured goods, but its major commodity remains military expertise.

The largest trade center in Bonparr is the marketplace in Jospeen. The town of Fortain, along the west road to Ascension, Jainus, and other nations, has also become a major mercantile center.

Manufacturing: Five years ago, the city of Jospeen inaugurated their first Tech Level IV factory. Most of the items this factory produces are Tech Level II weapons and commodities, but it has served as a model for other, smaller factories in Jospeen and Elda. These smaller establishments produce textiles, tools, and even some luxury items. The citizens hope this manufacturing "boom" will help bring them up to a Tech Level existence along the lines of Yrsahl or Mia-cholin.

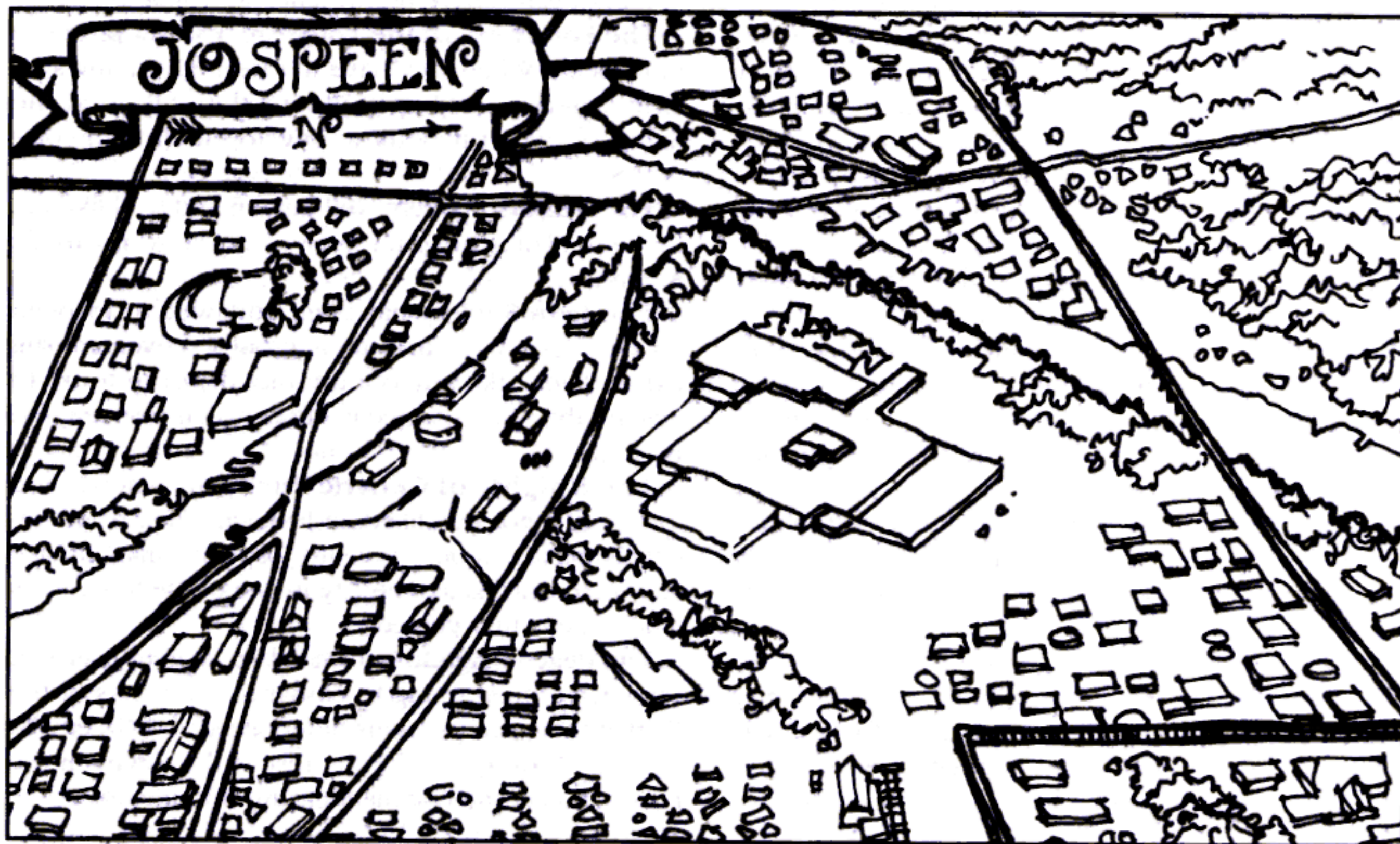
Society

Like all nations, Bonparr is separated into distinct classes. The biggest division is between the military and civilians. The Ranks of the Fit has all the political power, the military might to back it up, and therefore receives the best the country can provide.

Because the Ranks of the Fit was founded on the basis that new animals are a superior form of life, all positions of authority are held by mutated animals. Non-military new animals and altered humans make up the middle class, while pure strain humans occupy the lowest rung on the social ladder. The green folk, oddly enough, seem to exist outside of the social structure altogether. They are not particularly discriminated against, but neither is any special attention given to them. This stems, perhaps, from the essential differences between plant and animal minds.

Cities and Towns

The cities and towns of Bonparr are described in great detail in the following chapters.





Jospeen

"As many arrows, loosed several ways, come to one mark, as many ways meet in one town; as many fresh streams meet in one salt sea; as many lines close in the dial's center; so may a thousand actions, once afoot, end in one Purpose, and be all well borne without defeat."

Remark attributed to Napoleon I,
during a civil planning meeting.

Tech Level: III/IV Population: 22,000
Population Breakdown: 3% PSH, 1.5% orlens, 4% hidden, 10% other AH types, 10% dabbers, 2% groaks, 0.5% hissers, 8% hoops, 6% joardanz, 4% sarbises, 0.5% sleeths, 35% other MA types, 15.5% SP.

History

Jospeen was founded nearly 200 years ago by the Zoopremists, on the site of a great castle of the ancients. The leader of the Zoopremists at the time was a huge mutated stag named Jospeen Elkhorn. Being somewhat immodest, he gave the castle his surname and the village that grew up around it his given name. The Zoopremists were very powerful and influential back then, and with the wealth of artifacts that they discovered in the castle, they were able to quickly make Jospeen the capital of a mighty nation called Ohyy.

At the time of the Bonapartist coup, Jospeen had roughly 10,000 residents, over 90% of which were mutated animals. Under the rule of the Ranks of the Fit, Jospeen became a militarized zone and remained so until some years after General-Emperor's Napoleon's death. During this time, most of the remaining humans (pure strain and altered) in the city were wiped out. When less bloodthirsty officers assumed control of the city, the genocide was halted, but humans have never been fully accepted.

During the reign of General Belarius, construction was begun on the great wall that surrounds the city. Similar walls have been built around many of Bonparr's other towns.

Under General Ursal's rule, Jospeen has experienced an unprecedented growth in population, economy, and culture. Given the military mindset of its inhabitants, it is no wonder that that Jospeen's greatest claim to fame is that it has never fallen to an external foe.

Layout

Jospeen is roughly divided into three sectors, which are defined by the routes of the Awbash and Beev Rivers. They are known simply as the East Sector, the West Sector, and the South Sector. The Ranks of the Fit Academy is located in the northeast of the city. It is not contained within the city walls, but is enclosed by a smaller, somewhat less substantial barrier.

Cryptic Alliances

Almost every cryptic alliance in existence has a presence in Jospeen, whether secret or known. Their status and current activities are as follows.

The Archivists believe that their headquarters is a secret to the authorities, but is actually well known. Most of their activities involve the theft of artifacts, but their lack of a truly clever approach has inhibited their success.

The Brotherhood of Thought has a small headquarters here. They are not very well liked by the authorities, but are tolerated as long as they don't make trouble. Their biggest activity is to preach on street corners and occasionally ask for donations.

The Created have no presence in Jospeen.

The Followers of the Voice are a secret presence in Jospeen. While they have not been given any specific orders regarding Bonparr, they fear that the Ranks of the Fit may try to develop their own computers.

The Healers are very well known and well liked in Jospeen. Their hospital here is the largest outside Ascension.

The Iron Society has been outlawed in Jospeen for decades, but a small underground movement still exists. They take any opportunity they can to try to destroy the trading agreements between Jospeen and Bastion.

The Knights of Genetic Purity are known and tolerated, if not well liked, in Jospeen. Their representatives make frequent visits to Jospeen's marketplace and merchants, since the city is one of the few places where they are accepted.

The Peace Brigade is a small but vociferous group. They have been trying to convince the Ranks of the Fit that the outlying towns of Moonsee and Green Village need fortifying like the rest of the towns in the nation. So far, the commanders are not interested.



The Radioactivists are a secret group. They have been lacking a direction or purpose since their failed attempt to irradiate the city some years ago. The execution of their ringleaders has led to squabbling among themselves and little unity.

The Restorationists are the second-largest alliance in the city, after the Ranks of the Fit. They have been working closely with the Bonapartist leaders to make the country reach Tech Level IV. Their successes so far include limited electrical power for a portion of the city, the railroad between Jospeen and Elda, and a factory that can mass produce a number of goods.

The Seekers make the Brotherhood of Thought look appealing. The local authorities kick them out of the city occasionally if they annoy people in the parks too much.

The Zoopremists represent the largest underground group in the city. Despite weekly executions, more of them keep popping up trying to destroy the Ranks of the Fit and restore their long-lost kingdom of Ohyy.

Points of Interest

1. Elkhorn Castle. What was originally an ancient shopping mall has now become the center of the government of Bonparr, and the spiritual home of the Ranks of the Fit across Meriga. It was extensively repaired and rebuilt (and cleaned out of artifacts) by the Zoopremists, and later adapted for military use by the Bonapartists. It has three above-ground levels and a basement.

The basement serves as the headquarters for the local police force, and doubles as a jail for both local criminals and prisoners sent to Jospeen from other parts of Bonparr. It is constantly under guard and believed to be inescapable, having constraints that even prevent teleportation or displacement.

The first level has a large courtyard with trees, fountains, and elegant staircases leading up to the second level. The courtyard is used for formal occasions such as welcoming foreign dignitaries, promotion or award ceremonies, and state dinners. Also on the first floor, in areas somewhat removed from the courtroom, are the general's offices and council room, offices for the chiefs of staff, and numerous administrative personnel.

The second level has a balcony that looks out over the courtyard. Off the courtyard are more administra-

tive offices, plus the war room, the general's private quarters, and quarters for the chiefs of staff.

The third level is smaller than the lower two floors, and is devoted to the castle's support staff, including the kitchens, maintenance, and storage.

The immediate area surrounding Elkhorn castle is covered in a hard black substance like soft stone. The area is kept free from unwanted growth by a staff of maintenance people. The local garrison often practices maneuvers here.

2. Train Station. One of the Restorationists' greatest recent breakthroughs was the reinvention of the steam engine. To celebrate the success, and to give the people a physical example of the technological progress that is being made, a small rail line was built between Jospeen and the town of Elda. The Jospeen station looks remarkably like its twentieth-century forebears, with a platform, waiting area, ticket booth, and wall-mounted arrivals and departures sign.

3. The Marketplace. The marketplace is a meeting place for local merchants and traders from outside the city. On some days, it is nearly deserted, while on others, it is full to practically overflowing. The best season for trade is toward the end of summer.

4. White Hand Hospital. With the financial help of the Ranks of the Fit and the technical knowhow of the Peace Brigade, the Healers managed to build an immense hospital facility. On a daily basis, they treat all genotypes for all manner of injury and illness.

5. Lower East Side. This corner of Jospeen is a haven for altered humans of all genotypes. While not necessarily a slum or a ghetto, it is not a particularly nice place to live. The police do not patrol the area as frequently as they do neighborhoods with a larger animal population, which causes the Lower East Side to have a higher than average crime rate. Sequestered away on a side street is the secret headquarters of the Iron Society.

6. Restorationists' Superstore. Located in the area of Jospeen known as The Strip (see below), this is the largest Restorationist establishment in Bonparr. There is an 85% chance that the alliance will have any desired artifact, and in those rare cases when they don't,



they can refer a customer to another place. They also do a brisk business buying artifacts, and pay slightly above list price for any artifact in good working order.

7. The Strip. This section of Jospeen is known as The Strip because of the way its streets parallel Elkhorn Road. It is a major mercantile center where anything available in Bonparr can be bought for the right price.

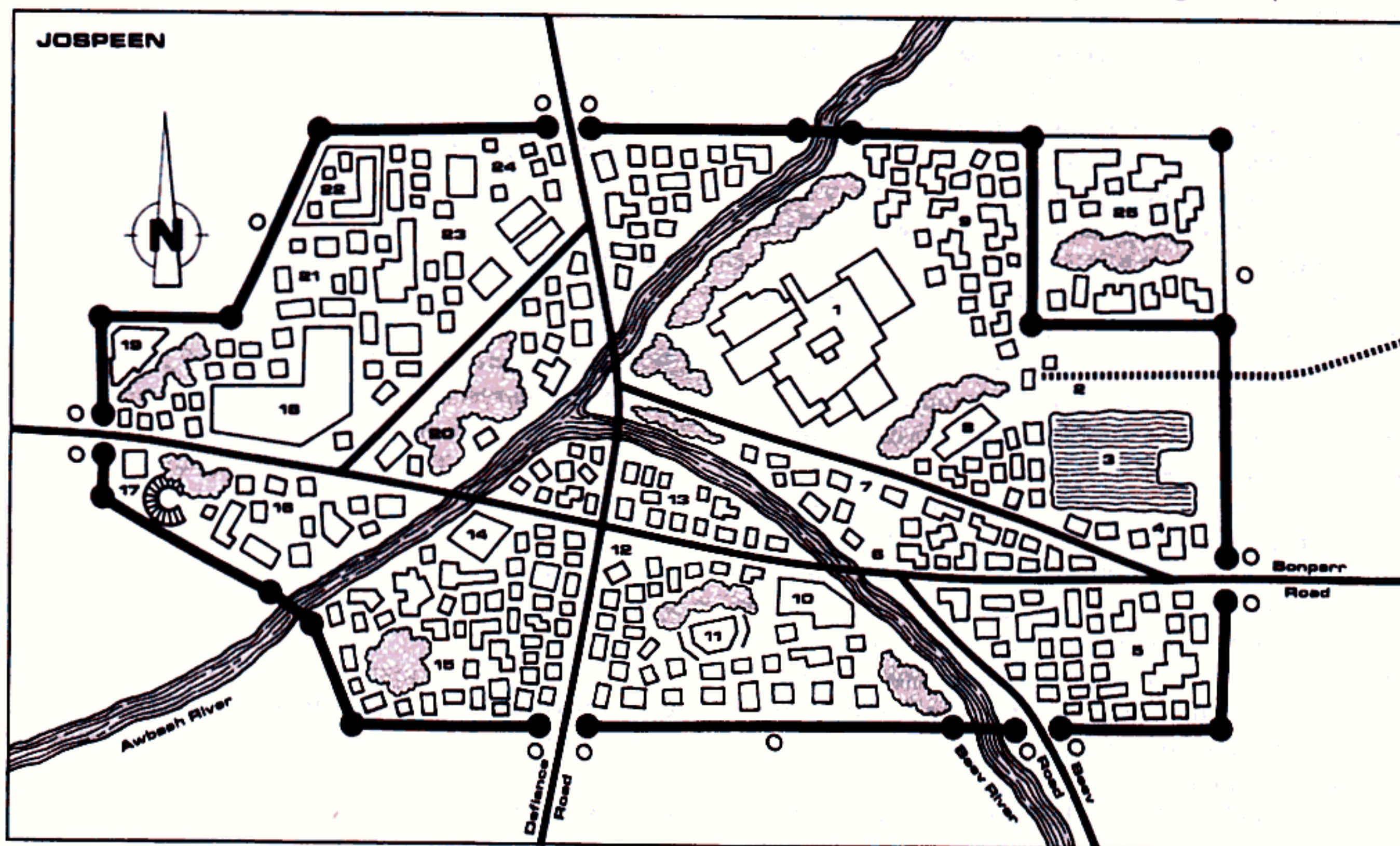
8. The Garden. The Garden is an upper middle class inn that caters exclusively to mutated animals. It is also one of several secret meeting places for the Zoopremists. The owner of the place is a mutated deer named Kven Chell, who takes a perverse delight in defying his enemies by living within sight of Elkhorn Castle.

9. The Soldiers' Quarters. Some of the Jospeen garrison's troops have private residences in various locations throughout the city. The rest live in this area, where they can be quickly on call if they are needed at the castle. The housing here ranges from very spartan group accommodations for enlisted personnel to quite luxurious apartment complexes for officers.

10. Bonparr Inn. This is the most popular of the many inns that dot the city. It is widely known for its fine creature comforts, including gourmet cuisine, sumptuous accommodations, and soothing bathhouse. The proprietor is a huge mutated pig named Chraggles.

11. Napoleon I Amphitheater. This theater is large enough to seat up to 3,000 audience members at a time. The Amphitheater is regarded as Bonparr's cultural center, showcasing moving dramas, uproarious comedies, and stirring concerts. The administrator of the facility is a beautiful mutated butterfly known as Babs Homefree.

12. Restorationist Compound. A self-contained community-within-the-community, this area is walled off and open only to the Restorationists. Everything within the walls reflects Tech Level IV or better technology. The chief of the Restorationists is a true human named Jon Brandfire, who is a former Knight of Genetic Purity. His defection is still a sore point with the Knights, who would love to extradite him to Bastion, if they thought they could get away with it.





13. Riverside. This is a neighborhood of twisting streets and winding alleys. It is also largely abandoned, due to the destructive effects of the river on many of the buildings' foundations. Many of these deserted buildings house small bands of the Hidden, a mysterious race of silent, nearly invisible humanoids. Although most citizens believe that the Hidden are a myth, they are quite real.

14. Power Plant. This building houses as Tech Level IV hydroelectric generator that is powered by the Awbash River. It was built and is maintained by the Restorationists. The machinery has not been completely perfected yet, and blackouts are frequent, but the plant does provide the nearby neighborhoods and the Restorationists' compound (see above) with electricity for whatever equipment or artifacts can utilize it.

15. Bonapart Park. A statue of Emperor-General Napoleon I and his dabber companion (for whom the park is named) stand in the middle of this area. The park is a favorite recreational area for the lower middle classes of Jospeen. They enjoy running, picnicing, and engaging in a variety of sports and games. The houses that surround the park are homes to some of Jospeen's most well-off citizens.

16. Lower West Side. This neighborhood is largely populated by unskilled workers and laborers. Almost all of the residents are mutant animals, and tolerance for non-animal genotypes reaches its lowest here. Not surprisingly, this area is a veritable breeding ground for the Zoopremists, who are able to recruit a surprising number of new members, mostly from among the disenchanting youth.

17. Brotherhood of Thought Temple. In an effort to promote peace and harmony in the Lower West Side area, the Brotherhood of Thought constructed this haven. The locals refer to it as a temple, but in reality, it is simply a place where individuals are urged to forget their cares and meditate on peaceful coexistence. The members of the Brotherhood are frequently ridiculed by the discontented locals, and have sometimes been the victims of violent attacks. They persevere, mostly due to the encouragement of Kven Chell, a mutated deer who is considered the head of the local Brotherhood.

18. Jospeen Manufacturing Company. This is the largest assembly-line factory in all of Bonparr. Most of its resources are geared toward the production of weapons, armor, and other military goods for the Ranks of the Fit, but because it was built by the Restorationists, it also produces other goods. These include textiles, tools, cooking utensils, toys, glass, medical equipment, machine parts, and even copies of artifacts such as binoculars.

19. Generator. This generator is steam-powered and is used exclusively to power the machinery of the Jospeen Manufacturing Company.

20. General's Park. This park is surrounded by the most exclusive neighborhood in Jospeen. Only the very rich or the very well connected can afford to live in one of these mansions. The park itself is very well maintained, with several breathtaking views of the river and the eastern half of the city. The park has a most unusual "resident:" a mutated tree named Bufulr that is rooted at almost the exact center of the park. Bufulr is not very sociable, and has a nasty habit of lobbing explosive acorns at intruders.

21. The Silver Silhouette. This tavern is a combination cabaret, casino, and dance hall. It caters to an upper middle class clientele, and many well known figures in Jospeen are regular customers. The leading performer of the Silhouette is a exotic altered human dancer named Genifier Kehll. When she puts on a show, sparks literally fly as she utilizes her electrical generation powers for mysterious pyrotechnic effects.

22. Public Library. All of the books in the library are post-cataclysmic, but some of these are duplicates or copies of ancient writings. There is a wide selection on all subjects, but the most popular volumes are those that glorify the exploits of the Ranks of the Fit.

23. Uptown. The stores and shops in this area of town are more upscale than those found elsewhere in Jospeen. Instead of crude cloths and furs, for example, one might find finely woven fabrics. The weapon-smiths of Uptown are considered by many to be the finest in all Meriga. The merchants of Uptown charge top domar for their wares, but it is usually worth it.



24. Zoological Gardens. This institution was founded by the Zoopremists many years ago, and even though they are no longer tolerated in Bonparr, the zoo remains. The zoo features a wide variety of animal and plant life from all across Meriga, including some species not usually found in the Lake Mitchgloom/Lake Ire area. The chief caretaker of the Zoological Gardens is a mutated monkey named Bryan Androbin.

25. The Academy. The grounds of the Ranks of the Fit Academy are located outside the walls of Jospeen in order to keep track of the cadets, who are not allowed out of the Academy during their training period. The north and east sides of the Academy are enclosed by a stone wall that is somewhat smaller and less thick than the wall surrounding the bulk of the city.

On the north side of the compound are a huge gymnasium complex and the administrative buildings. Cadet barracks are in the northeast corner of the compound. The open central area is used for a variety of training, including marksmanship, hand-to-hand combat, obstacle courses, and mock battles. The south end of the enclosure consists of classroom buildings.

Important NPCs

Commander Nestor

MA wolf (H); EN 7; AC 12; MD 11; HP 68; THAC melee +9; THAC ranged +9; #AT 1; Dmg 1d6+2 or by weapon; Hth 10; Spd 19/5; Per 8; St +2; RU 0; UA 0; RR 14.

PS 16; DX 16; CN 10; MS 13; IN 11; CH 17; SN 8.

Mutations: *Heightened smell, heightened bearing, night vision, displacement* (24).

Class Skills: Combat Leadership 10, Makeshift Weapon/Armor 7, Size-up Opponent 13.

Commander Nestor's official position is right-hand man to Colonel Vernon, and second-in-command of the Jospeen garrison (a very prestigious post). Nestor is in league with Colonel Egeon and frequently acts as a messenger between the two colonels. The commander does not particularly dislike Vernon, but he is convinced that Egeon will be the next ruler of Bonparr. Nestor sees serving Egeon as a surefire route to promotion and a garrison command of his own.

Like other officers in the warfare faction, Nestor wears armor and weapons at all times. He is usually attired in a shirt of ring mail (AC +4) and carries both

a ceremonial long sword (Dmg 1d8+2) and a service single-shot pistol (Dmg 2d8).

Major Biron

MA octopus (H); EN 7; AC 11; MD 11; HP 67; THAC melee +9; THAC ranged +8; #AT 1; Dmg by weapon; Hth 10; Spd 9/7; Per 15; St +1; RU +1; UA +1; RR 12. PS 15; DX 14; CN 9; MS 14; IN 14; CH 13; SN 14.

Mutations: *Gills, chameleon power* (14), *multiple limbs* (arms and legs), *photosynthetic skin, doubled pain*.

Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 14, Size-up Opponent 9.

Major Biron is the officer in charge of the Jospeen police force, a job that keeps all four of his hands full. He has gained a certain degree of renown and respect for his persistence and tireless pursuit of criminals. Biron really dislikes the Brotherhood of Thought, which he considers a pack of weak-willed cowards. To his exasperation, he keeps running into one of the leading Brotherhood members in town, Kven Chell, despite their mutual efforts to avoid one another.

Major Biron is equipped with the following gear: studded leather armor (AC +3), two long swords (Dmg 1d8+1 each), and a bolt-action rifle (THAC +2, Dmg 3d8). He also has a steel shield (AC +2) and a paralysis rod (Dmg paralysis) that he uses when he has to lead the riot squads into action.

Art Mowynn

Dabber; EX 4; AC 11; MD 9; HP 39; THAC melee 0; THAC ranged +1; #AT 1; Dmg by weapon; Hth 10; Spd 12/3; Per 11; St +1; RU 0; UA +4; RR 15.

PS 11; DX 13; CN 11; MS 7; IN 9; CH 12; SN 11.

Mutations: *Photogeneration* (13), *empathy* (8), *illusion generation* (10), *repulsion field* (10), *telekinesis* (15), *telepathy* (13).

Class Skills: Avoid Artifact Disaster 7, Jury-Rig 9, Read Schematics 4, Repair Artifact 4.

Mowynn has just entered the last year of his term as mayor of Jospeen. He is more involved in the politics of Jospeen than many of his predecessors were, which has made him some dangerous enemies. Colonel Egeon despises him, but has not taken any action for fear of losing control over Colonel Vernon, another dabber.



Bryan Androbin

MA money (H); EX 6; AC 12; MD 10; HP 53; THAC melee +2; THAC ranged 0; #AT 1; Dmg 1d3 or death or intensity 6 radiation or by weapon; Hth 10; Spd 15/5; Per 11; St +2; RU 0; UA +6; RR 18.

PS 12; DX 16; CN 12; MS 9; IN 9; CH 11; SN 11.

Mutations: *Immunity* (draining/life leech), *radiating eyes* (16), *thought imitation*, *mental multiplier* (17), *death field generation* (17), *devolution* (9).

Class Skills: Avoid Artifact Disaster 9, Jury Rig 11, Read Schematics 8, Repair Artifact 10.

Bryan Androbin is the chief caretaker of the Zoological Gardens. He is a retired adventurer.

Bufulr

SP tree; NCC; AC 15; MD 10; HP 23; THAC melee 0; THAC ranged +2; #AT 1; Dmg 2 hp-3d6 or 2d6; Hth 10; Spd 0; Per 11; St N/A; RU N/A; UA 0; RR 0.

PS 12; DX 15; CN 8; MS 11; IN 12; CH 8; SN 14.

Mutations: *Total carapace* (11), *anti-life leech*, *poisonous thorns* (intensity 5, MP 11), *dissolving juices* (13), *explosive seeds* (12).

Special Powers: Bufulr is rooted to the ground and cannot move. Any attempt to remove him would prove fatal.

Bufulr is a mutated tree that stands in the center of General's Park. It was nearly full grown when it was exposed to the Glow by a group of Radioactivists and gained sentience. Bufulr has an irascible nature and can be quite ornery. Figures who approach him too closely are likely to have an explosive seed hurled in their direction. The authorities have determined that Bufulr is too deeply rooted to be moved, so instead, they have discreetly posted warnings about it.

Genifler Kehll

AH; NCC; AC 12; MD 11; HP 47; THAC melee +2; THAC ranged 0; #AT 1; Dmg 3d6 or by weapon; Hth 11; Spd 14/5; Per 17; St +2; RU +2; UA +2; RR 18.

PS 11; DX 15; CN 14; MS 14; IN 16; CH 16; SN 15.

Mutations: *Immunity* (mental attacks), *electrical generation* (11), *sonar*, *body change* (purple hair), *heightened balance*.

This exotic-looking humanoid is employed as a dancer at the Silver Silhouette. In fact, the tavern was renamed in her honor: the name refers to the halo of

energy that coalesces around her body when she uses her electrical powers. She is currently trying to save up enough money to buy the tavern herself, and retire from dancing.

Jon Brandfire

PSH; EX 11; AC 10; MD 13; HP 48; THAC melee +2; THAC ranged 0; #AT 1; Dmg by weapon; Hth 12; Spd 12/3; Per 14; St +2; RU +1; UA +14; RR 21.

PS 15; DX 8; CN 15; MS 17; IN 13; CH 16; SN 13.

Class Skills: Avoid Artifact Disaster 12, Jury-rig 12, Read Schematics 16, Repair Artifact 16.

Jon Brandfire is the chief administrator of the Restorationists in Jospeen. He spends most of his time coordinating his group's efforts with the Bonparr government, although he does sometimes take part in the examination of a particularly mystifying piece of ancient technology. Brandfire was a Knight of Genetic Purity in his youth. He came to Jospeen as an emissary from Bastion, and was so impressed by the civilization of the local population that he rejected his former ways and joined the Restorationists.

Kven Chell

MA deer (H); SC 9; AC 14; MD 10; HP 59; THAC melee +6; THAC ranged +4; #AT 1; Dmg 1d4/1d6+1 charging or by weapon; Hth 13; Spd 24; Per 27; St +12; RU +8; UA +3; RR 14.

PS 17; DX 19; CN 17; MS 12; IN 6; CH 10; SN 13.

Mutations: *Heightened bearing*, *teleportation* (10), *body change* (hairless), *heightened speed* (14), *displacement* (7).

Class Skills: Find/Remove Traps 14, Hunting 10, Navigate 13, Tracking 13, Wilderness Survival 14.

The Brotherhood of Thought believes in total equality, so they have no leaders, as such, but if they did, Kven Chell would be the head Brother in Jospeen. He is the oldest and most experienced member of the alliance in Bonparr. Chell has recently begun to believe that his fate is somehow intertwined with Major Biron's, even though he has a great distaste for the officer. For some reason, the two seem to run into each other even when deliberately avoiding one another.

