

Whit Publications Presents:

SCORTCH

A Source Book for the Wizards Basic Adventure Game



Ralph Bakshi's SCORTCH

A Supplement for the Wizards RPG

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Ralph Bakshi's Scotch

Disclaimer

This is a work of fiction. It is not reality (at least not yet), so don't confuse the two. There is no lifeguard present; play at your own risk. Take only as directed. The designers of this game stand as proof that it is possible to play role-playing games for years and not succumb to devil-worship, social atrophy, body odor, or the desire to crawl around the sewers with a sword. Don't let it happen to you.

Any resemblance to any persons, living, dead, or otherwise, is completely coincidental, and probably your fault besides.

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Use of Gender

In all generic examples in this book, we have chosen to use the pronoun *he*. We find this pronoun to be easier to read than *his/her*, *his/her*, or, heaven forbid, *its*. This usage should in no way be construed as a bias on the part of the designers, for we favor the attitude that role-playing should be done with diverse groups. Whoever your friends are, invite them.

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Introduction

Far to the west lies the fair land of Montagar, fronting the Aurora Sea. Below it are the Western Highlands, beautiful home of many fair and proud people. To the east of Montagar there is East Elfland, besieged and imperiled, but nevertheless a bastion of magic and wonder, of nature and beauty.

And then there is Scorch.

Scorch is the Nemesis, the quantification of all that is ugly, dangerous, and deadly on the continent of Halcionia. A product of the great wars that wracked human history so long ago that none can remember, Scorch is scarred by vast deserts of radioactive glass, by areas so poisonous that children born within a hundred miles are hideous, twisted mutants — and by vast rips in the fabric of the universe itself.

A place to avoid, one might think.

Also within Scorch dwells the powerful wizard, Blackwolf, brother and enemy of Avatar the Great. Without Blackwolf, the mutants in Scorch would be no more than a dangerous nuisance, raiding East Elfland perhaps, venturing very occasionally into the Western Highlands at worst. They would never dare trespass into Montagar, and thus adventurers would have little contact with them except as monsters to meet and defeat while travelling in the far wilderness.

But Blackwolf is real, and alive, and dedicated (so he claims) to furthering the cause of the mutants. He wishes to see a time when the mutants can dwell in the good places, and bear children free of the poisons of Scorch, and begin to reclaim their birthright. The question of whether a hideous mutant could ever bear normal children is not important to him; the truth is that

the fate of the mutants is not important to him: what matters is furthering his own power and ambition.

To do this, he will send assassins to slay the leaders of the free West. He will find ways to unite the mutants as they war against each other, and turn their hatred against the elves, dwarves, and fairies of the Good Lands. He will practice dysgenics programs on captured elves and faeries, programs designed to breed superhuman evil minions. He will attempt to locate and hide all the beautiful treasures of the forgotten past, and to locate and wield all the horrible technological nightmares he can dredge from the pages of history. He will establish bases on the borders of other nations, from which to launch kidnapping raids, raids of destruction, and full-scale attacks. He will find ways, magical, technological or social, to provide impetus and elan to his mutant armies; elan that will allow their hordes to sweep over the land in an inexorable wave of destruction. He will even travel to Hell itself to revive the souls of lost and damned generals of ages gone by, invincible overlords of personified evil. Ultimately, he will seek the complete destruction of all living things in Montagar and indeed in all Halcionia, the better to further his own necromantic purposes.

And thus will the players oppose him. That is the crux of this book: to understand the nemesis that he might be used effectively as a foil to player characters in your *Wizards* campaign.

How To Use This Book

This book is not a sourcebook in the same way that the Montagar Sourcebook is a sourcebook; that is, it does not show the fabric of the world, and how your players' characters fit into that fabric, nestled into a cozy niche of society. It also does not function primarily as an anthropology study, or as a survey of the world of Halcionia. Rather it is a Sourcebook of Evil and Opposition, designed primarily to provide things for your players to do.

There is background material on Scotch, the mutants, the Hot Lands to the east, and

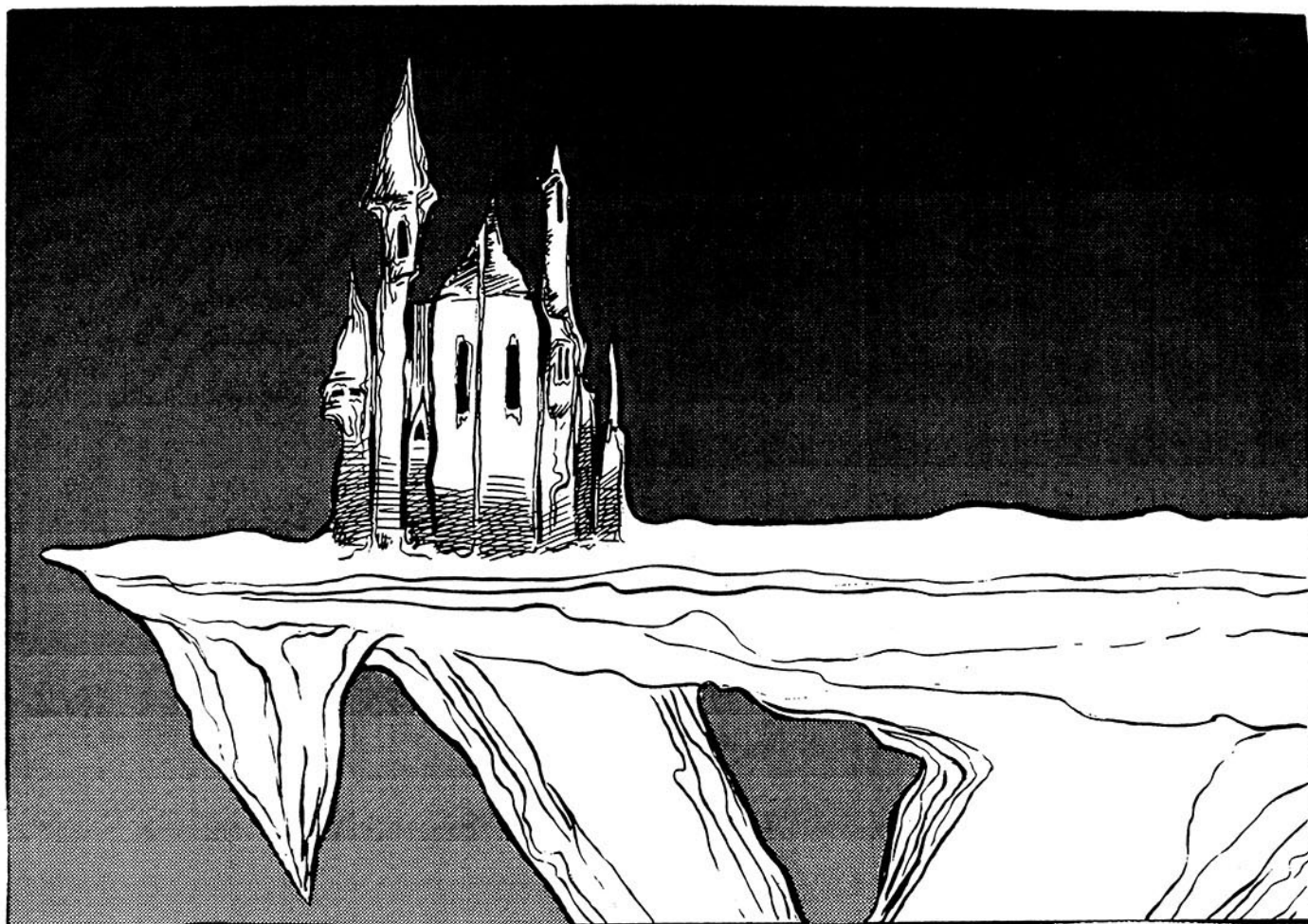
much more ... but the purpose of this book is to provide information on how to involve the Villain of the Piece in plots and plans that the players must react to, and on how to encourage the players to hatch plots and plans targeted on the land of Scotch, and even against Blackwolf himself.

Read this book from cover to cover. This will give a coherent view of Scotch and its environs, and add to the gamemaster's (presumably you) knowledge of Halcionia and what goes on there. The benefits are strong: the more knowledgeable you are, the easier it is for you to make up small scenarios, interactions, and NPC responses on the fly. Your campaign will therefore seem richer and more real. The better acquainted you become with your settings and favorite NPCs, the deeper the detail level and the more smoothly your stories will run.

This is due in part to the fact that players seldom follow the "prescribed" path. Very often they will conceive of a plan that appears to bear no relation to what you had in mind for the story (and indeed what you spent all last week preparing). They then proceed to hie merrily off on what you know to be a wild goose chase, but what they believe to be the answer to their dilemma. You could react to this by simply not allowing them to pursue this course, but players will soon become frustrated and bored by your constant interference and the way you force them to follow a single, unalterable path.

You could also allow them to follow their whims to the bitter end, and nod sagely when they realize that the entire last evening was spent on a useless mission, trusting that they will have learned their lesson. They will not. They will, unfairly perhaps, blame you for the wasted time, and feel cheated and annoyed. So it appears that you are damned if you do and damned if you don't.

A third possibility is to be so comfortable and familiar with your world, and especially its villains, that you can follow the players path and make it into a fruitful one as you go. It may not be as fruitful as the "correct" path, but if you can adjust the world and villain behavior to take into account player eccentricity, and make it seem like it was all part of the plan, then you will have succeeded.



Forsaken Land

"Do not fear this forsaken land,
for without it you have no home.
And like a mother who cares for her new born
baby, the land of Scortch will take care of you.
Once we rule the world, the word Scortch will
stand for glory, power and victory!"

*- One of Blackwolfs most
famous speeches to his troops*

Welcome brave adventurers and gamemasters,
to the most feared land in all of Halcionia: The
blackened, mutantridden land of Scortch. Blackwolf
holds this land in a strangle hold. The denizens are
enslaved and the earth is continuously ripped and
torn by the machinery and weaponry that is con-

stantly being built and tested. No part of Scortch is
peaceful or pleasant. Where the mutants do not
crawl on the land, the environment destroys all who
dare trespass.

From the Back World mountains in the north to
the Glass Wastes in the south and the Bogs to the
west, Scortch is a land of extremes. There is plenty of
water, but it is poison. When the water is fresh, it is
nearly impossible to reach. The temperature is so
high in some areas, that Blackwolfs forces fear to
travel across them, even in their machines.

It is quite apparent that if one wishes to survive
in this hostile land, they must know where they are
going and what they are doing. In the following
pages is a guide to Scortch, in all of its horrible detail.

Steam Lake

As you travel down either the Blood River or the Stillot, eventually you will come to the Cnidair. Being a river of some renown, the Cnidair only flows a short distance before it empties its contents into Steam Lake. Once the site of an ancient nuclear facility, the crater that makes up Steam Lake has long since filled with the water from the Cnidair. At the Bottom of Steam Lake are several vents which pour forth steam and lava. This has the effect of raising the temperature of the lake to near boiling.

The waters are rich with sediments and minerals. Phosphates and oxides are abundant, staining much of the area around the lake a dull red. The most significant feature of Steam Lake is its name sake. The great billowing clouds of steam which rise up from the lakes surface. Like the area around the lake, the steam has a slight red tint. Even a place whose waters nearly boil and whose air is filled with toxic gases, Steam Lake has found its beauty. The lava which flows into the lake has the effect of lighting the water and area with a bright orange light at night. The sight is almost magical and some inhabitants of the land take a pilgrimage to watch the sights from far off.

The Cnidair River

This slow river flows south from its origin at the junction of the Blood and the Stillot. It is the source of Steam Lake and carries its mineral rich waters to the sea. After the Cnidair empties Steam Lake its waters are deadly, having been filled with oxides and acids. Just before the Cnidair flows through the spine its waters become palatable from flowing through the many miles of sand.

Over the years the Cnidair has carved its way through the Spine, creating many spectacular water falls. Many of the Blue Elf tribes who live Along the coast, travel upriver to partake of nearly the only beauty in this forbidden land. Some Elves have even settled in the fiords and canyons cut by the Cnidair.

When the Cnidair emerges from its mountain passes it begins to divide into its deltaic environment. Along the coast, the Cnidair delta is surrounded by thick swamps and marshes. This is lush in plant life and wildlife. Many Blue Elves make their home here, being separated from the rest of the world by the ocean to the west and the Spine to the east and north

The Spine Mountains

Once a majestic mountain chain, the Spine has since been nearly covered over by the blowing sands of the Hot Lands. As one approaches the Spine from the north, little more than stubby hills or small rocky crags can be seen. As one gets closer to the sea, however, the ground drops out from beneath, revealing a 10,000 foot cliff to the swamps below. Caves abound throughout the Spine with their entrances being sinkholes in the sands and large holes along the cliff faces.

The cool winds and rain that blow in from the ocean slam to a halt when they hit the southern side of the Spine. Thus turning much of the ground to mud and swamp.

The Spine is constantly exposed to small earthquakes which causes the sands to shift and become treacherous to travel upon. Suddenly large areas of sand sink, swallowing whatever rests upon them. Strange shrubbery grows here with cacti being the most abundant. These plants can, at times, be seen riding the waves of sand flowing across the Spine.

Terrain

Much of the terrain of Scorch can be found elsewhere in Halcionia, and is covered in other sourcebooks. New to Scorch are as follows:

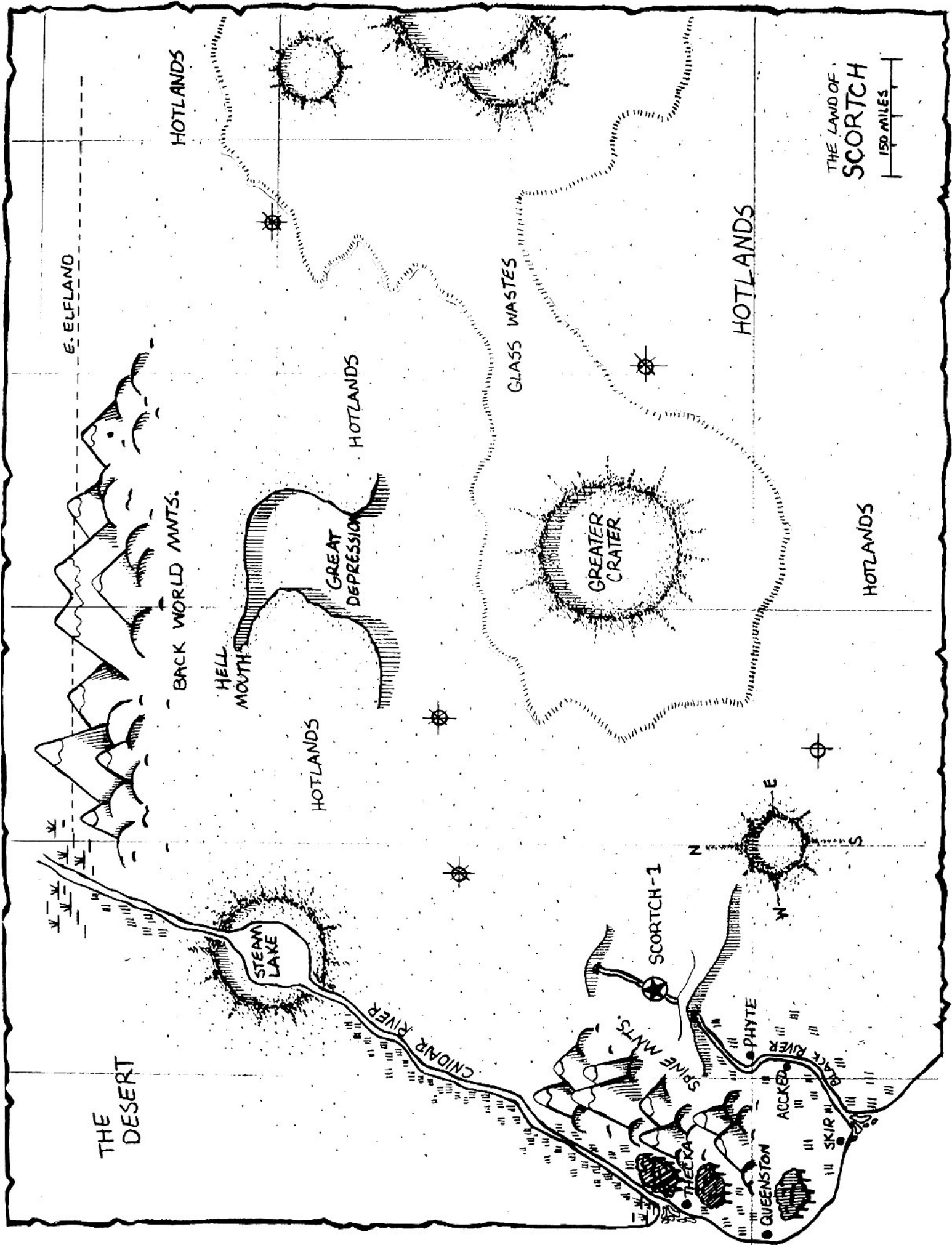
Terrain Type	Walk	Run	Sprint
Deep Desert 3/4	1/2	1/4*	
Sandstorm	1/2*	1/4*	n/a
Glass Waste norm*	1/2*	n/a	n/a
Cliff	1/8**	n/a	n/a
Earthquake Rock	3/4*	1/4*	n/a
Twisted Land	norm	norm*	norm*

*Must make Tumbling, Dexterity or Perception check to keep from losing footing or slamming into objects unaware.

** Requires use of Mountain Climbing skill

Points of Interest

Scorch is a land of blowing winds and radiation belts. It is home to thousands of persevering individuals. What keeps most residents here, however, is more mysterious than the landscape. Before Blackwolves' arrival, most of the denizens were scat-



tered and weak. Now, under his rule, the mutants that live there have a purpose to guide them.

When Blackwolf first arrived in Scotch, the only signs of civilization were the Blue Elves who had moved into the desert area where Avatar the Great healed the land. Other than the Blue Elf City of Yāta, which held over one hundred thousand Blue Elves, the rest of Scotch was settled with primitive feuding mutants. Due to most mutants' low intelligence, coupled with lack of morale and the constant fight over meager resources, the social evolution in Scotch had stalled somewhere near the grass hut stage. Most Mutants had no central government to speak of, no authority, and no trade. Only small mutant villages dotted the landscape, surrounded by seas of sand.

Blackwolf soon began to turn the problems around. Summoning creatures for hundreds of miles, he created an army large enough to take over the Blue Elf city of Yāta. Once his authority was centralized and secure, he ordered the initiation of many programs in all corners of the nation: transport of structures, factories, walled towns, castles, and crypts. Everything conceivable was begun, and due to the drive he was able to instill in his workers, everything was finished.

Below is a list of some of the terrains that Blackwolf was faced to conquer. An inventive game master will be able to use this dangerous lands in many adventures.

The Great Depression

This gigantic rift, which opened up in the earth soon after the war, is avoided and feared by all who know of its existence. Fearful creatures stalk the land hunting for whatever they may find. Periodically bursts of flame shoot up from the floor of the chasm, their origin unknown. Anyone finding their way to The Great Depression would be best advised to leave as soon as possible. It is rumored that somewhere within The Great Depression lies the secret caves of Hellmouth.

Hellmouth

Deep within The Great Depression lies the caves of Hellmouth, its most notable feature, the gate to Hell. This is where Blackwolf summons the demons and spirits to inhabit the bodies of his monstrous creations. Many mutants guard the passage to

Hellmouth, fearing attack by creatures from the good lands. Without this gate, Blackwolf would lose his leaders and his armies would fall.

The Crypts of Doom

Scattered about the world, sometimes buried under tons of rock and sometimes lying about in ruined cities, accessible to all, lie the great treasures and evils of the ancient world. These range from shards of a hard, rocklike substance — apparently used as dinner plates — to fully working defense stations complete with nuclear bombs. They run the gamut of beauty and ugliness, technology and destructive power.

One of Blackwolf's essential projects is the recovery and study of as many evil, destructive elements as possible. Most of these he brings to Scotch-1. Some, he hides in secret chambers scattered about the land. Others he gives to the generals of field armies to be used in battle.

But what of the good items?

He is unwilling to destroy them outright, for what appears to be art might hold hidden secrets. Items used for lifting the lot of the downtrodden might one day be put to use helping mutants. These items might also hold blackmail value over the soft, weak denizens of East Elfland and Montagar. Who he thinks might be willing to exchange prisoners or offer great wealth in exchange for priceless works of art from the past. Thus, the artworks must be preserved.

However, they cannot be stored safely in Scotch-1. For one thing, to hoard such treasures (along with all the evil technology) in one place is to invite attack; no matter how strong and impregnable Scotch-1 is. Blackwolf would prefer not to have to deal with constant streams of invaders. For another, bringing all these good, uplifting, beautiful treasures to his stronghold might have deleterious effects on Blackwolf's generals. Also, seeing the wealth and beauty might sway them from their true purpose, the conquest of the good lands. To have such treasure at their fingertips might invite dissent, scheming, and betrayal.

Thus, Blackwolf has hit upon a third plan, of course involving more mutant labor. He has ordered to be constructed several dozen of what he calls Crypts of Doom. These are mazes of passages

and stairs. Sometimes they vault up into towers, honeycombed with doors and chambers housing, somewhere deep within, the great treasures. Mutant guards and monstrosities patrol the crypts constantly. There is no shortage of adventurers for them to kill, for the Crypts are powerful lures. Some of these adventurers are captured instead and brought to Scortch-1 for horrible experiments. Many carry with them powerful magic totems or relics of the good lands. These items are added to the hoard of the crypt after the adventurer is killed or captured.

No one crypt contains so much wealth or power that the captain of the guards would be willing to risk his very soul to obtain them. The dozen crypts house each an equal twelfth portion of the world's recovered treasures. As new teams discover items, they are distributed to crypts all over the continent. As individual pieces are stolen by successful adventurers, they are replaced with new ones.

Incidentally, rumors still abound of a central hoard in Scortch-1, of which the others are just pale shadows. This may well be true, for the crypts themselves are powerful enough lures that most simply ignore the possibility of invading the deadly Scortch-1. This may well be what Blackwolf had in mind all along.

The Black River

Flowing from a spring just north of Scortch, the Black River has a good start. Soon after reaching Scortch-1 it is filled with unimaginable amounts of waste. Oil and fuels pour forth from drains emptying from the many factories in the city. Animal and mutant waste flows from the sewers into the river, along with many unnatural and dead things. This has the profound effect of turning the river into a thick black sludge.

From the city, the river makes its way into the desert, flowing over the Scortch cliffs, and filling the air with noxious gases. All land surrounding the river is poisoned and only the very hearty could survive on its shores.

The river is passable only by specially constructed boats constructed in Scortch-1. Wooden ships begin to rot and burn away soon

after entering its waters. Any unfortunate soul who falls into the river could only be comforted by a quick death in the sucking acidic ooze.

The Glass Wastes

With the explosion that created the Great Crater, so was created the glass wastes. For several hundred miles in all directions and dozens of feet down, the sand has been fused to glass. It fused by the high amount of heat from the blast. Clear in some areas and brilliantly colored in others, the Glass Wastes in indeed a marvel.

The mutants who live in the area have made good use of the Glass Wastes. Carving large pits in the glass and hosting gladiator style games has become a profitable business. Many creatures come from miles around to see the games and possibly make a little cash.

Travel across the wastes is dangerous, however. the glass is slick and unforgiving if one should fall. This slows travel considerably and makes for a variety of new forms of transportation.

The Greater Crater

The Greater Crater lies at the center of the Glass Wastes and is probably the most avoided spot in all of Scortch. Because of its shape, the crater focuses the sunlight that hits it much like a magnifying lens. This has the effect of raising the temperature within the crater to nearly 200° F. Void of any life, the crater stands as a memorial to the desolation that is Scortch.

The Hot Lands

The Hot Lands stretch from Scortch-1 and The Great Depression eastward with apparently no end. Temperatures swell well above 100° F in the day, with little relief at night. Little life is in this area except small roaming bands of mutants and elves and the occasional cactus. Bands of radiation flow across the Hotlands like rivers, with clouds of sand ripping all in their path to pieces.

Scotch Wildlife

"If the heat don't get ya'
the critters will!"

-Ancient Scotch proverb

This section deals with some of the more dangerous animals living in Scotch. All of these animals are generally classified as "unintelligent", hence these creatures have effective Intelligence and Charisma ratings of zero. A few animals in this section have an unusually advanced tactical and adaptation skills (i.e. as opponents, they are far more clever than would be normally expected). Also note that the majority of these animals have the standard fears common to most wildlife (i.e. fear of predators, fear of fire), unless they have some trait or training to help counteract their fears, such as Determination, Fearless, and/or Resistance.

Random Attributes

For those who wish to randomly determine a creature's attributes (for example, to quickly generate a random Cranky for a character who wishes to buy a mount, or even to generate a non-player character), here is a chart that determines the creature's attributes based on its racial norms:

Die	Attribute	Variance
2	Racial Norm -5	-25%
3	Racial Norm -4	-20%
4	Racial Norm -3	-15%
5	Racial Norm -2	-10%
6	Racial Norm -1	-5%
7	Racial Norm +0	+0%
8	Racial Norm +1	+5%
9	Racial Norm +2	+10%
10	Racial Norm +3	+15%
11	Racial Norm +4	+20%
12	Racial Norm +5	+25%

This gives variance to cover all possibilities, but weighs the spread towards the average for the species.

Also, since size cannot vary by more than 25%, we have included a different column to use when you

are rolling for smaller things like desert scorpions. To use this, simply multiply the normal size for the creature by the variance, and round fractions off (instead of rounding up as you normally do in *Wizards*). This will give you a random size for the critter which will still be weighted towards the average.

Animals

As mentioned in the basic *Wizards* rules, no animals have ratings for intelligence or Charisma. This does not mean that the animals are stupid, mindless machines. But, they have canny instincts and clever wit, and they will use them in combat. Remember, only the strong survive and the deserts of Scotch is proof of that!

Blazing Ants

Blazing ants, the red, mutated descendants of fire ants, can only be found in hot, arid lands, such as Scotch. These ants have approximately the same social, tactical, and biological traits as their predecessors, with only three notable exceptions: they can only thrive in excessive heat (such as that found in a desert), they are extremely aggressive, and they have developed a rather painful, poisonous sting. While a mere handful of blazing ants could only cause someone extreme annoyance, a whole nest of these miniature menaces could easily bring about one of the most painful deaths imaginable. Because of this, blazing ants have become one of Blackwolf's favored torture tools (besides being one of his cheapest).

Listing stats and combat skills for individual blazing ants is pointless: a few ants are easily slain, a nest full on the march can be easily outrun or deterred, and if some poor, lone PC gets enveloped by several thousand of these tiny terrors, his GM is probably the only one that can rescue him anyway.

Bloodhunter

Horrid six-legged creatures looking something like a cross between a centipede and a borzoi, bloodhunters are among the worst enemies of the Faerie envoys. They never sleep, they rarely tire, and they are relentless trackers. Their antennae can follow scents beyond the abilities of even the best Montagari wood harrier. The only thing keep-

ing the bloodhunter from being overpowering is that they are not that fast, and can only be trained poorly at best.

Blackwolf's troops have used the bloodhunters as trackers and guard animals for millennia. A steady diet of Faerie-meat ensures that when loosed on the trail of an infiltrator, the bloodhunter will stick to the task until it is completed. Over time, a few bloodhunters have escaped and gone feral, further enhancing Scortch's reputation as the place to avoid.

STR	12	DEX	10		
PER	18	CON	16	SIZ	9 WP 10
MGT	11	DB	n/a	SPI	5 MR 10
RS	14	REC	13	SP	35 HP 13

Bite (n) 3D+1 damage, minimum 1 HP per strike

Cranky (Desert Ross)

Crankys are the surly, camel-like, desert relatives of rosses. Crankys are very similar to rosses, except that they prefer hotter climes, usually have poor dispositions, and are fairly hard to train. Although both wild and domesticated crankys are fairly common throughout Scortch, cranky mounts will rarely be found among Blackwolf's legions because most of his soldiers lack the patience needed to properly deal with them (besides which, there are usually much better mounts to be had). It is because of this that warcrankys are virtually unheard of (at least in Scortch-1).

If a wild or domesticated cranky is attacked, or even bothered excessively, it will almost always retaliate by attempting to bite the offending creature, unless it is clearly overmatched (in which case, the cranky in question will simply run off). Alternatively, a properly trained warcranky responds like a waross, in and out of battle (fortunately for it's owner).

STR	15	DEX	7		
PER	7	CON	12	SIZ	18 WP 10
MGT	17	DB	n/a	SPI	5 MR 13
RS	7	REC	11	SP	40 HP 15

Bite (E) 3D

Trample (N) 5D, minimum 1HP per strike

Desert Owl

One of the desert predators most hated and feared by smaller creatures (especially small faeries) is the desert owl. These solitary, giant, mutated descendants of the modern owl sleep alone in their secluded cave lairs by day and hunt for their prey by night. Soaring high in the night sky, desert owls prefer to hunt solitary prey, but will occasionally attack a member of a group, if they are judged to be vulnerable enough. The desert owl's preferred attack tactic is to silently swoop down on its intended prey as to surprise it, grab and hold the prey in its claws (negating any fleeing or dodging) while killing it with its bite, and then take flight again, taking its newly slain prey to its cave lair. It should be noted that as large as it is, the desert owl usually requires some effort (and time) to get off the ground again.

A few of these animal have been captured and domesticated by sand faeries. The sand faeries use them as a mount and a means of transportation.



Ralph Bakshi's Scotch

STR 14 DEX 10
PER 20 CON 10 SIZ 13 WP 9
MGT 14 DB n/a SPI 5 MR 12
RS 15 REC 10 SP 32 HP 12

Natural Armor Protection: 0 HP / 2 SP

Bite (N) 4D

Claw (E) 3D+3 & Victim Held

Desert Scorpion

The desert scorpion of Scotch has changed very little from its predecessor, the modern desert scorpion. It is still basically the small, defensive, and slightly dangerous insect that it always seems to have been. As always, they are common in any desert setting and can be added to spicing up any scenario. GMs should feel free to have one of these crawl into the party's treasure pack.

