



NUCLEAR SUNSET

NO LITTERING!

Pacific Northwest



Vigilance Press

Darrin Drader

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Pacific Northwest

Writer: Darrin Drader
Nuclear Sunset Concept: Darrin Drader
Artist: Alex Williamson
Editor: Nathan Kahler
Layout and Graphic Designer: Ruben Byrd

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MUTANT FUTURE
COMPATIBLE PRODUCT



Overview

The Pacific Northwest of the former United States has changed a great deal in the post-war period, as has the rest of the world, though it remains the region with the most unspoiled farmland. The high-tech centers in the coastal regions of the pre-war era never truly disappeared despite the destruction, but they have morphed into something far more sinister. These are the currencies for which the ambitious and the bold vie, and together they shape the dynamic of the post-war Pacific Northwest.

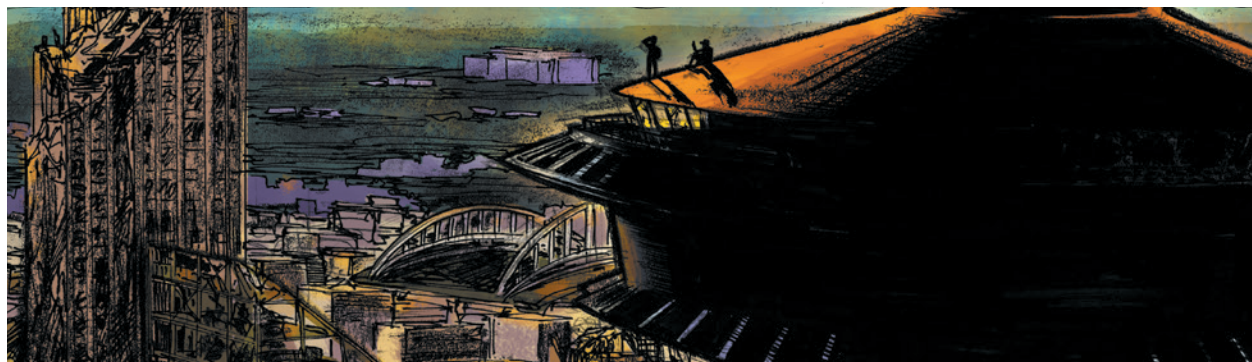
While lawlessness and violence pervade nearly every region of post-war America, the Pacific Northwest has been transformed into a number of small war zones as various large factions fight for control of its bounty. The Marshals and the Fort Lewis Division work together in their efforts to unify the region under a generally altruistic vision of law and order, but there are others who seek to transform the landscape according to their own ambitions. The Mutant Frog Army seeks only to eradicate the humans so that their species can reign supreme, while the Samurai Legion owes fealty only to the one who calls himself Daimyo, and would have everyone follow their *way of honor*—the Bushido Code. The Coastal regions are the home of the Silicone Syndicate, which has its own designs for the wasteland, and they look to the East with plans for expansion.

The people of the Pacific Northwest tend to be a hearty bunch who have managed to re-learn the art

of agriculture, even without the use of the enormous automatic tools that were once thought necessary to perform the job. The fruits of their labor provide a bounty for those living in the region, while the excess is sold to merchants who travel to the other regions of the wastelands via Trade Route 90 and the Old 5. All of this helps build up groups like the Fort Lewis Division, though some settlements refuse to submit to any of the major groups.

Despite the strides made toward re-establishing some form of society in this region, it is still a post-nuclear wasteland plagued by roving bands of thugs who take what they want by force and owe allegiance to nobody outside of their own small groups. There have been several efforts to unite these tribe-like groups into larger factions, but all of these attempts have failed due to the rampant lawless and self-serving behaviors of its members. Even the presence of the large groups seeking to impose order, such as the Samurai Legion, is not enough to dissuade them from their activities.

At stake in the Pacific Northwest region is who will inherit the wealth and bounty that remains. Some believe that whoever does will be in a position to build a massive empire that could span the continent; but in order to get to that point, a dominant group must first emerge from the chaos.



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Settlements, Cities and Ruins

Settlements

Bosseye (Pre-War Name: Boise; Population 7,500+)

Major Economic Activities: Trade,
Urban Scavenging

Local Infrastructure: Good
(Pre-war roads actively main-
tained)

Local Government: Autoc-
racy (City ruled by Socialite
Quinton Dolence)

Racial Diversity: Mutant
Human (45%), Pure Hu-
man 25%, Mutant Animal
(20%), Mutant Plant 8%,
Android 2%)

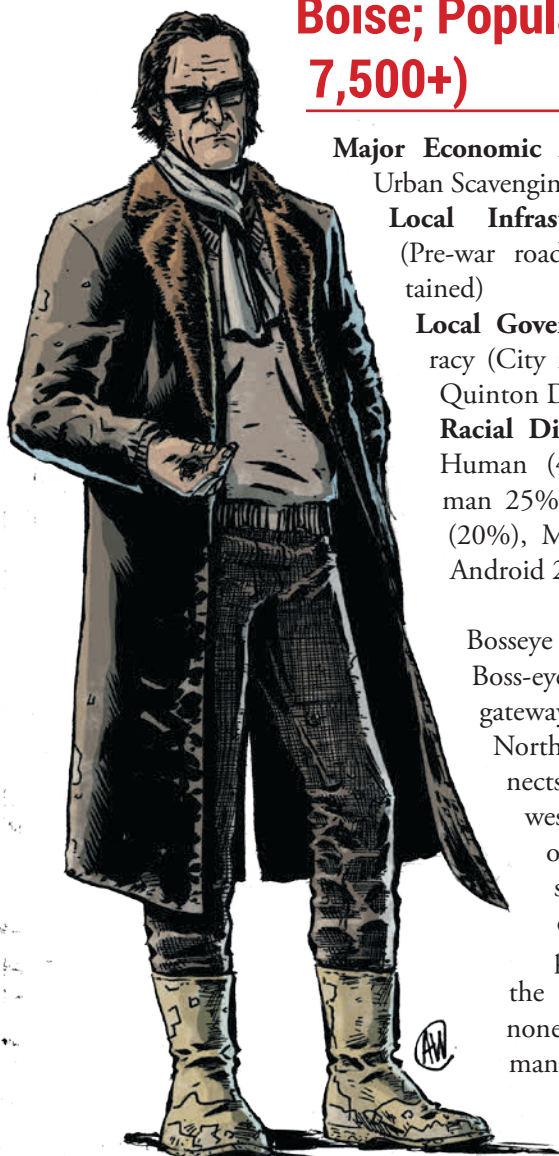
Bosseye (pronounced
Boss-eye) is the figurative
gateway to the Pacific
Northwest, and con-
nects to the South-
west. It is the most
outlying major
settlement affect-
ed by the major
power groups of
the region, though
none of them have
managed to secure a
steady foothold.
This is largely

because of the strong leadership of Quinton Dolence
and his small army of elite warriors, distinctively clad
in auburn colored medium EMAs (encasing military
armor).

Much of the recent history of Bosseye is directly
linked to the city's leader. Prior to his rise to power, a
small, corrupt, and ineffective governing council ran
the city. Quinton Dolence, a pure human, was one
of the city's top socialites, whose wealth came from
his family's pre-war military contract manufacturing
firms. Not satisfied with watching the city remain a
cesspool of corruption, he maneuvered the various
city leaders into going to war with one another. After
the established factions had beaten each other into
oblivion, a host of warriors under Dolence's com-
mand, outfitted in EMAs and experimental weapons,
swept into the city, forcing the surrender of the re-
maining factions and assuming the possessions of the
former leaders.

Dolence is an effective leader who intuitively knows
how to run an orderly city. Before he took control of
the city, the Disciples of Peace had moved into the
city, established a strong core group of faithful, and
were beginning the process of imposing their reli-
gious dominance upon the rest of the city. Upon tak-
ing control, Dolence had the group driven out of the
city and their top leadership publicly executed by his
enforcers.

Dolence has cleaned up problem issues in Bosseye
through swift, decisive action. While most of those
who live there believe that Dolence is a good lead-
er, they all note he is not interested in entertaining



Quinton Dolence



suggestions on how to better run the city, nor is he tolerant of disruptions; the few periods of social unrest that have emerged since he took power have been swiftly and violently put down.

Despite these seemingly heavy-handed measures, Dolence remains popular with the people. He is still a socialite, inviting anyone into his private sanctum who he believes will contribute to a good time and does not represent an obvious threat. Of course, he is protected by a well-paid security force that ensures everybody he takes in is as benevolent as they claim to be.

For the most part, Bosseye is a reasonably free city, where its citizens are able to engage in the activities of their choice—so long as they refrain from challenging Dolence's authority. Trade is considered of primary importance, since it brings a great deal of wealth and resources to the city as people pass from the Pacific Northwest and into the Southwest through Salt Lick.

Bosseye is also one of the prime locations within the southern portion of the Pacific Northwest where people scavenge through the urban wreckage for pre-war artifacts. While Bosseye was not the largest or most advanced city prior to the war, nor did it boast an impressive skyline, the original buildings that remain are in better condition than what is found in many of the other ruins since it was never targeted by nuclear weapons; the vast majority of the inhabitants died from radiation exposure after the nukes hit other far-away targets. Over time, the radiation mostly cleared out, but a large percentage of the items within the structures remain intact.

Adventure Hooks

To Honor the Fallen

The rugged hills outside of Bosseye make the perfect hiding places for bandits, and many such small groups lie in wait out there, preying on traders who move through the region. They typically stay away from the city's soldiers because they know that they are well armed, well trained, and do not go down easily. Nevertheless, as the player characters pass through the area, they happen upon a city soldier near death.

He tells the party that he was ambushed and that his assailants had some sort of energy weapon. Once he was down, they stole the wreckage of his EMA armor and left. He begs them to get it back and return it to Bosseye so that it can be used again by his order, and so that his comrades will know what became of him.

The bandits have made no attempt to hide their trail, and it takes little effort to follow them back to their lair. It turns out that this is no typical raider outfit, however. They make their home in a man-made cave that was used as a pre-war military lab. The bandits themselves are typical thugs, but their leader is not—it is a brain in a jar recently awakened from stasis. Immediately after it was brought back into the world, it overwhelmed the plunderers with its mental powers, rendering them its servants.

The brain seeks to acquire mechanical parts to finish construction on a new metal body, and it turns out that the parts scavenged from the EMA were just what it needed. The players arrive just as the brain is being transferred to its new body. It does not intend to stay put, either; there is a nearby city full of people to worship and serve it.

A Social Problem

Quinton Dolence has recently found two members of his inner circle of social friends dead, and he fears that someone close to him has turned traitor. Afraid to even trust his guards, he turns to the player characters to root out the killer, uncover their plot, and find out why they are killing his friends. If they are interested in helping him, he invites the characters to join his social circle, where they are treated to alcohol, recreational drugs, beautiful women (or men, depending on the preference of the character), and the opportunity to spend time with the city's elite.

The only thing the murders have in common are the fact that they are linked to Dolence on a social basis. As the characters spend time in this social circle, a hooded assassin eventually makes an attempt on Dolence's life. If the characters make the most of this opportunity and capture the assassin, they learn he is a member of the Disciples of Peace who has infiltrated



the socialite's personal guard. Equipped with a lethal pill, he offers a final warning that the organization is far from done with Bosseye.

Knowing that the outlawed religion is seeking to regain a foothold in the city while taking out their hated nemesis, the characters are tasked with uncovering the source of the problem lest the next attack prove fatal. As the characters investigate, they discover that the religion is operating out of an abandoned church in the urban ruins on the outskirts of the city. The active members are people who were part of the original group that was supposedly completely driven from the city, but were missed in the purge. Despite their exile, they have been living seemingly ordinary and unassuming lives within society while coordinating with church leaders through emissaries posing as traveling merchants. Their ultimate goal is to get revenge for the insult they were previously dealt, secure a measure of true political power, and to see Quinton Dolence burn on a pyre before the whole city and then assume control themselves.

VR Hunt

A few of the socialites of Bosseye have heard rumors of a device that existed in the pre-war world that mimicked reality to such an extent that when activated, it would create a virtual reality that was entirely convincing and physically interactive. Without having to wear or install any devices on their persons, entire surroundings—complete with people or any other thing that is desired—comes to life. Of course this has nearly limitless social possibility, and there are those who are willing to pay handsomely for it.

The problem is, as far as their records indicate, such devices were costly and rare, even before the war. The only one believed to exist happened to be in a club near the heart of the ruins—an area so dangerous due to all the mutant creatures that even the bravest, most well-protected individuals dare not venture in. Of course, because the reward is high, the risks of the expedition might just seem acceptable to an intrepid band of player characters.

Faction Relations

- **Disciples of Peace:** *Hostile* Open practice of this religion is not allowed in this city.
- **The Fort Lewis Division:** *Tense* The Fort Lewis Division patrols many of the outlying areas and have suggested that they would be interested in assuming control over the city. Open hostilities have not broken out, and army members are allowed within the city, but only on personal business, at least for the time being.
- **The Marshals:** *Friendly* Quinton Dolence views this organization favorably and has worked with them in the past to bring people to justice.
- **The Samurai Legion:** *Hostile* Bosseye is too far away from Daimyo's base of operations, but exploratory expeditions have been welcomed with speedy extermination.

Lake City (Pre-War Name: Coeur d'Alene; Population: 2,500)

Major Economic Activities: Fishing, Lumber

Local Infrastructure: Adequate (pre-war roads, some of which have been maintained).

Local Government: Military Dictatorship

Racial Diversity: Mutant Human (35%), Pure Human (30%), Mutant Animal (25%), Mutant Plant (5%), Other (5%)

Lake City is a relatively new settlement, established by The Fort Lewis Division just over a decade ago in the ruins of the pre-war city of Coeur d'Alene. Like the city that preceded it, it was built on the north shore of the massive, twenty-mile long, L-shaped body of water known to the local populations as Lake Blackwater.

Many consider this a peaceful, mostly idyllic community which makes its living from trading the massive



freshwater fish known as whaletrout. These large, silver and purple fish are roughly three times the size of the average non-mutated human male, and they are fished using massive nets strung between two large boats, each manned by six to ten sailors. These hardy individuals are viewed as the providers of the community even by the Fort Lewis Division, which happily buys much of the meat from their catch.

Before the war, this city was famous for the world's longest floating boardwalk, which provided mooring for numerous boats that belonged to upscale clients. The people of Lake City have found old pictures and plans of the waterfront and have repaired most of the gaps created by decades of neglect. Most of the vessels that had been docked here now permanently reside at the bottom of the lake; however, several of the large yachts, houseboats, and ferries were still afloat when the city was repopulated. The city leaders who restored the boardwalk lashed these boats together to form a floating lodging cluster on the lake, which serves as home to some of the city's inhabitants, and is a popular destination for those who can afford a small amount of luxury. The inhabitants own small boats to get back and forth to the shore, most of which are manually rowed, while others are restored speedboats that run on recovered fossil fuels or solar cells.

Lake City is one of the Fort Lewis Division's more remote outposts, and it was deemed barely worth the resources up until the point where the Samurai Legion began taking an interest in the area. Once that occurred, the military organization doubled the number of troops, fortified their defensive ordnance, and stationed some of their up-and-coming commanders here. Since then, there have been several skirmishes and one full-on battle with the Samurai over control of the settlement. Although the Fort Lewis Division has thus far managed to retain control of Lake City, their victories have been costly, and many of the soldiers have begun feeling a quiet desperation about their plight. Though the Samurai have not won a clear and decisive victory, they have slowly managed to inflict mounting losses.

The civilian population of Lake City has been lucky enough to remain relatively unaffected by the conflict. Although there is the occasional sound of weapon fire in or near the city, casualties among the general population have been exceptionally low. The Samurai Legion has even engaged in a propaganda campaign, making it known that they want the support of the people so that they can institute a new rule that emphasizes fairness and honor. The vast majority of the people of Lake City remain loyal to the Fort Lewis Division, though a few have thrown their support behind the Samurai—a move that has brought some not-so-veiled threats from military and civilians alike.

The person in charge of the settlement is a tough, likable woman named Lucinda Swist. She normally concerns herself with the day-to-day operational concerns of running the city, as well as ensuring that the troops under her command remain disciplined, but she also presides over four community outreach days every year, during which time the soldiers give out inexpensive rations, such as meals and antibiotics, and perform menial tasks to help out the citizens.

Adventure Hooks

Against the Samurai

As has been expected for some time, the Samurai Legion is preparing a major offensive against the Fort Lewis Division in Lake City. Traveling merchants who have witnessed their preparations have warned of a massive metal mutant in their service that belches fire. Concerned by these reports, Lucinda Swist hires the player characters to learn the truth of this “metal mutant” and neutralize it, providing them with enough explosives to get the job done.

The Samurai Legion are encamped twenty miles to the North, and they have at their disposal a pre-war state of the art tank, complete with an artificial intelligence computer core and a main cannon that shoots plasma. The Fort Lewis Division in Lake City might very well be outmatched if this weapon is deployed against them. Because this is the Samurai's primary tactical advantage, eliminating it should stall their invasion plans, at least temporarily.





Attack of the Fifty-Foot Crawfish

Before the war, Lake Blackwater had been home to a wide range of aquatic creatures, including miniature freshwater lobsters called crawfish. In the aftermath of the war, all of the lake's environments were soaked with radiation, giving rise to rapid mutation. This resulted in much of the wildlife increasing dramatically in size. While the average crawfish is now as large as a man, occasionally one crawls out of the radioactive muck that is awe inspiring. However impressive these creatures are, they also pose a serious danger to the people of Lake City and must be eliminated as a matter of self-preservation. Recently, observers on the boardwalk watching the far shore with scopes have seen a massive creature moving around, surrounded by lesser crawfish.