A total pacifist, Chell will always flee (and he is remarkably well equipped to do so) rather than fight.



Defiance

Tech Level: III Population: 5,000
Population Breakdown: 2% PSH, 1% fens, 5% other AH types, 8% badders, 5% groaks, 2% hawkoids, 6% hissers, 1% hoops, 5% joardanz, 1% keeshins, 4% sarbises, 49% other MA types, 11% SP.
Garrison: 2 companies of infantry (1,000 soldiers); 10 artillery corps (100 soldiers); 1 aerial squad (15 flyers)

History

Defiance was established as a military outpost on the main route to northern cities such as Sith, Odess, and Bastion, during Bonparr's early campaigns of conquest. The settlement prospered until the first time the Rambling Woods came through the area, wiping out the entire town and killing many of its inhabitants. For several years, Defiance was deserted except for a few courageous farmers.

The town was reestablished when a scientist mutated a new strain of grain with several unusual properties. First, it did not grow in the ground; it flourished on the surface of Wer Lake. Second, it grew at a phenomenal rate; fast enough to bring in several crops a year. Finally, it could be ground into flour that was indistinguishable from wheat, and therefore safely edible. The drawback to this breakthrough was that the only body of water that the grain, named quaddro-tri, would grow upon was Wer Lake.

Despite the dangers involved, the settlement was reestablished, and named Defiance to reflect its inhabitants' determination to defy the odds and build a thriving community. Since that time, Defiance has grown into a town to rival any other in Bonparr. Almost every year, the townspeople have to fight off an attack by the Rambling Woods. Their methods have become so refined, however, that the Woods present very little danger any more.

Layout

The town of Defiance lies on the eastern shore of Wer Lake. The bulk of the town is built on the shore, but there are several blocks worth of buildings built on a great pier that extends out into the lake. The protective wall around the town continues on pillars out into the lake, to protect the pier. Between the town center and the shoreline lies a recreational park.

Government

The head of the Defiance garrison of the Ranks of the Fit is Colonel Speed, a mutated turtle. He takes little part in the day-to-day rule of the town, however, concentrating his efforts on making sure that the garrison and townsfolk remain well-prepared to defend the town against the Rambling Woods. Because of the unique needs of the city, Colonel Speed has two primary subordinates: Commander Marina, a mutated sheep who is in charge of overseeing the garrison and day-to-day business; and Commander Antipholus, a mutated duck who is in charge of civil defense.

Cryptic Alliances

The Brotherhood of Thought, Healers, Peace Brigade, and Restorationists are all openly active in Defiance, and each has a small base known to the government. The Brotherhood likes to send members with particularly aggressive tendencies to Defiance to help them work out their hostility in battle against the Rambling Woods.

The Iron Society is a strong underground movement in Defiance. Since most trade expeditions between Jospeen and Bastion go through Defiance, the Iron Society keeps a large number of spies and covert operatives here. Every once in a while, an Iron Society member is caught and turned over to the Knights of Genetic Purity in a public ceremony, as a warning to others of their ilk. The Knights themselves have no permanent base in Defiance. When circumstances bring the Purists to the town, they generally stay at The 39th Chromosome, a humans-only inn just inside the southeast gates of town.

The Zoopremists exist in secret in Defiance, but it has been nearly two years since they made any trouble. Things have been so quiet, in fact, that Colonel Speed is convinced they are up to something no good.

Points of Interest

1. Bonapartist Headquarters. The local Ranks of the Fit headquarters is located near the town center, overlooking it from the east. In addition to the two-story building that houses facilities for Colonel Speed and his staff, the base is outfitted with a large gymnasium and a track, both considered symbols of the progress the town has made. The garrison's barracks are located across the street from the track.



2. City Hall. City Hall is located on the north face of the town center. It is a nondescript building, discernable only by the words "City Hall" embossed over its front door. It contains an office for the mayor, a reception area, a formal dining room and a kitchen, but not much else.

3. Quaddro-tri Fields. Just outside the walls, on the surface of the lake, are two huge areas set aside for growing quaddro-tri. The grain grows so quickly that by the time one of the fields has been harvested, the other has completely matured and is ready for harvesting itself.

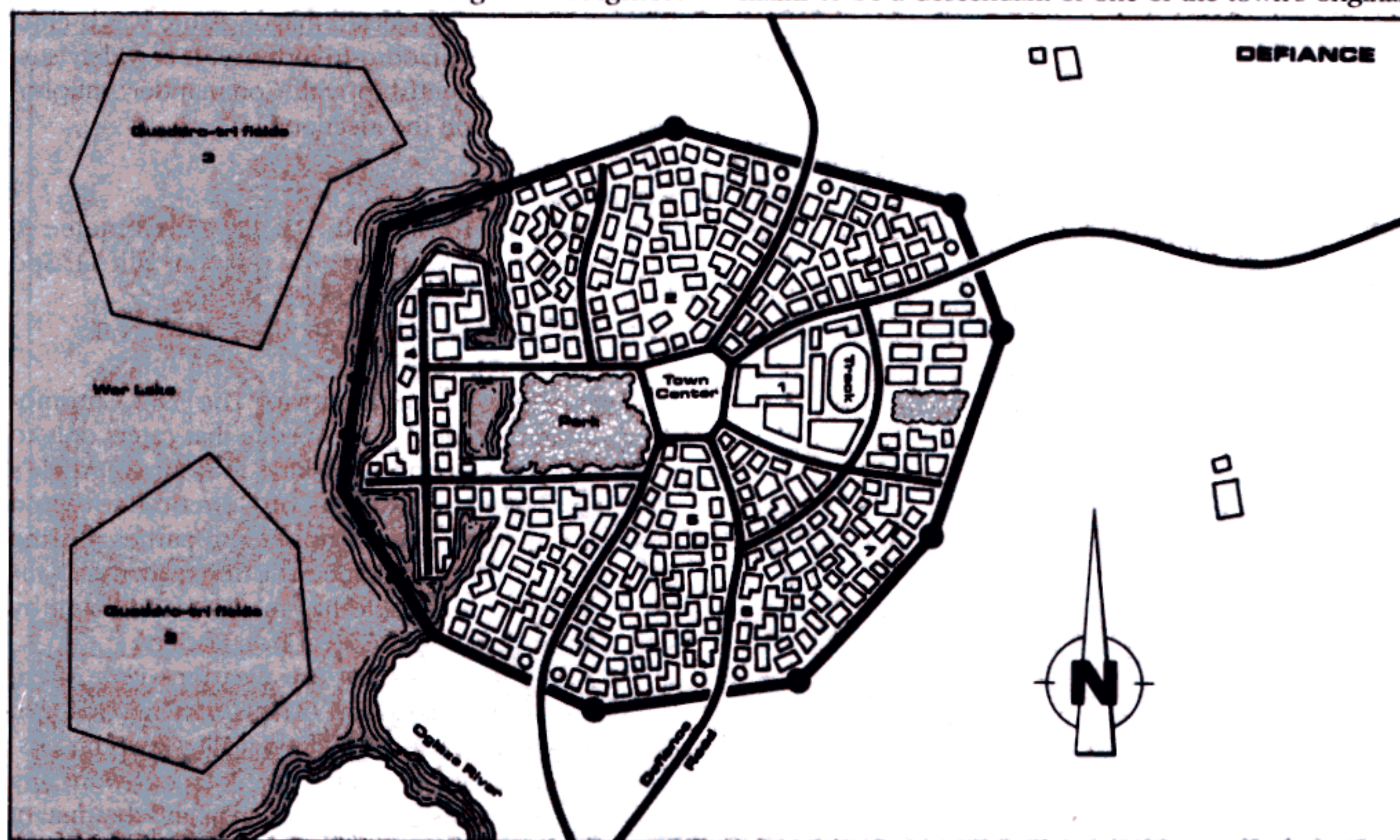
4. The Docks. Originally constructed as a refuge against the Rambling Woods, this huge pier has become a vital part of the town in its own right. It is lined with warehouses for the storage of quaddro-tri and taverns that are frequented by sailors and quaddro-tri farmers.

5. The Avenue. This area of Defiance gained the nickname "The Avenue" for having the straightest

streets in town. It is full of shops offering a variety of goods and services, such as clothiers, blacksmiths, bakers and carpenters. In the southeast corner of the Avenue stands The 39th Chromosome, an inn that caters exclusively to true men, despite frequent protests from the local residents.

6. Restorationist Headquarters. The Restorationists have only been situated in Defiance for a short time, and have not yet built up a very wide selection of artifacts. In fact, they are much more interested in buying than selling at this point. There is only a 5% chance that the Restorationists have a specifically requested artifact, and they will charge at least 200% of its listed value. However, they are eager to acquire new artifacts, and will pay 150% of listed value for any worthwhile artifact that is offered to them.

7. The Nograin Bottle. This tavern is one of the most popular in Defiance. The bulk of its customers are mutated animals, but no genotype is excluded. It is owned and operated by a dabber named Pfinkaid, who claims to be a descendant of one of the town's original





founders. An irrepressible gossip, Pfinkaid has been known to give complementary drinks in exchange for juicy pieces of information. This has made him one of the most well-informed sentients in the region.

8. The Mires. This section of town is the poorest in Defiance. Nearly all of the settlement's altered humans reside here, as do the few native green folk. The local garrison considers the Mires a breeding ground for the criminal element, and frequently conducts house-to-house searches, often with no justifiable cause. The local Zoopremists have a headquarters in the basement of one of the tenements in the Mires, which has not yet been discovered by the authorities.

Important NPCs

Commander Antipholus

MA duck; SC 9; AC 12; MD 12; HP 63; THAC melee +2; THAC ranged +3; #AT 1; Dmg 3d6+1 or (# of rounds)d6 or by weapon; Hth 10; Spd 6 walk, 3 swim, 18 fly; Per 19; St +11; RU +9; UA 0; RR 12.
PS 6; DX 12; CN 10; MS 15; IN 8; CH 8; SN 10.
Mutations: *Wings* (14), *infravision*, *sonic blast* (14), *cryokinesis* (8), *photokinesis* (14).
Class Skills: Detect Ambush/Trap 13, Hunting 9, Navigation 15, Tracking 14, Wilderness Survival 9.

Commander Antipholus has served in Defiance for his entire career. He is not very knowledgeable of the world outside of his baliwick, but no one knows the ins and outs of Defiance like he does.

In combat, Antipholus relies almost exclusively on his sonic blast (Dmg 3d6+1) or his cryokinesis (Dmg # of rounds x d6). Like all officers of his caliber, of course, he is quite proficient in the use of weapons.

Commander Marina

MA sheep (H); EN 9; AC 13; MD 10; HP 146; THAC melee +11; THAC ranged +12; #AT 1; Dmg stun or by weapon; Hth 14; Spd 12; Per 11; St +5; RU +1; UA +1; RR 14.
PS 16; DX 18; CN 19; MS 8; IN 14; CH 15; SN 10.
Mutations: *Heightened constitution*, *displacement* (20), *stunning force* (10), *force field generation* (7), *thought imitation*.
Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 9, Size-Up Opponent 14.

Unknown to her superior, Commander Marina is a

member of the anti-human faction controlled by Colonel Dumaine. So far, she has not slain any humans unjustly or violated any regulations of the Ranks of the Fit, but she is quite brutal in her treatment of human genotypes.

Marina has distinguished herself by accomplishing several daring missions against the Rambling Woods, planting bombs and the like, relying on her displacement to keep her from harm. Her stunning force power is relatively weak, so she prefers to keep it a secret, using it to take unwary opponents by surprise.

Groun Paurc

MA boar (H); NCC; AC 10; MD 10; HP 41; THAC melee +5; THAC ranged 0; #AT 1; Dmg 1d6+5; Hth 12; Spd 11/3; Per 9; St 0; RU +1; UA +1; RR 12.
PS 21; DX 8; CN 15; MS 9; IN 13; CH 5; SN 8.
Mutations: *spines*, *energy metamorphosis* (lasers, 15), *telekinetic flight* (11), *magnetic control* (14), *total healing* (11).

The mayor of Defiance is a mutated boar named Groun Paurc, who is in the third year of a six-year term. Before he was elected mayor, Paurc was a chief supervisor of the quaddro-tri industry. It is widely suspected that his friendship with Commander Antipholus helped him win the election.

Tim Angle

PSH; NCC; AC 10; MD 10; HP 40; THAC melee 0; THAC ranged 0; #AT 1; Dmg by weapon; Hth 11; Spd 12/3; Per 11; St 0; RU +3; UA +5; RR 20.
PS 11; DX 11; CN 14; MS 8; IN 17; CH 16; SN 8.

Tim Angle is the proprietor of The 39th Chromosome, an inn located in the Avenue that caters only to true men, making it one-of-a-kind in Bonparr. Angle's chief customers are Knights of Genetic Purity and other true men who make up trading parties passing between Bastion and Jospeen. Unbeknownst to his clientele, however, Angle has made a side living by selling information to the local Iron Society.

The innkeeper does not use weapons very often, but he keeps a maser pistol (THAC +3 Dmg 3d10) in a holster whenever he is on duty, just to keep his customers and the locals in line. He does not want any trouble between his human customers and the mutant citizens of Defiance.



Elda

Tech Level: III/IV

Population: 12,500

Population Breakdown: 1.5% PSH, 0.5% admirals, 2% hidden, 7% other AH types, 2% arks, 9% dabbers, 8% groaks, 1% hawkoids, 1.5% hissers, 3% hoops, 3% joardanz, 2.5% sarbises, 50% other MA types, 9% SP.

Garrison: 3 divisions infantry (6,000 soldiers); 1 cavalry brigade (250 dabbers on centisteeds); 24 artillery corps (250 soldiers); 3 aerial squads (35 flyers)

History

Elda is the largest town in Bonparr, second only to the capital of Jospeen in size and population. It began at the whim of General Griffith, certainly the most maniacal leader in the Ranks of the Fit's history. Griffith, a hawkoid with a well developed sense of heightened smell, had decided that Jospeen was too rank for a great military hero of his stature. Therefore, he ordered the construction of a new settlement on the east shore of Admiral Lake, apparently under the assumption that the air near the large body of water would be less malodorous.

General Griffith did not live to see the completion of Elda (it was a bloodless coup, except for his), but oddly enough, the seemingly ill-planned town thrived. A trading agreement with the lake people has made Elda, and its sister town across the lake, Lemay, into a major economic center of Bonparr. At first, the bulk of Elda's economy was supported by the fishing industry, but in recent years, Elda has become Bonparr's leading center of technological research and development.

Recently, Elda has fallen on harder times, thanks to the dictatorial rule of Colonel Dumaine. Dumaine has imposed severe restrictions on all non-animal residents of the town, which border on martial law. There have been rumors that the colonel personally tortures human prisoners, no matter what their crime. Some citizens have tried to protest this police state, but those who complained the loudest have all mysteriously vanished, and a pall of fear hangs over the town.

Layout

The walls of Elda are laid out in such a way to form a roughly oval pattern, with the exception of the western side, where the wall angles in toward the





center of town. There are four gates leading into the city: the main gates on the south and northeast walls, through which passes the great Bonparr Road. A gate on the east side of town leads down to the shore of Admiral Lake, where a number of outbuildings support the fishing industry. The gate on the south wall of the "angle" is used primarily by the researchers at the Bonparr Technological Research Institute, who frequently need to conduct dangerous experiments outside the town walls.

Cryptic Alliances

The Resorationists are the most active non-Ranks alliance in Elda. With financial backing from the Bonapartists, they operate the Bonparr Technological Research Institute. With much of the research based on deciphering ancient technology, the Archivists have become quite a nuisance. Fortunately, the so-called Servants of the Eye are fairly unimaginative and obvious about their thieving that they are virtually always caught in the act.

Similarly, the Programmers have set up a covert presence in Elda. They fear that the researchers' ultimate goal is to create their own computers, which is tantamount to blasphemy. The Followers of the Voice plan to keep a low profile until more can be learned.

Elda is the only town in Bonparr where the Knights of Genetic Purity are forbidden, due to a fear that they might steal discoveries being made at the Institute.

The Zoopremists have their usual assortment of suspects in Elda, but unlike other locations, this group is well known to the town's ruler. Colonel Dumaine has been in contact with the Zoopremists for some time, using them to further antihuman sentiments throughout the town. Once they have outlived their usefulness, the sadistic colonel plans to have them all publicly executed.

Points of Interest

1. Bonapartist Headquarters. This compound has been transformed from a shining monument to the Ranks of the Fit into Colonel Dumaine's personal realm. The nonmilitary citizens of Elda avoid the headquarters whenever possible, secretly referring to the main building as the "place of no return."

2. City Hall. This ramshackle building has not been used since Colonel Dumaine took command of Elda.

It is still officially the seat of the civilian government, but Dumaine had the mayor and his entire staff moved to a suite of offices in the basement of his own headquarters, where he could keep an eye on them.

3. Bonparr Technological Research Institute. This group of buildings is the largest center of scientific research in Bonparr. Most of the work that goes on here involves the study of ancient artifacts, but there is a great deal of original research, as well. Each of the four buildings is devoted to a different subject. The largest is the weapons building, which is not surprising considering the Ranks of the Fit is the Institute's sponsor. The other buildings are devoted to medicine (where the Restorationists are assisted by the White Hand), transportation, and miscellaneous studies. The supervisor of the Institute is a mutated fox named Shann Rose.

4. Railroad Station. Several years ago, the Institute successfully reinvented the steam engine through a combination of research into ancient texts and some trial and error. The leadership of the Ranks of the Fit was so pleased with this breakthrough that they immediately ordered the construction of a rail line between Elda and Jospeen. So far, there is only one locomotive and eight cars, but the train makes regular runs between the two locations. It is hoped that the railroad will someday connect all of Bonparr's settlements.

5. Rounders. Decades ago, a fire raged through the east end of Elda, leveling many of the buildings. When the area was rebuilt, the area that had been damaged the worst was left empty and became an open-air marketplace. Since the market is not quite circular in shape, the residents have named it Rounders. The buildings surrounding the market are mostly small shops, selling common goods and equipment.

6. Richard Chavez. Located in Elda's worst slum, this is the home of Richard Chavez, an altered human with enormously elongated limbs. Colonel Dumaine has forbidden the sale of artifacts in Elda, but Chavez has several contacts in the black market. There is a 35% chance that, given enough time, he can get his hands on any specified type of artifact, but the cost will be 300% above list price, not negotiable.



7. The Spotted Blaash. The sign outside this inn shows a strange animal that seems to be a centisteed with only four legs or an undergrown brutorz, over which has been carved the odd name "Spotted Blaash." Even the proprietor, an ark named Gnar Bark, has no explanation for this discrepancy, having acquired the inn after its previous owner was hauled away by the police. The Spotted Blash lies in a less-traveled area of town, but the neighborhood is crawling with spies who will alert the police to any suspicious persons or actions. Even Bark is not above turning in his customers.

8. Simeon's. From the outside, Simeon's appears as though it should be condemned as a hazard to the community. This has given it a rather poor reputation in the community. Inside, however, it is a fairly well-kept tavern and inn with fair rates. The owner, Mark Simeon, is a mutated monkey with a spare head. He is also a former officer in the Ranks of the Fit, who has been secretly been helping Colonel Dumaine's enemies escape from Elda. Simeon's is one of the few places in Elda where people can talk without fear of being overheard.

Important NPCs

Commander Corin

Dabber; EN 9; AC 12; MD 13; HP 78; THAC melee +9; THAC ranged +11; #AT 1; Dmg by weapon; Hth 12; Spd 13; Per 17; St +4; RU +2; UA +2; RR 14.

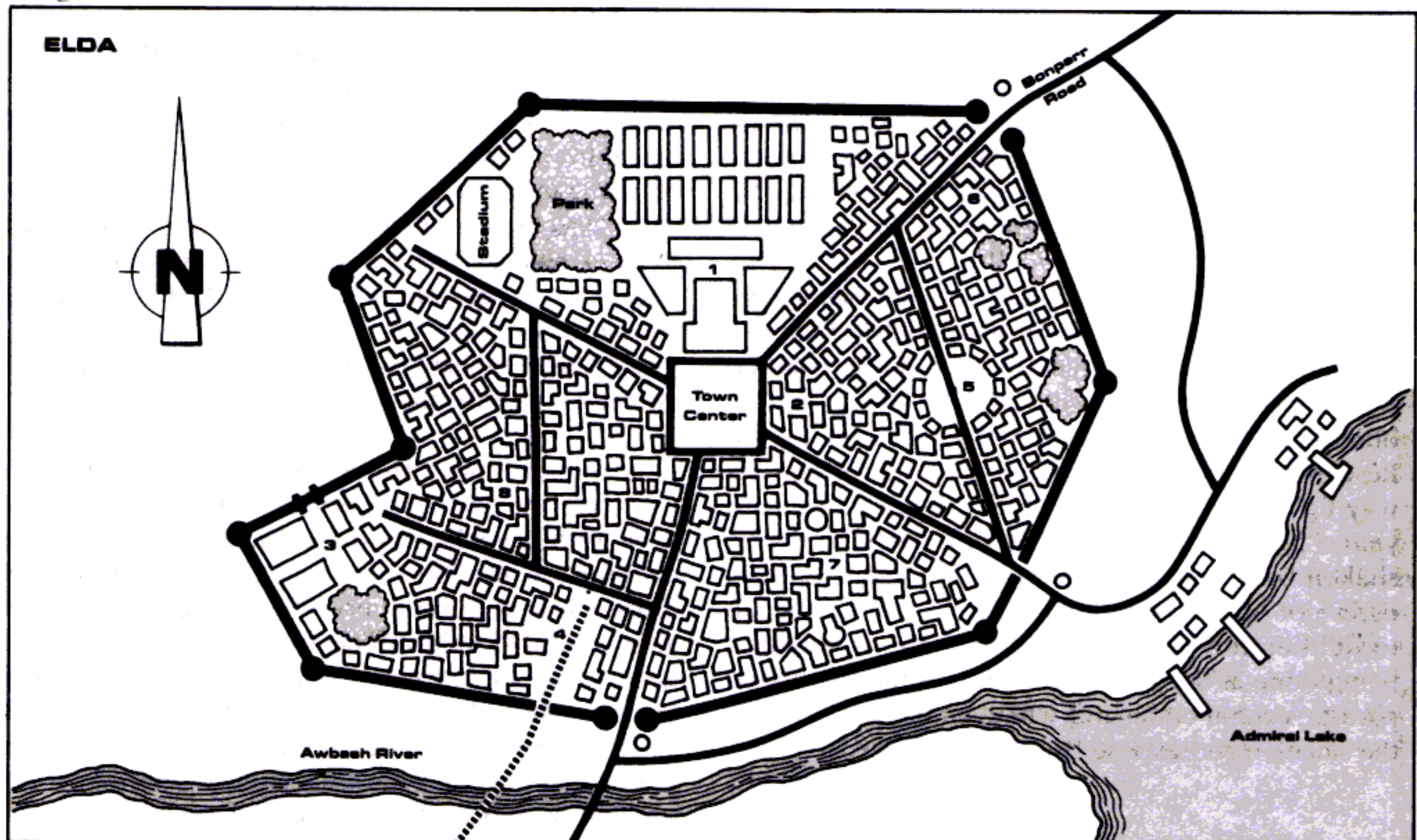
PS 11; DX 16; CN 11; MS 17; IN 14; CH 12; SN 16.

Mutations: *Night vision*, *photogeneration* (21), *empathy* (11), *illusion generation* (13), *repulsion field* (15), *telekinesis* (13), *telepathy* (14).

Class Skills: Combat Leadership 12, Makeshift Weapon/Armor 12, Size-Up Opponent 12.

Commander Corin is Colonel Dumaine's closest confidant and right-hand animal. He came to Dumaine's attention when he "accidentally" killed a fellow cadet at the Academy. The victim of the incident was an altered human.

Commander Corin wears a suit of ring mail (AC +4), and often carries a duralloy shield (AC+3). His weapon of choice is a shotgun (Dmg 4d6), but in close quarters, he uses a rapier (Dmg 1d6).





Pterano

MA lizard (H); SC 3; AC 11; MD 7; HP 50; THAC melee 0; THAC ranged +1; #AT 1; Dmg by weapon; Hth 11; Spd 9/4/16; Per 11; St +1; RU -1; UA -1; RR 12. PS 8; DX 13; CN 14; MS 3; IN 5; CH 4; SN 12.

Mutations: *Wings* (20), *force field generation* (15), *density control* (others, 8), *mentally defenseless*.

Class Skills: Detect Ambush/Trap 5, Hunting 4, Navigation 5, Tracking 4, Wilderness Survival 4.

If anyone in Gamma Terra knew what a dinosaur was, they would think that Mayor Pterano resembles a miniature pterodactyl. The last civilian mayor of Elda was executed for protesting Colonel Dumaine's policies, and even though Pterano is no mental giant, he knows enough to stay in his office and keep his mouth shut.

In combat, Pterano puts up his force field and flies away as quickly as he can. In a pinch, he might take futile swings with his short sword (Dmg 1d6), the only weapon he's allowed to possess.

Shann Rose

MA fox (H); EX 10; AC 12; MD 10; HP 72; THAC melee +2; THAC ranged +2; #AT 1; Dmg 1d6; Hth 11; Spd 21/5; Per 17; St +3; RU +3; UA +17; RR 15. PS 9; DX 15; CN 14; MS 8; IN 17; CH 16; SN 14.

Mutations: *Heightened smell*, *heightened hearing*, *night vision*, *heightened constitution*, *beguiling* (13).

Class Skills: Avoid Artifact Disaster 14, Jury Rig, 15, Read Schematics 12, Repair Artifact 11.

Shann Rose grew up in a Restorationist community, surrounded by Tech Level IV luxuries. He believed that the only way that civilization could be restored was by working together with other alliances. This led him to take a position at the Bonparr Technological Research Institute, where he eventually worked his way up to the position of chief scientist. In recent years, his faith in the equity of beliefs has been shaken by his exposure to Colonel Dumaine. Rose dares not openly oppose the colonel, but has begun to deliberately slow down the weapons research being done at the Institute. He hopes that the Bonapartists' central command will eventually investigate the situation and expose Dumaine's misdeeds.

Richard Chavez

AH; EN 4; AC 10; MD 10; HP 68; THAC melee +3; THAC ranged +2; #AT 1; Dmg by weapon; Hth 10; Spd 17/3; Per 14; St 0; RU 0; UA 0; RR 14.

PS 10; DX 12; CN 11; MS 11; IN 9; CH 11; SN 14.

Mutations: *Oversized limbs* (arms, 80%), *oversized limbs* (legs, 100%), *mental reflection* (18), *intuition* (15), *life leech* (9).

Class Skills: Combat Leadership 8, Makeshift Weapon/Armor 6, Size-Up Opponent 7.

Richard Chavez is a scoundrel and an opportunist. He is also walking a very dangerous line. So far, he has managed to avoid falling prey to the anti-human sentiment stirred up in Elda by Colonel Dumaine and his followers. Chavez insists on pushing his luck, however, by illegally dealing in artifacts. His contacts in the black market are quite extensive, and he can procure almost any object, but his prices are exorbitant.

Chavez utilizes a number of artifact weapons, including a vibroblade (THAC +10 Dmg 8d6), a paralysis rod, and a VL Laser Pistol (THAC +3, Dmg 4d6).

Mark Simeon

MA monkey (H); EN 8; AC 14; MD 11; HP 62; THAC melee +10; THAC ranged +4; #AT 1-2; Dmg 1d3+3/1d3+3 or by weapon type; Hth 10; Spd 16/7; Per 13; St +4; RU 0; UA 0; RR 13.

PS 18; DX 20; CN 10; MS 14; IN 12; CH 8; SN 13.

Mutations: *Heightened physical strength*, *heightened mental strength*, *gas generation* (hallucinogenic, 14), *skeletal enhancement*, *dual brain* (directional sense, animal control).

Class Skills: Combat Leadership 12, Makeshift Weapon/Armor 11, Size-Up Opponent 10.

After serving in the Ranks of the Fit for three decades, Mark Simeon decided to retire and use his savings to buy a little pub. He bought a tavern in Elda and for a while, business was good. Once Colonel Dumaine took control, however, things got bad in a hurry. Utterly loyal to General Ursal, Simeon has been secretly helping the colonel's enemies to escape, hoping that one of them will be able to bring the true state of affairs in Elda to the general's attention. Simeon has carefully cultivated the unsavory reputation of his establishment, to help keep the authorities away.



Finday

Tech Level: III Population: 4,000

Population Breakdown: 2% PSH, 16% AH types, 3% dabbers, 1% groaks, 5% joardanz, 2% sarbises, 61% other MA types, 10% SP.

Garrison: 3 infantry companies (1,200 soldiers); 6 artillery corp (60 soldiers)

History

The town of Finday originated as a small hereditary monarch. It was a rather small, self-contained, mostly harmless town. For some reason, Emperor-General Napoleon decided that he wanted it, and the forces of the Ranks of the Fit marched on Finday. The duke of Finday realized that resistance would only result in the wholesale slaughter of his people, so he quickly capitulated to the advancing divisions.

The duke's unselfish actions made him something of a folk hero, and he was almost unanimously elected the first civilian mayor of the "new" Finday. Upon his death, his son was elected mayor, and then his son, and so on until the Bonapartist leaders decided to simply make the position hereditary.