STR 2 DEX 10
PER 10 CON 7 SIZ 1 WP 4
MGT 2 DB n/a SPI 2 MR 6
RS 10 REC 6 SP 12 HP 4

Sting (E) 1D & Victim Poisoned (Mild Nerve Toxin: see page 18 for details) (In order to have an effective sting attack, a desert scorpion must be only a few inches from its target.)

Desert Wolf

Desert wolves are much like normal (modern) wolves, except that they are a bit more aggressive and violent. Normally travelling in packs of 2D+3 members, these wolves usually rest in their lair (if they have one) by day and hunt prey by night. They are highly territorial by nature and will challenge any incursion into their domain, unless they are obviously overmatched. Recently, due to their resistance to training and general hatred of unnatural things, desert wolf packs have been targeted for general extermination by Blackwolf's troops. Because of this, most of the few remaining packs have fled civilized areas in favor of safety in the deeper desert.

STR 12 DEX 16
PER 16 CON 12 SIZ 11 WP 14
MGT 12 DB +0 SPI 7 MR 14
RS 16 REC 13 SP 37 HP 12

Bite (E) 4D

Dread Scorpion

This extremely clever, giant, mutated scorpion is one of the main reasons people avoid the more uninhabited sections of Scotch. A solitary predator, the dread scorpion carefully chooses its intended target (or targets), hoping to quickly strike down its prey and escape with it. Its preferred tactic is to first grab its target with a pincer and hold it stationary for the sting. It should again be noted that this predator is reasonably intelligent (tactics-wise), and that it will not act stupidly.

STR 20 DEX 12
PER 10 CON 16 SIZ 20 WP 10
MGT 20 DB +3 SPI 6 MR 16
RS 11 REC 13 SP 46 HP 18

Natural Armor Protection: 3 HP / 12 SP

Pincer (N) 5D & Victim Pulled Off Feet and Held In Place for Sting Attack (This tactic will negate all the victim's Dodge bonuses and give the dread scorpion an additional +4 to its Sting skill when attacking the held victim!!)

Sting (E) 3D+3 & Victim Poisoned (Deadly Nerve Toxin: see page 17 for details)

Fire Lizard

Regularly referred to in curses as "crawling radiation sources", fire lizards are unfortunately common throughout Scotch. These small reddish lizards seem to like hiding in the most annoying places. They would normally be considered only minor nuisances if it weren't for the fact that they use radiation as their natural defense ability. Somehow, these lizards manage to absorb and store significant amounts of radiation that can (and usually will) be suddenly discharged to anyone unfortunate enough to come into contact with them. Needless to say, this little lizard is perfectly safe from predators, with the notable exception of the Scotch Blitz located on page 18.

STR 3 DEX 12
PER 8 CON 5 SIZ 1 WP 5
MGT 2 DB n/a SPI 3 MR 7
RS 10 REC 5 SP 11 HP 3

Radiation (E) 1D Mild Radiation Damage (see page 17 for details), May use up to three times an hour (For this defense to be used, a fire lizard must be touched by, or in contact with, the target creature).

Gila

The gila is the giant Scortch version of the modern gila monster. This solitary lizard usually stays away from civilized areas, preferring to stay in areas where the small game it preys on is abundant. They are well known for both their toughness and their highly venomous bite. Gilas are occasionally trained for use as mounts for Blackwolf's troops.

STR	16	DEX	10		
PER	8	CON	12	SIZ	17
				WP	1
MGT	17	DB	n/a	SPI	7
				MR	14
RS	9	REC	13	SP	42
				HP	15

Natural Armor Protection: 2 HP / 8 SP

Bite (N) 6D & Victim Poisoned (Severe Nerve Toxin: see page 18 for details)

Hronka

The hronka is a large, carnivorous, dinosaur-like creature that used to be a fairly common sight around Scortch. Common, that is, until Blackwolf's troops started shooting them all. Hronkas, now an uncommon sight, can usually only be found in either the outer desert regions or encroaching on the "good lands". Hronkas either operate alone or in small packs, generally eating anything that moves. These creatures are bipedal, with small arms, long necks, long tails, and lots of big scales. They attack larger prey with either their teeth or the large hook-like claw on the top of their feet. It should be noted that hronkas are virtually impossible to train as mounts and that they are stupid. Really stupid.

STR	20	DEX	10		
PER	11	CON	15	SIZ	26
				WP	10
MGT	23	DB	n/a	SPI	5
				MR	18
RS	11	REC	13	SP	51
				HP	21

Natural Armor Protection: 1 HP / 6 SP

Bite (N) 6D

Foot Claw(N) 6D+2

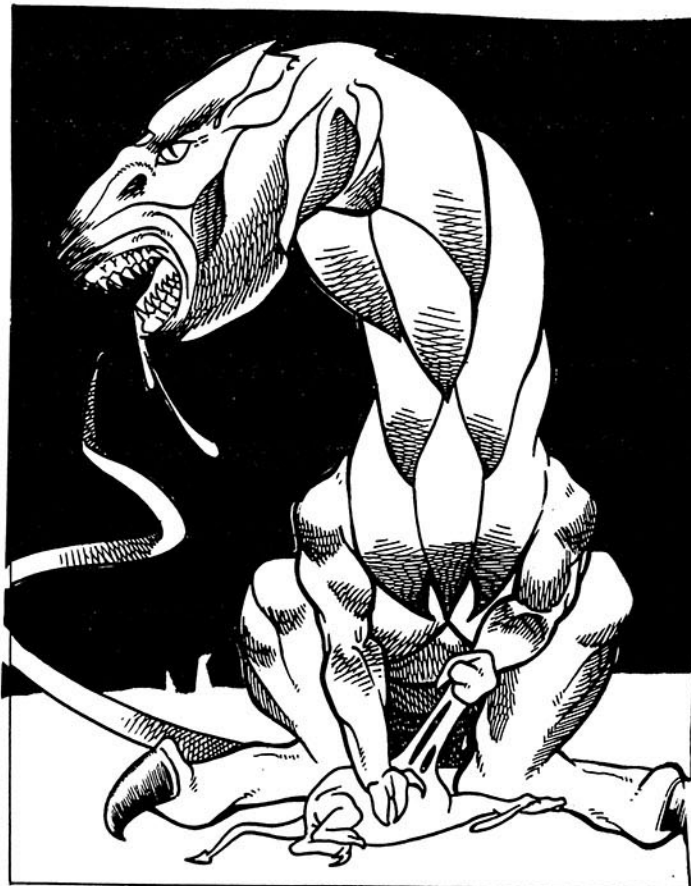
Mudwump

Among the least-feared of all the creatures of Scortch, mudwumps are a sort of mutant amphibian bat. They are primarily scavengers and insect-eaters, and although they can fly, they are unable to remain airborne for more than a few minutes.

Mudwumps have a reputation for flying out of the dark in a flock just when the victims are completely unprepared for such a surprise. This shock and surprise effect does far more harm to the Faeries than the actual damage mudwumps can inflict.

STR	8	DEX	8		
PER	13	CON	13	SIZ	5
				WP	8
MGT	7	DB	n/a	SPI	4
				MR	7
RS	11	REC	11	SP	26
				HP	9

Bite (n) 2D damage



Ralph Bakshi's Scotch

Simika (miniature Hronka)

Simika are basically a smaller breed of Hronka, except that they are a little less aggressive and violent than their cousins. Normally travelling in packs of 1D+3 members, Simika usually lie around during the night and hunt prey by day. Although a bit smarter than Hronka they are still dumb as a rock as far as animals go.

STR 15 DEX 16
PER 13 CON 12 SIZ 9 WP 10
MGT 12 DB n/a SPI 5 MR 13
RS 15 REC 11 SP 31 HP 11

Natural Armor Protection: 0 HP / 3 SP

Bite (N) 4D

Foot Claw(N) 4D+2

Sand Shark

This creature is yet another reason why one should avoid the uninhabited areas of Scotch. Unfortunately, sand sharks have much in common with their oceanic namesakes: they are single-minded, fearless, prone to going into feeding frenzies, etc. They also have this nasty tendency of moving underground like sharks move through water. Nothing, save death or a lot of pain, usually gets between them and their dinner. Fortunately, it is extremely rare to encounter more than one of these multi-toothed, worm-like behemoths at a time. A good survival tactic is to give an attacking sand shark a toss and hope it will go away.

STR 26 DEX 10
PER 14 CON 20 SIZ 30 WP 10
MGT 28 DB n/a SPI 5 MR 20*
RS 12 REC 15 SP 60 HP 25

(*Underground MR 14)

Natural Armor Protection: 1 HP / 5 SP

Bite (E) 6D+6

Ram: Massive Structural Damage(GM's discretion)

Sidewinder

The sidewinder that lives in the deserts of Scotch is very similar to its modern rattlesnake cousin, except that the Scotch version is bigger and deadlier. Sidewinders are common throughout Scotch.

STR 5 DEX 17
PER 14 CON 15 SIZ 3 WP 5
MGT 4 DB n/a SPI 3 MR 10
RS 16 REC 5 SP 23 HP 18

Bite(E) 1D & Victim Poisoned (Severe Nerve Toxin: see page 18)

Struthion

Unique flying mounts used by Blackwolf's elite air cavalry, struthions look like large, long-necked, heavy-beaked pterodactyls. Their shriek is well-known among Faeries and Mutants alike, and opponents hearing the struthion battle cry must make a will power roll or suffer a -3 to all combat skills. (The opponent is allowed to make the roll once per combat turn until he either makes the roll, thereby fighting normally, or rolls a blunder, thereby remaining demoralized for the entire combat.)

Struthions are assigned only to the best Mutants, and their appearance heralds grim times ahead for Faeries. Part of the reason for their restricted use is that it is notoriously difficult to keep balanced on their backs. Riders failing a riding roll must make a simple dexterity roll to keep seated. If this roll is failed, the character slips from the saddle, and the struthion will land whenever it gets tired of someone hanging on to its feathers. Blundered riding rolls or Dexterity rolls result in the character taking a long high dive to the ground.

STR 13 DEX 14
PER 12 CON 8 SIZ 25 WP 13
MGT 19 DB n/a SPI 7 MR 20
RS 13 REC 11 SP 46 HP 17

Bite (n) 4D+2 damage, minimum 1 HP per strike

Trapdoor Spider

This giant desert spider is one of the sneakiest solitary predators in Scorch. The trapdoor spider gets its name from the way it builds its lair. This lair basically consists of several underground tunnels and chambers, with only one vertical tunnel leading to the surface. This single vertical tunnel upward is covered by a carefully camouflaged "trapdoor" type lid that is made as heavy and as hard as the spider can possibly make it (some of these spiders even use metal in the lid's construction). The spider then observes his potential prey (the spider picks a creature type common to the area), to see what objects they find valuable/desirable. The spider then obtains some of these objects and stores the objects in its lair. When a potential victim wanders into the lair's vicinity, the spider places a desirable object just outside the lair's concealed trapdoor. When the victim attempts to claim the object, the spider opens the trapdoor as to surprise the victim, leaps out, attacks and poisons the victim, drags the victim into its lair, shuts the trapdoor, and holds the trapdoor to keep potential rescuers out (at least until its done feeding).

STR	16	DEX	14		
PER	12	CON	15	SIZ	16
				WP	11
MGT	16	DB	n/a	SPI	7
				MR	15
RS	13	REC	13	SP	42
				HP	16

Natural Armor Protection: 2 HP / 9 SP

Bite (N) 3D & Victim Poisoned (Deadly Nerve Poison: see page 18 for details)

Tumblebumble

Tumblebumbles, from a distance, look very much like very large (6 ft. dia.) tumbleweeds. On closer inspection, however, their pinkish coloring, frilly branches, and pore-covered, softball-sized core reveal them for what they truly are. Tumblebumbles are strange desert creatures that feed on various air-borne microbes that are along their mostly wind-driven course. Whether the tumblebumbles act purely on instinct or have some type of animal-level mind is unknown. Whatever the case, they seem to mind their own business, unless attacked (in which case they defend themselves). In fact, the only death known to ever be caused by tumblebumbles seemed purely incidental (some poor elf got run over by a grouping of over twenty wind-driven tumblebumbles).

STR	6	DEX	14		
PER	12	CON	12	SIZ	5
				WP	6
MGT	6	DB	n/a	SPI	3
				MR	10*
RS	13	REC	9	SP	23
				HP	9

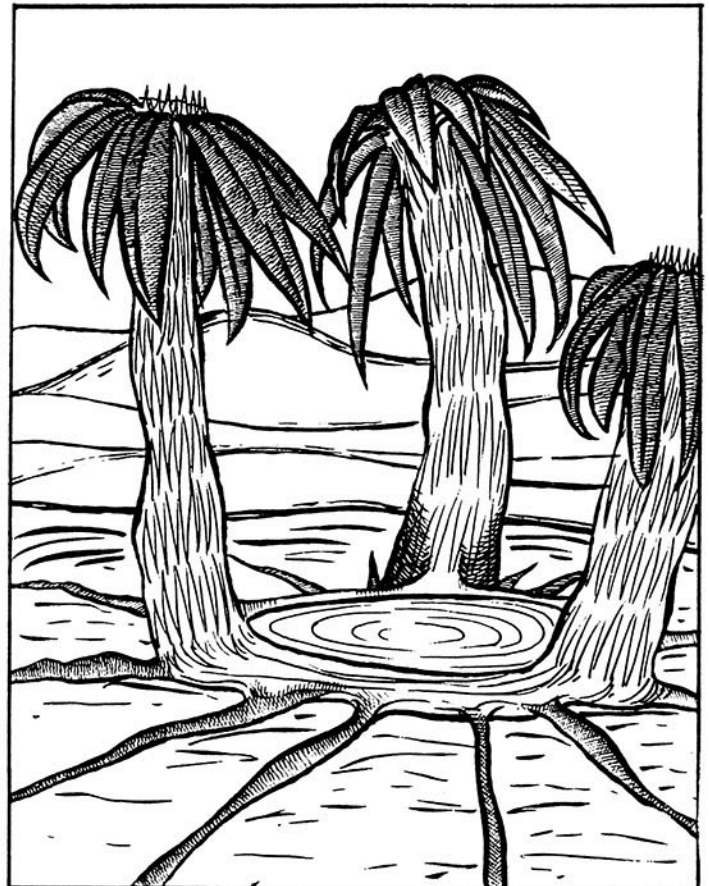
(*Without wind assistance/resistance)

Natural Armor Protection: 1 HP / 16 SP

Ram(N) 1D & Victim Poisoned (Mild Nerve Toxin: see page 18 for details)

Scorch Plants

This section deals with some of the plants in Scorch that could pose a threat to other living creatures. Even though these plants are capable of limited actions and movements, they have no real minds to speak of, so they have effective Intelligence, Charisma, Will Power, and Spirit ratings of zero. Also, thanks primarily to the lack of any real nervous system, these plants effectively have no Shock Point ratings and therefore will not suffer any of the effects of Shock Point loss. In other words, any Shock Point damage done to these plants is worthless.



Death Palm

Death palms are a type of plant that gain their primary source of nourishment from creatures that they instinctively kill and digest in a pool of plant fluids. The lure premise is simple: potential victims see a palm tree enshrouded oasis in the middle of the desert and eagerly head toward it. All of the "palms" and the "oasis" are actually parts of a single death palm. There is a short delay once the victims actually step into striking range (it takes the death palm time to react), but very soon the victims are being slammed to death by acidic "palm" fronds. Any victims that are killed are shoved by the "palms" into the "oasis" (which is not filled with water, but with digestive fluids). Please note that a death palm can easily be identified from a safe distance by someone who knows what to look for.

STR	20	DEX	2		
PER	8	CON	20	SIZ	40 WP 1
MGT	30	DB	n/a	SPI	1 MR 8*
RS	5	REC	10	SP	n/a HP 30



Natural Armor Protection: 1 HP / 0 SP

Acidic Frond Slam:(E) 6D & Victim Knocked Down
(*This actually denotes 3 different "palms" that have 1 Frond Slam Attack/CT apiece. No more than 2 "palms" can attack the same target. Also, plants are stationary, trunks and leaves can move at a MR of 8)

Shooting Star

Shooting stars generally act as the plant equivalent of a trigger-happy shooter in a bunker. Any living thing that comes within a shooting star's range will be fired at, repeatedly, until the creature stops moving, the shooting star runs out of needles, or the shooting star is killed. It is generally unclear as to whether the needles are simply a defensive measure or if there is some other purpose for them.

STR	0	DEX	0		
PER	18	CON	20	SIZ	17 WP 1
MGT	0	DB	n/a	SPI	1 MR 8*
RS	9	REC	10	HP	n/a HP 19

(*Cannot move, can only rotate to bring more needles to bear on a target.)

Needles (Archery Weapon): Init: 9, ROF: 2, Range: 20, Dam: 4D, Ammo: 1D+10

Strangler Vine

Strangler vines are another type of "creature-eating" plant. This type of plant's attack tactic is quite simple: it simply senses when a potential victim is within range, grabs the victim with one of its vines, wrestles and squeezes the victim until the victim stops struggling, and then it pulls the victim into the main body of the plant, to be digested.

Game Statistics

STR	14	DEX	12		
PER	16	CON	18	SIZ	18 WP 1
MGT	16	DB	n/a	SPI	1 MR 15*
RS	14	REC	9	SP	n/a HP 18

(*Used to see if a vine can reach a target in time to grab it; base of vine group is stationary.)

Natural Armor Protection: None

Natural Melee Weapons:

Vine Grapple*: Init: 14, Attacks/CT: 1, Dam: 4D (*The Vine Grapple attack is treated as a continuous Wrestling attack.)

Skills: Melee: Vine Grapple 10, Silence 20

UNUSUAL CREATURES

These are the other strange, but intelligent denizens of the deserts of Scorch. The gamemasters should be advised that some of the creatures mentioned in this section will be dangerous to the PCs' health. Use with discretion!

Scorch Blitz

The abominations known only as Scorch Blitzes are generally regarded as being cruelly intelligent, generally bloodthirsty, and thoroughly deadly. The Blitzes, with their crimson glowing eyes and fierce countenance, can be best described as looking like a hellish combination of praying mantis, dinosaur, tank, and thrashing machine. Fairly solitary, these horrendous creatures have been known to bury themselves in the desert sands, patiently wait for a group of creatures to happen by, and then proceed to leap out and attack them without mercy. Rumors about these beings abound, but their origins and motives are still unknown, and it has become clear that they cannot be trained or negotiated with. Fortunately, Scorch Blitzes are currently very rare, thanks to Blackwolf's standing order to exterminate them on sight.

Game Statistics

STR	20	INT	8	DEX	21	CHA	0
PER	20	CON	22	SIZ	16	WP	11
MGT	18	DB	n/a	SPI	10	MR	19
RS	21	REC	17	SP	49	HP	17

Natural Armor Protection: 3 HP / 20 SP

Natural Melee Weapons:

(Scorch Blitz can use both weapons in the same CT)

Lancing Claw: Init: 26, Attacks/CT: 2, Dam: 10D

Fire Globes (Small Arms): Init: 21, ROF: 2, Range: 60, Dam: 5D Mild Radiation Damage (see page 18 for details), Ammo: 4D+10, Ammo Replenishment: 1 globe/hour

Normal Traits: Balance, Determination, Direction Sense, Fearless, Immunity (radiation), Light Sleeper, Luck Points; Battle Rage, Paranoia

Skills: Alertness 20, Climbing 18, Concealment 18, Dodge 15, Melee: Lancing Claw 15, Melee: Lancing Claw Parry 14, Resistance 20, Small Arms: Fire Globes 19, Silence 20, Stamina 20, Strength Feat 13, Survival 19, Tracking 11, Tumbling 19

Scorch Dragons

As mentioned in the basic game, Scorch does not have its fair share of dragons. Radiation and technology are anathema to dragons, and they avoid them when they can. Because of this, rain dragons and fog dragons and the like are rarely if ever seen in Scorch, as a result of which Scorch remains a desolate wasteland.

Nevertheless, a few dragons pass through this area from time to time, although generally the inhabitants wish they wouldn't.

Monsoon Dragons

Monsoon dragons are closely related to rain dragons, but they are much larger and have a much worse temper. They alone of dragonkind seem to have the attitude that it's better to take the bull by the horns, and thus they occasionally sweep in from the oceans and try to attack the power of technology more or less head-to-head. It simply seems that they really don't like Scorch being where it is, and can't help but try to drive it away. Whatever their motives are (it's possible that their apparent desire to attack Scorch is but an anthropomorphism on the Faeries' part), their appearances is heralded by powerful winds driving unbelievable amounts of water before it. This causes flash floods and widespread damage among the desert-oriented structures. It also keeps plant life alive in this desolate land.

Wind Dragons

Wind dragons are, to put it nicely, one of Scorch's chronic headaches. While their arrival is not as damaging as, say, that of a monsoon dragon, they are fast-moving creatures that all-too-often see fit to take a quick shortcut through Scorch. Like their cousins, funnel dragons, wind dragons cause a lot of coincidental damage, whipping up the abrasive desert sands all around them and driving it before them like a sand blaster. Very powerful wind dragons have been known to drive shards of glass from the Glass Wastes. When a wind dragon moves through an area, all Blackwolf's troops can do is crawl into their barracks and bunkers and wait until the dragon moves on.

The Great Rad

"If Rad did not exist, it would be necessary to invent him."

-Josef Goebbels

The Great Rad (a.k.a. Rad the Terrible) is the name given to the huge Mutant Dragon rumored to reside in Scotch. Many Faeries have never heard of Rad, but all Mutant children believe in the beast. This dragon is the only one of its kind (if indeed it exists at all), and is easily the second most feared being in all of Scotch... Blackwolf himself having commandeered the number one position. Hellish radiation storms resembling flame-ridden sandstorms surround this great beast, both concealing its form and wreaking havoc wherever it treads. The radiation levels emanating from Rad are so great that they can make skins crawl and tingle for miles ahead of its main storm front. Fortunately for the denizens of Scotch, Rad seems to have the standard draconic distaste for technology and generally stays clear of the inhabited areas. Because no one in Scotch knows very much about Rad, rumors about this dragon abound. Some rumors say that Rad possesses personal powers that put all other dragons' to shame. One rumor even has it that Blackwolf himself once tried to entrance Rad, but that he failed so miserably that Rad now hates his guts. No one has ever seen what Rad really looks like, and no one ever will. As the popular mutant saying goes: "You feel Rad, you better fly. You see Rad, you gonna fry!!".

Poisons & Radiation

In Scotch there are a few more ways to die than in other parts of Halcionia. Because of some high levels of radiation, some animals in Scotch are mutated and dangerous. In the Scotch deserts are some of the nastiest creatures in the known world. Some are poisonous and some emit radiation. So whatever you do, don't take the Scotch wilderness as a joke. Many PC's that take a journey threw this land never return!

Natural Poisons

A potential poisoning victim must take at least 1 SP of damage in order to be successfully injected with poison. When a poison takes effect, the poisoned victim must make a successful CON roll (which may be

modified) in order to take minimum damage from that poison. A failed CON roll will result in the victim taking maximum poison damage and may also result in the victim having to make an additional CON roll to avoid dying from poisoning. Fortunately, poison HP/SP recovery is usually faster than normal and antitoxins are available for most poisons. A few poison types, and their effects, are listed below.

Mild Nerve Toxin: This type of poison takes 5 CT to take effect. Minimum damage from this poison results in the victim suffering 5 SP of poison damage and a DEX related skills penalty of -1. Maximum damage results in the victim suffering 1 HP/ 8 SP damage and a DEX skills penalty of -2. Death can only occur if the victim is allergic to this poison.

Severe Nerve Toxin: This poison takes effect in 3 CT and has a CON roll modifier of +3 (i.e. 3 is added to the victim's die roll). Minimum damage results in 1 HP/ 7 SP of damage and a DEX skills penalty of -2. Maximum damage results in 2 HP/ 10 SP of damage, a DEX skills penalty of -4, and in 6 additional CTs, the victim must successfully make a CON-3 roll or perish.

Deadly Nerve Toxin: Get out those Luck Points! This poison takes effect in a mere 2 CT and carries a CON roll modifier of +5. Minimum damage results in 2 HP/ 9 SP of damage and ALL skills are penalized by -3. Maximum damage results in 4 HP/ 12 SP of damage, ALL skills are penalized by -5, and in just 4 more CTs, the victim must make a CON-5 roll or die horribly.

Radiation Damage

Radiation damage is both a strange and awful thing. Mild Radiation Damage, which is the only type of radiation damage dealt with in this section, usually resembles normal burn damage in both immediate effect (ouch) and the time needed for proper healing (longer than usual). However, the really bad thing about this type of damage is the potential for long term ill-effects (many of them delayed). Any creature that is exposed to enough radiation to cause damage may be a likely candidate for such ills as contracting radiation sickness, getting cancer, producing mutated offspring, etc. Long-term effects may befall a victim of radiation damage and is left solely to the GM's discretion.

The Races of Scortch

"Not all God's children are beautiful.
In fact, many are barely presentable."
-Priest on habitants in Scortch

Scortch is surprising in the relative diversity of life-forms that live there. While not as rich in life as Montagar, Scortch is still a land of many people and many surprise, and each inhabitant has an important role to play in the ecology and social structure of Scortch.

Faerie Races

There are but two Faerie races in Scortch; sand fairies and blue elves. Both are naturally residents of the area; not Scortch proper, but the marginal lands at the edge of the wastelands. Both races have been conquered and, to an extent, co-opted by Blackwolf's Mutant Empire.

Sand Fairies

"We're the only creatures in the world
who actually like sand storms.
With a storm we can move incredibly fast,
which makes for effective raiding."
-anonymous sand fairy dervish

Physique

Sand fairies, a rare and unusual offshoot thought to be most closely related to swamp fairies, are the only fairy race which dwells in desolate areas (like Scortch). They rarely get to be more than two feet tall. It is the very rare specimen that exceeds 30 inches in height. The skin of sand fairies is uniformly dark, and of grey, brown, red or blue hues. Occasionally, a sand fairy will arise with a deep purple tint. Many fairies' skin is so dark that it appears black. Sand fairy hair is colored similarly to their skin, although it tends to be of lighter hues.

Their eyes are very pale in color, ranging from blue to yellow, and the iris is so wide that the sclera is all but invisible. They have long, thick lashes which keep the sand out of their eyes, and their heavy epicanthic folds make them appear as though they are constantly squinting.

Like all fairies, they have two pair of wings sprouting from the upper part of their back, however sand

fairies use their wings less than other fairy races. This is because the heat and sand of the desert air can cause damage to the fragile membranes.

Sand fairies dress, as most hot weather dwellers do, in thin, loose-fitting clothing. This clothing is layered upon their bodies. Colors for their clothing are earth-tones and of course, white. Remember that light colors reflect heat, dark colors absorb heat. In the desert, where heat is in excess, absorbing it is not one of life's pleasures. Part of their robe-like apparel is a hood to cover the head and protect it from the burning rays of the sun. Sand fairy robes are also equipped with a cowl which drapes in back to cover their wings. This can be pulled up over the shoulders to allow the sand fairy to fly, although it takes a combat turn to get the fabric out of the way of the wings. Often, a few groups of sand fairies will confine themselves to wearing shades of the same color, so that at the tribal village, different groups can be differentiated from each other. This is not a law, or even a custom, but it does happen quite frequently.

Sand fairies live to an age of about 45 years, reaching maturity around age 14.



Psychology

Surviving as they do in a harsh environment, sand fairies have no use for anything which is not utilitarian. Any ornamental items they carry are also very useful and durable. They are direct in speech and custom, which has caused even the yellow elves to refer to them being "as abrasive as the sand storms they ride."

Sand fairies are also not a very trusting people, which is hardly surprising considering they live in a land where almost everything is larger than they, and every thing would kill them without a second thought, and probably devour them afterwards (yes, even the goblins eat 'em).

The cornerstones of sand fairy psychology are twofold: the world is divided into 'us' and 'them'; and the desert is a harsh mistress. Everything sand fairies do is evaluated in the light of these principles.

Lifestyle

Sand fairies lead a nomadic lifestyle, centered around their single large tribe. This one tribe sprouts many smaller hunting/scouting parties which operate independently for up to a year at a time. In sand fairy society, the women are as important as the men, but a pregnant woman is considered a world apart. All pregnant women are moved back to the main tribe and kept safe and isolated until childbirth.

The Maharaj is the supreme ruler, and completely controls the politics of the sand fairies at the main camp. For external policies (dealing with mutants and others) there is a council of elders (from whose number a new Maharaj is chosen every seven years) who votes yea or nay on all the Maharaj's decisions. Only the Maharaj can make foreign policy; only the council can decide on the policy. Very seldom will the Council allow contact with other races; they prefer to keep almost exclusively to themselves, keeping a few individual contacts with the outside world. This is the way it has been for centuries, and will quite likely continue to be.

The individual expeditions' leaders (called 'rajas') are likely to join the council at some time in the future. Leading a smaller party is considered good training to lead the entire tribe. Rajas have complete discretion and control over their individual band, but when they meet people from other races, they must follow current tribal policy. Sometimes, they may capture people and bring them to the main

camp. Reasons for such captures could be for gaining information on outside activities, prosecution in matters requiring Council intervention, or a safety precaution before rendering aid to those in need.

Actual housing for sand fairies is nothing more than simple lean-tos and tents that are easily transportable. For wandering bands, these provide little more than shade from the sun, and they are no larger than a few feet on a side. Even at the main camp, the tents are little bigger than this. Although the main tribe's housing is constructed of heavier materials for a little more sturdiness, it is nonetheless just as portable.

Remember that sand fairies are by nature nomads, and it is anathema to them to stay in any one place for a long period. A side note to this is that a sand fairy held in captivity for an extended amount of time will suffer severe effects. Some have died after only a week in prison.

Current tribal policy dictates that all outsiders found in the desert be left alone unless they are Faeries in dire straits. However, if a hostile situation arises, rajas can exercise their own will and capture the outsiders and bring them to the Maharaj for interrogation.

The current Maharaj, Tibsian, is rather willing (by sand fairy standards) to work with outsiders. That is, if he approves of their motives and he sees no danger to his people as a group.

