

OMEGAKRON

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS LORDS OF CREATION ADVENTURE



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Billman

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Omegakron®

A Lords of Creation® Adventure

by Tom Moldvay

This adventure requires the use of the **Lords of Creation®** game rules, including **The Book of Foes®**. It cannot be played without a copy of those rules.

INTRODUCTION

Omegakron® is an adventure module designed for 4 to 8 characters. At the start of the adventure, no character should have a Personal Force greater than 30. A character who begins the adventure with a Personal Force less than 11 will have a difficult, but not impossible, time surviving. The total Personal Forces of all the characters at the start of the adventure should average 120-130.

The adventure takes place in a future which is just beginning to recover from a nuclear holocaust. Any types of equipment could be used, including futuristic equipment and magical equipment. A group which does not contain the skills of Commando-4, Medical-4, and Pilot-4 could experience difficulties. Other useful skills for **Omegakron** are Bureaucracy, Computer, Detective, Engineer, Espionage, Master Criminal, Social, Street Criminal, and Wilderness.

The Game Master should read, and become familiar with, all of the adventure before trying to referee **Omegakron**. Players should read no further. If the players know the details of the adventure, it will spoil the surprises and excitement of the adventure for everyone concerned.

Omegakron is a complete adventure in itself. While it is not part of a series of adventures, it has been placed in a sequence of modules for the sake of those players who prefer to play modules in sequential order with a connecting plot theme. **Omegakron®** is the central module of a sequence of five different adventure modules. The sequence is: 1) **The Horn of Roland®**, 2) **The Yeti Sanction®**, 3) **Omegakron®**, 4) **The Towers of Ilium®**, and 5) **Voria®**. The five adventures have an implied continuity and are further tied together by certain recurring themes and general plot. But the continuity is not a crucial element of any of the adventures. Each adventure can be played separately with but a few small changes by the Game Master. The continuity is simply a matter of convenience to place the adventures inside a larger theoretical framework, to make them a part of the struggle between rival factions among the Lords of Creation.



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OMEGAKRON® IS A
REGISTERED TRADEMARK FOR
THE AVALLON HILL GAME COMPANY'S
FANTASY ROLE-PLAYING MODULE FOR ITS
LORDS OF CREATION® GAME

THE ADVENTURE

Omegakron takes place in the city of Akron, two centuries after a nuclear holocaust. If the modules are being played in sequence, the characters arrive in the city by way of the dimensional gate they entered at the end of **The Yeti Sanction**. If the modules are not being played in sequence, the Game Master can choose any means he wishes to have the characters enter **Omegakron**. The simplest method is to have the characters mysteriously appear in the city. At the end of the adventure, they will find that their appearance was the result of Tiamat's interference with the time flow. The characters entrance into **Omegakron** was a way of nature seeking to restore the proper time flow.

The **Omegakron** setting was originally a minor branch from the main flow of time. In the main time-flow, wisdom prevailed at a crucial moment, and the nuclear holocaust was averted. The main time-flow leads to the futuristic setting of Imperial Terra and the Starnomads. But there are many possible futures. In most of them there was no nuclear war. The **Omegakron** setting was the result of an unwise decision. Until now, it had merely been an obscure probability branch diverted from the main time-flow. Suddenly the positions became reversed. **Omegakron** became the main time-flow and Imperial Terra became the obscure branch.

Such temporal shifts have happened before, due to the interference of one or more **Lords of Creation**. The shifts are, however, difficult to achieve and relatively easy to change. The main branch of time has a great amount of inertia behind it. The expenditure of energy needed for a shift is immense. The longer the shift can be maintained, however, the easier it becomes to maintain it. The new branch begins to gather its own momentum. If the shift cannot be corrected in time, the alteration becomes permanent. This shift has been caused by Tiamat aided by Erebus and the Wild Huntsman.

There is a mysterious organization known as the "Time Adjustors" who seek to restore the main time-flow when a shift occurs. But travel to the **Omegakron** setting is being actively blocked. It is the characters' job to stop the interference so that the Time Adjustors can travel to **Omegakron**, analyze the problem, and find a solution. The characters do not, however, realize the situation at the start of the adventure. It is not until the end of the adventure that the characters completely understand the situation.

During the transition between worlds, the characters receive a somewhat cryptic message from Prometheus who is trying to help them. As they puzzle out the message (Player's Aid #1), and try to survive in the harsh world of **Omegakron**, the characters will fulfill 10 missions. When the last mission is complete, the characters will have broken the interference blocking travel, and will be able to meet the Time Adjustors.

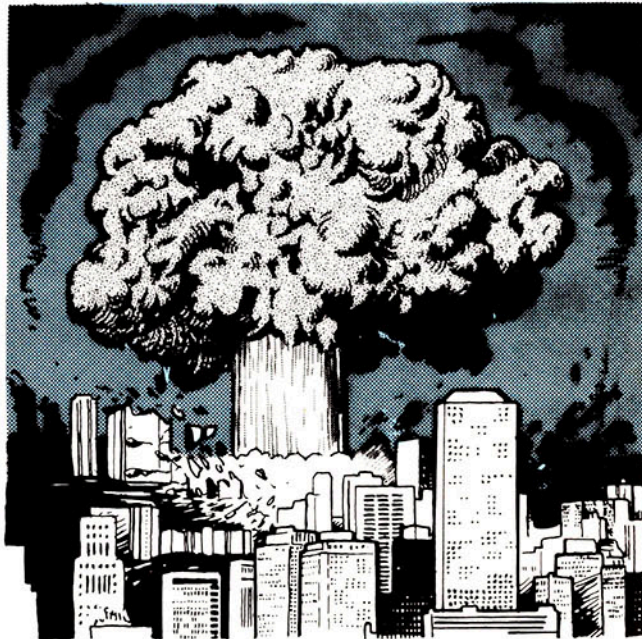
Scenario A deals with the arrival of the characters and their first missions. The scenario is mainly one of fact-gathering for the characters. After facing a number of dangers, the characters gain valuable weapons and armor. They also gain a map of Akron (back cover) and a short history of Akron (Player's Aid #2) which will help them during the adventure.

Scenario B deals with the reactions of the various intelligent inhabitants when they meet the characters. Most humans now live in the two sub cities of Novos Akros and Old Akron. Less fortunate humans are ruled by one of the five street gangs that control the largest area of the ruins. Mutants live in the fortified skyscrapers of Cascade City. Androids live in the airship colony of Acropolis. Cyborgs inhabit giant "Reclamer" machines which mine the ruins for scrap. The west side of Akron has returned to forest and is ruled by intelligent, mutated animals.

Scenario C describes missions which the characters accomplish in no particular order. Encounters **A1-A3** take place in the order given, **A4 & A5** usually follow immediately after. Encounters **B1-B5** and **C1-C5** take place in no particular order. When the encounters take place strictly depends on the actions of the characters.

Encounters **D1-D5** could also take place at various times. The five encounters are, however, united around a central theme: meeting the ghost of John Brown, then freeing the wage-slaves of Novos Akros.

The three encounters of **Scenario E** once more take place in the order given. The characters defeat their final foe and open the way for the Time Adjustors. The characters then find out the truth behind the adventure and are offered the task of correcting the fault which led to the temporal shift (**The Towers of Ilium** adventure module).



BACKGROUND

Note: Since the Akron area in the adventure contains a number of diverse states, the word "**Omegakron**" will be used not only as the name of the adventure, but as the name for the setting of greater Akron.

The Short War

The nuclear holocaust, known as The Short War, was terrible and deadly. In less than a month, all civilization was virtually destroyed. The war began when Iran defeated Iraq and continued to drive into the oil-rich lands of the Arabian peninsula. The United States countered with its Rapid Deployment Joint Task Force, operating in conjunction with Israel. The Iranian army was shattered, and American and Israeli troops pushed toward Teheran.

The war spread when a Communist group of officers took over the Iranian government and asked for full-scale aid from Russia. The Russian army joined the battle. Expecting the Common Market countries to help the Americans, Russia not only launched an attack into Iran, but invaded Germany and Italy.

The war quickly escalated. The Russian troops outnumbered those of the allies. Despite a gallant defense, the Russian attack sledgehammered forward. NATO had come to rely on the deterrent of tactical nuclear war. The allies showed that they had not been bluffing. While the nuclear warfare was limited to military targets only, the effect was devastating. The Russian advance halted as whole armies were annihilated. The Russians retaliated with their own tactical nuclear attack.

At this point, in the main time line, cooler heads prevailed. A truce was declared and arbitration eventually restored the balance of power as it existed before Iran started the war. But in the **Omegakron** time line, events ran differently.

The focal point of the change was the second Hungarian Revolt. Right after the Hungarians rose and slaughtered the Russian occupation troops, the revolt spread. Poland, Czechoslovakia and Rumania joined the revolt. Not even lands inside Russia were safe. The Ukrainians, Latvians and Lithuanians rediscovered their national identity. The states of Central Asia rose in revolt. It was the worst Russian nightmare come true.

The Russians launched the first nuclear strike against a strictly civilian target. The Allies counter attacked. China thought she saw a quick way to end her border dispute with Russia and launched attacks of her own. China also took advantage of the situation to launch strikes against India, Southeast Asia, Japan, and Indonesia.

Insanity ruled. Destructive class conflict broke out throughout Latin America. Racial and tribal warfare erupted in Africa. In desperation, Russia attacked with the final horror—chemical and biological warfare. The Allied and Chinese defensive retaliations were automatic. While there were still a few humans in command, most of the war was now being run by computers. The butchery did not end until all stockpiled weapons had been used.

The destruction was incredible. No country was safe. Weather patterns spread the chemicals, radioactivity and biological plagues. Ravenous hordes of homeless people fought for the last edible food and medical supplies. Civilization ceased to exist.

The Reunited States of Greater America

Two centuries passed. Mankind, tenacious as ever, managed to survive. Recovery was slow. Only in the last few generations has any real progress been made. Even so, the current population is less than 10% that of before The Short War.

At present, levels of technology differ greatly. A few areas, because of favored locations, or through hard work, have developed high technological civilizations. Interstellar markets with various alien races have recently been opened. Slightly less favored areas now have a level of technology roughly equal to that before The Short War. The majority of the population, however, lives at a level of bare subsistence. Much of the land has returned to the wild, and large areas are still radioactive.

The survivors in Canada, the United States, and Australia have banded together to form the Reunited States of Greater America. Each member state is an area with a high-tech civilization that can serve as a nucleus for recovery, instead of one of the old geographical boundaries. States may be a few miles apart, or they could be hundreds of miles distant. Geography is not important; technology is. The united government is more of a confederation for mutual benefit than a centralized government. It is an ideal struggling to become a reality.

The amount of help which the government can give any individual state is minimal. But at least a structure exists for peaceful cooperation and mutual aid. Best of all, the government offers a base to build upon, a hope for a better future.

Noman's Land

That part of Akron which remains a wilderness of ruins is known as Noman's Land. Life in Noman's Land is appallingly hard. Simple farming is supplemented by scavenging. Food is scarce and violence is common. The strongest rule and the weakest starve.

Noman's Land is controlled by five gangs, patterned after 20th century street gangs. The gangs provide a crude form of government based on the will of the strongest. It is but one step above anarchy. It is estimated that the five gangs control a population of about 25,000.

Outside of the fortified areas, the gangs rule. There are not enough troops to police the area, nor is there enough food yet to share with the "Noman" who live in the gang turfs. The five gangs are constantly at war as each gang seeks to extend its turf. The more civilized states pay a tribute in food to the gangs to keep gangland violence restricted to Noman's Land.

Each gang has its own image and special weapon. The Psychos look like punk rockers. The gang warriors use energy claws which they gained from trade. The Psychos are noted for their extreme unpredictability.

The Death Angels wear a body suit and ski mask painted to make them look like skeletons. Perhaps because of their martial arts skills, they honor fighting prowess above everything else. Their warriors are experts in unarmed combat.

The Slashers dress in simple dark clothing. Their warriors wear a clock-face medallion and use meat cleavers. They are known for their berserk killing fury.

The Rattlesnakes dress in leather jackets and blue jeans. Their weapon is the switchblade knife. They are cunning and deadly, the closest in behavior to that of a typical street gang of our own time.

The Mohawks dress like American Indians and sport a haircut with most of the head shaven and only a band in the center left uncut. Their weapon is the tomahawk, or a ceremonial war club. They are the only gang besides the Death Angels to have developed an ethical code. They honor bravery above all else.



Old Akron

The heart of Old Akron is the area around the University of Akron. Students and teachers banded together after the holocaust and fortified the university. They managed to maintain a sense of civilization, even through the worst years. The current population is about 5,000.

The citizens of Old Akron have developed an intensive hydroponics and green house agriculture. They also raise chickens, hogs and cattle for meat, milk and eggs. Using knowledge from the old books, they have managed to develop a level of technology roughly equal to our own.

Old Akron had been raided several times in the past. While looting was extensive, the raiders have always been chased away. The city is now surrounded by a high stone wall topped with barbed wire. Stone towers with searchlights and machine gun emplacements are scattered along the perimeter of the wall.

Old Akron is a democracy ruled by an elected president and board of trustees (who serve as a city council). Education is mandatory, and Old Akron exports trained personnel. The city guard is known as the Defenders and is a militia organization officered by a core of professional soldiers. Old Akron is the area closest in concepts to our own time.



Cascade City

The area of downtown Akron has become a refuge for mutants. They fortified the skyscrapers because the tall buildings were the easiest to defend and still hold a large number of people. Since the tallest buildings centered around Cascade Plaza, the area became known as Cascade City.

The government of Cascade City is an aristocracy. Most mutations are harmful, not beneficial. But those mutants who do develop beneficial mutations are in great demand because of their mental powers. The most talented mutants earn enough to support large retinues of the less talented. A formal client system has evolved, with the less talented mutants swearing fealty to the more talented ones in return for protection and assistance. The size of one's following is a measure of one's power in Cascade City.

The skyscrapers are now surrounded by a tall laser fence to keep out intruders. Cascade City is powered by a nuclear reactor, since the mutants are willing to take the risk in return for cheap, plentiful power. The current population of Cascade City is about 5,000.

Novos Akros

Novos Akros has the highest level of technology in the Akron area. The city originated when workers banded together in the aftermath of the holocaust. The people felt that the only way a recovery was going to be made was by dedication and hard work. They set about to "pull themselves up by their bootstraps".

Foremen, supervisors and plant managers were necessary to coordinate the effort. Those individuals who were born leaders rose to the occasion. It was collectively agreed that the leaders needed special emergency power to maintain the entire group during the crisis. Thus was born the Manager class.

Generations of hard, brutal effort began to show success. A solid industrial base was founded, then improved upon. Technicians from Old Akron provided the theoretical foundations; the workers of Novos Akros turned theory into reality. As progress brought an increased technology, the original purpose of working for the common good was forgotten. Power corrupted the Managers. Instead of promoting the common good, they used the increased technology to entrench their leadership. They became like medieval barons, tenaciously clinging to leadership long after their purpose had passed. The workers gained little from their effort, the Managers gained everything.

A 12-hour work day is still common in Novos Akros. Education stops at age 12, when the youths join the labor pool. Workers

are kept hopelessly in debt. Any rebellious attitude is immediately crushed. Offenders are kept in a state of drugged obedience.

The standard of living is, admittedly, better than most anywhere else in Akron. Food is plentiful, and mindless television programs keep the workers amused. The workers are not really content, but most have accepted their lot. The real tragedy is that such measures no longer serve any useful purpose. Cheap, willing labor exists among the starving Nomans. The current workers of Novos Akros could be educated to serve in better positions, and the labor pool could expand to encompass the rest of the city. But the Managers block any change since change would lessen their power.

Naturally, the Managers do not trust their own Workers with weapons. To defend the city and crush any rebellion that might break out, the Managers have raised an elite corps of mercenary soldiers known as the Akros Rangers. The Akros Rangers are made up of diverse individuals, including some alien races who travelled to earth in the course of intergalactic trade. The one thing they have in common is that none of the Akros Rangers were born or raised in Novos Akros. The life style of an Akros Ranger is fabulous. The death rate is high, but so are the rewards. Nearly anything a ranger wishes, he can have—when off duty. The Managers even promise to give rangers who perform above the call of duty the expensive longevity operation. In reality, the promise is seldom kept, but hope for the longevity operation usually keeps the Akros Rangers in line.

Novos Akros, because of its high level of technology, holds the franchise as a state within the Reunited States of Greater America. They claim to rule all of the Akron area, but do little to back up the claim. They do make a token effort to police all of Akron, but there simply aren't enough rangers to do the job properly.

Novos Akros is also the site of a small intergalactic spaceport. As a result, starfarers of every kind are known by sight. There are few individuals who can walk the streets of Omegakron and cause any curiosity. In **Omegakron**, the bizarre is the usual.

The population of Novos Akros is about 15,000. One thousand of these are Managers; 12,000 are workers. There are also about 1500 technicians on loan from Old Akron, 100 skilled mutants and 400 Akros Rangers.

Reclamer IV

A Reclamer is a giant machine which serves both as a home and a mobile salvage operation. The machine is the size of a small building. It is mounted on a system of treads (like a tank) so that it can go most anywhere. A Reclamer holds all the machinery needed to process the scrap from ruins into usable raw materials. It also has enough space to hold about 200 Cyborgs.

There are five Reclamer machines currently mining the ruins of Akron for raw materials. They are numbered sequentially. Hence, the Reclamer IV encountered by the characters was the fourth one built.

The Cyborgs in Omegakron originated as an experiment to reward high productivity workers in Novos Akros. Upon normal retirement, after a lifetime of productive service, the best workers underwent the Cyborg operation combined with the longevity operation. The new Cyborgs then staffed the first Reclamer machine, which brought new raw materials into Novos Akros.

The experiment began about 40 years ago and lasted for five years, long enough to completely staff the Reclamer. The experiment was halted when the current reactionary government of Novos Akros gained power. But sales of the raw materials brought the Cyborgs wealth. By judiciously saving their money, the Cyborgs have been able to buy the necessary operations to increase their numbers and have built and staffed four more machines.

Cyborgs are dependent on Novos Akros as a market for their scrap. But the Cyborgs do their best to stay as independent as possible. They fear and resent Novos Akros, but accept it as the state franchise because they see little alternative.

Acropolis

Acropolis is a city in the sky. Seven lighter-than-air craft can be moored together around a central, floating dock. The dock serves as a home base and repair facility for the airships (which look similar to Zeppelins). The dock also houses a machine which separates hydrogen from water, then uses atomic manipulation to convert hydrogen to helium. The airships thus avoid the danger of an explosive fire.

Acropolis is the home for about 1,000 Androids. The Androids resulted from an experiment by the university staff in Old Akron. The experiment was discontinued when it became evident that there was simply no need for more population when Omegakron could barely support the population it had.

The Androids were given an airship (built in Novos Akros) so that they would not compete with people already living on the ground. The Androids have since become successful as merchant traders. The airships can travel safely over radioactive wastes. They can thus haul freight and make trades which would be otherwise impossible.

The growth of the original airship to seven plus the special central dock shows the remarkable success of the Androids. Because of their freedom of movement, the Androids are even more independent than the Cyborgs. They recognize Novos Akros as the franchise state, but reserve independent sovereignty inside the state. Androids still maintain close ties to Old Akron.



The New Animals

A number of different animal species underwent intense mutation after The Short War. Because the original animals had shorter lifespans than humans, the mutations had more generations to build up. In addition, competition among the mutating species was intense, so that only the most successful mutations managed to survive. As a result, at least five animal species have developed intelligence, while three more would be classed as semi-intelligent. Since much of the countryside has returned to the wild, these new animals have thrived.

Tigrons (teag'rons) are a breed descended from both tigers and lions. Tigrons are about twice the size of a lion and have developed a number of different psychic powers. Tigrons generally prefer independence, roaming the wilderness in small hunting packs. Hunting packs inside an area are loosely organized under a king and queen. Tigrons owe allegiance to no one. They disdain organized society as an invention needed by inferior species in order to survive. Tigrons need no such organization; their size, intelligence, cunning and ferocity make them feared and respected. There are few individuals who could stand up to a full grown Tigron, and even fewer who would try it.

One such species is the Bheros (Bear'ohs). Bheros are giant, mutated bears who have achieved intelligence. They stand 14 feet tall and weigh a ton or more. Even so, in a one to one battle with a Tigron, the Bheros will usually lose. Like the Tigrons, the Bheros roam in small hunting packs. Unlike the Tigron, the

Bheros are more willing to cooperate with other intelligent species. They trade with other species for such fundamental items as the special steel sword-claws which they use in war. The leader of the Bheros is the Silver Bheros, a giant bear with silver-tipped fur.

The Tigron and Bheros mutations usually hold true, but both species suffer occasional damaging mutations. The worst mutation is a mental disorder which causes the individual to become a raving maniac who indulges in orgies of destruction. Such a maniac is known as a "rogue". Rogue Tigrons and Rogue Bheros are feared and hated by all. Unfortunately, the mutation often remains hidden, cropping up later in life, so that rogues remain an ever-present danger.

Perkin Wild

Tigrons and Bheros, though intelligent, still look like animals. The three other intelligent animal species walk upright like humans, and are completely bipedal. They are also capable of making tools. All the intelligent animal species, including Tigron and Bheros, can talk. The animals have all adopted English as their own.

The Arakunem (are.rac.coon'em) mutated from raccoons. Now they are furry bipeds standing seven feet tall. They have evolved Telepath powers. Arakunem have developed a culture based on intensive herding and hunting. Their level of technology is similar to that of about 1850, except that they shun large cities and any industry that would pollute the land. They are essentially a semi-pastoral people who are highly skilled at hand-crafted industry.

The Arakunem are great riders. Instead of horses, they ride Urohos (oor'oh.hos), giant mutated buffalo who are themselves semi-intelligent. Urohos are led by the strongest and most powerful among them, who usually have golden fur. While the Urohos are not true telepaths, there is an empathic bond between rider and steed. Empathy is the ability to mentally sense and share emotions. The empathy between Arakunem and Urohos is strong, and loss of rider or steed is devastating to the remaining partner. Arakunem cavalry use 6-shot, cap-and-ball revolvers and swords.

The Arakunem herd all kinds of animals including cattle, sheep, chickens, plus a bewildering variety of new mutant species. Arakunem move into an area and set up a small town of special tents and wagons. They live in the area until feed for their animals is running low, or the hunting game is depleted, then they pack up and move to a new location. Arakunem are led by an aristocracy of the most powerful Telepaths. The aristocracy is open to anyone who can prove his or her power.

Perkin Wild is but one of the many Arakunem hunting territories. At any given time, there are about 5,000 Arakunem in the Omegakron area.