Finday's remote location has always made it one of the least significant towns in Bonparr. As the easternmost point on the Bonparr Road, Finday is the last outpost of civilization before travelers venture into the wide lands to the east. At any given time, there are large numbers of adventurers in Finday planning eastward expeditions, as well as explorers from the east bound for Jospeen, Ascension, or other westward locations.

For a while, Finday had a reputation for being a trouble spot, because ambitious colonels assumed that the town's remote location meant that central command was paying it no attention. More than once, a potential rebellion tried to build up an army in Finday, but with no success. The current governor of Finday, Colonel Antenor, has no such ambitions. She has been in command of Finday for nearly fifteen years, and is very popular both with the soldiers in her command and the civilian population. The only blemish on her record was a scandal that occurred nearly a decade ago. Although she denied it, Antenor allegedly had an affair with a local mutant of her genotype that turned out to be a Zoopremist. No hard evidence was ever found to connect her with the radical, and no charges were ever brought up against her.

Layout

Finday is nestled in a valley formed by the confluence of Hou Creek and the Sendussy River. A curved wall protects the town's eastern edge, while the two waterways make up its other boundaries. The Bonparr Road divides the town into three sections: the center is dominated by the local Ranks of the Fit headquarters, with the rest of the town sprawled to the north and south. Several farms dot the region, a few of which are operated by the New Dawn.

Cryptic Alliances

Only the Seekers have ever taken any real interest in Finday, occasionally trying to get the townsfolk to rebel against the Bonapartists and return to their nontechnological roots. The citizens have lived under the Ranks of the Fit for so long, however, that they cannot really conceive any other way of life, so the Seekers are laughed out of town more often than they are arrested.

Of course, the Zoopremists have an underground movement here, much to Colonel Antenor's chagrin. Every time the Zoopremists try something, rumor of her purported tryst with a Zoopremist ten years ago makes the rounds, growing more labyrinthian and convoluted with each telling. To distance herself from these sordid tales, Colonel Antenor has put her second-in-command, Commander Launce, in charge of all anti-Zoopremist actions in Finday.

The Archivists, Brotherhood of Thought, Peace Brigade, and Radioactivists all have secret followers in Finday, but none of these have disrupted the town in any major way in years. When an occasional Knight of Genetic Purity visits the town, they are given the tacit welcome required by protocol, but are hardly welcomed with open arms. There is much grumbling among the altered human segment of the population during such visits.

Points of Interest

1. Bonapartist Headquarters. The headquarters in Finday is consistent with those found in other towns. It has a main building facing the town square, which is used by Colonel Antenor and her staff. Administrative buildings are located on either side and behind the main building. Rows of identical barracks round out the complex.



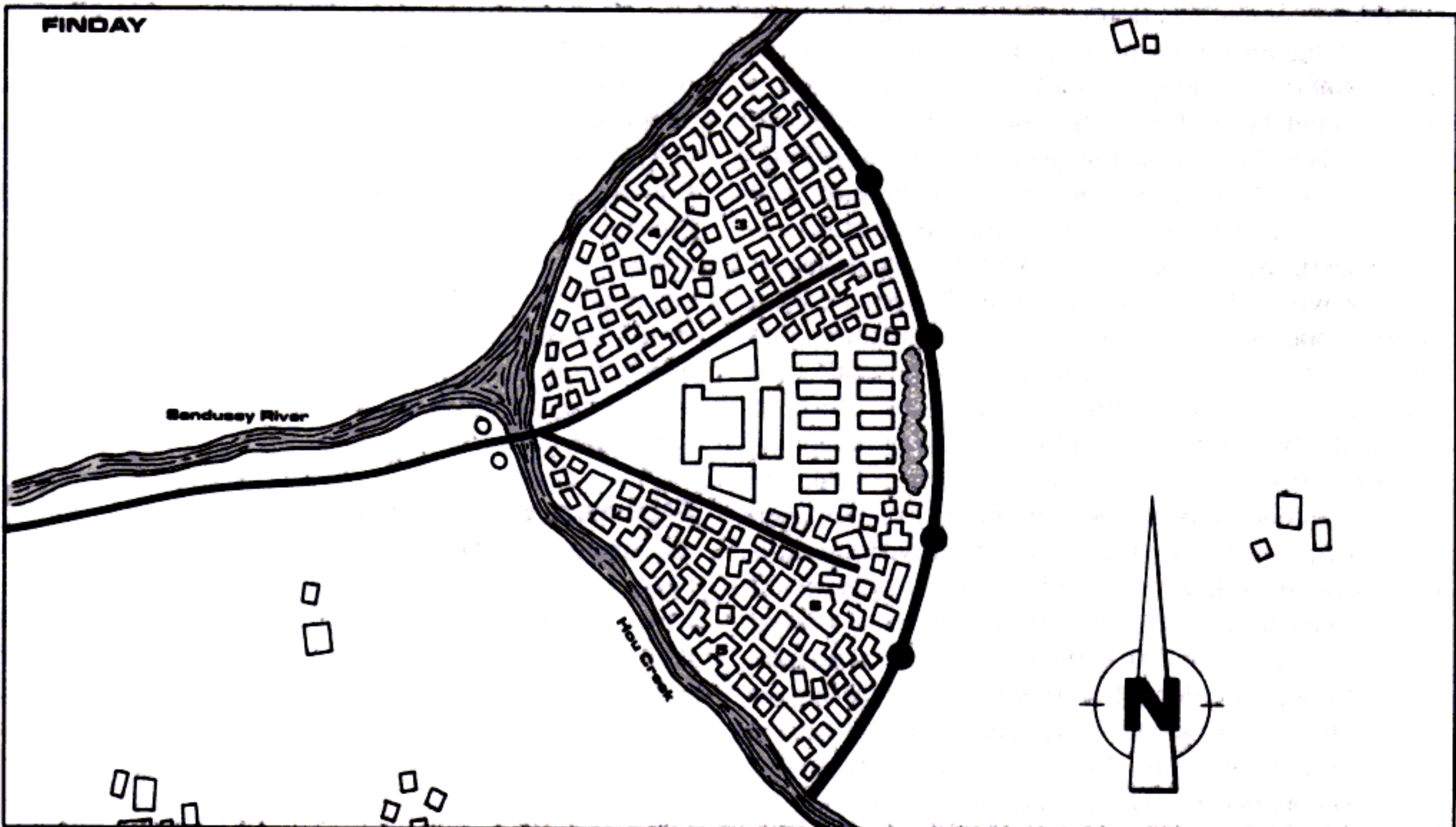
2. City Hall. Many years ago, the modest castle of the duke was leveled to make room for the Ranks of the Fit headquarters that now stands on the site. When the former duke was elected mayor, the people constructed this mansion to serve as city hall. In addition to its administrative purposes, the mansion doubles as the home of the mayor and his family.

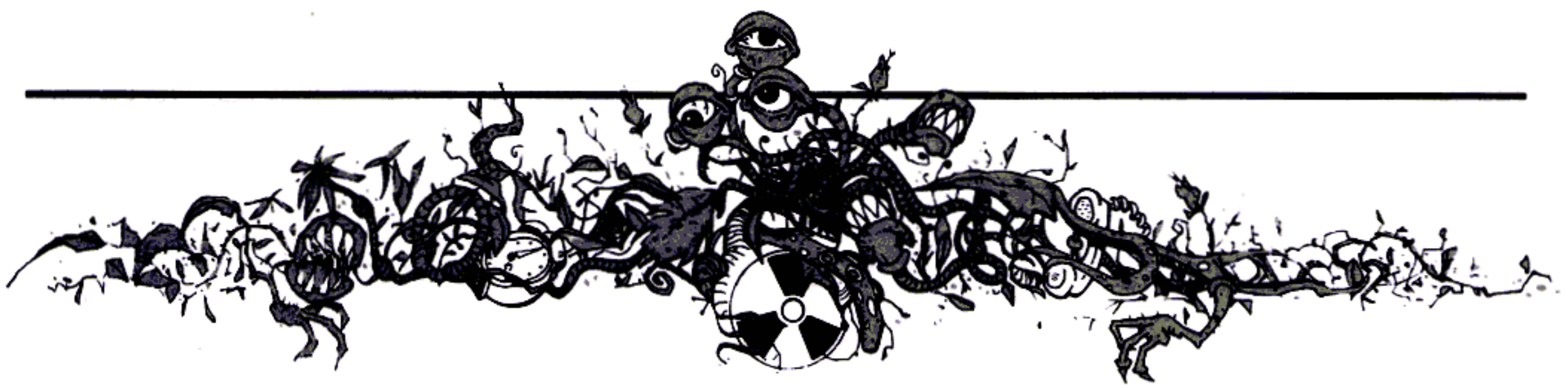
3. The Hexagon. This inn is a popular gathering place for travelers, whether they are headed east or west. It is a good place to get information on current goings-on in Bonparr, as well as tips regarding what to expect in the Wild Lands. The innkeeper is a chubby sarbis named Gripe, who has an uncanny memory for names and faces, but couldn't tell you what he had for breakfast this morning.

4. Artifacts "R" Us. The owners of this shop bill themselves as having "the largest selection of ancient artifacts east of Lemay." In reality, there is only about a 25% chance that they will have a specific item available. Their prices are quite competitive: some are even for sale at below list prices. But beware of bargains that don't necessarily work.

5. Lucky 3.14159 Casino. The centerpiece of this gambling hall is an actual working slot machine of the ancients, which has been in the family of the Lucky 3.14159's owner for generations. The slot machine is only played on special occasions: most of the time it just adds to the charm of the decor. Patrons can enjoy games of shoot the hoop, mantas and parns, blackhack, and spinwheel. Espers employed by the casino discretely patrol the crowds and inform squads of large, burly bouncers if they detect the use of any precognitive, telepathic, or telekinetic mutations.

6. Hightown. No one in Finday is quite sure why this shopping district is called Hightown, but it is. There is a wide assortment of shops here, offering a selection of goods both common and exotic. A favorite shop of adventurers is the Blob and Tangle, a store that specializes in tools that are assembled from bits of ancient items. There is a 5% chance that a particular item for sale might have a useful artifact as part of its makeup. Depending on the size of the assembled product, prices range from 1 to 30 domars, making any artifact a steal.





Important NPCs

Commander Launce

MA wolf (H); EN 8; AC 13; MD 13; HP 91; THAC melee +9; THAC ranged +11; #AT 1; Dmg 1d6+1 or by weapon; Hth 11; Spd 14; Per 13; St +5; RU 0; UA 0; RR 14. PS 14; DX 17; CN 13; MS 10; IN 9; CH 12; SN 13.

Mutations: *Heightened smell*, *heightened hearing*, *total healing* (16); *telepathy* (16); *poor dual brain* (hostility field).

Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 9, Size-Up Opponent 15.

Commander Launce is second-in-command of the Finday garrison, and has been running the troops almost single-handedly for the past few years. Colonel Antenor trusts Launce to get the job done right. She only steps in when Launce's second brain takes over and turns him into one of the most unpopular beings in town. Launce would like to get closer to the center of the action in Bonparr.

Launce prefers not to wear heavy armor, so he makes due with a specially-made shirt of studded leather armor (AC +3). Launce is familiar with many hand weapons, but prefers to use a spear (Dmg 1d6+1). He also possesses a standard-issue single-shot pistol (Dmg 2d8).

Maifeste

MA armadillo (H); NCC; AC 15; MD 10; HP 41; THAC melee 0; THAC ranged 0; #AT 1-3; Dmg 1-3; Hth 1d3/1d3/1d2 or by weapon; Spd 12/6; Per 15; St 0; RU -1; UA -1; RR 12.

PS 10; DX 12; CN 9; MS 8; IN 7; CH 10; SN 16.

Mutations: *Total carapace* (12), *night vision*, *skeletal enhancement*, *gills*, *ultravision*.

Special Powers: Can burrow at 1 meter per minute.

Maifeste is the beloved mayor of Finday. His family once ruled the region, but capitulated when faced by the overwhelming might of the Ranks of the Fit. Oddly enough, the former royalty found the new position of mayor much more to their liking, since they held a title and position, but were not burdened by authority. Maifeste loves his job and his people: he can frequently be seen walking the streets, chatting with visitors to the city, and even gaming at the Lucky 3.14159 Casino.

Fortain

Tech Level: III

Population: 8,500

Population Breakdown: 0% PSH, 1.5% orlens, 9% other AH types, 5% dabbers, 4% groaks, 2% hissers, 4% hoops, 6% joardanz, 3.5% sarbises, 0.5% sleeths, 52.5% other MA types, 12% SP.

Garrison: 2 infantry divisions (3,800 soldiers); 1 cavalry brigade (200 AH and podogs); 9 artillery units (100 soldiers).

History

Fortain is a town that sprang up virtually on its own, and has continued to grow. Located where Missuena Creek enters the Awbash River, the first settlements of Fortain were little more than log cabins built for the convenience of tradesmen traveling between Jospeen and nations to the west. As time went by, more people settled there permanently and the motley collection of buildings became a village of considerable size. Eventually, a clever Jospeen merchant came up with the idea of beating out his competitors by setting up shop in Fortain and dealing with traders before they reached the big city. Others soon copied the idea, and in no time, Fortain was a thriving boom town.

Being removed from the capital gave traders a great deal of freedom from the taxes and rules imposed by the Ranks of the Fit. The Bonapartist leaders allowed this to go on for some time, but when word of the wealth that was passing hands in Fortain reached them, they decided it was high time they took personal charge of the city. With the help of the Peace Brigade, they built a headquarters in the town. Later, they constructed a protective wall around the settlement, but the engineers on the project miscalculated the town's growth rate. Just two years after the wall was completed, the town was filled to overflowing. Fortain has continued to grow to this day, with a large number of buildings now located outside the town walls.

For the past year and a half, Fortain has been governed by Colonel Bertram, a joardanz bull. He is not a very popular ruler, due to a series of stiff taxes and tariffs he imposed shortly after he assumed command. Business has boomed so much in Fortain that these taxes, while annoying, have not slowed the town's growth at all.



Layout

Fortain stands just to the west of the confluence of Missuena Creek and the Awbash River. The Bonparr Road passes through the center of town. Due to overcrowding, an increasing number of buildings have been built outside the town walls, mostly along the south and west sides.

Cryptic Alliances

Virtually every cryptic alliance has either a secret or open presence in Fortain, which has led to a number of open conflicts. The outlawed Iron Society attempts to disrupt any visit from the Knights of Genetic Purity, and the Seekers frequently sabotage the efforts of the Restorationists. The local garrison has been stymied in its efforts to keep unwanted alliances out, due to the constant traffic through Fortain.

The most dangerous alliance in Fortain is the Zoopremists, who have a secret headquarters just on the opposite side of the town wall from the Ranks of the Fit headquarters. They are currently embarking on a plan to tunnel under the wall and plant high explosives under the Bonapartists' main building.

Points of Interest

1. Bonapartist Headquarters. This complex is another example of the short-sighted planning of Fortain. There is not nearly enough space in the barracks for the entire garrison, which has forced the Bonapartists to house a large number of their troops in private residences throughout the town.

2. City Hall. This two-story building looks more like a meeting hall for a merchants' association than a government building. With the exception of the mayor's small suite of offices, the entire building is divided into rooms where judges can resolve differences between traders.

3. The Rotunda. An all-purpose entertainment center, the Rotunda is capable of seating up to 2,000 people. On any given night, the rotunda may feature music, drama, or sporting events. The most popular event is the annual Ranks of the Fit championship, in which members of the alliance from all across Bonparr come to compete in a variety of tests of strength and skill.

4. The Armada Inn. With its location away from the hustle and bustle of the town, the Armada Inn is a popular resting place for individuals seeking a little peace and quiet. The proprietor is a former adventurer named Tynser Vold, a mutated wasp. Vold keeps himself up to date on happenings both in Fortain and across Bonparr, and is a prime source of information.

5. Zoopremists. The local chief of the Zoopremists is a mutated weasel named Drawyn Morbly. He holds a job in the town as a garbage disposal specialist and part time exterminator. Beneath his unassuming one-room hovel is a rough hewn tunnel that leads some one hundred meters to the north. Along with his fellow Zoopremists, Morbly is planning to set off a pack of explosives underneath the Ranks of the Fit headquarters, providing they can complete their tunnel in secrecy and can obtain some explosives somewhere.

6. Restorationists. This alliance has a small storefront right across the Bonparr Road from the Ranks of the Fit headquarters. With all the traffic that passes through the town, they have been doing a booming business. There is a 75% chance that the Restorationists can provide any particular artifact, and will charge only 90% of the list price. Due to the glutted market, they will only pay 50% of list price for any artifact that is offered to them.

7. Valorus Medda. Located along one of the many sidestreets on the north side of Fortain is the abode of Valorus Medda. Medda, a hulking mutated rhino, is the dominant figure of Fortain's organized crime. He has some part in virtually every illegal act that occurs in Fortain, and is heavily involved in the local black market. Like all good mobsters, he has managed to leave no concrete evidence of his crimes for the authorities.

8. Bank of Fortain. In most towns in Bonparr, all financial matters are processed through the Ranks of the Fit headquarters. So much business goes on in Fortain, however, that the Bonapartists were unable to handle the load in their overcrowded complex. This institution has nearly 2,000,000 domars in its underground vault, as well as a wide variety of valuables. The bank is patrolled by the Ranks of the Fit twenty-four hours a day, and constantly monitored by espers for any sign of foul play.



Important NPCs

Commander Valentine

MA deer (H); ES 9; AC 13; MD 19; HP 74; THAC melee +2; THAC ranged +3; #AT 1; Dmg 1d4+2 (THAC +2 1d6+2 when charging) or by weapon; Hth 11; Spd 17; Per 11; St +5; RU +1; UA +1; RR 14.

PS 16; DX 18; CN 13; MS 12; IN 7; CH 10; SN 12.

Mutations: *Heightened bearing*, *body change* (enlarged eyes), *ultravision*, *pyrokinesis* (19), *teleport object* (13).

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

Commander Valentine is one of two officers subordinate to Colonel Bertram. Her responsibility is the administration of the town's business, which is a considerable task.

Commander Valentine wears a simple shirt of ring mail (AC +4), and carries a quarterstaff (Dmg 1d6). She relies heavily on her pyrokinesis power in combat, and sometimes sets the end of her staff on fire (add +3 to the staff's damage if she hits with a flaming end).

Commander Proteus

MA puma (H); EN 8; AC 16; MD 14; HP 107; THAC melee +13; THAC ranged +12; #AT 1-3; Dmg 1d6+5/1d6+5/1d6+5 or by weapon; Hth 12; Spd 16; Per 13; St +6; RU -1; UA -1; RR 14.

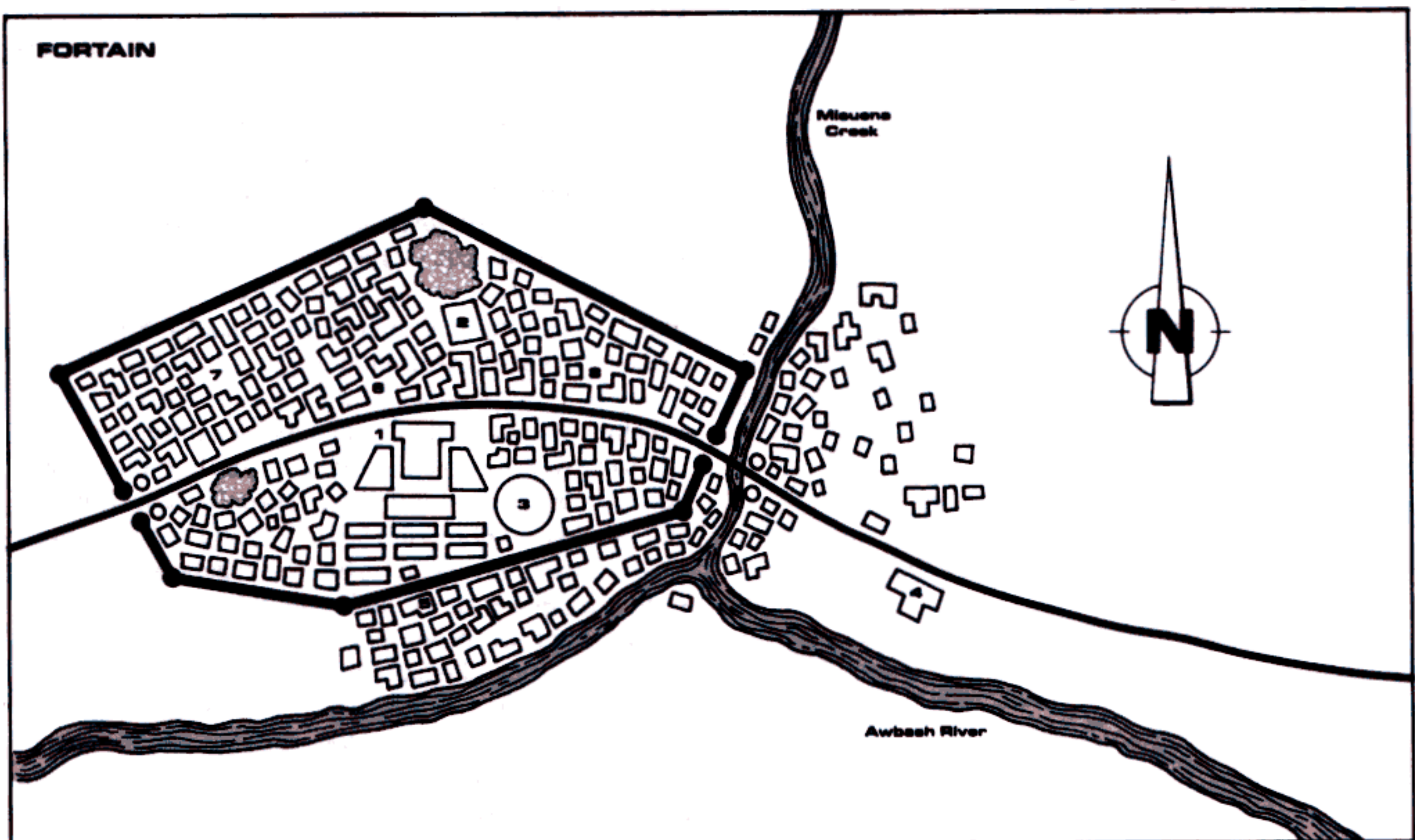
PS 22; DX 20; CN 15; MS 16; IN 6; CH 14; SN 14.

Mutations: *Heightened bearing*, *heightened smell*, *night vision*, *transfusion* (19), *life leech* (9), *death field generation* (14).

Class Skills: Combat Leadership 10, Makeshift Weapon/Armor 10, Size-Up Opponent 13.

Commander Proteus is Colonel Bertram's other chief subordinate. His area of responsibility is to oversee the garrison and maintain the peace, which is not an easy task with so many foreigners and cryptic alliances in town. Proteus has been seeking evidence against Valorus Medda.

Commander Proteus' most effective weapon is his death field generation, but since it poses a threat to friend and foe alike, he seldom uses it. Instead, he relies either on his natural claw/claw/bite abilities (Dmg 1d6+5/1d6+5/1d6+5) or his single-shot pistol (Dmg 2d8).





Dav Gwonn

Groak; NCC; AC 10; MD 11; HP 53; THAC melee 0; THAC ranged 0; #AT 1; Dmg by weapon; Hth 10; Spd 15(10)/12; Per 20; St 0; RU +3; UA +3; RR 14.

PS 9; DX 8; CN 10; MS 13; IN 18; CH 13; SN 17.

Mutations: *Gills*, *regeneration* (13), *duality*, *psychometry*, *nocturnal*.

Dav Gwonn is the current mayor of Fortain. Unlike some of the other civilian leaders of Bonparr, Gwonn actually wields a considerable amount of power, thanks to his high connections in the merchant community. He was elected six years ago and has done such a good job that elections keep getting postponed, to allow him to remain in office. Gwonn has a dark secret, however. For two years, he has been receiving kickbacks from Valorus Medda, in return for misleading the authorities and obscuring evidence.

Drawyn Morbly

MA weasel (H); SC 7; AC 12; MD 9; HP 51; THAC melee +5; THAC ranged +6; #AT 1; Dmg by weapon; Hth 10; Spd 16/5; Per 21; St +9; RU +9; UA +2; RR 12. PS 17; DX 16; CN 10; MS 6; IN 15; CH 13; SN 12.

Mutations: *Night vision*, *heightened physical strength*, *molecular disruption* (14), *periodic amnesia*, *dual brain* (mass mind, 14).

Class Skills: Detect Ambush/Trap 8, Hunting 10, Navigate 10, Tracking 11, Wilderness Survival 11.

As a youth, Drawyn Morbly was rejected by the Bonparr Army because he was deemed too mentally unstable. Morbly was so embittered by this rejection that he left the country. In Ascension, he was recruited by the Zoopremists, who trained him for a top secret mission in Fortain. Morbly makes his living using his molecular disruption mutation to dispose of refuse, and occasionally household pests.

The Zoopremists provided Morbly with only token weapons, consisting of a short sword (Dmg 1d6+3) and a mace (Dmg 1d6+4). He has been able to supplement this equipment with a stolen flintlock rifle (Dmg 2d8), for which he has 8 rounds of ammunition.

Tynser Vold

MA wasp; EN 5; AC 17; MD 10; HP 47; THAC melee +6; THAC ranged +8; #AT 1; Dmg 1d6+poison (intensity 3) or by weapon; Hth 10; Spd 11/24; Per 11; St +3; RU +1; UA +1; RR 12.

PS 13; DX 17; CN 8; MS 9; IN 9; CH 9; SN 11.

Mutations: *Wings* (18), *multiple limbs* (legs), *metamorphosis* (20), *body change* (extra antennae), *summoning* (14).

Class Skills: Combat Leadership 7, Makeshift Weapon/Armor 9, Size-up Opponent 8.

Originally from Ascension, Tynser Vold spent a brief career as an adventurer, but retired as soon as he had earned enough domars to buy The Armada Inn. Vold often uses his metamorphosis abilities to engage strangers in conversation, making him a gold mine of information. He seldom parts with his information without good reason, however.

Vold's adventuring days are long past, but he still keeps a few mementos around. These include a stun ray pistol (Dmg stun) and a club (Dmg 1d6+1).

Valorus Medda

MA rhinoceros (H); EN 8; AC 11; MD 9; HP 131; THAC melee +13; THAC ranged +6; #AT 1; Dmg 1d6+7 (2d6+8 charging) or 3d6+6 or by weapon; Hth 14; Spd 17; Per 13; St -1; RU +2; UA +2; RR 12.

PS 23; DX 6; CN 19; MS 6; IN 16; CH 10; SN 12/8.

Mutations: *Heightened smell*, *diminished sight*, *oversized legs*, *immunity* (sonic attacks), *electrical generation* (24).

Class Skills: Combat Leadership 15, Makeshift Weapon/Armor 10, Size-up Opponent 8.

Valorus Medda is the "godfather" of crime in Fortain. His lackeys run protection rackets and the black market, sell contraband, and much more. If it's dirty in Fortain, Medda is behind it. Like most gangsters, however, he distances himself from his organization's activities so that no evidence can link him directly to any crime. Even though everyone knows he is a crime boss, he continues acting like any other honest business animal.

Medda rarely gets personally involved in any violent activity, but when he does, he disdains the use of any weapons. One of his favorite tactics is to impale an opponent on his horn, then send a lethal jolt of electricity through his victim's body.



Green Village

Tech Level: II/III

Population: 2,500

Population Breakdown: 0% PSH, 5% grens, 0.5% orlens, 4% other AH types, 1% arks, 1% dabbers, 1% hoops, 1.5% joardanz, 0.5% sarbises, 40.5% other MA types, 45% SP.

Garrison: 4 platoons infantry (450 soldiers); 5 artillery corps (50 soldiers)

History

Green Village was originally founded by a small tribe of nomadic grens, who had migrated north from their untamed homeland near Datun. The spot they chose for their settlement had a wide variety of plant life, and it was not until they tried to chop down some of the trees that they realized that much of the plant life in their chosen land was sentient.

After this regrettable misunderstanding, the grens and the green folk decided to cooperate and built the first structures of Green Village. Half of the town consisted of crude wooden buildings, while the other half was formed of living trees that the green folk somehow managed to grow into desired forms.

Green Village remained an insignificant part of the Bonapartists' holdings until General Ursal took command. As part of his plan to bring Bonparr economic independence, he gave orders to begin large scale mining operations in the hills to the southeast of Green Village. The Beev Road was built, connecting the village with the capital of Jospeen, and many people of all genotypes began relocating to Green Village. It remains the smallest town in Bonparr.

The head of the garrison is Commander Hotspur, a mutated horse. A very popular figure among the garrison and the townsfolk, he has managed to prevent the huge influx of new citizens from destroying Green Village's unique identity.

Layout

Green Village is built with its back to the hills. It is an odd mixture of living tree-buildings maintained by the sentient plant population, and more traditional wood and brick buildings favored by mammalian life forms. For the most part, the tree-buildings are located to the southwest of the terminus of the Beev Road, while the mammal habitations lie to the northwest.

Cryptic Alliances

Just as Green Village has only recently come to the attention of the Ranks of the Fit, other alliances have also just begun to make their presence known. The most vocal among these have been the Brotherhood of Thought, who see the town as a ripe new recruiting ground; the Restorationists, who are appalled by the Tech Level II conditions (despite the fact that the people are quite happy with them); and the Peace Brigade, who have been loudly trying to gain permission to build a fortified wall around the town.