They respect strength and cunning, and promise their support to no one unless they approve of the motives involved, not even if there is profit in it for them. They call no race but themselves friend.

Preferred Mounts and Weapons

The only creatures that sand fairies use in any fashion are desert owls which they have domesticated. Sand fairies are the only race known to make use of them. This is not to say that every sand fairy rides a desert owl, but all rajas as well as most hunters and fighters do, and all sand fairies have at least a passing familiarity with them.

As far as weapons go, bows are the overwhelming choice, which is hardly surprising for creatures of this size.

When on a raid riding the sand storm, sand fairies use long spears as lances. Due to the extra impact from the sand fairies' speed, the spears do 4D when used in this manner.

Religion/Mythology

The religion of the sand fairies is, like themselves, simple and straightforward. They believe that the land is slowly being healed of its ancient wounds, and they themselves must help the land to recover. To this end, they see it as a duty to protect the land as much as possible from Mutant deprivations, although as a small race, they also understand the necessity of discretion.

They also believe that they themselves are being formed in the crucible of the desert to be the vanguard of magic in the final battle with technology, and because of this they never shirk painful or difficult tasks.

Sand fairies, just before sundown, take a few moments to pray that the end will be speedy in coming.

Economics

Sand fairies make a living by gathering what they need to survive from the land as they wander. The few items that they cannot pick up or make themselves, they trade for. Few people have the privilege of trading with the sand fairies. They allow very few contacts with people outside their race, and anyone who breaks the bond of trust given through trading is punished most severely, and often killed.

The most common contact sand fairies have with outside races is when they indulge in that other means of supporting themselves, which is to say, when the groups go raiding. At these times, any group the sand fairies encounter which is not armed to the teeth is in trouble. The sand fairies, having grown up in the desert, use it to their advantage. Often, they can sneak up and be on top of a party before the party even realizes that they are there. They also have the almost uncanny ability to disappear, presumably burrowing into the sand for a time, using their wings to dig themselves in. This has led to a rumor among the low mutants that sand fairies are magical in nature, which, essentially, they are, although not in the manner the Mutants fear.

Allies and Enemies

The sand fairies are not the allies of anyone, they stay exclusively to themselves. While they may agree to help a character of another race, this will be for a short period of time only, and will not last long enough to create true allies.

The only true enemies to the sand fairies are Blackwolves armies and creatures of the desert. Sand fairies won't attack a character just because he is a race other than their own, but if a party is foolish enough to

attack a party of sand fairies, there will be hell to pay, as a lot of sand fairies get an adrenaline rush when in battle.

STR	5	INT	10	DEX	13	CHA	10
PER	12	CON	11	SIZ	4	WP	11
MGT	5	DB	-1	SPI	11	MR	9
RS	11	REC	11	SP	26	HP	8

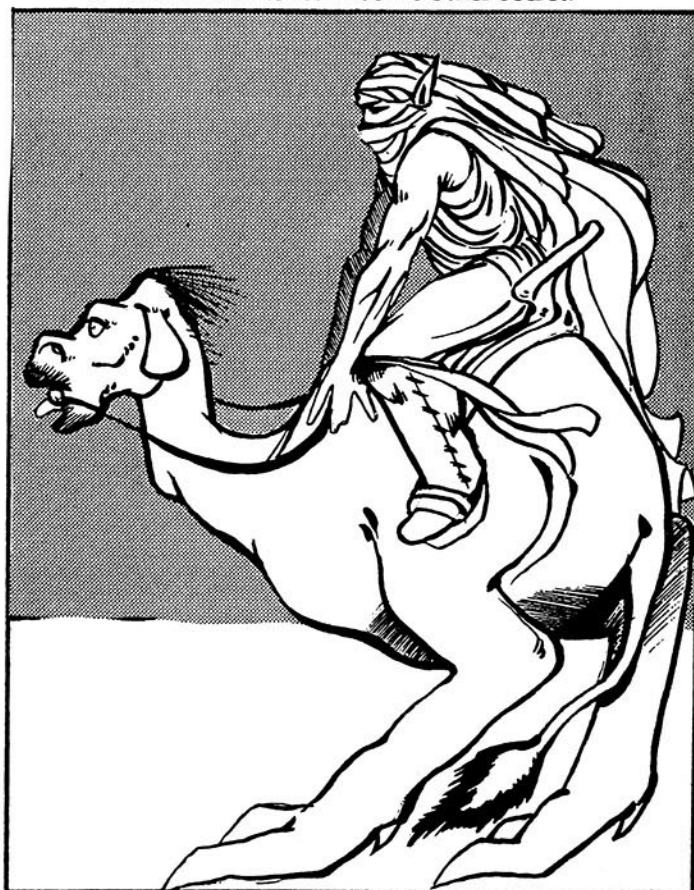
Sand fairies get a +3 to their dodge skill (if their wings are uncovered)

Suggested Advantages: Direction Sense & Immunity to Radiation

Suggested Disadvantages: Battle Rage, Claustrophobia, Hatred for outsiders, Vision Problems.

Adventuring Possibilities

- Finding the sand fairies and enlisting them against Blackwolf's plans.
- Protecting a caravan from the sand fairy marauders.
- Rescuing a sand fairy band from mutants or other attack.
- Masquerading as large mercenary sand fairies and negotiating with mutants to try to gain entry to Scorch-1 or to learn some other secret.



Blue Elves

"Never again."
-blue elf maxim

Physique

Blue elves are native to the coastal regions of Scotch. They are not as graceful as the red elves, nor as strong as the brown elves, but they have a beauty all their own.

Blue elf skin varies from a light blue to a dark navy in some individuals. The hair, in all cases, is black, changing to ivory when the individual nears 100 years of age. Eye color in blue elves varies dramatically, more so than in any other elf race, but in all cases the eyes are the most alluring part of a blue elf.

Blue elves reach puberty earlier than most elves, around age 15 or so, and are fully mature by age 20. At the same time, their life expectancy is relatively short, 135 years at most, with an average of 120 years.

Most adult blue elves have several scars on their body, the result of unwarranted (or perhaps well-deserved) Mutant attacks. Somehow, with the blue elf pride, these scars are not disfiguring, but somehow enhance their appearance.

Psychology

Blue elves are the most cosmopolitan and elegant of the elf races. Their culture has evolved significantly since their conquest by Blackwolf's Mutants, and is very urban and very well adapted to coexistence with the Mutants.

Blue elf psychology centers on simple beauty, and in many ways can be compared to classic Japanese culture. Their clothes are basic in design and delicate of weave, yet the cut and the fashion are very attractive. Their houses and decorations are very basic, yet their esoteric construction conveys peace and harmony.

Blue elves do not have the luxury of being able to fight the Mutants, so they attempt to work within the system, using their diplomatic

skills in a vain attempt to get the Mutants to abandon the hate which rules their lives. Similarly, their low social status forces them to turn the other cheek whenever they are affronted by the Mutants.

Other blue elves have taken a more direct approach, and have begun fighting fire with fire. They have organized an underground resistance, and wage active partisan warfare against Blackwolf and his forces. They are careful enough that this has not yet resulted in reprisals against the blue elf population at large.

Over all, the blue elf mindset is characterized by stoic persistence, calm deliberation, and enjoyment of the simple pleasures of life (like having enough to eat).

Lifestyle

As for the physical placement of the blue elf settlements, they are in a very few locations. Remember Blackwolf took over Scotch-1, which was the blue elf city of Yāta, and it is here that many blue elves still reside.

There are two villages on the Black River, splitting the distance between Scotch-1 and the ocean into almost equal thirds, as well as smaller communities scattered along the coast of the ocean. There are quite a few larger villages in the Spine Mountains to the east of Scotch-1. This is where the second largest concentration of blue elves live, probably because it is easy to hide in that area. There are a few roving bands of blue elves around Steam Lake. These elves have no permanent settlements, only portable, tent-like dwellings. The villages in the forests of the Spine Mountains are the only settlements not built directly on the ground, as some in the forest rise to low levels in the trees, this being for simple security's sake.

Materials for construction of housing varies with the location of the community. Those in the forests consist of fitted and cleaned logs, while those in the desert south of Scotch, are almost exclusively pole frame and mud wall construction. The houses along the shore of the ocean are constructed of light grasses tied to thin poles.

Families are rarely more than a mother, father, and a few children. Large families, as seen in the red elf communities, are usually uncommon among blue elves.

On the front of the houses, no matter what the village, there will be the crest which indicates the fathers lineage. These indicate the family heritage all the way back to the time when Avatar first made a place for the blue elves.

For the first eighteen years of life, blue elves are considered children and are not recognized in their community. At the age of 19, however, young males go through a rite of manhood so secretive that no one outside the blue elf community really knows what goes on at this ritual. These rituals of manhood may vary from community to community. Males also become eligible to hold positions in their village hierarchy, though this rarely happens before age 45 or so.

19-year-old females also go through a ritual, but not of the same type as the men. The women traditionally simply become 'marriageable' and of assuming a place in the community. (Blue elves do not really 'get married', they take a mate with whom they will stay until death.)

Blue elf society is also concerned with the long-term aspects of struggle with the Mutants. To this end, they endeavor to keep the females as safe as possible, the better to ensure that the blue elves can continue to breed and keep pace with the exploding Mutant population.

Preferred Mounts and Weapons

Blue elves, being low on the social ladder in Scortch, must often do without mounts. When they can get a mount, it is almost always a cranky, as these are the most common riding animals in Scortch. Several better blue elves own their own crankies, or even occasionally a ross, but these can be stolen by Mutants, and when they are, the blue elves have no legal recourse. Blue elves adamantly refuse to ride salamanders, which they view as a purely Mutant beast. When desperate need arises,

such as a military campaign, they are not above thieving a cranky or two from Blackwolf's army stables.

For melee weapons, blue elves use small weapons such as daggers, which are readily concealable, or axes and hammers, which can be passed off as 'tools'. Older Mutants have learned not to hassle blue elves overmuch, as even those without tools of their trade seem to be able to rapidly sprout deadly weapons.

Close proximity to Blackwolf and all of his newly-found technology has given the blue elves access to the advanced weapons of war and enough ammo for some blue elves to become proficient with them. Especially useful are rifles (usually the bolt action type) for use by snipers. The rifle's long range gives the sniper time to get away, as he can drop a target from several hundred yards away, and have a head start when the target's comrades begin to pursue.



Blue elf snipers also use crossbows and regular bows of all types. The advantage of bows over guns is obvious, they allow a silent kill. Of course, there is also the practical application of bows in the hunting pastime, again, owning a deadly weapon as a 'tool of the trade'. It is infinitely easier to shoot a boar from 50 yards away than it is to try to sneak up on it and kill it with a knife. Between these several pursuits, many blue elves have become rather proficient with these long-range weapons.

Religious Beliefs

Blue elves really don't have a religion, but they are by no means atheists. Religious practices are an individual preference, as Blackwolf crushed the organized blue elf religion thousands of years ago, and has actively persecuted it since.

Economics

Within Scotch-1, most blue elves are shopkeepers or entertainers of some sort, although thieving and fencing are also popular professions. Outside of Scotch-1, most lead lives of farming, raising livestock, hunting, the rural pursuits of life. Those blue elves living along the ocean have begun to delve into fishing as a way of making a living, but they are not quite proficient enough at it to turn a good profit.

Blue elf economics are more or less segregated from that of the Mutant empire at large; the Mutants only trade with blue elves when their superiors won't catch them, and the blue elves want few Mutant goods. The elves tend to trade within their own race, which, given their low status, means that they are often poor.

Allies and Enemies

Blue elves hold a grudge against the other races in Halcionia, for the blue elves think that the Faerie races turned their backs when they needed help some three thousand years

ago. Characters of other races can overcome this grudge by, depending on the severity, something as little as helping the blue elf in a bar fight, or something as difficult as nursing the blue elf back to health from the brink of death. (The gamemaster and player playing the blue elf should determine this.)

The reverse of this is also true. Other races have the tendency to see blue elves as mutant sympathizers and not to trust them.

Those blue elves living around Steam Lake have had dealings with other races, and have even begun to open relations with them.

STR	10	INT	10	DEX	10	CHA	10
PER	10	CON	10	SIZ	9	WP	11
MGT	10	DB	+0	SPI	11	MR	10
RS	10	REC	11	SP	30	HP	10

Suggested Advantages: Contacts, & Determination

Suggested Disadvantages: Hatred of Blackwolf, Hatred of other faerie creatures

Adventuring Possibilities

- Contacting the underground for aid, to aid them, or for information.
- Assassination or kidnapping of evil collaborators.
- Rescue of captured members of the underground.

Mutant Races

Scotch is nothing if not a breeding ground for Mutants. There are very many Mutant races, species, and sub-species, grouped into a variety of tribes, villages, gangs, and other, less tasteful social groupings.

In the beginning, mutation was a horrible disease that each was forced to bear in a unique and painful fashion. Contrary to everything the late human race had hypothesized and feared, mutation was a horrible, though not necessarily degenerate process. Hideous new creations were the outcome of every Mutant birth. Over the millennia, however, the residents of Scotch looked for mates who shared

their genetic defects, and eventually many mutant strains started to breed true.

The development of distinct Mutant tribes was the first painful step towards a Mutant culture. By the present time, over two-thirds of the population of Scortch is a member of one of these tribes, and within each tribe abnormal mutations only crop up in about 3% of the births. These tribes are considered by Blackwolf to be genetically stable, and have been classified by Blackwolf for his own dysgenics experiments. High mutants, low mutants, pig mutants, goblins, and the reptilian races are the major stable tribes in Scortch, although many smaller ones also exist.

The remaining mutants (over one-quarter of the population) are genetically unstable, and do not breed true. Known collectively to Blackwolf as *Obscuro mutans chaoticus*, to other mutants as 'misfits', and to themselves as 'individualists', they are most commonly called 'random mutants' by the Faerie folk.

Random mutants are covered at the end of this chapter. High mutants and imps, both new to this book, are covered below. They are described in a manner similar to that used for the Faerie races in the Montagar sourcebook, although the anthropological sections have been cut. (Who really cares how the average high mutant earns his keep, or what an imp's religious beliefs are?)

High Mutants

(a.k.a. - *Homo Mutans Elegans*)

"I used to think it was pretty cool
being on top of the pile like we are.
But then I took a look at the pile."

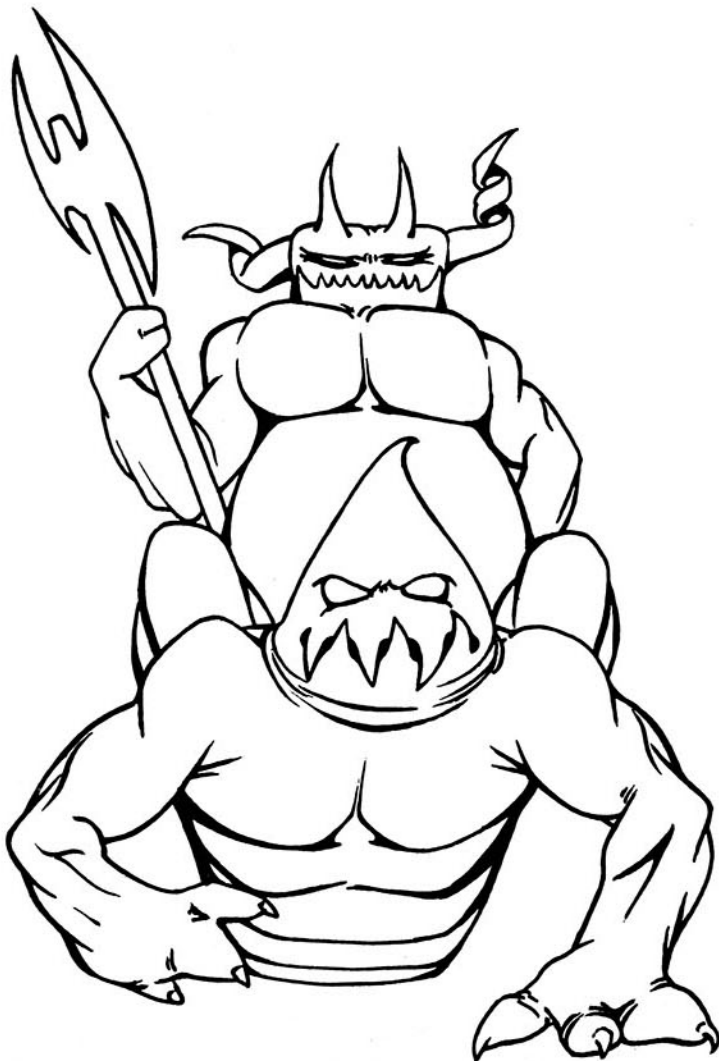
-anonymous military attache

Physique

High mutants are the cream of the crop of the Mutant races. Only supernatural creatures are better suited to carry out Blackwolf's dreams of empire. High mutants are tall, often as much as seven feet, and though they are

large-boned, they tend to be thin and wirey of build. Some Faeries believe this is because high mutants, being the most cerebral of the Mutant races, do not exercise enough, while others maintain that their slender frame is genetic in nature.

Regardless, high mutants have a natural (or practiced) grace and fluidity of movement that makes them seem elegant instead of gangly. What they lack in strength and sheer physical power they more than make up for in agility and hand-eye coordination. Although they look frail, they are deadly, and tales are told of high mutants who, though surrounded and outnumbered, fight calmly atop a pile of elven bodies and eventually win the day.



High mutants have the longest lifespan of the mutant races, occasionally living as long as some blue elves. The average life expectancy for high mutants is on the order of 110 years, although they tend to be invalidated for the last twenty or so. Bent and brittle high mutants in wheelchairs are not an uncommon sight in Scotch-1.

Fortunately, high mutants are not very fertile, else the Faerie lands would be very hard-pressed indeed. They do not reach sexual maturity until they are 50 years old, and even then pregnancy is a difficult state to achieve. Blackwolf has studied the problem of high mutants infertility, and he believes that they never actually complete puberty, instead spending most of their life in a semi-fertile state.

psychology

High mutants are exceptionally intellectual, and emotions rule their minds less than for any other race in Scotch. They do not believe in God, they do not believe in love, and they do not believe in ethics. For them, everything simply is or is not.

They are very difficult to enrage, trick, or flatter, as they simply do not respond to these stimuli. These characteristics, along with their keen analytical minds, makes them ideal for military service. They most often serve in command roles, and they are the most trustworthy of Blackwolf's servants. Fortunately, the Mutants they command tend to be thoroughly inept.

High mutants are also acutely aware that they are the chosen of the Mutant races, and in order to flaunt their position, they dress flamboyantly. High riding boots, tailored clothes, masks, fancy epaulettes, gold braid, long gloves, and other such accessories are an integral part of the high mutant wardrobe. preferred mounts and weapons

High mutants prefer semi-automatic weapons to automatic. To them, submachine guns and the like are too loud, too wasteful, and much better suited to unskilled labor. They themselves prefer the elegant solution of 'one shot, one kill', thus they tend to use semi-automatic pistols and rifles. Many also

carry swords or daggers as weapons of desperation.

High mutants rarely use live mounts, because they don't feel they can trust rosses or crankies not to panic in the heat of battle. They infinitely prefer the mechanical mounts: tanks and planes.

STR	6	INT	12	DEX	13	CHA	11
PER	10	CON	8	SIZ	12	WP	13
MGT	9	DB	+0	SPI	13	MR	13
RS	12	REC	11	SP	33	HP	10

Imps

"Work before pleasure? Bah!
They're one and the same!"
-Render, interrogator

Physique

The smallest of the infernal creatures summoned by Blackwolf, imps are relatively strong heavy-set creatures somewhat smaller than the average gnome. Habitually nude, demons have skin in a variety of bright colors, though shades of red are the most common.

Imps have horns and barbed tails, and many have wisps of hair at various points on their bodies, normally around the face. Their features are exaggerated, with heavy brows, a pointed chin, large ears, and a wide mouth filled with pointed teeth.

Although they are well-muscled, their bodies also show the degradations of their hedonistic lifestyle. Pot bellies are very common.

Psychology

The psychology of the imp is very straightforward. For thousands of years they have suffered in Hell at the hands of their larger brethren, and now they wish to visit the same pain and torture on others.

Imps are consumed with the seven deadly sins, and carefully planned temptations can pull them away from their posts or lead them

into traps. Still it takes more than a hunk of meat to win an imp's cooperation, because sadism rules their minds above all else.

Imps are savage, cruel, and cunning, much like feral dogs or alley cats. They have no trust except for Blackwolf and his demons, and they see no reason to be amicable in any way. Hate so fills the impish mind that no imp has ever been known to surrender.

Preferred Mounts and Weapons

Barbed spears are the most common weapon among the imps, although whips and swords are also popular. Imps almost never use missile weapons, because it robs them of the joy of feeling their weapon enter a victim's body.

Imps do not use mounts like rosses or crankies, because they simply can't resist stabbing them. They are occasionally allowed to ride in trucks, but only if watched closely. They have a gremlinish reputation for tampering with engine parts and the like.

STR	8	INT	8	DEX	13	CHA	8
PER	12	CON	10	SIZ	6	WP	12
MGT	7	DB	-1	SPI	10	MR	10
RS	10	REC	11	SP	28	HP	8

Random Mutants

"I ain't no misfit.

I'm a Ceraprognotho-Scotchian.

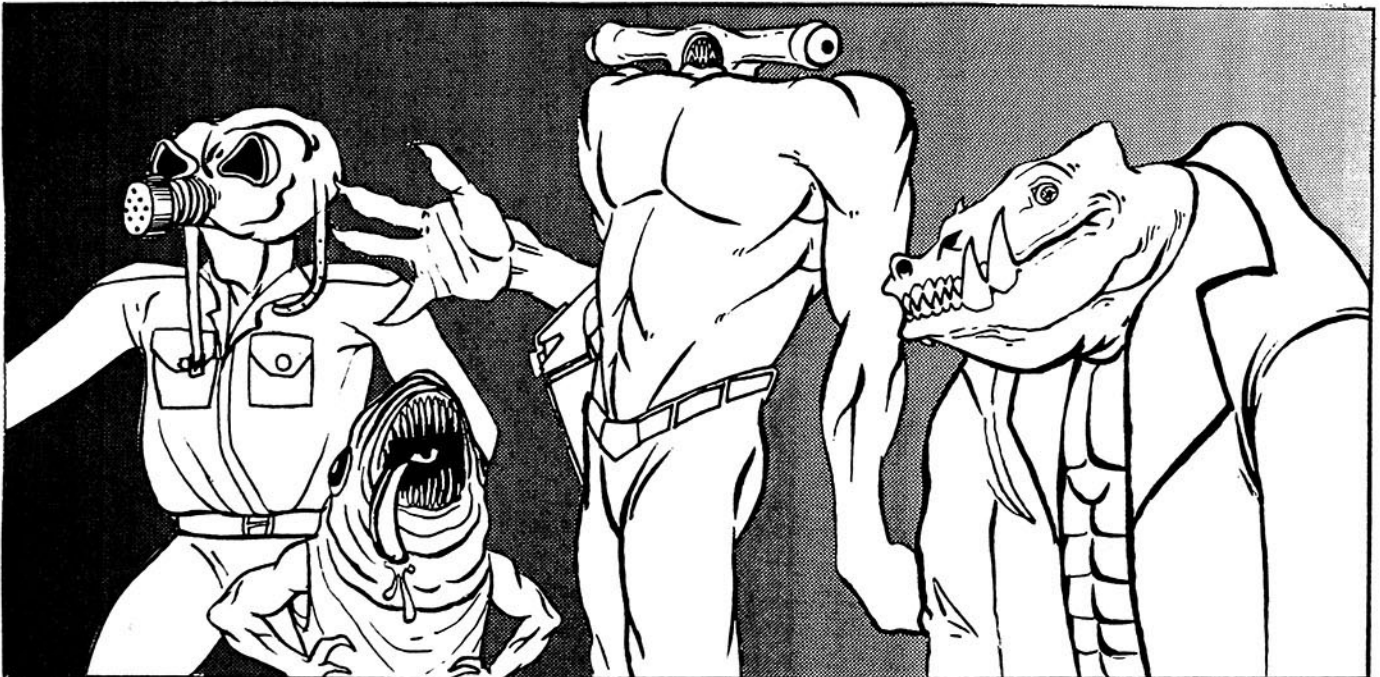
And what are you? Huh. You're a low mutant.

Looooow mutant! Looooow mutant!"

-anonymous

STR	10	INT	10	DEX	10	CHA	10
PER	10	CON	10	SIZ	10	WP	10
MGT	10	DB	+0	SPI	10	MR	10
RS	10	REC	10	SP	30	HP	10

All Mutant characteristics are developed on page 70 in the Mutant Generation Tables. Below are the common traits of Mutants as laid out as the races above. Gamemasters should remember that there are no definite Mutant types because Mutant change from generation to generation. The mutant types that have stopped this process are in the basic book as Low Mutants, Pig Mutants, Reptillion Rex, etc. Use your imagination on developing new Mutants and remember Blackwolf would be proud of you.



Automatic Advantages: As rolled on the Mutant Generation Chart.

Suggested Advantages: As many as you can afford (Mutants need all the help they can get)

Suggested Disadvantages: Battle Rage, Fear of Blackwolf, just to name a few

Physique

Mutants come in all shapes and sizes. They can be anywhere from three inches to ten feet tall. They can be extremely ugly to somewhat attractive, but overall they are just plain stupid.

There are, however, three main types of Mutant bodies; Humanoid, Reptile, and Amphibian. Each of these body types are explained and defined under the Mutant Generation tables located on page 49 of this book.

psychology
Mutants are a cowardly lot and like to stick together in numbers. Most worship Blackwolf and consider him their idol. For it was Blackwolf who took the mutants from nothing, gave them a place to call home (Scorch-1), and allow them to rape, pillage and plunder on a fairly regular basis.

Most mutants live a life of kill or be killed. They make packs of friends and will fight anyone who messes with their pack. However, they will not fight amongst other mutants if they fear Blackwolf would hear about it.

Preferred Mounts and Weapons

Most Mutants will use any gun they can get their hands on. They will also use any melee weapon they can get their hands on. They will also use their hands. Mutants usually don't have a preferred weapon they just prefer any weapon. Big, small, lethal, non-lethal, it doesn't make a difference as long as they get to pummel an opponent into the ground.

Most Mutants ride Salamanders, but will mount anything that moves which sometimes

includes each other. Sometimes, Mutants will ride Cranky if one is available, but most of the time they travel by foot. In times of battle Blackwolf will summon up demon mounts but only a few lucky high ranking Mutants get so lucky as to ride on one of these killing machines. Tanks and other vehicles are also common mounts for Mutants. However, because most Mutants lack the ability to understand technomancy, Blackwolf has to explain that two big mutant rats propel a vehicle by running around on treadmills.

Adventuring Possibilities

- Killing Mutants for no good reason.
- Killing Mutants for a good reason.
- Killing Mutants because they look at your PC funny.
- Killing mutants because their is nothing else to do and the gamemaster is just too lazy to make up a campaign.

Mutant
not available for photo



Scortch-1 & Other Stuff

"Scortch-1 is the finest city in Halcionia, if you think different, just ask Blackwolf."

- General of the Military Police

There are a thousand stories that could be told about Blackwolf and Scortch-1 as well as the other cities, especially since Blackwolf overthrew the Blue Elves some three thousand years ago. Blackwolf firmly believes that he knows what's best for the world, and intends on seeing his dream become reality.

No discussion of Scortch could be complete without an examination of the driving force behind the land... Blackwolf himself, the most powerful wizard on the face of the planet. Although player characters will seldom if ever encounter Blackwolf personally, his orders are the motivation for most

intelligent activities that take place in the land of Scortch. Understanding a little bit of Blackwolf's psychology and methods will allow the game master to plan more coherent and 'realistic' scenarios.

Blackwolf's Beginnings

It was apparent at birth, that Avatar was the child who got all of the attention, leaving his brother Blackwolf to fend for himself. Blackwolf himself always felt that this was because people didn't understand him, and preferred to dote their attention on the far cuter Avatar. Others feel this neglect was the result of Blackwolf's hostile and suspicious demeanor, which was apparent even at birth. Blackwolf even bit his own mother when he was but two days old.

After his mother's death, Blackwolf felt he could now come into his own, as a dynamic leader. He felt he was a far better choice than his brother, whom he regarded as a milksop. Avatar battled Blackwolf for the right to rule, and defeated his brother in a magical battle of legendary proportions. During this fight enough unbridled energy was released to destroy one hundred acres of forest in Montagar. Avatar having the emotional advantage of his mother's death defeated Blackwolf and banished him from ever returning to Montagar.

After hundreds of years of wandering around Halcionia, Blackwolf gathered a following of Mutants. He used these mutants to terrorize towns and villages. Soon his following grew into an army. His army was soon feared by many fairy cities but Blackwolf knew that his mutant army was no match for the elven armies of the Western Highlands or the East Elflands. He needed something more, so he turned to magic. He discovered an ancient library in the Blue Elf Kingdom of Yāta and began studying the Black Magics. Over a few hundred years he discovered information on old ancient cities and began excavating these theorized places.

One of the first pieces of technology that Blackwolf discovered was guns. With this bit of technology his Mutant Army became ten times stronger and more effective but they just had no morale. Blackwolf theorized that the lack of morale came from having no place to call their homeland, so because he was in Yāta and most of the technology he was excavating was nearby...

Within a few months Yāta was Blackwolf's for the taking. His magic was so powerful and his tactics so ruthless that the enemy ran when he appeared. It was easy. Blackwolf created a magical castle, one that even his brother would be impressed by. This place he would call home but Yāta was too...too...blue elf like. Blackwolf needed a more powerful name for his city. One that could be easily remembered. Scotch-1. And as soon as he had conquered the East Elfland he would create Scotch-2, and then the Western Highlands would have Scotch-3, and finally his brother's homeland, Montagar, Scotch-4.

Blackwolf's Magic & Technomancy

Blackwolf is one of the two known wizards in existence. Wizards possess the abilities to create magical energies instead of harnessing what exists in the world. It has been theorized by some of the top scholars of the day that in some twisted way the fates are causing a 'good versus evil' battle to see which is the strongest.