Goodpark

The Skiouros (ski'or.os) are an intelligent species which has mutated from squirrels. They are bipedal and stand about four feet tall. They are developing Magneto powers plus the power of Animal Control.

The Skiouros are primarily farmers who supplement their diet with hunting. They have a level of technology about equal to that of 1750. Skiouros soldiers use flintlock rifles and swords. Skiouros government is a democracy, similar to the "village democracies" prevalent in the early history of our own country.

Skiouros work in partnership with a species of giant, mutated rhinoceri known as Rhiskers. Rhiskers are semi-intelligent and more than twice the size of a normal rhinoceros. Rhiskers perform heavy labor in return for a guaranteed food supply and a place to live. Rhiskers are also used in war, somewhat like humans used the elephant. A special platform attached to the Rhisker back holds six riflemen. The platform is built so that the riflemen can fire two ranks deep. In battle, the riflemen fire a volley to soften up the enemy, then the Rhisker charges.

That area of Omegakron controlled by the Skiouros is known as Goodpark. It holds about a dozen small villages. The Skiouros population in Omegakron at present is about 5,000.

The Chuckery

The third bipedal species of intelligent animal is the Wejacks. Wejacks mutated from woodchucks. They stand about five feet tall. The territory controlled by the Wejacks is known as the Chuckery.

The Wejacks are hunters who supplement their diet by food gathering and simple agriculture. They live in log houses surrounded by a wooden palisade. Wejacks have a level of technology roughly equal to that of the Early Iron Age.

Wejack leadership is a rough democracy led by "chiefs" who have proven their ability. Chiefs are usually the best hunters, and the individuals with the most developed Poltergeist power. In theory, the advice of the chiefs is not mandatory but, in practice, it is almost always obeyed.

Wejacks, like Arakunem and Skiouros, have a semi-intelligent animal ally. The Wejack ally is the Lykos (lie'.kos) a species of giant, mutated dog, who closely resemble their wolf ancestors. In battle, two Lykos are hitched to a war chariot driven by a Wejack and carrying another Wejack fighter. The usual Wejack weapons are bow and spear.

Lykos have developed Telepathy powers. They are led by the Royal Lykos, who are so large that they can be ridden by Wejacks like horses. The Royal Lykos is a separate breed which is larger and has better Telepathy power. While a separate breed, it is obvious that the Royal Lykos originated among the Lykos, since some Lykos are born showing Royal Lykos traits and are adopted into the Royal Lykos.

Rather than be dominated by Humans, the three animal races have allied. The alliance is now several generations old, and has survived the test of time. The three species meet during certain major festivals to trade, celebrate and hold council meetings.

The three races are cautious of humans and do their best to discourage human trespass on animal lands. Sometimes human trespassers are killed, sometimes they are merely warned away. Occasionally, trustworthy humans are adopted into one or more of the animal tribes. While it is rare, the opposite sometimes happens, and a few of the mutated animals hold honorary citizenship in one of the Omegakron cities, or street gangs.



The Vortex

The Vortex is a strange anomaly which defies rational explanation. The boundary of the Vortex constantly shifts by as much as a mile, but the center of the Vortex always remains in the same spot. The Vortex is defined by a clammy fog which never quite dissipates. Near the edge, the fog is thin and scattered. In the center, the fog is thick and constant.

The Vortex is feared by all inhabitants of Omegakron. It is rumored that anyone who sees the center of the Vortex will die. No one is quite sure what the danger is, but everyone agrees it is deadly to venture into the Vortex. The more primitive people of Omegakron treat the Vortex as a taboo area. Even the more sophisticated people treat the Vortex with superstitious dread. Some people believe that the area is haunted by the ghosts of

those killed in The Short War. Others believe that there must be pockets of radioactivity or canisters of some still virulent biological disease.

The Vortex now serves as one mass graveyard. People venture to the edge of the Vortex, toss in the dead bodies, then run. A more dignified ceremony is held somewhere else—without the corpse. It is likely that this bizarre burial rite originated soon after the holocaust. At a time when contagious disease and bacteriological infections were rampant, keeping a corpse anywhere near inhabited areas, even a buried corpse, was extremely dangerous. Cremation was one solution, another was to dump the corpse far away, as soon as possible. Since the Vortex holds four different cemeteries, it was a logical place to dump the corpses.

The Vortex has become the hunting ground of the vengeful dead. Inside the mist, hordes of Zombies and Bone Warriors roam, seeking living prey. If the Zombies or Bone Warriors leave the misty Vortex, they stop moving. But inside the Vortex, only dismemberment can stop them. Since the many generations of dead far outnumber the living in Omegakron, it is not surprising that few who venture deep into the Vortex ever return.

The Vortex has another strange effect which makes travel through it difficult. It inhibits the functioning of complex machines. The largest machines stop working first, then smaller machinery breaks down for no apparent reason. Inside the Vortex, the machinery cannot be repaired. Outside the Vortex, the machinery works as usual.

The Time Adjustors

The Time Adjustors are a mysterious group of individuals who strive to maximize the time flow. "Maximize" means to keep the main branches of time the ones which lead to the most successful of all possible futures.

While it is likely that the Time Adjustors originate in the distant future, long after even Imperial Terra, no one knows for sure. The Time Adjustors never speak about their ultimate headquarters, and agents are recruited from all time periods. Most of the agents are human, although various non-human intelligent races are also recruited.

Time is not a simple linear process. Each important crisis in history can serve as a focal point for a branch splitting from the main time-flow. The number of branches approaches infinity (i.e. the number is extremely large, but not quite infinite). A time-line which produces a number of similar branches is known as a maximum probability line. A time-line which produces few similar branches is known as a minimum probability line. Most time-lines stop in dead ends at some point or another.

It is speculated that what is known as the main time-flow is the maximum probability line that has no end. Another theory holds that the main time-flow eventually leads to the ultimate destiny of Humanity in particular, and all living creatures in general. A third theory maintains that the main time-flow is the time line that maximizes the development of the Lords of Creation. Yet another speculation is that the main time-flow is the time line that eventually leads to the formation of the Time Adjustors. The various theories do not necessarily contradict one another, and they may all be true.

For whatever ultimate reason, it should be evident to the characters that, in this case, their interests are identical to those of the Time Adjustors. If the Omegakron line becomes the main time-flow, then countless billions of people will needlessly suffer and die. If the status quo is maintained, then the horror of full-scale nuclear-biological warfare will be spared all but a few of the many branches of time.

Note: I have purposely kept the origin of the Time Adjustors open to the Game Master's imagination. For one thing, I do not want to restrict the GM's creativity. Quite a few adventures can be designed around the Time Adjustors, and the GM should be free to use his impression of the Time Adjustors, not mine. Secondly, too much explanation often ruins the mystery, and I prefer the Time Adjustors to remain mysterious. Besides, when I asked them, they wouldn't tell me where they came from.

OMEGAKRON

SCENARIO A: TIME WARP

The characters arrive in the Omegakron area by way of a time warp gate. During the transmission between worlds, the characters experience a vision of Prometheus and receive a message from him. The message guides the characters through 10 missions. Before setting out on their missions, the characters wander Omegakron in search of a secure base. The characters defeat the Ravers attacking a group of Cyborgs. Using clues from Prometheus's message, the characters travel to Perkin Stone Mansion and find a short history of Akron. They are surrounded by Wejacks, Arakunem and Skiouros. To prove themselves, the characters survive the ordeal of a dangerous run down Portage Path.

ENCOUNTER A1: THE VISION OF PROMETHEUS

Travel between worlds via a dimensional gate is not quite instantaneous. During the journey, the characters see a vision of Prometheus. Even if the characters have never before seen Prometheus, they will recognize him as friendly. During the vision, Prometheus gives the characters a cryptic message which holds the key to the success of the adventure. The Game Master should give the players Player Aid #1, which is the text of Prometheus's message. For the GM's reference, the same message is printed below:

The Vision of Prometheus

The branches of time flow in strange directions
When the hand of Chaos stirs the pool.
Adjustors seek to restore the rightful paths,
But interference blocks their safe passage.
Harken to their plight; your aid is essential.
You will know success when the bell tolls its last.

If you rescue the Reclaimers from the Ravers
They will give you valuable weapons.

The Stone House holds the secrets of the past.
Without its clues you have no chance.

Beware the boundary between east and west.

The Sword of the North has become a relic.
Its rattling blade rests in a lawless sanctuary.

The Miner who is not dead has been twice buried.
If you give him the Sword he can banish death.

Do not venture into the Empty Lands without the Sword.

In the Sky City the seconds tick slowly.
Only your skills can save the Air People.

From out of the wasteland, the Beast will come.
You must not allow the City to be eaten.

To touch the flesh of the Beast without protection is death.

The Spirit of Old Ossawatimie is restless.
Meet the Mad Ghost at midnight at his shrine.

His plan failed once long ago in the past.
Without the Rights of the Ancients it will fail again.

An oath to a treacherous leader is no oath at all.

A copy of the Ancient Rights can be found in the Place of Books.
Its owners will not willingly give it up.

OMEGAKRON

When but a single bell remains, the true foe will be revealed.
To open the way, the foe must be vanquished.

Return to the Empty Lands; the Adjustors will be waiting.

While the message is not really a poem, it is given in poetic form because the organization itself holds important clues. Six lines are gathered together at first. They give the characters general background information. The six lines describe the situation and let the characters know that they have a vital mission to perform.

The rest of the message takes the form of two stanzas, each of two lines, followed by a single line. The form is repeated five times (hence there are 10 stanzas total and five single lines total). Each stanza refers to one specific mission of the characters. The single lines offer advice which varies in its usefulness.

The first stanza refers to the fact that if the characters help the Cyborgs survive an attack by the Ravers, the Cyborgs will give the characters lasers from their armory plus a map of Omegakron (back cover). The second stanza is a hint that the characters will have to go to the Perkin Stone Mansion mentioned on the map. The Perkin house contains a short history of Akron (Player Aid #2) which will prove useful to the players. In fact, many references in Prometheus's message only make sense after reading the short history of Akron. The first single line is a red herring. The boundary between east and west is Portage Path, but by the time the characters find out the fact it will be too late.

The third stanza refers to the sword which Lucius Bierce brought back from Canada. The sword is now housed in the headquarters of the Rattlesnake gang. In the fourth stanza, the Miner is Major Miner Spicer. If the characters bring him the sword, he can end the terror of the vengeful dead. Player's Aid #3, a map of Glendale cemetery should prove useful for this encounter. The Empty Lands are the Vortex. Without the sword, the characters cannot stop the vengeful dead, and travel through the Vortex would be extremely hazardous.

The Sky City of stanza five is Acropolis. The characters have to solve a problem and disarm a bomb which threatens the entire Acropolis complex. The only clues the characters have come from a transcript of a telepathic investigation made before the investigator and suspects died (Player's Aid #4). The Beast of stanza six is Thanagor. The single line warns that Thanagor's radioactive skin could be deadly.

Old Ossawatimie of stanza seven is John Brown. His shrine is the John Brown Memorial marked on the map. He plans to free the wage slaves by seizing the armory at Novos Akros. But the plan is doomed unless there is a special catalyst to spark the workers to revolution. The catalyst is a copy of the United States constitution, especially the Bill of Rights. The single line refers to the fact that since Novos Akros has treated the characters treacherously, they are not held to the oaths they swore when they joined the Akros Rangers.

Stanza nine refers to the fact that the characters can find a copy of the Bill of Rights in Bierce Library in Old Akron. It is, however, a priceless relic which will not willingly be surrendered. With the Bill of Rights, the revolt of the wage slaves will succeed.

Each time the characters succeed at one of their ten missions, the old town bell will mysteriously ring. It will ring 10 times after the first mission, 9 times after the second, 8 after the third, and so forth, as if counting down the missions. When the wage slaves have been freed, the bell will ring twice. There will be only one bell left to toll. At this point, the characters will be attacked by the enemy agent in Omegakron. The agent is one of the hounds from the Wild Hunt. (The hounds first appeared in **The Horn of Roland**).

The encounters after which the bell tolls are **A3, A4, C1, C3, C4, C5, D2, D4, D5, and E1**.

Once the hound is defeated, the characters can meet the Time Adjustors in the area that used to be the Vortex. The Time Adjustors will explain what the characters have accomplished and set up their next adventure.



ENCOUNTER A2: ARRIVAL

The characters warp into Omegakron on the spot marked on the map by an "x". They find themselves in the center of a street which, though cracked and pitted by age, is still reasonably serviceable (for walking and hovercraft). The surrounding area is ruined suburb partially overrun by trees.

The characters arrive at the juncture of three streets. A street sign lying in the nearby rubble is marked: "Home Ave., North-west Ave., and Broad Blvd." One street runs approximately south; one runs southeast; and one runs due west. The road running west bridges a river about 30 feet wide. On the far side of the river is the remains of a freeway, running north-south, which has completely collapsed and is unusable. Several miles to the southwest, the characters can see the remains of skyscrapers. There are no people within sight. The only evident life is that of a few birds and squirrels foraging among the ruins.

Hopefully, the characters will decide to walk toward the skyscrapers, the only landmarks that promise civilization. For each 1" of road traveled on the map by the characters, make 6 checks for random encounters. Roll 1d6; a random encounter will take place on a roll of 1. Off the roads, movement is twice as slow, so make 6 checks per 1/2".

If a random encounter takes place, check the **Random Encounter Table** to see which encounter takes place. Roll d% to see which encounter happens. For variety, it is suggested that the encounters not be repeated. If a roll indicates a repetition, simply pick some other encounter.

Random Encounter Table

Die Roll Encounter

01-07	2-12 Ravers
08-14	1-6 Foragers
15-34	Other Noman Gang
35-38	Nearby Building Collapses
39-41	1 Rogue Bheros
42-45	Radioactive Spot
46-75	Noman Gang on own Turf
76-79	Skeleton
80-82	3-18 Defenders
83-89	1-6 Dirges
90-93	Insane Man
94-97	2-12 Akros Rangers
98-00	1 Rogue Tigron

2-12 Ravers: (AT=17×2, D=3-30+2 or 2-12+6, I=+4, A=-7 Energy, LP=44(16), L=9, P=4... XP=28). Do not use this encounter until after the Raver-Reclaimer battle (A3). The Raver reaction will be -3. Because of their speed on a jetcycle, the Ravers will only fire one shot per turn (base=34). Ravers have the power of Mind Block. When encountered, the Ravers will be 800 feet away.

1-6 Foragers: The foragers are just humans scrounging around the ruins in the hope of finding food or anything else useful. They are harmless and will try to flee. The foragers will first be seen 300 feet away.

Other Noman Gang: This category is used to represent an encounter with a gang not on its own turf. Pick the gang with the closest turf. If the characters are on the boundary between two gangs, simply pick a gang. To see how many Nomans are encountered, roll a die. An odd roll indicates a scouting party of 1-6 Nomans. An even roll indicates a full rumble party of 2-12 Nomans plus a named leader. Since statistics vary for the five gangs, the short form cannot be used and the GM will have to check the New Foes section. When encountered, the gang will be 300 feet away.

Nearby Building Collapses: A building close to the characters suddenly collapses, worn out by ruin and time. One character chosen at random must make a luck roll or take 2-12 points of damage from flying debris.

1 Rogue Bheros: (AT=19×2, D=1-10+8, I=+4, A=none, LP=100(22), M=90', L=10, P=6... XP=37). The Rogue Bheros will attack on sight. It has the powers of Dermal Armor and Regeneration. When first encountered it will be 50 feet away.

Radioactive Spot: The characters walk over an area which is still radioactive. Each character should make a luck roll. Any who fail take 2d20 points of damage and will need medical attention. If the characters have acquired a geiger counter, they will be warned in advance.

Noman Gang on own Turf: This encounter is the same as Other Noman Gang, except that the characters will encounter the gang members on their own turf. The gang reaction to characters will be -1. To see how many gang members are encountered, roll a die. An odd roll means 1-6 scouts, an even roll means a rumble party of 2-12 warriors and a named leader. When encountered, the gang will be 300 feet away.

Skeleton: The characters see a skeleton partially concealed in a nearby alley. If they investigate, they will find that the dead person was carrying a geiger counter which still works.



3-18 Defenders: The characters encounter a group of Defenders (Old Akron police) who are escorting a grain shipment into the city. The grain is carried in large hovertrucks. The reaction of the Defenders (AT = 17×2 , D = $2 - 20 + 2$ or $1 - 6 + 6$, I = +4, A = -6 Ballistic, LP = 50(17), M = 180', L = 9, P = 4 . . . XP = 22) will be +2. Defenders have the power of Mind Block. There is no spare room on the trucks, so the Defenders cannot offer the characters a ride.

1-6 Dirges: (AT = 18×3 , D = $2 - 20$, I = +7, A = none, LP = 90, M = 80', L = 12, P = 8 . . . XP = 43). The Dirges will attack on sight. They have the powers of Elemental Shaping, Sensual Chaos, and Clairvoyance. On their first attack, the Dirges get +3 on initiative because they have used a combination of Clairvoyance and Elemental Shaping to achieve surprise. The Dirge attack will come from right under the characters, as holes suddenly open in the ground. Dirges continue to attack their victims even after the victim reaches 0 Life Points.

Insane Man: The man is dying of radiation poisoning. His skin is blotchy red, his hair is falling out. The radiation poisoning has affected his mind. He clutches a "treasure" he found in the wilderness—a portable radio which still works. Unfortunately, the radio is radioactive. If the characters keep the man in sight for several minutes, they will see him fall to his knees, become violently sick, then finally die. The man will first be seen 200 feet away.

2-12 Akros Rangers: The characters spot one of the roving patrols of Akros Rangers. The rangers will be riding in an armored hovercar. Their reaction will be +2. There is no spare room in the hovercar.

1 Rogue Tigon: (AT = 18×3 , D = $3 - 30$, I = +6, A = none, LP = 73(28), M = 120', L = 11, P = 7 . . . XP = 47). The Tigon will be sighted 100 feet away and will attack on sight. It has the powers of Sound Control, Mind Block, and Clairvoyance. The Sound Control power has given it surprise, and it will gain +3 on the first initiative check.

ENCOUNTER A3: RAVER ATTACK

The first planned encounter for the characters is the battle between Ravers and the Reclamer IV. The encounter should take place after the characters have wandered through the city, but before they reach one of the civilized areas (i.e. Cascade City, Old Akron, or Novos Akros). The encounter will thus take place somewhere near the downtown area.

The characters see a giant machine being circled by moving jetcycles (somewhat like Indians circling wagons in an old movie). The machine looks something like a number of various heavy construction machines mounted together on a huge tread base (i.e. cranes, power shovels, wrecking balls, etc.). If the characters take a look, they can see that the name of the giant machine is the Reclamer IV.

Most characters will quickly realize that this battle is referred to in the vision of Prometheus ("If you save the Reclamers from the Ravers") and will help the Cyborgs inside Reclamer IV. If the characters do not figure out the hint, have the Ravers attack them, but give the characters only half experience for this encounter.

There are about 20 Ravers circling the Reclamer IV (because they are moving at about 70 mph, it is difficult to get an exact count). When the characters join the attack, 2-12 Ravers plus Tomeddin will split from the main group and attack the characters. If the characters initiate the attack, without hints from the GM, give them +3 on the initiative roll for catching the Ravers by surprise.

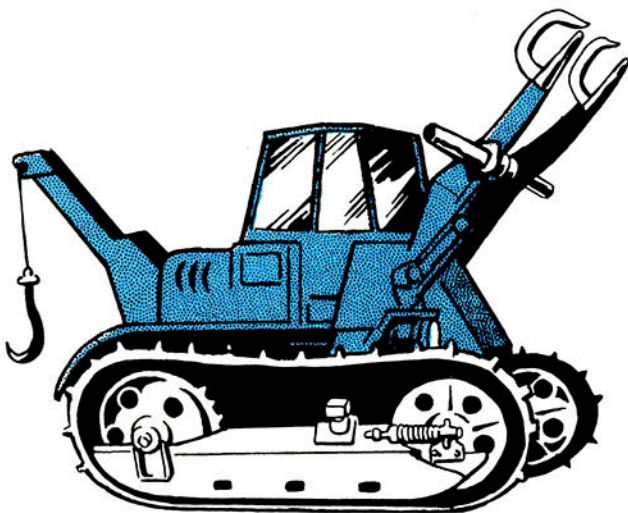
Note that the Ravers (AT = 17×2 , D = $3 - 30 + 2$ or $2 - 12 + 6$, I = +4, A = -7 Energy, LP = 44(16), M = 600', L = 9, P = 4 . . . XP = 28) will be -10 both to hit and to be hit because of their speed. They will thus only take one laser attack per turn, using a base chance to hit of 34. Tomeddin (AT = 19×3 , D = $3 - 30 + 3$ or $2 - 12 + 9$, I = +6, A = -8 Energy, LP = 72(27), L = 11, P = 6 . . . XP = 66) will also be -10 to hit and to be hit due to movement. He will take two attacks, one at 29, and one at 28.

The Ravers will spend the first turn flying toward the characters and firing. The second turn, they will fly by the characters, wheel, then fire (Tomeddin will spend one attack to reload and take one attack at 38). The Ravers will continue wheeling and firing, reloading when necessary. They will not voluntarily close to hand-to-hand combat.

Ravers who are reduced to 0 or less Life Points will crash, and all their equipment will be useless. If the characters defeat those Ravers who split off to attack them, the rest of the Ravers will lose heart and flee. The grateful Cyborgs will reward each character with a laser and 3 reloads each. They will also give the characters a map of Omegakron (the back cover) and answer any questions about Omegakron dealing with the civilized area. They know little about the gangs and the intelligent animals. They know nothing about the Vortex, except that it is to be avoided. They will warn the characters to stay in fortified areas at night (when the Dirges usually come out).

If asked, the Cyborgs will allow the characters to remain aboard the Reclamer IV for one night. Conditions aboard will be badly crowded, however. There is simply not enough space and food aboard to allow the characters to stay more than one night.

When the battle ends, the town bell will toll 10 times to signal the success of the character's first mission (out of ten).