The Healers and Seekers have also recently come to Green Village, but without attracting all the attention of some of the others. Naturally, the Zoopremists never completely left the village, but now that it has started to gain some strategic importance, they are stepping up their anti-Bonapartist activities.

Some of the green folk of the village have become fed up with what they call "the meat invasion," and have begun to form a new alliance called the Green Millenium, which is open to sentient plants only. The basic philosophy of these extremists is that mammals exist only to convert oxygen into carbon dioxide for





use by plants. The so-called Vegetarians also believe that the cataclysm was ordained to give control of the world back to vegetable life forms. Their symbol is a stylized white rose. So far, the Green Millennium has only a handful of members and has not gone public.

Points of Interest

1. Bonapartist Headquarters. The facilities here are the smallest in Bonparr, but are still half-empty. Commander Hotspur has been trying to get more support from his superiors in Jospeen, but to no avail.

2. Guard Posts. The hills southeast of Green Village are literally crawling with dangerous monsters. In the past, there have been encounters with blights, kai lins, mantas, squeekers and other creatures that defy categorization. These three outposts were established to keep an eye out for any creatures that might threaten the village.

3. The Tree and Leaf. This inn is comprised of several living trees that have been grown into dwellings by the green folk. Despite its unusual construction, it is quite comfortable and has facilities for any genotypes. It is operated by a pair of sentient plants who call themselves Fir and Maple and act remarkably like a married couple, even though such a concept is unheard of among the green folk. Still, whatever their reasons, their goodnatured bickering often helps to put mammalian guests at ease.

4. Montag's Inn. Montag's Inn is located just across the street from the Tree and Leaf. It is a standard two-story manufactured building in the traditional style. The owner is a mutated bulldog named Montag, who likes to engage Fir and Maple in friendly rivalry. Montag serves any genotype, but tends to favor mutated animals, especially those who are clearly descended from canine stock.

5. Quixotymilovi. Quixotymilovi is a sentient plant that has lived in the Green Village for decades. It may be the only sentient still alive who remembers when the Zoopremists ruled the country. It is also secretly the leader of the Green Millennium, and the alliance's members often use Quixotymilovi's abode as their meeting place. Oddly enough, because of their leader's photodependency, the Green Millennium tends to meet during the daytime rather than at night.

6. The Odd Shop. This store, run by an old fungus named Gmehdow, is the closest thing to a general store that Green Village has. Any kind of common supplies can be purchased here, although the rations provided are mostly dried fruit, rather than dried meat. Gmehdow also dabbles in the artifact trade, but its inventory is sparse at best. There is only a 10% chance that it has a given item, and it will only part with an artifact if offered at least 120% of listed price.

Important NPCs

Major Octavius

MA octopus (H); SC 8; AC 12; MD 13; HP 57; THAC melee +1; THAC ranged 0; #AT 1; Dmg by weapon; Hth 10; Spd 8 walk, 6 swim; Per 20; St +10; RU +10; UA +4; RR 14.

PS 14; DX 10; CN 9; MS 8; IN 16; CH 5; SN 10.

Mutations: *Gills*, *chameleon power* (18), *multiple limbs* (arms and legs), *size change* (30% larger), *telekinetic hand* (12).

Class Skills: Detect Ambush/Trap 12, Hunting 13, Navigation 10, Tracking 12, Wilderness Survival 13.

Major Octavius is Commander Hotspur's second-in-command. He has been given the task of protecting the village from outside threats while Hotspur deals with the far-reaching problems of establishing a decent mining operation. Octavius frequently leads expeditions into the hills himself.

With his numerous limbs, Octavius is a dangerous hand-to-hand-to-hand opponent. He carries four long swords (Dmg 1d8+1 each), which he has learned to use in tandem with lethal efficiency. He wears no armor, but sometimes carries an iron shield (AC +2), in which case he is only able to wield two of the swords at a time. Octavius also packs a pair of pistols (Dmg 2d8 each).

Rosalita

SP flower; NCC; AC 10; MD 10; HP 33; THAC melee 0; THAC ranged 0; #AT 1; Dmg 2d6 or # of rounds x d6 or by weapon; Hth 10; Spd 14/3; Per 15; St 0; RU +2; UA 0; RR 0.

PS 8; DX 12; CN 9; MS 12; IN 11; CH 20; SN 15.

Mutations: *Pyrokinesis* (11), *gas generation* (burning, 11), *ultravision*, *oversized limbs* ("legs"), *allurement* (11), *razor-edged leaves*.



Rosalita is the current mayor of Green Village. She has been rendering what assistance she can to Commander Hotspur, but the people of Green Village resent this sudden demand for a major change in their lifestyle. If attacked, Rosalita defends herself with her activated mutations, preferring to avoid a fight if she can.

Gmehdow

SP fungus; EX 2; AC 12; MD 10; HP 51; THAC melee 0; THAC ranged +2; #AT 1; Dmg 1d6 or by weapon; Hth 12; Spd 11/5; Per 16; St +2; RU +1; UA +1; RR 1. PS 8; DX 15; CN 16; MS 12; IN 6; CH 12; SN 17.

Mutations: *Chameleon power* (14), *carnivorous jaws* (8), *finger vines x2* (11), *squeeze vine x1* (11), *energy sensitivity*.

Class Skills: Avoid Artifact Disaster 3, Jury-Rig 5, Read Schematics 3, Repair Artifact 9.

Gmehdow is the owner of the Odd Shop, a store that offers a wide variety of goods, common and

uncommon. Gmehdow is very old and is fascinated by artifacts. He is reluctant to part with any ancient items in his possession, but might be amenable to a trade.

Quixotymilovi

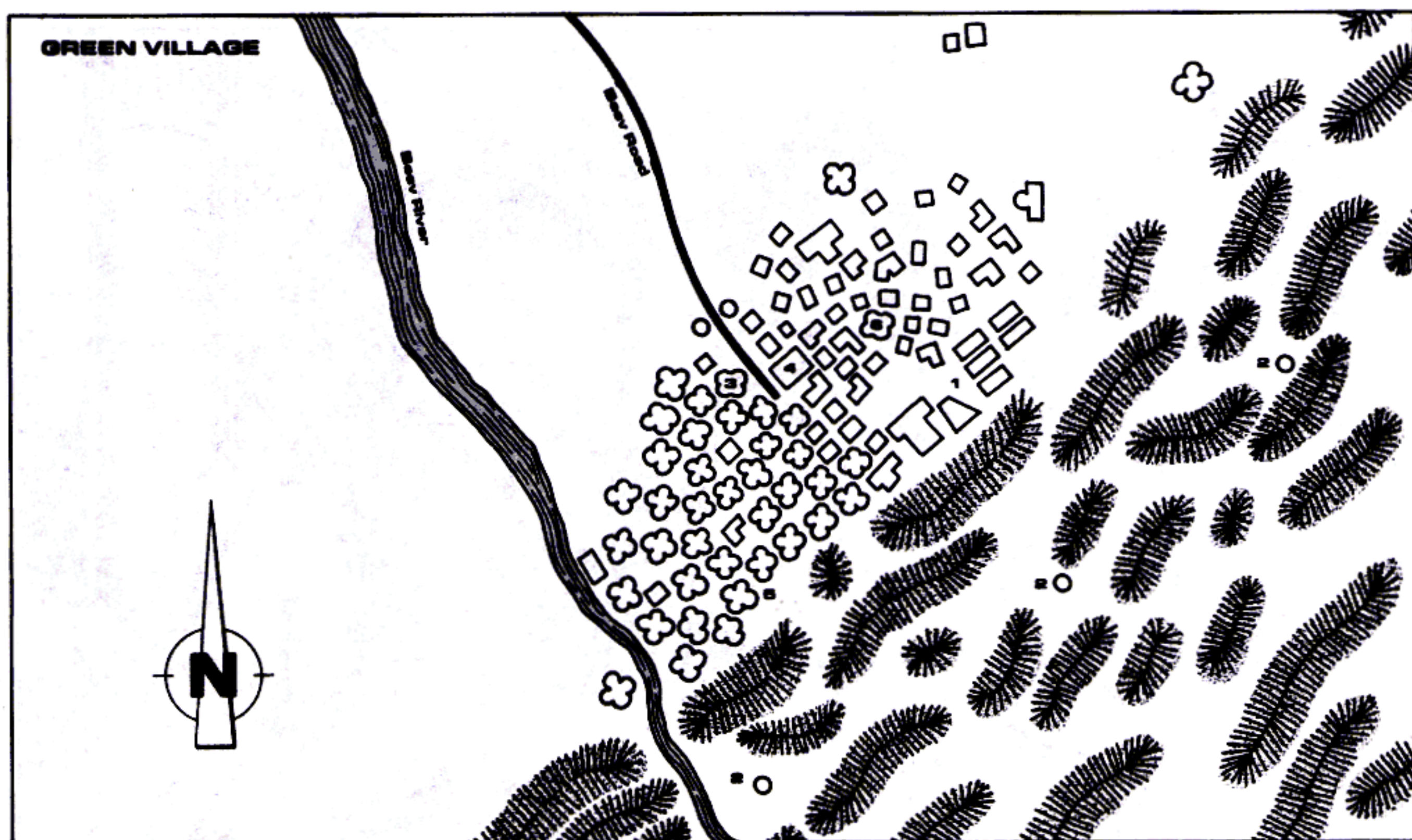
SP vine; EN 6; AC 10; MD 9; HP 55; THAC melee +6; THAC ranged +6; #AT 1; Dmg per weapon; Hth 10; Spd 9/3; Per 10; St 0; RU 0; UA -2; RR 0.

PS 9; DX 9; CN 10; MS 7; IN 5; CH 11; SN 12.

Mutations: *Kinetic absorption* (11), *gas bags* (14), *fruit* (sustenance, 17), *adaptation*, *photodependent*.

Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 9, Size-up Opponent 9.

Quixotymilovi is a very old vine, and some of its friends fear that its roots are rotting. It has become more and more outraged by mammals moving into Green Village and challenging vegetable supremacy. It has begun recruiting younger plants to the cause, under the name the Green Millennium or the Vegetarians.





Lemay

Tech Level: III Population: 7,000

Population Breakdown: 1% PSH, 8% admirals, 2% hidden, 3% other AH types, 6% dabbers, 9% groaks, 4% sarbises, 1.5% sleeths, 54.5% other MA types, 11% SP. Garrison: 1 division infantry (2,500 soldiers), 15 artillery corp (150 soldiers).

History

Lemay began as an experiment, to see if a community could be shared by the water-dwelling admirals and the surface-dwelling Ranks of the Fit. A site was chosen on the east shore of Admiral Lake by mutual consent, and the volunteer residents began the arduous task of trying to get along with one another. At first, the two sides did not interact at all, and often many weeks would go by when no one from the surface side caught so much as a glimpse of the lake people. It looked as though the experiment would fail.

This all changed when the groaks arrived. The frog-like mutants saw the potential to make truckloads of domars by acting as middlemen between the two

groups. Almost overnight, Lemay went from ghost town to thriving community. As the city grew, the Ranks of the Fit took a more immediate role in its governance, constructing a headquarters in the town, and arranging for the construction of a protective wall around it.

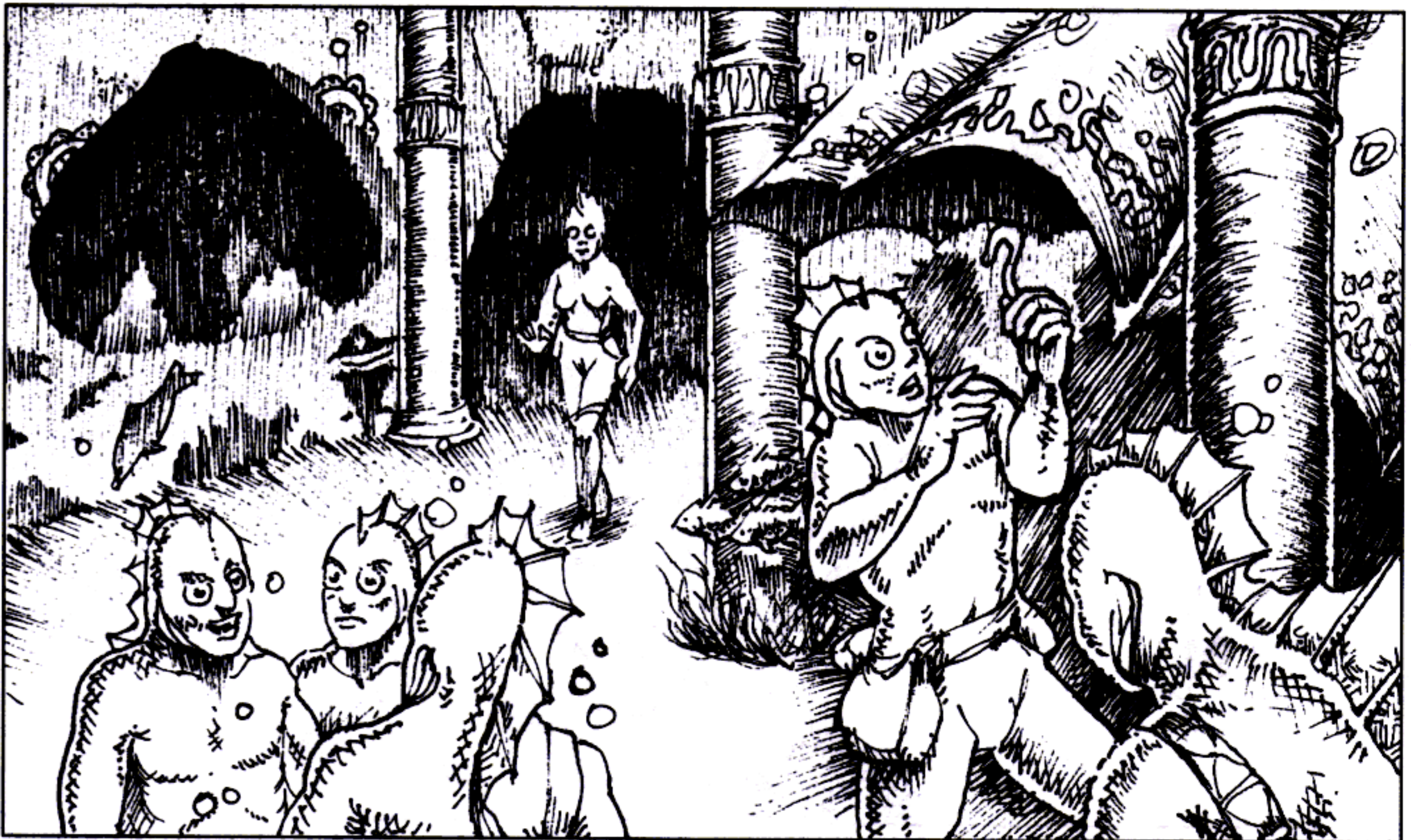
The head of the garrison in Lemay today is Colonel Peto, a mutated ant. Peto has dreamed of being in this position for most of his life, and enjoys living out his dreams. The more practical duties of running the town are left to his staff, particularly Commander Suu Zahn Dee, his second-in-command.

Layout

Lemay is built partially on the eastern shore of Admiral Lake, and partially under the surface of the lake itself. This was done to accomodate the aquatic and amphibious residence of the town, as well as the lake people, with whom Lemay has close ties.

Cryptic Alliances

The largest secret alliance in Lemay is not the Zoo-premists, as might be expected, but the Iron Society. Lemay is far enough removed from Jospeen and Elda





for the Society to thrive, but close enough to occasionally try to disrupt the alliance between the Purists and the Bonapartists.

The Healers and Restorationists are both welcome in Lemay, but for some reason, each has only a token presence in the town. In fact, there are more Archivists living here in secret than Restorationists who reside openly. Of the other alliances, only the Brotherhood of Thought, the Peace Brigade and the Seekers have small bases here.

Points of Interest

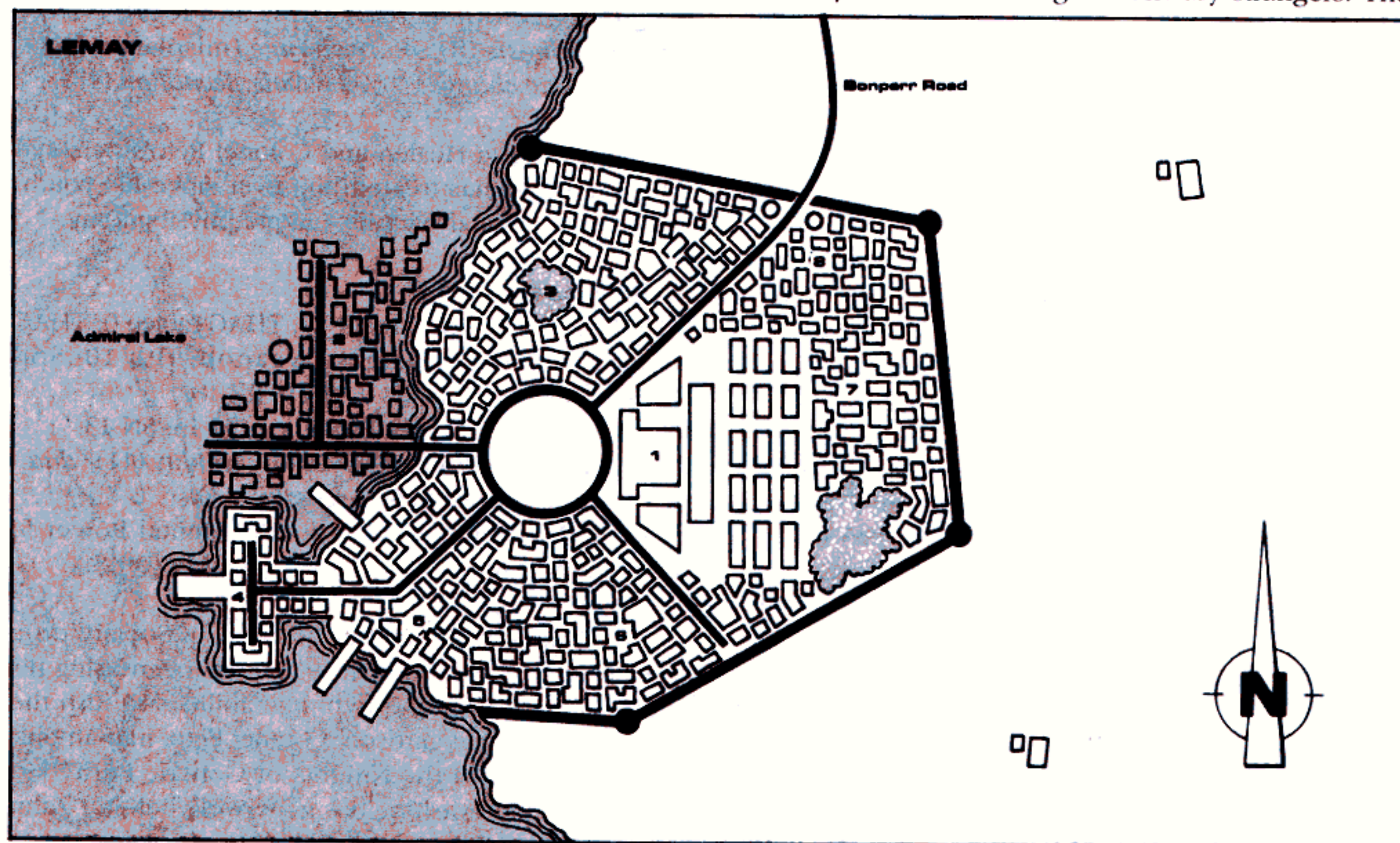
1. Bonapartist Headquarters. To outward appearances, this outpost seems just like any other, but inside it is a study in luxury and elegance. Colonel Peto supervised the redecoration personally, starting a few weeks before he actually took command of the garrison. The floors are covered with lush carpeting, the walls are decorated with fine art, and the furnishings are ornate and plush. Even the troops' barracks are extremely comfortable, making Lemay a much desired posting for soldiers in the Bonparr army.

2. Undertown. One of the main roads out of the center of town leads straight into Admiral Lake, where it gives access to Undertown. This region is mostly inhabited by admirals, although there are quite a few other water-breathing inhabitants as well. The main source of contact between the town's aquatic and land-dwelling residents are the groaks, who have become quite wealthy as middlemen.

3. Trebich Park. This small park is an island of calm in the midst of a busy mercantile neighborhood. The area surrounding the park is clustered with shops of all sizes and shapes, where almost any piece of common or uncommon equipment can be purchased.

4. The Dock. This large pier was built to ease commerce with the lake people and to facilitate lake traffic. It is lined with many warehouses.

5. The Leaky Boat. This inn is a favorite among sailors and travelers trying to work on a budget. The clientele are rather crude and unsophisticated, and often try to take advantage of unwary strangers. The





Leaky Boat is operated by a mutated crab named Baitt, but even he does not know who owns it.

6. The Archivists. The Restorationists do not have a store in Lemay for buying or selling artifacts, so the only source is the Archivists. This small building is little more than a hovel, but the alliance has carefully excavated a well-kept and well-protected vault underneath it. They have a fairly good selection, with a 35% chance of finding a desired item. However, the Archivists will not part with a single artifact unless they are given one of at least equal value, in addition to payment.

7. Lemay Foundry. This small factory produces some of the finest metalwork found anywhere in Bonparr. In addition to cookware, tools, fencing, iron poles, and the like, the foundry produces sturdy metal weapons. Their specialty is blunt weapons, such as maces, flails, and morningstars, but their swords and other cutting weapons are quite serviceable also.

8. The Iron Society. This location marks the home of Krike Slaav, a well-known businessman. Slaav has become very close friends with Colonel Peto, who does not suspect that Slaav is actually a front man for the Iron Society. The membership of the Society meets about once a month in Slaav's basement.

Important NPCs

Commander Suu Zahn Dee

MA cheetah (H); EN 6; AC 10; MD 10; HP 64; THAC melee +9; THAC ranged +6; #AT 1-3; Dmg 1d4+3/1d4+3/1d6+3 or 3d6+2 or by weapon; Hth 10; Spd 36/54; Per 14; St 0; RU +1; UA +1; RR 14.

PS 17; DX 12; CN 11; MS 8; IN 7; CH 13; SN 15.

Mutations: *Heightened vision*, *air sail*, *photodependent*, *hands of power* (hot, 15), *mental multiplier* (17).
Class Skills: Combat Leadership 9, Makeshift Weapon/Armor 10, Size-Up Opponent 8.

Commander Suu Zahn Dee is second-in-command of the Lemay garrison. She has been watching her superior officer's developing friendship with the altered human, Krike Slaav, with a mounting sense of alarm. Dee has no particular love for true men, but she is growing suspicious of Slaav's constant harping about the Knights of Genetic Purity. Unknown to either Peto or Slaav, Dee has been having the altered

one followed, in order to investigate his motives completely.

Tridkix

MA camel (H); NCC; AC 8; MD 11; HP 69; THAC melee +4; THAC ranged -2; #AT 1; Dmg 1d4+4 or by weapon; Hth 14; Spd 14; Per 13; St -2; RU -1; UA -1; RR 12.

PS 20; DX 5; CN 19; MS 14; IN 7; CH 14; SN 14.

Mutations: *Regeneration* (15), *transfusion* (16), *sound imitation*, *body change* (single eye), *infravision*.

Mayor Tridkix is every garrison commander's dream come true: a civilian mayor who is a bootlicking toady. Tridkix is dim and unpopular. Tridkix fawns annoyingly over the Bonapartist leaders in Lemay.

Zethender

MA spider; NCC; AC 12; MD 10; HP 53; THAC melee 0; THAC ranged +2; #AT 1; Dmg 1d4+poison (intensity 4) or by weapon; Hth 11; Spd 14; Per 11; St +2; RU 0; UA 0; RR 12.

PS 8; DX 16; CN 14; MS 10; IN 8; CH 11; SN 12.

Mutations: *Multiple limbs* (arms and legs), *energy metamorphosis* (8), *body change* (misplaced facial feature), *size change* (30% smaller), *levitation* (17).

Zethender is a Healer, and Colonel Peto's personal physician. She has treated him ever since his youth, and is very familiar with his unique physiognomy.

Krike Slaav

AH; ES 4; AC 12; MD 11; HP 28; THAC melee 0; THAC ranged -1; #AT 1; Dmg by weapon; Hth 10; Spd 11/3/6; Per 13; St -1; RU 0; UA 0; RR 18.

PS 11; DX 7; CN 10; MS 13; IN 11; CH 13; SN 13.

Mutations: *Empathy* (9), *mental invisibility* (11), *duality*, *telekinetic flight* (13), *telepathy* (13).

Class Skills: Hypnosis 17, Identify Mental Power 5, Photographic Memory 5, Sense Mental Power 5.

Krike Slaav is a member of the Iron Society on a very special mission in Lemay. He has been using his empathic mutation and hypnotic abilities to turn the head of the Lemay garrison, Colonel Peto, into an outspoken enemy of the Knights of Genetic Purity. So far, Slaav's brainwashing has gone well, but Suu Zahn Dee is beginning to suspect that something is up.



Moonsee

Tech Level: III

Population: 4,500

Population Breakdown: 0% PSH, 1% orlens, 4% other AH types, 1% dabbers, 74.5% hoops, 0.5% joardanz, 11% other MA types, 8% SP.

Garrison: 3 divisions infantry (2,500 soldiers); 15 artillery corps (150 soldiers); 1 cavalry brigade (125 hoops on jackalopes)

History

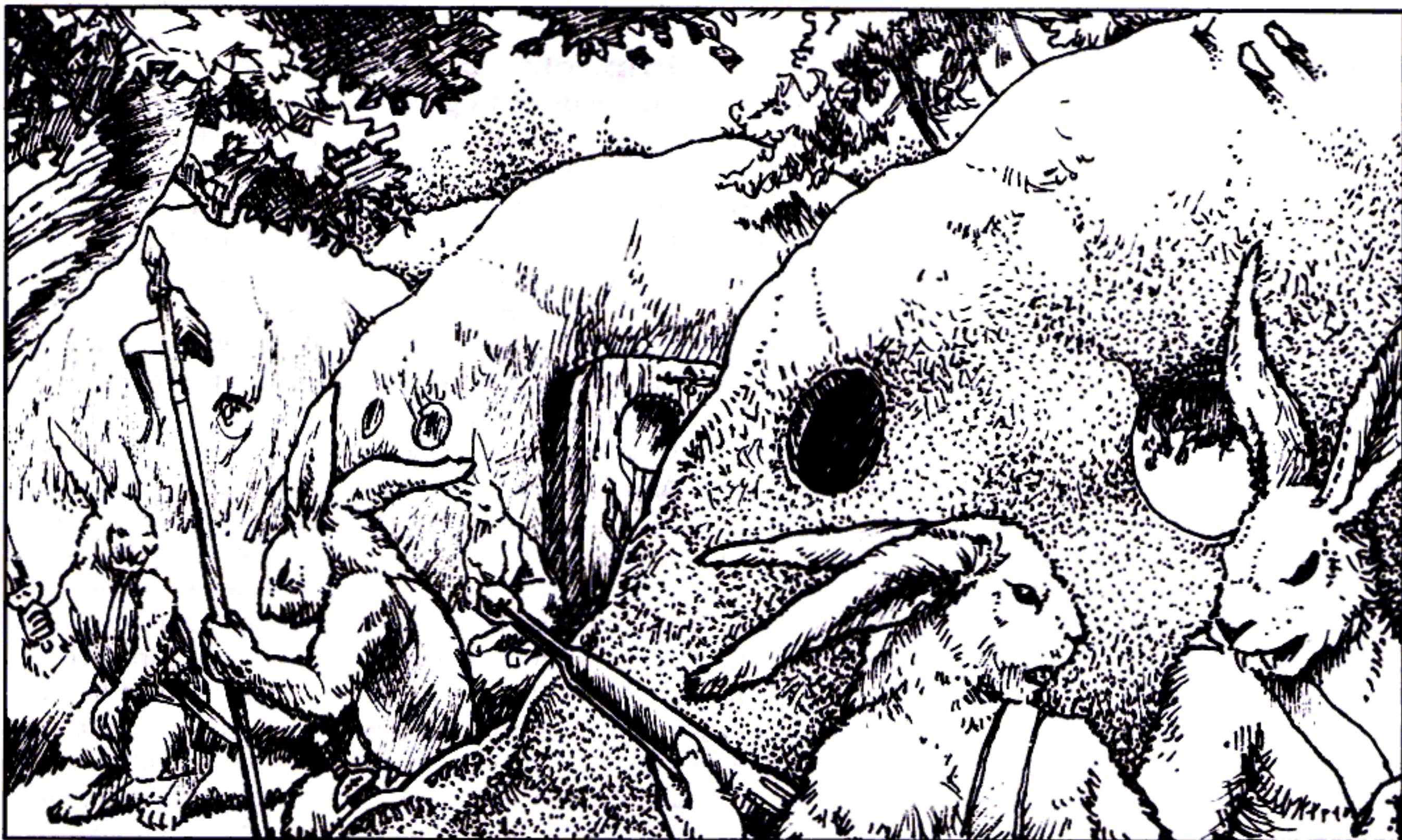
Legend has it that Moonsee gained its name when a tribe of hoops found a section of the White Stream that was not rushing rapids, and was so calm that the moon's reflection could be seen on the water. The hoop tribe settled there and were soon joined by another tribe, and then another, and so on, until Moonsee became known all across Gamma Terra as the city of the floppsies.