Although, Avatar the Great will agree with this statement, Blackwolf refuses to acknowledge these idiotic notions.

The reason Blackwolf became so powerful stemmed from his battle with his brother in the earlier years. He was determined to destroy his brother, one way or another. His Black Arts books showed him ways to summon demons, raise the dead and reanimate old technology. As his technology grew so did his power, until one day, he became the most powerful Wizard ever known in Halcionia. Never underestimating his enemies, Blackwolf was sure his brother was still actively practicing magic, so he started work on a new plan. Avatar, on the other hand, was enjoying his food, song, drink, and practicing holding a cigar in his toes.

As a thousand years or so passed, Blackwolf discovered an old museum of WWII relics. It was reported that Blackwolf ordered a one month party for the citizens of Scotch-1. Based on his new technology, films, and history books, Blackwolf changed his modern day form of warfare to a new philosophy. A philosophy that focused around the most feared warrior he could find in his ancient history books...Hitler. With names of dead generals and other warriors, he began summoning their souls. However, he could never find the soul of Hitler, assuming that he must be a very important soul to be obtained.

As Blackwolf's powers grew stronger, he kept an allotment of his magic channeled for several reasons. One was so he keeps his magnificent castle standing. Secondly, he keeps a portal hole open to hell so his demons can manifest themselves in our world. Also, he has to expend magic to know what his armies are always doing. And, he has to keep his resurrected generals alive. So, it takes almost 75% of his magical ability to just keep his Kingdom running, and because some of his focuses are localized he must stay in Scotch-1 to keep his spells intact. As Blackwolf has said on numerous occasions, "I can do anything, just not all at once."

Blackwolf's Government

"What luck for rulers that men do not think."

-Blackwolf

Blackwolf runs a tight ship. His basic philosophy of 'succeed or else' has cost the lives of many who have failed him. His Kingdom is a complete dictatorship

with smaller decision making allotted to his generals. There are no courts, usually the MPs resolve the situation. However, once in a blue moon Blackwolf has been known to open up his castle for the people to voice their complaints against him. It is strange that most who complain never return (?).

Blackwolves ultimate goal is to rule the world but he longs for someone to share it with, that is why he so desperately wishes for a son. One of his biggest flaws is that he longs to become the one thing he despises...a pure human. This is why he must have a human son. His promises to his followers of Mutants only remind him that he is a mutant which he uses to drive his cause. His dream that he tells no one is that one day he will make his brother rule in Scortch-1 as he did.

Scortch-1

"You gatta live somewhere."

-Motto for Scortch-1

"What died?"

-Runner-up Motto for Scortch-1

Scortch-1 is the largest city in Halcionia boasting over 360,000 residents. At first glance at this large number one may think that Scortch-1 is a large city but this is not true. Scortch-1 is much like Manhattan Island in New York City except it is built on large plateaus surrounded by the Black River. Buildings are built upon other buildings as high as forty stories. People are cramped and the city is unhealthy and extremely dirty. The city is separated into various sections, depending on wealth and manufacturing.

Scortch-1 is over three thousand and eighty-eight years old and looks it! With it's hot day streets to it's tall rebuilt buildings, one could never tell this use to be the former kingdom Yāta, a city inhabited by the Blue Elves. The history tells of Avatar the Great coming into the desert lands some five thousand years ago and healing the large plateaus so that the Blue Elves could have a city to call their own. However, when Blackwolf became powerful he marched his Wolfmacht into the city and began destroying the Blue Elves with new technology he had discovered. Queen LeAnna sent her fastest messengers to every city in Halcionia to ask for help but every city or town either feared Blackwolf too much or had problems of their own. In a desperate act to save her people, Queen LeAnna devoted herself and all of her family to Blackwolves cause to insure the safety of the surviving Blue Elves.

The first thing Blackwolf did was create a magical castle on the Admin plateau that could be guarded from all sides. Then he began turning the city into a soulless industrial powerhouse where technology could grow. Most of the Blue Elves became indentured servants to Blackwolf, which is why the Blue Elves have such a hatred for every race.

Today Blackwolf grows stronger and with the belief that Avatar the Great will be easily defeated, most hope relies in the fact that Blackwolf has half breeds and mutants that cannot fight. But there is a fear that one day Blackwolf will find a way to take over the known world and make all mutants victorious.

Below is a list of the different sections that a Game Master will find in the city of Scortch-1. The map on page 30 will show the sections marked as below.

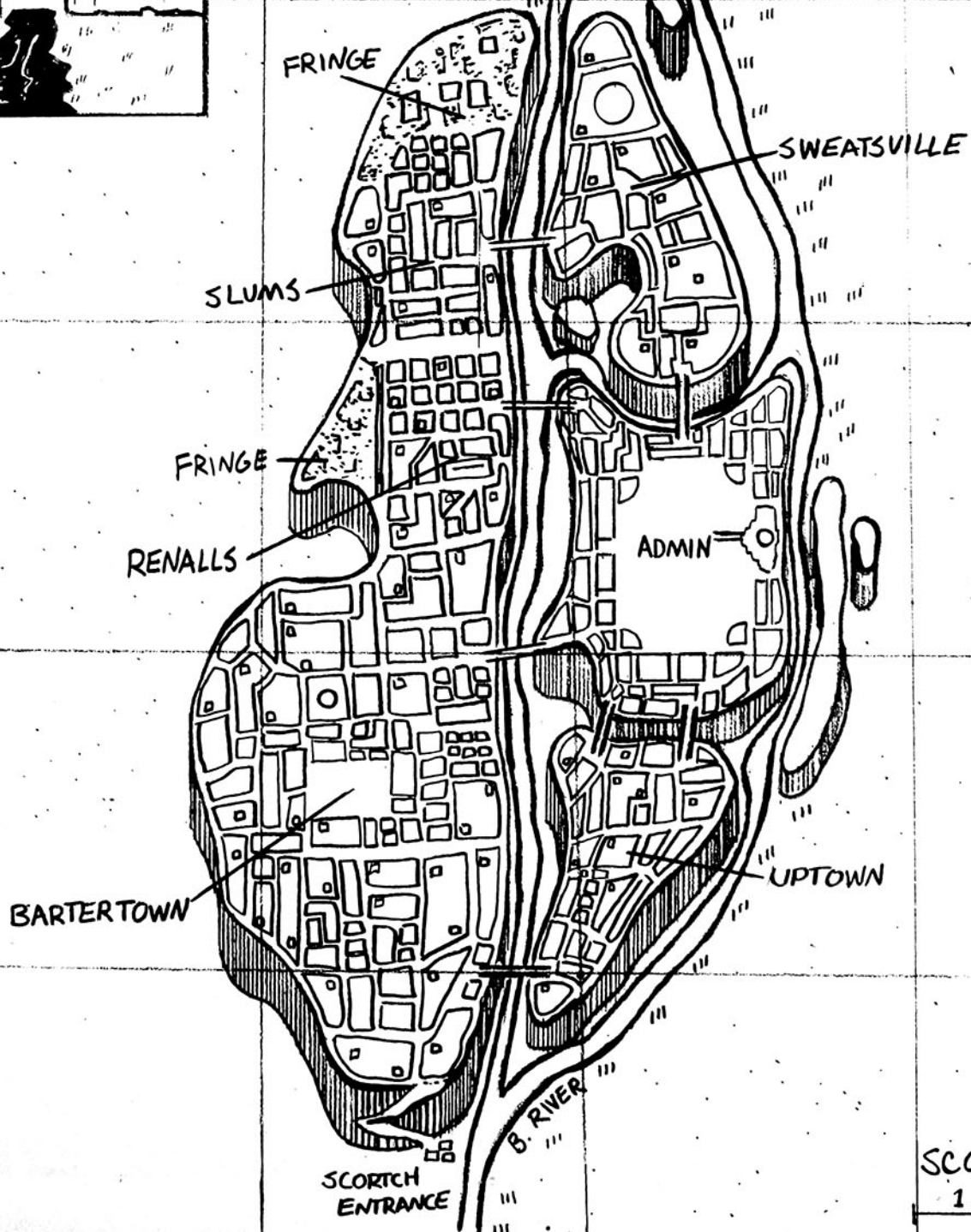
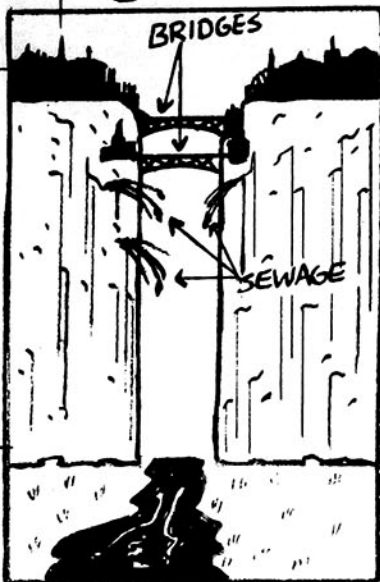
Admin

Admin is the term used for the area where the upper officials resides. These buildings include the Army barracks, the courthouse, the jail, and municipal buildings involved with the everyday business of government (issuing permits, collecting taxes, and so on). Admin has no resident population. Other than the Army Barracks and the jail, all buildings in this section will be locked up and deserted at night. Criminal activities are rare in Admin, due to the high Army presence. In addition, this section hosts Blackwolves army rallies, so the buildings in this section are well-kept as it comes in Scortch-1, which is still nasty.

Admin is composed of two basic building types, Military Police stations and government buildings. All buildings in Admin are clean and sturdy. After all, this is where we have parades!

Standard Government Building: Government buildings are six to ten story structures with windows facing the street on the second floor and higher. The public is only admitted to the first floor on a regular basis, and the second floor is filled with administrative offices. All government buildings are carpeted and furnished with hand-crafted wooden desks, chairs and counters. Admin buildings are only open until sundown.

Military Police: The Military Police Station is a single-story building, and is the most dilapidated building in Admin. All of its windows are barred, as it houses not only the police, but also convicted and alleged felons on their way to work camps or trial. The Police Station is the only building in Admin which does not close at sunset.



SCORTCH-1
1 MILE

Uptown

This upper-class section of Scortch-1 is known as Uptown. Here, most buildings are reinforced and sometimes painted (WOW!). For Scortch this is the best living gets. All of these buildings are private residences, and many have Bodyguards serving as security. Citizens occasionally walk the streets at night, and Military Police patrols are constant. Although rare, crimes do occur in Uptown (muggings and the occasional murder). Uptown is heavily protected by Blackwolf, and violent crimes occurring here are usually aimed at specific people for specific reasons.

The streets of Uptown are cleaner than most, and are lit in some high security places. Military Police often patrol here, as the residents pay to see that they do. This section of the city is composed of high-class apartment buildings, with occasional houses, restaurants, and entertainment establishments. The streets of Uptown are never very busy, and Military Police patrolling this area have few stories to tell their buddies back at the station, except for the occasional savage domestic fight.

The most common building in Uptown is the re modeled apartment building in which most of the cities wealthy live. These buildings have many windows, Bodyguard doormen, and metal balconies.

The inhabitants of these dwellings are only home about 30% of the time, and are trading or working when not in residence. These apartments always have the best furnishings, food, and a few valuable articles.

Bartertown

The business section of Scortch-1 is known as Bartertown. This area looks not unlike a bazaar, with small tents and stands strewn among permanent establishments. While many transactions in Scortch-1 involve cash money, among workers, most involve trading.

To maximize their business, many shops and entertainment facilities in Bartertown are open 24 hours a day. The streets of Bartertown are usually busiest during the day, but are not deserted at any time, even during the wee hours of the morning. The streets are moderately lit, except for alleys and doorways. Criminal activity most often occurs in

these darker areas, and they are the favorite hang-out of Drug Pushers & Hoods.

The possible establishments to be found in Bartertowns throughout Scortch-1 are uncountable. All of these stores, however, are in business to make a profit which is hard due to the high cost of living. To aid in the design of any adventures set in the city, several standard establishments are described here.

The customers found within these stores are the same folks who wander the streets of Bartertown. Proprietors typically have a pistol or shotgun, and employ 1-3 Citizens or Workers as help.

Each store has a cash register with 10 - 60 Marks (i.e.-dollars) in it. Extra money is taken back to the office if it exceeds this amount. The offices in back are usually sometimes furnished and usually dirty, and are used for job interviews, meetings with other local businessmen, and interrogation of would-be thieves. All store records are also kept here.

Hardware Stores: Hardware stores in the Scortch-1 carry a variety of items from lumber, tools, and non-electric household appliances. In Scortch-1, hardware stores will not carry weapons, or foodstuffs. Other than these items, however, these stores carry much the same products as their twentieth-century counterparts (except some high-tech equipment).

Pawn Shops: These specialize in used merchandise, both buying and selling. The large U-shaped counters typical to these stores contain used items of every description, including weapons, electronic devices, and even old eyeglasses. These stores do not carry perishable items, but will buy or sell anything else on which they can make a buck. The owner will buy most items at 10% of their original value, and sell most items at 60% of their original value. The office may contain a few 'special' items not available for public viewing. These items include illegal weapons, jewelry, and documents, or photographs with potential blackmail value.

Bars: Bars in Scortch-1 are hard, crowded, gritty places. They smell of stale urine and cheap booze, and are often the scene of violence and crime. Most Bars serve a limited selection of food as well as liquor, and may have entertainment in one form or another. The tables and chairs in these

establishments show signs of having been mended on more than one occasion. Drinks can be purchased for as little as a Mark, and there is no cover charge for whatever entertainment is provided. This entertainment takes the form of anything from exotic cage dancers to boxing tournaments to a folk singer to cock fights, and varies from town to town. Bars will also have a large mutant or two employed as bouncers.

Liquor and Food Stores: These stores are family owned and operated, and carry a variety of fresh produce and canned goods at extremely high prices. They also contain a small freezer section containing fresh(?) meats, presumably from cattle. They are fronted with large double-thick glass windows displaying merchandise and signs with daily on-sale items. Liquor Stores carry a small selection of food items, as well as tobacco products (when available), and Food Stores carry a small selection of alcoholic beverages. A standard days supply of food/liquor generally costs about thirty Marks.

Restaurants: Most eateries in Scotch-1 are known as 'greasy spoons.' They are common in Bartertown, and are run-down establishments serving breakfast, lunch and dinner at all hours of the day. They seat a maximum of 30 people or so. They have windows on at least two sides and are friendly places frequented by those who work in Sweatsville.

Renalls

Renalls is the term used for the section filled with apartments and rental duplexes. Even small villages have a section known as Renalls, although in smaller municipalities it may consist of only a single block of buildings. Renalls are the largest portion of Scotch-1. The Renalls is considered the 'heart' of Scotch-1. Crime is not common in this section of town, but people will not generally walk the streets at night. Renalls are dirty but orderly, and wealth is not prevalent in this section of the city.

The streets of Renalls are lined with high priced apartment buildings and costly duplexes, and populated with the inhabitants of these buildings at all hours. Since the in-

habitants of Renalls may work at all hours, the streets are never empty. There is a 50% chance of an encounter with someone anytime of the day.

The apartments in Renalls are of many sizes and shapes, and are usually nasty and small. These apartments are populated by citizens

Sweatsville

Scotch-1 harbors factories run by Blackwolf, his followers and new technology. As these plants produce copious amounts of waste and pollution, they are relegated to a section of town well removed from the residential areas. This section of town, where factories squat and smokestacks form the horizon, is Sweatsville.

There are no twenty-four hour residents of Sweatsville, although Military Police watch these factories after they close. This is often unnecessary, however, as many factories run three eight-hour shifts. In addition, chain-link or barbed-wire fencing surrounds most of these facilities, and employees are admitted by password or identification badge. These security measures cut down on sabotage caused by espionage. Crime is not a common occurrence in Sweatsville (perhaps due to the security).

Factories in Sweatsville run up to three shifts, and as a consequence Sweatsville may always be filled with people. Between shifts, the streets are packed, while during off hours or in the middle of a shift, they're all but deserted.

Aside from Military Police and Officers, those who are out and about during work hours have one of three purposes. They are either applying for factory jobs (HA!), engaged in petty crimes or drug trafficking, or snooping for information.

Once the whistle sounds the end of a shift, the streets of Sweatsville become crowded with workers within seconds. Factories in Sweatsville manufacture everything from electrical appliances to eating utensils. Typical factory in Sweatsville can be as large as five domed football fields of today or as small as a bedroom, depending on what Blackwolf wishes to have manufactured.

The Slums

The Slums contain crumbling buildings, garbage-cluttered streets, and derelicts and prowlers. The Slums are a constant battle ground between entropy (seeking to turn the Slums into a section of the Fringe) and urban renewal projects. In addition, sections of Renalls are constantly deteriorating into Slums, and Slum areas whose inhabitants are doing well may improve their neighborhood to the point where they become part of Renalls. Slums, therefore, are dynamic rather than static by nature. The buildings found in the Slums are all in need of repair, but are all standing, and all habitable. Crime in the Slums is common, and the street life goes 24 hours a day. The Slums only make up 12% of Scortch-1 and lie between the living portion of a city and the abandoned portion of the old metropolis (the Fringe). Many underground political groups will base themselves in the Slums as Blackwolves Military Police are often busy simply keeping order.

The streets of the Slums are dirty, vermin-ridden, and garbage-strewn, and teeming with hordes of the great unwashed. Everyone here is poverty-stricken or has business to conduct outside the watchful gaze of the powers that be. Every block, there is a 50% chance of an encounter with someone. Multiple encounters occur 10% of the time; roll another encounter or two and add it in.

The Slums are mainly composed of apartment buildings that have either degenerated or have been reclaimed from the Fringe. These apartments have holes in the floors and ceilings, but sometimes have indoor plumbing and power. They are cramped, filthy, and cockroach-infested. Thanks to unemployment, residents are at home about 80% of the time.

The Fringe

Scortch is built on the old city ruins of the Blue Elf Kingdom of Yāta. The remnants of the old city are known as the Fringe. Ruined buildings and streets clogged with debris are the hallmark of this area. It is a desolate area with very few habitable buildings, and utility service only as an oversight (no one considers that some of these buildings might still receive

power and water). The Fringe is an extremely dangerous area, surrounding the city and encroaching on Sweatsville and the Slums.

The Fringe is populated by Mutants, the occasional street gang off on a lark, Rats, Dingoes, and desperados hiding from justice. The buildings are often unstable enough that merely climbing a staircase is enough to bring them down.

To the city-born dwellers of Scortch-1, the Fringe is the wilderness. To the foolish, it is a place of adventure. To the wise it is a place of danger and horror. It is also rumored among the citizens that one can contact the Untouchables from here.

The distinction between buildings and streets in The Fringe is muddled, since many of the buildings have become part of the street. There's a 20% chance of an encounter every 50 yards or so.



The Undercity

Beneath Scortch-1 lies an unexplored world. It is a world of dark terror covering miles of dank tunnels. It is a world composed of sewers, utility access tunnels, and abandoned, sealed-off basements. Ten to twenty feet below the city streets we find the Undercity.

The Undercity enjoys all the major support systems of the city ten feet above. Plumbing pipes carrying supply water, and electrical conduits carrying power to the city run through access tunnels which make up a portion of the Undercity, and innovative Mutants can tap these resources. Thanks to the ten feet of rock, dirt, and debris between these dark tunnels and the world outside, the Undercity is comfortably cool, maintaining a mean temperature of around 60 degrees Fahrenheit. The old sewer lines and storm drains make disposal of solid wastes an easy matter. Ventilation in the tunnels, however, can be quite poor, and some of the deeper tunnels have little more air than would support a group of rats for any length of time.

Scortch-1 also has abandoned subway tunnels as a portion of their sub-street tunnel network, and these provide those below with easy access to the surface. It is from the surface that these creatures can always find the final requirement for existence: food. Food comes to the world of the tunnels in two ways. First, palatable garbage floats down the sewers and storm drains where it can be intercepted by tunnel dwellers. Second, forays into the world above, or foolhardy expeditions by city citizens will often bring in a fresher supply of food, quite high in protein.

The Undercity is populated with Rats, Gators, and Mutants. Occasionally Faeries and Mutants fleeing Blackwolf will also reside here for a short time. Not many of the fugitives survive.

Although rumors of the Untouchables are dismissed by Blackwolf, who has seen the tunnels of the Undercity, he denies that any humanoid could survive their alone. Their observations support the theory that the Untouchables receive help from outside sources. Several expeditions have tried to explore the Undercity in various towns, primarily to verify the existence of this group, but none of the major expeditions have ever returned. Perhaps the Untouchables will always remain a mystery.

Internal Structures of Scortch-1

Scortch-1 is only as good as its power, shelter, water, food, and living conditions allow. A city where power and water are abundant and inexpensive, and where garbage and sewage is kept to a minimum, is going to be far more populous and energetic than a city where these conditions are not evident. The following section will describe the availability, function, benefits, and hazards of the systems most commonly used in the Scortch-1.

Water

To be useful, a water system must provide a plentiful supply to the inhabitants of a city. This supply should be copious enough that no city dweller ever feels there is a water shortage. Water should also be under enough pressure to drive the plumbing in the Scortch-1. And, most important, the water must be clean and pure.

Scortch-1 has numerous pumping Stations. Pumping stations are characterized by water towers fifty or sixty feet high which are filled by large pumps connected to the black river below the Plateaus. The water towers provide pressure, and pipes convey the water to the public, although it sometimes fails due to lack of maintenance. Each pumping station has a filtration system to ensure water quality (ya sure!), and security is maintained by the fact that, since the intakes are normally buried, direct access to the supply is difficult at other than its end use point. These systems are quite expensive to build, and also require a good deal of expertise to maintain. The main drawback to this system is its dependence upon the main pump to fill the water towers. If anything happens to this pump, the area served by it is without water until repairs can be made.

The Military Police generally provides security (if needed) and it is considered a cardinal sin by all to tamper with the water supply. Those psychotic few who do will find they have very few friends within the city.

Power

Power is also important for Scortch-1. Without a readily available source of power, technology becomes useless, and business comes to a standstill. Several methods for the generation of electrical power are prevalent throughout Scortch-1, although no single municipality will have more than one form.

Again, these are not the only systems used in Scortch-1. It is even said that some cities in Scortch make do without a central power source, using only candles and personal methane tanks or gasoline generators. Many citizens in Scortch-1 find this tale difficult to credit.

Plagued with power shortages and continuous dimming, Scortch-1 is mainly driven by fossil fuel and steam powered plants. Convicted criminals (often purchased from nearby large cities) are yoked to the mines to dig for coal at Hellmouth. Some regain their freedom after their penance, others never see civilization again. Prisoners in these mines are repressed brutally, as riots at these facilities have brought certain cities to their knees. Fossil fuel and steam powered plants are inexpensive to operate and maintain, but are prone to incident due to the treatment of the inmates. Towns with fossil fuel and steam powered plants will have crime crackdowns whenever the labor supply begins to dwindle.

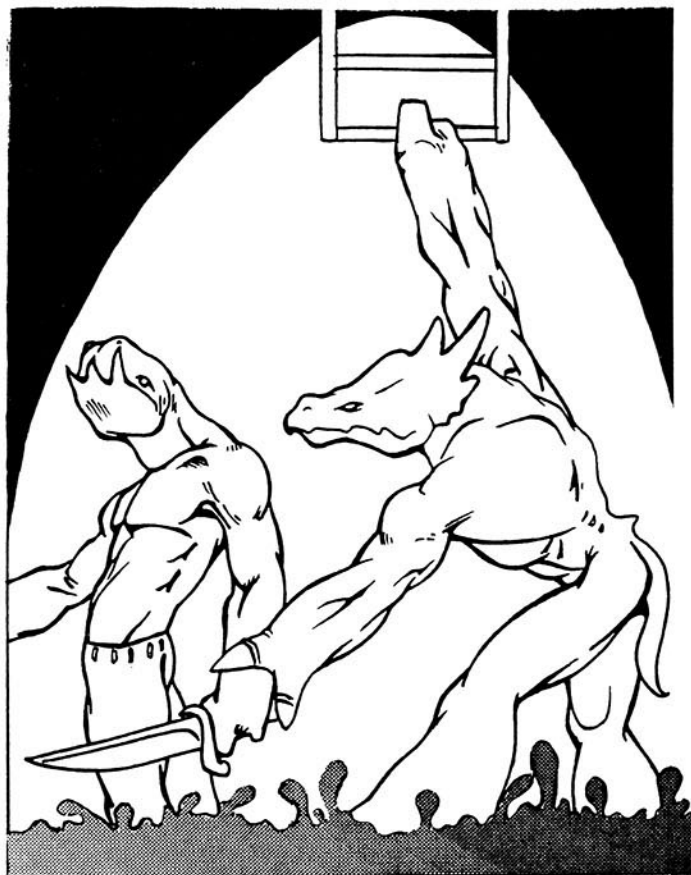
Garbage/Sewer

It may appear, at first glance, that garbage and sewer removal are the least important of city services. This is true for about a week. After one week without garbage and sewage service, most towns become uninhabitable. A city can exist without a community water source (with a considerable degree of effort), and without electrical power, but no city can survive for long without sanitation.

Slaves armed with pushcarts (or trucks if your speaking about Scortch-1) accomplish garbage removal manually. Although this appears to be a thankless, dirty job, many citizens are eager to join the garbage corps' because of its fringe benefits. Aside from getting free housing and power, garbage collectors may keep anything they find.

Clever thieves will use this profession to fence stolen goods. Garbage which is not claimed by collectors is taken to a central collection point where it is loaded into trucks or wagons and dumped into the Black River.

Sewage removal is an easier matter, Scortch-1 has a sewer system that dumps the sewage into the Black River at the south side of town. No one knows precisely where these sewer systems lead, but as the sewage never backs up (after all, most of these systems were built to handle cities of two million people or more), this is never a concern of local government. Although there are occasional bad smells, no one in Scortch-1 has experienced problems with their sewage system, so they do not investigate how these systems work. The network of underground passages which make up the sewer is usually so large that no local government has an idea of the extent to which the tunnels crawl beneath the streets of their cities. The Wise Ones have warned Blackwolf, however, that should anyone ever discover a weakness in a given sewage system, they could easily cripple it with no problem, and without expertise in repair, the town will have to be abandoned.



Communications

"Propaganda is the art of persuading others of what I don't believe myself."

-Blackwolf to his highest officers

In Scotch-1 communications are extremely important (how else can Blackwolf call his troops together), as shows how easily that Blackwolf can manipulate the minds of the masses. When it comes to motivating his army, Blackwolf will usually have a Generals meeting in his castle. The Generals spread the word through the ranks and the army shows up. However, communicating with the residents of Scotch is a different matter. Blackwolf manipulates them in the form of the following ways,

Town Crier: Scotch-1 has several forms of town crier, from a shouting boy to the more modern megaphone-on-a-truck. Town criers are used by Blackwolf who has a vested interest in promoting his own twisted points of view.

City Newspapers: Newspapers in Scotch-1 are generally sponsored by Blackwolf, and, as such, contain the news, editorials, and opinions that Blackwolf wishes expressed. Although the editors of these papers have some autonomy with regard to what they print, articles critical of local government, or on forbidden topics will quickly lead to a new editorial board. Local and personal advertising is available in most city newspapers, and many underground political groups and criminals correspond through encoded advertisements. Blackwolves MPs, wish to control this type of communication, but feel that it gives them an opportunity to intercept and interpret these messages. It is an inexpensive method for keeping track of goings on in the city. Underground presses also operate, and, depending on the censorship practiced by the owners in Scotch-1, are targets for MPs raids.

Agriculture & Food

Most farming is done by machines on farms financed by Blackwolf. Favored techniques and crops are those that give high yields, yet require less space and labor.

Money & Trade

Barter and trade were the most accepted forms of commerce before Blackwolf took over Scotch-1. As Blackwolf rose to power he created a Mint and began issuing paper money with his image on it. It is worthless anywhere else other than Scotch-1, however, when Blackwolf paid the small mutant town of Acked with his money for services rendered, they said nothing, then ate the paper.

Business Regulations

In Scotch? You gotta be kidding.

Other Cities & Population Distribution

Most of the population of Scotch is in the southern region of the nation. The smaller portion of the population is in several urban centers. Most mutants are either cramped in dingy slums or occupying the mining or manufacturing communities in the remote areas. In the country the numbers of Mutants is much higher. This is because most mutants cannot abide city life and leave the urban areas.

The proportions of faerie creatures to mutants will vary from one city to another depending on the nature of that city. Overall, in the city of Scotch-1, 60% of the population is classified as Mutants, 10% as Blue Elves, and the remaining 30% as other faerie creatures. However, Almost 60% of the population of Scotch-1 are Military personnel.

The Cities

Along the southwestern shore of Scotch, at the foot of the Spine Mountains, lies the Cnidair Delta. This land of lush swamps and dense forestation seems perfect for civilization. Were it not for the hideous creatures

that roam the damp darkness it truly would be. Still, many Blue Elves make their homes here. For many years they were on the move. They were constantly trying to avoid the roving bands of monsters. After a time the Elves banded together and formed small cities for protection. These small communities eventually grew into small villages. These villages have survived for many years. There are other villages, both mutant and Faerie that populate Scortch. Given here are only a few.