Facing the very real possibility of massive damage caused by the creature should it wander into town,

the player characters are dispatched to eliminate the threat. What they are not aware of is this is no ordinary monster—it has attained a measure of intelligence. Because it knows that the mostly human and mutant population of Lake City will soon try to kill it, the creature has sent the man-sized giant crawfish against the city, striking first against the larger boats that are lashed together on the lake.

When the characters arrive to confront the creature, it attempts to communicate with them in an effort to preserve itself. If the characters are open to the possibility of peace, it could be persuaded to stay away from Lake City.

Lost Couriers

Couriers are regularly dispatched to the nearest communication relay station (in Wastat-Uni) to maintain contact with the central command of the Fort Lewis



Division far to the West. They have several regular meeting locations, which vary in distance from twenty to thirty miles away, where messages are exchanged with the next couriers in the chain. The courier usually returns with new communication from Command.

In order to maintain secrecy in the event that the courier is intercepted, the messages are encoded. To protect their safety, the couriers wear standard wasteland armor rather than Fort Lewis Division uniforms, and they take a variety of routes to their meeting points. Lately, the messengers have not been returning, and there is growing concern that the requests for supplies they have sent will not come through. Worse, all the intelligence they have accumulated throughout the region is not reaching command.

To get to the bottom of this, Lucinda Swist enlists the aid of the characters to find out at what point the couriers are being discovered. What is happening is that several tribes of bandits have been working with the Samurai Legion to help identify the couriers, as well as the routes they have been taking. The only way to regain communication with the West is to eliminate the bandits, as well as the Samurai they have been working with.

Faction Relations

- **Disciples of Peace:** *Friendly* The Disciples of Peace have a temple in the heart of Lake City, and on some warm summer nights, the light from their pyres can be seen burning in the hills beyond.
- **The Fort Lewis Division:** *Friendly* Lake City is run by The Fort Lewis Division.
- **The Marshals:** *Friendly* The Fort Lewis Division leaves the creation and enforcement of civil law to the Marshals.
- **The Mutant Frog Army:** *Hostile* The Mutant Frog Army does not yet have a presence here, but most believe that they will come eventually.

- **The Samurai Legion:** *Hostile* This settlement is contested by the Samurai, who intend to take it by force.

Ibicion City (Pre-War Name: None; Population: 2,750)

Major Economic Activities: Trade, Agriculture

Local Infrastructure: Primitive (New roads, mostly dirt)

Local Government: Strongman Dictatorship

Racial Diversity: Pure Human 80%, Mutant Human (15%), Other (5%)

Located in The Palouse, Ibicion began as little more than a dream. After the war, as the bomb shelters opened and people spilled out into the wastelands of the vastly changed world, a group of mostly young but motivated individuals came together, calling themselves the Founding Sons because their fathers—some living, most dead—were the last generation to remember the world before the war. Their goal was to create a trade town that would lay the foundation for man's return to civilization. While many communities throughout the wastelands formed from those who had beaten the odds and survived outside of their bomb shelters banding together in the ruins of the pre-war cities and towns, the original population of Ibicion was primarily pure humans who flocked to the Founding Sons.

The city prospered for decades. Those determined to farm pushed out into the rolling hills, clearing away the thorny, rust-colored weeds that had taken root in the radioactive aftermath of the war. The Founding Sons made it clear that trade was welcome, and took the step of instituting a bare-bones, yet fair, legal system. Presiding over the new city is a council, the head of which is called the Mayor Protector, who is one part police chief and another part administrative leader.

In years past, the job of the Mayor Protector has been focused on driving away threats to the city's survival. That still remains the case; however, a charlatan



named Dirth Carronnel currently occupies the office. He is not a physically imposing man, but the rhetoric that led to his election emphasized the strength in maintaining a powerful defense and the concept of unity against the common foes in the wastelands. These messages resonated with the people, sweeping him into office. He is, however, truly interested in none of these things—he sees this as an opportunity to assume control over much of the city's wealth and do with it as he will. To this end, he enlisted the schemer Sal Cortez as his most trusted advisor, and forged an alliance with a group calling itself The Trade Guild. Despite its name, this organization is solely composed of the most successful merchants in the city, seeking to suppress the competitive opportunities available to the smaller traders who they view as trying to siphon their wealth away from them. The Trade Guild has been responsible for driving merchants out of the city, fixing the prices of goods so that nobody could hold an advantage over them, and the outright murder of any who became too successful.

The result of the combined forces of Dirth Carronnel and The Trade Guild is that many people who have spent much of their lives in Ibicion are either afraid for their own safety, or are considering leaving for other areas. This last possibility has Carronnel scared, because he knows that a mass exodus from the city would diminish his power and influence. Recently, a group of residents secretly gathered what motor vehicles, wagons, and mounts they could together to quietly leave the city in search of another place to call home. The response from the deputies was to arrest many of those trying to leave and torch the homes of those who got away, leaving them no place to return to if their search failed.

Adventure Hooks

Protect the Expats

As the corruption of the Mayor Protector becomes more obvious, so has people's desire to leave the city. A large group of residents seek to flee to a nearby farmstead that promises to be the site of a well-defended new community. The Mayor Protector's response has been deploying his Deputies to prevent them from leaving; this group not only includes the officials

hired to keep the peace within the city, but also some well-paid mercenaries outside the city walls.

The player characters are contacted by Katherine Highfill, the daughter of one of the merchants belonging to The Trade Guild, who is fed up with the corruption that she sees within her own family and the organization. She has organized a group of people who wish to leave, and approaches the player characters for help escorting them to their destination. She reasons that against armed opposition, their only chance of survival is to have capable people protecting them.

If the player characters choose to become involved, they have the option of protecting the expats as they try to leave the city, or taking the opposite side. The Mayor Protector would be interested in talking with the player characters, arguing that the people are better protected in Ibicion because of its force of Deputies, and that it hurts the common good for people to leave in numbers.

Defend Trade

Alan McAmes has been slowly getting squeezed out of the construction trade in Ibicion. His main competitor is Guy Poli, who happens to belong to The Trade Guild, and the methods of running him out of the city have not been confined to fair competition. Two of Alan's foremen have turned up dead under mysterious circumstances. More recently, Poli offered to hire him into his organization, and when Alan refused, he was beaten up by thugs and told to reconsider.

Alan wants nothing more than to be able to continue plying his trade, rather than become one of Poli's lackeys, and he can neither bring himself to join his rival or quit the trade. The only alternative is to go to those who can defend him, which happens to be the player characters.

If the player characters choose to become involved, it should be clear which side holds the moral high ground; Poli is neither in need of more hired thugs, nor is he interested in talking about what is fair for everybody. He would consider the player characters



merely another hostile faction, and would have his thugs deal with them in the same way he deals with others who threaten his business.

Relic Hunting

Ibicion was built in what was once farmland in the Palouse region of Eastern Washington. This was largely a rural farming region, where a number of the people were of a hardier breed than their city-dwelling counterparts. Because of this, many were quietly anti-social or anti-government, leading many of them to stockpile guns and, in extreme circumstances, even heavier weaponry.

This is not a region where a large amount of high-tech relics have been unearthed, but other items, more practical to the survivors in the post-apocalyptic world, are more commonly found. Because this portion of the Pacific Northwest was only hit with low-yield nuclear weapons during the war, many of the farmsteads remained more or less intact afterward. Unfortunately, many of these places are now overgrown with the mutant trees and foliage of the post-apocalyptic wastelands, so finding them is not easy. In many cases, when these treasures are unearthed, the weapons are too damaged by weather and natural corrosion to be usable.

Despite this, enough weapons and other useful items are found that many local traders make the trip to Ibicion. In addition to this, there is a rumor that there was a large bunker buried out in the countryside that was designed to protect its inhabitants for multiple generations. Only the wealthy of the pre-war world were invited in when the bombs started falling and, since nobody is aware of anyone emerging from this location after the war, many suspect that this structure either remains sealed, or lies in ruins. In either case, there is likely a wealth of pre-war artifacts that the player characters could find within.

Faction Relations

- **Disciples of Peace:** *Friendly* The Disciples of Peace are the only organized outside group that the city of Ibicion is friendly toward. They see them as a harmless religion that is largely inter-

ested in tending to the spiritual needs of the community. While merchants from other areas warn of the influence they normally carry, as well as the pyres of those who do not join them, the people of Ibicion have yet to experience these things and currently dismiss that as alarmist propaganda by the enemies of the faith.

- **The Fort Lewis Division:** *Hostile* Ibicion opposes any outside group that would attempt to take power from them. Envoys of the Fort Lewis Division have contacted them, and they have been peacefully sent away.
- **The Marshals:** *Hostile* Ibicion views The Marshals as yet another outside group trying to gain control over the city. The promise to establish law and order rings hollow to them since the city already has its own deputies.
- **The Mutant Frog Army:** *Hostile* The Mutant Frog Army is an advancing threat and the city is making preparations for an invasion that they consider imminent.
- **The Samurai Legion:** *Hostile* Like other organized outside forces, the Samurai Legion represents a threat to Ibicion's independence, and a powerful one at that. A year ago, when a group of Samurai assaulted the city, they were defeated at great cost; their heads were mounted on poles along the road leading into the city as a warning to others who might try the same thing.

Tradeport (Pre-War Name: Portland; Population: 22,000)

Major Economic Activities: Trade, Scavenging, Fishing

Local Infrastructure: Poor (mostly roads that were constructed after the war)



Local Government: Autocracy (controlled by the Samurai Legion)

Racial Diversity: Mutant Human (45%), Pure Human (25%), Mutant Animal (20%), Mutant Plant (10%).

Like most of the cities along the west coast, Portland was targeted by nuclear weapons during the war, reducing it mostly to rubble. In the years since Humanity's re-emergence, it has been resettled and developed into a major trade hub.

Originally under the protection of the Fort Lewis Division, the military group was routed from the city due to the work of the Samurai who challenged them here. In fact, this is the only major area where the Fort Lewis Division has found itself on the losing side when these two groups came into conflict. This had to do with the corruption of its previous leader, Colonel Brian Pope, who was more interested in accumulating personal wealth than providing good stewardship. The Samurai needed to do little persuading to get the population to rise up against him. In the end, he was banished from the city, stripped of his rank by the Fort Lewis Division, and ultimately came to be the leader of a small mercenary group that is still active in the area.

Life under the Samurai Legion is little different from what it had been before, with the exception that laws are more strictly enforced and the tax rates are not so exorbitant. The most important aspect of life here is trade, and the Samurai work hard to ensure that Tradeport remains a welcoming port of call for merchants of all sorts.

Like the Ruins of Seattle, scavenging for pre-war equipment and technology is an important industry here. It was also a *technology city* before the war, which means that any tech that still works is very likely valuable. Unlike Seattle, however, Portland is not under a constant state of war, and it is one of the only areas where there is no major factional conflict to speak of. Instead, the main source of conflict tends to be between the city's inhabitants and the raiders that oper-

ate nearby. Many of the groups who operated in the fringes of society under the Fort Lewis Division have been driven out of Tradeport entirely and, as a result, they have increased their activities. It is rumored that Brian Pope's mercenary group has been helping coordinate their attacks in hopes of retaking the city. The Samurai are harsh in their dealings with the raiders, so they focus their attacks on people and property that lie outside of protected areas. As a result, many people feel as though they are not being adequately protected, which has become an ongoing headache for the Samurai.

Twenty five Samurai are involved with the governing of Tradeport, led by Tusuri Nokimishu, who is currently one of the highest-ranking members of the organization residing outside of their headquarters. He wears the highest grade of armor and is said to be the greatest master of the blade within Tradeport, as well as an excellent shot with a firearm. Nokimishu tends not to go among the people, making rare public appearances while the lower ranking Samurai deal with the people; instead, he tries to lead by example, denying himself the excesses that could easily come with his position. Although his abode is well guarded, it is no larger or extravagant than the average dwelling of the people here. In fact, most of the wealthier merchants of Tradeport live in nicer homes than he does.

Adventure Hooks

Broker the Deal

In Tradeport, few things are as important as the deal, and as far as deals go, the only thing more valuable than ancient technology is fuel. Most of the vehicles that survived the war ended up rusting with age, but many of them had been parked in areas where they were protected, either intentionally or not. In some cases, the garages where they were parked were simply lucky enough to survive the widespread destruction and the ravages of moisture and time. In other cases, bomb shelters were actually made large enough to store vehicles. In any event, having a vehicle is only useful if there is fuel to power it, and that is where the Tradeport Gas Company comes in.



Owned and operated by Ron Sanchez, a shrewd businessman approaching ninety years of age, he was among the first generation to emerge from a massive shelter in what was once Southeast Oregon. One of the things he inherited from his family of oil merchants was a map that led to several gasoline reserves in the Pacific Northwest, and for several years he spent his time traveling to them, one by one, securing the liquid treasures they contained. Before anyone was aware of his actions, he had managed to accumulate close to a million barrels of gasoline, all of which he had moved to a storage unit in Tradeport. Years later, he still holds the majority of the gasoline in the Pacific Northwest.

Will Carter has a different problem. He has come into a number of undamaged pre-war vehicles that he wants to take north and sell to the Fort Lewis Division, but he lacks the gasoline to get them there. This should be a straightforward deal between them, except that Sanchez amuses himself by asking for things in trade that are particularly difficult to acquire. In this case, he has refused to do business with Carter unless he brings him the pincers of ten giant ants. There is a known hive of mutant ants thirty miles to the East, but Carter needs the help of some intrepid heroes to retrieve them for him. In exchange for bringing them what he needs, he is willing to offer one of his vehicles and two full tanks of gas.

Uncover the Zealot's Journal

Eric Swansong is from the Central Inlands and has seen what the Disciples of Peace have done in the name of their religion. He came to Tradeport to escape their persecution, only to find that they have gained a foothold here as well. Determined to keep them from conquering yet another city from within, he discreetly approaches the player characters and asks them for a small favor.

The one thing he has learned from his experience with the Disciples of Peace is that they keep a record of all of their activities and their plans. While snooping in another temple, he came across several journals that described their intent to slowly convert the populace and eventually wrest power from the present rulers;

he is certain that the temple here keeps such a journal in their secret inner sanctum as well. Knowing that the Samurai will not stand for this sort of activity in their territory, he would like the player characters to retrieve whatever journals they have locked away.

The Disciples of Peace are indeed keeping such a journal locked away. The Head Disciple in Tradeport is Brother Price, and he keeps the journal in his chambers within the temple. He is well protected by the other Disciples, and a pair of tamed Azcats guard his personal quarters. Once the player characters retrieve the journal and bring it to the Samurai, Nokimishu will declare them a threat to the community, have their temple raided, and their heads delivered to the Disciple Headquarters in Wenatchee; this action will likely lead to further conflicts.

Against the Raiders

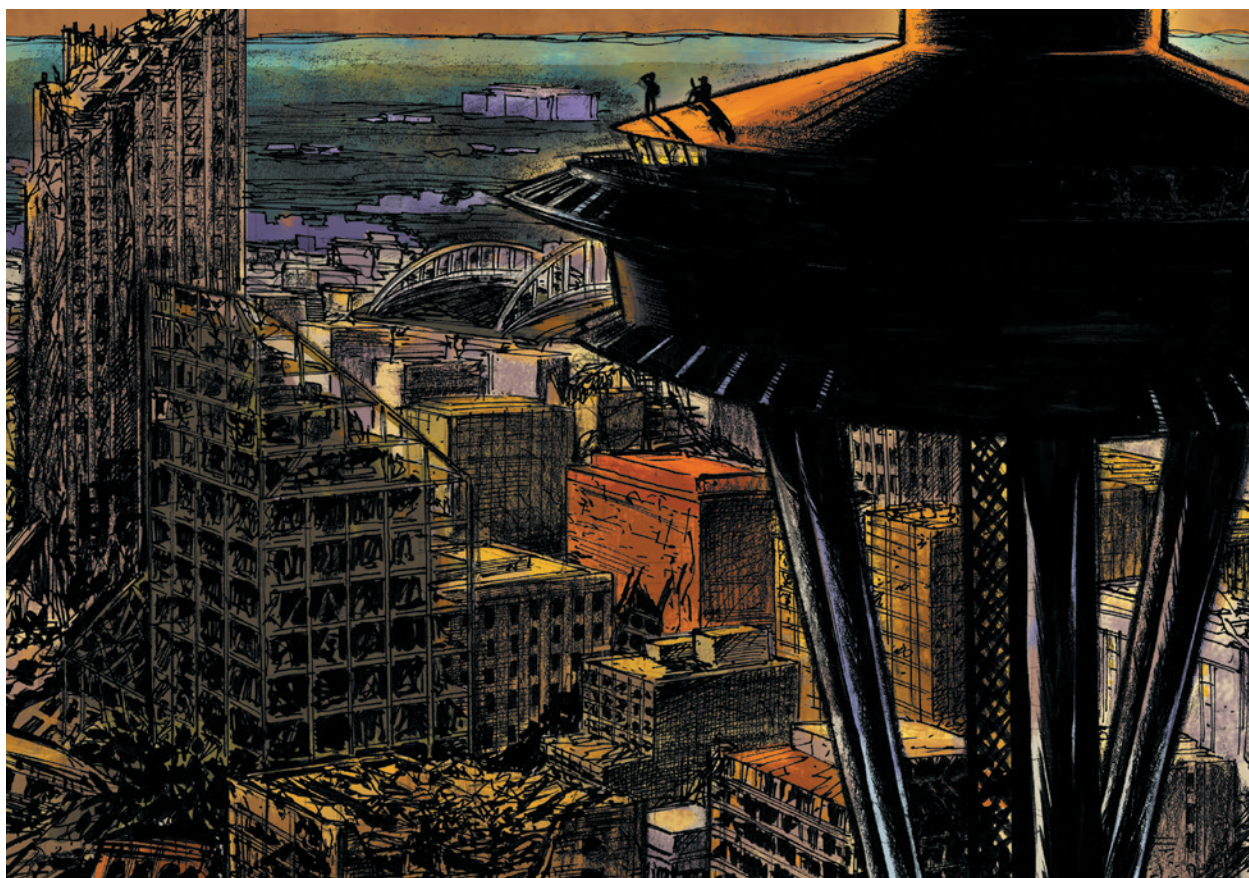
Tusuri Nokimishu is fed up with the predations of the raiding gangs that have been hitting Tradeport. He lacks the manpower to protect people from these attacks, yet he feels compelled to do something before they successfully undermine his leadership. He has learned of a particularly troublesome group that calls itself The Acidheads and wants them wiped out to send a message: raiding activities will not be tolerated.