Moonsee was nominally part of the nation of Ohyy, but the hoops were so hard to control that the Zoo-premists never pressed their claim to the town. When Napoleon I led the Bonapartist coup, the hoops took

to the Ranks of the Fit like ducks to water. It was some time before the Bonparr authorities could sort out the complex hoop system (at the time of the coup, Moonsee boasted 75 "generals") and bring Moonsee into line with their new order.

Today, Moonsee remains the most out-of-control town in Bonparr, and yet, the most loyal to the Ranks of the Fit. The usual policy of the Bonapartists is to station soldiers in the army away from their home towns, but Moonsee is an exception. No other town wants to have companies of well-armed, slightly crazed giant rabbits roaming the streets.

The last colonel to supervise Moonsee was not a hoop, but a mutant fox named Colonel Melun. He tried to bring the garrison in line with the rest of the Bonparr army, and nearly incited a revolt for his efforts. Melun gave up his posting to bring a peaceful end to the situation, after which he resigned his commission altogether, citing mental health reasons. He was replaced by Colonel Fenton, who is a hoop through and through. He has managed to keep Moonsee a step above anarchy, which is considered satisfactory by central command.





Layout

The local Ranks of the Fit headquarters was deliberately built on the banks of the White Stream at a spot where the waterway is relatively calm. The rest of the town consists of hoop burrows (which resemble four meter high mounds of dirt with doors and windows), odd buildings and houses, all built seemingly by whim. There is no rhyme or reason to the town, which has led to some odd pairings of neighbors, such as the Healer hospital, which stands between a funeral parlor and a slaughterhouse.

Cryptic Alliances

Even the most incautious of alliances balks at the idea of trying to set up shop in a town filled with floppies. Even the Ranks of the Fit, having coopted the hoops' native military organization into their own, tends to leave the town to its own devices. A few undaunted or foolhardy Healers work in the town, and there are a handful of Restorationists. The local punishment for being a Zoopremist is to be drawn and quartered, and then fed to a pair of horl choos that are kept in a pen for just that purpose. Thus, even the Zoopremists keep a low profile.

Points of Interest

1. Bonapartist Headquarters. This compound always looks as though a tornado or other natural disaster had passed though, but the only disaster in town in the inhabitants. Somehow, Colonel Fenton and his staff manage to function in this state of controlled chaos and keep track of all the garrison's business.

2. The Ears and Tail. This is the most popular tavern in town, but only among the uproarious townsfolk. Visitors to Moonsee have described it as "disgusting," "filthy," "an abomination," and other terms not so flattering. The owner is a hoop named Bynkie, who is so involved with his own problems and neuroses that he is oblivious to the clutter around him.

3. The Beige Brutorz. This inn is owned and operated by Philip Addams, the only pure strain human in Moonsee. The inn is well equipped to deal with guests of virtually any genotype, but the rates are somewhat inflated. Many visitors who have spent a night in a hoop-operated hostel have come back to the Beige Brutorz for the duration of their stay.

4. You Break It, You Buy It. The hoop owner of this general store thinks its name is hysterically funny, and can't understand why business is so terrible. His name is Bahnggo, and he is genuinely friendly and helpful to any customer, as long as they don't stare at his ear (he lost the other one in an accident while he was a baby). His prices are slightly inflated.

5. Treasures of the Ancients. If you are looking for junk, baubles, or curiosities, you've come to the right place. If you are looking for something useful or that actually works, you're out of luck. Like hoops everywhere, the residents of Moonsee hoard working ancient artifacts. While there is very little worth purchasing here, it is possible to make a tidy profit selling any old piece of ancient trash.

6. Pyre Square Ranch. This ranch is the largest breeder of jackalopes in Meriga, and perhaps in all of Gamma Terra. It is owned and operated by a female hoop named Schiebah, who is extremely critical and difficult to please. While this does not endear her to her workers, it does insure that the jackalopes she sells are the best bred and best trained that money can buy.

Important NPCs

Commander Dogberry

Hoop; EN 7; AC 12; MD 11; HP 86; THAC melee +10; THAC ranged +7; #AT 1; Dmg by weapon; Hth 11; Spd 18; Per 12; St +2; RU 0; UA 0; RR 14.

PS 17; DX 12; CN 13; MS 10; IN 10; CH 12; SN 12.

Mutations: *Mass mind* (17), *telepathy* (11).

Special Powers: Like all hoops, Cmdr. Dogberry can cause metal to temporarily soften with just a touch. See page 152 of the GAMMA WORLD® rules for the specifics of this power.

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

Commander Dogberry is second-in-command of the Moonsee garrison, but he does far more work than Colonel Fenton does. More than once, Dogberry has gone to inspect the scene of a disturbance and found that the instigator was Colonel Fenton himself.

Dogberry's prized possession is a pair of pre-cataclysm machine guns. He brings them with him into any hazardous situation. However, he never fires them, because he is afraid that they might be damaged.



Broos Doobinn

MA grasshopper; NCC; AC 17; MD 12; HP 27; THAC melee -1; THAC ranged +3; #AT 1; Dmg 3d6+2 or by weapon; Hth 10; Spd 9/18; Per 9; St +3; RU -2; UA -2; RR 12.

PS 6; DX 17; CN 10; MS 16; IN 4; CH 9; SN 11.

Mutations: *Multiple limbs* (legs), *size change* (50% smaller), *confusion* (12), *mental blast* (15), *fear generation* (15).

Broos Doobinn is nominally the mayor of Moonsee, but no one has seen him since the day after he was appointed to the post by Colonel Melun. Due to an odd quirk of Bonparr law, a new mayor cannot be named until the old mayor is located or accounted for.

Philip Addams

PSH; NCC; AC 12; MD 12; HP 42; THAC melee +2; THAC ranged +2; #AT 1; Dmg by weapon; Hth 10; Spd 14; Per 5; St +2; RU +2; UA +4; RR 20.

PS 16; DX 15; CN 12; MS 15; IN 16; CH 18; SN 13.

The owner and operator of the Beige Brutorz inn, Addams has the distinction of being the only true man

living in Moonsee. Many of his customers wonder how he can stand living in the town without going insane. Eventually they realize that Addams is a bit loony.

Schieba

Hoop; EN 6; AC 11; MD 10; HP 85; THAC melee +8; THAC ranged +7; #AT 1; Dmg by weapon; Hth 11; Spd 18; Per 12; St +1; RU 0; UA 0; RR 14.

PS 15; DX 13; CN 13; MS 11; IN 12; CH 11; SN 12.

Mutations: *Mass mind* (18), *telepathy* (10).

Special Powers: Like all hoops, Schieba can cause metal to temporarily soften with a touch. See page 152 of the GAMMA WORLD® rules for specifics.

Class Skills: Combat Leadership 12, Makeshift Weapon/Armor 9, Size-Up Opponent 9.

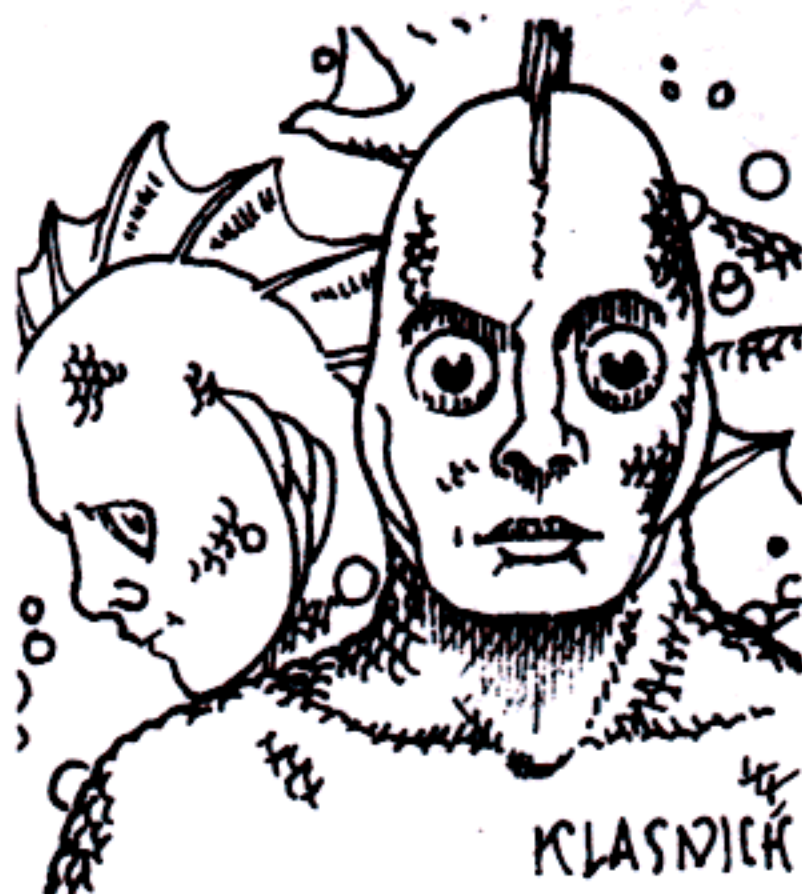
Schieba is the owner and operator of the Pyre Square Ranch. There is probably not a single sentient in all of Gamma Terra that is more knowledgeable of jackalopes than she, or prouder of it.

If she expects a fight, Schieba carries a spear (Dmg 1d6+2) or with a bolt-action rifle (THAC +2, Dmg 3d8).



Admirals (Lake People)

Number: 1d4
Percept: 17
Stealth/R.U.: +2
AC: 12/18
MD: 12
Health: 10
Speed: 24
 (water)
Level: 2
Hit Dice: 10 (41)
THAC: 0
Attacks: 1
 Weapon: 0
Int: High
Morale: 15
Size: M
XP Value: 120



Frequency: Rare **Organization:** Tribe
Activity Cycle: Day **Diet:** Omnivore
Tech Level: II **Artifacts:** G, W
Climate/Terrain: Underwater (Admiral Lake only)
Physical Mutations: *Gills* (admirals can only breathe under water), *new body parts* (webbed fingers and toes, dorsal fin on head, neck, and back), *partial carapace* (14)
Mental Mutations: *Telepathy* (15) (works with other admirals or telepaths only)
Special Powers: none

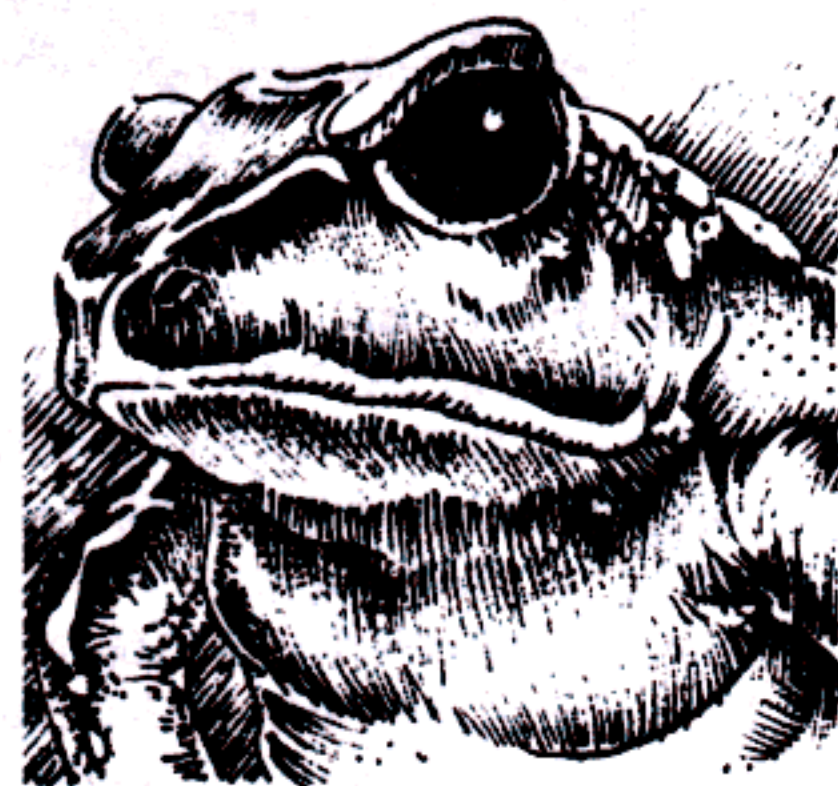
Description: The admirals are a race of water-dwellers that inhabits Admiral Lake. They are approximately man-sized, with silvery skin, webbed fingers and toes, and a dorsal fin that runs from the center of their foreheads to the small of their backs. Admirals have oversized eyes that help them to compensate for the lack of available light underwater, but this does not otherwise enhance their vision. The entire torso is covered in scales. Unable to breathe air, admirals must remain submerged at all times in order to survive.

Combat: Being such a small community, the admirals prefer to avoid combat whenever they can. However, when forced to fight, there are few foes more dangerous underwater. They use their telepathy to coordinate attacks against enemies, and employ compressed-air spear guns as their primary weapon. Being born and bred underwater gives them a natural edge against any surface dwellers that try to invade their territory. They are familiar with rebreather apparatus used by surface dwellers and know how to damage them, forcing their users back to the surface.

Society: The admirals are a peaceful race, content to live out their lives at the bottom of Admiral Lake. They live in small villages usually organized into patriarchal family units of up to 15 or 20 individuals. When a unit becomes too large for the clan's domain to support, a younger son will take his family to an unoccupied section of the lake and establish a new village. There is some trade between the admirals and the surface dwellers, usually conducted through groak merchants. The admirals exchange fish and exotic goods for materials and manufactured goods that they cannot produce themselves.

Groaks

Number: 1d12
Percept: 18
Stealth/R.U.: -2/+1
AC: 8
MD: 11
Health: 9
Speed: 13 (8
 bipedal)
 12 swim-
 ming
Level: 3
Hit Dice: 7 (25)
THAC: -1
Attacks: 1
 Weapon: -1
Int: Very
Morale: 13
Size: M
XP Value: 175



Frequency: Common **Organization:** Clan
Activity Cycle: Night **Diet:** Omnivore
Tech Level: III **Artifacts:** M, V
Climate/Terrain: Amphibian
Physical Mutations: *Gills*, *regeneration* (11), *nocturnal*
Mental Mutations: *Duality*, *psychometry*
Special Powers: None

Description: Groaks are man-sized toads with no physical humanoid characteristics. Their skin is brownish-green in color, with a smooth, moist texture. Contrary to popular belief, groaks do not cause warts, nor do they have possess an inordinate number of unsightly blemishes. Groaks are a rather weak race, physically, except for their powerful hind legs, which allow them to leap enormous distances and swim at high speeds. The groaks' toadlike features seem rather comical to the unfamiliar, but their large, beady eyes reflect their uncanny intelligence.

Combat: Since they are rather physically weak, groaks prefer to rely on technology when it comes to a fight. The average groak will possess at least one Tech Level III weapon, and the particularly rich have been known to carry Tech Level IV or V sidearms. Groaks are no fools, and have no compunction against fleeing untenable situations. In such instances, they try to make best use of their leaping and swimming ability.

Society: Groaks live in clans that are not based on family units, but rather on economic units. Their specialty is trade, especially along river routes. A clan is generally headed by the most experienced and shrewd merchant available, regardless of age or family position. Groaks' duality and psychometry mutations come in very handy in their chosen occupation, as they can negotiate with customers while simultaneously (and surreptitiously) probing the psychic impressions left on trade items. It is well known that cheating a groak is a nearly impossible task.

The groaks living in the towns of Elda and Lemay are the major go-betweens between the surface-dwelling population of Bonparr and the mysterious aquatic admirals. By charging middleman fees to both the admirals and their land-dwelling customers, the groaks have managed to build up a sizeable fortune.

The Hidden

Number: 1d3
Percept: 16
Stealth/R.U.: 0/+1 (+11)
AC: 10
MD: 9
Health: 11
Speed: 12
Level: 5
Hit Dice: 11 (39)
THAC: 0
Attacks: 1
 Weapon: 0
 Confusion: MHAC +3
Int: Very
Morale: 17
Size: S (1 meter)
XP Value: 1,400



Frequency: Uncommon **Organization:** None
Activity Cycle: Day/Night **Diet:** Omnivore
Tech Level: III **Artifacts:** E, W
Climate/Terrain: Any
Physical Mutations: *Chameleon* (22—this mutation is considered automatic and always in effect), *chemical susceptibility*, *ultravision*
Mental Mutations: *Confusion* (18), *directional sense*
Special Powers: None

Description: The Hidden are approximately 1 meter tall humanoids. It is unknown from what genotype they originally sprang. Their exact shape and features are unknown, due to their complete blending with all backgrounds. Considered a myth by most races of Gamma Terra, the Hidden are both gifted and cursed with a powerful chameleon mutation: their ability to remain hidden, bolstered by the power to cloud the minds of those who suspect their presence. However, they have no conscious control over their power and are mute, making it nearly impossible for them to make their presence known, even if they want to.

Combat: The Hidden rarely enter into combat, since it is nearly impossible for any being to detect them. In those rare instances, the Hidden use their confusion power to distract their opponent long enough to either do him in or escape. Although they generally do not carry equipment, the Hidden are quite intelligent and able to use any Tech Level II, III, or IV weapons.

Society: The Hidden are loners who survive by living in secret on the fringes of society. They usually make a home for themselves in some infrequently visited location, where they live alone, or in twos or threes. Oddly enough, while they are virtually invisible to all others, the Hidden are quite visible to one another and communicate using a code of gestures and body movements.

The Hidden have made an effort to keep their very existence a secret, and they have had a measure of success. In doing so, they have attained a quasi-mythological status that both protects them and helps to explain situations where their actions have not gone unnoticed. Parents in Gamma Terra frequently use the threat of the Hidden to keep unruly children in bed.

Joardanz

Number: 2d10
Percept: 13
Stealth/R.U.: -1/0
AC: 9
MD: 9
Health: 10
Speed: 9
Level: 1
Hit Dice: 9 (32)
THAC: +1
Attacks: 1 (male),
 0 (female)
 Horn: 1d8
 Weapon: 0
Int: Average
Morale: 6
Size: L (3 meters)
XP Value: 120



Frequency: Common **Organization:** Herd
Activity Cycle: Day **Diet:** Herbivore
Tech Level: II **Artifacts:** G
Climate/Terrain: Plains
Physical Mutations: *Fadeout*, *horns* (males only), *sound imitation*, *immunity/disease* (females only)
Mental Mutations: *Intuition* (6)
Special Powers: Joardanz have a special "herd instinct:" for every cow in the herd, add 1 to the Power Score of the bull's Intuition.

Description: Joardanz are mutated hereford cattle, and have retained many of the characteristics of their original stock. Their facial features are still bovine, and the males (bulls) have two curved horns coming out of their heads. They tend to be somewhat obese, and their bodies retain a distinctive black-and-white coloring. They stand on two legs, but their rear hooves are not really built for standing, so their movements tend to be awkward and ungainly. They live in herds comprised of one or two bulls and fifteen to twenty-five cows.

Combat: Due to their tendency to panic and fadeout, joardanz are not much use in combat. Usually, they will only fight to defend the herd or farm from outside attack. A bull will use his horns or whatever weapon is at hand to defend the cows from harm, while using his intuition to anticipate opponents' actions. The range of the joardanz's herd instinct is only one hundred meters, and if the cows panic and flee or fadeout, the bull will suffer a corresponding loss of intuition PS.

As most joardanz farms are only Tech Level II, the herds will rarely utilize high tech weapons. They are more likely to attack with farm implements such as hoes, pitch forks, shovels, hatches, or hammers.

Society: The joardanz are a passive race, content to stay on their farms and let the world go its own way. Cows outnumber bulls by a ratio of about twenty to one, therefore the herds are naturally organized around one or two bulls, who make all decisions for the herd. Nearly all joardanz are occupied in agrarian pursuits, living and working on farms.



Bonparr: The Unaligned Territories



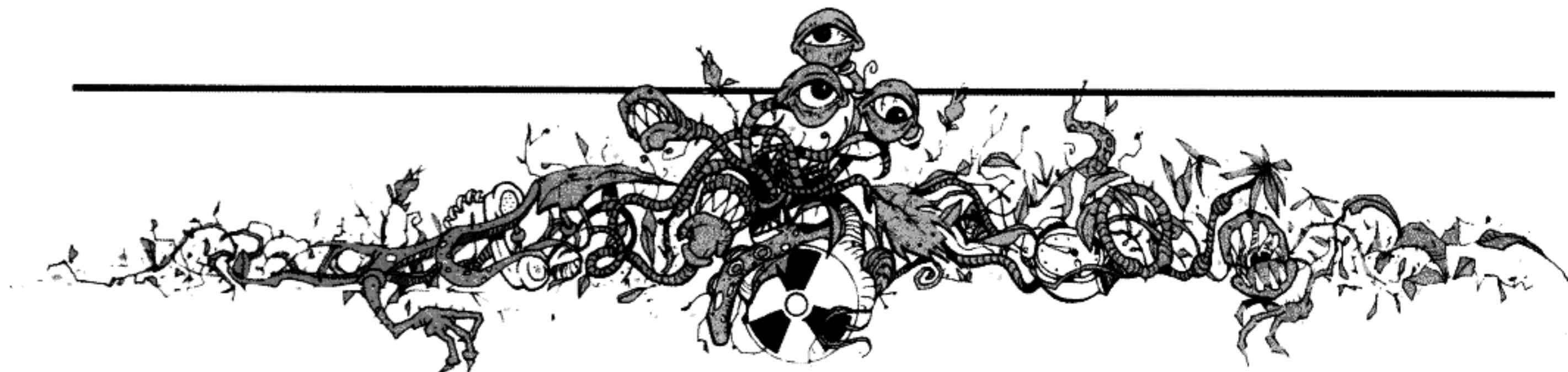
**GAME
ACCESSORY**

BONPARR: The Unaligned Territories

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

Design: Jack A. Barker
Editing: Steve Winter
Typesetting: Angelika Lokotz
Cover: Sam Rakeland
Illustrations: Robert Klasnich, Mark Nelson





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.

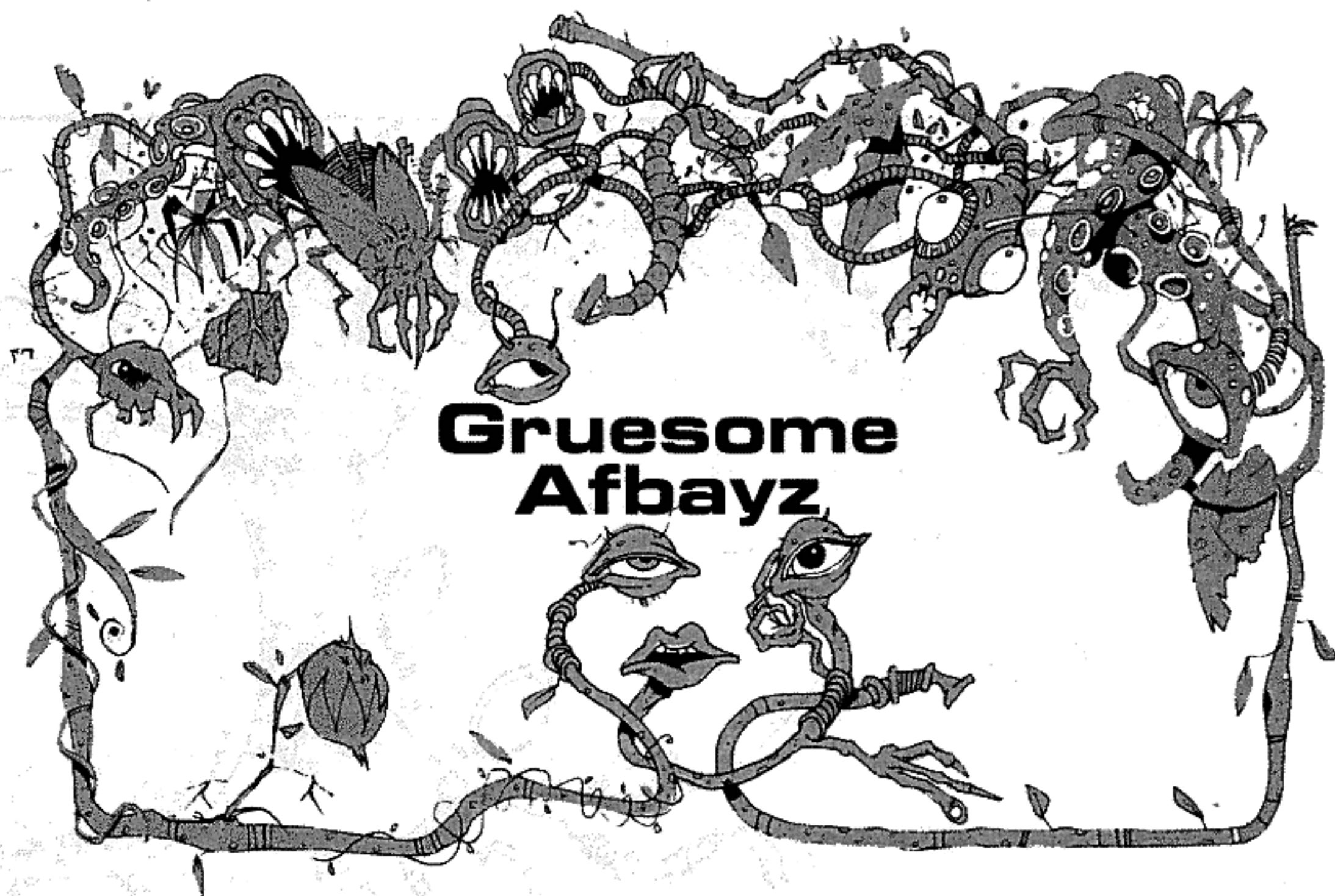
Located on the outskirts of the ancient city of Naples, Glowburg is a village built and occupied by the Radioactivists. The residents, primarily new animals and green folk, make frequent trips into the ancient metropolis, searching out places where the Glow is particularly strong. The presence of the 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.

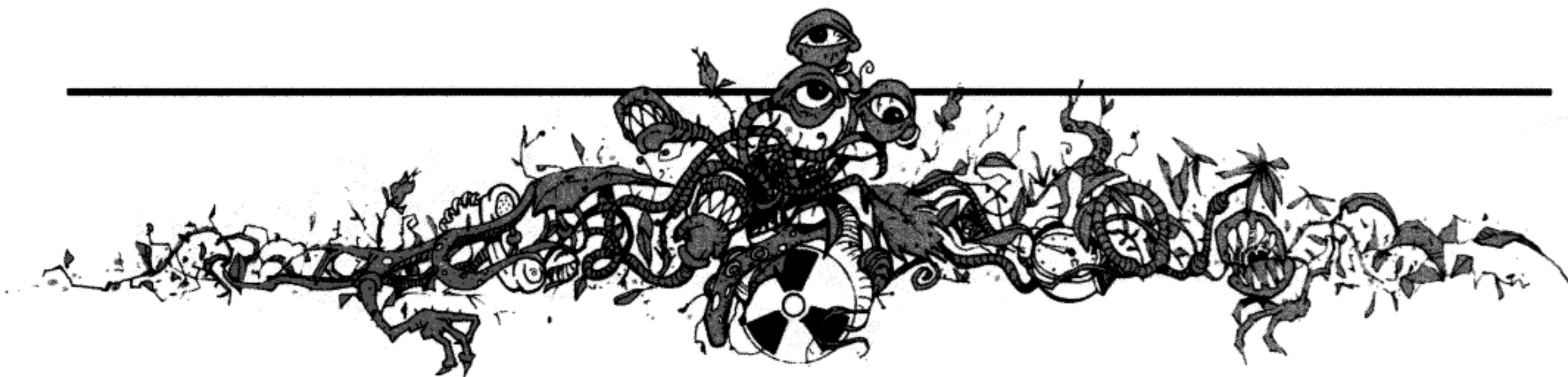
HANC tried to coerce, trick, and persuade RM-1975 to deactivate itself, or to put security under HANC's control. None of these ploys met with any success. RM-1975, for its part, could not deactivate HANC, because the computer controlled all the base's non-security functions. An uneasy truce developed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

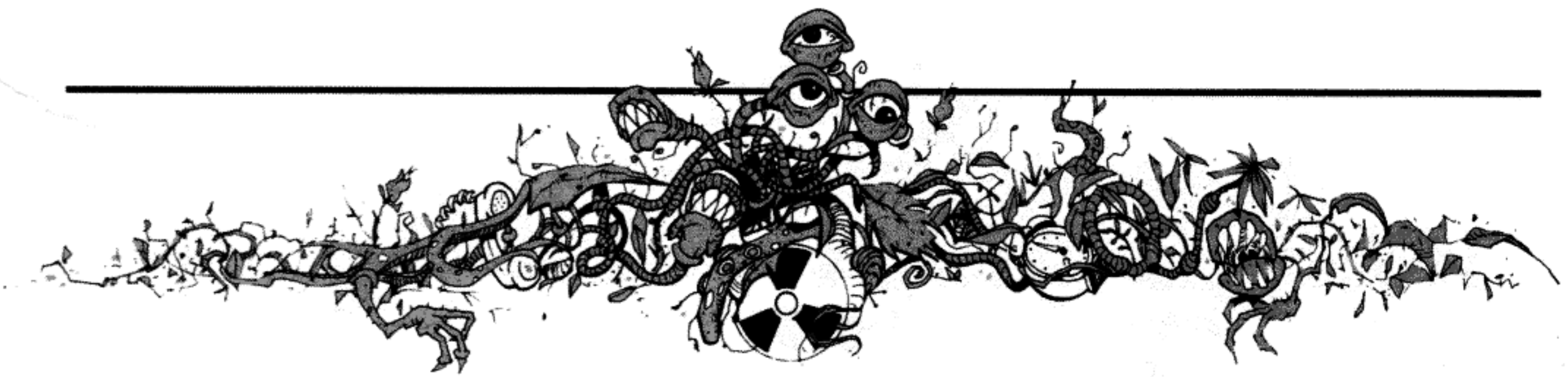
Mission Statement: To protect Gruesome Afbayz from all hostile intruders, using whatever means are necessary and possible.