Skir

The small village of Skir is a fishing community. The village itself is on the beach of the sea that borders Scortch. The community of Skir is very welcoming to other faeries. Their hatred for mutants, however, is without equal. This village is made up of huts, some of the more permanent ones are made of sun-dried bricks. Most consist of tree-bark covered stick-framed huts. The fishermen of Skir have small one or two person vessels. They row out to the fishing lanes every morning and bring their catch back for the cooks to prepare. Skir is almost totally self-sufficient. They trade with the occasional

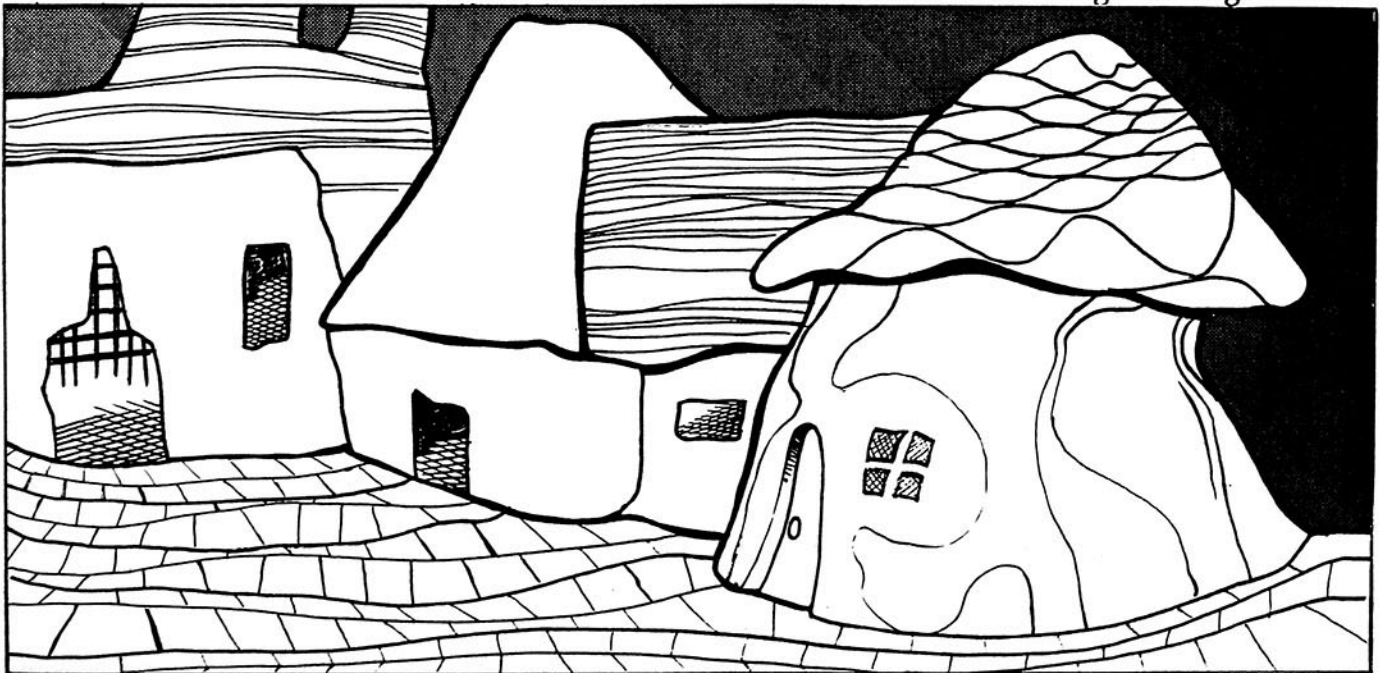
Kami vessel that comes from the Western Highlands. Their items of trade are often small trinkets of jewelry that the non-fishing personnel create while they wait for the catch of the day. The Skir-folk lead a simple existence, and the problems of great wars only rarely trouble these people.

Blackwolf does not consider this village to be worth the trouble of stamping out. He still orders an occasional attack on the village to show the faeries who rules Scortch.

Theca

The village of Theca lives in the lush forests surrounding the Spine Mountains. They eke out their existence by hunting and trapping. Their skills of hunting and forestry are without equal. They move quietly through the forest, camping at night. The Thecans avoid conflict with the marauding mutant bands at all costs. They are fierce warriors regardless. The Thecans travel throughout the forest, and only emerge to sell the pelts that they have garnered at mutant bazaars in Scortch-1 or other mutant villages.

Blackwolf realizes the danger of letting such a group of free-roaming faeries go free. He also realizes that the meager intelligence and



morale of his mutant armies does not cater well to the capture of these elves. The Thecans entrance into the cities for the bazaars, is unknown to Blackwolf. The information would greatly interest Blackwolf, however.

Queenston

Queenston can be classified as a true city. It is the birthplace of the Queen of the Blue Elves. The city was taken over by Blackwolf's Army. Blackwolf has since turned the city into a ecologically terrifying sight. The city specializes in the production of technological devices for Blackwolf. It is essentially a company-owned town. Everything in the city is controlled and owned by Blackwolf's agents. The people here are workers and their families. All members of the families are required to work for the *company* in some capacity or another. Only specific excuses will excuse a resident from holding a position in the factories.

The population of the city is mostly mutant. The actual breakdown is 65% mutant to 35% faerie. The ever-increasing population is usually held to around 175,000. The need for workers causes either temporary or permanent increase in this number.

Blackwolf has recently been sending many of the genetically altered creatures from his dysgenics programs to work here. They rarely get along with other co-workers and have so far proven to be more of a liability. A special company police unit has been established to take care of any of these creatures that violate the laws of the city. The laws, by the by, are simply the wishes of the company heads, and the wise worker rarely disappoints his boss.

Phyte

The city of Phyte is a disgrace, even among the cities of Scorch. With the exception of Ackked, this city is the most dreaded in existence. Phyte is built around the Black River. The terrible stink that rises up from the dark river pollutes the city with its awful odors. The denizens of this city often have faulty olfactory senses, which at times

almost becomes a necessity for residing here.

This city is not of much import to Blackwolf. He has used it only rarely. His original intent was to build his city of factories here, using the river as a convenient dumping ground for the created wastes. The smell was too much for him and he changed the location to another city.

Phyte has a surprisingly high population considering its size (and smell). The city holds 65,000 beings. 85% of the population is mutant, while the remaining 15% are distributed among the various faerie races that can bear to call it home.

Ackked

Ackked is truly a mutant city. This is arguably the second largest city in Scorch. There is little of value that comes from this city. The mutants who call this city home are strict and militant in their laws. Their laws are quite draconian.

The most famous attraction of this city is The Pit. The Pit is used for many uncivilized forms of combat thinly disguised as games. The games result in the death of many citizens every day. Many of the folk present in a city at any given time are merely citizens from other areas of Scorch who come to compete in the arena games. The city is constantly lined with wheeled carts and other methods of locomotion with which the participants in The Pit are borne to Ackked. Without The Pit, there is nothing of value in Ackked. The city is home to the stupidest mutants in the history of Scorch. Some have jokingly theorized that Blackwolf sent these mutants to Ackked to localize and contain their gene pool. One may laugh at these jokes until one enters the city. After mere moments it is obvious that these beasts should be contained.

The population is all mutant. There are, however, many visitors to the city. Also, there are the prisoners (read Faeries) that the mutants hold for The Pit games. There is no government or organized commerce in this city either. In fact the only resemblance to a city is the constant presence of a population and the one permanent structure: The Pit.

Scotch-1: Special Interest Groups

"Agree, for Blackwolves laws are costly"
-Unknown, Old Proverb

The various organizations active in Scotch and Scotch-1 is divided into four groups: Sanctioned Organizations, who have received at least a tacit approval from Blackwolf, and can therefore go about their business publicly; Criminal Elements, who are as rampant as death and disease; Underground Societies, who wage their own secret war against Blackwolf and his position of power; and Inhabitants, who are just normal people trying to survive.

The members of these organizations will be NPCs. Player characters can join any organization they wish (and that will have them). The possibility of a players joining the Blue Elf underground known as the Yāta, opens up a whole new aspect for characters role playing in the world of Wizards.

The following are the main groups which currently exist within the confines of Scotch and Scotch-1. New groups, however, are forming all the time, and an accurate listing of all groups is simply not possible. In addition, the membership of these groups is as variable as public opinion. A group may usually count members of a particular social group as the mainstay of its organization, most groups will accept almost anyone. The actions of these groups will vary from given norms as well, therefore, the specific details and actions of these groups can be left to your convoluted imagination.

Sanctioned Organizations

Below are a couple of organizations that were founded by Blackwolf to fight his cause, which are: Assassins, Blackwolves Army, Blackwolves MPs, Eugenicists, and Eyes.

Assassins

Assassins are rare but significant members of society, who Blackwolf uses to track down and eliminate any opposition. They are solitary operators who harbor a deep hatred for anyone. Blackwolf and his army respect these assassins who have a fairly strict code of ethics. They take great pride in a successful mission.

Assassins work for Blackwolf, but stretch his rules when it suits their purposes. They are condescending but protective to other assassins. The Assassins main motivation, however, is greed. It has been Blackwolves experience that if he offers high perks and lots of money it is much easier to work with any assassin in any given situation. However, an Assassin will not follow any order involving the safety of another assassin.

Assassins interact freely with fellow Assassins and respected by members of organized crime. Most of the time, assassins will not inform



Blackwolf of their knowledge of organized crime activity for ethical reasons. If Blackwolf or any other person should interrogate Assassins on these topics, they are wasting their time. One should always remember, an assassins best friend is money.

Assassins are pragmatists. Although motivated by the pursuit of the almighty dollar and the sincere desire to kill for sport, some are more cynical about it than others. Assassins are that rare breed of individual who enjoys the excitement of the kill, but despises the organizations and financial restrictions of most government. Assassins have a code of honor and will never fight with one another over a particular kill.

Blackwolves Army [Enlistment]

Blackwolves Army is a belligerent bunch of misfits that completely fear Blackwolf. When in Scotch-1 they become active and ruthless military personnel. However, the farther they stray from Blackwolf, the lazier and less willing to die for the cause they become. They're recruited with promises of food, shelter, and death to all that is not mutant. Others are recruited from towns and villages that Blackwolf has conquered.

Blackwolves army acts in a pseudo-military fashion, with privates at the low end of the scale and generals at the top. The two motivations of Blackwolf are: the acquisition of power, and the rule of mutants. Most Soldiers, other than the general, will blindly follow the orders of their superiors, and are, in fact, rigidly disciplined to do so. Soldiers who are individual thinkers either end up on the general staff, Military Police, or end up mysteriously dead.

There are of two types of Soldiers which operate under the auspice of the Scotch-1: Volunteers and the Military Police. Volunteers are local citizens recruited, trained, and supported by Blackwolf. In addition, Scotch-1 takes the cream of the Volunteers to form the Military Police, an elite group of cut throats that Blackwolves uses to enforce his rule with the use of any tactics they deem necessary.

Blackwolves Army [Officers]

Officers are some of Blackwolves best soldiers. They were given their position by Blackwolf himself. Most Officers are devious in their actions, and are careful that all activities helpful to Blackwolf and his cause are visibly their responsibility, while questionable activities are readily blamed on Enlistees or other incompetent Officers.

Officers, on the surface, are eager and willing to talk freely with anyone they meet but it is uncommon in most areas of the city, meet in the Admin section. They will not, however, be found alone at any time, and always calculate what they say with extreme care- i.e. - consider everything they say to be a lie. Also, they do not often associate with criminal activity, death is the usual punishment by Blackwolf if he learns of such goings on.

Officers range from local leaders to dead generals and some demons. They are amoral in nature and are never open or honest with anyone. Officers trust no one except themselves, and are cautious in social situations. Officers quest for power and death, although they operate within the bounds imposed upon them by the Blackwolf. All decisions made by Officers reflect their single-minded desire for greater personal power. Officers are the members of Scotch-1 who keep the government running smoothly (please). They accomplish this goal through manipulation of fellow Officers and other citizens. To an Officer procedure is sacrosanct. The Officer will manipulate people, but always within the bounds of procedure. Officers, therefore, will grab as much power as they can without stepping on Blackwolves toes.

Blackwolves Military Police

Members of the Military Police are loyal only to Blackwolf, repress local unrest, and bolster city forces when there's a large-scale disruption.

Members of the Military Police are placed in training camps. At these camps they are

taught political indoctrination and specialized training in weapons, explosives, and hand-to-hand combat, torture methods as well as other terrible and nasty skills. This is Blackwolves only loyal force, and he uses them to find those who wish to see Blackwolves rule end. All Military Police personnel are dogmatic in their support of Blackwolves rule, and a few will infiltrate the army to keep tabs on their activities.

Eugenicists

Eugenicists are a small, highly-organized sect which considers mutations to be a blessing rather than a calamity. They view faeries as nothing more than a self-actualized group of interacting chemicals, and mutations as an opportunity for man to improve his efficiency through the selective maintenance of specified mutations. They believe these mutations to be beneficial to the existence and evolution of mechanism known as man. Eugenicists have the support of Blackwolf and can be found on small farms hidden outside of large villages and Scortch-1, where they practice animal husbandry on farm animals, pets, and mutated humans.

On these farms (called Gardens by members of the Eugenicists) one can find genetically altered chickens, cows, pigs, and the like. Each Garden will also have a collection of mutant females in various stages of pregnancy who have been chosen as having the best mutations. Eugenicists often capture breeding males and force them to perform. It is the goal of this sect to create a new species of *sapiens* which will help Blackwolf rule the world.

Eyes (Spys/NARCS & Blackwolf Sympathizers)

Eyes are citizens of the Scortch-1 who make their living by performing clandestine operations of an informational nature for Blackwolf. Typically, they are egotistical individuals who could not handle the discipline or physical demands of Blackwolves Army. Cultivate Eyes are a source of information, keeping tabs on minor illegal activities to provide bargaining chips during later interrogations. That is why Blackwolves MPs uses them on a regular basis.

Eyes often owe favors or money to large groups of people. They are constantly on the lookout for

information, knowing good and well that it could make them a buck when they tell Blackwolves MPs. They fear and respect Blackwolf, and will be helpful on most occasions. Most people consider Eyes to be sleazy, because they will back-stab anyone without a second thought.

Eyes range from worms who help retrieve information on individuals for blackmail and extortion to highly trained professionals who make their living performing industrial espionage. All Eyes, however, take pride in their accomplishments. An Eye who can accomplish a difficult task, and who does it cleanly by whatever devious means, is respected among his fellows.

Eyes live in fear of, and will always tread lightly around, both MPs and Blackwolf himself. They treat all other citizens who have no social standing as trash. On a strictly personal level, Eyes are a solitary bunch, although their cynicism with Blackwolf often leads them to join his MPs sooner or later.

The Wisemen

It has been stated by Avatar the Great that, "The more a Wizard practices magic the harder it becomes to see into the future, it seems as though the fates play games with our lives and my brother and I are but mere pawns in the chess game of life." So what the hell does this mean? Well, in simplest terms... no Wizard or practitioner can foresee the future, which really urks Blackwolf.

But over the many years of studying the black arts Blackwolf discovered the ancient books of Astrology and various other fortune telling philosophies. Wanting to believe that it works, he created The Secret Order of the High Arts. Over the last thousand years the mutants placed in charge of this sect have perfected the techniques described in the books and then some.

These would-be prophets advise Blackwolf on every major decision that Blackwolf makes. Originally Blackwolf had up to twelve mutants on this board, but they gave him too many possibilities. So, Blackwolf narrowed it down to three by placing his hands behind his back and making them choose a number from one to ten. His theory was that only real a soothsayer would know the outcome.

Criminal Elements

Criminal activities in Scotch-1 are numerous and varied. The important differences between these groups from Blackwolves sanctioned organizations are not the offenses themselves, but how they are performed and the methods which go against Blackwolf and his ideas.

Independent Mobs

Due to the presence of the Blackwolf (and his attitudes towards competition), Independent Mobs are rare indeed. Scotch-1, however, has a couple, operating clandestinely in small areas. These mobs usually form to commit specific crimes, or strings of specific crimes, such as bank robbery, and the like. Independent Mobs, therefore, spend time making sure their activities are unknown to the Blackwolf. Also, they make sure that they do not intrude upon Blackwolf's business operations. (They make sure the bank has none of Blackwolves money in its vault.) Independent Mobs are usually small, numbering no more than twelve, and are often short-lived. After accomplishing their goals, the members of an Independent Mob will disperse, reforming only when financial need or opportunity demand.

Independent Professionals (Pros)

Independent Professionals are specialists in certain forms of crime, that is - thieves, safecrackers, etc. Unlike Independent Mobs (above), who wish to keep their activities secret from organized crime. Independent Professionals or "Pros" pay homage to Blackwolf, often in the form of kickbacks and favors (free services rendered). As such, Pros enjoy the protection of (and occasional high-priced employment by) Blackwolf. Occasionally, Pros will team up to form Independent Mobs, but usually they operate solo.

Pros interact on the social level normal to the lifestyle they imitate. They are complete actors, which makes them as trustworthy as a snake. Pros will cultivate many friends, and will suspect the worst if a stranger approaches him in a public area.

Pros hire out to anyone who will pay his price and look with disdain upon common street criminals. Blackwolf will employ Pros on occasions when a task involves some expertise in a specific area that is not

covered by his army or MPs. Most Professionals are indistinguishable from other citizens, and almost always hold a standard job as a cover.

The criminal existence of a Pro is a secret life known only to a chosen few. These intimates will act as go-betweens, securing work from those requiring their services. It is extremely rare for a Professional to belong to any political or social group, although membership for appearance's sake is quite common in this group.

Hoods

Hoods, in the land of Scotch and Scotch-1, are numerous and varied. Specializing in petty theft, drug trafficking, and home burglaries. Hoods are not well thought of by Blackwolf or the town they live in. Usually, however, Blackwolf ignores Hoods because he feels that other problems are too great to make cracking down on street crime a major priority. Often getting into fights with citizens or other Hoods for reasons as trivial as a hand gesture viewed from across the street, Hoods have a reputation for being vicious, bloody-handed killers, cowardly and given to cheap shots. They will attack anyone they feel is weak, unprepared or unable to defend themselves. However, there is one thing that most Hoods fear...Blackwolf and his ruling body. It is a given that in Scotch-1 the first rule is Blackwolf, the second are the Hoods. They are readily recognizable by the jackets or emblems they wear which proclaim their membership to a specific gang.

Underground Societies

Political power groups which who do not affiliate themselves with Blackwolf or his associates are scarce because of Blackwolves swift hand to destroy any organization that tries to stop him with his quest for world domination. Many of these groups do not advocate peaceful change, and therefore, they have been declared illegal by the Blackwolf. Some have been driven from towns, villages and Scotch-1, and have their main bases of operation outside the city limits, or within the unpopulated, ruined portions of towns and cities where only mutants dwell. Below is two of the major forces that oppose or put a kink in Blackwolves plans. It is highly suggested that game masters create more of these underground societies to spice up adventures. They are great adventure Hooks!

The Children (Monks)

The Children are a secret religious organization who believe that all of society's problems can be traced directly to the sins of man against God. They believe the separation of Church and State is wrong, and that priest should rule all men. The Children believe that advanced technology is also considered evil when used, and should be collected and worshiped, for these items brought man back to God. However, The Children conduct their activities on a covert basis for one very good reason: the scope of these activities include the collection of ancient artifacts which means taking technology away from Blackwolf. Members of the Children perform these acts fearlessly, secure in the belief that should they die trying to recover ancient artifacts, they will enter into heaven. Blackwolf has captured several of these monks stealing newly discovered technology, however, Blackwolf refuses to kill them in hopes that God would favor his cause for world domination. Fortunately for everyone, the Children are a loosely organized group, and are quite small in size.

The Children are run by leaders known as Shepherds, with the rest of the membership referring to each other as brothers or sisters. Local leaders of this sect have complete autonomy over the actions and policies of their followers; thus, one group of Children will not have specific knowledge of any other groups in other cities. At even the local level, members know each other only by carefully disguised symbols or emblems they wear, or by specific gestures which are only recognizable by other members. Only the Shepherd of a given membership is aware of all members in a local area, meeting them individually.

The Yāta

The Yāta is an underground organization of Blue Elves that opposes Blackwolf and his Rule. The structure of their organization depends upon member contacts. No individual knows more than two other members. This makes it difficult for Blackwolf to control their activities. Members will sometimes commit suicide to prevent their own capture. This practice is not uncommon if the Yāta knows that Blackwolf has captured their contact. The government is not familiar with the decision making procedures of the Yāta. What they do know is that they have high officials in the government and have access to most sensitive/classified information. Blackwolf's MPs branch concerns itself primarily with the task of finding Yāta. There is an undetermined

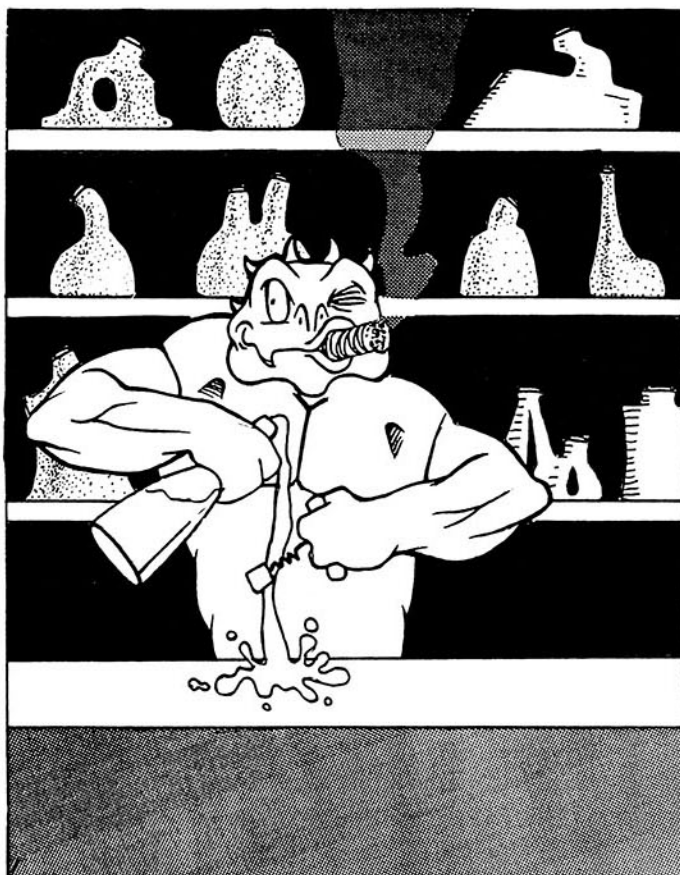
number of Yāta within Blackwolves MPs, but Blackwolf believes it to be small. Blackwolf also believes that the goal of the Yāta is the restoration of the old Kingdom where they received their name...The Blue Elf Kingdom of Yāta.

Scotch Inhabitants

Upon hitting the streets of towns and villages in the land of Scotch, the first question any PC asks is, "Who am I likely to meet?" The following is a list of the common folk one is likely to meet on the street.

The Workers

Average Workers are mostly mutant men and women. Their main interests include eating, sleeping, and surviving weekend to weekend. On weekends, the working class will treat themselves, holding street parties, visiting friends, or visiting the brothels in Bartertown. Workers are very friendly with each other and with other citizens. They are fiercely loyal to one another. All



Workers exhibit fiery pride when intoxicated.

Workers are the most common inhabitant of Scotch-1. They make up the largest section of the population and are the labor force of villages, towns, and cities. They are commonly mutants, although about 10% of Workers will also be other races such as Blue Elves. Few mutants have ever risen in status above a Blue Collar.

Most Workers live in family units of 2-7 members in a single dwelling. These family units will contain 1-3 wage earners and most are politically active. The average Workers believe Blackwolf treats them unfairly.

Citizens

Citizens are all city dwellers who are simply trying to survive and find a better life, but are not as expendable as Workers. Small store owners, engineers, commercial clerks, etc., are the heart of this group. They hold no formal organization, and are most often the victims of crime in Scotch-1.

Citizens associate with anyone they decide is non-hostile, but are timid in this respect. Most Citizens, however, are more frightened of present difficulties than distant ones and will tell local authorities if they feel something a threat to their business.

Blackwolf values these people highly as he judges them the easiest to control. Citizens often support Blackwolf and his actions from time to time but without much vigor. Blackwolf usually sways them to do his bidding and support his causes. Citizens are 'sheep' to Blackwolf and most of the time he leaves them alone, which is all they really want anyway.

Drifters

Drifters are those who have entered a Town, Village, or City from the outlying countryside. Some are productive individuals displaced by problems, others are the worst type of mongrels imaginable. Drifters are often naive, dressing strangely, and they have no knowledge of the city or its inhabitants, and no grasp of its social mores or customs. As they obey only their own customs and laws, Drifters are often dangerous, and will behave criminally out of ignorance.

If approached, Drifters are friendly (though cautious) and always unpredictable. Drifters often have strange notions of social custom and may expect, for example, that a man making new friends should share his women, his food, or his belongings.

Drifters are the vagabonds of society. They have entered the city either because the city or area in which they were residing was no longer amenable to their presence or because they were no longer able to support themselves outside the city. Drifters travel in groups of 2-7 and either acclimate themselves to life in their new town, or remain a few days and move on.

The average citizen looks upon the Drifter as just plain weird. They have their own ideas and beliefs, most of which radically differ from local custom.

Nutcases

Nutcases are city residents unable to cope mentally with the rigors of life. They range from burbling morons who keep mostly to themselves to outspoken wackos who actively seek other citizens to convince them that Blackwolf is secretly eating everyone's brains. Blackwolf often ignores these sorry excuses of life, as they rarely engage in deliberate criminal activity.

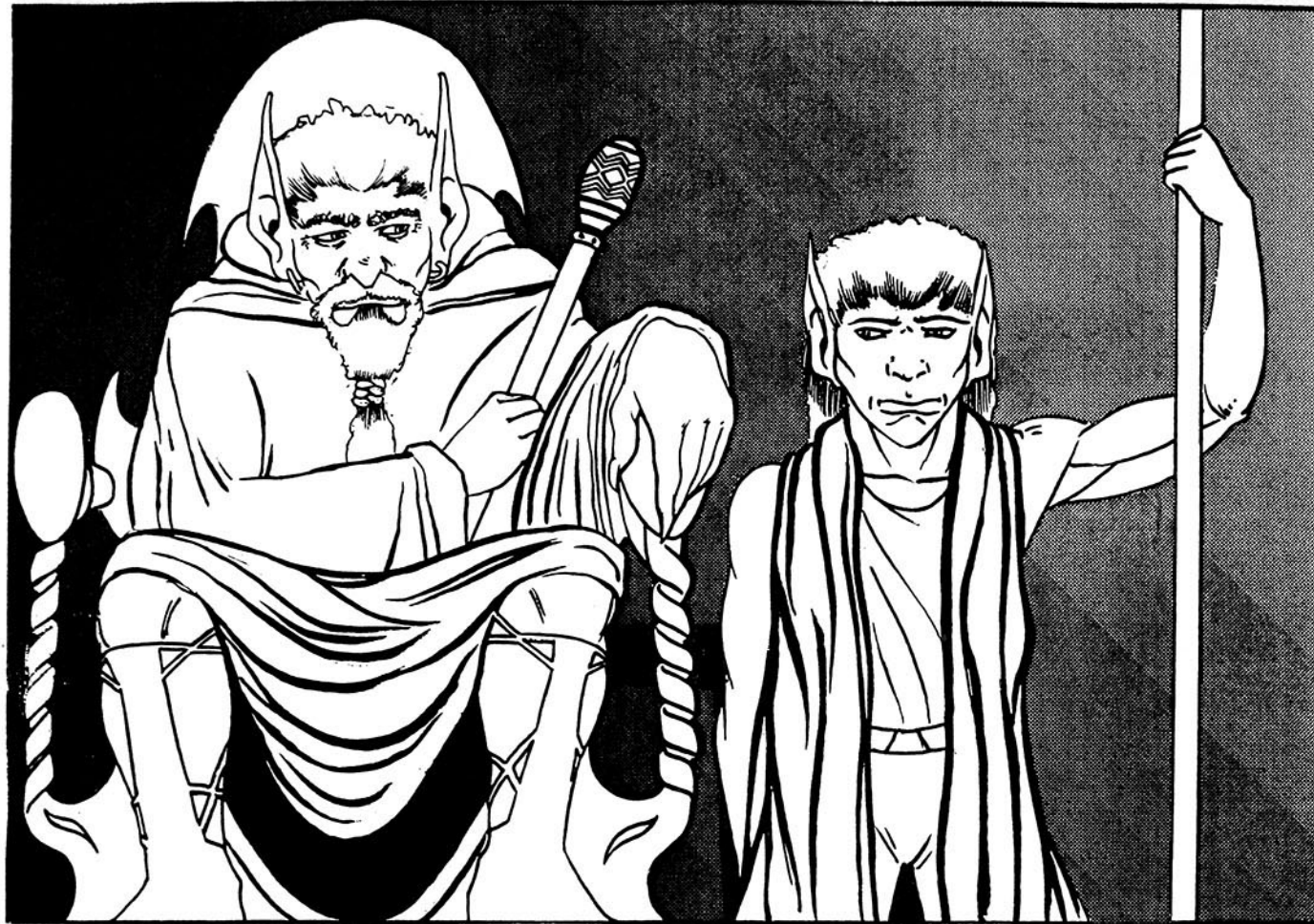
Nutcases are social outcasts, and the best friend of any Nutcase is the invisible person at his side. No one in society actively hates these shunned Nutcases, because no one cares what happens to them.

Street Urchins

Street Urchins are city-dwellers who have fallen on hard times. They live in the streets, in doorwells, out of makeshift pushcarts, and on park benches. While normally harmless, Street Urchins can become violent if they feel the intrusion of another citizen or a MP to be a threat. Even if aroused, Street Urchins are incapable of seriously injuring an Enforcer.

Street Urchins are unpredictable; some are completely anti-social, while others will attach themselves to people like a leech. Most will be friendly in hopes of receiving a hand out, but only truly socialize with other Street Urchins. Street Urchins never trust anyone outside their circle.

Most Street Urchins exist waiting for that one break which will propel them back to the life they had (such as finding a \$50 bill on the sidewalk). They are a self-sufficient lot, but often beg or rummage through dumpsters. They jealously guard their few meager possessions. Street Urchins are usually easy to intimidate, but occasionally a large group (50 or more) will 'bum rush' an assailant, who gets dragged down beneath the weight of their numbers.



NOTABLE NPCs

Non-player characters are included for the convenience of the gamemaster. The difference between NPC's and PC's is that only the gamemaster plays NPC's. However, players may look at NPC's to get a better grasp on their own characters.

NPC's are any level of characters with quite a range of skills. Their histories should be a little more developed than most beginning characters.

NPC's are for use in a variety of ways, either helping the PC's or fighting them. The gamemaster will determine if and how they will work into the adventure that he is running.