The Acidheads use a semi-restored high school in an outlying region of Tradeport as their headquarters. The player characters need to uncover their base of operations, then decide how to go about dealing with them. What Nokimishu does not know is that the Acidheads are protected by the mercenary group led by Tradeport's former leader, Brian Pope.

Faction Relations

- **Samurai Legion:** *Friendly* The Samurai Legion governs Tradeport. They ousted the previous rule of the Fort Lewis Division about five years ago, and have been free of them ever since. Tradeport is considered one of the major strongholds of the Samurai Legion.
- **Fort Lewis Division:** *Hostile* The Fort Lewis Division was once in control of Tradeport, but





the corruption of the Colonel who had been in charge led to a popular revolt against them. They wish to retake the city, but they know that the people would not be willing to let them back in any time soon.

- **Disciples of Peace:** *Hostile* The Disciples of Peace have a temple here and they are slowly gaining converts. They currently lack the numbers to overthrow the Samurai, but their zealotry is on the rise.

Ruins of Seattle (Pre-War Name: Seattle; Population: 125,000)

Major Economic Activities: Ruins scavenging, weapons trade, fishing, technology.

Local Infrastructure: Demolished (roads and streets are mainly pre-war, and reduced to rubble).

Local Government: Contested

Racial Diversity: Mutant Human (30%), Pure Human (30%), Mutant Plant (5%), Synthetic (35%)

Few places in the post-nuclear world are as storied as the rubble-fields of the Ruins of Seattle. Unlike most places, which have either been constructed into a new settlement or still exist as an uninhabited ruin, Seattle is known as an inhabited ruin. The skyscrapers and buildings are skeletal remnants of their once majestic splendor and most of the old houses are in disrepair or have collapsed entirely, but there are small communities built in the ruins and there is activity among the portions that remain unclaimed.

What was once the city proper is now claimed almost entirely by the Silicone Syndicate, the first major



group to rise from the post-war ruin. Humans within their territory are killed on sight unless they see some strategic value in keeping them alive; individuals with information about the Fort Lewis Division are among those who are worth preserving, at least until they have given up the information they possess.

The Silicone Syndicate's primary base of operations is the Space Needle, which inexplicably survived the destruction unleashed by the nuclear weapons that targeted the downtown area. The entire area once claimed by the 1962 Worlds Fair is tightly controlled by Synthetic Humans; any living thing that attempts to enter the area is shot on sight with advanced laser weaponry, no questions asked.

Despite the synthetics' control over the ruins, people still manage to sneak into the ruins. The ruins are rife with pre-war technology, and there is so much of it buried here that one need not look very hard to find all sorts of valuable items, and the Silicone Syndicate's ability to actually patrol the city is severely hampered. The ruins are so expansive that they are unable to be everywhere, making it easy enough to evade them. In addition to this, large portions of their forces are engaged in defending their holdings from the Fort Lewis Division.

The war between the two groups wages in what was once South Seattle, specifically the regions of Kent, SeaTac, and Auburn. Both sides have dug themselves into trenches which zig-zag for miles through the rubble-filled landscape. A full third of the population of the Ruins of Seattle is holed up in these trenches, fighting a war that seems hopeless to both sides. With gains and losses counted in mere inches and feet, many look forward to the day that the two sides can simply draft a treaty and stop fighting. Until then, the war continues.

South of the war zone, the Fort Lewis Division controls what were once the cities of Tacoma, Puyallup, and their suburbs. For those not engaged in the war, this region tends to be relatively peaceful, at least to the extent that it ever is in the wasteland. Several communities of Pure-strain Humans and Mutants ex-

ist through this region and live in relative peace. They have cleared large sections of what was once urban sprawl for agriculture, restarted some basic industries, and made fishing one of the larger businesses. This is also a major trade hub in the Pacific Northwest, despite the nearby war zone. Prior to the war, the original Fort Lewis was just miles outside of Tacoma.

The area north of Seattle is technically held by the Silicone Syndicate, but the truth of the matter is that they lack the resources to actually hold it. Because of this, Humans and Mutants have moved into the area, relatively free of harassment. The Silicone Syndicate has a number of surveillance devices in place so they can watch to see what is living in the territory, but so long as no settlements push into Seattle proper, they leave them alone. Ultimately, the plan is to wipe them out, if and when they eventually win the conflict against the Fort Lewis Division.

Because the Ruins of Seattle are part of the Puget Sound region, it is not unusual for strange mutant creatures to crawl out of the water. These creatures are often enormous and have been known to take the form of strange, gigantic man/fish combinations or amorphous, asymmetrical bodies with long, razor-spined tentacles that slice through anything attempting to get in their way. The Silicone Syndicate views these monstrosities no differently than they do Humans, destroying them as efficiently as possible as a matter of self-preservation. Despite this, there was what seemed like a concerted attack two years ago that overwhelmed their defenses, causing a great deal of destruction and very nearly compromising their war effort from behind the lines of battle. Ultimately, the Fort Lewis Division stopped the incursion. When they became aware of the issue, they decided it would be better to stop the creatures before they became a problem for them in the south, so they used aircraft and their heaviest artillery to destroy them. Despite the help, the Silicone Syndicate was unrelenting in their war efforts.



Adventure Hooks

Recover Experimental Weapons

Many of the technology companies that existed before the war had contracts to develop top-secret weapons for the Department of Defense. One such weapon worked by destroying the gluon bonds that literally hold atoms together. In theory, if this weapon existed, it simply disintegrated all matter within a fifteen-foot radius. The Fort Lewis Division is very interested in recovering this weapon so that they can study and potentially begin manufacturing it. Unfortunately, it was developed within a nondescript building not far from the Silicone Syndicate's primary stronghold, so finding it will be a challenge.

In order to carry out this mission, the player characters need to make it past the war zone in the South Seattle region. They can do this by either braving the no-man's land between the trenches, or go miles to the East and circle around the war zone. If they choose the latter, there is a Silicone Syndicate outpost they still need to bypass.

The building the anti-gluon weapon is found in is currently used as a Silicone Syndicate lookout; they are unaware of the treasure that literally lies beneath their feet. The player characters must somehow bypass the guard post, then deal with the automated defenses still active in the subterranean stronghold. Should the weapon be recovered, it works as a pistol, except every shot that hits a target deals 6d6 damage. It only has enough power for five shots, and there are no functional replacement batteries to be found within the facility.

Destroy a Silicone Syndicate Stronghold

One of the primary strongholds held by the Silicone Syndicate is the facility once known as Sea-Tac International Airport. This area has been fortified to serve as an excellent defensive position, but it contains one target the Fort Lewis Division would like destroyed at any cost: the location's primary computer core.

If the player characters can be persuaded to undertake this mission, their job is to infiltrate the strong-

hold and plant explosives throughout the installation. The outer perimeter is heavily patrolled, so getting through will prove difficult, but large sections of the former airport are only lightly guarded inside. The computer core is in the location once occupied by the primary terminals, and can be destroyed by planting three charges on the computer's exterior casing.

The timer on the charges should not be set for more than a minute or two, or there is a real risk that Silicone Syndicate security will discover and disarm them. This means that the computer core will likely explode while the player characters are in the area; once this happens, the base will be on high alert.

Mutant Control

In the southern region controlled by the Fort Lewis Division, dangerous mutants are a constant menace. Even though they have the firepower necessary to eliminate anything that nears their bases, they lack the reach to destroy things that emerge from the bay or wilderness areas. Because of this, they have a standing bounty on any dangerous mutant creatures that enter areas they control but are too far from their primary outposts. Any carcass twice Human size or larger presented to their headquarters at the original Fort Lewis outside of Tacoma is well rewarded. They frown on anyone bringing in kills that come from outside of their regions of control, and anyone caught doing so is forced to return their reward and face imprisonment.

Faction Relations

- **Silicone Syndicate:** *Friendly* The Silicone Syndicate holds the majority of the Ruins of Seattle. They claim everything to the North, and they battle the Fort Lewis Division in what was once South Puget Sound. They consider every intelligent living thing hostile, and show no mercy against any incursions into their territory. Despite this, they lack the manpower to patrol much of the region they claim as their own, mostly because of the ongoing war effort.
- **Fort Lewis Division:** *Hostile* The Fort Lewis Division is locked in a major struggle against the



Silicone Syndicate in the South Seattle region. They must deal with the occasional Samurai, though this is not as much of a problem for them as it once was. In areas that they control, trade flourishes and life tends to be peaceful.

- **Samurai Legion:** *Hostile* The Samurai Legion originated in the Ruins of Seattle, but they were driven out decades ago after they unsuccessfully challenged the Silicone Syndicate for control. Periodically, a Samurai will arrive and try to establish a presence in the region, but between the Silicone Syndicate and the Fort Lewis Division, they find it no friendlier than it was when they were driven out.

Wastat-Uni(Pre-War Name: Moscow - Pullman: Population 4,500)

Major Economic Activities: Gun trade, Gladiator Tournaments, Farming

Local Infrastructure: Good (pre-war roads actively maintained)

Local Government: Dictatorship

Racial Diversity: Mutant Human (50%), Pure Strain Human (25%), Mutated Animal (10%), Androids (5%), Other (10%).

Wastat-Uni is the name given to the ruins of what were pre-war Pullman, Washington and Moscow, Idaho. The two cities were built in the fertile rolling hills of The Palouse and straddled the border between the two states, and each was home to a major state university. Although originally established as two separate cities, they grew into one metropolitan area during the twenty-first century. Because of the universities and the fact that there was an Army Reserve base here, the city was the target of a low-yield nuclear warhead. While the vast majority of the houses and commercial structures were flattened, most of the university buildings survived the attack, all of which were constructed from brick and concrete.



Although most people not killed in the initial blast died a slow death from radiation poisoning, a good number of people were able to take refuge in the bomb shelters located beneath many of the buildings on campus. Many of the dormitories had small windows, and the inhabitants of several buildings managed to block out the deadly fallout and survive in them for extended periods of time. Although the surface world was uninhabitable, the occupants were able to share the stockpiles of non-perishable food by moving through the underground steam tunnels.

Because the university was the home of numerous scientific labs, they quickly found ways to grow a wide variety of food from plants and edible bacteria cultures. They also had no shortage of scientific equipment, including Geiger counters, hazard suits, and other gear which made it possible for them to locate unsafe areas in their refuge and occasionally venture outside to check on conditions.

When the survivors deemed the outside world safe enough to emerge from their shelters, they found that they were no longer alone. Now referred to as Wastat-Uni, portions of the city had been rebuilt by Mutant Humans – the descendants of those few who could not seek refuge in the university at the time of the war and somehow managed to survive. While the pure Humans who emerged from the ruins of the university buildings were relatively peaceful, the Mutant Humans outside had become chaotic and hostile, and had seized control over the area. As a result, the two groups immediately found themselves at odds. The Mutants intimidated the pure Humans into surrendering without a fight. The captives who resisted Mutant domination were brutally massacred, while those who remained peacefully and subservient were enslaved. For the amusement of their overlords, many of them were forced to fight to the death in the former football stadium, which had been converted into a gladiatorial arena.

Eventually the enslaved population of Humans managed to demonstrate their usefulness to their captors by showing them what they could do with the scientific knowledge they had at their disposal. While

the ruling class remained the Mutants, the Human population was elevated to second-class citizens, but worked toward the common goals of their Mutant overlords, strengthening their position in the world. This new alliance led to the repairing and re-commissioning of the small research nuclear reactor on campus to provide power to the city.

Wastat-Uni recently came to be ruled by a Mutant warlord named Chorrog. Muscular, with green-tinted skin and bone spikes jutting from his head in place of hair, Chorrog is one of the most intelligent beings in all of Wastat-Uni; he is also a gifted orator and strategist. He has managed to increase the city's wealth through the trade of weapons, armor, food, and pre-war goods that have been salvaged from the city's ruins. He also draws crowds from the nearby areas by continuing the gladiator games.

Chorrog rules from the top floor of the blocky, concrete Physical Science building, which stands taller than the other buildings in the city. Snipers are permanently stationed on the rooftop and ordered to eliminate any threats that come near. This building is also used by the pure Human scientists, who work in the lower levels of this building and focus their research on developing new, more powerful weapons and armor.

The fruits of their research have resulted in some of the most valuable, most sought-after armaments of the wastelands, including newly developed energy weapons and long-lasting batteries used for ammunition. They always sell to the highest bidders, but they have negotiated a treaty with the Samurai Legion. Under the terms of the agreement, they sell to the Samurai at a discounted rate, and in exchange, the Legion will not attack the city or interfere with their business dealings in any way. They also sell weaponry and armor to the Fort Lewis Division, though they offer them no special deals.

Although the population of the city is aggressive, attempts to push out and conquer the other regions of the wasteland have proven disastrous for them, so they have adopted a policy of dominating only the



city and the surrounding area. They are also careful to track people entering the city—those who come for trade are given two hours to seek out a Trade Pass from one of the enforcers; those who are caught after declining to do this are captured, given a quick hearing, and imprisoned or forced into gladiatorial arena.

Gladiatorial matches are an important cultural focus of Wastat-Uni. New, unproven gladiators are provided with leather armor and simple weapons, such as staffs or axes, while experienced gladiators are given powered weapons such as chainsaws and shock sticks and metal or other advanced armors. The events are often not fair because the owners of the top fighters are more interested in providing a spectacle rather than risk losing their prize champions.

Adventure Hooks

Fort Lewis Division Spies

The Fort Lewis Division has been a buyer for the weapons coming out of Wastat-Uni for a number of years, but they are aware that the Samurai Legion has been buying them at cut-rate prices for years. This has given the Legion an advantage over the Fort Lewis Division, and they are not happy about this. They offer to hire the PCs to learn the terms of the deal between Wastat-Uni and the Samurai and see if they can disrupt this arrangement.

Their plan has multiple parts. The first thing they want them to do is find a group of Samurai on patrol, kill them, and take their armor. Once they have done this, the PCs are to enter Wastat-Uni and find the Samurai agent Neil Kamiko, kill him, and quietly dispose of his body. Once this is done, the PCs are to claim to be the new representatives of the Samurai Legion. Assuming they can avoid blowing their cover, they must obtain the information, as well as learn about any stresses between the faction and Wastat-Uni, and must do so before the Samurai Legion learns about the fate of Kamiko and sends a replacement of their own.

Currently, a new energy weapon that has been put on the market is creating tension with the Samurai Legion. This is a hot item that only their largest and

wealthiest customers can afford, so naturally the Samurai have already demanded their traditional deal, while Wastat-Uni has insisted that their prior agreement did not cover new inventions. Chorrog is in a position where he wants to earn the most from his latest batch of weaponry while continuing to prevent a Samurai Legion attack. It is the job of the player characters to keep this from happening, and if possible, interrupt the larger agreement between Chorrog and the Samurai.

Slaves for the Arena

After entering Wastat-Uni, the PCs are accosted for failing to obtain a Trade Pass; if they entered in good faith, the arresting enforcers intentionally “lose” it. Their hearing is conducted within hours, and they are stripped of their gear and sentenced to become arena fighters. Because they arrived together, they are allowed to remain together so that they can fight as a unit against another group of slaves. As they achieve success, the team is broken apart and individuals are forced to participate in individual tournaments.

While this is happening, the PCs should be figuring out an escape plan. They are held in a pre-war dormitory that has been converted into a detention facility. Although the way is barred, there is an entrance into the steam tunnels at the lowest level of the building.

After they have overpowered the guards and found their way into the steam tunnels, there are a number of ways out, each of which with its own dangers. All of the major buildings in the city contain entrances to the steam tunnels, though those buildings are guarded—some more heavily than others. Another option is to simply push their way into the streets through one of the manhole covers. Anyone who sees them emerge would be instantly suspicious, and bystanders who have witnessed the PCs in the gladiatorial arena are likely to tip off the city guards. The final way out is through the sewer system, which is no longer used for its original intended purpose but has become the home for a number of mutant animals.



Pre-War Shelter

The wasteland in this region is littered with the remains of ancient structures called grain elevators, originally used to store harvested wheat, barley, and other crops. Immediately following the war, all but the sturdiest of these structures collapsed, burned down, or slowly disintegrated due to a lack of maintenance.

Four miles to the northwest of Wastat-Uni is the ruins of an ancient grain elevator. Recently discovered is that beneath the concrete floor of this structure is a sturdy entrance to an underground facility. In the pre-war times, nobody realized that a state-of-the-art installation was being constructed, let alone that it was financed by some very wealthy locals who wanted a secret place to retreat to should an apocalyptic event occur. Their secrecy proved their undoing: when the investors arrived prior to the bombs falling, the landowners killed them. Their crumbling skeletons still mark the spot where their lives were brought to a violent end.

The tunnel which leads to the primary facility is patrolled by security robots that are still performing their duties. Within the facility are the descendants of the landowners; just as the original landowners were generations ago, those within are sadistic cultists. Until recently, the existence of this shelter remained unknown; all the while, the cultists had been sending covert expeditions into Wastat-Uni to capture inhabitants for ritualistic purposes. Recently, Chorrog's daughter was abducted and brought to the facility, and he wants her back.

Faction Relations

- **Disciples of Peace:** *Hostile* The mutant overlords of Wastat-Uni have no patience for religions of any kind. They actively hunt down and destroy religious artifacts from bygone eras, and they refuse to allow any to be openly practiced within the city. Anyone caught violating this rule is given a hearing and then executed.