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.

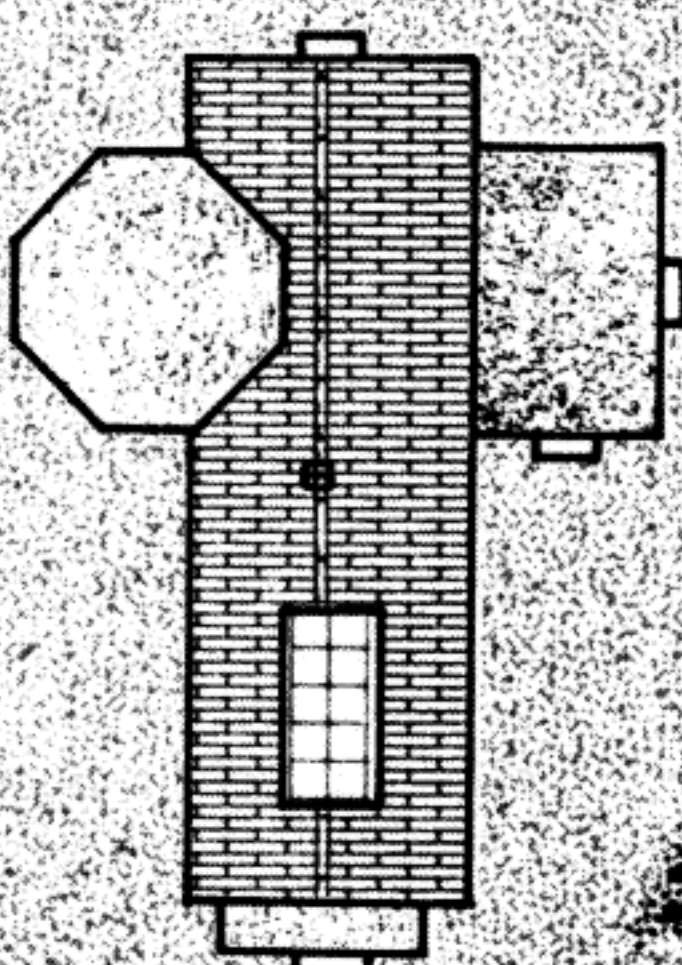
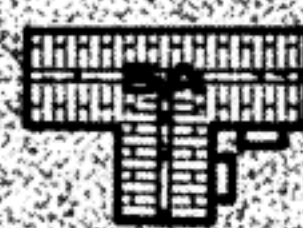
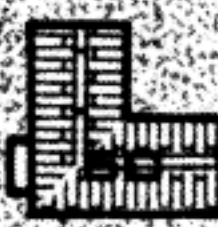
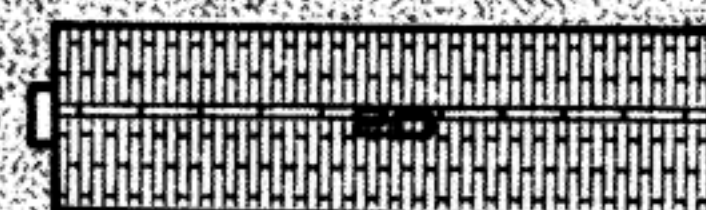
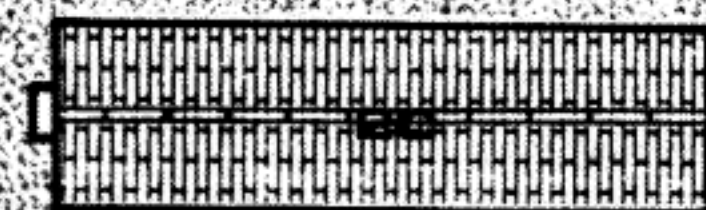
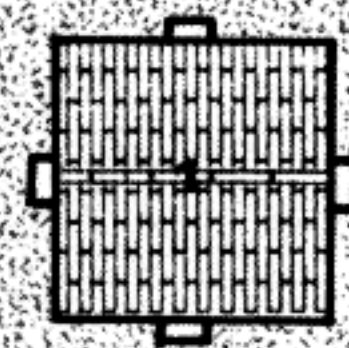
The supercomputer is bound by its programming to take no direct action against RM-1975, but if it calculates that an outsider may have a chance of reaching central command and making the connection HANC needs to gain control of the warbots, HANC may indirectly assist. For instance, characters may find 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

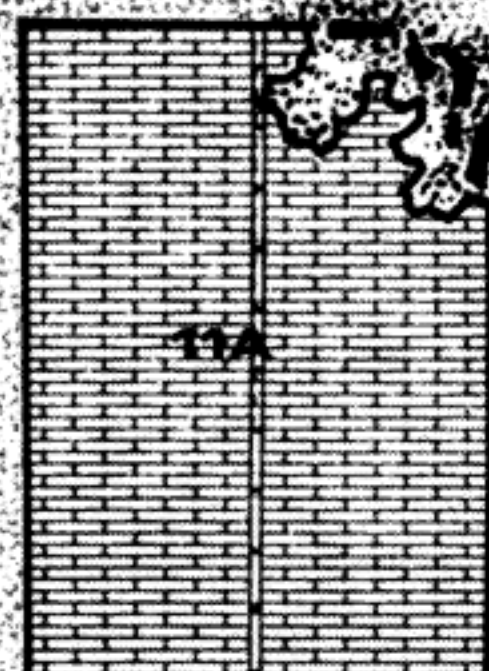
A circular spinner divided into 8 equal sectors. The top sector is labeled with the number 8.



10A



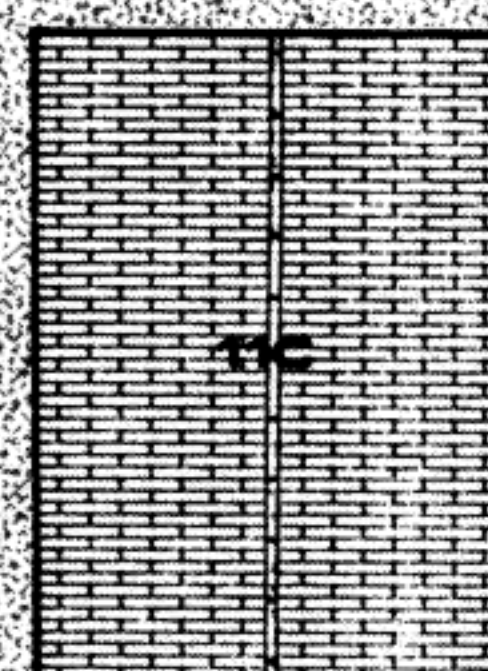
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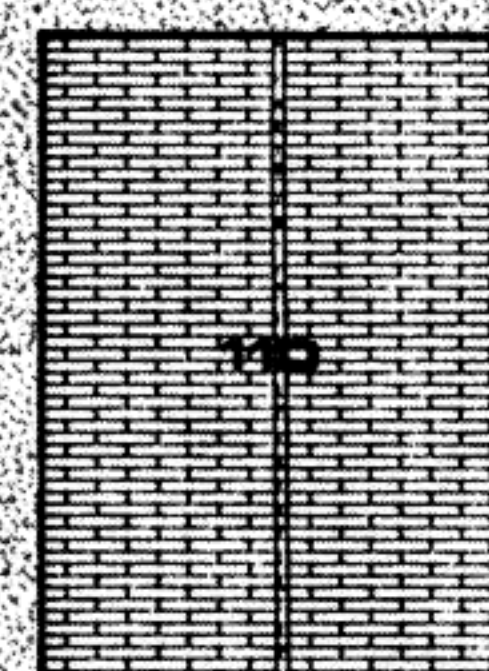
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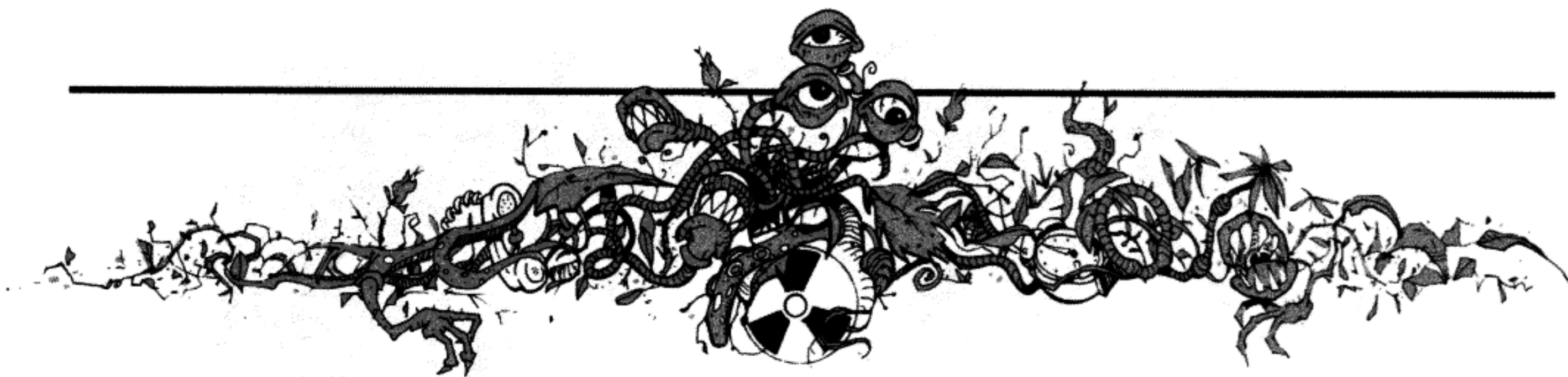


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centuries, and the only ones that function are the perimeter scanners. These can detect any life form up to 2 kilometers away from the base. Two warbots are stationed here at all times, although they are activated only when the scanners spot an intruder.

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.

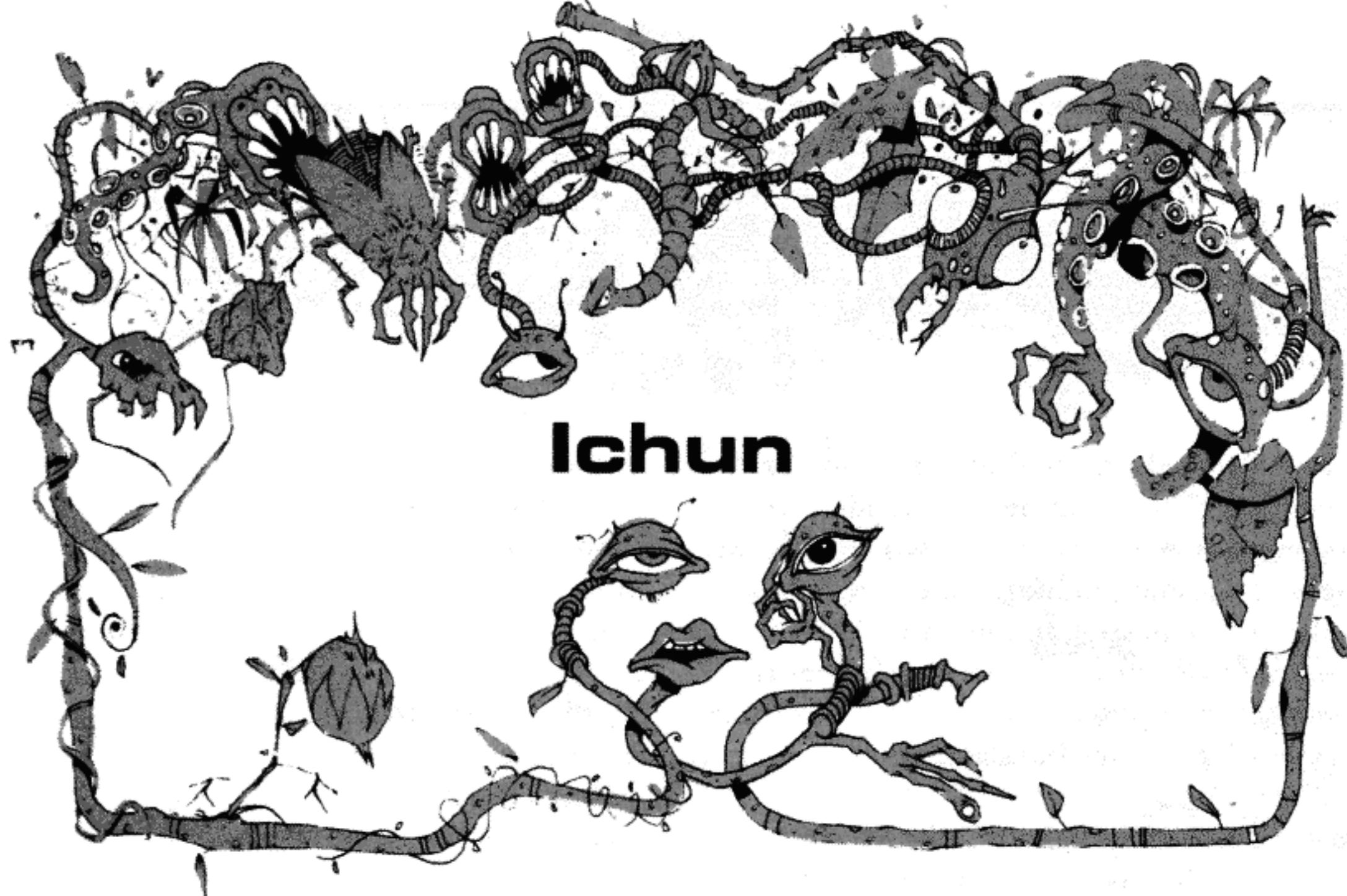
9. Runways. With the advent of antigravity technology, runways became virtually obsolete. However, these runways were kept in operating condition for use in emergency landings in the case of antigrav failure.

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.

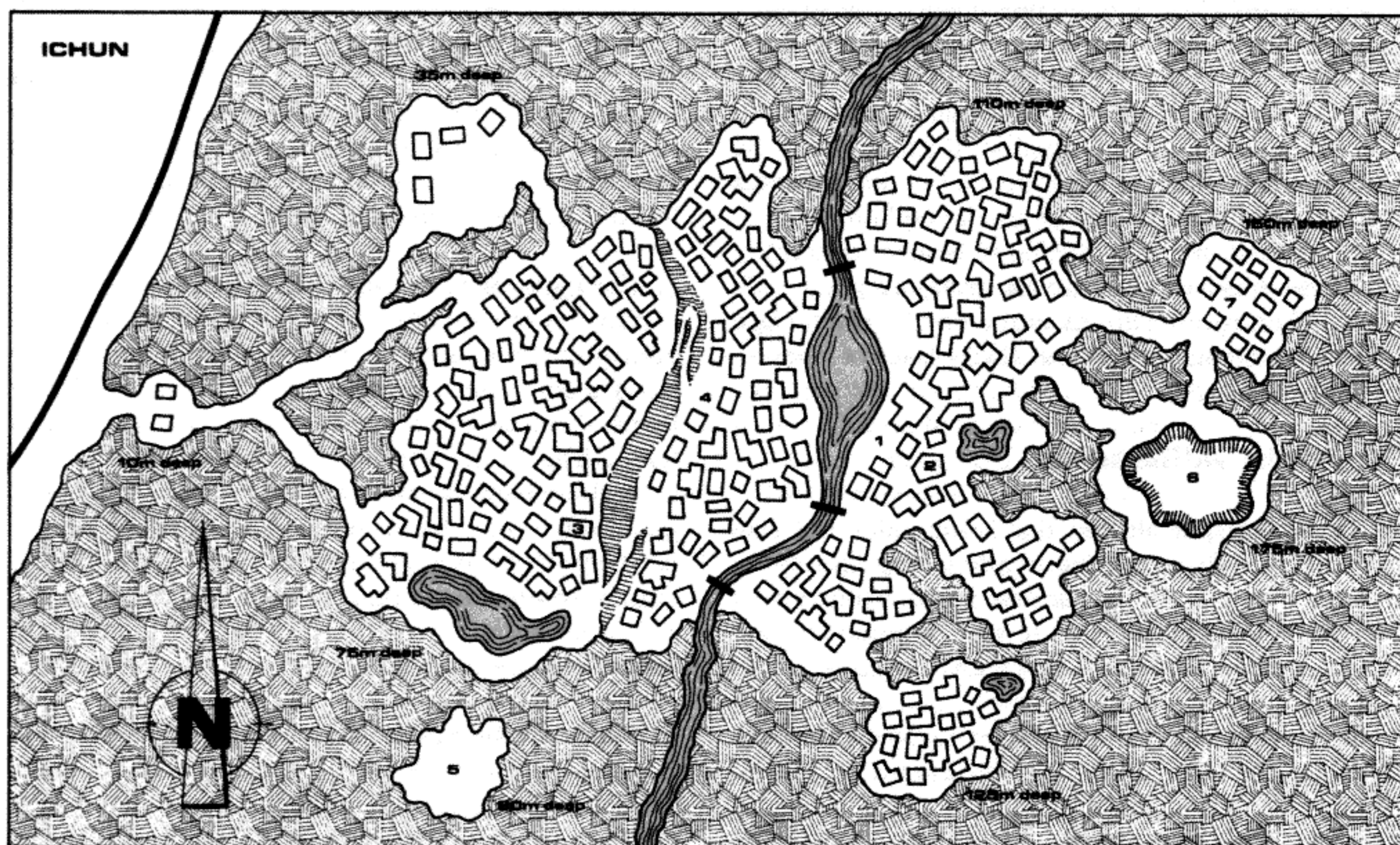
Important NPCs

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.

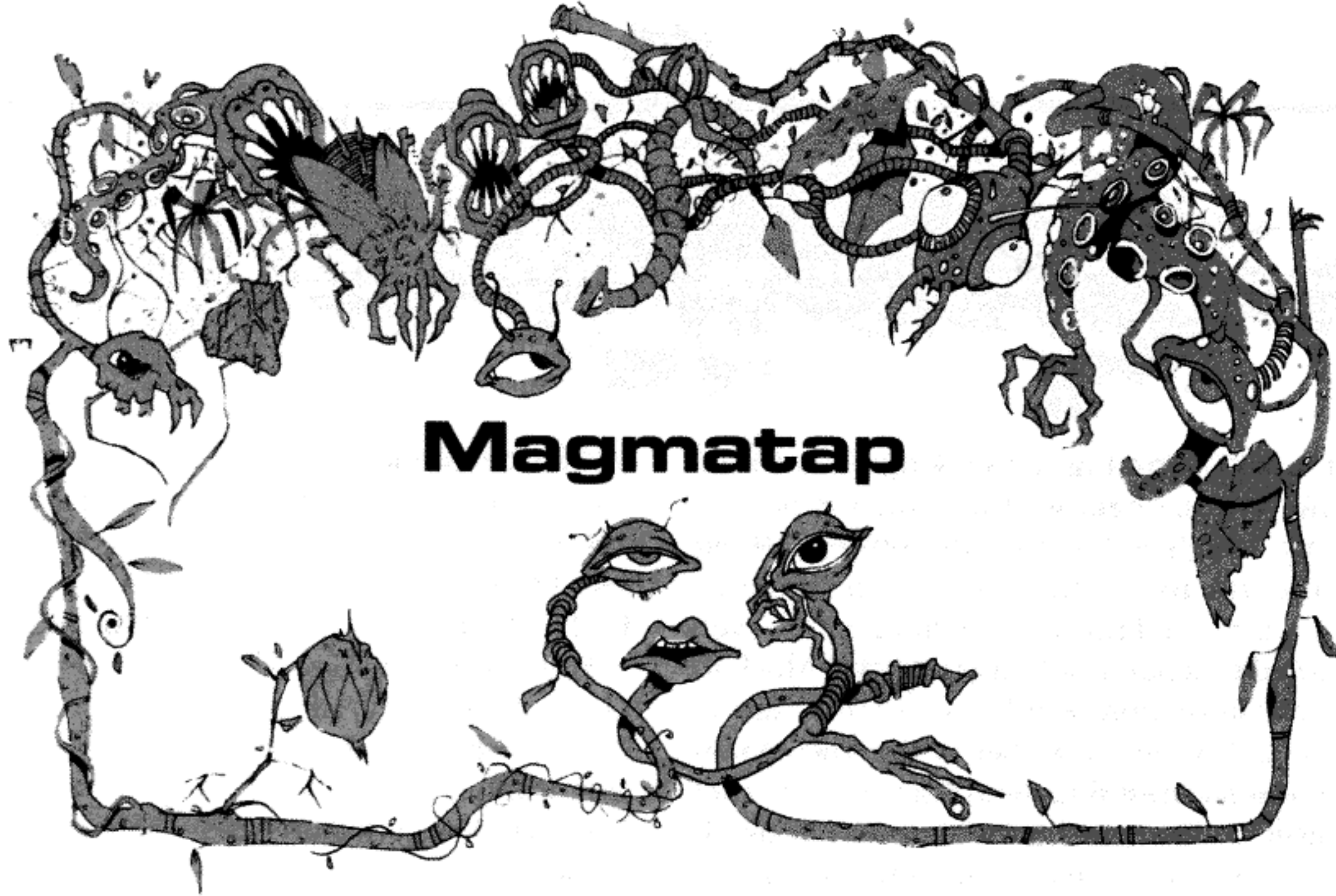
PS 10; DX 18; CN 12; MS 15; IN 9; CH 14; SN 14.

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

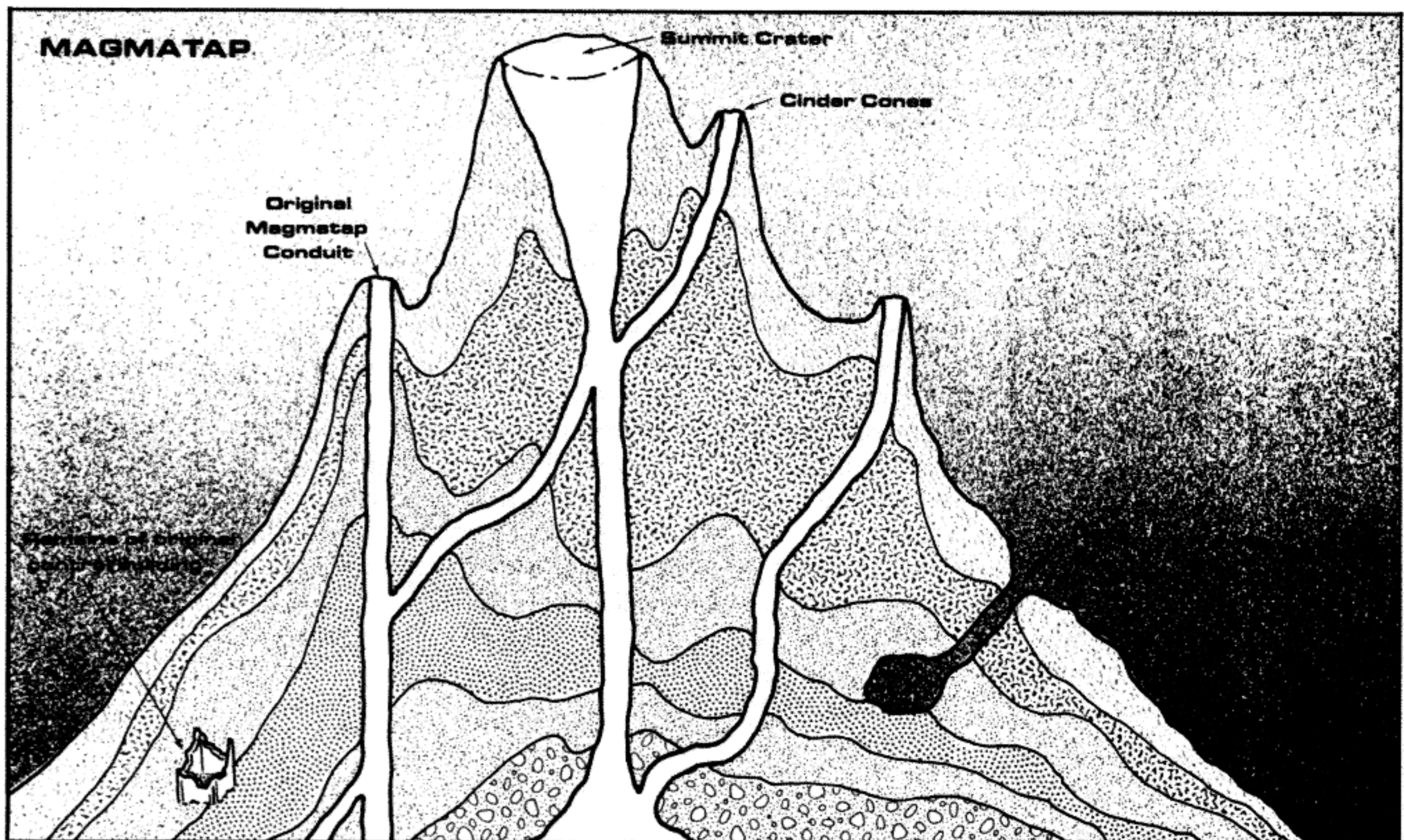
The original Magmatap was designed to provide energy by tapping the Earth's crust for geothermal heat. 21st Century technology was so sophisticated that it was child's play to harness the forces that were released.

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.

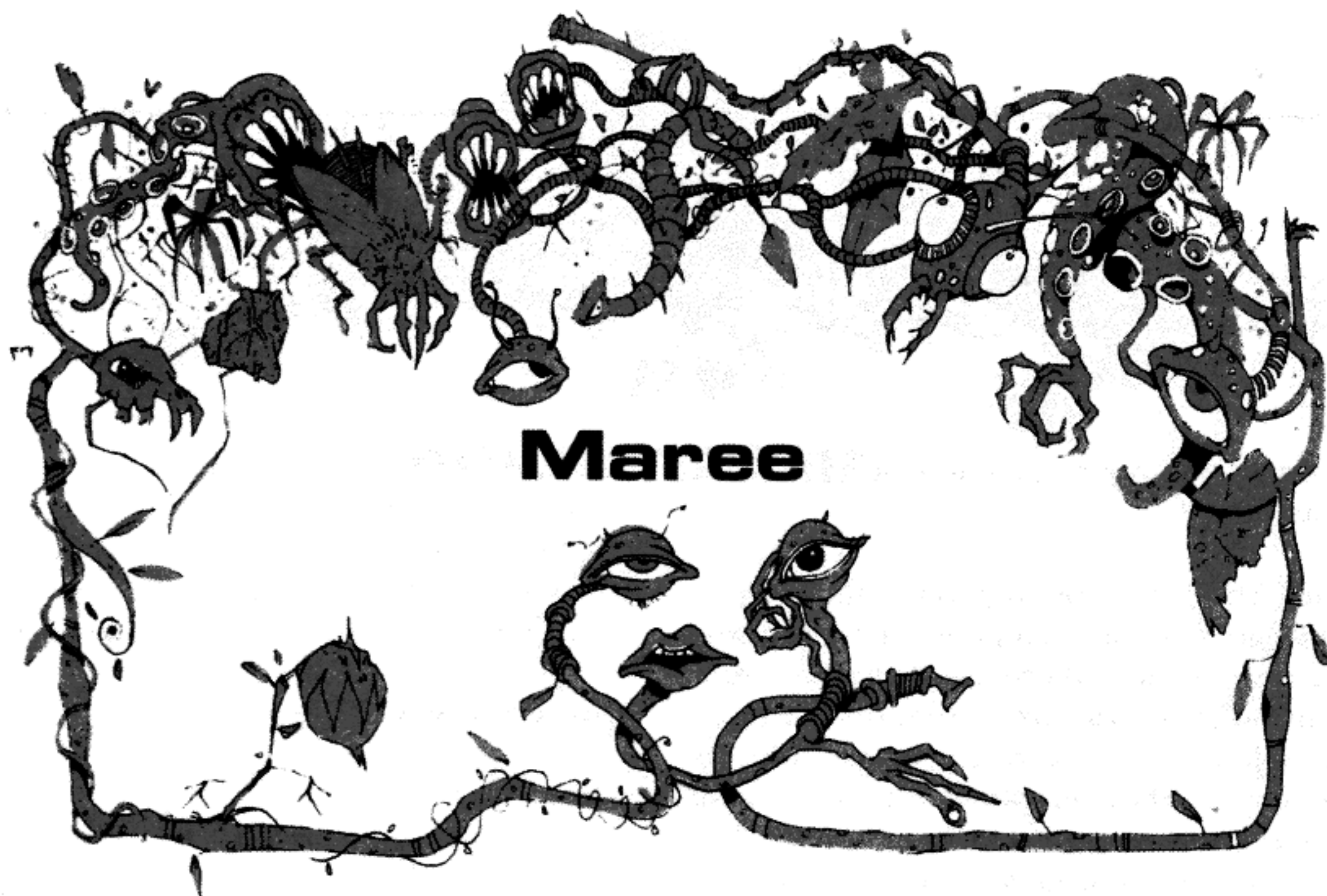
Monsters. The slopes of Magmatap are home to many relanops, or lava lizards. These are creatures that have adapted to extremely high temperatures and are actually more comfortable living in lava than out of it. Roughly one-third of the way up the southeast side of the main Magmatap cone, there is a steaming

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.