Following are several NPC's that players will meet while running about Scorch. They are here for the convenience of the gamemaster. They can live, die, or whatever should suit the players and gamemaster. These characters are quite advanced as NPC's go, and should be able to add some spice to any adventure.

Blue Elf Underground Leader

Anoreth Zi

STR	10	INT	15	DEX	12	CHA	15
PER	12	CON	10	SIZ	9	WP	15
MGT	10	DB	+0	SPI	15	MR	11
RS	12	REC	13	SP	34	HP	10

Bolt Action Rifle

Range: S: 20, M: 50, L: 100, E: 200

Init: 12, Skill: 20, Dam: 6D

Skills: City Lore (Scorch 1): 18, Guile: 10, Leadership: 21, Interrogation: 17, Torture: 19, Technomancy: 8, Ancient Lore: 10, Small Arms (rifle): 18, Linguist(Rad): 17, (Infernum): 3

Traits: He will do anything necessary to bring Blackwolf down. He is vicious when interrogating Mutants and their kin for information, not particularly caring if they die in the process.

Inside Scorch there is an underground society run by the blue elves known as the Yāta. They are in a land that was once theirs but now is controlled by Blackwolf. They operate in a subversive manner against him, by gain inside information and giving it to his enemies.

Extremely secretive, individuals of the Yāta know only two other members, and have no idea of the status of anyone else within the organization. Instructions pass from one person to another until it reaches the leader of the blue elf underground, Anoreth Zi.

At one time he was Blackwolf's closest assistant, his right hand man. This was absolute heaven for picking up information. Unfortunately, Blackwolf began to suspect that someone close to him was a spy, so Anoreth faked his death. As the story goes, a blue elf and a low mutant were having an argument, and when the elf drew his pistol, he accidentally shot Anoreth dead. Then when his gun mysteriously jammed, the mutant ran him through, thus closing the circle. Anoreth's body was, of course, immediately spirited away by a blue elf operated meat-wagon never to be seen again by anyone.

He now runs operations from a village in the Spine Mountains. He keeps his existence secret and uses his General, a blue elf named Dokhnorin Abdjul, for the physical labors that are necessary to keep things running. After all, the elf is 137 years old, and is not as spry as he once was.

Skills, Powers, Etc.

Anoreth Zi is very skilled at interrogation. He is also quite fluent in Rad, the language of mutants that some reptilians and goblins speak. He can also speak a little Infernum if the need arises. His knowledge of Scorch-1 streets can only be rivaled by Blackwolf himself, and his technomancy skill is high enough to recognize most of all the appliances used by his ex-boss. Also, he's pretty good with a rifle.

In his possession, Anoreth has a magical looking glass, which allows him to see into Blackwolves' domain. He can't always control this magical contraption, so sometimes he ends up spying on Blackwolf in his private quarters. For this reason, Anoreth can only take the information the item chooses to reveal, which does not prove to be as handy as one may think at first.

How to Involve Him

If a party should be trying to thwart an attack by getting some inside information, they may be summoned by Anoreth Zi. Simply finding the man to talk to him could develop into an adventure in itself.

Blue Elf Underground General

Dokhnorin Abdjul

STR	13	INT	12	DEX	14	CHA	15
PER	13	CON	10	SIZ	10	WP	15
MGT	12	DB	+0	SPI	14	MR	12
RS	14	REC	13	SP	35	HP	10

Heavy Pistol

Init: 14, Skill: 18, Dam: 5D+1

Skills: City Lore (Scorch 1): 14, Guile: 12, Leadership: 16, Interrogation: 17, Torture: 17, Technomancy: 6, Small Arms (pistol): 18, Linguist (Rad): 15, Bribery: 15, Disguise: 16, Fast Talk: 12, Dodge: 14, Lock Pick: 17, Silence: 15, Escape: 18, Concealment: 16, Alertness: 15, Search: 17

Traits: Is very devoted to the Yāta. He gets a rush from the adrenaline inherent to his lifestyle. He doesn't just do it out of devotion, he *likes* it.

Background

Dokhnorin Abdjul, or Dok, is the second in command of the Yāta. He is Anoreth Zi's right hand man. It is Dok that goes into Scorch-1 to see what he can see and hear what he can hear. He has very high levels in the skills needed in these operations. He also is the final screening that PC's must go through before they meet Anoreth, and he must be completely convinced of the PC's intentions before an audience will take place. Often, he poses as Anoreth when meeting PC's, simply to determine their motives.

Having worked his way up through the ranks of the Yāta, he eventually gained the notice of Anoreth. After extensive testing he was given this highest of positions next to Anoreth Zi.

Skills, Powers, Etc.

Dok possesses all of the skills needed to find, retrieve, and get out with information. He is the best at what he does. Who can dispute it?

He is the master of no magical skills, but he is very good with the heavy pistol.

How to Involve Him

Dok could be involved in adventures in several ways. PC's in Scorch-1 could run into Dok, if Dok so desires, should the PC's become imprisoned, Dok would be the one to break them out, etc.

Blue Elf Underground Fighter

Enirian Hemaadio

STR	10	INT	10	DEX	11	CHA	10
PER	10	CON	10	SIZ	9	WP	11
MGT	10	DB	+0	SPI	11	MR	10
RS	10	REC	11	SP	30	HP	10

Throwing knives

Init:10, Skill:18, Dam:3D

Skills: City Lore (Scotch-1): 17, Guile: 17, Linguist (Rad): 15, Bribery: 15, Seduction:18, Social: 16, Pickpocket: 14, Disguise: 16, Fast Talk: 18, Dodge: 14, Lock Pick: 17, Silence: 15, Concealment: 16, Alertness: 15, Search: 17, Technomancy: 8, Throwing (knives): 18

Traits: Devoted to the Yāta, is very good at her job

She is a tough little blue elf woman who masquerades as a dance-hall singer and a Lady of the Evening. She is the main contact for PCs entering the conquered areas in disguise. Many people in Scotch-1, even mutants, know of her, but only as the erotic dancer she pretends to be. Certainly no one suspects her of being a member of the Yāta, or she would be dead by now. She knows the art of coming by information without the informer knowing the difference (also called *pillow talk*). Paranoid that she will be discovered by Blackwolf's forces, she can be deadly when the need arises. Part of this deadliness is her willingness to undergo any hardship to free her people. She is very adept at disguising herself, and any PC that she does not recognize as an ally will never realize who she really is.

Sand Fairy Scout

Zot Benal

STR	8	INT	13	DEX	18	CHA	11
PER	16	CON	13	SIZ	6	WP	11
MGT	7	DB	-1	SPI	24	MR	12
RS	17	REC	12	SP	30	HP	10

Shortbow

Init:17, Skill:19, Dam:3D

Shortsword

Init:17, Skill:13, Dam:4D-2

Skills: Area Lore (Scotch): 18, Leadership: 16, Bard: 17, Trade: 10, Linguist (Rad): 15, Dodge: 14, Silence: 15, Concealment: 19, Alertness: 18, Herbalism: 17, First Aid: 14, Trapping: 14, Mimicry: 16, Tracking: 18, Alertness: 18, Survival: 21, Melee (sword): 13, Archery (shortbow): 19, Flying Mount (Desert Owl): 12

Traits: Slow to anger, unlike most of his kind he is very open to outside ideas, and is somewhat willing even to help characters of other races if he agrees with their motives.

Zot Benal is the leader of one of the bands of the hunting/scouting parties spoken of in the description of sand fairies. He is a good fighter (though he prefers to strafe an opponent on his desert owl and shoot an arrow, which he is proficient with). He knows many different environments besides having intimate knowledge with the desert and all its' secrets. He is willing to talk to members of other races, though this is against the sand fairy policy (current policy is to stay away from outsiders - if found in the desert he will usually capture PCs and bring them to the Caliph for questioning).

Mutant Thief

Jeffie Throt

STR	12	INT	7	DEX	9	CHA	7
PER	10	CON	8	SIZ	7	WP	7
MGT	10	DB	+0	SPI	7	MR	8
RS	10	REC	7	SP	22	HP	8



Ralph Bakshi's Scorch

Shortsword

Init:11, Skill:12, Dam:3D

Skills: City Lore (Scorch-1): 17, Guile: 17, Linguist (Rad): 15, Lock Pick: 15, Social: 16, Pickpocket: 14, Disguise: 16, Fast Talk: 15, Dodge: 14, Lock Pick: 17, Silence: 13, Concealment: 13, Alertness: 15, Melee (sword): 12, Search: 17, Technomancy: 8.

Traits: Jeffie is an amphibian mutant, has a beak, four noses, and insect wings on his back. He has small arms, but has jumping legs and an enhanced sense of balance. He is also color blind.

Jeffie is a coward and chooses to play both sides of the fence, whoever pays better. He is a mutant and has a terrible dislike of elves and fairies, but he is willing to deal with them to make a profit. He can be found in the back alleys of the town surrounding Scorch-1, hiding from the higher powers that be, including his wife.

Mutant Member of

The Secret Order of the High Arts

Deff Sikith

STR	12	INT	14	DEX	11	CHA	5
PER	16	CON	10	SIZ	7	WP	7
MGT	10	DB	+0	SPI	14	MR	12
RS	14	REC	9	SP	24	HP	9

Heavy Pistol

Init:14, Skill:18, Dam: 5D+1

Skills: City Lore (Scorch 1): 14, Small Arms (pistol): 10, Linguist (Rad): 15, Dodge: 14, Silence: 15, Alertness: 10, Ancient Lore: 19, Divination: 18, Technomancy: 4

Traits: Amphibian in appearance, he has slitted pupils, thick skin, but is a nephiliac. Also he has brittle bones and can be luminescent if necessary.

One of the three known Soothsayers of Blackwolf, Deff is the most trusted soothsayer in Scorch. He is physically weak and completely dedicated to Blackwolf. He can't personally defend himself very well, though he will try to do so with the .44 magnum he keeps hidden inside his red robes. If captured, he will try like hell to escape or at least get word to Blackwolf of his capture. (Depending on his mood, Blackwolf will either spare no expense getting him back, or let him rot.)

He will, however, if captured usually spill the beans quickly, as he is terrified of physical duress and thinks that by telling everything he knows, he can gain favors and thereby, opportunity for escape. He will also give readings if forced.

Mutant General

Lott Ehrk

STR	10	INT	8	DEX	10	CHA	7
PER	11	CON	10	SIZ	11	WP	8
MGT	11	DB	+0	SPI	8	MR	11
RS	11	REC	9	SP	29	HP	11

Heavy Pistol

Init:13, Skill:15, Dam:5D+1

Skills: Area Lore (Scorch): 14, Leadership: 16, Interrogation: 17, Torture: 17, Technomancy: 16, Small Arms (pistol): 18, Linguist (Rad): 15, (Draconic): 11, (Infernum): 7, Silence: 15, Concealment: 16, Alertness: 15, Tactics: 16

Traits: Lott has a large cranium, and a shell like an armadillo that protects for 1HP/3SP, his enhanced sense of smell usually allows him to detect the approaching enemy. He may never reproduce due to the fact that he is sterile. Also, he is allergic to cotton.

Considered one of the stupidest generals, Lott is a mutant of a faerie stock. He controls an "army base" of equipment and personnel which was assigned to him by Blackwolf himself. He is a bumbling idiot but very dedicated to the cause, he really wants to do a good job for Blackwolf, but can easily be fooled by PC's.

Mutant Camp Follower

Berniece Toad

STR	11	INT	10	DEX	11	CHA	15
PER	9	CON	10	SIZ	9	WP	8
MGT	10	DB	+0	SPI	9	MR	10
RS	10	REC	9	SP	27	HP	10

Dagger

Init:10, Skill:8, Dam:3D

Skills: Area Lore (Scorch): 11, Melee (knife): 8, Social: 8,

Traits: Berniece a hairless, albino, fairie-type mutant. She has multiple mouths, and suffers from a slight case of insanity, and respiratory problems and hallitosis.

Berniece usually cooks, cleans, acts as bottle-washer and general woman of the village. She is weary and tired, oppressed even by mutant standards.

She will ramble off in nonsense talk if asked any questions, which should confuse and frustrate PC's.

A moment of high drama can occur when she agrees to work for the good guys even though she is a mutant. She can find plans, lead people into dark alleys, and house people in danger.



Scotch Adventures

The following chapter contains two types of materials for the gamemaster. One is adventure hooks, which will give any gamemaster a good start for creating his own senerios. Also, included in this chapter is a full senerio catered especially for those gamemasters who just don't have time to create fun, long-lasting, incredible, and easy to play senerios.

A Searing of The Soul

This adventure introduces the players and their characters to the denizens and hazards of Scotch. This adventure is for slightly advanced characters, although it is enjoyable for intermediate characters as well. Beginning char-

acters may have a difficult time of adventuring and the encounters should be adjusted accordingly.

WARNING! PLAYERS SHOULD NOT READ PAST THIS POINT!

If you are intending to play this adventure you should read no further as it will spoil the outcome of the adventure for you and the party.

A Note to Gamemasters

This adventure can be adjusted in level of difficulty, depending on the size, level of maturity, and advancement of the player charac-

ters. As gamemaster you possess the responsibility of challenging your players, while entertaining them at the same time. Keep in mind that the purpose of a roleplaying game, like all games, is to entertain. Most players do not enjoy the deaths of their characters and like to see them overcome impossible odds. Players should be the good guys, and the good guys should always win.

Adventure Background

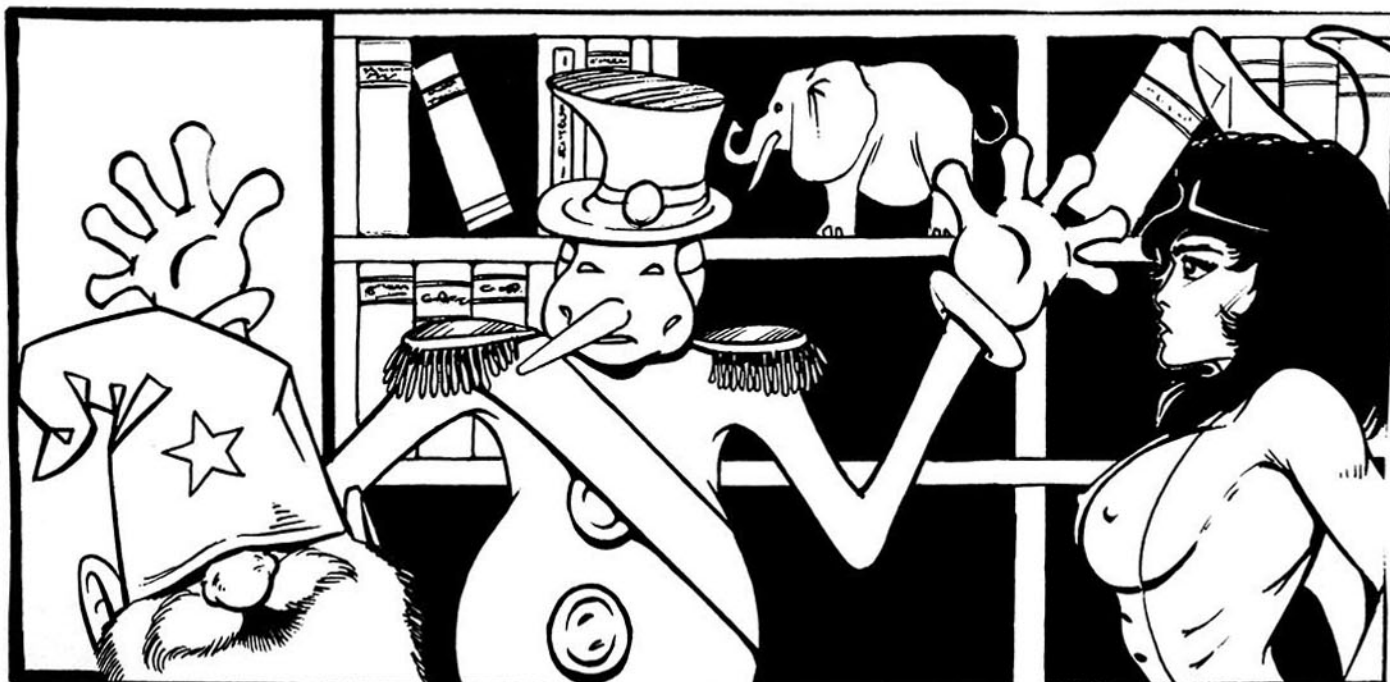
Since Blackwolf began the building of his powerful army, he has sought one thing above all else. He has repeatedly settled for less, but now he has devised a plan to get the soul of Hitler. He will bind the soul into the twisted form of a liche and his army will be unstoppable.

Blackwolf's plan began when he used his black magic to bring forth a powerful demon. The demon had possession of the soul of Hitler. The demon said that he would trade so evil and twisted a soul only for one equally good and perfect. Blackwolf knew of a being that would satisfy the demons lust for a beautiful soul. The President of Montagar's new wife and second bride, Chelsea was just the perfect soul that Blackwolf sought.

Blackwolf immediately set a sinister plan into action. He sent his top agents into Montagar to find Chelsea. Then with a powerful magical item, created by Blackwolf's demonic powers, the agents of evil captured Chelsea's soul. They then began their hurried escape. Two of the four were struck down in combat with elven defenders. The third is now a prisoner of Montagar. The fourth, regrettably the one with the box containing the soul, made his escape during the confusion of the melee. He made it all the way back to Scorch - 1. Blackwolf is quite happy. He began to make all the necessary arrangements for dealing with The Demon. The arrangements would take Blackwolf a long time, but the prize would be worth the effort.

Blackwolf's Problem

Blackwolf's plan is perfect at first glance. However, he has no idea what he has got himself into. Blackwolf does not realize that he already has what he is bargaining for with the demon. The demon knows that Blackwolf is the reincarnated Hitler. The demon also knows that Blackwolf is not aware of this fact. So The Demon, as demons love to do, has



decided to have a little fun with Blackwolf. The Demon is not in possession of Hitler / Blackwolf's soul, but he wants a Faerie soul to torture. The Demon has no real need for the elf-maidens soul and does not plan to bargain for it. Blackwolf will hand the soul over to The Demon with no hope of profit or gain.

Recent Developments

Meanwhile, at Montagar, Avatar has used his talents of torture to gain information from the kidnapper. The kidnapper, a reptile-like low mutant named Blutock, spilled the beans in record time. He told Avatar all that he knew. The elf-maidens soul was taken back to Scortch-1. There it was to be given only to Blackwolf. The kidnapper had no further knowledge of Blackwolf's dark intentions. The body of the first Lady of Montagar is in a deep sleep. She is alive at present, but the longer her soul is away the weaker she will get.

Getting the Players Involved

This adventure begins in Montagar and assumes that the characters begin there. The characters need not be experienced, but at least one of them should be known to Avatar as Avatar will summon the party to handle this important mission.

Also the adventure assumes that the players know one another, although this meeting could take place just before Chapter 1.

An NPC guide is taken on this adventure to guide the players through the lands and to Scortch-1. It should be assumed that the party is not knowledgeable of the land of Scortch. If the PC's are knowledgeable of Scortch and Scortch-1 the guide should be sent along anyway as he is important to the completion of the adventure.

Adventure Summary

The Adventure begins with the characters summoned by Avatar to the Presidential Palace. Avatar requests that the players go to Scortch and retrieve the soul of the First Lady

of Montagar, Chelsea. The President and Avatar have a guide to take the players to Scortch. Along the way the players face many dangers from the land and its inhabitants. Their guide gives them a magical device on his deathbed. This powerful item of magic will lead the players to the soul of Chelsea. The players then make contact with the Blue Elf Resistance. The blue elves tell the players what has happened to Chelsea's soul and what Blackwolf intends to do with it. The blue elves are attacked. The players, with two blue elf companions begin their trek towards Hellmouth where the trade of souls is to take place. After a narrowly averted battle with a mutant army and an encounter with Blackwolf in shadow form, the players battle The Demon for the soul of Chelsea. After defeating The Demon, the players return the soul to its rightful place at Montagar. Avatar tells the players the irony in Blackwolf's quest and they receive a big reward from Elinore.

Chapter 1

Improvement Points: 5/ +5 for creative roleplaying

Chapter Summary

The players are asked by Avatar and a grief-stricken president to go to Scortch-1 and retrieve the lost soul of the First Lady of Montagar (and step-mother to the future queen), Chelsea. Avatar introduces the players to their travelling companion and guide, Ajak the gnome. Ajak is a grizzled old gnome who has travelled *every inch of Halcionia's fine surface*.

Background

This chapter begins right after Avatar extracts the information from the lizard in the "questioning" chamber of the Presidential Palace. The characters should all be together and acquainted and not have any pressing plans for the next month or so.

A Night Of Rest And Relaxation... Not!

While the characters are resting from their latest adventure, they receive a summons from a Presidential summoner. The messenger tells them that Avatar wishes to see them concerning a matter of utmost importance to the security of Montagar. The players are taken to the President's office (the Elliptical Office) and left. Waiting for them are Avatar, the President, and an emotionally distraught Elinore.

Read The Following Aloud:

The messenger leads you through the bustling city at a dizzying pace. In mere moments you arrive at the Presidential Palace and are led in without question. The President looks at your party and then, worriedly at Avatar. "These are the heroes? Ha! Ha ha! You must be joking!" He shakes his head sadly and looks downward.

Avatar pops his fat cigar between his lips and bounces to the floor from his chair. "These are fine heroes. At least the finest I could find on such short notice." He whispers to the Commander-in Chief, "Their our only hope." Avatar turns his attentions towards you "I have bad news. News so bad that all of Montagar would suffer if it were to be released. This news is so shocking that it even shocked me, Avatar the Gr—!"

"Hrrumph-Hmm!" interrupts the beautiful elfling Elinore.

"Oh yes, of course!" says Avatar floundering at the interruption. "Look, guys," Avatar begins, leaning closer to you. "We really need some people to take care of this situation. Now ordinarily I, Avatar the Great could rectify this situation, but I have my hands full." Avatar pauses and glances lustfully at Elinore.

Avatar goes on to outline the plan to retrieve the lost soul of Chelsea. The plan, simply, is to go to Scotch-1 and get the soul and bring it back. A blue elf contact will meet the party in Scotch and show them a secret en-

trance into Scotch-1. A guide will accompany the party. The guide, a gnome named Ajak, will lead the party to its destination. At this time no rosses can be spared because of the war effort. Besides Ajak has a distinct fear of rosses and will not allow any of the foul creatures on the journey. Wisely Ajak has chosen to avoid the desert and journey south to the Western Highlands. From there he will charter a ship that will carry the party to the coast of Scotch. The basic journey will be described to the players and they will be given two hours to prepare for the trip.

Chapter 2

Improvement Points: 15/ +10 for creative roleplaying

Chapter Summary

This chapter covers the journey from Montagar to Scotch, via the Western Highlands. Along the way the players will face the rigors of nature and the harsh nature of other beings, Faerie and Mutant alike.

Background

Ajak has chosen the wisest path. A trek through the desert would be time consuming and draining on the party. Blackwolf is not yet aware that a party has been dispatched, in fact, he does not expect a rescue party for several days.

The Adventure Begins

The journey south is many days long. It is also uneventful until the arrival of the party in the Forest of Garmund.

The Forest Of Garmund

The Forest Of Garmund is named after the large tree that rests in the center of the forest. This tree bears the likeness of an old bearded man in its knots and folds. The fairies in the forest believe that this tree is a protector or guardian of all plant life. The Servants Of Garmund, as the fairies are known do not welcome any beings who do not at least appear

to obey the Edict of Garmund. Most importantly this edict forbids the use of any plant material for any purpose. The druid-like followers will approach the party in a friendly manner as long as the party does not blatantly display uses of plant matter (i.e. firewood, bows, arrows, etc.) If they see such items, the Servants will order the offenders to repent. They will take the offensive items by force if necessary. If the players agree to repent and give up all offending items, the wood fairies are very kind. The Servants will then help the players through the forest by showing them the quickest paths. They will in effect cut the time of their journey through the forest in half. They also offer a large feast (with meat only) in honor of the new children of Garmund.

Should the players become angry or hostile and attack the Servants, then they will be hounded and delayed by the nature priests throughout their journey through the forest.

Priest of Garmund (5 or more in a pack)

STR 5 INT 10 DEX 13 CHA 11
PER 12 CON 10 SIZ 5 WP 11
MGT 5 DB -1 SPI 10 MR 8
RS 12 REC 10 SP 25 HP 8

Skills: Area Lore (Forest of Garmund):20,

Bard:8, Chirurgy:10,

Empathy:15, Herbalism:17, Magic:10

Traits: none of the Priests of Garmund will ever, in any capacity harm or allow harm to befall any plantlife.

Shortsword: Init:17, Skill:8, Dam:4D-2

The Coastal City

The rest of the Western Highlands journey is uneventful. The characters should reach the coastal city Panazia in two day's time. Ajak takes the characters to a seaside tavern called Sayanara's. The tavern houses many a shady character and any sign of weakness from the players will result in a barroom brawl between the players and the other patrons. Ajak, in the meantime, will be bargaining for passage to Scortch. The battle, if any, should be short and not too dangerous, since the characters are on a mission of some import and cannot afford to be delayed for healing.

Brawlers (5 or more)

STR 10 INT 11 DEX 10 CHA 10
PER 10 CON 10 SIZ 9 WP 10
MGT 10 DB +0 SPI 11 MR 10
RS 10 REC 10 SP 29 HP 10

Skills: none of consequence

Traits: addiction to getting drunk and fighting

Fist: Init:10, Skill:8, Dam:2D-1

Ajak can locate a captain willing to take his crew and ship into the dangerous waters around Scortch. Ajak does not quite trust the captain, a yellow elf named Abdi Farook. Ajak will let the players in on his suspicions, but will not act on them unless he feels that he must.

The Pirates Of Panazia

Midway into the journey to Scortch a Kami War Galleon runs the pirates junk down. Captain Farook and his crew put up a valiant fight,

Ralph Bakshi's Scorch

but they are overwhelmed. As long as the players have not fought against them, the Kami (yellow elves) will give them passage to Scorch.

Land HOI

The players arrive on the coast of Scorch. Here their Kami companions leave them on shore and wish them well in their mission.

Read Aloud:

At last after days at sea, even the blackened beaches of Scorch on the horizon is a sight for sore eyes. Ajak repeatedly thanks the yellow elves as they wish you well on your journey.

As the rowboat from the Kami War Galleon rows away, leaving you on the shore of the tainted land of Scorch, you begin to sense the danger ahead of you. A raven cries from a nearby outcropping of rock and then flutters away. All is silent save the howling of the wind.

"Well then," says Ajak "let's be on our way."

The terrain is rough and the going difficult, but before midnight the party makes it past the Spine Mountains. The trek through and over the low mountains should be harsh. The characters could be plagued by attacks from blazing ants, shooting stars, or other creatures indigenous to the land of Scorch. None of their encounters should be too deadly as what follows could become too ominous a threat.

The Wolfmacht Attacks

Just as camp is pitched and first watch is drawn, a battle cry breaks the night air. Then the pounding of Salamander feet rumble towards the party. Ten mounted mutant warriors attack. They burn, hack, slash, and trample until dead. They are maddened that they have lost contact with the main mutant army and have been unable to reconnect with it. Their only wish is to die in battle.

Wolfriders (10 or more)

STR	9	INT	8	DEX	10	CHA	8
PER	10	CON	7	SIZ	9	WP	7
MGT	10	DB	+0	SPI	8	MR	11
RS	10	REC	7	SP	24	HP	9

Skills: Vehicle: 5, Submachinegun: 9
Traits: big, stupid, and ugly with violent tendencies
Heavy Sumachinegun
Init:10, Skill:8, Dam:5D+1

The Aftermath

After the last wolfrider has been destroyed, a shocking event comes to light. In the process of defending the camp, Ajak has been mortally wounded. He calls the characters to his side as he fights off the inevitable long enough to draw a mummified claw of a raven from his side pouch. This magical device will only work seven more times before its magical energies expire.

Read Aloud:

Wearily Ajak speaks: "Our adventure is not yet over my friends. Yet I will not continue any further. I have one last journey to make. Then I will rest. COUGH! COUGH! WHEEZE! —Take this weary travellers." He offers up the mummified birds hand. "Tell it where you wish to go and it will point you in the right COUGH! direction..." his voice trails away to a whisper. The light fades from his eyes as he completes his final journey.

The rest of the journey to Scorch-1 is sad as you find yourselves missing the frequent song and tale so eloquently offered by Ajak.

The characters' arrival outside of Scorch-1 marks the end of this chapter.

Chapter 3

Improvement Points: 15/ +10 for creative roleplaying

Chapter Summary

In this chapter the players will make contact with the blue elf underground. Through this contact they will experience the network of information in the blue elf resistance movement. While at a blue elf outpost, the players make plans against Blackwolf's guards to free

the soul of Chelsea. Before these plans can be implemented, a contingent of faerie hunters breaks up the meeting. The hunters are not prepared for experienced Montagaran heroes. They are carrying a flame-thrower, however so the odds are tipped in their favor. The location of the base is compromised so the party is forced to move on.

Background

Blackwolf now knows that a mission to retrieve the soul has been devised. He has sent troops throughout Scortch-1 to break up any organized pockets of blue elf resistance. Neither the soldiers nor Blackwolf expects the players to be in the city already. Blackwolf has also implanted a spy in the underground, through which he can monitor their activities.

In Through The Out Door

As the characters approach Scortch-1, hopefully taking cover in the rough terrain surrounding the city, they are noticed by their blue elf contact. While they scope out their surroundings, they are approached by a beggar woman.

Read Aloud:

As you sit, planning your next move, a beggar woman approaches your party.

"Could you spare some change for a poor beggar lady?" comes the voice of an old hag from behind the heavy cloak.

If any of the players approach her to give her money or shew her away, she beckons them to follow her. She says that she will take them into the city through a secret entrance. As the players follow her to the city they realize that she is taking them to a sewer entrance. No protests will work, this is the only way inside the city. Once inside the sewer entrance the beggar woman removes the hood of her cloak revealing the face of a beautiful young blue elf. She introduces herself as Cordellia Hartmoon. Cordellia leads the party through the twisting sewer tunnels.