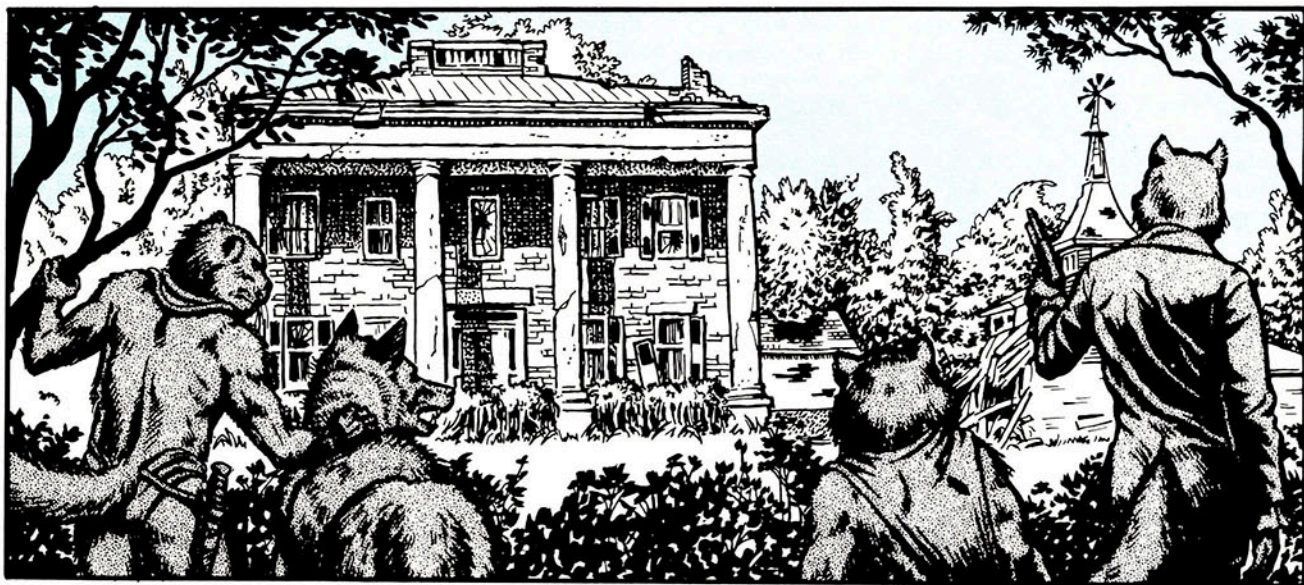
ENCOUNTER A4: PERKIN STONE MANSION

The first three encounters take place in the order given. Encounter A4 and encounter A5 usually take place next, but they could happen in some different order depending on the actions of the characters. Most players, however, take a look at the map their characters received from the Cyborgs and realize that the "Stone House" in the vision of Prometheus is the Perkin Stone Mansion. The "secrets of the past" which the Stone House hold refers to the fact that the mansion once housed the local Historical Society.

If the characters ask the Cyborgs to escort them to one of the civilized areas, the Cyborgs will agree. The safest way to the Perkin Stone Mansion is to request permission to travel through Cascade City (which will be granted) and to emerge from that edge of Cascade City closest to the Perkin House. If the safest route is taken, there is no chance of a random encounter. If the characters choose some other route, there is the same chance of a random encounter as in Encounter A2.

The Perkin Stone Mansion was the residence of the Perkin family. When the last direct heir died, it became the headquarters for the Ohio Historical Society in Akron.

Though it was built in the 19th century, the stone house is in remarkably good shape. The intelligent animals have kept up its maintenance as a kind of shrine. The yard is surrounded by a low stone wall. Inside the wall, the grass, trees and shrubs have been kept from running wild.



The house is a two-story brick building. In the front is a portico supported by four white stone pillars. Inside are several rooms still containing period furniture. At some time in the past, the house was looted, and most of the furniture is broken. One room is marked "Library". The bookshelves are now empty; the books were carried off as loot. The only books still remaining are two books resting on a roll-top desk with a broken leg. One book is a large, thick, soft-cover. The faded title "Akron Phone Directory — 1984" can still be seen. The other book is a pamphlet which has been specially hardbound. The title of the pamphlet is "A Short History of Akron".

Both books have suffered the ravages of time. The inside of the phone book is nothing but yellowed flakes of paper that turn to powder at a touch. The first few pages of the short history have fared somewhat better. They are reproduced as Player's Aid #2 and should be given to the players. The playing aid contains clues woven into the manuscript which will help the characters solve most of the mysteries in the vision of Prometheus. The GM should be sure to read, and be familiar with, the Short History.

Unknown to the characters, they have been followed ever since they entered the forest on the west side of Akron. The intelligent animals are adept at concealment, and it is virtually impossible to spot them. Word of the intrusion into their territory has swiftly spread, and warriors from all the tribes have gathered outside Perkin Stone Mansion. By the time the characters realize what is happening, they will be surrounded by about 100 warriors of the animal tribes.

From behind a tree, a leader will shout to the characters: "Why have you trespassed on sacred ground? Only tribal members are allowed inside the holy house. You have defiled the ground and must be punished!"

If the characters try to argue that their intentions are good and that they did not know this was holy ground, the leader will answer: "Ignorance of the law is no excuse."

"You have three choices," the animal leader tells the characters. "You can all die gloriously in battle, here and now. You can surrender your weapons and be given an impartial trial, after which some of you will undoubtedly be killed as an object lesson to the rest. Or you can face the trial by ordeal which, for those who survive, will make you tribal members and wipe away this violation. You have five minutes to decide."

It should be made obvious to the players that their characters are hopelessly outnumbered and that they have no chance to win a battle. If they should decide to surrender for a trial, then one character chosen at random will be killed. The rest of the characters will be escorted to the edge of the western forest and told never to enter the forest again, on pain of death. Needless to say, most characters will choose the trial by ordeal.

As soon as the characters find the Short History of Akron, the

town bell will toll to signal the completion of another mission by the characters. The exact number of rings depends on how many missions the characters have finished at this point. Usually it rings 9 times to signal the completion of the character's second mission.

ENCOUNTER A5: THE PORTAGE RUN

The trial by ordeal is a survival test and a test of one's honor. The goal is to run along Portage Path from the Perkin Stone Mansion to the Cuyahoga River. Selected warriors hunt the characters during the trial. The path is sometimes booby-trapped to make it more dangerous. Any character who survives to reach the river becomes adopted into the animal tribes (even if the character was unconscious and was carried by the other characters).

Most of the tribesmen do not join the hunt. They wait in ambush just off the path and will attack any characters who try to leave the path.

The run along Portage Path has been designed abstractly. The degree of difficulty depends on the character's luck. The characters will have 41-60 (40 + 1d20) chances for an encounter during the run. First determine how many chances for encounters the characters will have. Then check each chance by rolling 1d10. An encounter will take place on a roll of 1. If the characters have an encounter, roll d% and consult the **Portage Run Encounter Table** to see exactly which encounter takes place. Do not repeat encounters.

Since the Portage Run is somewhat abstract, it can become boring for the players to watch the GM roll dice. Let the players roll for possible encounters themselves, letting them know that a roll of 1 means an encounter.

Portage Run Encounter Table

Die Roll	Encounter
01-07	Pit Traps
08-19	Wejacks
20-24	Startled Deer
25-33	Bheros
34-40	Deadfall
41-52	Skiouros
53-57	False Alarm
58-64	Rattlesnake Nest
65-69	Quicksand
70-81	Arakunem
82-86	Lightning
87-95	Tigrons
96-00	Voices

Pit Traps: The characters encounter deep pits lined with wooden stakes which were concealed on the path. 1-5 characters each fall into a pit. Damage is 3-18 points. Any character with Wilderness skill is allowed a luck roll to avoid the pit. The encounter is worth 15 XP.

Wejacks: A party of five Wejacks encounters the characters. Four Wejack Heroes (AT = 16×2 , D = $1 - 6 + 3(+6)$, I = +3, A = -6 Ballistic, LP = 38(15), M = 90', L = 8, P = 4 . . . XP = 17) each ride in a chariot drawn by two Lykos (i.e. 8 total) (AT = 23, D = $2 - 16$, I = +3, A = none, LP = 40(12), M = 90', L = 8, P = 4 . . . XP = 8). There are also four chariot drivers who do not fight. The party is led by Imwar (AT = 23×2 , D = $1 - 6 + 4(+9)$, I = +5, A = -6 Energy, LP = 62(24), M = 100', L = 10, P = 6 . . . XP = 34) who is riding a Royal Lykos (AT = 21×2 , D = $2 - 20$, I = +5, A = none, LP = 70(24), M = 100', L = 10, P = 6 . . . XP = 26).

The Wejack Heroes have the powers of Sound Control and Telekinesis (D = 2d20). In addition, Imwar has the power of Apportation (D = 2d10 in a 30 foot area) and his Telekinesis does 3d20 points of damage. If Imwar makes a luck roll, he has heard the characters coming and can use Sound Control before the encounter to gain surprise and +3 on the first initiative roll.

Lykos have the powers of Mind Block and ESP. In addition, the Royal Lykos has the power of Telepathy which can be used to implant suggestions.

The usual Wejack weapons are bow and spear. Imwar uses a bow and rapier. The entire group has an XP value of 192.

Startled Deer: The characters hear a crashing in the brush next to the path. Two deer leap out onto the path, see the characters, then turn and run back into the forest.

Bheros: The characters encounter 3 Bheros (AT = 19×2 , D = $1 - 10 + 8$, I = +4, A = none, LP = 100(22), M = 90', L = 10, P = 5 . . . XP = 37) led by a Silver Bheros (AT = 18×3 , D = $1 - 10 + 12$, I = +7, A = none, LP = 160(41), M = 100', L = 14, P = 9 . . . XP = 112). Bheros have the powers of Dermal Armor and Regeneration, but will not bother to use them. In addition, a Silver Bheros has the powers of Energy Absorption and Shock Control (which it will use). The entire group has an XP value of 223.

➤ **Deadfall:** While running down the path, the characters trigger a deadfall trap. 1-3 characters will be caught by falling logs, taking 3-30 points of damage each. A character with Wilderness skill gets a luck roll to avoid the deadfall. The encounter is worth 20 XP.

✗ **Skiouros:** The characters are attacked by a party of 6 Skiouros Heroes (AT = 15×2 , D = $1 - 10 + 3(+3)$, A = -6 Ballistic, LP = 35(13), M = 60', L = 8, P = 4 . . . XP = 18) riding on the back of a Rhisker (AT = 20×2 , D = $4 - 40$, I = +6, A = -6 Ballistic, LP = 120, M = 60', L = 14 . . . XP = 62). The Skiouros are led by Eveullan (AT = 21×2 , D = $2 - 12 + 4$ or $1 - 10 + 8$, I = +4, A = -7 Ballistic, LP = 57(21), M = 60', L = 9, P = 6 . . . XP = 34). Skiouros Heroes have the powers of Animal Control and Electrosensing. In addition, Eveullan has the power of Electrosleep.

The Skiouros will attack at the gallop (180 feet/turn). Because of the platform on the Rhisker's back, they are considered to have soft cover. The Skiouros are thus -5 to be hit, and -3 to hit. Since a flintlock rifle takes so long to reload, the Skiouros Heroes will only fire one shot each (base = 30). They will then draw their swords and, when the Rhisker charges home, they will clammer over the sides into melee. Eveullan has a regular rifle, so he will take both attacks. On the first turn of close combat, he will stay on the Rhisker's back and use Electrosleep to soften up his opponents. On the next turn he will draw his sword and join the melee. The entire group has an XP value of 204.

False Alarm: The characters hear voices whispering behind a group of trees. The voices belong to a group of Wejack children who have disobeyed their parents and come to Portage Path to gather nuts and berries.

Rattlesnake Nest: The characters disturb 1-6 Rattlesnakes (AT = 7 D = poison, I = +2, A = none, LP = 7, M = 30', L = 6 . . . XP = 2). Anyone bitten must make a luck roll or pass out for

3-30 turns. On a roll of 20 the victim dies unless the individual has a luck roll score greater than 10.

Quicksand: The characters cross an area of the path which is actually quicksand. 1-2 characters are affected. Anyone with Wilderness skills gets a luck roll to avoid the quicksand. The quicksand does no damage as long as the rest of the characters stop to help a victim. If any characters fall in the quicksand, the entire group will be delayed 2d6 number of turns.

Arakunem: A group of Arakunem attack the characters. The group has 2 Arakunem Heores (AT = 21×2 , D = $2 - 12 + 3$ or $1 - 10 + 8$, I = +5, A = -6 Energy, LP = 59(21), M = 90', L = 10, P = 5 . . . XP = 29) each riding an Urohos (AT = 18×2 , D = $2 - 20$, I = +5, A = none, LP = 55, M = 90', L = 10 . . . XP = 12). They are led by Marack (AT = 21×3 , D = $3 - 30 + 4$ or $1 - 10 + 11$, I = +7, A = -8 Energy, LP = 98(39), M = 100', L = 12, P = 7 . . . XP = 100) who is riding a Golden Urohos (AT = 15×3 , D = $3 - 30$, I = +7, A = none, LP = 86(23), M = 100', L = 12, P = 6 . . . XP = 52).

Arakunem Horses have the powers of Mind Block and ESP. In addition, Marack has the powers of Telepathy and Neural Overload, which he will use to try to implant suggestions and make his enemies pass out. The Golden Urohos have the powers of Sensual Chaos and Mind Block.

Arakunem normally use revolvers and swords. Marack has a laser and a sword. Any rider whose Urohos is killed, or any Urohos whose rider is killed, will fight on to the death, distraught over the loss of his partner. The total XP value of the group is 234.

Lightning: A bolt of lightning from a heat storm strikes a nearby tree. One character must make a luck roll to keep from passing out for 3-30 turns from the nearby electrical discharge. The encounter is worth 10 XP.

Tigrons: The characters are attacked by 2 Tigrons (AT = 18×3 , D = $3 - 30$, A = +6, A = none, LP = 73(28), M = 120', L = 11, P = 7 . . . XP = 47). The two Tigrons will be led either by the Tigon King or the Tigon Queen. Roll a die. An even roll indicates the King (AT = 19×4 , D = $3 - 30$, I = +10, A = none, LP = 120(46), M = 130', L = 15, P = 14 . . . XP = 128); an odd roll indicates the Queen (AT = 25×4 , D = $4 - 40$, I = +10, A = none, LP = 120(46), M = 130', L = 15, P = 8 . . . XP = 128).

Tigrons have the powers of Sound Control, Mind Block and Clairvoyance. In addition, the Tigon Queen has the power of Sensual Chaos. The Tigon King does not have the power of Sensual Chaos, but he does have the powers of Cure, Animal Control, Electrosensing and Electrosleep, in addition to the basic Tigon powers. During combat, the Queen will use Sensual Chaos; the King will use Electrosleep and Cure.

Before the encounter takes place, allow the King or Queen a luck roll. If it succeeds, they know the characters are on the way, and can use Sound Control to gain surprise and +3 on the first initiative roll. The total XP value of the group is 222.

Voices: The characters hear voices behind them. The voices belong to a group of intelligent animals who are hunting the characters. The hunters are convinced that the characters could not have gotten so far so quickly. After a short debate, they head back the path in the opposite direction from the characters.



Note: At the point where Market Street crosses Portage Path, the characters will see the statue of an Indian next to Portage Path. At the base of the statue is a sign which reads:

THE PORTAGE

In this vicinity from time immemorial to about 1805 Indians crossed between the Cuyahoga & Tuscarawas rivers.

THIS PORTAGE

marked the boundary line between the eastern United States and the Indian Nations of the west from 1785 to 1805.

Portage Path is, thus, the route of which Prometheus warned the characters when he told them to "Beware the boundary between east and west". In this case, the characters figure out the meaning of the warning too late to do anything about it, but other warnings he gave them can be figured out in advance.



SCENARIO B: OMEGAKRON INHABITANTS

This scenario gives the Game Master more hints on how the various intelligent races and civilizations in Omegakron will react to the characters. While the characters will probably encounter all the various groups in the course of the adventure, the order in which they are encountered could vary. Depending on the character's choices, there are some groups they might never even meet.

ENCOUNTER B1: NOVOS AKROS

Novos Akros should be the focal point of the adventure. Characters who use Novos Akros as their base have a much better chance of success than characters who use some other area as their base. And the characters need a safe base since outside of the fortified areas, at night, the Dirges roam at will, hunting for food.

Novos Akros is used to dealing with outsiders. In fact, they welcome outsiders to replenish the ranks of the Akros Rangers. The guards at Novos Akros are more than willing to let the characters enter the city so long as the characters leave their weapons at the guard posts. Only Akros Rangers are allowed to carry weapons inside the city. The characters can stay in Novos Akros as long as they want. There is only one stipulation—only citizens are allowed inside the city.

Fortunately, Novos Akros has an extremely lenient immigration policy. To become citizens, all the characters have to do is to swear a simple oath: "I (character's name) pledge my allegiance to the state of Novos Akros. I swear to obey the laws of Novos Akros and promise to defend and protect the state in times of an emergency crisis."

The characters will be shown to small, bare quarters and given plenty of nutrient food bars. The rooms are simple but adequate; the food is bland but nourishing. The next morning, each character receives a letter. The letter is a notice informing the characters that they have been drafted into the Akros Rangers. A copy of the letter is reproduced below. Each letter is the same, except that the citizen number varies for each individual.

Character's Draft Notice

Department of Internal Security
Suite 14, Metropolitan Building
A751E Starland Court
Novos Akros, Franchise State,
Reunited States of Greater America

Greetings:

As a fully enfranchised citizen, your number, 92673, has been drawn in the most recent compulsory service lottery. Service is mandatory for the duration of the present emergency crisis. Please report to this office at 0700 hours, Monday morning, June 28, for your induction into the Akros Rangers.

Sincerely,

J. H. Miller
Chief Clerk
Dept. of Int. Security

When the characters swore their oath, they had no way of knowing that Novos Akros is always in a state of declared emergency. The present emergency crisis has lasted since the holocaust. A service lottery is held each time outsiders become new citizens. Naturally, it is their numbers which are drawn in the draft. The GM should show the players the copy of the draft notice (which is too short to make up a separate player's aid) after first reading them the notice.

While drafting the characters might appear to be an underhanded trick at the time, it is actually a way of helping them succeed in their ultimate mission. As Akros Rangers, they can go anywhere in Omegakron with reasonable safety. Even the street gangs and intelligent animals hesitate to attack Akros Rangers (they still might attack, but at least they'll think about it first). Non-thinking creatures, such as Dirges or Rogue Tigrans, will still attack on sight, of course.

Not only does induction into the Akros Rangers give the characters a safe base and increase their safety when travelling in Omegakron, but it also gives the characters access to transport, weapons and armor. Standard issue for Akros Rangers are lasers and photon swords. The ranger utility belt holds 10 reloads and a geiger counter. The ranger can always obtain more reloads from the armory to replace those he uses.

The uniform of the Akros Rangers is red, white, and blue (as shown on the cover). Woven into the uniform is an Energy Vest (-6 Energy armor). The characters will form Company X of the Akros Rangers. They will be issued two patrol crafts. Each craft is a large hover car (painted black and white) which holds up to four rangers and has a special detention cell welded to it which can hold 4-6 prisoners.

Most important of all, Akros Rangers can wear weapons inside Novos Akros and can gain access to areas of the city which will help them when John Brown calls upon them to free the wage slaves.

Once they join the Akros Rangers, the character's status immediately improves. They are given luxurious rooms and the best food and drink. Their whims are catered to (within reason). And Barbera Diamond, Chief Security Officer, promises them that, at the end of their three-month enlistment, the characters will receive the Longevity operation (see the Futuristic-4 skill).

While the character's standard of living and other prerequisites remain lavish, the rest of her promise is a sham. Equipment damage is deducted from the character's pay. Taxes are exorbitant. The characters always seem to be in debt, and the only way to avoid Debtor's Prison is to re-enlist in the Akros Rangers (who cannot, by law, be prosecuted for debt). The longevity operation is constantly promised as a bonus for good work, but few rangers ever receive it.

Still, compared to life most anywhere else in Omegakron, the Akros Rangers have envious positions. Most rangers grow used to the life and are proud of their service. They have an esprit de corps similar to that of the World War I air aces. Life is dangerous, but exciting, and should be lived to the fullest. A typical ranger toast is "To Death, Adventure and the Rangers!"

It is best if the players do not realize their characters are being tricked into joining the Akros Rangers. The adventure works best if their induction comes as a surprise. If at all possible, the characters should voluntarily seek entrance into Novos Akros because it holds the state franchise and has the highest level of technology (thus offering the best base to work from).

If all else fails, the GM can always use imagination to entangle the characters with Novos Akros. The characters could be arrested for vagrancy, then offered ranger positions instead of jail. A group of foes which badly outnumber the characters could chase them to the outskirts of Novos Akros. The rangers could save the characters from a dangerous situation, then take them back to Novos Akros. Emergency martial law could be declared, and the characters drafted even if not citizens. Above all else, be subtle. Players usually resent obvious manipulation on the part of the GM, even when such manipulation helps their characters.

On the other hand, the sooner the characters join the Akros Rangers, the better their chances of ultimate success. In the course of the rest of the character missions, it will be assumed that the characters are Akros Rangers. If such is not the case, the GM should alter the encounters slightly to reflect the characters' non-ranger status.

ENCOUNTER B2: OLD AKRON

The citizens of Old Akron do not mind taking in outsiders as long as the outsiders appear reasonably trustworthy and are willing to pay their way. Even in Old Akron, with a technological level similar to our own and no wage slavery, life is a struggle. The cost of living in Old Akron is high. Characters who stay in Old Akron will have to pay their way.

Those characters who have useful skills should have no trouble earning a living. Work-related skills will be the best, and the most useful skills are Building-5, Computer-4, Engineer-4, Mechanic-4, Medical-5, Scientist-5 and Social-5. Combat and combat related skills will be virtually worthless when trying to find work.

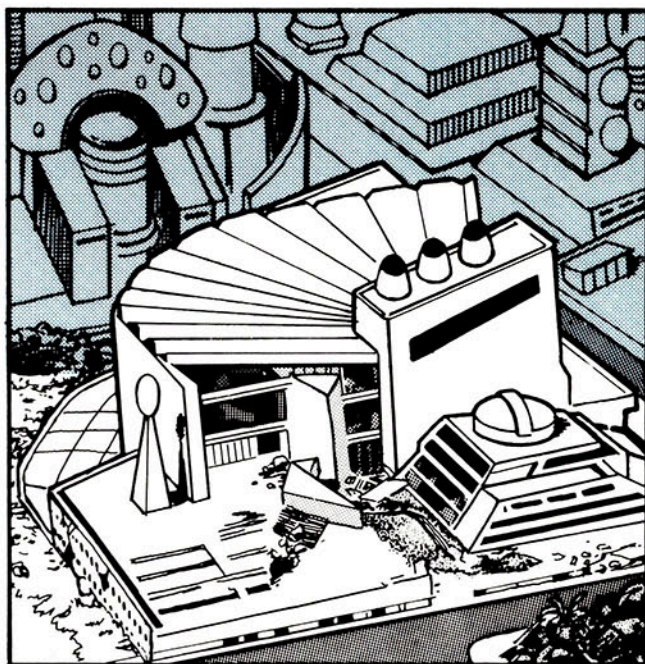
The Defenders, the police and guards of Old Akron, are only recruited from citizens who have lived in Old Akron for at least a year, thus, the characters will not be eligible to join the Defenders. Inside Old Akron, only Defenders are allowed to carry weapons.