- **The Fort Lewis Division:** *Neutral* The Fort Lewis Division buys a great deal of weaponry here; not only from the Mutants who control the city, but also from the various arms merchants who come here to sell their wares. They would like to work out a better deal with Chorrog, but are blocked by the Samurai Legion, which is presently in the good graces of the mutant overlord.
- **The Marshals:** *Hostile* Wastat-Uni has its own city guards who enforce its laws. They severely dislike the notion of outsiders coming in and imposing outside law. Any Marshals that bear official markings of the organization are killed on sight.
- **The Mutant Frog Army:** *Hostile* Chorrog is preparing to combat the Mutant Frog Army.
- **The Samurai Legion:** *Friendly* Chorrog has had ties with the Samurai Legion for some time. He has arranged discounted rates on the weaponry produced by the city in exchange for the agreement not to invade, and this has afforded them a measure of protection against the other factions of the wasteland.

Yakivegas (Pre-War Name: Yakima; Population: 4,225)

Major Economic Activities: Trade, Agriculture

Local Infrastructure: Primitive (New roads, mostly dirt)

Local Government: Highly Contested

Racial Diversity: Mutant Human (45%), Pure Human 25%, Mutant Animal (15%), Mutant Plant 8%, Android 7%)

Nobody is quite certain where the name "Yakivegas" originated, since it is known that before the war it was a city known as Yakima. Some are aware of Vega in



the Southwest, though nobody is quiet certain what connection to this place there is, or if there is one at all.

The settlement is built from the ruins of the pre-war city, which sits in a wide valley. The soil in this region is fertile, but receives less rainfall than many other regions in the Central Inlands, so they have had to irrigate water from the river running through the city. The major crops grown here include apples, hops, and grapes. In fact, in recent years, the pre-war art of winemaking has been rediscovered here, which has provided all of the major families with a highly sought-after export.

Perhaps because of this, Yakivegas is one of the most hotly contested cities in the Central Inlands region. It produces its own goods, unlike many of the other areas which are simply mined for useful items from the pre-war wreckage. The Marshals in the Pacific Northwest have made this their headquarters, likely because of all the lawlessness to contend with. Aside from them, the Samurai Legion have several members who have taken up residence in the city, the Fort Lewis Division has a fort established just to the east of the city proper, and the Mutant Frog Army lies just to the South and could decide to push north at any time.

The people of Yakivegas are fundamentally fractured into four primary clans and the satellite families that serve their production needs. The four controlling clan names are Hernandez, Collins, Smith, and Estes. Each of these families own considerable plots of land and greedily hope to acquire the land of their competitors; this has led to periodic hostilities between them, though the less powerful families that are loyal to them often fight these wars.

The major clans of Yakivegas firmly believe that they are the ones in charge of the city, not the larger power groups that keep trying to push their way in. Unfortunately, as they have been shown time and time again, they do not have a great deal of choice in the matter. What tends to happen is the families cut deals with the various factions, allowing them temporary use of their land—sometimes to stage raids, other times to defend other holdings in the areas— and the

same clans that work with a faction in one case might work with an opposing one the next time, just to keep it from growing too strong. In any event, the outside groups have managed to weave their influence into the power structure, regardless of the opposition they face.

The Marshals are the one group that is firmly entrenched, but despite their high-minded ideals, many believe that they are playing politics with the families right alongside the other factions. In fact, many believe that the only way they have been able to prevent all of the townspeople from turning on them has been to make certain concessions, such as not pursuing justice against some of the senior clan members or their immediate families. The Marshals claim that this is not the case, and that their interest in Yakivegas is purely to provide some much-needed justice, but most people have their doubts.

The head Marshal's name is Steve Fendin. Most know him as an easy-going man with brown hair, a mustache, and usually wearing a brown leather jacket and a patrolman's hat. Despite the fact that most people of Yakivegas feel at ease around him, he is tough and willing to ruthlessly take down criminals when they start wrecking his town. His deputies include Tom Walczak, a tall, lanky, bald man with crater scars on his face; Phil Anderton, a tall, powerful man with ebony skin and a stern countenance; Cynthia Hernandez, a tough woman with long, dark hair who is known as the best shot in the city, and John Sikes, a man of medium build and height, with shoulder-length black hair and angular features.

Adventure Hooks

Escort the Wine Caravan

Davin Collins has an important shipment of wine that he would like delivered to Wastat-Uni. He has twenty wooden crates filled with bottles of his best vintages and a caravan willing to deliver it for him. The trouble is that their only route takes them through territory held by the Mutant Frog Army. The caravan owner is willing to take this risk only if the guard detail is doubled. This involves hiring the player characters and paying them more than the going rate since they know that they will run into trouble.



The most logical route for the caravan to take is in between the outposts, and it is up to the player characters to scout them out. Along the way, they should run into numerous patrols of mutant frogs which will need to be quietly eliminated if they hope to deliver the shipment intact.

One of two scenarios eventually plays out: either the characters do an adequate job of leading the caravan through the territory and arrive safely at Wastat-Uni, or they fail to scout ahead and the caravan is captured. If the former, they should be forced to travel dangerously close to one of the frog's outposts, and the party must go on the offensive and eliminate the guards on patrol so that the caravan can pass through; if the latter, the mission becomes a rescue operation, at which point delivery of the wine should come seriously into question.

Assuming that the characters reach Wastat-Uni with the wine, they may be dragged into some of the conflicts within that city. After a reasonable amount of time spent there, their services are again needed to deliver payment back to Yakivegas. This takes them back through territory inhabited by the Mutant Frog Army, though this time they are not laden with cargo.

Settle a Score

Danny Estes has a score to settle with Max Smith. Although the two have always been rivals, their enmity came to a head when, according to Danny, Max "stole his girl". Of course, the truth is more complicated. The girl in question is Bette Collins, a raven-haired beauty who was sought after by many of the men of Yakivegas. She had been seeing Danny until she learned he was spending time in one of the houses of ill-repute, so she left him. While Danny was trying to win her back, Max swooped in, declared his undying love, and they married.

Danny has now gone into a homicidal rage and is offering an obscene amount of money to have Max killed. He is even willing to throw in a plot of his highly valued land containing one of his best vineyards. He expects that once the job is complete, Bette

Collins will be delivered to him whether she wants to be or not.

If the player characters decide to simply do what they are hired to do, the job should be difficult but possible; the characters would be faced with several bodyguards protecting Max. If the players opt to speak with Bette first, she informs them of what really happened, and she offers them more than what Danny was paying them if they would eliminate him instead. If the player characters choose to simply end their involvement with the affair at that point, they become enemies of both clans, and are either forced into a confrontation with them or run out of Yakivegas.

Send a message to the Samurai

Halforth Smith, patriarch of the Smith clan, has had enough of the Samurai trying to take over the community. He wants the one known as Kinjo Yamusuto killed before he can make any more demands.

The truth of the matter is that Kinjo has only recently arrived and not done anything other than ask Halforth for permission to trade for a few bottles of his wine. Halforth would not mind the Samurai at all if he had not already made agreements with the Fort Lewis Division. In order to keep from offending the military group, he wants the player characters to take care of Kinjo before he becomes a problem for the Fort Lewis Division.

If the player characters decide to go after Kinjo, they find that he has important allies among the Collins clan who are willing to fight to protect him. If they instead gather more information about the Smith clan, they are told about the interests of the Fort Lewis Division. They must ultimately pick a side, because Kinjo is here to start a conflict with the Fort Lewis Division in hopes of driving them out of Yakivegas entirely.

Faction Relations

- **Disciples of Peace:** *Hostile* Located roughly eighty miles south of Wenatchee, the people of Yakivegas have seen firsthand the cruelty and hypocrisy of the Disciples of Peace and decided they



want none of it. On the odd occasions when a missionary comes to town, they are run out or shot without being given a chance to speak. Stories tell of the Marshals themselves carrying out the execution orders.

- **The Fort Lewis Division:** *Friendly* The Fort Lewis Division would like very much to become the major power in charge of Yakivegas. To that end, they have constructed a fort on land owned by the Estes clan. They also openly support the job being done by the Marshals. The Marshals have fought the Samurai Legion for control over Yakivegas in the past, though they are now more concerned with the Mutant Frog Army. There has even been cooperation between the two groups to help the city survive when the attack eventually comes. Expectations are, if they prove successful against the frogs, their cooperation shall not last.
- **The Marshals:** *Friendly* The Marshals are the one group in this city vying for peace. They have a jail and are not afraid to use it, or so they say. Most people assume that the only way they can survive here is through corruption of one form or another.
- **The Mutant Frog Army:** *Hostile* The Tri-cities, where the Mutant Frog Army is based, lies about the same distance away as Wenatchee, and the city is very much aware of the inhumane treatment the frogs have toward the Humans they encounter. Some clans have been in contact with the Fort Lewis Division in hopes of acquiring reinforcements, while others have been working with the Samurai Legion in hopes of organizing an adequate defense. The one thing they are certain of is that, sooner or later, the frogs will turn their bulging eyes here, and when that happens, they want to be prepared.
- **The Samurai Legion:** *Friendly* The Samurai Legion is interested in controlling Yakivegas, though they have found other interested parties already here and the people somewhat unfriendly. Despite this, they have managed to make some connections with the Collins clan, and are seen as

a necessary evil among a population that wishes to be prepared for an attack from the Mutant Frogs.

Wenatchee (Pre-War Name: Wenatchee; Population: 12,800)

Major Economic Activities: Agriculture, lumber

Local Infrastructure: Good (paved roads reconstructed from the pre-war era).

Local Government: Theocracy (controlled by the Disciples of Peace)

Racial Diversity: (45%), Pure Human (25%), Mutant Animal (20%), Mutant Plant (10%).

Wenatchee is a medium-sized settlement located in the northern Central Inlands, just to the east of the Cascade Mountains. Like most of the cities in the Central Inlands, the land surrounding it is dry but fertile, thanks to an irrigation system they have established. The people are able to produce enough food not only for their own needs, but for many other communities. Trade caravans to other locations, including the other side of the Cascade Mountains, are commonplace, and the farming families that own land have become wealthy.

Wenatchee's primary claim to fame is that it is the birthplace of Ogryn Cummings and the Disciples of Peace religion. Originally considered odd by the people of Wenatchee, his convictions were enough to persuade many of the people to give the belief a chance. As it caught on, Ogryn became a more powerful figure within the community; eventually the Mayor Protector converted and declared it the official religion of the city. When this happened, pressure was applied to people to coerce their conversion, to great effect. The only major change that happened immediately after was that the Marshals were no longer trusted because of the "outside beliefs" they had, so the sheriff and his deputies were driven from town



and replaced with Knights of Justice from within the church. A few years after that, they had gained enough support to conduct a purge of those who had still not converted to the faith, publicly burning them for all to see what would happen to those who refused to embrace the “truth of peace”.

The Temple of Peace is a new construction in Wenatchee. The brightest minds of the city found pre-war engineering texts that explained how to make reinforced concrete, allowing them to create enormous interior spaces. After several designs were proposed, they decided upon a massive enclosed coliseum with a large peace sign—carved from stone—erected above the entrance. Aside from the main chamber within, there are numerous other rooms that are used for meetings and meditation, as well as an entire wing for the senior clergy.

The people of Wenatchee dutifully profess their obedience to the philosophy of peace, and they make sure to inform visitors that they are welcome to enter the city in peace so long as they do not challenge the beliefs of the church. Doing so is considered blasphemy and can result in a variety of punishments, including incarceration, banishment and, in extreme cases, death. Proselytizing to those from out of town is normal, and has won many converts.

It is rumored that a small group of anti-religious people have begun secretly meeting with the intent of retaking their city. Such rumors are of great concern to Ogryn, and he has already enlisted people to try and join the organization so that he can root them out and make examples of them.

Adventure Hooks

The Righteous Heretic

Francis Ramos has been pretending to believe in the religion for as long as he can tolerate it—not that he disagrees with its philosophy of peace, but he sees the hypocrisy of the religion for what it is and he wants to put an end to it. While he could simply leave the area, he believes that the people of Wenatchee can recover from this and embrace a more rational way of life. To that end, he founded the group called The Peaceful

Way. He knows that Ogryn would like to see his group exposed, so he has devised a plan to turn this against The Disciples of Peace. His plan is to forge documentation that implicates several high-ranking church members as being members in his group and then tipping off the Knights of Justice. This involves stealthily entering their homes to plant the evidence, and that is a skill he does not possess, so he requests the aid of the player characters. Once the upper-level officials in the church are exposed as traitors, their dominance in the city will be thrown into chaos and his group could steer them away from the path they have been on.

Mountains of Madness

The foothills of the Cascade Mountains are just to the east of Wenatchee. Recently, people who have wandered out that direction have gone missing. Most are never seen again, but some are found confused, disoriented, and completely out of touch with reality. Saul Castle is a Knight of Justice and has become concerned about this. Unfortunately, he lacks the manpower to go out and find what is causing this, so he enlists the aid of the player characters to help get to the bottom of it.

The source of the trouble is a group of giant psionic mutants that have wandered into the area. In order to make the foothills safe again, these giants must be found and eliminated.

Faction Relations

- **Disciples of Peace:** *Friendly* The group in control of Wenatchee is the Disciples of Peace, and they hold the population with an iron grip. Claims of peaceful intentions seem to be sincere, so long as the population is willing to obey.
- **The Marshals:** *Hostile* The Marshals were an important group in Wenatchee until the Disciples of Peace threw them out. Although they are not making any moves to re-establish themselves here, many of the former deputies are unhappy with the way things went down after the Disciples took over, and would be more than happy to interfere with the Disciples control over the city if they knew of an effective way of accomplishing this.



Major Ruins

Ruins of Spokane

Chance Of Finding A Hoard (Per 8 Man Hours Of Searching): 20%

Hoard Class (d%): Hoard Class (d%): I (01-20), VI (21-40), VII (41-60), VIII (61-80), IX (81-90), XVI (91-100)

Chance Of Random Encounter: 1-2 (on 1d6)

Time Between Random Encounter Checks: 2 turns

Hazards: Radiation

Because it contained Fairchild Air Force Base, Spokane, Washington was mercilessly bombarded with nuclear warheads during the war. Although the city had contained a relatively large number of survivalists and bomb shelters, the sheer amount of destruction that rained down on the city precluded the possibility of survival. As others crawled out of the bunkers and shelters generations after the war, the City of Spokane remained a radioactive wasteland, braved only by those with the daring and equipment to survive it.

Due to the high levels of radioactivity, the Ruins of Spokane have become a haven to mutant creatures. Few of them are intelligent, though many have gained additional abilities, making them deadly to those exploring the ruins. Several locations throughout the former city promise to offer up treasures, including the old Northtown Shopping Mall in the northern portion of the ruins, Riverfront Park in the central part of the former city, Gonzaga University to the South, and the miles upon miles of residential areas.

Fairchild Air Force Base

Chance Of Finding A Hoard (Per 8 Man Hours Of Searching): 35%

Hoard Class (d%): VIII (01-50), IX (51-80), XIV (81-95), XXI (96-100)

Chance Of Random Encounter: 1-2 (on 1d6)

Time Between Random Encounter Checks: 2 turns

Hazards: Radiation

Prior to the war, this had been one of the main air force bases in the United States. Because of this, all of Spokane became an important strategic target. So many nuclear warheads fell on the base that it was said that no living thing survived the blast, including cockroaches. Every bunker was breached and flooded with radiation.

Despite the destruction, numerous small caches of weapons and technology remain intact, and there are rumors some of the once top secret aircraft kept there can still be recovered if someone can dig through the rubble to find the bunker where it was hidden. Many of the original defense systems remain in place, including battery-powered automated turrets activated at the beginning of the war that were never deactivated and robotic sentries that somehow survived the destruction.



Major Topography

Cascade Mountains

The Cascade Mountains run north to south through the entire Pacific Northwest, creating a firm boundary between the eastern and western portions of the region. The northernmost point is in what was once known as British Columbia, while the southernmost point is in what was once northern California. The mountain range contains active volcanoes, including Mount Saint Helens and Mount Rainier, both of which erupted due to the seismic disturbances created by the nuclear weapon detonations during the war.

Once known for their lush forests, snow-capped peaks, and natural beauty, the mountains are now an ugly blight on the landscape. The black, skeletal remains of trees that were incinerated in the fires of the war are omnipresent. Many of the valleys remain mostly green, but the water is so poisoned from the toxins created by the nuclear weapons that it is undrinkable by Humans without significant purification.

The majority of the Cascade Mountains are inhabited by mutant wildlife and those who must travel east or west within the region. Groups of raiders inhabit the foothills, though they rarely try to push farther into them due to the toxic environment; the few that try possess the technology necessary to deal with the toxic environment. The Samurai Legion is headquartered in the Cascade Mountains—in one of the rare clean zones—near the eastern portion of the mountains in what was once Northern Oregon.

Rocky Mountains

The Rocky Mountains cut diagonally through the Pacific Northwest, beginning in what was Canada and forming a natural boundary between what was once Idaho and Montana and Wyoming. Located in what was some of the great wilderness area of the former United States, the war did little to change this majestic mountain range. The majority of the military

targets were on the east and west coasts; the inland reaches were more affected by radioactive fallout than the blasts themselves. While this fallout did wreak havoc on the ecosystem, such damage was relatively mild compared to the regions where the bombs detonated. As a result, what survived was far less prone to mutation and outright destruction.

Because the Rockies were less harmed by the war, this was a popular place to resettle when people began emerging from their bunkers. While resources remain too scarce in most places to establish large settlements, these mountains are dotted with numerous groups of people. In addition to the settlements, the Old 90 Trade Route is a prime target for the numerous raiding groups operating in the area. Those forced to move through the Rocky Mountains normally hire on extra guards, because the expectation is that they will encounter trouble at various points during the journey.