A Nest Of Smedlees

While creeping through the sewers the characters stumble upon a cluster (gaggle, flock...) of smedlees. A smedlee is a small ball of fuzzy black fur that feeds on the waste materials of other creatures. These sewer tunnels have the biggest concentrations of these creatures in all of Halcionia. Perhaps the quality of food is better here than elsewhere. These creatures use a small air sack to float around. The only danger posed by these tiny fuzzballs is their scent sac. The smell issued from this sac is worse even than the pungent odors of these sewers of Scortch. These creatures have only one HP and three SP and if they are attacked they will spay any PC within three feet with one hundred percent accuracy. A PC that has been sprayed must make a CON roll or puke. The sent will not wear off for 1D days.

Read Aloud:

As Cordellia leads you through the damp maze of sewage tunnels, you begin to question the sanity of this method of entrance. And you thought mutants smelled bad on the outside. Cordellia stops to gain her bearings. From the lantern carried by Cordellia you see some sort of creature floating by, suspended in thin air. Then another. And another

"Run!" screams Cordellia.

As you begin to run the floating fur ball creatures swarm over the party.

The creatures are attempting to flee the area. They fear the intruders. The smedlees are protecting their nest by leading the intruders away from the nest and the young within. The players have accidentally stumbled upon the creatures lair. Cordellia encountered these creatures on her way out of the tunnels and remembers all too well their natural method of protection.

Aftermath

The players are in no real danger and all should survive the attack. Cordellia must lead the players to a secret hideout of the blue elves. After the encounter, there is a two hour walk through a three foot diameter tunnel. The smell is beyond belief. If the gamemaster is feeling particularly nasty, Constitution rolls

may be necessary to continue through the tunnels without losing your lunch. At the end of their journey, the players realize that they have stopped at a drain tunnel just below the street. Cordellia tells them to climb up and out. The first person must break the crust encased grating that covers the entrance/ exit. When all the players are out of the tunnel, Cordellia hands them each a long cloak. She tells them not to look at or speak to anyone. She leads them through the twisting, smog-filled streets. An encounter with drunken low mutants could be a tension-builder, but combat should depend on the current health of the overall party. At long last the party comes to a stop. Cordellia begins to pick the lock on a large door.

Read Aloud:

You are standing in a dark alley in front of a large metal door. Cordellia pulls a file from out of her pouch and crouches in front of the lock. Within moments the door creaks open.

"Follow me." Cordellia orders, stepping through the doorway into the darkness.

Cordellia takes the players to a secret door that is under several cargo crates. As the door opens a stairwell going down is revealed. These stairs lead to the secret hideout of the Blue Elf Resistance. When the party makes it down the stairs they enter a large room.

Read Aloud:

The room is bustling with activity. blue elves busy themselves with various tasks. For a moment no one save the guards seem to notice your entrance, then a tall older blue elf outstretches his arms and approaches you.

"Cordellia, my dear! We feared that you would not return to us." He grasps Cordellia in a friendly hug and turns to face the rest of you. "And who is this?" he says confusedly.

This is Integron. He is the leader of this pocket of resistance. He will introduce himself after the players have introduced themselves. He warns Cordellia against bringing anyone to the hideout, since there is a spy for Blackwolf on the loose. Cordellia informs Integron of the players mission. Integron is surprised that

such a small party has been sent for such an important mission.. Integron says that he has heard of the soul of the Elf-maiden. He believes that it is being held in the dungeon of Blackwolf's castle. Integron shows the players a map of Blackwolf's castle. He points out the dungeon, where he believes the soul is being held. Let the players plan as they will. When their plans are completed , Integron motions for a subordinate.

Read Aloud:

When the plan is completed, Integron calls for a messenger. Before the messenger can stand to approach, a scream rings out.

"Intruder,intruders!" cries the guard at the doorway to the stairs. Just then the doorway erupts into flame. Many blue elves scream and fall. Cordellia motions towards you. "Follow me! You must not be captured!" She leads you to a sewer entrance and throws back the grate. She dives in feet first. Integron follows her into the tunnel. The death screams and smells of charred flesh flow from all around you.

Hopefully the players follow the two blue elves into the tunnel. Cordellia and Integron lead the party quickly to the castle of Blackwolf. From their hiding place in the sewers they again help the players plan to infiltrate the dungeons of Blackwolf.

The Dungeons

Inside the dungeons there are only six guards and a jail-keeper. Cordellia will make sure that one of these stays alive to answer questions. The players discover that the dungeon is crowded with unsavory mutants, but there is no soul of Chelsea to be found. One of the guards or the Jail-keeper could inform the party that the soul was taken to Hellmouth by a platoon of Blackwolf's best soldiers. Blackwolf is planning to join the troops at Hellmouth in a matter of days. If the players do not think of it, Cordellia and Integron suggest that they lead the players to Hellmouth to retrieve the soul. Hellmouth is a large ravine

just days away from Scortch-1. Integron suggests that getting out of the city would be better since there is a traitorous spy on the loose. As the players begin their journey towards Hellmouth, Chapter 3 comes to a close.

The NPC's

Luther: pig mutant, gambler, jail-keeper
 STR 12 INT 9 DEX 8 CHA 6
 PER 9 CON13 SIZ 13 WP 12
 MGT13 DB +1 SPI 11 MR 11
 RS 9 REC 13 SP 38 HP 13

Skills: Torture: 9

Traits: Light Sleeper

Heav Pistol: Init: 9, Skill: 8, Dam: 5D+1

Hinkel, Mueller, Marks,

and Fielding : The Jailhouse Guards

STR 9 INT 8 DEX 10 CHA 8
 PER 10 CON 7 SIZ 10 WP 7
 MGT10 DB +0 SPI 8 MR 11
 RS 10 REC 7 SP 24 HP 9

Skills: Torture: 5

Traits: None

Heav Pistol: Init: 9, Skill: 8, Dam: 5D+1

Cordellia: the beautiful blue elf resistance fighter

STR12 INT 9 DEX 8 CHA 6
 PER 9 CON13 SIZ 13 WP 12
 MGT13 DB +1 SPI 11 MR 11
 RS 9 REC13 SP 38 HP 13

Skills: Area Lore (Scortch): 5, City Lore (Scortch-1): 14, Seduction: 10

Traits: Distinctive appearance (very beautiful)

Broad Sword: Init: 14, Skill: 12, Dam: 4D+1

Integron: the old blue elf warrior

STR10 INT 10 DEX10 CHA10
 PER 10 CON10 SIZ 9 WP 11
 MGT10 DB +0 SPI 11 MR 10
 RS 10 REC 11 SP 30 HP 10

Skills: Area Lore (Scortch): 14, City Lore (Scortch-1): 14, Guile: 14

Traits: Distinctive appearance (old and wrinkled)

Broad Sword: Init: 14, Skill: 19, Dam: 4D+1

Shield: SP: 12, HP: 1

Leather Armor: SP: 5, HP: 1, ENC: 1

Chapter 4

Improvement Points: 10/ +10 for creative roleplaying

Chapter Summary

In this chapter the players and their blue elf companions will travel to Hellmouth. Along the way they will experience still more of the rigors of the land of Scortch. They will encounter vicious plants, deceptive beauty, and mutant scouting parties.

Background

Blackwolf is paranoid. He has ordered his commander to dispatch scouting parties in every direction of the main platoon to search for any faeries that may try to steal the soul.



Ralph Bakshi's Scotch

The soul is a great prize for Blackwolf and he fears that someone will take it from him. His deal with the demon will take place in two days. Since he cannot leave Scotch-1, he will attend the meeting in shadow form. The liche commander is perhaps the only being that is more paranoid than Blackwolf. The liche, Commandant Kriegersnichtell, has doubled the scouting parties as well as the guards on the soul. He has been ordered to place the soul-container in Hellgate once the party reaches Hellmouth. Hellgate is rumored to be an entrance to Hell itself, but only Blackwolf knows for sure.

On The Road Again

The players hurriedly embark on their journey to Hellmouth. Cordellia and Integron lead the way, but may require some aid (such as the raven hand given to the players by Ajak) in finding the exact location of the Hellgate. The following encounters may be played out as the gamemaster sees fit. If the party is injured severely in the first encounters, it may be wise to delete the latter ones as they will be up against powerful odds in the future chapters. This chapter ends after the final encounter has been played out and the players arrive at Hellmouth.

Attack Of The Fire Lizards

As the players make their way through the rough terrain of Scotch, they come across the gory signs of the passing of the mutant army. There are the bodies of three fire lizards accompanied by the bodies of several Wolfmacht. The Wolfmacht have been stripped of all gear and clothing. While the party is surveying the scene, two wounded fire lizards attack. The lizards are hungry and attacked the mutant scouting party out of the need for nourishment. The scouting party was ready for trouble and managed to kill three of the five fire lizards before the last of them were struck down. A later party of scouts happened upon the scene and rushed the other fire lizards away. These two fire lizards are returning to the scene

to see what kind of food they can muster from the remains of the mutants and the fallen fire lizards. The wounded lizards should not be much of a match for the party. However, they should realize there are several mutant scouting parties in the area.

Fire Lizards (2 or more)

STR	3	DEX	12				
PER	8	CON	5	SIZ	1	WP	5
MGT	2	DB	n/a	SPI	3	MR	7
RS	10	REC	5	SP	11	HP	2

Skills, Traits & Weapons: (see page 12)

Storm of The Wind Dragons

As the players continue they hear a threatening sound that they cannot seem to recognize. They see the familiar sight of a mutant scouting party. The mutants are mounted on strange metallic rosses with compartments for passengers on the side. Motorcycles with side



cars, in other words. Cordellia and Integron tell the players to hide but it appears the mutants have already discovered the faeries. The mutants head straight for the party whooping their warcries. Their machine-guns are blazing. These scouts intend to shoot first and bury the dead later. When the mutants close to short range they begin attacking.

Motorcycle Mutants (6 or more)

STR 9 INT 8 DEX 10 CHA 8
PER 10 CON 7 SIZ 10 WP 7
MGT10 DB 7 SPI 8 MR 11
RS 10 REC 13 SP 24 HP 9

Skills: Vehicle (motorcycle): 6

Traits: Direction Sense and various mutation
Heavy Machinegun

Init: 10, Skill: 9, Dam: 5D+2

After the second round of combat, a strange turn of events comes about. A swirling wind kicks up suddenly. It throws sand into the air, making visibility very poor. The mutants will be unable to see to shoot or drive. The players will be affected as well. Everyone must subtract a penalty of -5 from all attacks. Through the howling wind the players hear Cordellia scream.

Read Aloud:

The sudden sandstorm appears to be working against your party as well as the mutants. The mutants metal steeds crash and fall throwing the mutants far from them. Unable to see, you find it difficult to attack the few mutants that are left upright. Through the raging wind you hear Cordellia scream.

"Run! Run away! It is upon us!"

You see the shape of Cordellia and Integron as they begin to run.

Encourage the players to follow them. When the last of the players makes it out of the storm...

Read Aloud:

The sandstorm appears to be strangely contained. You stand mere meters from the edge of the storm and suffer no ill-effects. As suddenly as it began, the storm ends. Left in its wake are the remains of the mutants and their ruined machines of locomotion. The

mutants are now mere skeletons and their metal equipment is bare and shiny.

"A wind dragon." Integron stutters in disbelief. "I didn't know they got that big."

The terrible sounds of the mutant machine guns awakened the dragon and in its anger it destroyed the scouting crew. Integron marvels at the fact that such a large creature exists. He tells the players that wind dragons are not usually so large.

You Must Be A Shooting Star

This scene should take place on the second day of the journey. The players have been on the trail for many hours, when they come across several extremely beautiful cactus-plants.

Read Aloud:

The hot sun beats down upon your party and you wonder if you will truly make it to your destination.

"Look!" calls Integron. He points to a cluster of beautiful cactus plants just ahead. He continues, "We can take water from inside these plants."

As the players approach, however, the plants give them a big surprise. The shooting stars propel their sharp star-shaped projectiles with blinding speed. The first shooting star launches its spikes as soon as the players are in range. The three-hundred and sixty degree firing pattern causes the other nearby plants to launch their own volleys out of defense.

The remainder of the players journey to Hellmouth can be as vicious or as simple as the gamemaster sees fit. The players arrive at Hellmouth at night. The mutant army has already arrived and set up camp inside the great ravine.

Chapter 5

Improvement Points:

25/ +15 for creative roleplaying or ideas.

Chapter Summary

In this chapter the players confront the mutant army, a scheming demon, and the dark wizard Blackwolf. This is the climax of the

adventure. The players begin at the top of the ravine known as Hellmouth. They must enter the ravine, while avoiding the roving mutant patrols, and recapture the soul of Chelsea. The liche commandant has other plans, however. When the players reach the cavern where the soul is located some over anxious mutants attack the party with a large cannon. The players awake to find themselves trapped in a cave-in. To add insult to injury they also find the cavern occupied by Blackwolf, a very nasty looking demon, and the object of their quest, the soul-container.

Background

Blackwolf is unable to leave Scorch-1 physically. Therefore, he has attended the meeting with the demon in shadow form. In shadow form Blackwolf will be able to use his magical abilities and speak as per normal. He



is not, however physically present and any spells that he should decide to cast will be modified by range. The liche commandant has never failed Blackwolf on any mission. He does not intend to start now.

Descending Into Hellmouth

The players first need to get to the floor of the ravine. This otherwise difficult attack is made impossible by the fact that mutant patrols and watchmen have been set up across the area. To build tension call for Silence rolls. Barring any critical blunders the players should make it past the guards. At gamemasters discretion, climbing rolls may be added if things appear to be going too easily for the players. Once they have reached the bottom of the ravine, the players will notice a brightly lit area surrounding a large cavern. The cavern is under heavy guard. Since this is the largest concentration of soldiers and equipment it can be safe for the players to assume that this is where the soul is hidden. No one enters or exits the cavern. Let the players devise their plan and go about it however they wish. If possible keep them together, as they will need numbers to fight the Demon. Let the players believe that their plan has succeeded until the last moment. Then, when they are all in front of the mouth of the cave, let 'em have it. The mutants immediately close in on the players. They surround them and order them to surrender.

Read Aloud:

You sneak quietly past all the guards. You are just a few feet from the cave entrance when the alarm klaxxon sounds. Seconds later mutant soldiers are levelling their weapons at you and you are being ordered to surrender. From the back of the group of mutants, you see a large device of some sort and mutants are swarming all around it. The device swivels to point at you. It doesn't look good, and things start to get worse when the device explodes like thunder. Suddenly the rock around you is falling atop your party. You

scramble to dodge the rock but you all are overcome by the horrific onslaught. Eventually you all fade into unconsciousness, your hopes of completing your mission dashed.

The players wake inside the cavern in complete darkness. They are hurt and bleeding (2D damage to each party member) and momentarily dazed. Give them a second to recover their senses and then hit them with this.

Read Aloud:

For a moment you sit in the complete darkness, and then you see a small source of light some distance away. Then you hear voices coming from the direction of the light.

The players should follow if they hope to escape or retrieve the soul of Chelsea. Assuming they do read on.

Following the light to its source, you emerge onto a terrace, overlooking a large cavern that appears to be bottomless. Standing right in front of you, his evil and corruption touching your very soul is the dark wizard Blackwolf. He is speaking to a creature of immense size. They converse in a language that is unfamiliar to all of you.

"Master?" comes the voice of Integron.

Blackwolf turns in surprise. He gestures towards your party.

"Destroy all of them, Integron, now!"

Integron turns to face you all "I am so sorry, I must obey," he murmurs and strikes Cordellia with his broad sword. "Whose next?" he sneers evilly.

Let the players digest the shock of their betrayal and then run combat normally. After the battle is over, read the following to the players.

Read Aloud:

Blackwolf has been speaking to The Demon for some time, now. Their discussion seems to be growing into an argument of some sort.

Blackwolf screams "Give me the soul you promised me! Give me the soul of Hitler! Give it to me now!"

The Demon is holding the soul container. "I am sorry oh powerful wizard," he says

sarcastically, "It is not mine to give. But thank you, I will find this soul delicious.

Blackwolf screams out of anger. "I will destroy you, you foul denizen of Hell! I will destroy you!" Without another word Blackwolf disappears.

The Demon glares at you, "What do you want you pitiful Faeries?"

The Demon will not be pleased when he finds that they want the soul, but he will strike a deal with the players. If they can take it from him they can keep it. This is the climactic battle and the soul will go to the winner(s). When the players defeat The Demon, they are teleported out of Hellmouth to the top of the ravine. From here they can see the mutant army scrambling about. The soul-container is in the PC's hands.

The Demon: evil trickster from the bowels of Hell

STR	16	INT	9	DEX	11	CHA	6
PER	12	CON	13	SIZ	15	WP	12
MGT	16	DB	+2	SPI	11	MR	13
RS	12	REC	13	SP	40	HP	14

Skills: Area Lore (Hell): 14, Guile: 14; Magic: 13

Traits: Distinctive appearance (horns and red skin)

Flail: Init: 17, Skill: 19, Dam: 5D

Chapter 6

Improvement Points:

Var./ +Var. bonus for creative roleplaying

Chapter Summary

This chapter covers the return journey to Montagar. Cordellia has asked to join the party in their return trip, as she wishes to see Montagar. If the players use the bird hand given to them by Ajak, the hand will point directly towards Montagar. The return trip is open to the discretion of the gamemaster. Any encounters not used in the earlier chapters could be placed here or the encounters could be tailor-made for the party by the gamemaster.

Chapter 7

Improvement Points:

25/ + 5 for excellent roleplaying

Chapter Summary

This chapter begins upon the arrival of the party in Montagar. Avatar is pleased to see that the heroes have succeeded. Elinore is happy also.

Read Aloud:

As you make your way through the halls of the Presidential Palace, Avatar congratulates you all on a job well done. Avatar pauses in the doorway to the sleeping room of the First Lady Of Montagar. "I don't suppose Blackwolf knows that he already owns that soul, now does he?"

Avatar chuckles as he carries the soul-

container into the room.

From down the hallway you here a scream of delight. Elinore runs towards you all dispensing kisses and hugs in show of her immense pleasure at the return of her step-mothers soul. "You are all such brave heroes. I don't know how I will ever repay you." she smiles slyly and struts teasingly down the corridor.

Hmmm!... well, now comes the fun part of dispensing the awards for a heroic act. If your players have done very well, and you think they deserve further advancement increase the standard awards or raise the limit of raising skill levels to two or three per adventure.

And as always thank you for flying with Whit Publications, Inc. Feel free to come back and try our products anytime. Thanks for your patronage!



ADVENTURE HOOKS

The following are short adventure synopses. These hooks will inspire the game master in his planning of individual adventures or entire campaigns. Do not play these simply as printed, instead it is better to allow these plots to let your imagination free.

The Blue Elf Underground

Word arrives from the blue elf underground in Scotch-1. The blue elves there claim to possess powerful information against Blackwolf. They have knowledge of the whereabouts of political prisoners or of secret weapons plans or factories in Scotch-1. The PC's are sent to Scotch-1 to meet with the resistance in the blue elf underground network. Their blue elf contact shows them the secret sewer entrances to Scotch-1. While in the blue elf hideout, information of several attacks on resistance outposts throughout Scotch-1 begin to pour in. The Blue Elves start screaming, *spy!* The fingers point at the PC's. Who is the real spy?

Blackwolf's Dysgenics

Blackwolf needs a human heir and he wants it soon. Towards this end he has set up concentration camps for study and experimentation on faerie and mutant alike. These camps are deep within the heart of Scotch-1. The rumored atrocities know no equal. What happens if the PCs mess up a scenario and go to one of these camps? What happens when the PCs go to rescue a powerful politician from the homeland of Montagar trapped deep inside one of these hellcamps? Blackwolf must not succeed, for when humans begin to again populate the Earth, all magic (and magical creatures) will be lost to the overwhelming tide of technology and the evil that goes with it.

The Treasure Dungeons

Blackwolf's minions are searching. They are searching for something that could only be legend. Or so you hope. The infamous Treasure Dungeons, according to legends are somewhere in Scotch-1. Rumors are that Blackwolf has found a map at Hellmouth. It is a race against time to find and destroy the artifacts discovered by the treasure-hunters in the Treasure Dungeons.

Commando Raids

The PCs are members of an elite fighting force organized by the leaders of Montagar. They strike hard, fast, and silently against known mutant outposts. Or perhaps they go to train a group of incompetent blue elf resistance fighters in the art of warfare. This adventure plan could offer a campaign of two-fisted, action-packed adventure.

Banishing The Dead Generals

The liche commanders in the service of Blackwolf offer the mutant armies a hefty advantage over the forces of the faeries. But wait! A spell is unearthed that could be capable of destroying all of the liche generals under Blackwolf's command. Unfortunately, the ancient scroll containing the spell is far away on the eastern edge of Scotch-1. It will be a long road there. Will the spell really work, or is this all part of a clever



Ralph Bakshi's Scotch

plan of Blackwolf's to lure the adventurers into a trap? If so what is his dastardly plan and how can the players stop him?

Black Gene Pool

Blackwolf's program of Eugenicism was created to turn blue elves into hideous mutants. The adventurers must raid his clone banks, or kidnap the mutant scientists responsible for the atrocity. They may attempt to force the Eugenicists to reverse their atrocities. They might meet a scientist who is sympathetic to their cause. Can the players trust him, or is he a lure to capture more victims for his twisted experiments?

Mutant Base

A band of mutants is operating up north, attacking caravans travelling between Montagar and East Elfland. The adventurers must locate the base. They must guard the caravans, while attempting to stop the raids. They could start by cutting off the raiders' supplies. Finally, they must find the traitor in the caravans that leaks information of the cargo to the mutants. This could be a series of hack and slash skirmishes or an in depth campaign that travels across the whole continent of Halcionia.

The Rescue

A prince, princess, magician, merchant, etc. is kidnapped and someone must rescue them from the mutants — perhaps from Scotch-1 itself. A Searing Of The Soul is this sort of adventure, and could provide some additional ideas.

Hotlands Expedition

An expedition of discovery to the Hotlands, looking for a lost city rumored to contain good magic and treasures. Is the city just a legend or is it real? If it is real could it be real magic or ancient technology that appears to mimic magic to the naive faerie players.

The Spine Mine

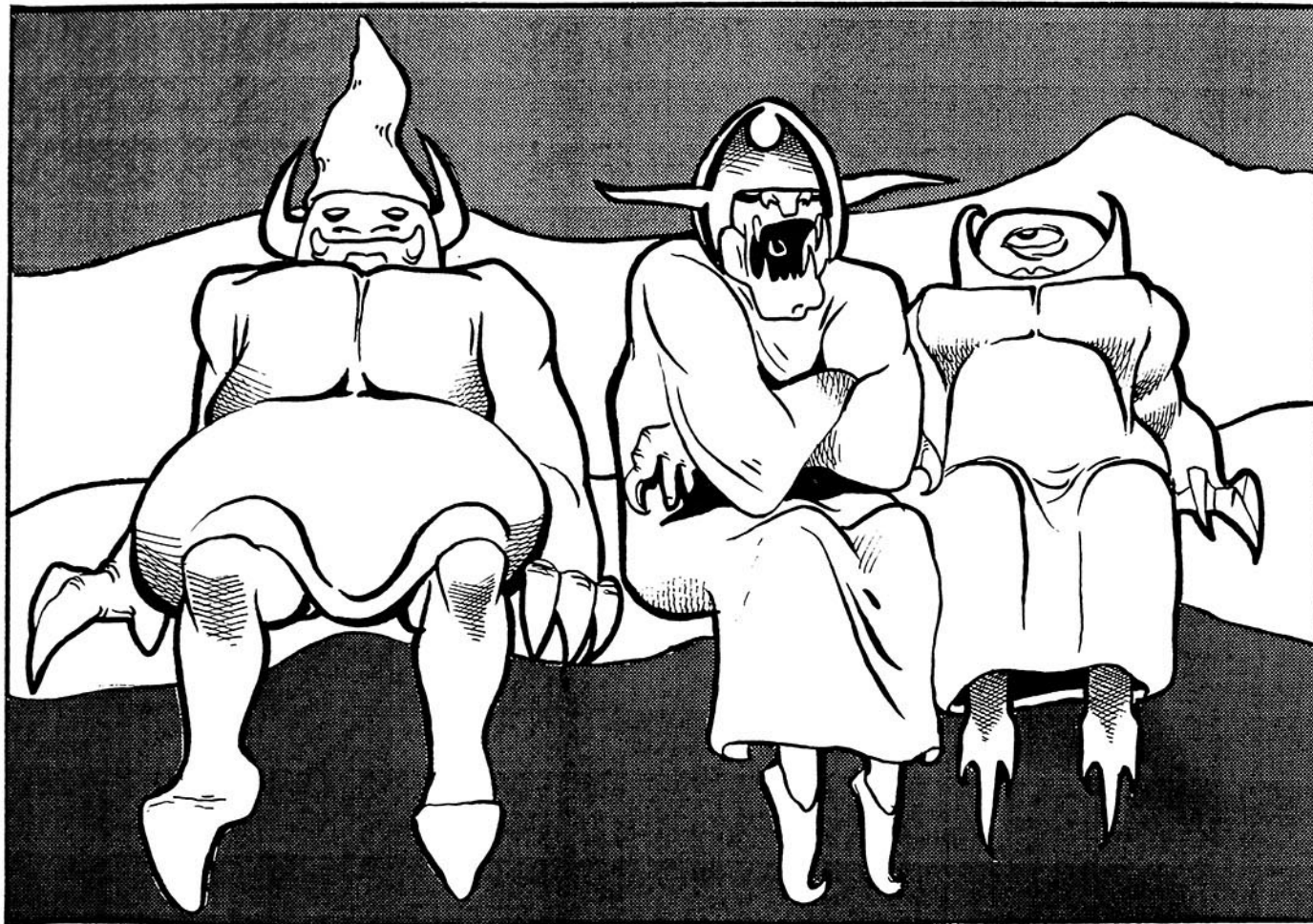
The adventurers go to Scotch with the intention of starting a mining operation along The Spine. See the Land description for ideas of encounters. Meanwhile, the mutants have the same idea. They could get wind of Montagar's plan and send a raid to stop them. What purpose does the mine serve? Is it to create a network of secret tunnels as a railroad of sorts for escaping prisoners from Scotch-1? Do the dwarves object to this brusque treatment of the earth? Will the adventure be one of action, or will it be one of thought and planning? Can it be a business operation that mines minerals or other valuables?

Raiders of the Lost Subliminal

Blackwolf has discovered the whereabouts of a lost technology: subliminal advertising. This would allow him to use propaganda on East Elfland, or tie hidden messages into bards' songs. This editing equipment is dangerous, can the players destroy it? Blackwolf is already a master of propaganda and misinformation. Once he is aware of the idea, can he ever leave it alone? The secret base with the technology might be in the desert, the hotlands, the Glass Waste, or near to Scotch-1. Only when they are safe should they destroy the device. What would happen if the players used it against the bad guys in Scotch? Would they themselves be bad guys? What defines a bad guy anyway?

Vengeance

A prominent elf warrior's family dies in an attack by mutants. He has gone rogue and vowed to kill a Liche Commander. His entire family will follow him to destruction out of honor unless the players stop him. The adventurers must track him down and stop him even though he doesn't want to stop his quest. The problem is he will do anything to exact his vengeance even kill those one-time friends that stand in his way. What would happen if the Liche Commander was actually innocent (of the murder at least)? Would the wrongful murder of the Liche be justified?



Appendix

"If the wheels not broken, break it"
-Ancient Mutant Proverb

This chapter covers most of the information that just does not fit anywhere else in the book. This information includes new skills that one could find important when adventuring in the dangerous world of Scortch. It also contains a whole section dedicated to rolling up random mutants. Many players who are looking for something a little different may wish to spend some time reviewing this section. Also, to help players get a better concept of characters and so the gamemaster doesn't have to do a lot of work, we have included some NPC's that may be found in Scortch.

NEW SKILLS

Below is a list of some of the new skills and background packages created for the Scortch setting. Players may purchase these new skills or create new characters using some of the background packages. However, of the six new background packages listed below, only two are available to PC's. The rest of the background packages were designed for the information of the gamemasters only. When developing new characters use the same rules for character generation as found in the basic game book.

Good luck creating new characters and adventuring in the wild and dangerous lands of Scortch!

DEXTERITY SKILLS

ARTIFICE

Elinore: "Oh, it's beautiful! Avatar, will you buy it for me?"

This is the skill possessed by the great artists and craftsmen of the world. The skill includes the use of all the necessary tools of the trade. The artisan skill also includes the knowledge of using various media in art.

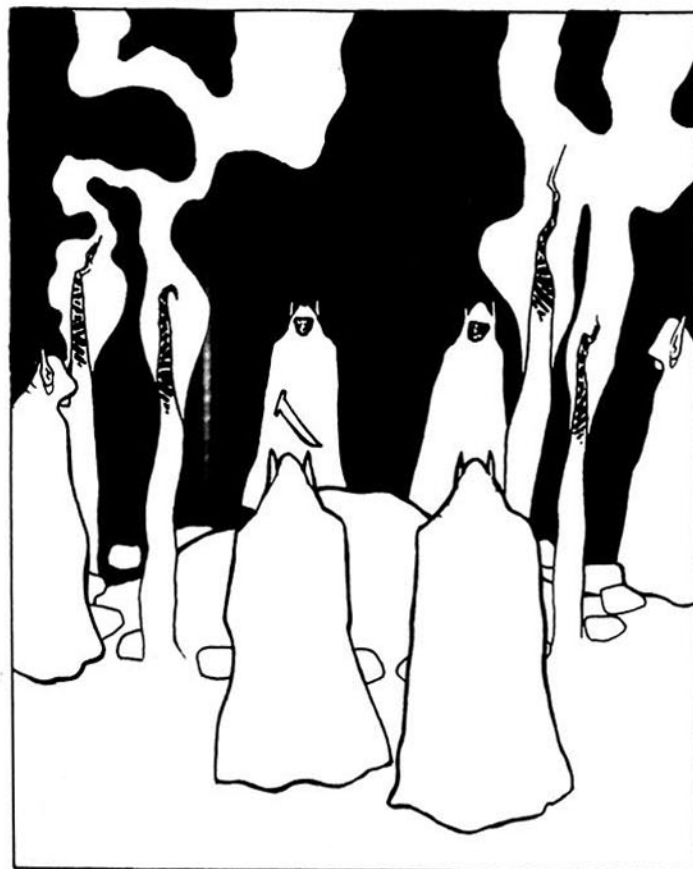
Artists in Scotch are forced to abide by a strict canon of techniques and representation of Blackwolf and life in Scotch. The easiest way to end an art career in Scotch is to produce something that Blackwolf finds offensive.