Other inhabitants must check their weapons at the local Defender station.

To live in Old Akron, one must take the oath of allegiance to the Reunited States of Greater America. Since the state franchise for the area is Novos Akros, the characters can be drafted in times of emergency martial law.

Old Akron is the only other base for the characters which offers them a reasonable chance to complete their missions. The area is reasonably safe, can provide the characters with any equipment except that on the futuristic equipment list, but still allows the GM to draft the characters into the Akros Rangers at some point in the adventure.

It will be in the character's best interests to remain on good terms with the inhabitants of Old Akron. The adventure plot depends on certain missions which can only be done inside Old Akron. For most purposes, the GM can treat Old Akron as a typical, present-day city.



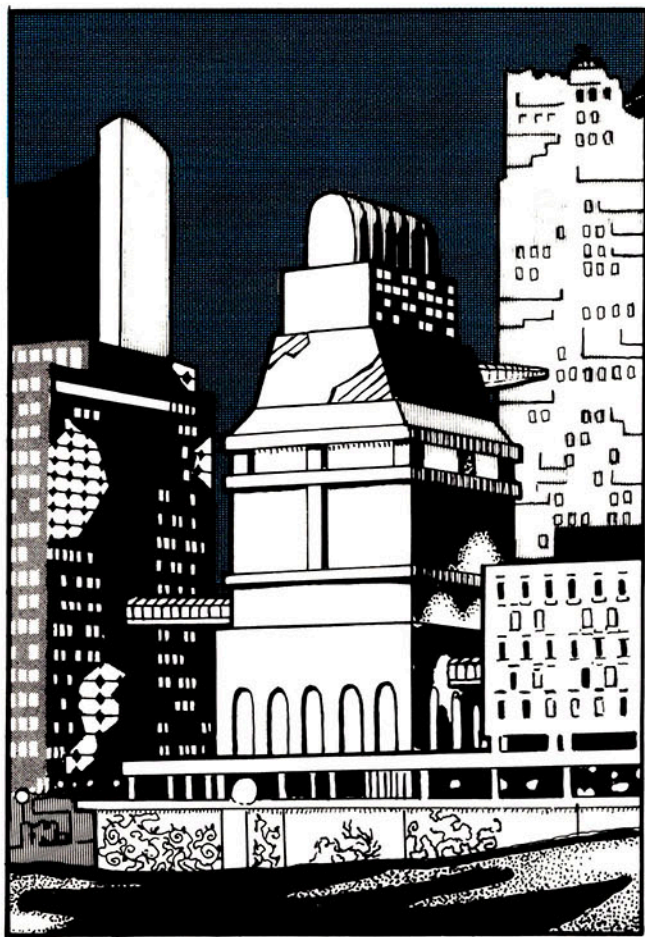
The city itself is surrounded by a high brick wall. The top of the wall is covered by barbed wire. At intervals along the wall there are gates inset into the wall. The gates are made of steel. Next to each gate is a brick tower with slots for riflemen. At the top of the tower is a machine gun emplacement. The towers are all manned by Defenders. Outside the wall, all buildings within 500 feet have been demolished so that attackers have no cover.

ENCOUNTER B3: CASCADE CITY

The Mutants have banded together and live in Cascade City. The city consists of several skyscrapers which have been connected by elevated walkways. The city is surrounded by a tall laser fence. A laser fence consists of laser beams running between poles. The poles, which contain the machinery to run the fence, are protected by concrete barriers.

The Mutants have little use for non-mutants. If the characters first surrender their weapons, they will be allowed to walk through Cascade City, instead of being forced to walk around it. Once the characters reach the far side of the city, their weapons will be returned to them and they will be allowed to go on their way.

The Mutants will not let the characters take up residence in Cascade City. The most that the Mutants will do for the characters is allow them to sleep on the ground outside the skyscrapers, but inside the laser fence. They will be allowed to stay one night only. Even then, the characters will have to surrender their weapons, and will be placed under guard (who will also protect them if anything manages to attack through the laser fence).



ENCOUNTER B4: ACROPOLIS AND THE RECLAMER IV

The ecology of the Android air city of Acropolis, and the Cyborg moving factory, the Reclamer IV, are delicately balanced. There is just enough food, water and usable space for the present population in both areas. In order to survive, the Android and Cyborg populations have to be rigidly controlled.

Since, at one point in the adventure, the characters help both the Cyborgs and the Androids, both peoples will befriend the characters. Unfortunately, there is simply not enough room or provisions to allow the characters to stay in either Acropolis or the Reclamer IV for any lengthy time.

The Androids and Cyborgs will explain their problem to the characters. The characters are welcome to spend the night in either Acropolis or the Reclamer IV, but if the characters want a safe place to stay for more than one night, the Androids and Cyborgs will recommend either Novos Akros or Old Akron. They will be more than happy to radio Novos Akros or Old Akron and make arrangements for the characters to be received.

ENCOUNTER B5: THE FIVE TURFS

The five organized gangs that control the ruined sections of Omegakron share certain traits. Competition inside gangs and between gangs is fierce. Gang warriors and leaders constantly have to prove themselves. This fierce competition carries over to outsiders.

A gang that allows outsiders to roam freely through its turf will not survive long. Reaction to outsiders varies from merely charging a toll for permission to cross a turf to outright attack on the offending outsiders. A toll need not be money. It could be useful equipment, food or even valuable information. What is important

is that the outsiders are paying to cross the turf. Outsiders that have paid their toll will be given an appropriate gang badge to prove they have paid. The badges are: Lightning Bolt (Psychos), Winged Skull (Death Angels), Clock Face (Slashers), Coiled Snake (Rattlesnakes) and Ceremonial War Club (Mohawks). A fight need not be to the death. Outsiders who have proven they are tough fighters are usually left alone.

One group of outsiders is an exception to the rule—the Akros Rangers. Akros Rangers are sometimes attacked while on patrol—gangland tempers are short and unpredictable. But usually the gangs leave the Akros Rangers alone. Gang members have learned in the past that Akros Rangers retaliate in force when one of their own is killed.

Each gang tends to show certain personality traits. The Psychos have lived near the Vortex for too long and really are mentally unstable. They tend to exaggerate their insanity to frighten outsiders and other gangs, but their mental instability is real enough.

The Death Angels have the most honor of all the gangs. They take pride in their fighting abilities and respect other warriors. Their extensive martial arts training has developed a philosophical streak in them. As a result, they tend to also respect any individual who excels at his job, no matter what the job is. The Death Angels are the gang which is most trusted by the various city-states of Omegakron, and is thus the gang most likely to eventually unify the area of the ruins.

The Slashers often act like crazy people but, unlike the Psychos, it is just an act. They try to reinforce an image of blood craziness both to keep their own people in line and to keep the other gangs away. But maintaining an image does not provide real strength, and the Slashers are slowly losing out to the other gangs.

The Rattlesnakes are the closest to a typical street gang of all the five gangs. They have set up their turf to run like a protection racket with the inhabitants paying not only to be defended against other gangs, but from the Rattlesnakes themselves. As a result, they lack a solid base of support and are also losing out to the other gangs.

The Mohawks are the second most successful gang. They are organized much like a tribe or clan, with an interlocking relationship of kinship. Leadership is somewhat hereditary, being limited to certain ranking families. Inside these families, the ablest individuals rise to leadership. Since all Mohawks are at least theoretically related, the gang makes a real effort to protect its own, and to better their lot. When new territory is conquered, its inhabitants are adopted into the tribe and the territory is secured by special marriages. The Mohawks are the only real competition to the Death Angels for supremacy among the gangs. In fact, if the two gangs were ever united, the other gangs would quickly disappear.

ENCOUNTER B6: THE INTELLIGENT ANIMALS

Most of the west side of Omegakron has been overrun by wilderness. The forest is inhabited by tribes of intelligent animals. The tribes do not like humans trespassing. Their initial reaction to humans is detailed in Encounter A4.

If the characters succeed in the survival run, the attitude of the animals will change. Since the characters are now tribal members, they will be treated as tribespeople. Being part of the tribe includes a taboo against eating any of the animal ancestors of the intelligent species (woodchucks, squirrels and raccoons).

The characters will be free to live with the intelligent animal tribes. Their camps, however, are not as safe as the fortified areas to the east. Dirges, Rogue Tigrans and Rogue Bheros sometimes break into the camps and attack. If the characters decide to spend too much time with the animal tribes, the GM should have the characters be attacked one night by a Rogue Tigran, Rogue Bheros or Dirges. For the sake of the adventure, it is important that the characters return to Novos Akros.

SCENARIO C: THE BELL TOLLS

This scenario consists of five encounters which help the characters advance toward the completion of their mission in Omegakron. Encounters **C2** and **C3** usually take place one after the other. The rest of the encounters can happen at any time, depending on the characters' actions.

The characters check the archives in Old Akron and find that the sword Lucius Bierce brought back from Canada was stolen by the Rattlesnakes in a raid fifty years ago. The characters then have to find and recover the sword by venturing into Rattlesnake turf.

Once the characters have the sword, they can travel into the Vortex with a reasonable chance of survival. Inside the Vortex, they are attacked by ever-increasing numbers of Zombies and Bone Warriors. Eventually, the characters find the coffin of Miner Spicer and give him the sword. With the sword, Miner Spicer can end the curse of the vengeful dead.

A mad bomber has planted a bomb in the sky city of Acropolis. The characters only have five minutes to find the bomb. By solving the problem of which suspect is the one who is lying, the characters can find the bomb in time.

Finally, the characters have to fight Thanagor, a dinosaur-like, mutated creature who is out to destroy Omegakron. Each time the characters succeed in a separate mission, the old town bell rings to signal their success. After the first success (Encounter **A3**), the bell rings 10 times. Each success after that, it rings one less time, counting down the successful missions.



ENCOUNTER C1: RATTLESNAKE HEADQUARTERS

A brief check of the short history of Akron (Player's Aid #2) will show that Lucius Bierce brought back a sword from his Canadian "invasion" of 1838. This sword is the Sword of the North referred to in the vision of Prometheus (Player's Aid #1). Lucius Bierce donated the sword, along with his collection of books, to what became Bierce Library at the University of Akron.

For many years, the sword lay forgotten, filed away in a dusty corner of the university. About a hundred years after the nuclear

holocaust the sword was rediscovered by foragers. Fifty years later, the five gangs temporarily united and overran Old Akron. They were eventually defeated, but not before the Rattlesnakes stole Lucius Bierce's sword.

By checking the archives in Old Akron, the characters can trace the history of the sword up to the time it was stolen by the Rattlesnakes. There are no further records dealing with the sword, but talking with any Noman will reveal that it is common knowledge that the Rattlesnakes have a sword which they consider to be magical. The sword is kept enshrined at Rattlesnake headquarters.

Some characters may be able to bypass the archive search and deduce the present location of the sword from Prometheus's reference to the Sword of the North: "Its rattling blade rests in a lawless sanctuary". Rattling and lawless are veiled references to the Rattlesnake gang; and the sanctuary is the headquarters.

The next step is for the characters to find the location of the Rattlesnake headquarters. They could shadow a Rattlesnake warrior returning to headquarters, use powers such as Clairvoyance, trick the Rattlesnakes, or a number of other methods depending on the characters. The headquarters is a brick building located at about the middle of that stretch of Arlington Street which crosses Rattlesnake Turf (check the map).

Once the headquarters is located, the characters have to get in, grab the sword, and get out again. A good group of players can usually think up a scheme to get the sword without bloodshed. One good tactic is to find the exact location of the sword using Clairvoyance, impersonate Pagerty the Rattlesnake leader by using the Theatrical-4 skill, then simply walk in and order the guards to hand over the sword (being careful to pick a time when the real Pagerty is away from headquarters). If worse comes to worse, the characters can always fight for the sword.

The brick building that is Rattlesnake headquarters has been fortified. All the windows have been bricked up. The outer wall of the first floor has been sheathed in steel plates, as has the inner basement wall and floor (as a protection against the Dirge Elemental Shaping power). The brick building is three stories high. The room where the sword is kept lies in the approximate center of the building. It is an inner room about 20 feet square which has no walls that are the same as the outside walls of the building.

The sanctuary room is made of wood which has been reinforced with steel plates on all walls, ceiling and floor. In the center of the room is a small wooden table (like a shrine). The table is covered with black velvet cloth. The sword rests in its scabbard on the velvet.

The sanctuary room is about 60 feet from a set of stairs leading to the first floor. The stairs lead down to a large ground-floor room, emerging into the room from the right rear. In the front wall of this ground-floor room is the front door (made of steel-reinforced wood). This door is the only normal sized entrance or exit. Numerous other emergency exits exist in case of fire or overwhelming attack, but these exits are just big enough for one person to squeeze through, and they can only be opened from inside the building. In the left wall of the ground-floor room is a door and stairs leading to the basement.

The large basement has been turned into an amphitheatre. Crude benches line the walls, much like stadium stands. In the center is a cleared area where challenge matches are fought. A challenge match is a fight between two opponents to determine their status in the gang. The most important challenge match is when some warrior challenges the current gang leader to see who will be leader.

The rest of the rooms at Rattlesnake headquarters are sleeping quarters of various sizes. The large ground-floor room also serves as a cafeteria.

The Rattlesnakes have several rituals which developed from our own times. When questioned by outsiders, their standard answer is: "I ain't saying nothing until I talk with me Mouthpiece." The Mouthpiece is a title for the gang leader. Another favorite phrase is: "Hey, don't I get no phonecall?"

Before a challenge match, the referee recites another ritual which is now meaningless. In front of the assembled crowd, he addresses the combatants with: "You have the right to remain silent. If you give up the right to remain silent, anything you say can, and will, be used against you in a court of law. You have the right to an attorney. If you cannot afford an attorney, one will be appointed by the state. You have the right to have your attorney present during questioning. Do you understand your rights?" After both combatants signify "yes", the battle begins.

The encounter with the Rattlesnakes can be played like a satire. A little tongue-in-cheek humor can liven up the encounter, especially if the characters manage to avoid a fight. If the characters do get the sword without a fight, give them 200 XP. Combat is not necessary for experience. It is just easier for the GM to judge the XP from combat, which is a structured situation, than from non-combat, which is not structured and can lead to almost anything. But non-combat experience is often the most important, since it involves more intensive role-playing.

If combat should develop, there are two general conditions for the Rattlesnake headquarters: normal and guarded. Normally, there will be two warriors (AT=19×2, D=1-6+7, I=+5, A=-1, LP=46(17), M=70', L=8, P=4 . . . XP=13) guarding the door, two warriors guarding the large ground-floor room, and two warriors guarding the sanctuary room. If the Rattlesnakes have reason to suspect a raid on the headquarters, they will make a special effort to guard it. There will be twice as many warriors in each location (door, ground floor, sanctuary room). In addition, the gang leader, Pagerty (AT=19×3, D=2-12+9, I=+8, A=-6 Energy, LP=73(28), M=80', L=10, P=6 . . . XP=54) will be leading the warriors on the ground floor.

Rattlesnake warriors have the power of Hypnosis and use switchblades in combat. Pagerty has both Hypnosis and Persuasion and fights with a photon sword.

As soon as the characters have won the Sword, the town bell will toll to signal the success of another character mission. The exact number of rings depends on how many missions the characters have finished at this point.

ENCOUNTER C2: JOURNEY INTO THE VORTEX

The Vortex is a strange area clouded with perpetual mist. Inside the Vortex roam the vengeful dead. Because no people live here, Prometheus refers to it as The Empty Lands. He warns the characters not to go into the Vortex unless they have the sword of Lucius Bierce with them. ("Do not venture into the Empty Lands without the Sword").

Hopefully the characters will heed the warning. If they can get the sword to Miner Spicer, who has been sleeping in his coffin until needed, the characters can end the terror of the vengeful dead. Without the sword, the characters can stop individual Zombies and Bone Warriors, but more and more will keep coming until the characters are overwhelmed by sheer numbers.

If the characters do go into the Vortex without the sword, they will initially encounter only a few Zombies and Bone Warriors. The vengeful dead rise from their graves and attack. In some cases, the graves are actually dug in the earth, but many of the "graves" are merely piles of dead which have been tossed into the Vortex.

The further the characters go into the Vortex, the more vengeful dead they meet. The GM should make it obvious to the characters that there is no end to the Zombies (AT=20 D=1-10, I=+1, A=none, LP=45, M=60', L=7, . . . XP=5) and Bone Warriors (AT=20×2, D=1-10+8, I=+5, A=none, LP=18, M=90', L=10 . . . XP=5). He should then allow the characters to break free of the vengeful dead and run away. Since the characters either could not figure out the warning, or refused to heed it, the GM should only give the characters half normal experience for an encounter in the Vortex when they do not have the sword. If the characters bring the sword, go to Encounter C3.

ENCOUNTER C3: THE RETURN OF MINER SPICER

Most characters quickly realize that "The Miner who is not dead" but who "has been twice buried", mentioned by Prometheus, is actually Major Miner Spicer. By checking the Short History of Akron, the characters find that Miner Spicer is buried in Glendale Cemetery, which is now inside the Vortex.

At first, the characters may not understand what Prometheus meant when he said: "If you give him (Miner Spicer) the Sword, he can banish Death". As hordes of Zombies and Bone Warriors attack, the meaning soon becomes clear. If the characters hope to survive, they had better find Miner Spicer and give him the Sword.

On the map of Omegakron, Glendale Cemetery faces Maple Street, which is an extension of Copley Road. The characters should be able to reach Glendale Cemetery without being attacked (as long as they take a reasonably-direct route). While not actually attacked, the characters will see groups of Zombies and Bone Warriors gathering on all sides.



If the characters are travelling in a mechanical vehicle, it will stop working just about the time the characters reach Glendale Cemetery. The Vortex inhibits machines. The effect takes longer, the smaller the machine. A vehicle is affected within a few minutes. Something as small as a laser takes several hours to be affected.

Once the characters reach Glendale Cemetery, give them, the cemetery map (Player's Aid #3) to show them what they can see. At this point, the characters have to find the grave of Miner Spicer as fast as possible, before being overwhelmed by the vengeful dead. While searching for the grave, the characters will be attacked by 1-6 Zombies (AT=20, D=1-10, I=+1, A=none, LP=45, M=60', L=7... XP=5) and 1-6 Bone Warriors (AT=20x2, D=1010+8, I=+5, A=none, LP=18, M=90', L=10... XP=5). The characters can see hundreds of other Zombies and Bone Warriors slowly trying to surround them.

The characters should have no trouble defeating this first attack. The Sword of Lucius Bierce has a special magical power. Any vengeful dead that it hits are automatically reduced to dust (no damage must be rolled). A successful hit must still be made. It does not matter which character wields the sword.

Soon after the first attack of the vengeful dead is defeated, the characters should find the grave of Miner Spicer. It is located in the valley section near the memorial chapel. The GM should time the first attack of the vengeful dead carefully so that it takes place just before the characters are likely to find Miner Spicer's grave. The GM can also manipulate the hordes of the vengeful dead which are massing together to attack the characters so that the only reasonable path leads to Miner Spicer's grave.

The grave, however, is empty. It is a mere gaping hole, without even a coffin. One side of the grave has crumbled, showing where a coffin was dragged out. The gravestone has been tipped over. It is covered with hundreds of shallow scratches (made by Zombies and Bone Warriors in an attempt to deface the stone). The scratches were not able to conceal the name of Miner Spicer.

The vengeful dead were able to sense that Miner Spicer spelled their doom. Try as they might, they could not destroy him, his grave marker or his coffin. They were able, however, to dig up the coffin and move it. They were not able to take the coffin out of the cemetery, but they could move it to the farthest edge of the cemetery (the Bell Tower).

The characters are now in deep trouble. Everywhere they look there are groups of Zombies and Bone Warriors. No matter which direction they run, the characters will have to fight a group of 2-12 Zombies and 2-12 Bone Warriors. The group completely blocks the characters' path. The characters will not even have a chance to break away until they reduce the number of vengeful dead attacking them to the same number of conscious characters or less.

If the number of attacking vengeful dead is equal to half or less the number of characters, the characters can break through and run. If the number of attacking vengeful dead is equal to more than half the number of characters, but no more than the number of characters, then the characters have a chance to break free. The character in the group with the best luck roll should roll; if successful, the characters can break free. If there are more vengeful dead attacking than there are characters still conscious, then the characters cannot break free.

Each turn 1-3 new vengeful dead join the attack. Roll a die to see what type of vengeful dead join the attack. On an even roll the newcomers are Zombies; on an odd roll the newcomers are Bone Warriors. Check for possible breakout by the characters after the newcomers have joined the combat. If the characters have not broken out in 6 turns then, at the GM's discretion, 1-6 new Zombies and 1-6 new Bone Warriors can join the attack.

If necessary, the GM can manipulate the combat. The characters should have a difficult time in the combat, but they should be able to break free before the battle becomes hopeless. At this point, however, the situation should look extremely grim for the characters. Their best hope of survival should be the use of



good tactics.

The vengeful dead are really only dangerous to the characters because of the large number of Zombies and Bone Warriors. One-on-one, the vengeful dead are no match for the characters. If the characters could find a way to limit the number of vengeful dead who can attack at the same time, then the characters could hold off the vengeful dead almost indefinitely.

The best tactic for the characters is to find a place where only a few vengeful dead can attack at once, and then defend that place. An enclosed place with a single narrow opening would be the most defensible. Some sort of building fits the description. Defending a crypt would be stupid. Three of the four stone buildings in Glendale have too many windows to be defensible. The only building with no windows is the Bell Tower.

Of course, escape would be the best tactic of all, but there are so many vengeful dead between the characters and the end of the Vortex that there is simply no chance of escape. Defense offers the only hope to keep the characters alive more than a few minutes. Every other choice leads to them being swamped by numbers of vengeful dead.

All the playtesters quickly came to the same conclusion—that the Bell Tower offered their best chance of survival. To help reinforce this deduction, the GM should make it obvious that escape is impossible. The problem is not one of ultimate survival, but of survival for more than the few minutes the characters can live out in the open.