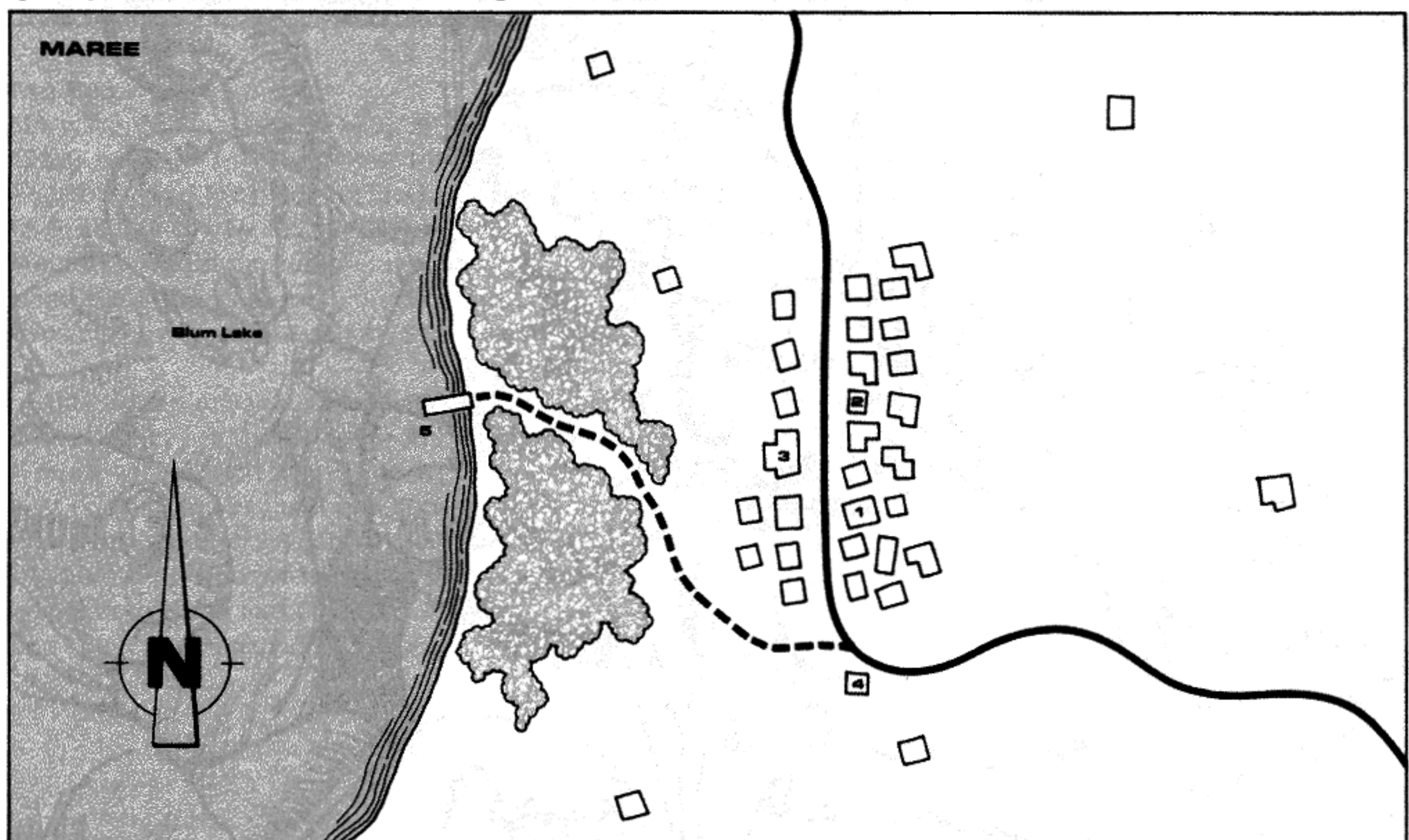
Important NPCs

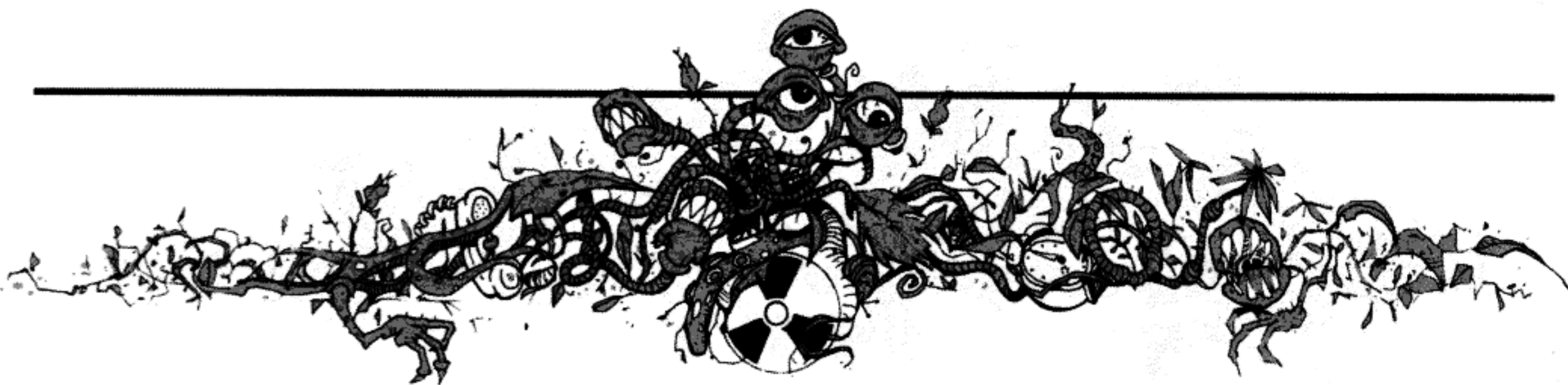
N'dee Teil'rr

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.

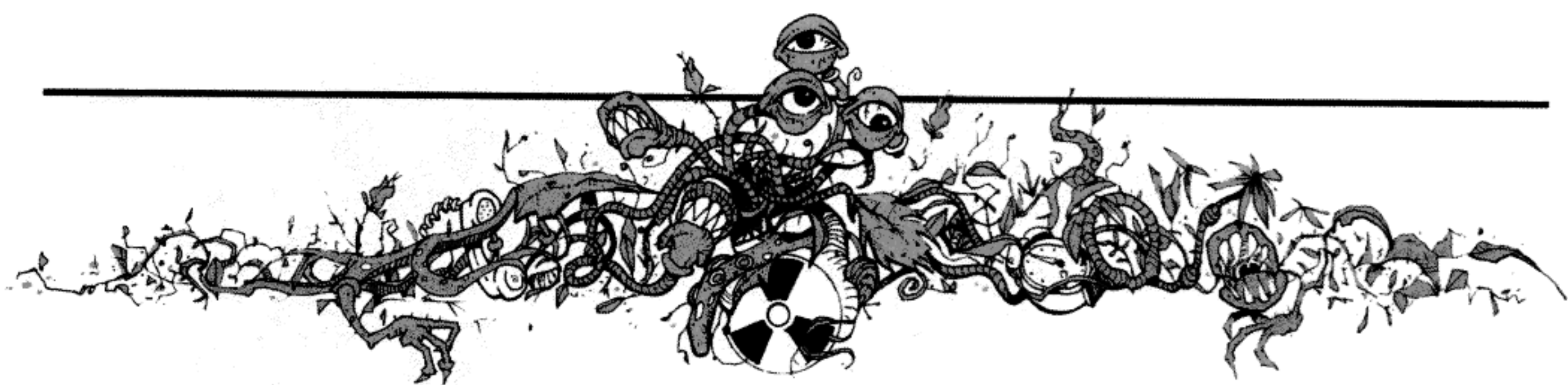
Mutations: Density control—self (11); infravision; sonic blast; mentally defenseless (D); total healing (14).

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).

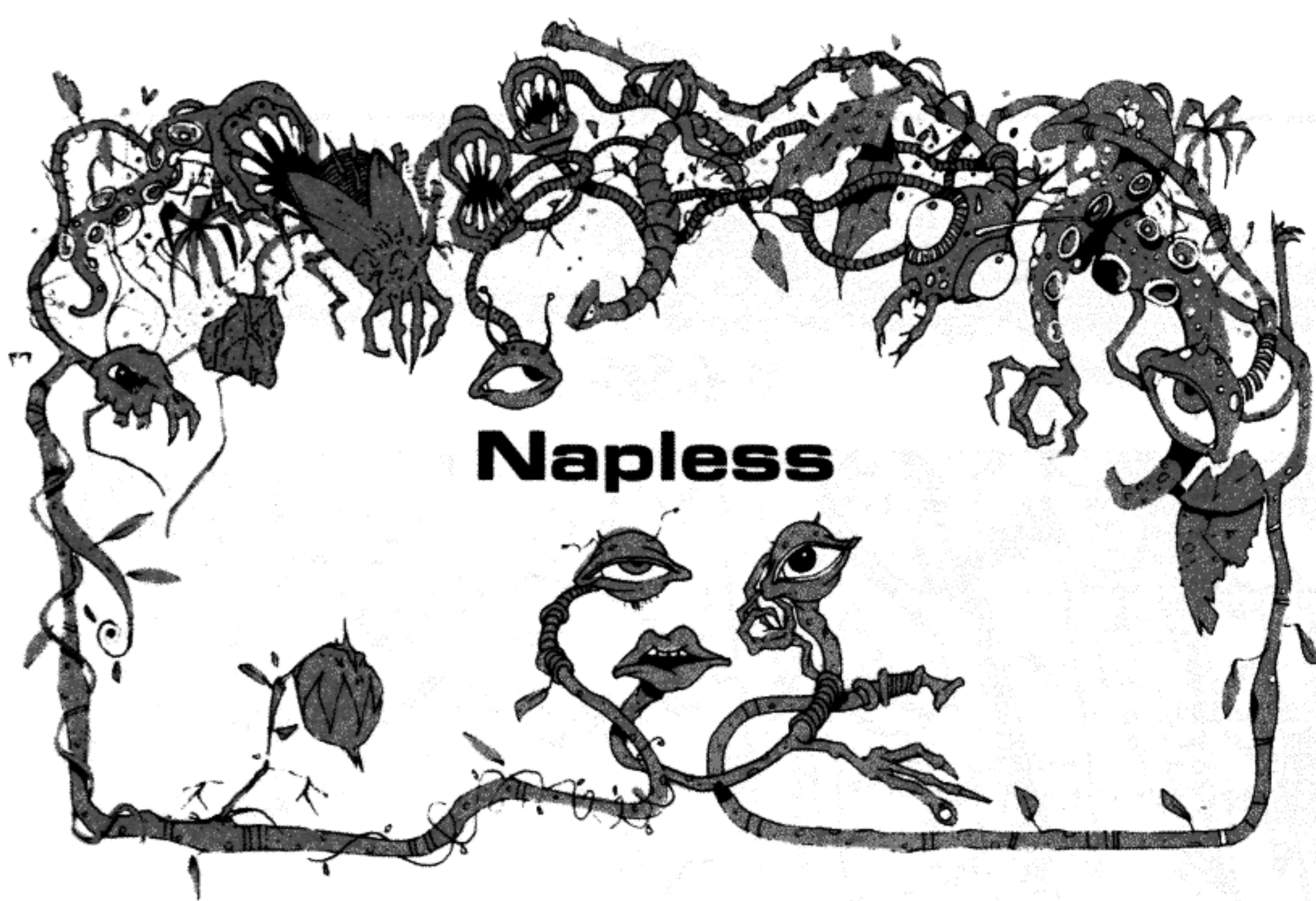
Ant-Bee is a mutated wasp that has served as live-in housekeeper for Sheriff Teil'rr and O'pee ever since N'dee's wife passed away. She is well known as the best cook in Maree, and her honey-baked pies win blue ribbons every year at the annual bake sale. Despite the oddity of having a giant insect in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



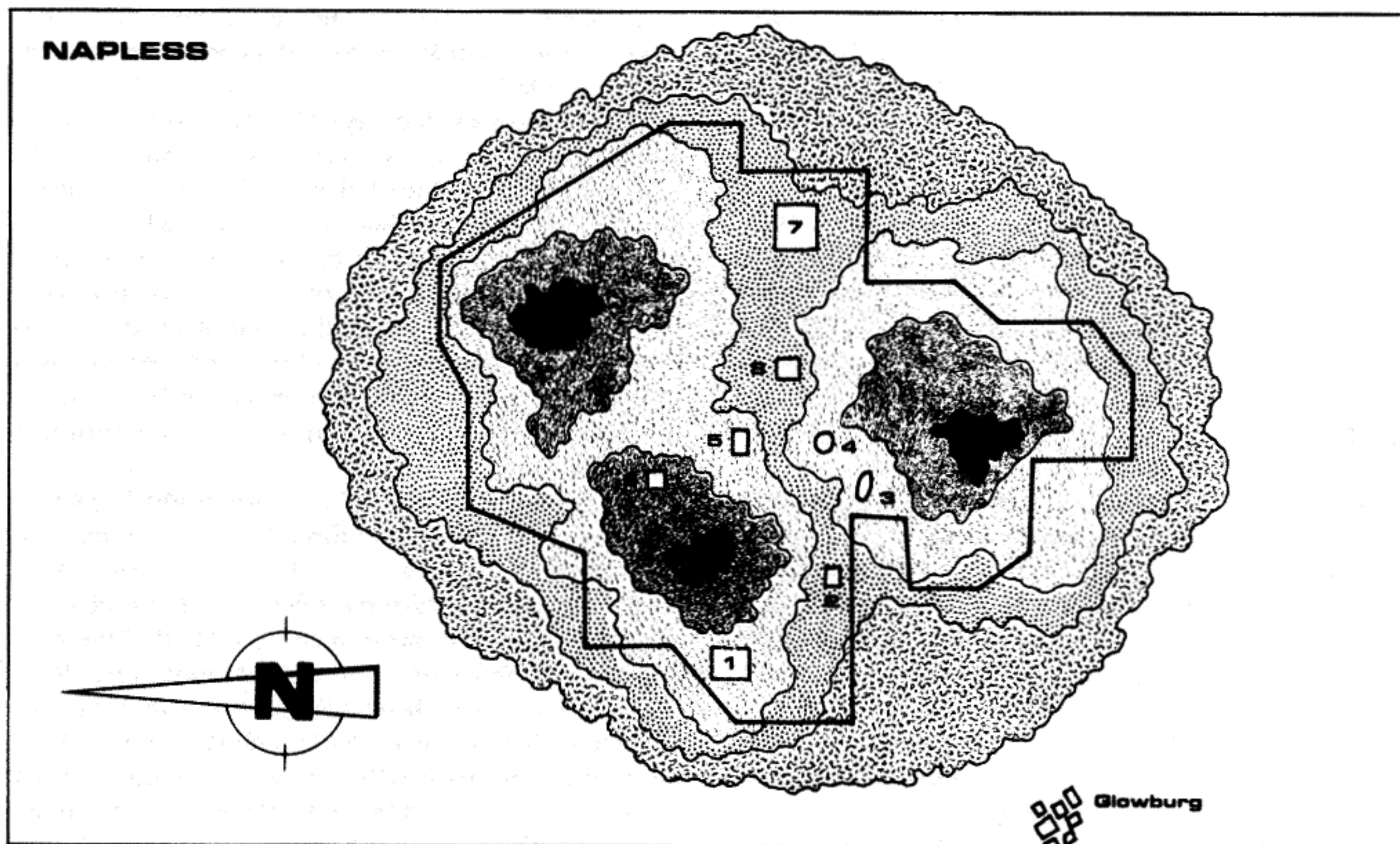
the more common flitters, but were sleeker and more aerodynamic, designed for maximum speed. With the collapse of society after the cataclysm, the speedway collapsed as well(MD)literally. Many tiers of spectator accommodations that had been held in place by anti-grav pods came crashing down on top of 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.

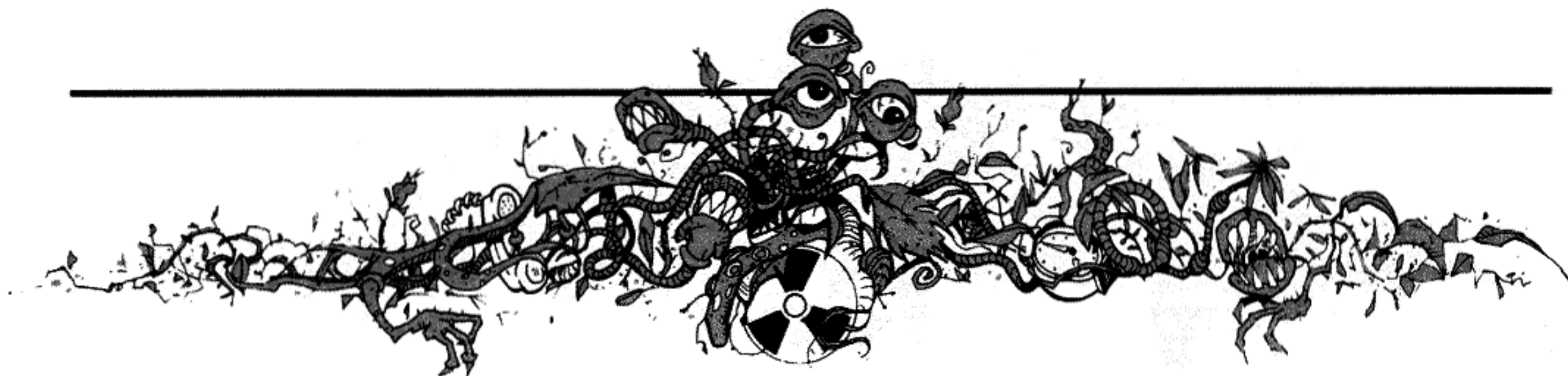
d10 Equipment Found

- 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.

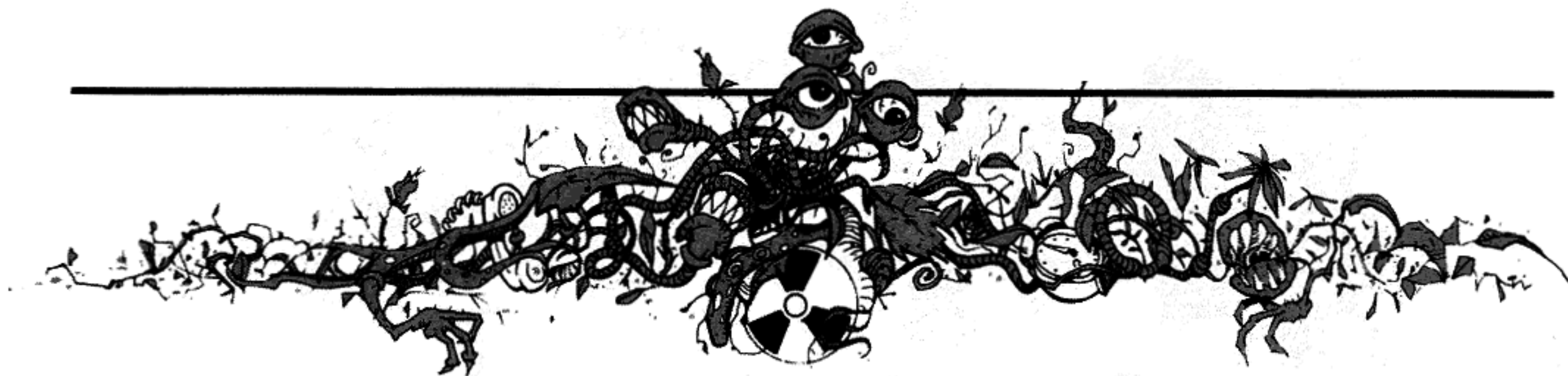
Aragami and Schmidt eventually got wind of the situation. Rather than allow their creation to be perverted by evil men, the scientists chose to destroy their research and prototypes to prevent them from falling into Agritech's hands. The pair simultaneously detonated powerful explosives in both their 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.

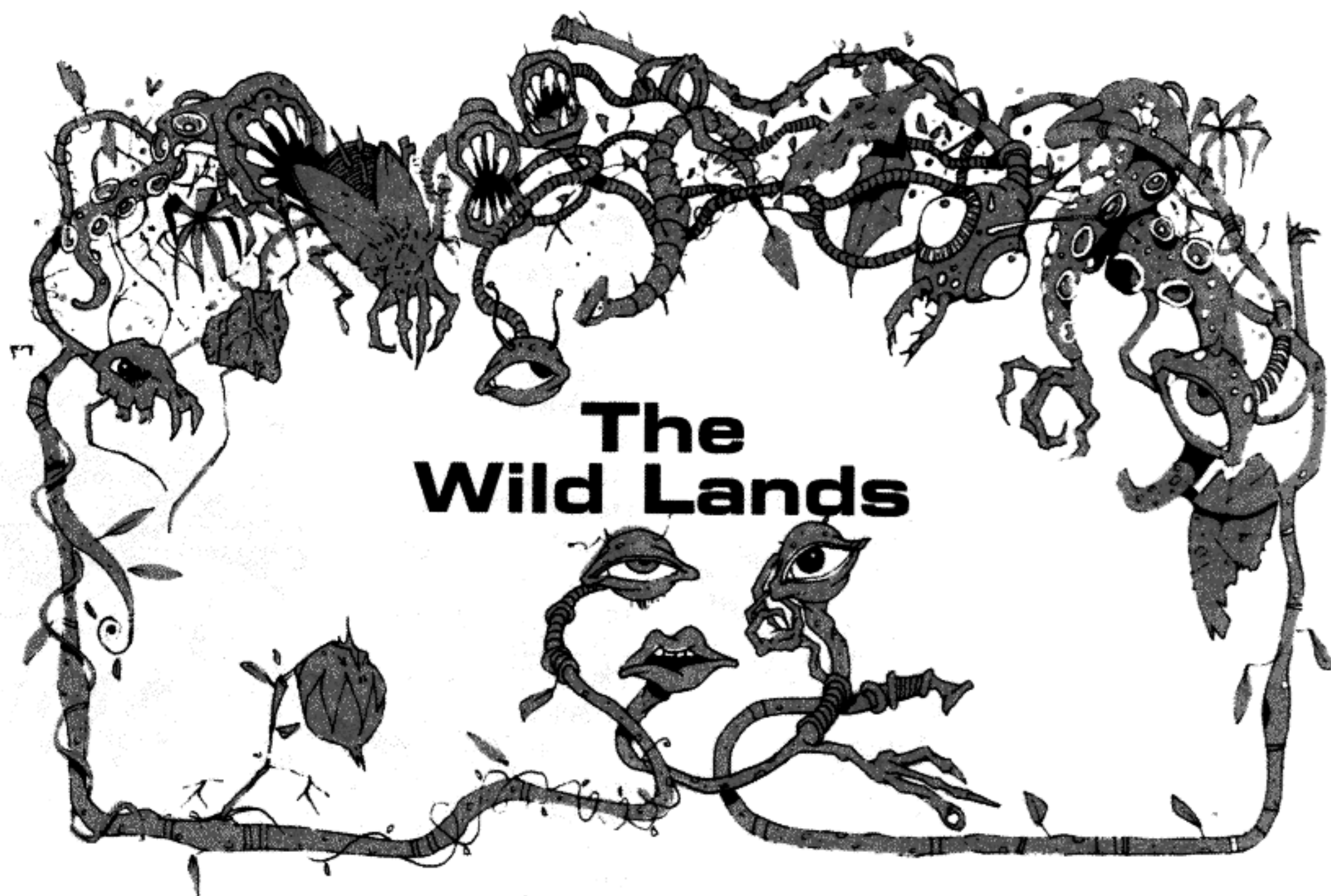
Oddly enough, the Rambling Woods' erratic movement patterns pose little real threat to lone travelers or small groups that pass through it. If a party stays on the alert, the forest will usually pass by without incident, although individuals who go to sleep on the ground while the forest is on the move 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
Activity Cycle: Day
Tech Level: 0
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.

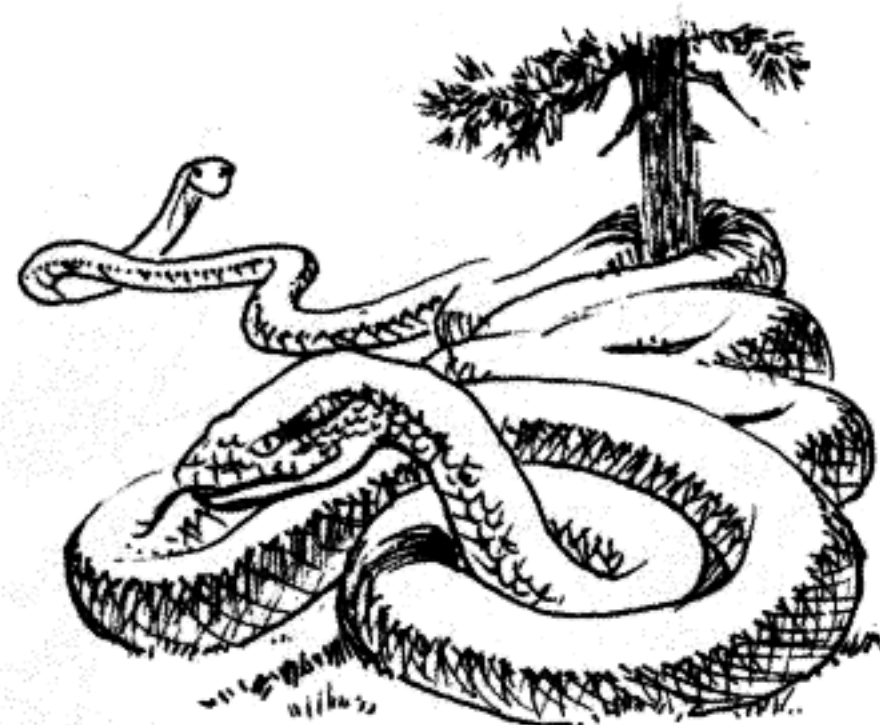
Description: Relanops are half-meter long lizards with glowing reddish-orange skin. Their eyes are usually bright yellow, but turn red and ultimately white as their pyrokinetic power grows in intensity. Lava lizards are extremely hot to the touch, doing 1d8 points of damage per round to anyone who comes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

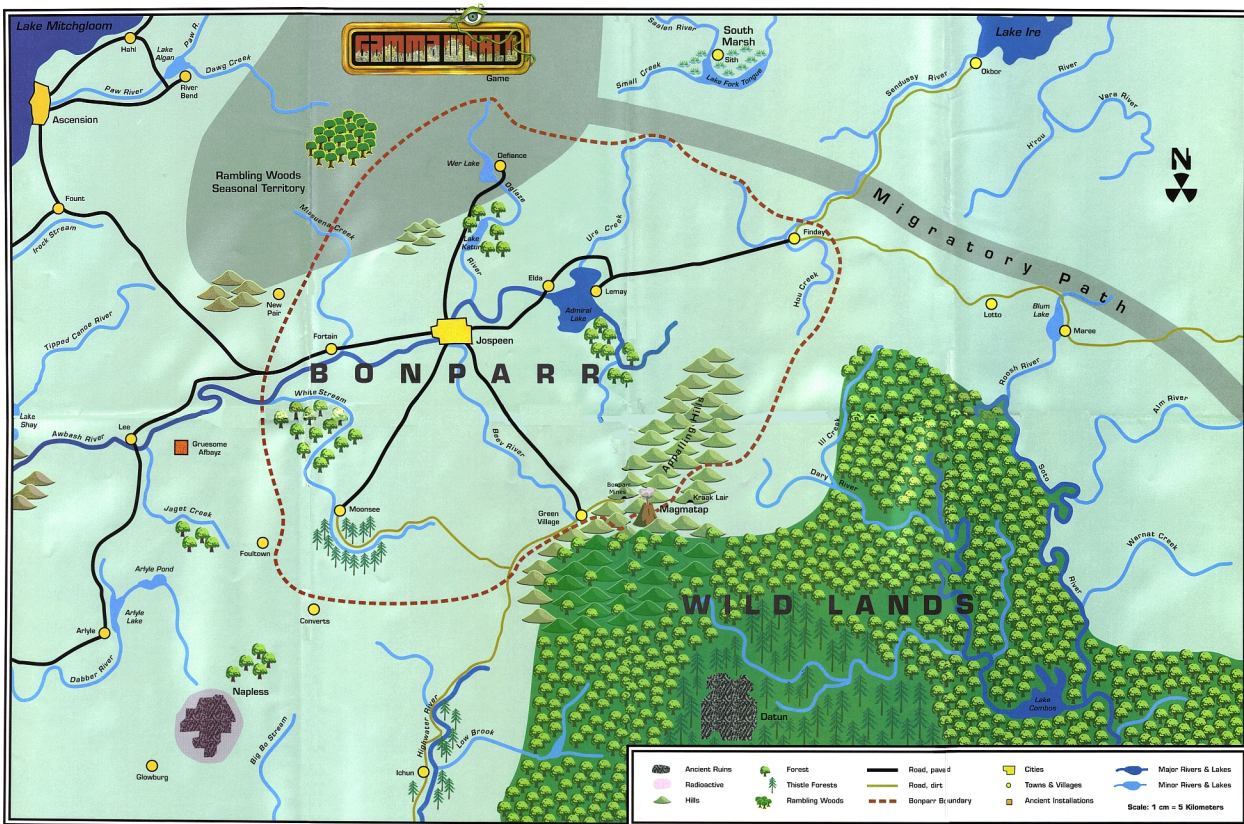
Description: Yfiefs are gigantic, 20-meter-long snakes with a head on each end of their body. Their mouths contain many sharp teeth, including fangs easily a half-meter in length.