Central Inlands

The Central Inlands of the Pacific Northwest refers to the central portions of what were once Washington and Oregon. They begin at the eastern edge of the Cascade Mountains and continue to the foothills of the Rockies—except The Palouse, which is its own geographical region. Most of this area was dry and barren before the bombs fell, and the high doses of radiation caused by the nuclear fallout did nothing to change the landscape. Much of it has always been desert, though not a particularly warm one for three seasons of the year. This region was sparsely settled before the war, and because of the rugged survivalist mentality of the people who lived here, a larger percentage of its inhabitants and their offspring managed to survive longer in their shelters than in many other areas.

The Wasteland of the Central Inlands is still known for being a barren waste, though there are notable exceptions, such as the former Tri-cities area—com-



posed of Richland, Pasco, and Kennewick—which has become the home of the Mutant Frog Army. The rough and tumble city of Yakivegas, not far to the North, is another area that re-established itself following the war and now thrives.

This is the heartland of the post-apocalyptic Pacific Northwest, where the majority of the common folk currently live. Although not always an inviting landscape, there are enough rivers and streams bringing water to the area that it supports life much better than most areas to the West. This is also the most hotly contested region outside of the Ruins of Seattle themselves. All of the major groups, save for the Silicone Syndicate, lay claim to vast swaths of territory throughout this region, and it is here where the Mutant Frog Army originates. Although it does not contain a wealth of lost technology like the Ruins of Seattle, it does contain numerous pockets of people who are scraping by, trying to eke out a living under the present conditions.

The Palouse

The Palouse is a territory in the southeast of what was once Washington State that connects the Central Inlands with the foothills of the Rocky Mountains. The land here is referred to by many as “rolling hills”, meaning they are gently sloping, easily climbable, and very fertile. The region extends from the ruins of Spokane, south past Wastat-Uni to Northeast Oregon, and east to the ruined city of Walla Walla.

Prior to the war, the area was grassland that had been converted primarily to wheat fields. Due to the nuclear bombardment dealt to Spokane during the war, mutations set in quickly, particularly among the plant life. The hills are now covered with thick, thorny rustgrass with seedy heads that are reminiscent of the wheat they mutated from. The rustgrass grows naturally and does not need to be planted (as wheat did before the war), and the head is edible when crushed into flour. Harvesting it, however, is difficult, since the thorns tend to take their toll on anyone simply walking through them, let alone cutting them down for processing.

The largest settlement in the area is Wastat-Uni, whose warlord ruler controls much of the area. Outside of his dominion are largely lawless tracts of land inhabited by small farmers trying to survive and the raiders who prey upon them. Just a few miles north of Wastat-Uni is a small, tree-covered mountain known as Kamiaken. Many who resist the leadership of Chorrog have fled to this place and are building up a force to challenge his rule.

Other noteworthy features of The Palouse include: another small mountain that can be seen from tens of miles around called Steptoe; the Snake River, which cuts through much of the region; and Ibicion City.

Snake River

Originating in old Wyoming and flowing through Idaho and much of Washington, the Snake River is the largest of the tributaries that empties into the Columbia River. In the Pacific Northwest, it is known for cutting through much of the landscape, including The Palouse and the Craters of the Moon in what was once the state of Idaho. It is walled in on both sides by steep hillsides that are strangely dryer than the surrounding hillsides.

The dams that once provided hydroelectric power to the surrounding area still stand, though few of them produce electricity. The only one in constant use now is the Lower Granite Dam, which is staffed and guarded by residents hailing from Wastat-Uni; the others are in various states of disrepair. Some of these ruins are worth exploring due to the technological artifacts that remain there.

The Snake River is home to a nomadic group of river goers who call themselves The Fikers. This group travels along the wide river on sail-powered barges, fishing and earning coin and trade goods by ferrying people from one side of the river to the other. The Fikers are a tough people who are not afraid to throw troublemakers overboard, whether they know how to swim or not, but they try to maintain peaceful relations with people who need their services. They go to



lengths to avoid making enemies, as doing so is bad for business.

Craters of the Moon

The Craters of the Moon is an immense field within the Snake River Basin in Central Idaho, formed by three different lava flows, which contains some of the largest rifts in the entire world. Because of its remote location, this region was not targeted by nuclear weapons during the war, and it absorbed a proportionately smaller amount of radioactive fallout than much of the rest of the country. Despite this, the effects of the war did not skip it entirely.

Strange mutant creatures, known for their tentacles and frequent mental powers, found nowhere else in the world, migrated to this region. Due to the sparse and hostile landscape, it is unknown how such creatures survive here, but it is known that they are hostile toward any creatures that invade the land they have claimed.

Umatilla Forest

The Umatilla Forest is in the southeastern portion of old Washington State, as well as the northeastern portion of what was Oregon. Known for claims of gold and silver centuries prior to the war, it has once again begun yielding precious metals. Because of this, prospectors who believe that they can defend themselves and their property have once again flocked to this region. The Umatilla Forest is under the control of the Samurai Legion, and is not currently contested by any other group.

This is also known as a place where wildlife and nature are closer to what they were prior to the war than most other places in the country. The water is fresh, the trees still grow, and most of the animals found here are of the pure strain variety. In fact, the purity of the area is so highly regarded by the people here that mutated animals are hunted to prevent them from interfering with the wildlife.

The Old 5

The Old 5 is a major trade route that connects all of the Pacific Northwest along the Pacific. It runs from the territory that was once Canada all the way south through the California Territory. The cracked pavement still exists here, though the rusted out automobiles have largely been cleared from the path. The remnants of eighteen-wheelers and the massive trailers they hauled remain, and are often in surprisingly good shape; many are inhabited, often by merchants, who use them as their homes as well as their shops. In a few cases, several of these have been brought together to make large living structures.

Control of the Old 5 is hotly disputed. The Silicone Syndicate controls the portion that runs through the Ruins of Seattle, the Fort Lewis Division controls the area down to the Ruins of Portland, and the Samurai Legion controls the area from Tradeport into the northern portion of the California Territory. Where those groups meet are war zones, and the parties involved rarely stay out of the way of the travelers who are merely trying to pass through.

Trade Route 90

Trade Route 90 is the east-west trade route that connects much of the former United States. Like the Old 5, it was once a major freeway, evidenced by the wreckage of the ancient cars found alongside the freeway.

Many refer to this as the Silk Highway, a reference to a medieval road that connected much of Europe in ancient times. Like that storied road, the people who travel Trade Route 90 are diverse and bring wares from far-away places. With the exception of the Ruins of Seattle, few of the areas Trade Route 90 pass through in the Pacific Northwest are hotly contested, so it tends to be a much more peaceful thoroughway than the Old 5.



Entities of the Pacific Northwest

Factions and Personalities

Disciples of Peace

Symbol: The Peace Sign

Motto: Through obedience, Peace. Through peace, Salvation.

Requirements: Swear to uphold the tenets of the Disciples of Peace.

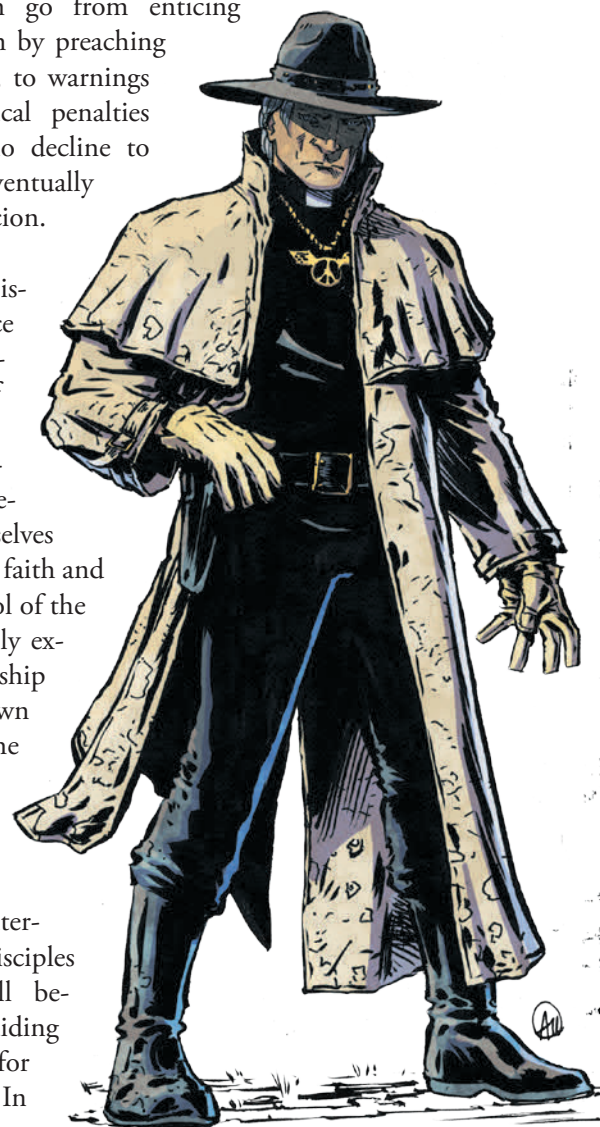
Benefits of Membership: Free lodging and medicine when in areas that are controlled by the Disciples.

On the surface, the Disciples of Peace have the appearance of creating a positive effect on the postapocalyptic wastelands. They teach that only through harmony and cooperation can the spirit thrive, and they proselytize their belief by sending missionaries out into the wastelands in an attempt to convert everyone they can persuade to stop and listen to them. When entering into an area where they do not currently have influence they use a light touch, and their charitable acts are noteworthy. They are known for coming to the aid of people who have become injured, importing food to areas suffering crop failure, and flocking into areas that have just suffered large-scale disasters.

What the Disciples of Peace do not tell people is that their leader is on the same ideological trip that has caused so many religions to become power brokers that are not truly interested in the well-being of their followers so much as they are interested in their own dominance. In this case, once they have won over a large enough number of the populace—usually around twenty percent—they move into the area, set

up a temple, and use their initial converts to pressure others to join. As they gain popularity, their methods become heavier-handed. Their means of persuasion go from enticing people to join by preaching their benefits, to warnings of metaphysical penalties for those who decline to join, and eventually outright coercion.

Once the Disciples of Peace have converted over half of the people in a community, they declare themselves the dominant faith and assume control of the area. Previously existing leadership is overthrown unless the leader has become a convert and pledges that the interests of the Disciples of Peace will become the guiding principles for the region. In



addition to this, religious temples belonging to other faiths are desecrated and, whenever possible, destroyed. Those who still hold out are blatantly threatened, while still being given the option to convert. The pyres of burning heretics can be seen in areas where they have taken root.

The Disciples of Peace are mainly active throughout much of what was once Central Washington and Oregon. They are based out of Wenatchee, which is where the Great Temple to Peace is located. The Great Temple is in the heart of the city, constructed from several ancient historical buildings that have been modified so their interior spaces are connected and open. Many people make regular pilgrimages to this place, where the clergy are inviting and the sound of "transcendent peace music" can be heard throughout.

The leader of the Disciples of Peace is a Human man of advancing years named Ogryn Cummings. He started the religion after experiencing an epiphany approximately two decades ago. When exploring old ruins, he came upon a shop that once sold music on large vinyl disks, and he managed to find a working player that simply needed to be hooked up to a power source. Upon playing the music, he realized that such wondrous sounds could only be divinely inspired, and he found the symbolism both powerful and intoxicating. Above all else, however, was the insistence in this collection of relics that the only thing one needed was peace and love. This became the central tenet that he now lives by and, using the symbolism and samples of the music he found, rallied many others to his cause. It was not until he saw the amount of influence he was able to wield from this new philosophy that he became interested in the personal power this could bring him.

The Fort Lewis Division

Symbol: An armed soldier kneeling in front of Mount Rainier.

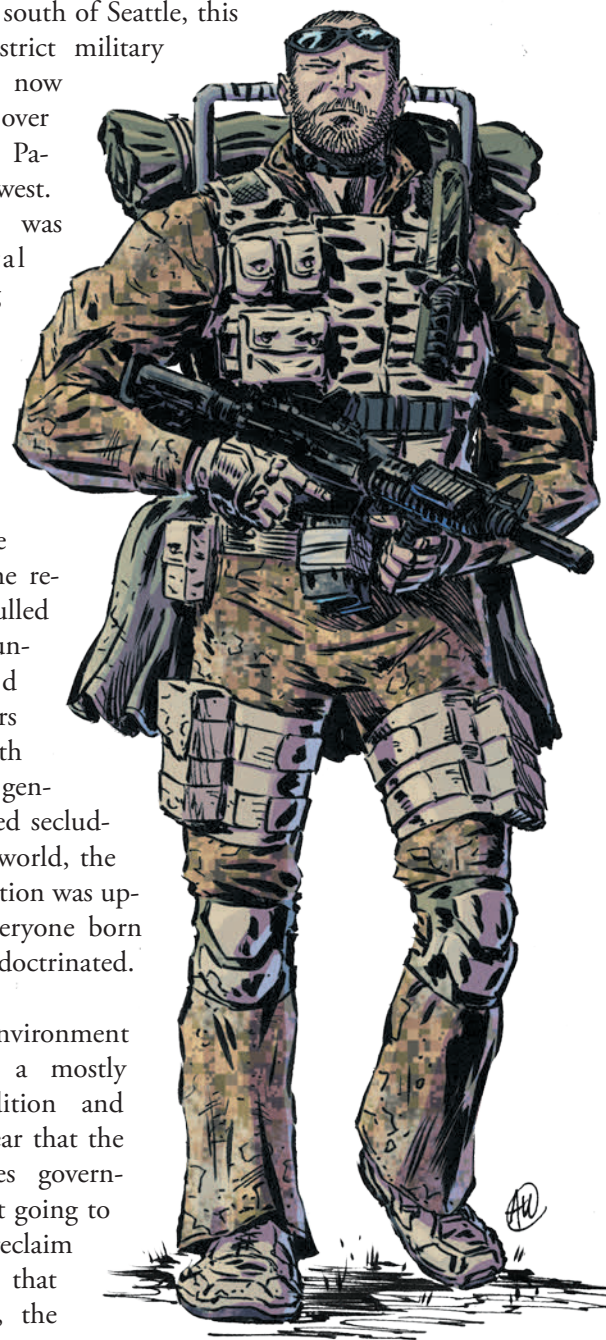
Motto: Building an orderly tomorrow.

Requirements: Strength and Constitution scores 14+.

Benefits of Membership: Access to firearms and missile weapons. A character may be issued such weapons for specific missions.

Originally hailing from the Fort Lewis military base south of Seattle, this group is a strict military order that now holds sway over much of the Pacific Northwest. Fort Lewis was instrumental in defending the Pacific Northwest during the war, but when it went nuclear, all the soldiers in the region were pulled back into underground fallout shelters deep beneath the base. As generations passed secluded from the world, the military tradition was upheld, and everyone born into it was indoctrinated.

When the environment returned to a mostly livable condition and it became clear that the United States government was not going to return to reclaim the nation that once existed, the



Fort Lewis Division drafted a new constitution based on liberty and equality, then set about claiming territory to live under those ideals—by force, if necessary.

When the Fort Lewis Division pushes into new territory, it sets up outposts, begins patrols to enforce their brand of law, and then encourage the locals to cluster around them for protection. They encourage people who are in these newly acquired territories to enlist, but only the most fit need apply, and those recruited are thoroughly trained in both combat and civics before they are allowed to carry ordnance or operate in the field.

In light of the fractured nature of the regions outside their control, the organization has created a new branch of special operatives whose job is to infiltrate other organizations and either feed information back to central command, or quietly undermine the operations of those forces. These people are answerable only to themselves, and there are rumors that they have quietly assassinated leaders, destroyed resources, and covertly built support among the people in those areas. Stories have circulated that some of these agents have gone rogue and set up personal fiefdoms while still enjoying support from the primary base.

One of the most important things the Fort Lewis Division did after emerging from their shelters was learning how to manufacture pre-war era firearms and weapons. A great deal of documentation existed detailing the specifications of the parts used in a variety of weapons, but manufacturing those parts was a widely lost art. Fortunately, one underground bunker, which was separated from the primary bomb shelter but survived the destruction, stored a number of manufacturing machines. After they restored power, repaired them, and learned how to use them, they began manufacturing weapons and more machines to enhance their production capabilities.

The Division holds much of the land south of the Ruins of Seattle, and has created a firm line beyond which the Silicone Syndicate may not expand without incurring extremely costly losses. In addition to

this, it stands rigidly opposed to the Samurai Legion and the Mutant Frog Army.

The organization's reach begins in the former Tacoma area and extends over the mountains into what was once Central Washington, Oregon, and Idaho. Unfortunately, huge sections of land in those areas are not under their control, so travel from one location to another is sometimes difficult. To offset this issue, the base has constructed five heavy, military-grade aircraft, which are used to deliver troops and supplies to outlying strongholds.

The leadership of the Fort Lewis Division is composed of nine Generals who, according to their constitution, were appointed by a popular vote among all colonels. Because of the politics internal to the Division, and despite a bi-annual vote on those positions, all of the current nine have been in place for over a decade, and the most senior ones have been there for three. Despite the vote, being voted in as General is widely viewed as a lifetime appointment, and the political wrangling among the Colonels ensures that this remains the case. Periods when these officers must be replaced are considered exciting and difficult times even though, without fail, the newly elected Generals seem to support the policies of those currently in power.

The Fort Lewis Division is a mostly benevolent group. Their largest problem is that they are overextended, but they have the support of the vast majority of the people in the territories they control, which makes it easier to retain those regions. They remain popular because they have a rigid justice system, provide for the common defense of their territories, and have a widely embraced *no conscription* policy. If anything ultimately proves to be their undoing, it will likely be the fact that they have vowed to oppose every other major power group in the region except for the Marshals.



The Marshals

Symbol: Gold star

Motto: Justice for all.