The players should be allowed to evaluate the situation and hopefully arrive at the proper deduction. But if they cannot, then the GM should give them some help. The bell in the bell tower can mysteriously begin ringing out a warning. The ringing keeps up until the characters enter the Bell Tower. If the GM has to help the players, then the characters lose 50 XP from the total for this encounter.

If the characters are still in reasonably good shape, 1-6 Zombies and 1-6 Bone Warriors guard the door to the Bell Tower. If the characters are not in reasonably good shape, the GM should have less vengeful dead guarding the Bell Tower.

The Bell Tower is a round stone tower about 50 feet tall and ten feet wide. It is covered with a pointed wooden roof which houses the bell. The tower has only one (wooden) door and no windows. A stone stairway leads to the top of the tower (where the bell hangs). The stairway is only wide enough for two characters (or two vengeful dead) abreast.

Miner Spicer waits at the top of the tower. He is still inside his metal coffin with the glass face plate. His body has been untouched by the ravages of time. As the characters approach Miner Spicer's coffin, dark thunderclouds begin to sweep across the sky. When the coffin is opened, the characters hear the nearby boom of a thunder clap. When the characters hand Miner Spicer the sword he will rise from his coffin saying: "At last, my wait is ended. I can fulfill my destiny!"

Miner Spicer stands atop the tower holding aloft the Sword of the North. Lightning streaks across the sky, gathers around the sword, then crackles forth to blast the vengeful dead. The Zombies and Bone Warriors scatter in panic, but there is no place to hide. One by one they are blasted into ashes. Time and time again the lightning flashes and the thunder booms until not a single vengeful dead is left.

Miner Spicer returns to his coffin, still grasping the sword. "Now I can rest", he says.

He lies back in his coffin and closes his eyes. In a matter of seconds, his body, the sword and the coffin crumble to dust. A gust of wind scatters the dust over the cemetery. The storm stops, the mist of the Vortex clears, and the sun once more shines. The town bell tolls to signal another successful mission. The exact number of rings depends on how many missions the characters have finished at this point.

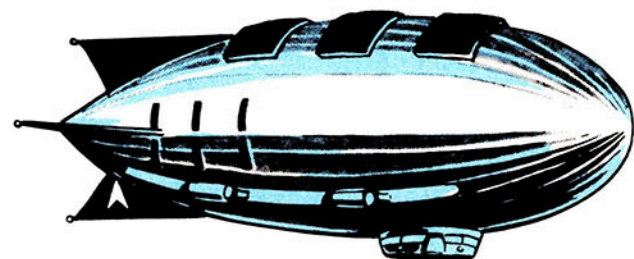
ENCOUNTER C4: THE MAD BOMBER

This encounter works best after the characters have joined the Akros Rangers. While on routine patrol, they get a call to report immediately to Acropolis (the airship city) to investigate an emergency.

The characters are to report to Cascade City, where they will leave their patrol cars. They will proceed to the top of the highest skyscraper in Cascade City. There they will enter an enclosed basket which will be winched aboard the central docking terminal in Acropolis.

Once inside Acropolis, the characters will find that they are needed to discover the location of a bomb, and to defuse it. In particular, a demolitions expert is needed (if the characters have no demolitions expert, the GM should have basic demolition taught as a standard skill to Akros Rangers).

The Androids that live in Acropolis found out that there was a bomb aboard less than an hour earlier. They had four prime suspects who could have planted the bomb. The suspects were put in small isolation chambers in a special pod attached underneath the city. Each suspect was then questioned by a telepathic investigator.



As a result of her questioning, the telepathic investigator, Cassandra-5, knew who had planted the bomb and where it was planted. She knew the bomber's identity, because that person was lying while everyone else was telling the truth. Before she could warn the Androids about the bomb, she was killed. The bomber knew the game was up and exploded a small bomb implanted in his body. All four suspects, along with the telepathic investigator, were blown up and their remains scattered over the countryside.

From the GM's point of view, the reason for the death of the suspects and investigator, and the destruction of any physical remains of the bodies, is to keep the characters from using the Electrosensing, Telepathy or Necromancy powers to determine the identity of the bomber. This particular encounter was designed to test the reasoning ability of the players, not the skills or powers of their characters.

The characters have two basic facts to work with. The first fact is that the bomber is the one person among the suspects who was lying. The second fact is a transcript of the statements the suspects made to Cassandra-5 during her investigation. By comparing the statements, it is possible to deduce logically which person is lying, and which are telling the truth.

Player's Aid #4 is a transcript of the statements made to the telepathic investigator. The GM should make sure to read it thoroughly before giving it to the players. It is fairly simple to deduce who is lying. The trick is to do it as quickly as possible. If the players can deduce who is lying inside of 5 minutes real time, give their characters 200 XP. For every minute the characters take beyond five, deduct 10 XP. Thus, if it takes the players 10 minutes to figure out who was lying, they would get 150 XP for their characters. The players should know in advance that they are being timed (since "real time" does not usually matter in an adventure).

The bomber is Carl-81. He contradicted Allan-74 when he claimed that he saw, and fought with, Allan in the Armament's Chamber. He contradicted Marcus-11 when he claimed that he did not see Marcus until the security guards brought Marcus back from questioning. He contradicted Janet-108 when he claimed that the small Worker's Lounge was empty at 2:00.

On the other hand, the statements of Allan-74, Marcus-11, and Janet-108 do not contradict each other. In fact, there is something in each statement to confirm the statements of the other innocent suspects.

General knowledge of the ship would show that the Armament's Chamber connects with the Converter Section which in turn connects with the Defensive Section. Beyond the Defensive Section is tube K17, the small Worker's Lounge, tube L17 and finally the Worker's Rest Room. Though it is illegal, most people do indeed use the Converter Section as a shortcut, since the alternative is a walkway which circles around the Armament-Converter-Defensive area. These facts have nothing to do with the truth of the four statements, since they all agree on the ship's layout. But since they do not have a map of the ship available, many players want to confirm the facts of the ship's layout made in the statements.

Once they deduce the identity of the bomber, the characters also know where the bomb is hidden (in one of the transferal nodes of the hydrogen converter). The characters will have no trouble defusing the bomb (although if the characters do not have a demolitions expert, the GM may wish to pretend that they just barely manage to defuse the bomb without it exploding). The characters arrive just in time. The bomb would have exploded in less than half a minute.

When the characters defuse the bomb, the town bell tolls to signal the success of another mission. The exact number of rings depends on how many missions the characters have finished at this point.

Note: The back of Player's Aid #4 is a map of Novos Akros (Player's Aid #5). The characters will not actually need the map until Encounter D3, but since they are Akros Rangers, the information on the map would be common knowledge.

**Transcript of Statements
made aboard the ACROPOLIS**

Interview Notes:

The four suspects and the telepathic investigator were alone in a special detention pod, as per usual investigation technique. The bomber must have had a second, smaller bomb implanted into his or her body. It exploded, doing minimal damage to the ship, but killing all five individuals in the pod. Their remains have been scattered over the countryside.

Before their deaths, Allan-74, Marcus-11, and Carl-81 all showed signs of being in a recent fight. Julius-8 was found at home earlier today. He was extremely sick from a ruptured appendix. He is currently under heavy anaesthetic, awaiting an operation.

Last Statement of Cassandra-5, telepathic investigator:

One of the four is lying, the others are telling the truth as they see it. I know who planted the bomb and where it is. The bomb . . . (The remainder of the statement was lost due to the explosion)

Statement of Allan-74:

I was on my way to meet Janet-108 in the small Worker's Lounge. I passed through the Converter Section, because it was the shortest way, and I was already late for the meeting. It was about 2:30. I knew it was illegal, but everyone uses the shortcut. The Converter Section was empty. I kept going through the Defensive Section. I saw Marcus-11 doing something to the defensive panel. It seemed suspicious, so I grabbed him and forced him to go with me to Security. There was a struggle, but he quickly gave up. I was never in the Armament's Chamber today. I did not see Carl-81 all day until we were brought together in Security.

Statement of Marcus-11:

At about half past one I got a call from Janet-108. She told me that Julius-8 had gone home sick. So I arrived at work an hour early. It was a few minutes past 2:00 when I saw Carl-81 bending over one of the transferal nodes of the hydrogen converter. I knew he was not supposed to be in the Converter Section, so I walked over and asked him what he was doing in a restricted area. He mumbled something I couldn't understand, then struck at me with his fist. I fought back, but it did little good since I am not a fighter. He knocked me out cold. When I came to, I stumbled out of the Converter Section toward Security. As I passed the defensive panel I nearly blacked out again. I grabbed the panel to keep from falling down. I was still clutching the panel when Allan-74 grabbed me. At first I thought it was Carl-81 attacking me again so I fought back. When I realized it was Allan-74, I quit fighting and went with him to Security.

Statement of Carl-81:

It seemed strange that Allan-74 should be working in the Armament's Chamber. He's night shift and works outside anyway. I kept hidden and watched him as he opened a crate of laser clips. He put something inside the crate, then closed it again. I followed him through the Converter Section into the Defensive Section. I must have given myself away because he jumped me as I entered the Defensive Section. After a short fight, I broke away and ran. I ran through tube K 17, past the small Worker's Lounge, through tube L 17, and into the Worker's Rest Room. I saw no one. I'm not sure of the time, but I would guess it to have been 2:00, give or take a half hour. When I heard the alarm at 3:15, I hurried to Security to tell them what I knew. I did not see Marcus-11 today until the security guards brought him back from questioning.

Statement of Janet-108:

Julius-8 caught me crossing through the Converter Section, but he was kind enough not to report me. I was thankful, so when he asked me to call Marcus-11 and let him know that Julius was going home sick, I did so. The time was about 1:30. Then I went to the small Worker's Lounge to wait for Allan-74. As usual he was late. I heard the alarm go off at 3:15, but figured it was a routine drill. I was about to go home at 3:30 when the security guards arrived and asked me to go with them.

ENCOUNTER C5: THE CREATURE THAT DEVoured AKRON



This encounter is a straight forward fight. Thanagor (AT = 20 x 4, D = 5 - 50, I = + 12, A = - 7 Energy, LP = 220, M = 90' or 150' Flying, L = 17, P = 14 . . . XP = 288) is a terrible giant creature that resembles a mutated Tyrannosaurus Rex. It has huge wings which allow it to fly for short distances. Thanagor has the power of Energy Field, and the ability to breathe lightning four times a day (range = 500', damage = 10 - 100). Thanagor has wandered into Omegakron from the surrounding radioactive wilderness and will destroy the entire city unless stopped.

This encounter makes a good emergency call for the characters as Akros Rangers. With somewhat tongue-in-cheek humor, Thanagor is referred to as "The Creature that Devoured Akron". His battle with the characters is reminiscent of many "B" movies (often Japanese) where a monster seeks to destroy a city.

Thanagor is radioactive. Anyone touching his flesh, or hit by him with a physical attack, must make a luck roll or take an additional 1-20 points of damage. If the luck roll fails, the individual should keep trying (each turn) until he rolls successfully. For each failure, the individual takes 1-20 more points of damage. Characters protected by anti-radiation suits (which can be obtained, upon request, at Old Akros and Novos Akros) will not be harmed by Thanagor's radioactive skin. Note that the character's must request anti-radiation suits, they are not standard issue. Since the characters were warned by Prometheus that: "To touch the flesh of the Beast without protection is death", they may well request such suits.

When the battle is ended, the town bell will toll to mark the success of another character mission. The exact number of rings depends on how many missions the characters have finished at this point.

SCENARIO D: JOHN BROWN'S VICTORY

All five of these encounters share the same common theme: the liberation of the Novos Akros' wage slaves by the ghost of John Brown. While the five encounters should be played in the order given, they need not necessarily be played one right after the other. Thus, while **D4** follows **D3**, the characters might end up

fighting Thanagor between the time they make their plan to liberate the wage slaves, and the time they infiltrate Bierce Library to obtain a copy of the Bill of Rights.

The characters journey to the John Brown Memorial. While waiting for his ghost to appear at midnight, the characters are attacked by Dirges. After the battle, John Brown appears and recruits the characters to help him free the wage slaves. The characters reject his initial plan merely to raid the armory, and make up a better plan. To implement the plan, the characters get a copy of the Bill of Rights from Old Akron. Armed with the Bill of Rights, the characters and the ghost of John Brown liberate the wage slaves.

ENCOUNTER D1: DIRGE ATTACK

The characters have to meet the ghost of John Brown at his memorial at midnight ("Meet the Mad Ghost at midnight at his shrine"). Since the John Brown memorial is located in reforested lands, it is virtually impossible for the characters to merely drive over there just before midnight. The characters will have to go there during the day, when there is enough light to find the spot, and wait.

On the journey to the John Brown memorial, if the characters are not honorary members of the animal tribes, then there is a 50% chance the characters will encounter 1-6 Arakunem Heroes (AT = 21 x 2, D = 2 - 12 + 3 or 1 - 10 + 8, I = + 5, A = - 6 Energy, LP = 59(21), M = 90', L = 10, P = 5 . . . XP = 29) each riding an Urohos (AT = 18 x 2, D = 2 - 20, A = + 5, A = none, LP = 55, M = 90', L = 10 . . . XP = 12). Arakunem Heroes have the powers of Mind Block and ESP and fight with revolvers and swords.

The John Brown Memorial sits atop a small, rocky hill in the middle of a forest. The whole area is a circle about 30 feet in diameter. The area is surrounded by a stone wall about 3 feet high. On the inside of the stone wall are stone benches. The floor of the area is covered with flagstones. In the center of the area is an obelisk-like pillar topped with a ball of stone. The pillar is about 20 feet tall. Along the far side of the area is a stone marker shaped roughly like a grave headstone. On the stone marker is a metal plaque with a portrait of John Brown, his birth and death dates (1800-1859), and the inscription: "He died to set his brothers free. His soul goes marching on."

While the characters wait for the ghost of John Brown to appear, they are attacked by 6 Dirges (AT = 18×3 , D = $2 - 20$, I = +7, A = none, LP = 90, M = 80', L = 12, P = 8 . . . XP = 43). Dirges have the powers of Elemental Shaping, Sensual Chaos and Clairvoyance. They use the Clairvoyance to spot their prey, the Elemental Shaping to tunnel up to their prey, and the Sensual Chaos to confuse their prey.

Dirges make a loud, droning sound with a slow melodic cadence. The sound resembles a funeral march, known as a "dirge", and is the reason for their name. Dirges are especially deadly because the only thought they have is to devour their victim as soon as possible. They have no morale and do not try to defeat all their opponents before eating (as would most creatures). Instead, they each pick a victim and attack with single-minded fury. Since their goal is to devour the victim right there, they continue to attack even after the victim reaches 0 Life Points. The danger is, of course, that the Dirge may reduce the character so far below 0 Life Points that he cannot be rescued.



ENCOUNTER D2: HIS SPIRIT MARCHES ON

At midnight, the ghost of John Brown will arrive. First, his face on the metal plaque will begin to glow. Then it will grow to normal human size. Finally, the spectral form of John Brown will step out of the stones of the Memorial.

"It is intolerable", he will shout, his eyes burning in righteous indignation.

"That such conditions exist within sight of my memorial! That leaders in America would treat their own people in such a way! No matter what they call it—it is slavery. And slavery is an abomination! It is an affront to the fundamental laws of nature. This mockery of the great American ideal must be stopped. Justice must triumph!"

"Join with me and we will certainly be victorious! Come, we will seize the arsenal at Novos Akros and distribute the weapons to the wage slaves. They will surely rise and fight for their inalienable rights."

John Brown is a charismatic leader, full of zeal for his cause, but his skill as a strategist leaves much to be desired. If the characters follow him blindly, it will probably end in another debacle like the seizure of the arsenal at Harper's Ferry, which led to his death.

The characters have already been warned by Prometheus: "His plan failed once long ago in the past. Without the Rights of the Ancients, it will fail again."

At this point, most characters will try to reason with the ghost of John Brown. While they need the ghost for its charisma and magic, they also need a plan which has a better chance of success than just marching into Novos Akros and trying to seize the Armory. Fortunately, John Brown has learned from his past mistakes and will be quite willing to listen to reason.

Once the characters meet the ghost of John Brown, the town bell will again toll to signal the success of a mission. The exact number of rings depends on how many missions the characters have completed at this point.

NOTE: John Brown is not a typical ghost of the type which haunts a place after death with mindless determination, often repeating the scenes of its death. Instead, his ghost represents the spirit of the anti-slavery ideal. The ghost can think and reason. Except for its spectral nature, it acts like a living human being. The GM should play it as if it were alive, except that it cannot be harmed, can walk through solid objects, and can become invisible at will.

ENCOUNTER D3: THE PLAN

When planning the liberation of the wage slaves, the characters' knowledge of Novos Akros becomes important. For the adventure to work best, it is suggested that the GM make sure the characters join the Akros Rangers before meeting John Brown.

Since the characters are Akros Rangers, they know the layout of the headquarters complex at Novos Akros (Player's Aid #5). The map should help them plan their liberation of the wage slaves.

To free the wage slaves, the present government of Novos Akros will have to fall. As long as it is in power, the Novos Akros government will not willingly allow their workers to have freedom. Overthrowing the government of Novos Akros violates the oath that the characters took. But honor must work both ways. The government itself has already invalidated the oath with its treacherous treatment of the characters. Prometheus supports this view when he tells the characters: "An oath to a treacherous leader is no oath at all".

A successful coup has two requirements. The first is a base of popular support. The second is the seizure of key areas at the crucial time.

The presence of the ghost of John Brown will help rally popular support. But the ghost alone will not be enough to insure that the workers will take action to regain their just rights. The ghost will serve as a catalyst to start the revolt, but something more enduring is needed to sustain the revolt and to channel it in a useful direction.

Pre-holocaust America is a paradox to the workers of Novos Akros. They see it as an ideal time populated by mythic heroes, but have little real knowledge about the time because so much information was destroyed in the holocaust and the anarchy that followed. Rumors about the Constitution of the United States and its Bill of Rights abound. But the rumors can only hint at the contents. If the workers had a copy of the Bill of Rights, it would serve as a focal point of the revolt. It would inspire the workers and guide the revolt along a constructive path.

A copy of the Bill of Rights exists in Old Akron. If the characters obtain it, they can be assured of a base of popular support for the revolt.

In one respect, John Brown's original plan was good. The side that controls the Armory in Novos Akros at the moment the revolt breaks out is more likely to be victorious. It is important to arm as many followers as possible and to deny weapons to the enemy. Since most of the Akros Rangers who will fight for the government are already armed, and the weapons in the Armory are extras, blowing up the Armory does little good. It must be held long enough for the rebels to pass the weapons out to loyal supporters.

Seizing the Armory is not enough. There are several other key points which must be taken. It is important that the rebels spread their message to all the workers as quickly as possible. Since all

workers' barracks contain televisions and radios, the characters and their allies will want to seize the Communications Center, which houses the television and radio broadcasting equipment. With John Brown and the Bill of Rights being broadcasted live, the revolt will quickly spread.

All the plans could be thwarted if the government troops hold the Life Support machinery. Novos Akros is an enclosed area inside large plastic bubble domes, and its environment is artificial. Whoever holds Life Support could change the temperature of an area or alter the composition of the air. By selectively inducing sleep gas, the government could snuff out the revolt. While ranger uniforms contain gas masks, if the characters can gain surprise, most of the rangers would fall asleep before they realized what was happening if the characters induce sleep gas into ranger areas.

The key centers to control are, therefore, the Armory, the Communications Center, and Life Support. If they can be gained without setting off an alarm, the revolt will be a successful bloodless coup. There are normally four Akros Rangers on guard at each key area. The rangers will be loyal to the government unless the revolt begins to look successful. The more successful the revolt appears, the greater the chance any individual ranger will switch sides.

Other important areas are: Shuttle Control, Ranger Headquarters, the Ranger Barracks, Internal Security, the Manager's Suite, Sales, the Power Plant, the Computer Section, and the RSGA Government Headquarters.

Possession of Shuttle Control by the characters will prevent any reinforcements from reaching the main complex quickly. If the main complex falls, the others will surely follow. There are normally two rangers guarding the Shuttle Control.

While most of the rangers are out on patrol, there are always some who are off duty, or staffing Ranger Headquarters. The staff at Ranger Headquarters varies, but there are usually 7-12 rangers on call (6 + 1d6). In the barracks are 3-18 off duty rangers. The rangers at headquarters and in the barracks represent the reserve pool that the government can call on quickly.

Internal Security is staffed by armed Managers. There are 4 ranger guards plus 7-12 armed Managers inside Internal Security at any given time. The area is better fortified than the rest of the dome. Entrance doors are trapped, and can be sealed off in an emergency. Internal Security will be the center of any serious resistance to the revolution. If statistics are needed for the armed Managers, use those of a typical Akros Ranger.

In the Manager's Suite there will be 3-18 Managers. While the Managers are unarmed, a reserve cache of weapons is kept in Internal Security. If the Managers can reach Internal Security, they can be armed. There are likewise 3-18 Managers in Sales who could be armed. If statistics are needed for an unarmed Manager given a weapon, use those of a Human Soldier.

Life Support contains its own emergency power system. The Power Plant (guarded by two rangers) will, therefore, not be crucial to the initial success of the revolution. Eventually, however, it will be necessary to control the Power Plant.

While the Computer Section is not crucial to the revolution once it begins, it could be essential to the planning of the revolt. The simplest way to grab control of the Armory, Communications Center and Life Support at the same time is to make sure that at least half the guards assigned to each section are characters. The characters should have no trouble surprising the other guards. With any luck, all three sections can be seized without a shot being fired.

The duty rosters for each day's assignments are prepared in the Computer Section. Any computer expert can re-program the duty roster so that the characters end up with the desired assignments. The computer expert will need about 10 minutes alone with the computer. The characters can either burglarize the Computer Section one night, or wait until it is their turn to serve as guards for the Computer Section.

The Reunited States of Greater America does not interfere with local politics. Its headquarters in Novos Akros will be guarded by 6 Marines, but neither they, nor the government officials will interfere unless they are attacked directly.



ENCOUNTER D4: THE BILL OF RIGHTS

This encounter stresses subtlety and finesse. It was designed to allow the characters to use their skills.

In a glass display case in Bierce Library at the University of Akron is a copy of the Bill of Rights. The library itself is virtually unguarded, being irregularly patrolled by one of the Defenders. The case has a simple "electric-eye" alarm which is tripped if anyone walks in front of it. If the glass is broken, an alarm is triggered.

The first part of this encounter is for the characters to find out where the Bill of Rights is being kept. Prometheus has given them a clue: "A copy of the Ancient Rights can be found in the Place of Books". The characters usually catch on quickly to the fact that the "Place of Books" refers to a library. The only library they know about is Bierce Library mentioned in the Short History of Akron. If they should check, the characters will find that all other libraries were destroyed in the anarchy following the holocaust.