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.



Lake Mitchgloom

Hahl

Lake Algan

Paw R.

Dawg Creek

Paw River

River Bend

Ascension

Fount

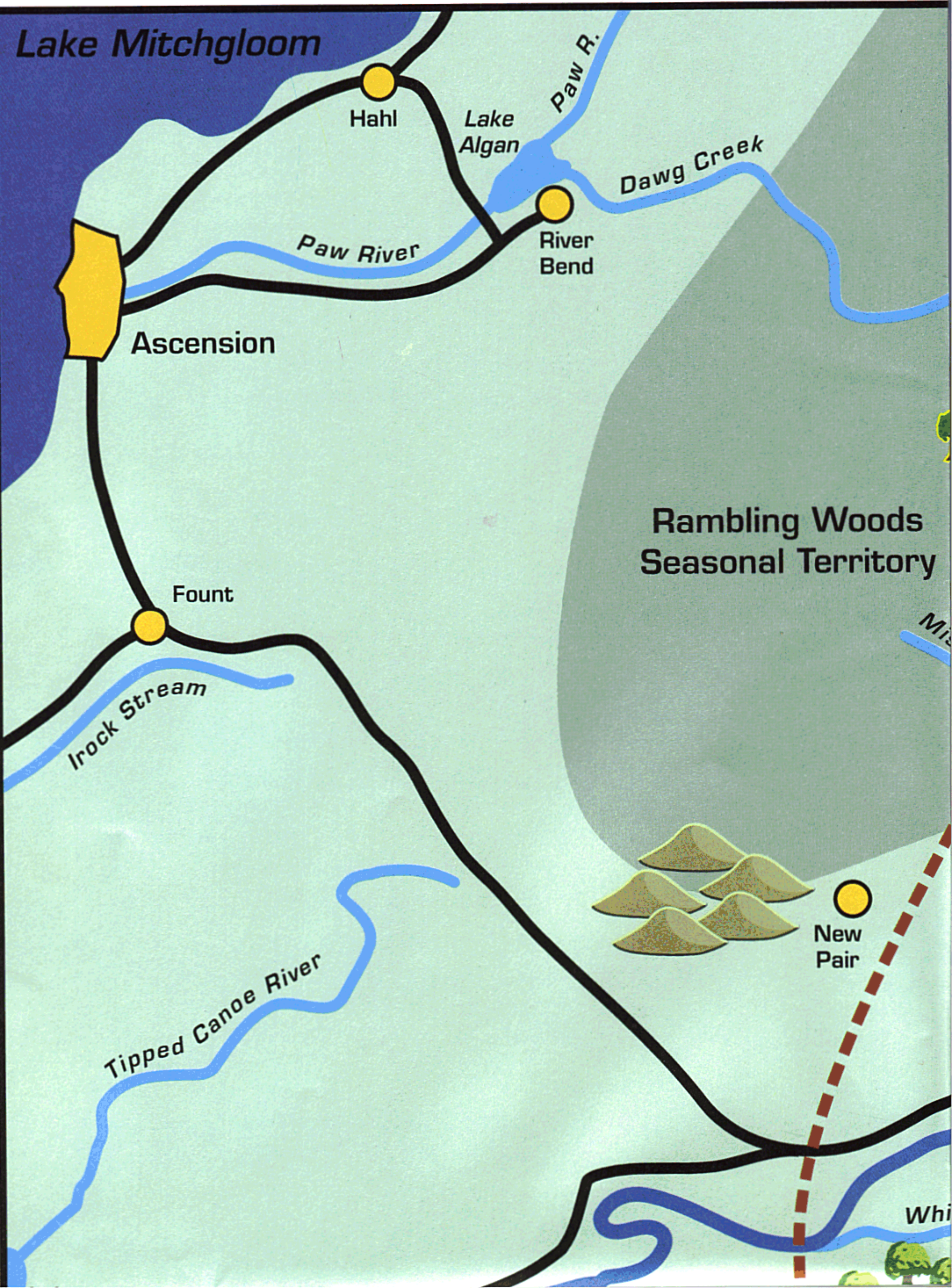
Irock Stream

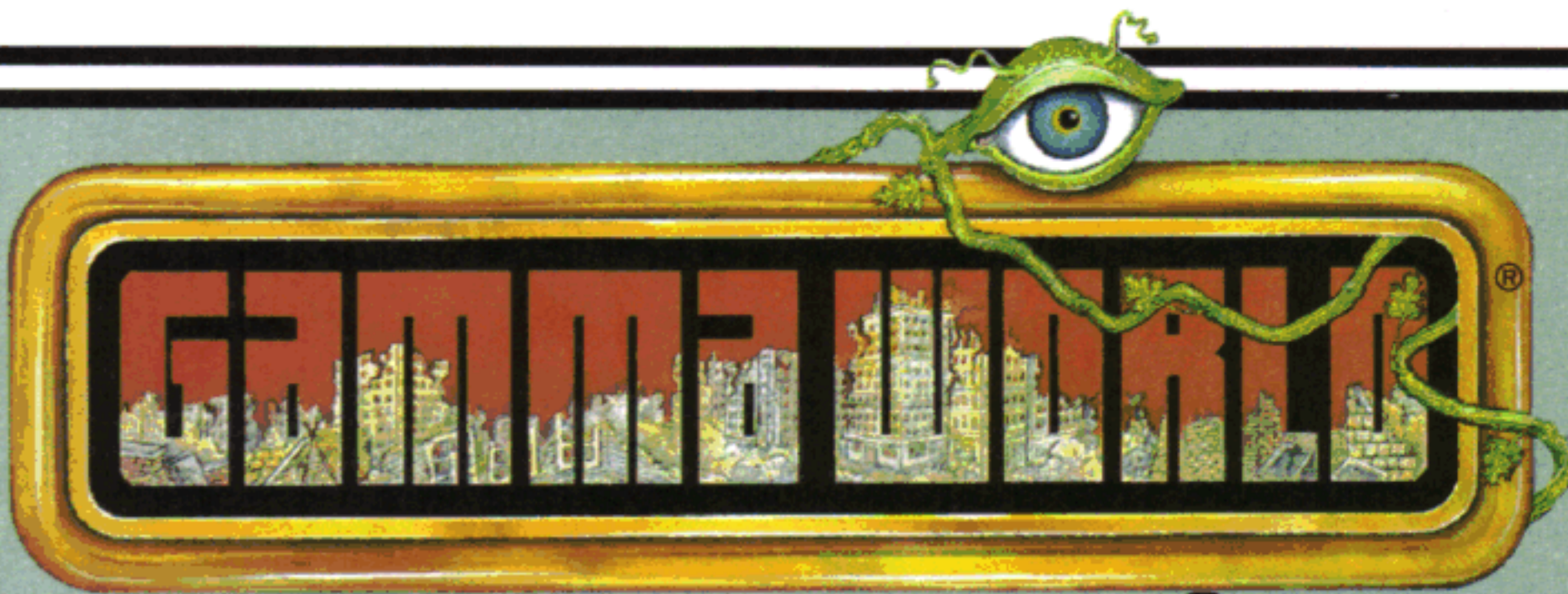
Tipped Canoe River

Rambling Woods
Seasonal Territory

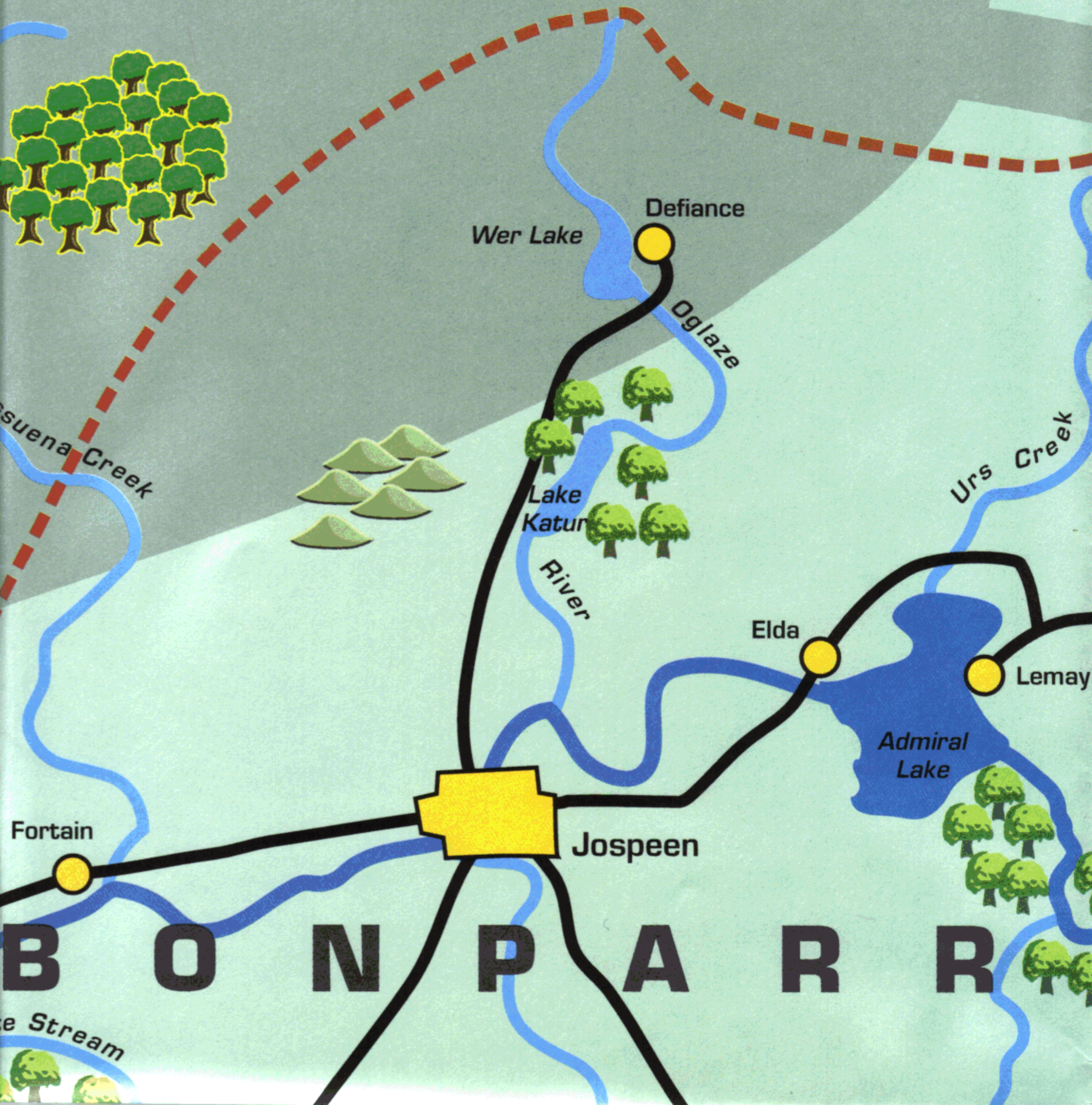
New Pair

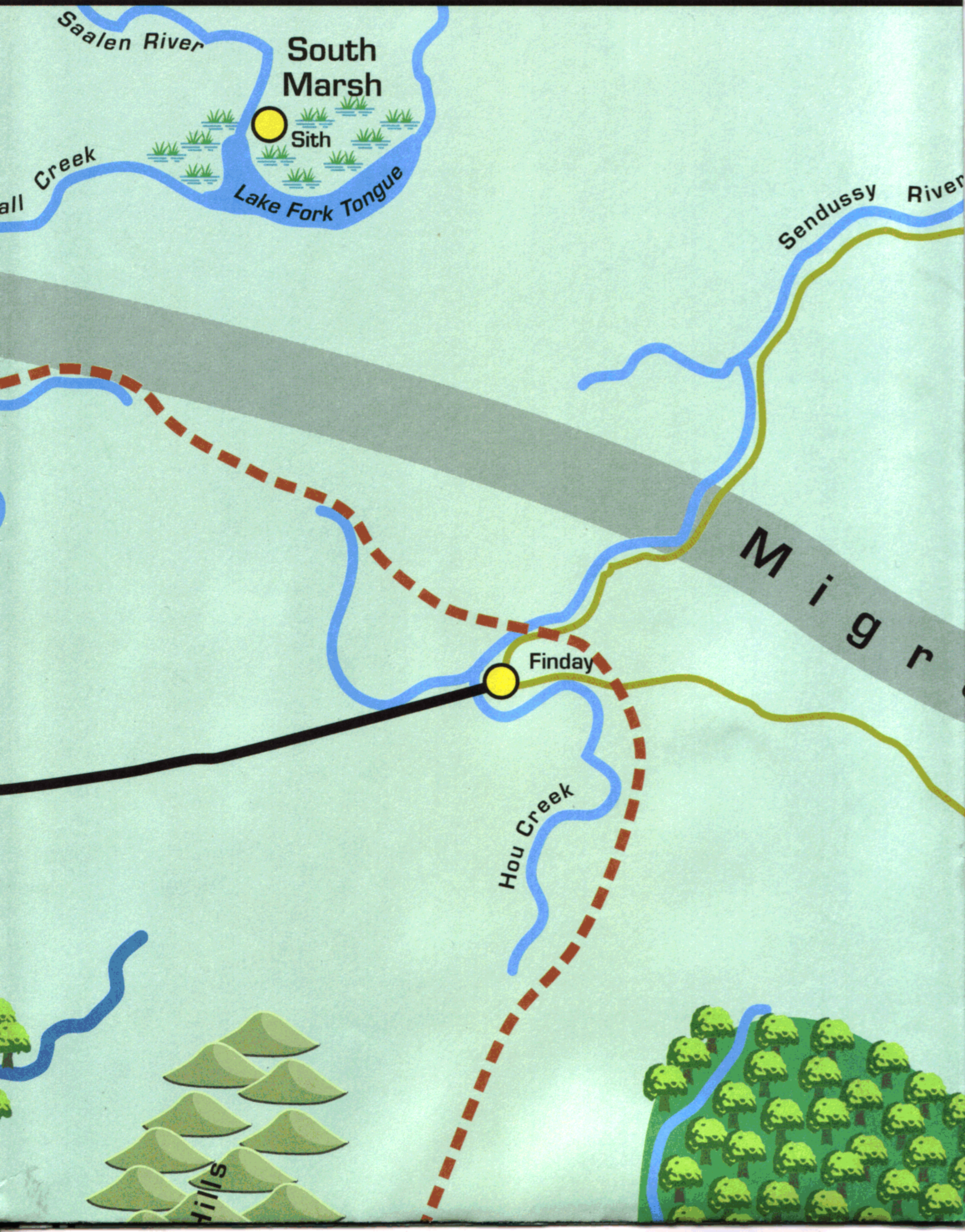
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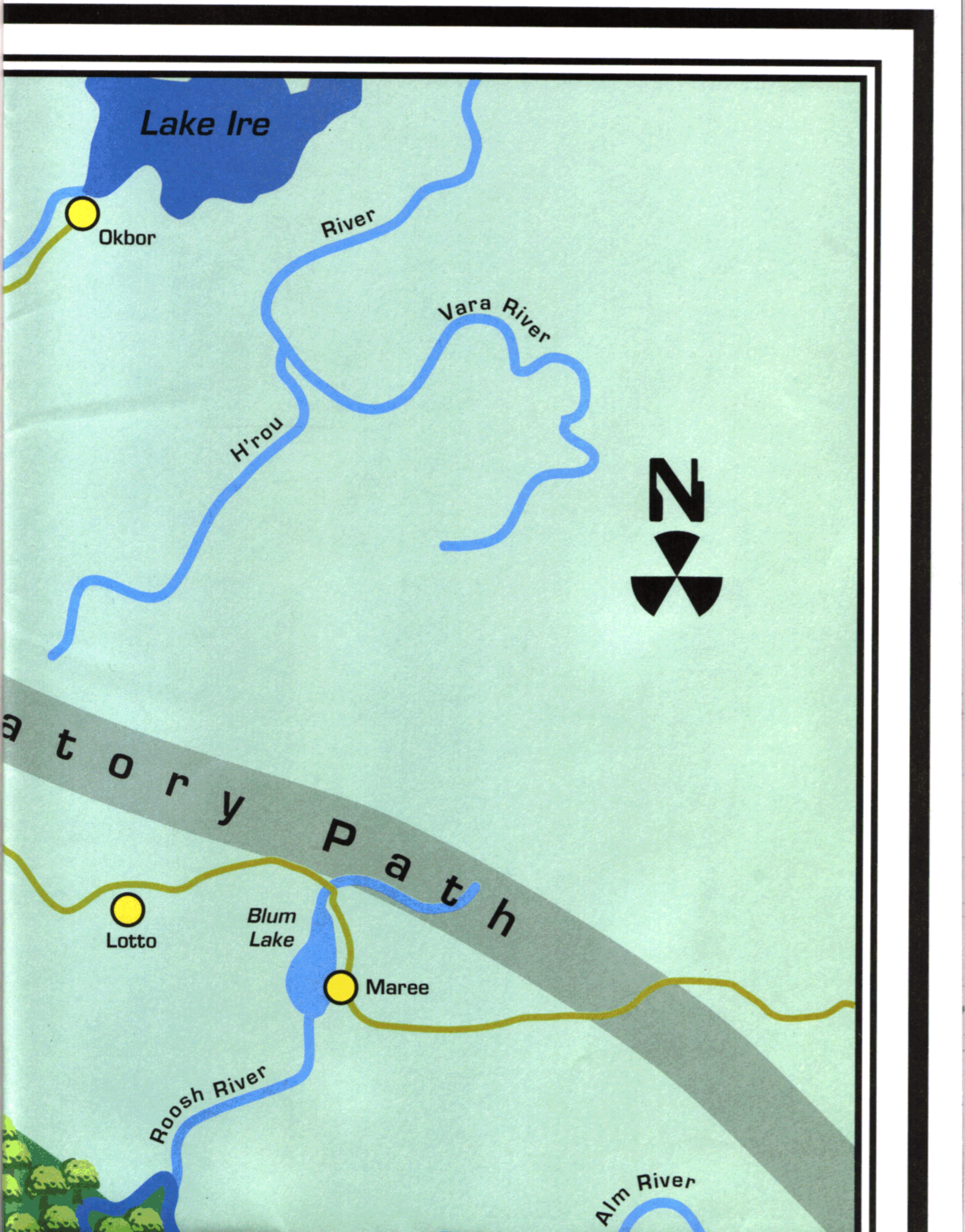




Game







Lake Ire

Okbor

River

Vara River

H'rou



a t o r y P a t h

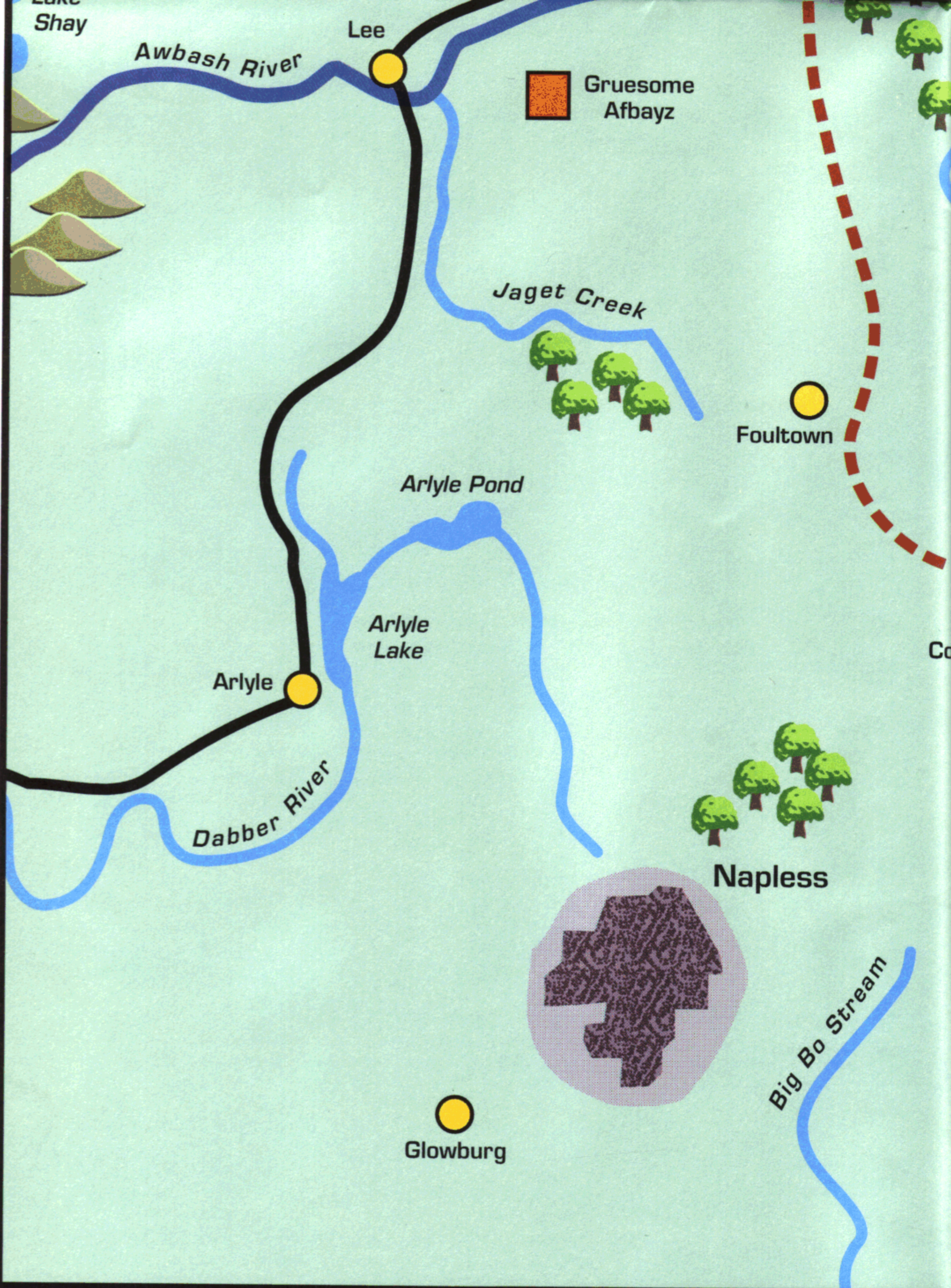
Lotto

Blum
Lake

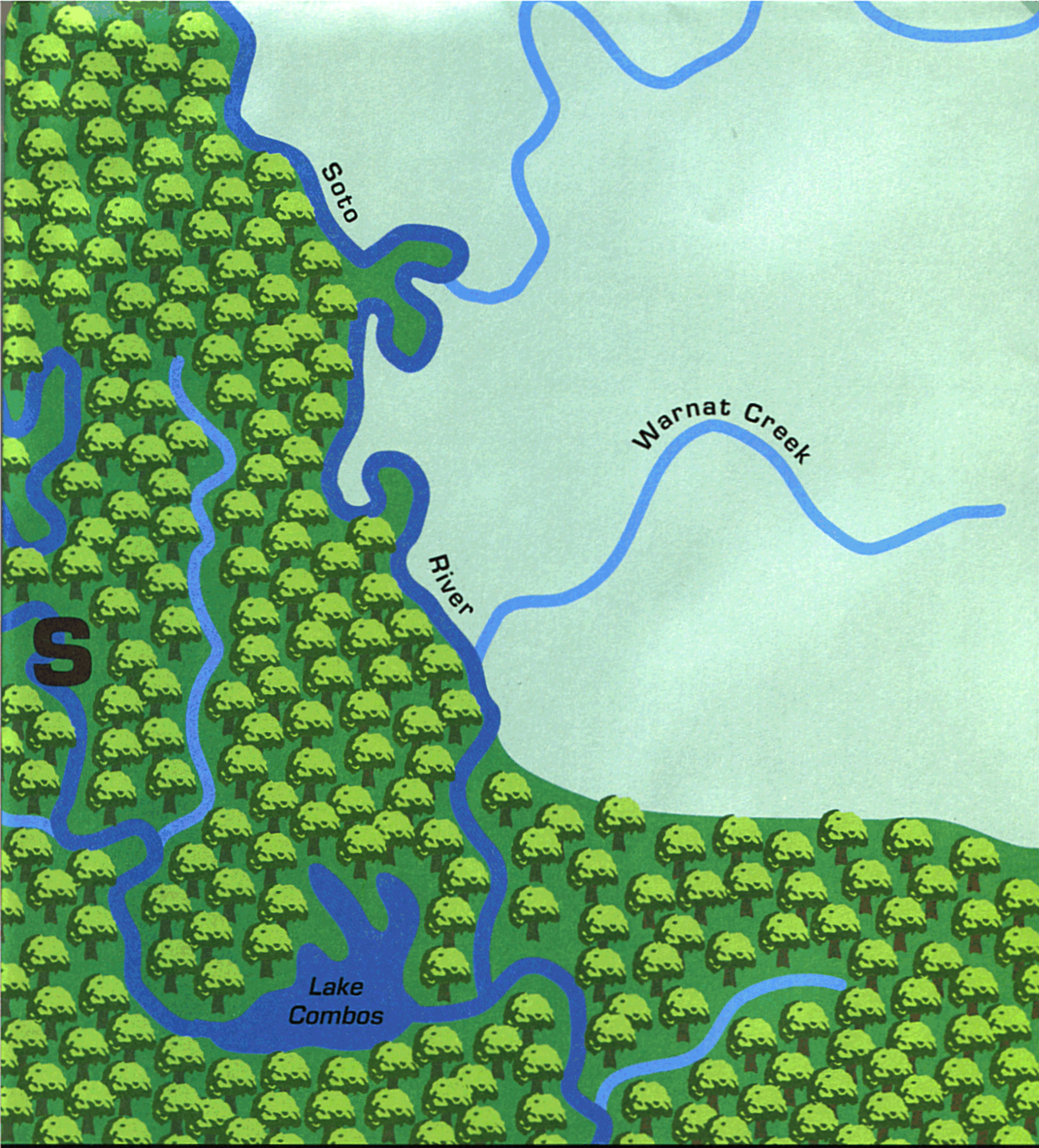
Maree

Roosh River

Alm River







Cities



Towns & Villages



Ancient Installations



Major Rivers & Lakes



Minor Rivers & Lakes

Scale: 1 cm = 5 Kilometers



Ancient Ruins



Radioactive



Hills



Forest



Thistle Forests



Rambling Woods



Road, paved



Road, dirt



Bonparr Bo

Bonparr At-a-Glance

Population: 60,000
Tech Level: III, verging in IV

Major Towns:

Jospeen:pop. 22,000
mayor Art Mowynn
tech level III/IV

Defiance:pop. 5,000
mayor Groun Paure
tech level III

Elda:pop. 12,500
mayor Pterano
tech level III/IV

Finday:pop. 4,000
mayor Manifeste
tech level III

Fortain:pop. 8,500
mayor Dav Gwonn
tech level III

Green Village:pop. 2,500
mayor Rosalita
tech level II/III

Lemay:pop. 7,000
mayor Tridkix
tech level III

Moonsee:pop. 4,500
mayor Broos Doobin
tech level III

Lotto:pop. 68
tech level I

New Pair:pop. 206
tech level III

Proclaim it through my host, Iago, that he which hath no stomach to this fight, let him depart. We would not die in that animal's company that fears his fellowship to die with us. Henceforth this day is called the feast of Fortain: He that shall see this day, and live old age, will yearly on the vigil feast his neighbors, and say 'Tomorrow is Fortain's Day:' Then will he strip his sleeve and show his scars, and say 'These wounds I had on Fortain's Day.' Then shall our names, familiar in his mouth as household words—Bonapart, Iago and Tamburlaine, Exeter and Mercutio—be in their flowing cups freshly remembered. This story shall the new animals teach their sons and daughters; and Fortain's Feast shall never go by, from this day to the second ending of the world, but we in it shall be remembered; We few, we happy few, we band of brothers; for he today that sheds his blood with me shall be my brother. And good creatures in Jospeen now a-bed shall think themselves accursed they were not here, and hold their valor cheap whiles any speaks that fought with us upon this Fortain's Day.

Napoleon I addressing the Ranks of the Fit before their greatest victory at the battle of Fortain.



Within Bonparr, the Ranks of the Fit rule supreme.
Outside Bonparr, the Ranks will soon rule!

- ▼ Bonparr is one of the mightiest empires in the heartland. It is ruled by the powerful cryptic alliance, the Ranks of the Fit, a paramilitary organization of mutated animals.
- ▼ Tied together by a network of ancient roads and held by force of arms, Bonparr is a well-regulated state in a sea of turmoil. It is presently at peace, but threatens to boil over on the death of its aging overlord.
- ▼ Features detailed descriptions of steaming Magmatap, the robot-prowled remains of Gruesome Afbayz, and the blasted, irradiated crater of Napless.
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