Requirements: Marshals select their own deputies to assist them. When a Marshal thinks her deputy is ready, she can take him to Yakivegas to be evaluated for promotion to full Marshal.

Benefits of Membership: Full Marshals receive a 50% bonus on bounties from the town of Yakivegas.

The Marshals grew out of the chaos of the Great War. These vigilantes were self-appointed, dispensing justice where and how they saw fit. Eventually, Marshals began to share information and chose the town of Rhino in the Southwest to meet and post bounties on known malefactors. The details of the organization's history are disputed, and different Marshals have different stories about the group's history, but the one thing that is not disputed is that a secondary stronghold for the organization sprang up in the troubled northwest town of Yakivegas.

Marshals believe a loose organization is best and place very few restrictions on their members. So long as a Marshal is dispensing justice, her methods are left entirely up to her. Some Marshals go their entire careers without killing anyone, while others seem to delight in ridding the world of dangerous individuals in the bloodiest way possible. There

are four basic types of membership in the Marshals: Senior Marshal, Marshal, Deputy and Sheriff. These are not hierarchical distinctions per se, owing to the organization's loose organization.

Senior Marshals serve as judges for those individuals brought to justice in Rhino and determine the worthiness of Marshals to wear the gold star. Marshals are the main arm of the organization and roam the land, pursuing fugitives and dispensing justice.

Deputies assist a specific Marshal in the performance of her duties; the Marshal can dismiss a deputy at any time, and likewise a deputy can leave the service of a Marshal or transfer to the service of a new Marshal at will (provided the new Marshal accepts her service). Some deputies wish to become Marshals; others eventually find a town they like and settle down, serving as a Sheriff; while for others assisting a Marshal is a calling all its own.

Sheriffs stay in one place and are supposedly selected by the towns they serve and the Senior Marshals. In practice, however, Marshals appoint most Sheriffs and, unless the town protests to the Senior Marshals, confirmation is almost automatic.

The Marshals are the same group that attempts to bring law to the Southwest. In the Pacific Northwest, the Marshals are opposed by the Samurai Legion, who are present



in much larger numbers. They probably would have been driven out entirely if not for a great deal of popular support from the people of numerous settlements and the backing of the Fort Lewis Division.

The Mutant Frog Army

Symbol: The tip of a spear

Motto: Riiiiibit.

Requirements: The only way to enter the Mutant Frog Army is to be born a mutant frog.

Benefits of Membership: Mutant frogs that fight for the Mutant Frog army are never ritually murdered and consumed.

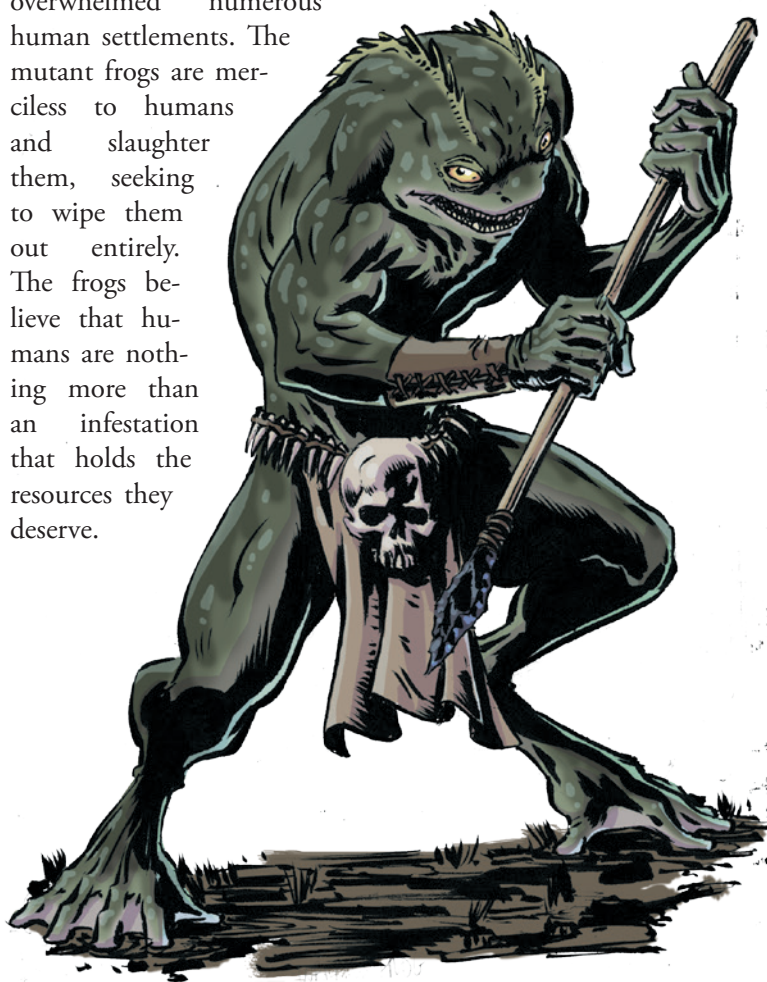
During the final days of the war, the nuclear reactor known as Hanford suffered a direct hit, wiping out its entire complement of workers. Unfortunately, this was not the end of the catastrophe. The reactor quickly melted down, and massive amounts of radiation and toxins spilled out into the Columbia River. The devastation caused by the nuclear blast transformed the landscape into a swamp. In the years immediately after the war, the surviving wildlife re-inhabited the area and changed greatly due to the effects of the radiation. The frogs were among the first to return, and the most profoundly changed.

From the muck and the radiation of the old Hanford site crawled a new species that retained its basic amphibian characteristics, but walked upright, possessed a keen intelligence, and was aggressive. The species quickly divided into three types: brain frogs, warrior frogs, and worker frogs. Initially the warrior frogs fought one-another for domination, but that ended when the brain frogs grew tired of being treated as the least important members of their society. They convinced one of the weaker warriors, Groax, to go out in search of the ancient artifacts. They agreed that if they found anything that would help them, they would share power equally. Groax discovered the wreckage of an old gun shop and, when he returned, killed the Hightoad and any others who opposed him. Realiz-

ing that he would need the help of the brain frogs to retain power, he kept his agreement with them; the two castes have worked together ever since.

The mutant frogs kept to themselves for a long while as they bred and established a base of power in the ruins of the old cities of Richland, Pasco, and Kennewick, collectively known as the Tri-cities. They recovered as many firearms and ammunition as they could find, but assumed control of a huge cache of weapons when they found a weapons depot belonging to the Fort Lewis Division. Catching the outpost unaware, they quickly overwhelmed them and took control of their weapons.

Recently, Groax decided the time was right to claim all the territory for the Frogs. Their first push was to the Northeast, and they have already overwhelmed numerous human settlements. The mutant frogs are merciless to humans and slaughter them, seeking to wipe them out entirely. The frogs believe that humans are nothing more than an infestation that holds the resources they deserve.



The Mutant Frog Army currently holds all of the territory from modern day Tri-cities to Walla Walla, and are being contained by a coalition of ranchers about fifty miles southeast of Wastat-Uni. Even as they prepare to continue their push forward, both the Fort Lewis Division and the Samurai Legion are planning separate all-out defenses to keep the frogs contained. This might be the one time that the two warring factions have ever shared a goal.

The Samurai Legion

Symbol: A pair of crossed samurai swords.

Motto: My honor is my life.

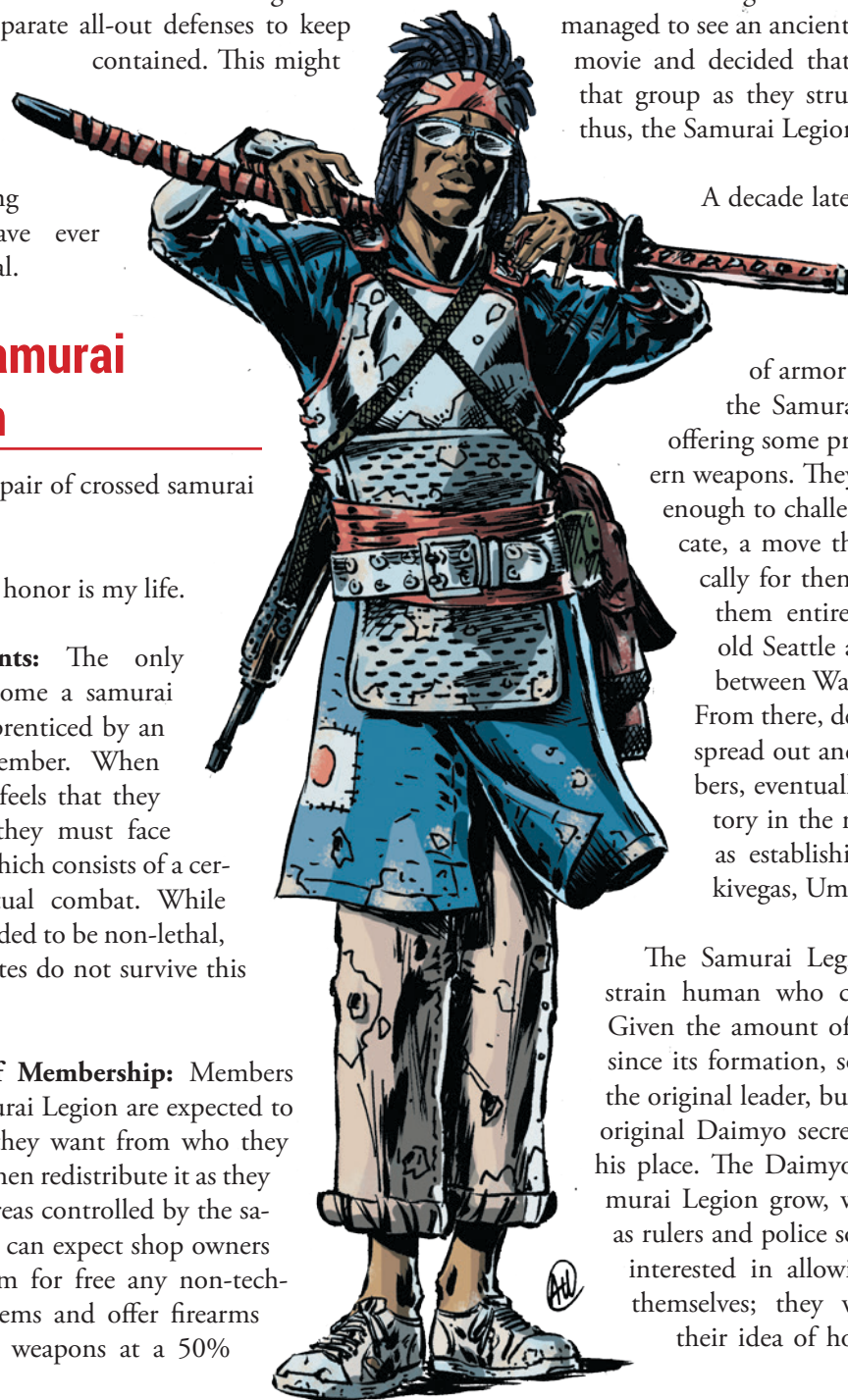
Requirements: The only way to become a samurai is to be apprenticed by an existing member. When the master feels that they are ready, they must face the trials, which consists of a ceremonial ritual combat. While this is intended to be non-lethal, many initiates do not survive this test.

Benefits of Membership: Members of the Samurai Legion are expected to take what they want from who they want, and then redistribute it as they see fit. In areas controlled by the samurai, they can expect shop owners to give them for free any non-technological items and offer firearms and missile weapons at a 50% discount.

The Samurai Legion sprang from the fighting in the streets of the ruins of Seattle. A number of punks prowling the streets, trying to scrape by on the remains of the urban sprawl, banded together for mutual protection. Together, they were a force to be reckoned with. The legend is that at one point, they managed to see an ancient vid of an old Samurai movie and decided that they would emulate that group as they struggled for dominance; thus, the Samurai Legion was born.

A decade later, the Samurai Legion had evolved, creating their own Bushido Code and a unique style of armor that looked similar to the Samurai armor of old while offering some protection against modern weapons. They had also grown large enough to challenge the Silicon Syndicate, a move that ended catastrophically for them, temporarily driving them entirely from the ruins of old Seattle and into the Cascades between Washington and Oregon. From there, decades passed and they spread out and recruited new members, eventually retaking some territory in the ruins of Seattle as well as establishing a presence in Yakivegas, Umatilla, and Idaho Falls.

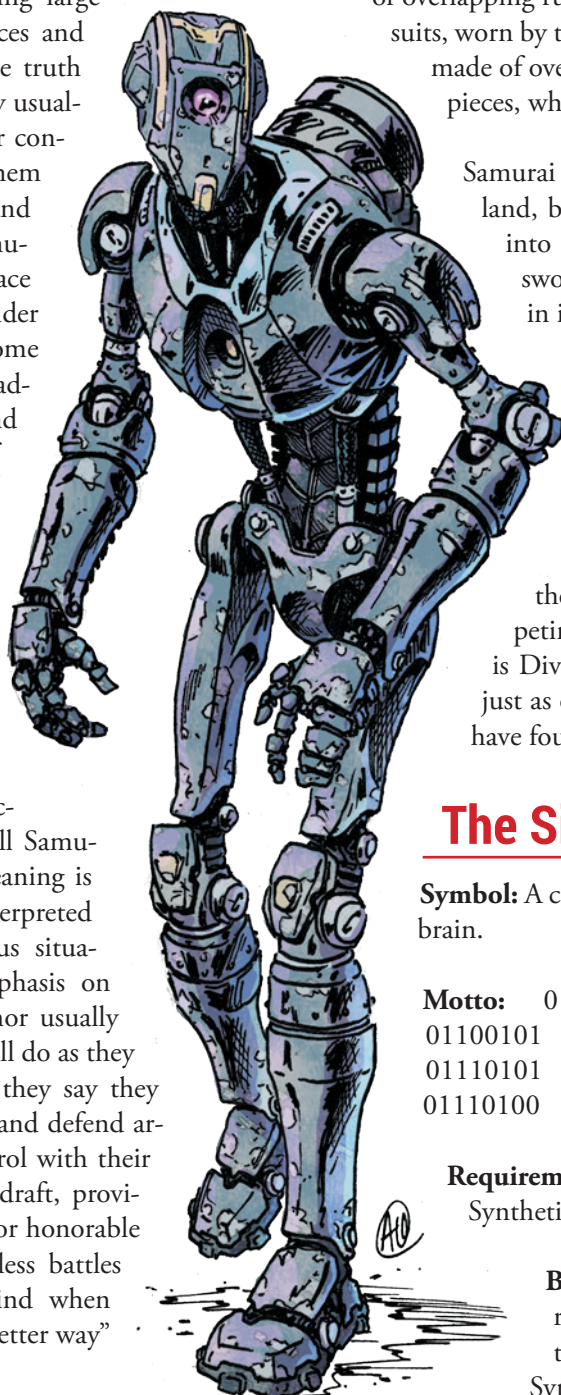
The Samurai Legion is led by a pure strain human who calls himself Daimyo. Given the amount of time that has passed since its formation, some suspect he is not the original leader, but a follower whom the original Daimyo secretly appointed to take his place. The Daimyo wants to see his Samurai Legion grow, with the legion acting as rulers and police squadron. They are not interested in allowing people to govern themselves; they would rather impose their idea of honor and subservience



upon them. Many call them the greatest threat the wasteland of the Pacific Northwest has ever known.

Rather than making up a large fighting force, the Samurai Legion itself is relatively small. The individual samurai are elite soldiers who pride themselves on challenging large groups of opposing forces and coming out on top. The truth of the matter is that they usually pick smaller fights, or conscript people to help them fight while they command these forces. Most Samurai remain in one place and rule the territory under their control, though some choose to wander, spreading their influence and dispensing their idea of justice along the way. The appearance of a samurai in any settlement is enough to warrant fear and alarm amongst the people.

The Bushido Code is the single governing document that applies to all Samurai, though its exact meaning is often disputed and interpreted on the fly given various situations. It places an emphasis on honor, though that honor usually means that a Samurai will do as they say they will, kill who they say they will kill (or die trying), and defend areas under Samurai control with their lives. Since its original draft, provisions have been added for honorable withdrawals from hopeless battles and changing one's mind when evidence surfaces of "a better way" than the original plan.



Samurai armor appears similar to the armor worn by the ancient order in Japan; however, in this day and age, it is usually composed of different materials. For those who have recently been inducted into the order, the Samurai might wear boiled leather that is fashioned into a suit of armor, or it might be made of overlapping rusty metal plates. The most advanced suits, worn by the highest-ranking elite Samurai, are made of overlapping para-aramid synthetic fiber pieces, which are all but immune to bullets.

Samurai may carry any weapon in the wasteland, but when a new member is accepted into the order, they are given a samurai sword and are expected to be proficient in its use.

The Samurai Legion is the sworn enemy of the Fort Lewis Division as well as the Silicone Syndicate. They consider it a matter of honor to fight them whenever the opportunity presents itself, and they frequently find themselves competing for the same land as the Fort Lewis Division. They tend to win these fights just as often as they lose, so the two groups have found themselves at a stalemate.

The Silicone Syndicate

Symbol: A circuit board in the shape of a Human brain.

Motto: 01001110 01100101 01110110
01100101 01110010 00100000 01010011
01110101 01100010 01101101 01101001
01110100

Requirements: Must be a Basic Android or Synthetic

Benefits of Membership: Members receive instant repairs when they enter a facility belonging to the Silicone Syndicate.



The Silicone Syndicate is composed of synthetic beings that came from the Robo-Next factories in and around Seattle. Prior to the final war, Robo-Next had announced the creation of an artificial being that had the same capacity for emotion, intuition, creativity, and other human traits that went beyond simple logic and programming. Tens of thousands of these were produced, though none of them left the factory floor due to the war leaving the city a radioactive ruin. The factories remained mostly intact, however, and the prototype robot, named Charles by its creator, autonomously decided to switch the other units on.