Next, the characters have to obtain the copy without arousing all of Old Akros ("Its owners will not willingly give it up"). There are several easy methods, all involving use of character skills.

A character can use the Bureaucracy-4 skill of Infiltration to trick library officials into giving away the document. If Bureaucracy-3 (Bribery) is used, there is an 80% chance it will succeed. The chance can be altered, at the GM's direction, depending on how well or how poorly the player role-plays his character.

A character can use either the Master Criminal-3 skill (Safecracking) or the Street Criminal-3 skill (Burglary) to break into the library, deactivate the simple alarm system, and steal the Bill of Rights.

A character could study an important Library official, then use the Theatrical-4 skill of Impersonation to fool others into thinking the character was actually the official. He could then simply walk in and requisition the document without arousing suspicion.

While infiltration, theft, or impersonation are the simplest methods to obtain the Bill of Rights, the characters could also use a combination of Computer, Detective, Espionage, or Commando skills to invent a way to obtain the document.

If the characters obtain the Bill of Rights without bloodshed, award them 100 XP. If they have to fight for the document, do not give them experience points (since, by now, the characters should have realized that certain situations call for skills, not violence).

ENCOUNTER D5: EMANCIPATION OF THE WAGE SLAVES

With a minimum of luck, a smart group of characters will be able to stage a bloodless coup. If fighting breaks out, the situation can quickly become complex. There are simply too many unknown variables to predict the character's course of action once fighting breaks out. The best that the designer can do is to give the GM the pertinent data, and offer some advice.

Besides the various personnel already mentioned in encounter **D3**, there are 2-12 rangers who are patrolling close enough so that they can join the government forces. There are enough weapons in the Armory to arm about 100 workers. Three armed Workers are about equal to an armed Manager. Four armed Workers are about equal to an armed ranger. There are also about 200 workers who are willing to fight, but have no weapons. One armed worker is roughly equal to 2 unarmed workers.

It is suggested that the GM keep all large fights abstract. If a few characters are trying to overpower a few rangers, go ahead and fight the combat normally. But if 60 workers are trying to storm Ranger Headquarters, simply describe what happens to the players. For example:

"A mob of workers have snatched up improvised weapons from the Manufacturing section. The weapons are crude, but effective (crowbars, pipe wrenches, table legs, etc.). The mob swarms down the corridor toward Ranger Headquarters. The rangers open fire from behind their barricade. The front line of workers falls. The workers stop. Panic is about to break out when the characters return the rangers' fire. Several rangers are shot down. The workers cheer and rush forward. Several more fall, but the rangers are doomed. The swarm of workers smashes through the barricade and overpowers the rangers. Ranger Headquarters now belongs to the rebels."

By keeping the battles abstract, the GM has more control over the situation. It also keeps the details from becoming hopelessly complex. A fighting revolution calls for improvisation and imagination on the part of the GM. On the other hand, the revolt seldom reverts to mass combat, and usually ends with a minimum of bloodshed.

If the revolt succeeds, give the characters 200 XP. If, through good roleplaying, it is a bloodless coup, reward the characters with an extra 100 XP.

As soon as the revolt is victorious, the town bell will toll to signal the success of another mission. While the exact number of rings depends on how many successful missions the characters have accomplished, most characters choose to undertake the revolt only after all other obvious missions have been finished. Thus, the town bell usually rings twice when the revolution succeeds.



SCENARIO E: THE BRANCHES OF TIME

The characters now confront their true foe—one of the hounds from the Wild Hunt. After they defeat the hound, the way is open for the Time Adjustors to arrive. The characters meet the Time Adjustors and find out why Omegakron has become the main time line. For some unknown reason, Aeneas did not found Rome, and this historical change altered the time flow. The stage has been set for the characters' next adventure: **The Towers of Illium** where the characters travel back in time to set matters right.

ENCOUNTER E1: THE FINAL FOE

As the last echoes of the second knell of the town bell fade, the final enemy of the characters appears. The enemy is a giant hound with pale white fur and burning green eyes. Fiery saliva drips from its fangs. Where it walks, glowing violet paw prints slowly fade.

The hound is part of the Wild Hunt. If the characters have played in the first **Lords of Creation** adventure module, they will recognize the hound. Roland's horn, of course, normally acts as a protection from the Wild Hunt. But the temporal shift has allowed one hound to break the protection.

The Hound of the Hunter will immediately attack (AT = 17×5 , D = 4 - 40, I = +15, A = -9(all), LP = 220(75), M = 160', L = 20, P = 15 ... XP = 350). It mysteriously appears right above the characters and pounces on them. The hound moves equally well on ground, water or air. It can only be harmed by someone with a Personal Force greater than 10 (i.e. at least an Apprentice).

The Hound will use its first attack time to activate its Magic Armor power and increase its armor to -18(all) for 15 turns. Its second attack will be to activate the Sensual Chaos power which has a special radius of 30 feet. The Hound's third attack is to activate its Magic Weapon power so that only armor classified as protecting against "all" will work against its attack.

For the remainder of the combat, the Hound will use its regular attacks. Anyone bitten or clawed by the Hound (its regular type of attacks) must make a luck roll or be incapacitated for 1-6 turns from the burning pain of the wound.



The Wild Hunt has become temporarily allied with Erebus (the character's old foe from **The Horn of Roland**) and Tiamat (the character's foe in **The Towers of Ilium**). It is Tiamat, with the help of Erebus, who is responsible for altering the time lines.

When the Hound of the Hunter is finally defeated, the town bell will ring for one final time. The characters have succeeded in all their missions.

ENCOUNTER E2: THE TIME ADJUSTORS

Through Prometheus, the characters now have instructions to "Return to the Empty Lands; the Adjustors will be waiting." The Empty Lands refer to what was once the Vortex. The characters will have an unflinching sense of direction which will lead them to the Time Adjustors.

Their directional sense will lead the characters down West Exchange street. A little way past Maple Street-Copley Road, they will be led to a shop marked "The Bookseller". In comparison to the ruins around it, The Bookseller will be in a remarkable state of preservation.

The Bookseller serves as the headquarters for the Time Adjustors in Omegakron. Inside The Bookseller, the Time Adjustors wait. They have been busy using their special computers and temporal scans to search the many paths of time and analyze the change which made Omegakron the main time flow.

"There are many branches of time", they explain to the characters. Most decisions are trivial and do not affect the flow of time. Occasionally, a decision is so important that its effects can alter the time lines. Such a decision is termed a 'conjunctive decision' and results in one or more new branches splitting from the main temporal flow."

"Each conjunctive decision results in new worlds of development parallel to that of the main flow. The main flow itself is actually composed of a myriad of related branches. The branches of the main flow are all viable alternatives to reach the same end. They twist and turn, but all eventually return to the main time flow."

"Some conjunctive decisions result in many parallel worlds, others in but a single world. This particular branch, with its nuclear holocaust and attendant horrors, was once but a minor branch of time. Somehow, the time flow has been altered so that this obscure branch has become the main time flow."

"Now the main time flow has massed quite a bit of inertia behind it. Right now, it will take but a nudge in the right direction, at the right place, to restore the original main time flow. But the longer this new branch remains the main time flow, the more resistant it will be to change. It must have taken an incredible amount of energy to make the change which altered the time flow."



"Until your help opened the way, we were blocked from travelling into this time branch to find out what caused the change. Now we hope to find the reason for the change and come up with a way to neutralize the change and restore the proper flow of time. If this branch remains the main time line, then millions of time branches will be forced to suffer the nuclear holocaust."

At this point, one of the futuristic machines with the Time Adjustors will light up and announce: "Analysis Complete . . . Temporal Flaw Located".

ENCOUNTER E3: THE TEMPORAL FLAW

The Time Adjustors study a printout from their computer. The printout is an analysis of the change which altered the time lines.

"Interesting", one of them comments, "subtle, but effective. I can see we will have our work cut out for us."

"I don't know if you are familiar with Roman folklore," one Time Adjustor says to the characters. "According to legend, after the fall of Troy, Aeneas managed to escape. He wandered for a time, finally leading his followers to Italy. Aeneas then married the daughter of the local ruler, King Latinus, and founded the town of Lavinium (named after his bride). The descendants of the Trojans and natives became the Latins. The son of Aeneas and Lavinia, named Ascanius, founded the town of Alba Longa. The actual founders of Rome, Romulus and Remus, were descendants of Aeneas, and were born in Alba Longa."

"According to this analysis, while Aeneas did indeed escape the sack of Troy, he and his followers did not settle in Italy and found Lavinium. It was a subtle change. Romulus still founds Rome, but he is not a descendant of Aeneas, and does not revere the ideals of family and self-sacrifice with which Aeneas is associated. The historical events of this time line are virtually identical to those of the main time flow. But there is something missing from the spirit behind the events."

"Without the ideals of Aeneas, the Roman Empire is even more brutal and callous than it was in the main time flow. A touch of this harshness carries over into Western philosophy, which was strongly influenced by the classical renewal of the Italian Renaissance. It was a subtle difference which produced only unimportant changes throughout history, right up to a crucial moment."

"The crisis came when the decision had to be made whether or not to initiate nuclear war. In this time line, the ideals of mercy and compassion were too weak to stop the holocaust. The button was pressed, and the bombs fell. In the main time flow, the button was not pressed and negotiations were instead initiated."

"We know that you have already done much to help us, and we hesitate to ask more of you—but we do not have any field agents available for a mission right now. We appeal to you. You have shown all the necessary talents; join us as field agents. Someone has to return to the ancient world and make sure that Aeneas sets the proper foundations for Rome. We are merely analysts without proper field training, and all our field agents are currently on other missions and beyond recall. The Time Adjustors need you."

If the characters agree, they will be sworn in as field agents for the Time Adjustors. They will each be given a limited time travel machine which looks like an ordinary belt with a large buckle. The time travel machine has but three settings. One leads to the ancient world after the fall of Troy. The second leads to Omegakron. The third leads to the future (so that the characters can make sure that their adjustment works and that the main time flow once more leads to the future of Imperial Terra and the Star-nomads).

The adventure where the characters help Aeneas found Rome is entitled: **The Towers of Ilium**. If the characters succeed in the time adjustment, they can travel to the future for the adventure: **Voria**.

The Game Master does not have to follow the sequence of adventure modules. Each can be played separately. But for those

people who enjoy a continuous plot linking adventures together, the adventure modules were specially ordered in sequence.

If the GM does not plan to use this ending, he can invent any ending he chooses. The GM could make up some other change which altered the time lines and send the characters on some other mission. He might merely end this adventure by having the Time Adjustors announce that they have, themselves, corrected the change now that the characters opened the way. The characters could then be taken to any setting the GM wishes.



NEW FOES

ARAKUNEM

Average

ATTACK: 14
DAMAGE: 1-6 + 2

INITIATIVE: +2
ARMOR: none
LIFE POINTS: 14
MOVEMENT: 60'
LUCK: 7
NUMBER: 3-30
EXPERIENCE: 2



Soldier

ATTACK: 12 × 2
DAMAGE: 2-12 + 1 or
1-10 + 4
INITIATIVE: +3
ARMOR: -4
LIFE POINTS: 21
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-20
EXPERIENCE: 8
POWER: 3

OMEGAKRON

Veteran

ATTACK: 15 × 2
DAMAGE: 2-12 + 2 or
1-10 + 5
INITIATIVE: +3
ARMOR: -6 Ballistic
LIFE POINTS: 39(14)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 16
POWER: 3

Marack

ATTACK: 21 × 3
DAMAGE: 3-30 + 4 or 1-10 + 11
INITIATIVE: +7
ARMOR: -8 Energy
LIFE POINTS: 98(39)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 100
POWER: 7

Arakunem (are'a.coon'em) are a mutated species of intelligent raccoons. They are bipedal raccoons about seven feet tall. They are pastoral nomads who usually ride Urohos (giant buffalo). Arakunem Soldiers and Veterans have the powers of **Mind Block**. Arakunem Heroes add the power of **ESP**. Marack the Arakunem additionally has the powers of **Telepathy** and **Neural Overload**. Marack is a tribal chief who maintains his authority because of his wisdom and bravery.

BHEROS

Bheros

ATTACK: 19 × 2
DAMAGE: 1-10 + 8
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 100(32)
MOVEMENT: 90'
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 37
POWER: 5



Silver Bheros

ATTACK: 18 × 3
DAMAGE: 1-10 + 3
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 160(41)
MOVEMENT: 100'
LUCK: 14
NUMBER: 1
EXPERIENCE: 112
POWER: 9

Bheros (bear'ohs) are giant, mutated bears. They are intelligent and stand about 15 feet tall. They often barter favors in trade for sets of specially-designed steel war claws which aid their attack. Bheros have the powers of **Dermal Armor** and **Regeneration**. Their leaders, the Silver Bheros, add the powers of **Energy Absorption** and **Shock Control**. Sometimes, the mutant ancestry of the Bheros produces a strain of insanity which leads to berserk Rogue Bheros, who attack everybody in sight.

Dirges

ATTACK: 18×3
DAMAGE: 2-20
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 90
MOVEMENT: 80'
LUCK: 12
NUMBER: 1-10
EXPERIENCE: 50
POWER: 8



Dirges are hideous cannibal mutants who live underground in the old canal system of Omegakron. While roughly humanoid, they are covered with slimy tentacles, festering sores, and even less savory mutations. They usually attack at night, using the power of **Clairvoyance** to find their prey and the power of **Elemental Shaping** to tunnel up to their prey. Their attack is more deadly because their **Sensual Chaos** power often immobilizes their victims.

When they attack, they make a continuous, low-pitched droning sound. The cadence of the moan resembles that of a funeral march—hence their name of Dirge. Since they are only concerned with eating their victims as soon as possible, they will continue to attack (eat) their victim even when the victim reaches 0 Life Points and appears to be dead. Such attacks automatically hit.

The Hound of the Hunter

ATTACK: 17×5
DAMAGE: 4-40 + special
INITIATIVE: +15
ARMOR: -9 (all)
LIFE POINTS: 220(75)
MOVEMENT: 160'
LUCK: 20
NUMBER: 1
EXPERIENCE: 350
POWER: 15



The Hound of the Hunter is one of the pack from the Wild Hunt. It is a huge dog with ivory-colored fur and glowing green eyes. It can move equally well on ground, water and air, and leaves a trail of glowing violet paw prints behind it, which slowly fade from sight. Its saliva bursts into flames upon contact with another liquid.

The victim of its attack (bite and claws) takes 4-40 points of damage and must make a luck roll or be incapacitated for 1-6 turns from the pain (as near-boiling blood courses through his body). If the victim succeeds, then he is immune for the rest of the combat.

The hound has the power of **Sensual Chaos** which affects everyone within a **30 foot radius**. It has the **Magic Weapon** power which makes its attacks magical. It also has the **Magic Armor** power which protects it from most spells and increases its armor to -18 (all).

HUMANS (addition)

Akros Ranger

ATTACK: 17×2
DAMAGE: 3-30 + 2 or
1-10 + 6
INITIATIVE: +4
ARMOR: -6 Energy
LIFE POINTS: 50(17)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 29
POWER: 4

Barbera Diamond

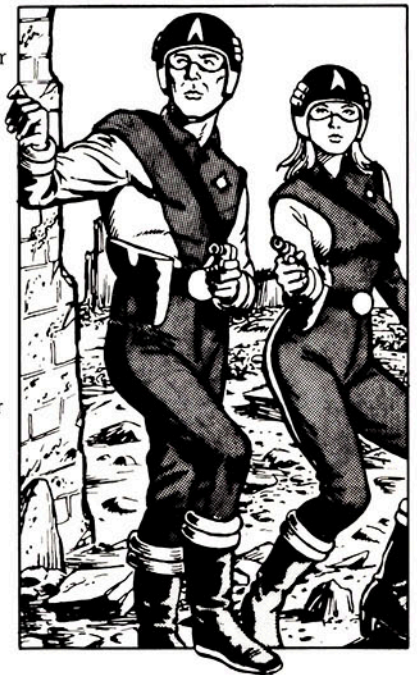
ATTACK: 18×3
DAMAGE: 3-30 + 3 or
1-10 + 9
INITIATIVE: +6
ARMOR: -9 Energy
LIFE POINTS: 75(29)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 75
POWER: 6

Defender

ATTACK: 17×2
DAMAGE: 2-20 + 2
1-6 + 6
INITIATIVE: +4
ARMOR: -6 Ballistic
LIFE POINTS: 50(17)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-20
EXPERIENCE: 22
POWER: 4

Perkin Lane

ATTACK: 18×3
DAMAGE: 3-30 + 3 or
1-10 + 9
INITIATIVE: +6
ARMOR: -7 Energy
LIFE POINTS: 75(29)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 67
POWER: 6



The statistics given represent an average Defender and Akros Ranger and could vary by individual if the GM wishes. Perkin Lane is the leader of the Defenders, who protect Old Akron. Barbera Diamond is a Manager of Novos Akros who leads the Akros Rangers.

Defenders, Akros Rangers, and both leaders all have the power of **Mind Block**. In addition, Perkin Lane has the power of **ESP**. Instead, Barbera Diamond has the additional powers of **Hypnosis** and **Persuasion**.

Defenders use automatic rifles and knives. Perkin Lane uses a laser and vibrodagger as do the Akros Rangers. Barbera Diamond uses an x-ray laser and vibrodagger.

OMEGAKRON

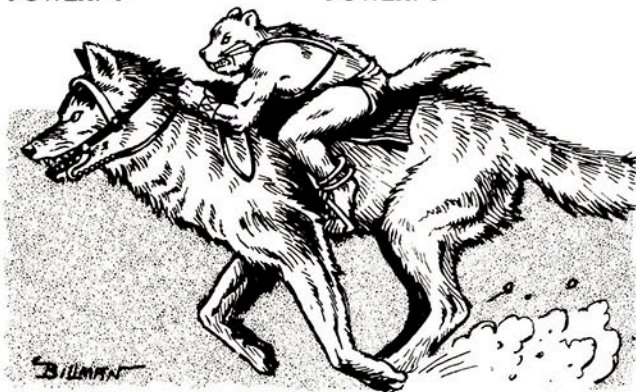
LYKOS

Lykos

ATTACK: 23
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 40(12)
MOVEMENT: 90'
LUCK: 8
NUMBER: 2-12
EXPERIENCE: 8
POWER: 4

Royal Lykos

ATTACK: 21×2
DAMAGE: 2-20
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 70(24)
MOVEMENT: 100'
LUCK: 10
NUMBER: 1-3
EXPERIENCE: 26
POWER: 6



Lykos (lie'.kos) are giant mutated wolves. Regular Lykos are semi-intelligent. Their leaders, the Royal Lykos, are completely intelligent. Lykos have the powers of **Mind Block** and **ESP**. In addition, Royal Lykos have the power of **Telepathy**. Lykos can often be found as chariot steeds or mounts for the Wejacks. Lykos are not, however, domesticated animals. They have a voluntary symbiotic relationship with the Wejacks.

NOMAN (type of Human)

DEATH ANGELS

Warriors

ATTACK: 20×2
DAMAGE: 9
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 52(17)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 13

Jeldos

ATTACK: 22×3
DAMAGE: 15
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 95(28)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 54
POWER: 5



Noman refers to any inhabitant of the post-holocaust ruins in Omegakron who is governed by one of the various street gangs. The Death Angels are one gang controlling the ruins. They wear body suits and ski masks painted to look like skeletons. They specialize in unarmed combat. Warriors have Unarmed Combat -4 and the power of **Physical Control** (thus +4 to hit and damage when using the power). Jeldos has Unarmed Combat -6 and the powers of **Physical Control** and **Dermal Armor** (+6 to hit and damage, -4 armor).

MOHAWKS

Warriors

ATTACK: 18×2
DAMAGE: 1-6+6
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 52(17)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 13
POWER: 3

Inisto

ATTACK: 18×3
DAMAGE: 2-16+8
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 88(28)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 54
POWER: 5



The Mohawks are another street gang. They are noted for their Mohawk-style haircuts and the use of tomahawks or war clubs. Warriors have the power of **Electrosensing**. In addition, Inisto has the power of **Electrosleep**. Instead of a tomahawk, Inisto fights with a varilance.

PSYCHOS

Warriors

ATTACK: 16×2
DAMAGE: 1-10+5
INITIATIVE: +4
ARMOR: -1
LIFE POINTS: 46(17)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 13
POWER: 5

Jamorga

ATTACK: 16×3
DAMAGE: 2-20+7
INITIATIVE: +6
ARMOR: -6 Energy
LIFE POINTS: 70(28)
MOVEMENT: 80'
LUCK: 10
NUMBER: 1
EXPERIENCE: 54
POWER: 8



The Psychos are a third gang controlling the ruins in Omegakron. They dress something like punk rockers, in a bewildering proliferation of bizarre styles. Psycho warriors fight with energy claws and wear leather jackets as armor. They have the power of **Sensual Chaos**. In addition, Jamorga has the power of **Invisibility**. He fights with an energy whip and wears an energy vest as armor.

RATTLESNAKES

Warriors

ATTACK: 19×2
DAMAGE: $1-6 + 2$
INITIATIVE: $+5$
ARMOR: -1
LIFE POINTS: 46(17)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 13
POWER: 4

Pagerty

ATTACK: 19×3
DAMAGE: $2-12 + 9$
INITIATIVE: $+8$
ARMOR: -6 Energy
LIFE POINTS: 73(28)
MOVEMENT: 80'
LUCK: 10
NUMBER: 1
EXPERIENCE: 54
POWER: 6



The fourth gang controlling the ruins of Omegakron are the Rattlesnakes. They look, and act, similar to a 50's street gang. They wear leather armor and carry switchblades. Rattlesnake Warriors have the power of **Hypnosis**. In addition, Pagerty has the power of **Persuasion**. Pagerty wears an energy vest and wields a photon sword.

SLASHERS

Warriors

ATTACK: 16×2
DAMAGE: $1-10 + 5$
INITIATIVE: $+4$
ARMOR: -1
LIFE POINTS: 48(17)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1-10
EXPERIENCE: 13
POWER: 3

Avenett

ATTACK: 17×3
DAMAGE: $2-12 + 7$
INITIATIVE: $+6$
ARMOR: -7 Energy
LIFE POINTS: 80(28)
MOVEMENT: 80'
LUCK: 13
NUMBER: 1
EXPERIENCE: 54
POWER: 5



The last street gang in Omegakron is the Slashers. They dress much like the villains in Grade B psychokiller horror films. To reinforce this image, they use meat cleavers as weapons. Slasher warriors have the power of **Sound Control**. In addition, Avenett has the power of **Telekinesis**. He wears an energy shield and wields a force axe.

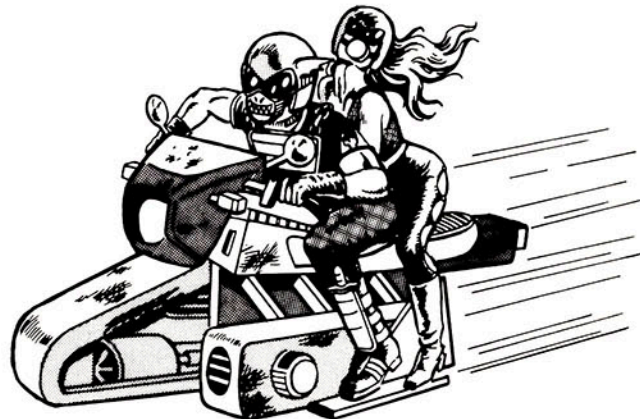
RAVERS (type of Human)

Ravers

ATTACK: 17×2
DAMAGE: $3-30 + 2$ or $2-12 + 6$
INITIATIVE: $+4$
ARMOR: -7 Energy
LIFE POINTS: 44(16)
MOVEMENT: 70'
LUCK: 9
NUMBER: 2-12
EXPERIENCE: 28
POWER: 4

Tomedin

ATTACK: 19×3
DAMAGE: $3-30 + 3$ or $2-12 + 9$
INITIATIVE: $+6$
ARMOR: -8 Energy
LIFE POINTS: 72(27)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 66
POWER: 6

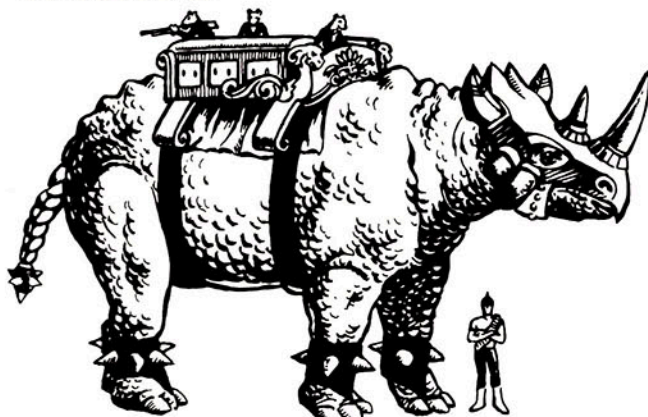


Ravers are bands of humans who roam the ancient highways. They operate on jetcycles capable of speeds of 200 miles per hour. They are always short of fuel for their cycles and energy for their weapons and often raid civilized areas for supplies. The Raver bands were numerous during the anarchy following the nuclear holocaust, but their numbers rapidly decreased as civilization returned. In a generation or so, it is likely that they will cease to exist.

Ravers fight with lasers and photon swords. They have the power of **Mind Block**. In addition, their leader Tomedin has the power of **Clairvoyance**. When riding their jetcycles, consider their movement to be 600 feet per turn.

Rhisker

ATTACK: 20×2
DAMAGE: 4-40
INITIATIVE: $+6$
ARMOR: -6 Ballistic
LIFE POINTS: 120
MOVEMENT: 60'
LUCK: 14
NUMBER: 1-3
EXPERIENCE: 62



Rhiskers are giant, mutated rhinoceri. They have intelligence equal to a dog or horse. They have been domesticated by the Skiouros who build special platforms on their backs from which to fight.

SKIOUROS

Average

ATTACK: 8
DAMAGE: 1-6 + 1
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 60'
LUCK: 6
NUMBER: 3-30
EXPERIENCE: 2
POWER: 2

Soldier

ATTACK: 13
DAMAGE: 1-10 + 1(+3)
INITIATIVE: +2
ARMOR: -4 Ballistic
LIFE POINTS: 12
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 4
POWER: 3



Veteran

ATTACK: 18
DAMAGE: 1-10 + 2 (+4)
INITIATIVE: +2
ARMOR: -6 Ballistic
LIFE POINTS: 35(13)
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 6
POWER: 3

Hero

ATTACK: 15 × 2
DAMAGE: 1-10 + 3 (+6)
INITIATIVE: +4
ARMOR: -7 Ballistic
LIFE POINTS: 57(21)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 18
POWER: 4

Eveullan

ATTACK: 21 × 2
DAMAGE: 2-12 + 4 or 1-10 + 8
INITIATIVE: +4
ARMOR: -7 Ballistic
LIFE POINTS: 57(21)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 34
POWER: 6

Skiouros (ski'.or.ohs) are intelligent mutated squirrels. They are bipedal, standing about 4 feet tall. They have domesticated a species of giant mutated rhinoceri known as Rhiskers. They build large platforms on the back of the Rhiskers which can hold up to six Skiouros. The platforms are in two levels so that two ranks of Skiouros can fire their flintlock rifles at the same time. The standard Skiouros side weapon is a sword. Their leader, Eveullan, uses a regular rifle instead of a flintlock rifle.

All Skiouros have the power of **Animal Control**. In addition, Skiouros Heroes, and Eveullan, add the power of **Electro-sensing**. Eveullan also has the power of **Electrosleep**.

Thanagor

ATTACK: 20 × 4
DAMAGE: 5-50 +
special
INITIATIVE: +12
ARMOR: -3
LIFE POINTS: 220
MOVEMENT: 90'
(150' flying)
LUCK: 17
NUMBER: 1
EXPERIENCE: 288
POWER: 14



Thanagor is a terrible creature looking something like a giant, mutated Tyrannosaurus Rex. Its huge wings allow it to fly short distances (about a mile). Thanagor has the ability to breathe lightning for 10-100 points (10d10) four times per day. The lightning breath has a range of 500 feet. Thanagor also has the power of **Energy Field** which increases its armor to -7 Energy and allows it to only take one-half damage from energy attacks.

Thanagor was spawned in the radioactive wasteland which still covers much of the post-holocaust United States. His skin is radioactive. Anyone coming in contact with Thanagor's skin (including being hit by Thanagor with a successful physical attack) will take 1-20 points of extra damage unless a luck roll is made. The victim should continue to make a luck roll each turn until successful (taking an additional 1-20 points each failure). The damage is for the radioactivity in general, not per attack. Victims need only make luck rolls the first time they come in contact with Thanagor's skin. Once a luck roll has been made, the victim is immune to the radioactivity of Thanagor's skin. Individuals in special protective suits are also immune to the radioactivity.

TIGRONS

Tigron

ATTACK: 18 × 3
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 73(28)
MOVEMENT: 120'
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 47
POWER: 7

Tigron Queen

ATTACK: 25 × 4
DAMAGE: 4-40
INITIATIVE: +10
ARMOR: none
LIFE POINTS: 120(46)
MOVEMENT: 130'
LUCK: 15
NUMBER: 1
EXPERIENCE: 128
POWER: 8

Tigron King

ATTACK: 19 × 4
DAMAGE: 3-30
INITIATIVE: +10
ARMOR: none
LIFE POINTS: 120(46)
MOVEMENT: 130'
LUCK: 15
NUMBER: 1
EXPERIENCE: 128
POWER: 14



Tigrons (teag'.ron) are a giant, intelligent cross-breed between lions and tigers. They have the powers of **Sound Control**, **Mind Block** and **Clairvoyance**. In addition, the Tigron Queen has the power of **Sensual Chaos**. Besides **Sound Control**, **Mind Block** and **Clairvoyance**, the Tigron King has the powers of **Cure**, **Animal Control**, **Electrosensing** and **Electrosleep**.

Tigron females are generally more aggressive than the males (as a glance at the difference between the king and queen will show). The Queen is noted for attacking with an iron will to win, while the king is noted for helping his fellow Tigrons. Occasionally, the mutant aspect of the Tigrons produces a Rogue Tigron who hunts down and attacks other intelligent creatures, fighting with a crazed fury until killed.

UROHOS

Urohohs

ATTACK: 18 × 2
DAMAGE: 2-20
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 55
MOVEMENT: 90'
LUCK: 10
NUMBER: 2-12
EXPERIENCE: 12

Golden Urohohs

ATTACK: 15 × 3
DAMAGE: 3-30
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 86(23)
MOVEMENT: 100'
LUCK: 12
NUMBER: 1
EXPERIENCE: 52
POWER: 6



Urohohs (oor'.oh.hos) are large, mutated buffalo (American bison). Normal Urohohs are semi-intelligent; the special strain of Golden Urohohs have attained full intelligence. Urohohs are ridden by Arakunem, both into battle and while herding animals. The two species have become inseparable. There is a special empathic link which develops between the Arakunem rider and the Urohoh mount. The loss of either partner is a devastating blow to the survivor.

Golden Urohohs have the powers of **Sensual Chaos** and **Mind Block**.

WEJACKS

Average

ATTACK: 9
DAMAGE: 1-6 (+1)
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 9
MOVEMENT: 60'
LUCK: 6
NUMBER: 3-30
EXPERIENCE: 2
POWER: 2

Soldier

ATTACK: 15
DAMAGE: 1-6 + 1
(+3)
INITIATIVE: +2
ARMOR: -2
LIFE POINTS: 14
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3
POWER: 3

Veteran

ATTACK: 20
DAMAGE: 1-6 + 2 (+4)
INITIATIVE: +2
ARMOR: -4
LIFE POINTS: 24(10)
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 5
POWER: 3

Imwar

ATTACK: 23 × 2
DAMAGE: 1-6 + 4 (+9)
INITIATIVE: +5
ARMOR: -6 Energy
LIFE POINTS: 62(24)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 34
POWER: 6



Hero

ATTACK: 16 × 2
DAMAGE: 1-6 + 3 (+6)
INITIATIVE: +3
ARMOR: -6 Ballistic
LIFE POINTS: 38(15)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 17
POWER: 4

Wejacks are intelligent, mutated woodchucks. They are bipedal and stand about 5 feet tall. All Wejacks have the power of **Sound Control**. Wejack Heroes add the power of **Telekinesis**. In addition, Imwar the Wejack has the power of **Apportation**. Wejacks normally fight with bow and spear; Imwar uses a bow and rapier. Wejacks ride to war either in chariots pulled by Lykos, or riding Royal Lykos.

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OMEGAKRON

1 INCH = 2 MILES

0 1 2

✕ ENTRANCE POINT

✈ SPACEPORT

▬ USABLE ROAD

▬ TRAIL

▬ RUINED FREEWAY

■ RIVER OR LAKE

■ THE VORTEX

■ THE CHUCKERY

■ RATTLESNAKE TURF

■ PERKIN WILD

■ MOHAWK TURF

■ GOODPARK

■ DEATH ANGEL TURF

■ CASCADE CITY

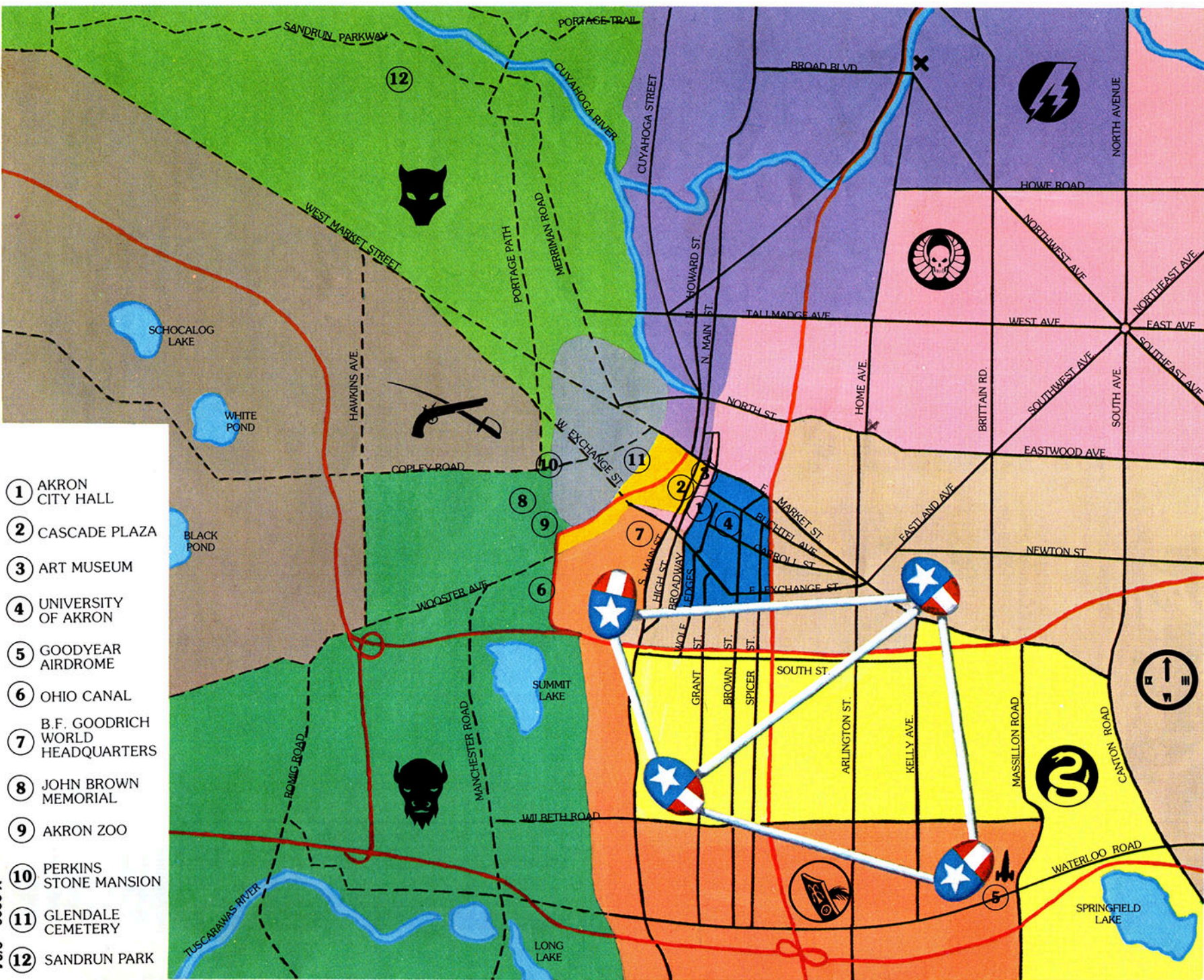
■ PSYCHO TURF

■ SLASHER TURF

■ OLD AKRON

■ NOVOS AKROS

■ SHUTTLE TUBE



- 1 AKRON CITY HALL
- 2 CASCADE PLAZA
- 3 ART MUSEUM
- 4 UNIVERSITY OF AKRON
- 5 GOODYEAR AIRDROME
- 6 OHIO CANAL
- 7 B.F. GOODRICH WORLD HEADQUARTERS
- 8 JOHN BROWN MEMORIAL
- 9 AKRON ZOO
- 10 PERKINS STONE MANSION
- 11 GLENDALE CEMETERY
- 12 SANDRUN PARK

The Vision of Prometheus

The branches of time flow in strange directions
When the hand of Chaos stirs the pool.
Adjustors seek to restore the rightful paths,
But interference blocks their safe passage.
Harken to their plight; your aid is essential.
You will know success when the bell tolls its last.

If you rescue the Reclamers from the Ravers
They will give you valuable weapons.

The Stone House holds the secrets of the past.
Without its clues you have no chance.

Beware the boundary between east and west.

The Sword of the North has become a relic.
Its rattling blade rests in a lawless sanctuary.

The Miner who is not dead has been twice buried.
If you give him the Sword he can banish Death.

Do not venture into the Empty Lands without the Sword.

In the Sky City the seconds tick slowly.
Only your skills can save the Air People.

From out of the wasteland, the Beast will come.
You must not allow the City to be eaten.

To touch the flesh of the Beast without protection is death.

The Spirit of Old Ossawatimie is restless.
Meet the Mad Ghost at midnight at his shrine.

His plan failed once long ago in the past.
Without the Rights of the Ancients it will fail again.

An oath to a treacherous leader is no oath at all.

A copy of the Ancient Rights can be found in the Place of Books.
Its owners will not willingly give it up.

When but a single bell remains, the true foe will be revealed.
To open the way, the foe must be vanquished.

Return to the Empty Lands; the Adjustors will be waiting.



**Transcript of Statements
made aboard the ACROPOLIS**

Interview Notes:

The four suspects and the telepathic investigator were alone in a special detention pod, as per usual investigation technique. The bomber must have had a second, smaller bomb implanted into his or her body. It exploded, doing minimal damage to the ship, but killing all five individuals in the pod. Their remains have been scattered over the countryside.

Before their deaths, Allan-74, Marcus-11, and Carl-81 all showed signs of being in a recent fight. Julius-8 was found at home earlier today. He was extremely sick from a ruptured appendix. He is currently under heavy anaesthetic, awaiting an operation.

Last Statement of Cassandra-5, telepathic investigator:

One of the four is lying, the others are telling the truth as they see it. I know who planted the bomb and where it is. The bomb . . . (The remainder of the statement was lost due to the explosion)

Statement of Allan-74:

I was on my way to meet Janet-108 in the small Worker's Lounge. I passed through the Converter Section, because it was the shortest way, and I was already late for the meeting. It was about 2:30. I knew it was illegal, but everyone uses the shortcut. The Converter Section was empty. I kept going through the Defensive Section. I saw Marcus-11 doing something to the defensive panel. It seemed suspicious, so I grabbed him and forced him to go with me to Security. There was a struggle, but he quickly gave up. I was never in the Armament's Chamber today. I did not see Carl-81 all day until we were brought together in Security.

Statement of Marcus-11:

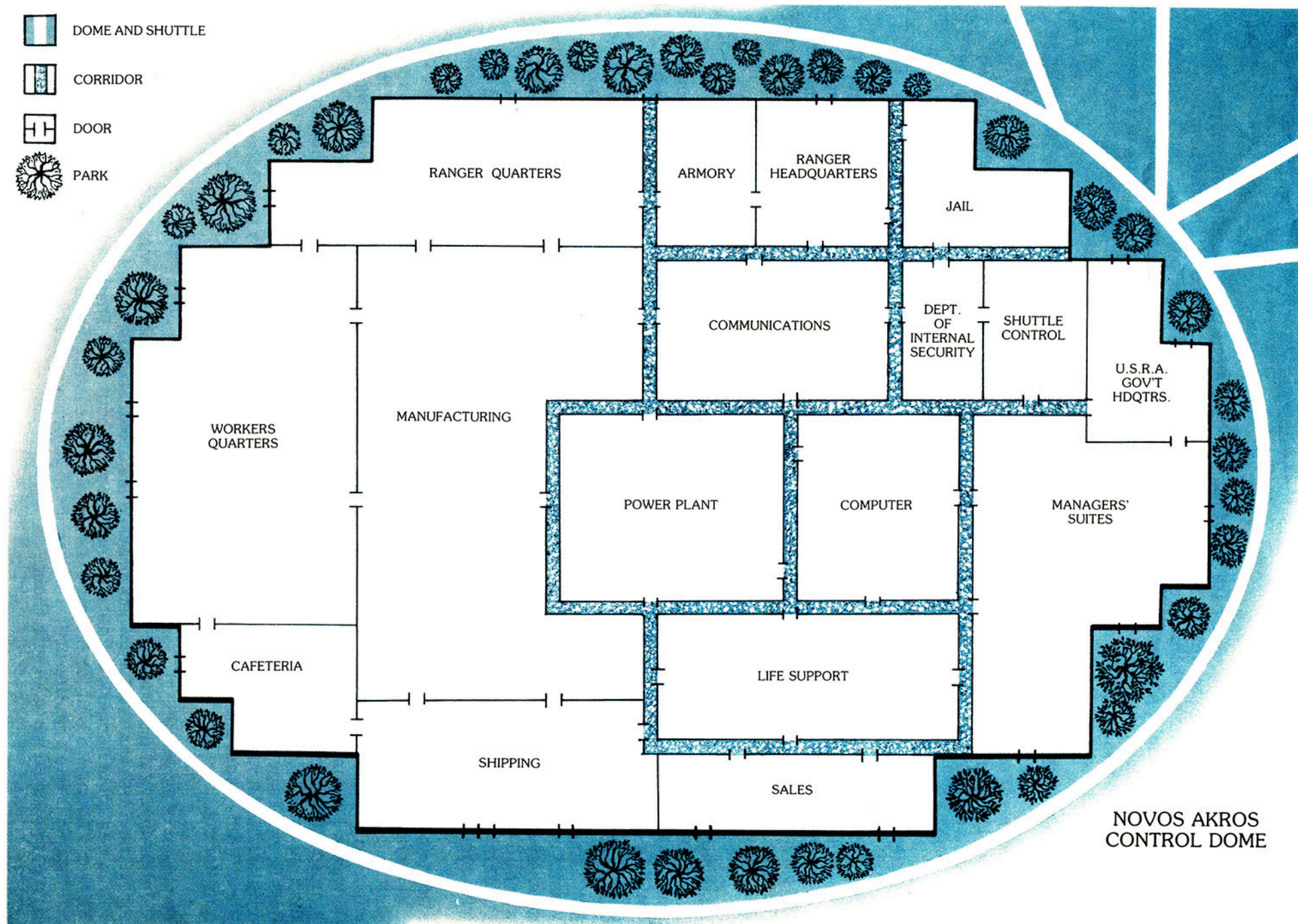
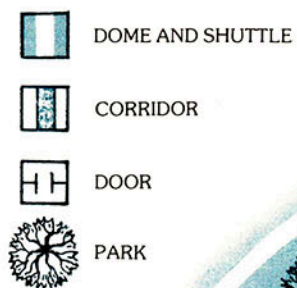
At about half past one I got a call from Janet-108. She told me that Julius-8 had gone home sick. So I arrived at work an hour early. It was a few minutes past 2:00 when I saw Carl-81 bending over one of the transferal nodes of the hydrogen converter. I knew he was not supposed to be in the Converter Section, so I walked over and asked him what he was doing in a restricted area. He mumbled something I couldn't understand, then struck at me with his fist. I fought back, but it did little good since I am not a fighter. He knocked me out cold. When I came to, I stumbled out of the Converter Section toward Security. As I passed the defensive panel I nearly blacked out again. I grabbed the panel to keep from falling down. I was still clutching the panel when Allan-74 grabbed me. At first I thought it was Carl-81 attacking me again so I fought back. When I realized it was Allan-74, I quit fighting and went with him to Security.