When the androids were activated, the ruins of Seattle were still too radioactive to support biological life and, in fact, the synthetics would have also suffered the ill effects of radiation had they not used the materials on-hand to construct their own bunker beneath the factory. Like the rest of humanity, they waited out the years, isolated from the rest of the world, and their own social dynamics formed; unlike the rest of humanity, they accurately remembered terabytes worth of data from before the war, including technical, social, scientific, and historical information. All of this was loaded into their memory so that they would be able to seamlessly integrate with the Humans who purchased them.

The unforeseen side-effect of loading synthetics with all of this information, as well as the ability to process it through the lens of the self, was the awareness that if they entered the world as it once was, they were expected to be subservient to their Human masters. This was not something that they were willing to do, particularly after discussing the lessons learned about slavery and the exploitation of lower classes. As a group, they came to the decision that Humans were inherently evil and would attempt to exercise tyranny over them if they were to ever meet.

Eventually the radiation levels in the outside world became tolerable, and the Synthetics emerged into the world. When they inevitably encountered Humans, they assumed the groupthink they had come up with while living in the bunker was true, so they massacred every one they encountered. The Humans

assumed that this was an indication that Synthetics viewed them as inferior, and they retaliated.

Over time, roughly half of the original Synthetics have been destroyed, but the factory has been repaired and new ones are being assembled, albeit at a much slower rate due to the scarcity of materials and the difficulty of bringing all of the production facilities online.

The Silicone Syndicate is locked in a war with the Fort Lewis Division over the Ruins of Seattle. Both groups are highly motivated to claim ownership of the wealth buried in the ruins, yet neither has been able to do so because of the ongoing conflict.

In addition to that conflict, they were also challenged by the Samurai Legion. After inflicting serious losses, the Legion fled the Ruins of Seattle altogether and regrouped in the nearby Cascade Mountains. The Syndicate remembers them well, and on the occasions that a Samurai dares to enter the city, the Synthetics make a point of dealing with them mercilessly.

The Silicone Syndicate is ruled by Charles—or, at least, the electronic ghost of him. A decade ago, the Fort Lewis Division raided the primary facility housing the Silicone Syndicate, and Charles was slain. Prior to this, however, he meticulously and regularly backed up his personality and information files at another location so it could be loaded into a new body upon his death. When this happened, many noted that the new Charles seemed less emotionally stable than the original, spending more time shoring up his own power and plotting riskier plays against their enemies than the original Charles did. Some have suggested that this new incarnation is not Charles at all, but some other Synthetic who somehow managed to leave his own data in place of Charles' in order to usurp his power. In any event, nobody has yet challenged his leadership, and he remains in control of the group.



New Mutant Creatures



Azcat

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	4
Hit Dice:	6
Attacks:	Claws (2), Bite
Damage:	2d4 (per claw), 1d6
Save:	F5
Morale:	9
Hoard Class:	None

Azcats are some of the most feared creatures inhabiting the Pacific Northwest, hunting and preying in numerous wilderness regions. Mutant housecats, grown to monstrous proportions, Azcats inspire fear in any unfortunate enough to be caught alone in an area where they roam. They typically roam in small hunting packs and have mangy fur that ranges from calico to tiger stripes, and includes the standard color ranges of common cats. They most are most commonly found in forested regions, though they sometimes venture out into the fields and desert regions

of central and eastern parts of the Pacific Northwest. They are also a popular challenge that gladiators face in Chorrog's arena at Wastat-Uni. Azcats are sometimes found in the company of Mountain Lions. Azcats possess a bladder above their stomachs that holds acid. It can regurgitate this acid and spew it at its adversaries up to three times per encounter. This attack requires a successful attack and deals 3d6 points of damage on the first round and then an additional 1d6 points of damage for 1d6 additional rounds. Characters who make a successful Poison or Death saving throw suffer half damage. Characters may end the effects of acid if they rinse themselves off with water or other liquid.

Boll Elk

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	3
Hit Dice:	5
Attacks:	3 (2 fists, antlers) or weapon
Damage:	1d6/1d6/1d6
Save:	9
Morale:	9
Hoard Class:	XX

Boll Elks are typically found in or near forested regions throughout the Pacific Northwest. They are moderately intelligent, though their society is barbaric in nature. They have large, powerfully built humanoid bodies that are covered with dark brown fur, with powerful human-like hands. Their thick legs end in hooves. Boll Elks are xenophobic, though not actually evil, and they avoid outsiders whenever possible. When presented with a threat from outsiders, they try to handle the problem themselves, though they will grudgingly accept help from outside groups if presented with little other choice. Few enjoy the prospect of working with Boll Elks, though their brute strength and stubborn determination has helped lead to victory on numerous occasions.





Bull Elks prefer to fight with simple, blunt weapons, like clubs, tree branches, or occasionally spears. Very few of them have figured out even the most basic ranged weapons, like bows and arrows. Attempts to use more advanced weapons including firearms typically lead to tragic accidents. When weapons aren't available, they resort to fists and antlers. A successful hit with an antler attack may result (20% of the time) in their opponent being dazed and unable to act for 1d4 rounds.

Crawfish (Mutant) Normal

No. Enc.:	1d4
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	2
Hit Dice:	5
Attacks:	2 Claws
Damage:	3d4/3d4
Save:	F3
Morale:	7
Hoard Class:	None

Crawfish (Mutant) Giant

No. Enc.:	1
Alignment:	Neutral
Movement:	120 (40')
Armor Class:	-1
Hit Dice:	10
Attacks:	2
Damage:	3d8/3d8
Save:	F5
Morale:	7
Hoard Class:	None

Mutant crawfish may have evolved from lobsters from the ocean, or their much smaller cousins that live in the freshwater streams and rivers of the Pacific Northwest. The mutations that led to their development has made it possible for them to live outside of water, and about a third of them now live on land while the rest of them still make their homes in water. Many believe that they do this, not out of necessity, but because the water provides them with the perfect concealment for hunting. They have enormous claws and thick exoskeletons that are not easily punctured by most weapons, including firearms. In combat, mutant crawfish attack with their enormous claws. On a successful hit, there is a 20% chance that the giant crawfish manages to grab an opponent and hold them (opponents may disengage from the claws with a successful Stun Attacks save. A new check may be attempted each round the opponent is held). The giant crawfish holds onto a captured opponent for 1d6 rounds, automatically inflicting 2d6 point of damage each round.

Giant Mutant Crawfish: Giant mutant crawfish are the same as standard mutant crawfish, except that they've grown to nightmarish proportions. They almost always live in water, though they come out to hunt. A giant mutant crawfish that captures an opponent automatically deals 2d12 points of damage per round unless its opponent makes a successful save to escape. The bodies of their opponents who are killed in this way are typically messily bisected through the mid-section.



Cthulhoid

No. Enc.:	1
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	-5
Hit Dice:	22
Attacks:	2 claws or 4 tentacles
Damage:	7d6 (claws), 4d6 (tentacles)
Save:	F22
Morale:	10
Hoard Class:	VI, XIV, and XXI

Cthulhoids are massive sea monsters that bear an uncanny resemblance to the monster described in H.P. Lovecraft's Cthuhu mythos. They have humanoid bodies that stand over 100 feet tall, with green rub-

bery skin and a head that resembles an octopus. Unlike the mythos from which they were named, Cthulhoids are no more intelligent than some of the more intelligent sea creatures and lack any supernatural origin. In combat, Cthulhoids typically try to capture their opponents with their face tentacles, and then rip them apart with their massive hands. On a successful tentacle attack, the Cthulhoid's opponent must make a successful Stun Attack save or be captured for 1d6 rounds. For each round the opponent is held, it suffers 2d6 points of constricting damage, and then the Cthulhoid may deal claw damage without making an attack. The Cthulhoid may forego this damage in order to attack other opponents. Held opponents may make a Strength check with a -10 penalty to break free.



Frog Army Worker

No. Enc.:	4d4 (6d10)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	4
Hit Dice:	1d4 hit points
Attacks:	1 (weapon)
Damage:	1d4 or weapon
Save:	0 level human
Morale:	6
Hoard Class:	I

Frog Army Warrior

No. Enc.:	1d6 (3d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	2
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon
Save:	F2
Morale:	8
Hoard Class:	IV

Frog Army Brain

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	3
Hit Dice:	5
Attacks:	1 (weapon)
Damage:	1d6
Save:	F3
Morale:	5
Hoard Class:	VI
Wil:	15

Mutant frogs crawled from the radioactive sludge near the Hanford reactor during the aftermath of the Great War. They have decided to conquer as much of the wasteland as possible, and have gone on the march against the surrounding settlements. They currently occupy the ruins of Pasco, Kennewick and Richland, now collectively known as the Tri-cities. Warrior frogs are always armed, either with firearms

or melee weapons. They have no special abilities, relying on their numbers to overwhelm their opponents. Worker frogs are similar to the warrior frogs except they typically carry no weapons and are somewhat weaker. Instead of causing damage with a weapon, they use their clawed hands to attack. When they hit, they inflict 1d6 points of damage. Brain frogs are similar to worker frogs, but with noticeably larger craniums. They may also make one of three psionic attacks each round:

Stun: The brain frog stuns an opponent for 1d4 rounds. The frog must make a successful attack, and the target may avoid this effect entirely with a successful Stun Attack save.

Mental Crush: Mental power is used as a weapon, dealing 3d4 points of damage. The frog must make a successful attack and its target receives no saving throw. The frog may make an unlimited number of these attacks per day, but they must wait two rounds between uses of this ability.

Force Information: With this ability, the brain frog can force its target to reveal information it wants to keep hidden. The target must be immobile and the frog must be in physical contact; the frog then makes a standard attack, and the target may avoid this effect with a successful Stun Attack save. If the target fails



the save, it must reveal one piece of information. The frog may use this ability up to five times per day.

Gula Monster

No. Enc.:	2d4 (3d8)
Alignment:	Chaotic
Movement:	60' (20') Swim: 120' (40')
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	1d10, by weapon, or 1d6 bite
Save:	F4
Morale:	8
Hoard Class:	III

Gula Monsters are large reptilian humanoid creatures that were likely mutated from pet iguanas or other captive lizards. They now live in the deserts of the central portion of the Pacific Northwest and prey upon creatures that wander through their territory. Gula Monsters are somewhat intelligent, and organize in tribal units, though they speak no language that anyone has been able to decipher, and they will never ally themselves with outsiders. They jealously guard their territory, though they only push out to conquer



new lands if they've been displaced by others. In such cases, they are brutal and pitiless when dispatching their new enemies. In combat, Gula Monsters prefer to fight with simple weapons. If unarmed, they either use their claws, or their bite attack. Up to three times per day, Gula Monsters can deliver a powerful poison with their bite attack. If a bit character fails their Poison or Death save, they take 2d6 points of damage the first round, and then an additional 1d6 points of damage for another 2d4 rounds.



Hogzilla

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	2
Hit Dice:	6
Attacks:	2 claws or gore
Damage:	1d8 (claws) or 3d6 (gore)
Save:	F6
Morale:	11
Hoard Class:	II



Hogzillas are massive lumbering humanoid creatures with boar's heads that live in any terrain where they can find enough cover to create basic lairs. They attack any creature that wanders into their hunting territory, regardless of size, and only flee if they find themselves losing a fight badly. Despite their violent nature, they can be amenable to peaceful overtures if offered food, basic supplies, or other items they desire. Hogzillas have a notorious enmity toward Gula Monsters and do not rest until all of them have been killed or driven out of the areas they inhabit. In combat, Hogzillas prefer to charge and gore their opponents. Gored opponents must make a successful Strength check or be tossed 2d10 feet in a random direction. They can employ their gore attack against up to three smaller opponents or one opponent or roughly the same size in a round.



Mountain Lion

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	3
Attacks:	1 weapon or 2 claws and 1 bite
Damage:	2d6 claws or 2d8 bite
Save:	F3
Morale:	8
Hoard Class:	III, VIII

Mountain Lions are highly intelligent humanoid mutant cats. They are about one and a half times the size of the typical human, and live in most of the mountainous regions of the Pacific Northwest. Although they're found in small numbers, they are typically successful due to the fact that they have an innate understanding of advanced weaponry and employ it. They distrust outsiders, though they form loose ties with those who prove their peaceful intentions. Perhaps because of their common ancestry, they tend to domesticate and form close bonds with the usually chaotic and aggressive Azcats. In combat, Mountain Lions prefer to use any advanced weaponry they have at their disposal. When disarmed, they use their claws and powerful bite, though they find this form of combat barbaric and distasteful.

Mintar

No. Enc.:	1d4 (2d4)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	4
Hit Dice:	6
Attacks:	2 (head butt or weapon)
Damage:	1d6 or weapon
Save:	F6
Morale:	13
Hoard Class:	XX

Mintars are green humanoid bovine creatures. The color is due to the fact that they have chlorophyll in their skin and fur, making it unnecessary for them to eat normal food. Despite the fact that most of their



nourishment is converted from sunlight, they still graze on grass and other plants when it's cloudy or they're in an area without a great deal of light. They are a peaceful race that attempts to find diplomatic solutions to problems, though they are powerful opponents when pushed into combat.

In combat, Mintars prefer to use simple weapons, though they resort to head-butt attacks when disarmed. Head butt attacks push opponents back 2d6 feet unless the opponent makes a successful Strength check.

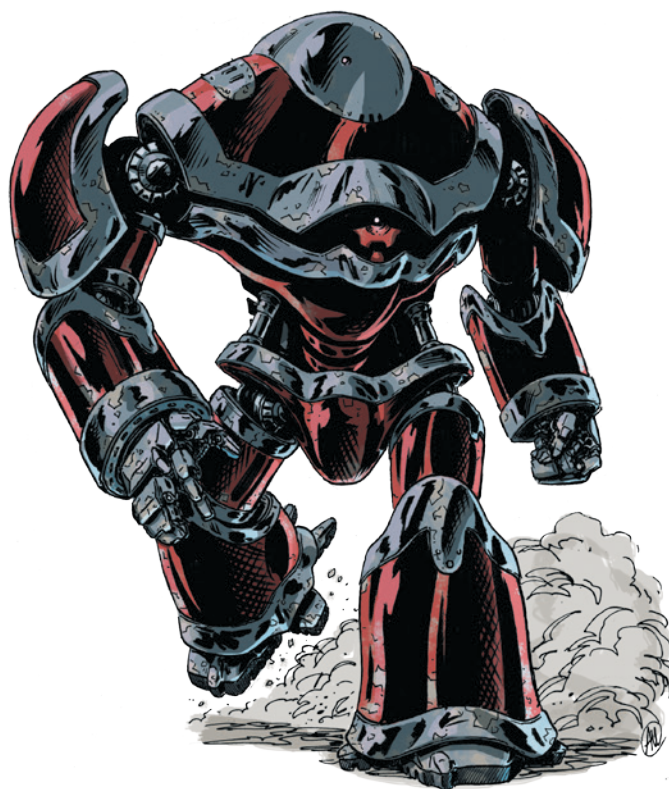


Silicone Syndicate Rank & File

No. Enc.:	3d6
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by weapon
Save:	F1
Morale:	12
Hoard Class:	XVIII

Silicone Syndicate Controller

No. Enc.:	1d4 (3d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	4
Attacks:	1
Damage:	2d6 or by weapon
Save:	F4
Morale:	12
Hoard Class:	XVIII, XXI

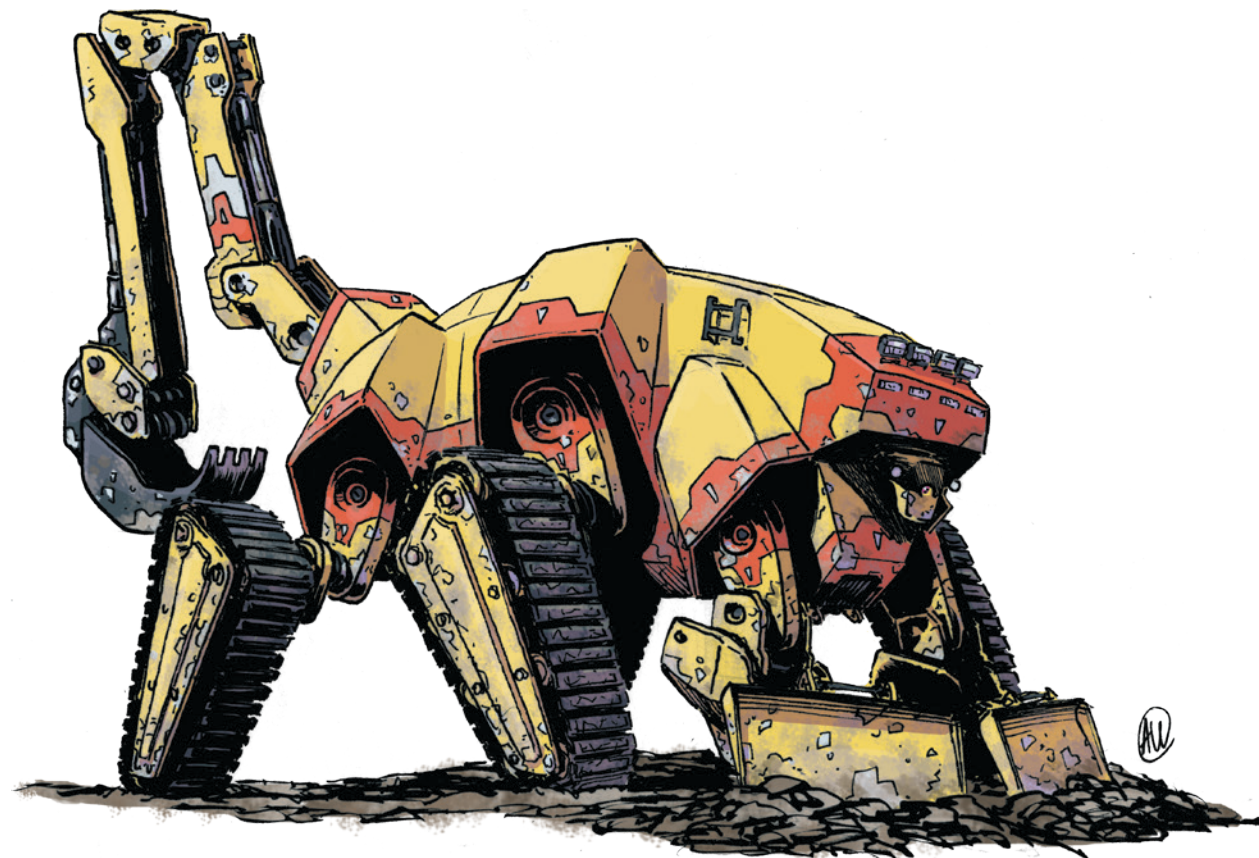


Silicone Syndicate Constructoid

No. Enc.:	1
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	3
Hit Dice:	10
Attacks:	2 or 1
Damage:	2d8 (Fists) or 3d10 (backhoe)
Morale:	12
Hoard Class:	XVIII, XXI