Statement of Carl-81:

It seemed strange that Allan-74 should be working in the Armament's Chamber. He's night shift and works outside anyway. I kept hidden and watched him as he opened a crate of laser clips. He put something inside the crate, then closed it again. I followed him through the Converter Section into the Defensive Section. I must have given myself away because he jumped me as I entered the Defensive Section. After a short fight, I broke away and ran. I ran through tube K 17, past the small Worker's Lounge, through tube L 17, and into the Worker's Rest Room. I saw no one. I'm not sure of the time, but I would guess it to have been 2:00, give or take a half hour. When I heard the alarm at 3:15, I hurried to Security to tell them what I knew. I did not see Marcus-11 today until the security guards brought him back from questioning.

Statement of Janet-108:

Julius-8 caught me crossing through the Converter Section, but he was kind enough not to report me. I was thankful, so when he asked me to call Marcus-11 and let him know that Julius was going home sick, I did so. The time was about 1:30. Then I went to the small Worker's Lounge to wait for Allan-74. As usual he was late. I heard the alarm go off at 3:15, but figured it was a routine drill. I was about to go home at 3:30 when the security guards arrived and asked me to go with them.



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LUCK							Roll(+ 5)				
Total							Force				

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A Short History of Akron

by Tom Moldvay

In the 16th century, northeast Ohio was inhabited by the Erie Indians. The neighboring tribes called the Eries the "Eriechronons", meaning "people of the long tail"¹, which probably refers to the Erie use of raccoon tails for decoration. The Eries spoke a language which was part of the Iroquoian linguistic group.

The Eries lived in stockaded villages made of logs. They travelled on the lakes and rivers of Ohio in canoes. The largest, heaviest canoes were capable of sailing on the Great Lakes. The Eries were hunters who also practiced simple agriculture, raising corn, squash, beans and pumpkins. The tools and artifacts they built were cruder than the earlier "mound builder" cultures that lived in Ohio.

The Eries were great warriors. Their primary enemies were the Mohawks, Oneida, Cayuga, Onondaga and Seneca. Around 1560 the Eries won a great naval victory. Partly as a result of this humiliating defeat, the enemies of the Erie formed the Iroquois confederation. The united tribes proved more than a match for the Erie warriors. In 1654 a decisive battle was fought, and the Eries were eradicated as a nation.

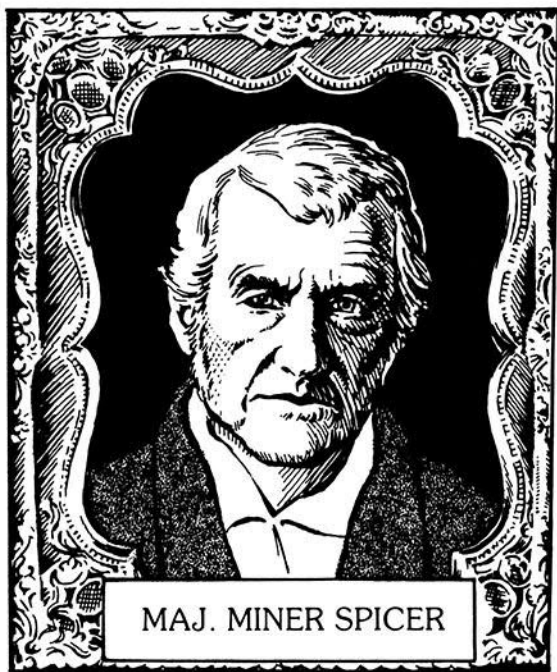
Ohio became a hunting preserve for the Iroquois tribes. Few Indians were allowed to settle until the 18th century when Ohio became a refuge for eastern tribes defeated and broken by European expansion. Some of these scattered tribes aided Pontiac in his war against the British (1763-1765).

The frontier remained a powderkeg, even after Pontiac was defeated. Atrocities were committed on both sides. American Border gangs, little better than scalphunters, butchered entire Indian villages. The worst massacre was that of the village of Gnadenhutten, a tribe of peaceful Indians converted to Christianity by the Moravians. Except for two boys who escaped, every man, woman and child was killed in cold blood, after they had surrendered their few hunting weapons. During this time, the Indians handed the Americans their worst defeat at native hands, when more than 900 men, led by General Arthur St. Clair, were annihilated.

But time was on the side of the Americans. Immigrants continued to flock to the United States while Indian losses were irreplaceable. The end came in 1794 when General Anthony Wayne defeated the Indians at the battle of Fallen Timbers. In 1795, the Indians signed a treaty giving away most of their lands in Ohio.

Northeast Ohio was claimed by Connecticut, New York and Pennsylvania, all of whom had vague charters to prove their claims. After bitter disputes and some unnecessary bloodshed, Congress upheld Connecticut's claims. The Connecticut claim, known as the Western Reserve, was surveyed by General Moses Cleaveland and Seth Pease in 1796 and 1797. A lottery was held

¹Bloetscher, Virginia Chase. **Indians of the Cuyahoga Valley and Vicinity.** (page 18)



in Hartford, Connecticut in 1798 where the various townships were parcelled out.

The first permanent settler, in what eventually became Summit County, was probably Deacon David Hudson, who founded the town of Hudson, Ohio. One of the first settlers in the area, which eventually became Akron, was Major Miner Spicer. Early settlers, such as David Hudson and Miner Spicer, had to contend with a variety of dangers, from malaria and dysentery to wolves and rattlesnakes. But the land was fertile, and game and raw materials were plentiful. The settlers persevered and eventually thrived.

The city of Akron can trace its foundation to two men and a geographical accident.

Because of tectonic activity and glaciation in the remote past, the Akron area is a watershed. On one side, the Cuyahoga river runs into Lake Erie. On the other side, the Tuscaroras river runs into the Ohio river. When it was decided to connect the Ohio river and Lake Erie by a canal system, it was only natural that the canal should run through the Akron area, as it is one of the few places where north and south running rivers are close together. Indians recognized the importance of the area long ago, and the Portage Path between the Cuyahoga and Tuscaroras rivers, over which canoes were carried, was one of the most frequented paths in Ohio.

General Simon Perkins and his son, Simon Jr., also recognized the importance of the area and bought land there whenever a bargain presented itself. One such bargain came in 1807 when he paid just four dollars, one cent and two mills (.2 cents) for 1,003 acres on which one Daniel Stuart, a non-

resident, had defaulted taxes.² By donating 100 of the 300 town sites to the state of Ohio, Simon Perkins persuaded the legislature that the canal should run through land which he predominantly owned.

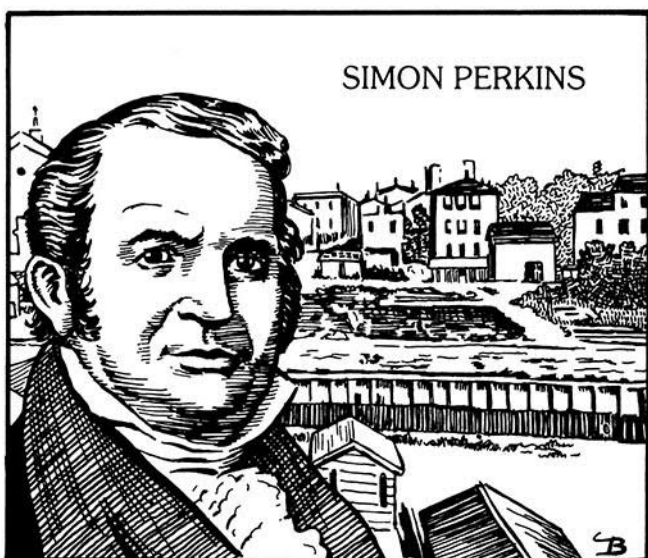
When the Ohio Canal was built, it took 17 locks to conduct a boat from one side of Akron to the other. When the canal was finished, in 1833, it initiated a boom in local agriculture and industry. It was now possible to ship goods by water all the way to New York (via Lake Erie, the Erie Canal and the Hudson river) or to New Orleans (via the Ohio river and Mississippi river).

The infant town needed a name. According to tradition, the name was suggested by Charles Olcott, of Medina. The name "Akron" was taken from the Greek word meaning "high", an appropriate name since the town was located on the highest point of the canal. The town was officially registered with the state on December 6, 1825.

But the Ohio Canal, by itself, was not enough to turn Akron from a village into a town; industry was also needed. And, in 1830, industry meant water power. The man who brought water power to Akron was Dr. Eliakim Crosby. In 1832 he built a mill race connecting the Little Cuyahoga river to Lock 5 on the canal. The mill race furnished enough power to run all the burgeoning industries of the infant town.

The town originally registered by Simon Perkins became known as South Akron. The town which originated along the Cascade Mill Race became known as North Akron. The area between them was known as The Gore. The two Akrons continued a spirited rivalry until a special event united them in opposition against two other towns.

The Ohio legislature decided to form a new county by taking 10 townships from Portage County, 2 from Stark County, and 4



²Jackson, James S. and Margot Y. **At Home on the Hill: The Perkins Family of Akron.** (page 15)

from Medina County. The 16 townships were formed into a new county named Summit County. Fourteen of the original townships had been part of the Western Reserve and were settled mainly by families from Connecticut. The other two counties were from outside the Western Reserve and had been settled by families of German extraction—"Pennsylvania Dutch".

The new county needed a county seat, and the two Akrons united to obtain it. Akron's rivals were Cuyahoga Falls, a town north of Akron which also had a plentiful supply of water power, and a proposed town named Summit City, which was to be built along an elaborate new mill race. After the usual political maneuvering, Akron won the county seat by a vote of 2978 to 1384 for Cuyahoga Falls and 101 for Summit City. Summit City never was built. It gained the derisive name of the Chuckery due to Col. John Nash, who answered the question: "What is the population of Summit City?" with the answer: "About 10,000—one man and 9,999 woodchucks."

With the Cascade Mill Race for power, and a choice location on the Ohio Canal, Akron industry thrived. Two prominent early industries were flour milling and woolen manufacturing. Other important industries were leather tanning and pottery.

Two of Akron's early mayors were noted for their colorful characters.

Samuel A. Lane was born in Suffield, Connecticut in 1815 and arrived in Akron in 1835. He started a semi-monthly reform newspaper called *The Buzzard* in 1837 in an effort to halt the crime which was then rampant in Akron. Though threatened and attacked, he continued his anti-crime campaign until 1846.

Sam Lane travelled to California with the gold rush, but eventually returned to Akron. He served as sheriff from 1856-1861

LUCIUS V. BIERCE



and 1875-1880, then as mayor from 1880-1882. Upon retirement, he wrote the excellent 1200-page historical book: "Fifty Years and Over, Akron and Summit County".

Lucius Verus Bierce was born in Cornwall, Connecticut in 1801, and settled in Ohio in 1816. He became a lawyer in 1824, and served 11 years as prosecuting attorney of Portage County. He moved to Akron in 1836.

Lucius Bierce was one of the main leaders of a secret order known as "The Hunters" which was dedicated to freeing Canada from Great Britain (whether the Canadians wanted it or not). On December 3, 1838, he invaded Canada at the head of an army of 137 men. His surprise attack captured the barracks at Windsor, Ontario. Then his force was surrounded by pro-Crown Canadians, and all but 30 Hunters were killed or captured. General Bierce managed to escape.

To his dying day, one of his proudest possessions was a sword which he won in single combat with a Canadian doctor. When his collection of books became the basis for Bierce Library at Akron University, he also donated the sword.

The Canadian episode only made Lucius Bierce more popular at home. He served as mayor during 1838, 1841, 1844, 1849, 1867, and 1868. During the Civil War he served in the adjutant general's office at Columbus. He was state senator from 1861-1863.

In the early years, Akron was more of a town patterned along New England lines than an industrial city. It had its own public square (which later became Perkins Square) and its own town bell which was rung to announce all important events (located in what is now St. Bernard's church at the corner of Broadway and Center).

Perhaps the most famous individual associated with Akron is the abolitionist John Brown. John Brown was born at Torrington, Connecticut in 1800. His family moved to Hudson in 1805 where his father, Owen, raised sheep and opened a small tannery. In 1820, John Brown married Dianthe Lusk. In 1833, a year after his first wife's death, he married Mary Day. Between both wives, John Brown had 20 children, 14 of whom survived infancy.

John Brown studied to become a minister, but had to abandon his studies because of an eye affliction which made reading painful. He worked with his father until 1826, when he went to Crawford County, Pennsylvania and engaged in tanning, sheep raising and surveying. In 1835 he returned to Ohio and built a tannery in Franklin Mills (now Kent). When the Franklin Mills' adventure in silk raising was shattered, and the town went into an economic slump, John Brown went into the sheep and wool business on an extensive scale (in partnership with Herman Oviatt). This venture also proved unprofitable, and John Brown became bankrupt in 1842.

In 1844, John Brown associated with Col. Simon Perkins. They stocked a large farm, which overlooked Akron, with several thousand head of the best fine-wooled sheep. John Brown was one of the world's foremost experts in appraising wool. He managed to corner the fine-wool market, but overpriced his wool. When manufacturers refused to pay his prices, he shipped the wool to England, but could not sell it. He eventually had to ship it back to the United States and sell it at a disastrous loss.

Ruined financially, John Brown moved to a small farm in New York for the next five or six years. His earlier religious zeal slowly turned to fanaticism as he brooded over the evils of slavery.

From 1854 to 1859, the main focus of the pro- and anti-slavery groups was the state of Kansas. The state was to have an election to decide whether it would become a slave-holding or a free state. Since the balance of power between slave and free states was at stake, the election was crucial.

To influence the voting, armed bands on both sides raided across the Missouri-Kansas border. John Brown not only joined the anti-slavery raiders, he eventually became their leader. "The remarkable skill with which he, with a mere handful of men, routed a large force of 'border ruffians' at the settlement of Ossawatimie, gave him the sobriquet of 'Old Ossawatimie', by which name he is to this day (1892) better known than by any other".³

In 1859 John Brown, with 21 men, attacked and captured the arsenal at Harper's Ferry. Before he could raise the slaves and distribute the guns, he was defeated by Federal forces led by Robert E. Lee. A hurried trial followed, with John Brown lying on a cot during the entire trial, still too weak from his recent wounds to sit up. Evidence forwarded from Summit County and elsewhere attesting to the fact that, with regards to the slavery question, John Brown was and should be considered legally insane, was completely ignored. On December 2, 1859 John Brown was hung for the crimes of inciting insurrection, treason and murder.

To most Akronites, John Brown was a martyr. Akron was a stronghold of the abolition movement. Akronites had contributed not only money, but arms to John Brown and his cause since 1855. While most people did not condone his methods, they felt that the trial had been a mockery of justice. John Brown's bravery contrasted favorably with the harsh vindictiveness of his trial. Many believed in the honesty of his motives, and felt that a plea of temporary insanity justified mercy. In Akron, on the day of John Brown's execution, flags were displayed at half mast, businesses closed for the day, mournful bells were tolled, and even the Court of Common Pleas adjourned for the day.

Considering the prevailing abolitionist sentiments of Akronites, it is not surprising that the city provided more than its share of union soldiers during the Civil War. Of the 2000 or more Summit county men who served with the union, 145 died in the service. Private John C. Matthews and Landsman Alexander Bradley were both awarded the Congressional Medal of Honor. Alvin C. Voris was promoted to brigadier general before the war ended. George Tod Perkins rose through the ranks to become a colonel.

With the advent of the railroads and steam-powered industry, Akron entered a second industrial phase. Coal was plentiful in Ohio, so the conversion from water to steam power was cheap and easy. The first railroad into Akron was a spur branch of the Cleveland & Pittsburg Railroad in 1852. In 1863, the Atlantic & Great Western Railroad, predecessor of the Erie Railroad, was built to Akron.

³Lane, Samuel A. **Fifty Years and Over of Akron and Summit County.** (page 588)

The focus of industry shifted. Milling was still important, but the largest plants, owned by Ferdinand Schumacher, now turned out oatmeal (Schumacher's plants were the foundation for Quaker Oats). Another important industry was the manufacture of matches. George Barber and his son, Ohio Columbus Barber, became rich by exploiting cheap labor to produce the inexpensive "Diamond" matches. Pottery was still a thriving industry, and that made by Enoch Rowley and his son William have become collector's items.

But the biggest industry was the manufacture of farm implements. The Buckeye Mower and Reaper Works, backed by John R. Buchtel, Lewis Miller, and George W. Crouse, was the most important factory. Empire Mower & Reaper Works, with John Frederick Seiberling as president and John H. Hower as vice president, was a close second.

Other industries set up plants. There were several ironworking factories and machine shops. There was an Akron Knife Works and an Akron Straw Board Company. There was also a struggling industry which later blossomed into the biggest in Akron—the rubber industry.

Doctor Benjamin Franklin Goodrich chose Akron as a site for his rubber company because of a folder put out by the Akron Board of Trade. Many influential Akron businessmen invested in the company which was incorporated, in 1871, as B.F. Goodrich & Company. The company had several financial crises, but managed to survive each one. It became a solid business employing several hundred people. But when B.F. Goodrich died, in 1888, there was no hint of the thriving future of the rubber industry.

Akron officially became a city on January 21, 1865 (when it reached a population of more than 5000). In 1870 it acquired its own university. "Like most American colleges, Buchtel College was born of religious faith and denominational loyalty. It was the child of the Ohio Universalist Convention."⁴ The Universalists decided to build a college, but were undecided as to a site. Several sites were considered, but Akron was chosen because it was the first site to meet the requirement of a \$60,000 endowment. Since John R. Buchtel provided more than half the money, it was decided to name the university Buchtel College in his honor.

The spot chosen for the college was the site of old Spicer Cemetery, which had just been abandoned due to poor soil conditions. The bodies were disinterred and removed to Glendale Cemetery (then known as Akron Rural Cemetery). Among them was the body of Major Miner Spicer, the first settler of Portage Township, whose metal coffin contained a glass face plate; the major was in a "remarkable state of preservation" after fourteen years in the grave.⁵

Due to the generosity of its patron, Buchtel College initially became a success. But John Buchtel died in 1892, and in 1899 a fire swept through the college, destroying the main college building. The insurance only covered about 40% of the loss.

⁴Spanton, A. I., editor. **Fifty Years of Buchtel**. (page 1)

⁵Knepper, George W. **Akron, City at the Summit**. (page 57)

Buchtel College never really recovered financially from the fire. It struggled on for a few more years, then, in 1913, was taken over by the state. Buchtel College became The University of Akron.

At the turn of the century, the rubber industry manufactured mainly bicycle and carriage tires. Frank A. Seiberling and Charles W. Seiberling founded Goodyear Tire & Rubber Company in 1898. Harvey S. Firestone founded Firestone Tire & Rubber Company in 1900. Frank Reifsnider founded Diamond Rubber in 1894. The Goodrich and Diamond companies had always been friendly and, in 1912, they merged.

At this time, the greatest danger to the Akron companies was the Consolidated Tire Company, an eastern combine based in New York which tried to monopolize the rubber industry. Edwin S. Kelly organized the Consolidated Tire Company. He obtained all available patents and used them to dictate which companies could manufacture tires and what price they could charge. Frank Seiberling was convinced that the activities of Consolidated Tire Company were illegal.

"He had no objection to paying royalties to patent holders. Royalties could be considered as a just reward for inventive genius. But patent owners, he insisted, had no right to deny a license to a firm which agreed to pay royalties the same as other firms were paying. Neither did they have the right to dictate prices after licenses were issued. Those were practices which were definitely monopolistic and conducive to the formation of trusts—and trusts had been outlawed by Congress."⁶

The legal battle raged for 4 years. Eventually, the federal court of appeals upheld the position of Goodyear Tire and Frank Seiberling. A major restraint had been lifted from the rubber industry.

With the advent of reasonably-priced automobiles, the rubber industry blossomed. Within a decade, Goodrich, Goodyear and Firestone became nation-wide major companies.

⁶Grismer, Karl H. **Akron and Summit County**. (page 322)

Player's Note: The remainder of the text has been destroyed, due to the ravages of time.



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OMEGAKRON

After the bombs dropped, civilization collapsed. Radioactive dust fell as lethal rain. The fearful warfare spewed forth a host of toxic gasses and spawned incurable man-made plagues. The living battled against starvation while unburied dead hosted contagious diseases. It had been a short terrible war . . . the only victor was death.

But a few survived. Two centuries later their descendants were still struggling to rebuild. Despite such scientific discoveries as intergalactic travel, most of the land was a howling wilderness.

In the ancient city of Akron, the domed strongholds of Novos Akros had achieved high-tech status at the cost of human freedom. Some semblance of the old democracy was maintained by the university area, now known as Old Akron. Most of the

ruined city was controlled by five street gangs: the Psychos, the Death Angels, the Slashers, the Mohawks and the Rattlesnakes.

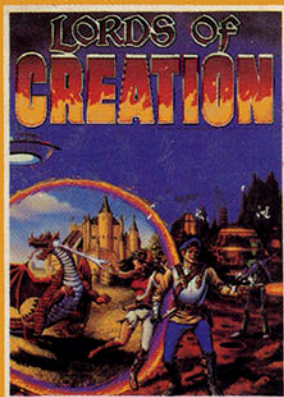
Intelligent, mutated animals ruled those parts of the city which had returned to primal forest. Mutant bands controlled fortified skyscrapers. Cyborgs mined the city ruins, while Androids, travelling in giant airships, carried trade across the radioactive outland.

The city was anything but safe. At night, people huddled indoors, for darkness was the realm of the cannibalistic Dirges. Even in the daytime, some new horror might wander in from the wasteland.

Had we arrived in this desolate world by sheer chance, or were other forces at work? And how did the cryptic message from our friend Prometheus fit in? Well, first things first. Right now we had to concentrate on survival . . . we could solve the puzzle later!

OMEGAKRON® is a **Lords of Creation®** adventure module for player characters with a Personal Force of 25 or less. The ideal Personal Force for characters at the start of the adventure is 19-23, but even beginning characters have a chance to survive if they are careful and lucky. The characters mysteriously appear in the city of Akron, 200 years after a nuclear holocaust. The only hope of finding their way home again lies in a cryptic vision sent to them by their friend and ally, Prometheus.

This is the third **Lords of Creation®** adventure module. It can be played by itself, or as a sequel to **The Yeti Sanction®**. Future modules will take the characters on time travelling adventures, to far-flung planets, and into other-dimensional realms. Each module can be played separately, or as part of a continuing saga.



Omegakron® contains:

- A **32-page Adventure**
- **5 Special Player Aids**

plus

- A **Lords of Creation® Character Record Sheet pad**

which can be used with all **Lords of Creation®** game modules.



The **Lords of Creation®** packaged set, which includes the **Book of Foes®** and **Rule Book**, is required to play the **OMEGAKRON®** adventure.



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