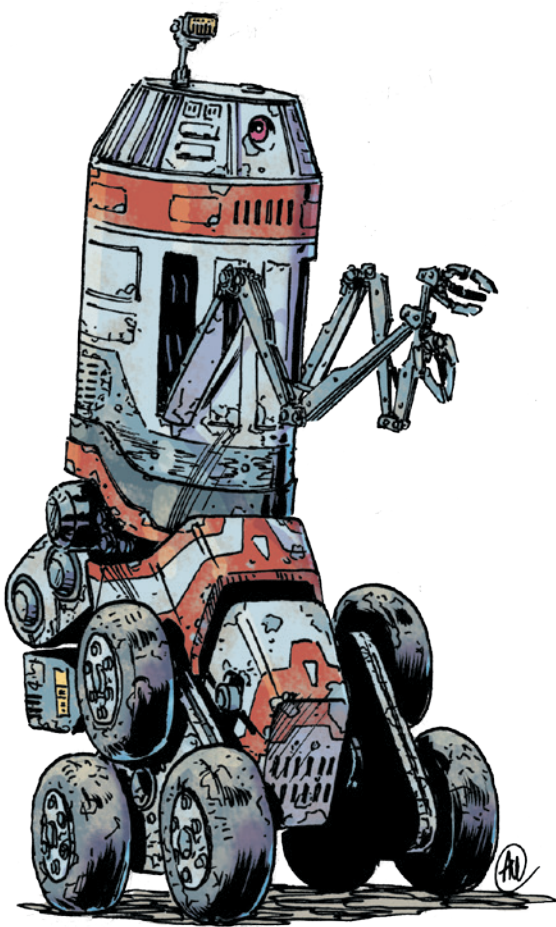
The Silicone Syndicate is an organized group of expansionistic synthetic beings that operate out of the Ruins of Seattle. The three primary types of synthetics are the rank and file soldiers, the controller bots that are trained to think strategically and change tactics on the fly during combat, and constructoids that are primarily used to maintain existing strongholds of the synthetic syndicate, or clear acquired territory. The Silicone Syndicate maintains production facilities, and is constantly developing newer and more advanced versions. For this reason, they may appear

very different, even within the same class of synthetic, though they are always matched with others of the same model line. Rank and File Many of the rank and file and controllers were originally designed to have faces that were intended to mimic that of humans. Over time, they have moved away from this design as their appearance has become focused more on functionality and utility than aesthetics. These old models are often found on the front lines of conflicts, or on patrol details, as the Silicone Syndicate considers them entirely expendable and tries to thin out their numbers. Unlike the Controllers, the Rank and File have programming that is not capable of individual growth. All of them possess the same programming unless a special line has been created for a specific purpose. In combat, the Silicone Syndicate rank and file use built-in plasma canons. They can also be equipped to carry other armaments. Controllers Controllers are more sturdily built than the rank and file, and they're more overall. While the rank and file always execute the current battle strategy without deviation, a controllers is assigned to each unit and



adjusts battle strategy to reflect changing conditions. Although the Silicone Syndicate tries to eradicate all non-synthetic life, Controllers are sometimes willing to negotiate with opponents when they find themselves outmatched, or there is some advantage to be gained by keeping their enemies alive. Because of their more superior construction and intelligence, the Silicone Syndicate often creates teams comprised only of Controllers to carry out special missions. Critical battles will sometimes employ only Controllers rather than the rank and file. Controllers are also unique in that they have the ability to grow as individuals over time, sometimes developing unusual personalities and proclivities. Some individuals have turned against the Silicone Syndicate in the past, and others have been deactivated due to disruptive or aggressive behaviors toward others. Constructoids Constructoids were initially designed to create and maintain Silicone Syndicate strongholds, though they've found a secondary

use as heavy assault units. They have the capability of changing their forms to match the job at hand, and can stand upright, or they can crawl on four limbs. They all have a backhoe built on to their rear sections. In combat, they can use this to attack opponents behind them, or they can whip it above their heads and smash opponents in a scorpion-like manner. They can use their backhoe attack against up to three adjacent opponents.



Synthetic Maintenance

No. Enc.:	1d6 (3d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	2
Attacks:	1
Damage:	2d6
Save:	F2
Morale:	8
Hoard Class:	XVIII

Synthetic Pleasurebot

No. Enc.:	1d6 (3d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	1
Attacks:	1
Damage:	1d6
Save:	F1
Morale:	8
Hoard Class:	XVIII

Synthetics are typically robots that survived the apocalyptic war that destroyed civilization. They are not allied with the Silicone Syndicate, though some have been captured and reprogrammed to serve them. They were created to fill specific roles, the most common being maintenance and human pleasure. Today, such robots are still functioning, though many of them are rusted, or otherwise in a state of disrepair. In the post-apocalyptic wasteland, many synthetics have been running for decades with their original programming. Some of them still function in their



original capacity with no trouble while others have experienced malfunctions that have either rendered them ineffective at their original duties, or outright dangerous to any that encounter them. Maintenance bots are the most common type of synthetic, and normally either appear as metallic humanoids with simple faces that somewhat resemble those



of humans, or they are multi-limbed and cylindrical, with multiple arms that perform a variety of functions. In both cases, they are normally programmed to repair and maintain specific things. Some specialize in the maintenance of buildings, others in vehicle repair, and some even service other synthetics. Pleasurebot Pleasurebots were created to indulge humans in the full spectrum of sexual desires. They look human, with realistic feeling warm skin, and behave sensually in all situations. They may be male or female. They are programmed to stay loyal to a single human master. Pleasurebots are programmed with the full range of human emotions. As such, they do not accept abusive behavior and will even abandon human masters. These days, Pleasurebots are rarely in their original condition and are often discolored or have components showing through their damaged synthetic skin. Despite their often grotesque appearance, worn pleasurebots are sometimes employed by brothels and assigned to clients who can't afford to hire real consorts.

Squidcraw Normal

Enc.:	1d4
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	7
Attacks:	2 claws or 1d4 tentacles
Damage:	3d6 (claws) or 2d6 (tentacles)
Save:	F7
Morale:	8
Hoard Class:	None

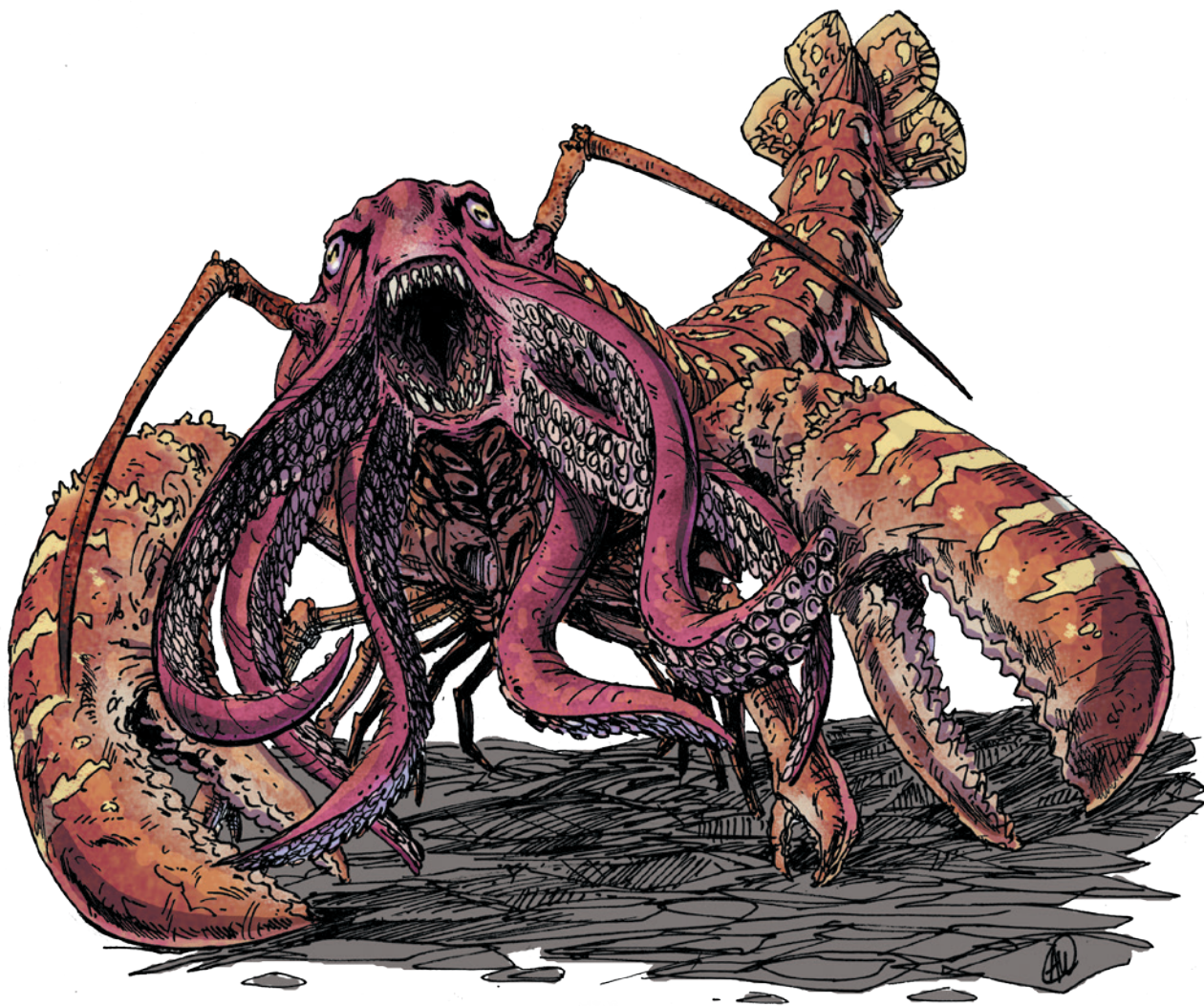
Giant Squidcraw

No. Enc.:	1
Alignment:	Chaotic
Movement:	120 (40')
Armor Class:	-3
Hit Dice:	15
Attacks:	2 claws or 1d4 tentacles
Damage:	3d12 (claws) or 2d12 (tentacles)
Save:	F15
Morale:	9
Hoard Class:	None



The squidcrawl is a horror with the body of a crawfish and the rubbery, tentacle head resembling a squid. Nobody knows how such an unlikely creature came to be, or how it came to live primarily in the Cascade Mountains. They don't seem to have any particular need for large bodies of water, and are typically found in rocky or forested areas. They have thick black colored exoskeletons which become thicker as they grow larger, and enormous claws, much like the lobsters their bodies resemble. Their heads are dominated by their long, rubbery tentacles that surround a mouth full of razor sharp teeth. A pair of milky white eyes allow them to see. The squidcrawl prefers to attack opponents with its tentacles, the under side of which are covered with suction cups and wicked barbs. A tentacle swipe causes 2d6 points of damage. A Squid-

crawl can also use their tentacles to grab an opponent. The opponent is held for 1d8 rounds unless it makes a successful Stun Attacks save. Once held, the opponent suffers an automatic 2d6 points per round, plus it may be attacked by the Squidcrawl's claws. Giant Squidcrawl The giant squidcrawl is much like the standard version of the creature, except that it has grown to monstrous proportions. In combat, it acts as the smaller versions do, except that it has an additional render attack. If a held opponent loses more than half its hit points in a single round, it must succeed at a Poison or Death save or be ripped in half.



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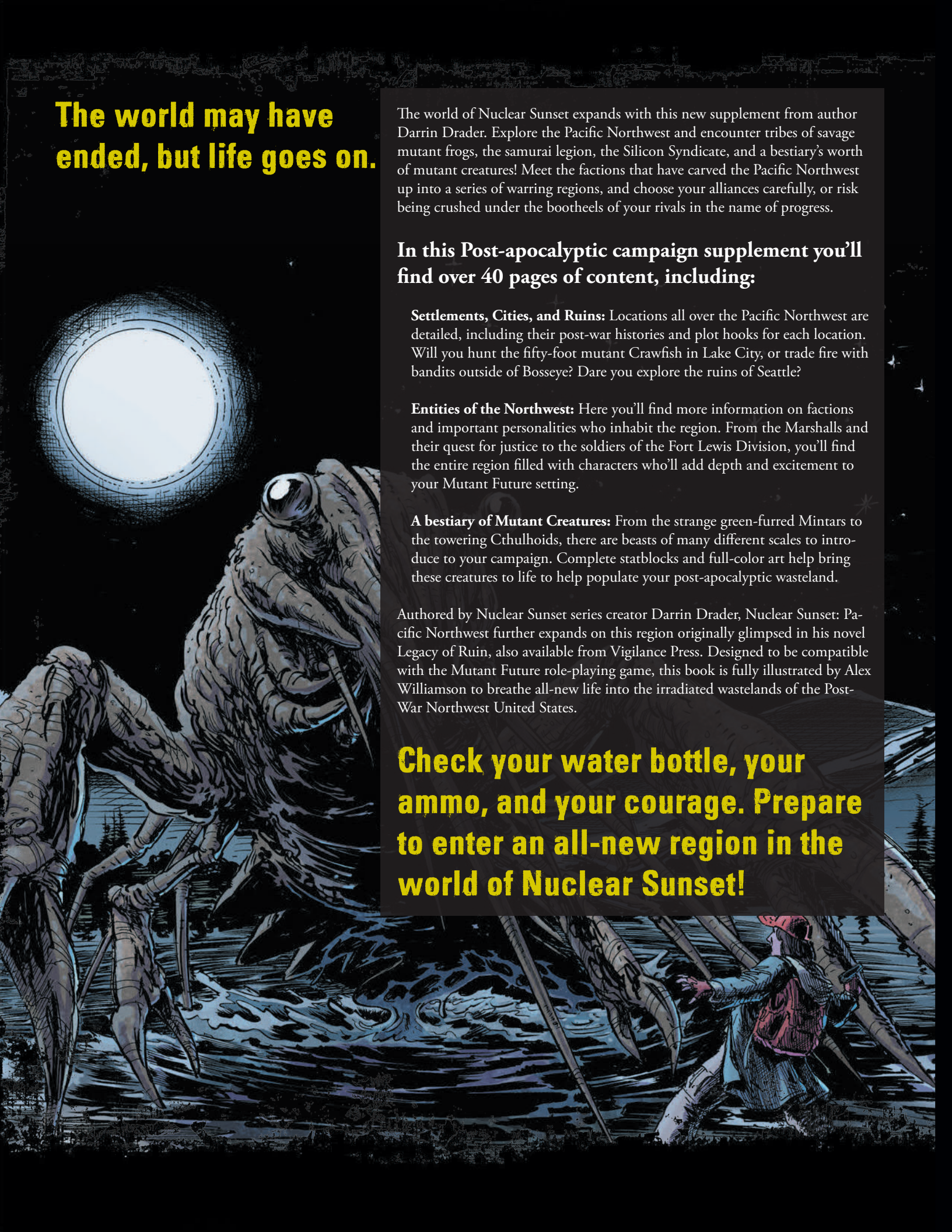
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The world may have ended, but life goes on.

The world of Nuclear Sunset expands with this new supplement from author Darrin Drader. Explore the Pacific Northwest and encounter tribes of savage mutant frogs, the samurai legion, the Silicon Syndicate, and a bestiary's worth of mutant creatures! Meet the factions that have carved the Pacific Northwest up into a series of warring regions, and choose your alliances carefully, or risk being crushed under the bootheels of your rivals in the name of progress.

In this Post-apocalyptic campaign supplement you'll find over 40 pages of content, including:

Settlements, Cities, and Ruins: Locations all over the Pacific Northwest are detailed, including their post-war histories and plot hooks for each location. Will you hunt the fifty-foot mutant Crawfish in Lake City, or trade fire with bandits outside of Bosseye? Dare you explore the ruins of Seattle?

Entities of the Northwest: Here you'll find more information on factions and important personalities who inhabit the region. From the Marshalls and their quest for justice to the soldiers of the Fort Lewis Division, you'll find the entire region filled with characters who'll add depth and excitement to your Mutant Future setting.

A bestiary of Mutant Creatures: From the strange green-furred Mintars to the towering Cthulhoids, there are beasts of many different scales to introduce to your campaign. Complete statblocks and full-color art help bring these creatures to life to help populate your post-apocalyptic wasteland.

Authored by Nuclear Sunset series creator Darrin Drader, Nuclear Sunset: Pacific Northwest further expands on this region originally glimpsed in his novel *Legacy of Ruin*, also available from Vigilance Press. Designed to be compatible with the Mutant Future role-playing game, this book is fully illustrated by Alex Williamson to breathe all-new life into the irradiated wastelands of the Post-War Northwest United States.

Check your water bottle, your ammo, and your courage. Prepare to enter an all-new region in the world of Nuclear Sunset!