Complexity: Difficult

Modifiers:

+1 or more for good materials

-1 or more for a rushed job or shotty materials



MACHINE CREW

Max: "Quit whining. As long as you do your part I won't have to shoot you."

This is the ability to operate any piece of heavy equipment that requires more than one operator. It is most often possessed by Blackwolf's Army, Mechanized Division. This includes tanks, large trucks and portable guns.

Complexity: Normal

Modifiers: +1 if team has operated together before.

-5 for each member of the team that is missing

PERCEPTION SKILLS

DIVINATION

Wise man: "The charts are not favorable. Blackwolf will be displeased."

2nd Wise man: "Maybe we should consult our own future before we tell him."

This is the ability to foretell the future, using any of a variety of arcane media: tarot cards, crystals, runes, bones, palm reading, star charts, or numerous others.

Divination is a notoriously inexact science. When a character attempts to divine the future, the gamemaster should make a secret roll against the character's divination skill, and note whether or not the character succeeded, and also by how much the character made or failed the roll.

Successful rolls give the character correct (though not necessarily accurate) information. The slimmer the margin of success, the more vague the information is, and the more cryptic the presentation. Greater successes yield more accurate information presented in a clearer manner. Only with an ace should the character feel completely confident in his interpretation of the divination.

Failed rolls have the opposite effect. The information is misleading, or so cryptic as to be useless. Badly failed rolls will lead the character to believe the opposite of the truth, and the true interpretation of the divination will only be obvious after he has thoroughly bungled his job. Blunders will give the character definitively and dangerously incorrect information.

As an example, let's take Blackwolf's unborn child, and let's assume that the child is to be a male and born free of genetic defects. Blackwolf asks the wise men whether his child will be human or mutant. If the wise men roll an ace on their divination, they will definitively state the child will be human, a fine elf-wizard cross, a strapping young boy destined to rule the world. If the wise men succeeded by only a small margin, they might find the charts say the boy will be more Faerie than Mutant, and probably free of aberrations. If they failed the roll, they would say that Mutant is dominant in him, and interpret that to mean he'll be mutated (actually, Mutant forces will rule his life, but not his body). If the wise men blunder, they misread the charts to see that the child will be a heavily-mutated sterile girl, and the mother will die in childbirth. Best to cause the mother to miscarry.

Complexity: Impossible

Modifiers:

+1 if conditions and equient are good

-5 if subject is unwilling

Note: The foretelling of the future can be a complicated situation for even the best gamemasters. This skill should be tempered by the gamemaster and should seldom give the player that possesses it too much of an advantage.

NEW BACKGROUND PACKAGES

Below is a list of some of the backgrounds created for the Scortch setting. However, of the six new backgrounds listed below only two are available to PC's. The rest were designed for the information of the gamemasters only. When developing new characters use the same rules for character generation as found in the basic game book.

MILITARY POLICE (MP)

This background is available to mutant NPC's only

The military police maintain law and order in the cities of Scortch. Law and order is a relative term under Blackwolf's control. Blackwolf chooses only the nastiest mutants to work in this force. The military police crush riots, and assassinate trouble-makers. Other duties include protecting Blackwolf, killing

any who oppose Blackwolf, and routing out any underground organizations throughout Scortch.

Military Police Officers are rude and have a somewhat elevated sense of importance (much like most people in authority), and quite often mistreat the people they are charged to protect.

Skill	PRI	SEC	TER
Small Arms	6	4	2
City Lore	6	4	2
Torture	5	4	2
Alertness	4	2	1
Search	3	2	1
Any Melee	3	2	1
Deduction	3	2	1
Technomancy	3	2	1

DYSGENICIST

This background is limited to mutant NPC's only

Dysgenicists are the sinister agents of Blackwolf. They were formed to create a race of new mutants, yet Blackwolf has given them great latitude in their approaches to this solution. A dysgenicist is a dreadful career reserved only for the truly perverse.

Skill	PRI	SEC	TER
Technomancy	6	4	2
Ancient Lore	6	4	2
Chirurgy	5	4	2
First Aid	4	2	1
Deduction	3	2	1
Alertness	3	2	1
Guile	3	2	1
Instruction	3	2	1

Soothsayer

Soothsayers are Blackwolf's wise men. They perform feats of incredible magic as they foretell the future for their master. There are soothsayers in other societies as well, and these are the player character class. A soothsayer could be anyone who feels the future or dreams of some strange portent. Usually a soothsayer uses some form of a focus to divine the events to come.

Skill	PRI	SEC	TER
Divination	6	4	2
Oratory	6	4	2
Deduction	5	4	2
Alertness	4	2	1
Empathy	3	2	1
Any Lore	3	2	1
Guile	3	2	1
Technomancy	3	2	1
OR			
Magic			

Hood

A Hood is a member of any of several gangs that roam the streets of various cities throughout Scotch. These hoods are usually violent adolescents.

Skill	PRI	SEC	TER
City Lore	6	4	2
Alertness	6	4	2
Melee	5	4	2
Pick Pocket	4	2	1
Concealment	3	2	1
Fast Talk	3	2	1
Dodge or Parry	3	2	1
Search	3	2	1

Street Urchin

A street urchin is a person who for any number of reasons is forced to make their living on the streets of the city. They are an unfortunate occurrence in almost all cities in Halcionia. They are quite often harassed by the city police and looked down upon by the other citizens. However the street urchin has a rich sub-culture of their own. They also have an unspoken code of ethics that they all follow, which forces them to help one another out in their day to day lives.

Skill	PRI	SEC	TER
City Lore	6	4	2
Dodge	6	4	2
Pick Pocket	5	4	2
Resistance	4	2	1
Survival	3	2	1
Alertness	3	2	1
Silence	3	2	1
Stamina	3	2	1

MUTANT GENERATION

Below are several physical descriptions that every mutant must roll to determine. When using this quick mutant generation section, remember to use every heading (only rolling up a half mutant isn't fair to the mutant or the player). Use a D20 to determine what physical and mental mutations has occurred.

When creating NPC mutants the game master has the option of coordinating traits as he sees fit. Mutants, however, must always have at least one of the traits found in each section.

To create a Mutant a game master must pick one of the three basic body types located below. Use this base to create a mutant by tacking on mutations and changing characteristics when rolled.

Then roll on the following Charts: Facial Mutations, Body Mutations, Miscellaneous Mutations and Mutant Abilities.

Then roll a 1D+2. This is the number of time you will roll on the Mutant Defects Chart. If the Defects will hinder the campaign or just does not fit your character concept leave it off or take a disadvantage that does suit your needs.

Now customize the mutant by adding or subtracting a few mutations.

Also remember, this is only a simple list. Spunky game masters may wish to create their own charts.

Humanoid Mutant

This mutant was once a Human but the radiation kicked in and wa-la. They really have no advantages or disadvantage to start out with and are most commonly found in higher ranking positions due to Blackwolves liking of humans.

STR 10	INT 8	DEX 10	CHA 9
PER 10	CON 10	SIZ 9	WP 9
MGT 10	DB 0	SPI 9	MR 9
RS 10	REC 10	SP 28	HP 10

Reptile Mutant

A Reptile body is the strongest of the three choices but has an extremely bad disadvantage, he cannot travel too far north because he is cold-blooded. Even though he has scales, they do not protect against the cold. When this mutant gets cold his MR is reduced. At low temperatures he could even die. How unfair!

STR 13 INT 8 DEX 10 CHA 8
PER 10 CON 12 SIZ 12 WP 8
MGT 13 DB +1 SPI 8 MR 11
RS 10 REC 10 SP 32 HP 12

Automatic Advantage: Scales (1HP/2 SP)

Automatic Disadvantage: Cold Blooded

Amphibian Mutant

An Amphibian body is the weakest of the three choices but it has a good advantage if the players will be around water a lot.

STR 10 INT 8 DEX 9 CHA 7
PER 9 CON 10 SIZ 7 WP 7
MGT 9 DB 0 SPI 5 MR 8
RS 9 REC 9 SP 24 HP 9

Automatic Advantage: Character can breath water and swim at normal MR.

Automatic Disadvantage: Will dehydrate in the sun 10 times faster than normal.

FACIAL MUTATIONS

- 1 Large Cranium
- 2 Muzzle
- 3 Muzzle/Large Cranium
- 4 Beak or Bill
- 5 Flush Nose
- 6 Nose On Tongue
- 7 Snout
- 8 Locking Jaws
- 9 Fangs
- 10 Multi-Rowed Teeth
- 11 Ridged Teeth
- 12 Barbed
- 13 Forked Tongue
- 14 Directional Ears
- 15 Pointed Ears
- 16 Recessed Ears
- 17 Insect
- 18 Nictating Membrane
- 19 Slitted Pupils
- 20 No Facial Mutation

Facial Mutations Definitions

- 1 **Large Cranium**
The Mutant has an enlarged head which could look like a cone, big brain, etc.
- 2 **Muzzle**
This Mutant has a muzzle that extends out from the face—much like that of a dog. This will allow a Mutant to bite an opponent for an extra 1D plus his full MGT bonus.
- 3 **Muzzle/Large Cranium**
The Mutant has a muzzle and a large cranium. This will allow a Mutant to bite an opponent for an extra 1D plus his full MGT bonus.
- 4 **Beak or Bill**
The Mutant has a beak or a bill much like an eagle or a duck.
- 5 **Flush Nose**
This means that the character's nose is flush with his face and does not project outward. The Mutant will have 2 nostrils where his nose would be if he were a normal human.
- 6 **Nose On Tongue**
This means the Mutant has no nose but smells with his tongue much like a snake. The Mutant must stick out his tongue to be able to smell. A Mutant has +1 PER when his tongue is out and -1 PER when he does not have its tongue in.
- 7 **Snout**
The Mutant has a nose much like that of a pig.
- 8 **Locking Jaws**
This means that the Mutant can lock his jaws after biting. Only the Mutant can unlock his jaws; there is no way to unlock this character's jaws except to break them.
- 9 **Fangs**
The Mutant has fangs much like that of a dog or snake. The Mutant can try to bite and cause 1D extra bite damage which is added to his MGT bonus.
- 10 **Multi-Rowed Teeth**
This means the Mutant has more than 1 row of teeth much like a shark. Add 1D extra damage is added to his MGT bonus for a bite.
- 11 **Ridged Teeth**
This means the Mutant does not have teeth, but instead has a bony ridge that acts exactly like teeth (similar to that of a turtle).

12 Barbed

This means the tip of the character's tongue has a barbed point. He can lash his tongue out to cause 1D damage to an unsuspecting character that is too close.

13 Forked Tongue

This means the character's tongue is split at the end much like that of a snake. The tongue is thin and can project out 10 inches or more.

14 Directional Ears

This means that the character's ears can move in the direction where sounds are coming from, much like those of a Doberman Pincher or horse this gives a mutant a +1 PER to hearing.

15 Pointed Ears

The top of the character's ears have points.

16 Recessed Ears

This means that the character's ears are flush with the sides of the head. This gives a mutant a -1 PER.

17 Insect

This means that the Mutant has multi-lensed eyes very similar to those of a fly.

18 Nictating Membrane

The Mutant has a second set of clear eyelids, as does a cat, owl, or frog. This will protect a Mutant from foreign objects getting into his eye as well as too much light.

19 Slitted Pupils

The Mutant has slitted pupils which look very much like those of a cat. This allows the Mutant to see nearly as well in the night as in the day.

20 No Facial Mutation

Body Mutation

1 Arm Membranes

2-3 Locking Joints

4-5 Multi-Jointed

6 Webbed Appendages

7 Back Spines

8 Quills

9 Shell

10 Jumping Legs

11 Paws

12 Snake Body

13 Talons

14-15 Fur

16 Hairless

17-18 Scales

19 Thin Skin

20 Thick Skin

Body Mutations Definitions

1 Arm Membranes

The Mutant has membranes that extend down from the arms and connect to the legs. These arm membranes allow the Mutant to glide from a high altitude to a lower altitude. If a Mutant glides, he will travel a distance equal to his own altitude x 5. The GM might also consider updrafts and wind currents when considering distance traveled.

2-3 Locking Joints

This means that the character's arms may lock once fully extended. There is no way for another Mutant to unlock these joints other than by breaking the character's arms.

4-5 Multi-Jointed

The Mutant has 1D extra joints in addition to any other existing joints in his arms and legs.

6 Webbed Appendages

This means that the Mutant has fingers with webs between each. This will allow for better swimming.

7 Back Spines

The Mutant has spines that run up and down The character's back. These spines may extend out 1D inches and may cause 2D worth of damage is used properly.

8 Quills

The Mutant has quills all over his torso much like those of a porcupine. These quills can stick in a person up to 2D feet away when the mutant wills. The victim will take 4 SP damage per bunch of quills. They must cut the quills out. It is similar to removing a fish hook. The GM may determine how many bunches a Mutant may shake per amount of time needed to regrow the quills. Quills do not cover a character's underside. Quills also give the torso Armor Protection of 1 HP/3 SP.

9 Shell

The Mutant has a shell around his torso much like that of a turtle, giving the torso an Armor Protection of 3 HP/6 SP.

10 Jumping Legs

The Mutant has legs specially suited for jumping. The Mutant has a jumping ability x 3 normal.

11	Paws This means the Mutant has hands and Feet and hands much like that of a dog or a cat.
12	Snake Body This means the Mutant has the lower torso of a snake which does not effect MR.
13	Talons This means the Mutant has bird-like feet. They can grasp objects and pull the trigger of a gun. Manipulation is performed at -1 DEX. Feet talons add 1D to the normal MGT bonus.
14-15	Fur The Mutant has fur covering his whole body. This hair protects for 0 HP/2 SP
16	Hairless This means that a character's entire body is bald.
17-18	Scales This means the Mutant has a scaly skin texture like that of a lizard. Scales grant an Armor Protection of 1 HP/3 SP.
19	Thin Skin This means that the character's skin is very thin and can tear and rip easily. Tearing or cutting damage gets an extra 1D of damage.
20	Thick Skin This means that the character's skin is very thick much like that of an elephant (Armor Protection of 1 HP/2 SP).

MICELLANIOUS MUTATION

1-2	Albino
3	Bright Colored Skin
4	Asexual
5	Egg Layer
6-10	Sterile
11	Carnivore
12	Insectivore
13	Vegetarian
14	Horns/Antlers
15	Barbed Tail
16	Prehensile Tail
17	Rat Tail
18	Bat/Reptile Wings
19	Insect Wings
20	Undeveloped Wings

Micellaneous Mutation Definitions

1-2	Albino This means that the Mutant has no skin coloration. The Mutant is chalk white, his hair is chalk white, and his eyes are pink. Mutant may also be extremely sensitive to light or sunburn easily if the GM so wills.
3	Bright Colored Skin This means that the Mutant has a brightly colored skin. These colors include bright shades of red, yellow, orange, and white.
4	Asexual This means that the Mutant has no sex. At a mature age, the Mutant will self-impregnate himself and have an offspring.
5	Egg Layer The Mutant lays eggs much like those of a bird.
6-10	Sterile The Mutant cannot reproduce in any capacity. The mutant is forever alone.
11	Carnivore This means that the Mutant can eat only meat.
12	Insectivore This means the Mutant lives by eating insects.
13	Vegetarian This means that the Mutant can eat only plants.
14	Horns/Antlers The Mutant has small horns or antlers growing from the top of his head. They may use these horns/antlers as an attack. Horns and antlers add an extra 2D damage to a head butt.
15	Barbed Tail The character's tail has a barb at the end. They can use their tail to damage an opponent. It will be 1D feet long. This tail may be used like a whip against an opponent if it is 6 feet for an additional 1D of damage.
16	Prehensile Tail The Mutant has a 1D foot-long tail, used to grasp and hold objects. This tail will support a character's weight.
17	Rat Tail The Mutant has a long, whip-like tail. It will be 1D feet long. They can use their tail like a whip if it is 6 feet.

- 18 **Bat/Reptile Wings**
The Mutant has bat or reptile-like wings. These wings may be folded to make the Mutant normal human size. A Mutant may fly at 2D x 3. MR. The character's arms are not on the wings.
- 19 **Insect Wings**
The Mutant has huge insect-like wings. These wings may be folded to allow the Mutant to appear normal human size. A Mutant may fly at 2D x 2. MR. The character's arms are not on the wings.
- 20 **Undeveloped Wings**
The Mutant has tiny wings on the base of the back. They can not use them for flight, they are merely inconvenient.

MUTANT ABILITIES

Mutant Abilities is the only advantage a mutant will receive for being as pathetic as they truly are. Not all NPC's that players encounter will have powers, but assume that any PC's do.

Below is a list of all the General Mutant Powers available. A Mutant will receive one roll on the chart below.

MUTANT ABILITIES

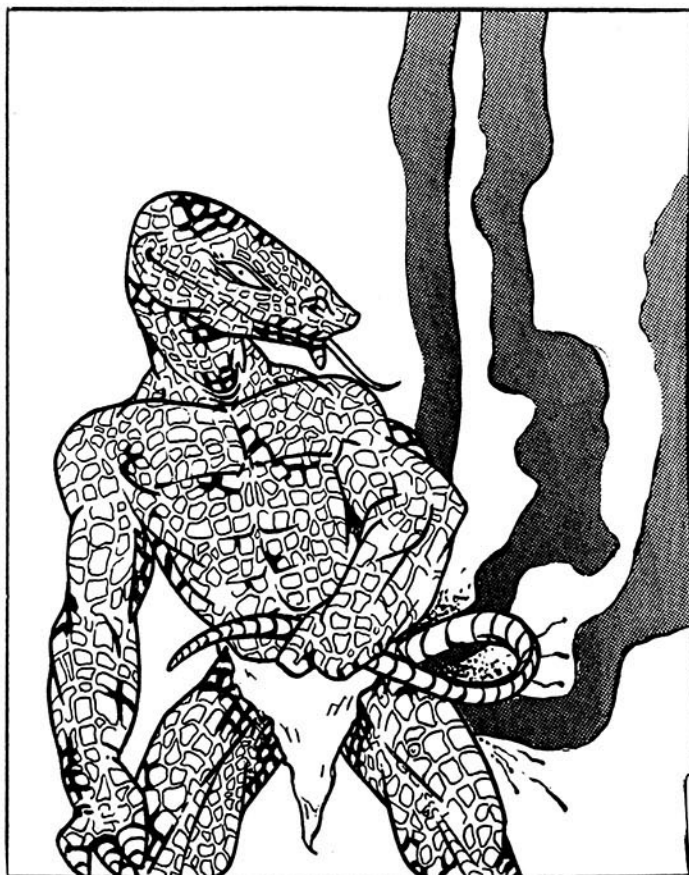
- | | |
|----|-----------------------|
| 1 | Barbed Joints |
| 2 | Body Armor |
| 3 | Chameleon |
| 4 | Enhanced Claws |
| 5 | Enhanced Attributes |
| 6 | Enhanced Balance |
| 7 | Enhanced Smell |
| 8 | Enhanced Hearing |
| 9 | Enhanced Voice |
| 10 | Immunity to Toxins |
| 11 | Luminescence |
| 12 | Nauseous Spray |
| 13 | Nictitating Membrane |
| 14 | Radar |
| 15 | Regeneration |
| 16 | Screech/Roar |
| 17 | Stinger |
| 18 | Temperature Tolerance |
| 19 | Venom Attack |
| 20 | Enhanced Vision |

Mutant Abilities Definitions

- 1 Barbed Joints**
This means that all selected joints on a character's body have spikes sticking out of them. These barbs add an extra 2D damage to hand-to-hand combat when using such maneuvers as knee, elbow, and punch.
- 2 Body Armor**
This gives the character incredibly tough skin. The skin provides 1 HP/2 SP protection. Each additional level provides an additional 1 HP/2 SP protection.
- 3 Chameleon**
This allows a character to change colors to match his environment. This will make him less visible than normal. A character receives -3 on stealth and others roll at +3 to detect him. The color change will take 2 turns.
- 4 Enhanced Claws**
Roll a D to determine which of the following claws a mutant possesses
(1-3) Claws, Fixed
This gives a character claws that add an extra 1D damage to hand-to-hand combat. The damage bonus only applies if the character uses his claws as a slashing weapon. Fixed Claws are not retractable. They are always visible, similar to those of a dog.
(4-6) Claws, Retractable
This gives your character extendable and retractable claws that can add an extra 1D damage to hand-to-hand combat, when used as a slashing weapon. Retractable Claws resemble those of a cat.
- 5 Enhanced Attributes**
This allows a character to increase any primary attribute by 1D points. PC's cannot increase calculated attributes, but increasing a primary attribute will increase any associated calculated attribute.
- 6 Enhanced Balance**
This allows a character to land on his feet. If a character makes a successful DEX Roll at +0, he will take only half-damage from falling 3 stories or less.
- 7 Enhanced Smell**
Characters can detect and identify odor on a successful INT roll at +0. They can also track a scent on successful PER rolls at +0. A character cannot identify any smell he has not smelled before.

- 8 **Enhanced Hearing**
Roll 1D to determine which of the following hearing abilities a mutant possesses
(1-2) **Hearing, Parabolic**
Allows a character to hear $\times 10$ the distance of normal humans. On a +0 PER Roll, a character can track down a specific sound. Additional levels add $\times 10$ to the distance.
(3-4) **Hearing, Radio**
This ability allows a character to hear all frequencies on the AM, FM, & Police Band Radios. A character can "home in" on one station, but he needs 1 CT.
(5-6) **Hearing, Ultrasonic**
This allows characters to hear very high-pitched and very low-pitched sounds. It also detects radar.
- 9 **Enhanced Voice**
Roll a D to determine which of the following voice abilities a mutant possesses
(1-3) **Imitation, Sound**
This is the ability to imitate any sound that a character has heard. This does not include voices.
(4-6) **Imitation, Voice**
This is the ability to imitate any voice that a character has heard. This does not include everyday sounds.
- 10 **Immunity to Toxins**
Poisons do not affect this character. However, a character must either make his CON roll or become sick for several days equal to 1D plus the poison level. This sickness will cut all primary attribute levels in half until the character recovers.
- 11 **Luminescence**
This allows the character to produce light in a 10-foot radius. The character has an organ that allows him to glow, much like a firefly.
- 12 **Nauseous Spray**
Base Attribute: Dexterity
Skill Complexity: Easy
The character can spray a 60° arc of musk that causes nausea to opponents. Victims must roll CON +2 to keep from vomiting and receive a +2 to any task attempted because of the stench. Additional levels add 10 extra feet of range. A character can only use this ability a number of times equal to his CON per day. Duration of the musk is 1 day (effects are not cumulative). Effective range is 10 feet.

- 13 **Nictitating Membrane**
This gives a character a second pair of transparent eyelids. These eyelids protect a character's eyes from alien objects such as sand, dirt, and bright light.
- 14 **Radar**
This ability allows a character to send out radio waves which bounce off objects and returns to determine general outlines. This power compensates for being blind (but is not limited to blind characters). The range of radar is the same as normal vision. Radar allows characters to be unaffected by the night.
- 15 **Regeneration**
The character regains lost HP and SP at twice the normal rate. Additional levels increase the current rate by $\times 2$.
- 16 **Screech/Roar**
This gives your character the ability to make a high-pitched screech or an impressive roar that could possibly scare away an opponent. This only works if an opponent fails an INT roll at -3.



- 17 **Stinger**
Attribute Base: Dexterity
Complexity: Easy
 This gives the character a stinger on one part of the body, usually a tail. A stinger causes 1D damage.
- 18 **Temperature Tolerance**
 This gives the character extraordinary resistance to extreme temperatures. It makes them capable of resisting up to 1 HP/3 SP of heat or cold damage per turn. Additional levels increase resistance by 1 HP/1 SP per turn.
- 19 **Venom Attack**
 This allows an attack by a character to be venomous. Methods of injecting poison vary. The attack could be with a bite, claws, stinger, or barbed joint, etc. A successful attack releases a muscle poison with a level of -3 into the opponent. (See poison under *Other types of Damage* in Chapter 4 for damage and results to opponents). Additional levels will increase the by 1 level. A character is immune to his own type of venom.
- 20 **Enhanced Vision**
 Roll 1D to determine which of the following vision abilities a mutant possesses
- (1) **Vision, 360°**
 This allows the character the ability to see everywhere around himself except below. A character with 360° vision has a -6 when rolling surprise. (Eyes are bird-like in position.)
- (2) **Vision, Independent**
 This gives the character the ability to look in 2 different directions at one time. It adds a +2 to PER rolls on surprise. This power will only work in the character's normal field of vision.
- (3) **Vision, Infrared**
 A character with this ability can see in the infrared part of the spectrum. It allows the character to see heat patterns in darkness, but it distorts detail. The character is, however, given a +1 to make out details. (GM's discretion is advised.)
- (4) **Vision, Microscopic**
 This allows a character to see x 10 smaller than humanly normal. He may easily find hair, fingerprints, etc. Additional levels allow an additional x 10 power.
- (5) **Vision, Night**
 This ability allows a character to see at night as well as he would at day. This power will not work in total darkness.

(6) Vision, Telescopic

This allows a character to see x 10 the normal distance of humans. Additional levels will increase the distance by x 10.

DEFECTS

Defects are mutations that do not favor the mutants. Every mutant must roll to determine defects. Mutants receive 1D + 2 defects. When GM's (or players) roll on the chart they roll a D20 to determine what defect has occurred.

When creating NPC's the GM has the option of coordinating defects as he sees fit. If he chooses he can allow the player to make the decision. However he should limit them in their options to prevent them from choosing all of the least debilitating defects.

In a situation where a defect nullifies or complements a trait determined in the section on physical description, the defect should have more weight than the description. In some cases it could cancel it completely. Also note that mutations such as body armor cannot be used unless the Mutant character has eliminated contradictory defects.

Mutant Defects

- | | |
|----|----------------------------|
| 1 | Absent Body Part |
| 2 | Allergies |
| 3 | Brittle Bones |
| 4 | Decreased Movement |
| 5 | Decreased Reaction Speed |
| 6 | Diminished Characteristics |
| 7 | Diminished Perception |
| 8 | Hemophilia |
| 9 | Insanity |
| 10 | Low pain Tolerance |
| 11 | Misplaced Body Parts |
| 12 | Multiple Body Parts |
| 13 | Odor |
| 14 | Oversized Body Parts |
| 15 | Phobia |
| 16 | Poor Memory |
| 17 | Poor Respiratory System |
| 18 | Seizures |
| 19 | Undersized Body Part |
| 20 | Vision Problem |

Mutant Defects Definitions

1 Absent Body Parts

The Mutant is missing a particular body part. Roll 2D on the table below to determine the missing part.

2D Body Part

- | 2D | Body Part |
|----|--|
| 2 | TONGUE—The Mutant has difficulty with eating, talking, and has no sense of taste. |
| 3 | EARS—Mutant cannot hear sounds but may feel vibrations. This is a -2 to PER. |
| 4 | NOSE—Mutant cannot smell. This is a -1 to PER, and a -4 to any rolls involving taste. |
| 5 | TEETH—Mutant may only eat liquid or soft foods. |
| 6 | LIPS—Mutant cannot kiss, has trouble pronouncing some words, and has difficulty keeping food inside his mouth. |
| 7 | NECK—Mutant is unable to turn his head and can only see in the direction he is facing. This is a -2 to PER. |
| 8 | TOES—Mutant has some trouble with balance, -3 DEX, except for purely manual actions, -1 MR. |
| 9 | EYELIDS—Mutant has no eyelids and has eyes that are tougher than normal. |
| 10 | THUMBS—Mutant has difficulty grasping objects. This is a -3 DEX when using hands. |
| 11 | FEET—Mutant has no feet. This is a -5 DEX, -5 MR (Minimum 1 MR) |
| 12 | KNEECAPS—Mutant has no kneecaps and is more likely to have knee injuries. |

2 Allergies

The Mutant is allergic to one of the following items located on the chart below. Characters exposed to items they are allergic to will have sinus problems, followed by hives and severe headaches. Long-term exposure or consumption can cause death without proper medical treatment. We encourage devious GM's to add to this list.

1D

1	2	3	4	5	6
Pur	Hay	Milk	Salt	Sugar	Cotton

3 Brittle Bones

The Mutant has very brittle bones. If a Mutant suffers a loss of more than half of his hit points in one turn, the Mutant will suffer a broken bone.

Roll on the chart below to determine the approximate location of a broken bone. GM's can determine which bones are more likely to break. We encourage devious GM's to add to this list.

1D

1	2	3	4	5	6
Shoulder	Arm	Leg	Rib(s)	Hip	Skull

- Decreased Movement Rate
This reduces the character's MR by 1D.
- Decreased Reaction Speed
This will decrease the character's Reaction Speed by 1D.
- Diminished Characteristic
This will decrease one of the following characteristics by 1D.

1D

1	2	3	4	5	6
STR	CON	DEX	INT	POW	CHA

- Diminished Perception
This will decrease a character's perception by 1D.
- Hemophilia
Mutant bleeds at x2 normal rate when wounded; REC rate is slowed by x 1/2.
- Insanity
Mutant must make a 2D roll of 7 or less in times of stress. A success will allow a Mutant to function normally, but a failure will result in an outbreak of their insanity. A player may roll once every 1D minutes to see if he returns to normal. A Mutant must make a 2D roll of 7 or less to recover. Roll on the table below to determine what insanity a Mutant has.

1D Insanity Effect

- BERSERK—Mutant will attack nearest Person.
- PARANOIA—Mutant will expect treachery even from close friends.
- CATATONIC—Mutant becomes unconscious.
- TERROR—Mutant becomes afraid and will try to flee or hide and will attack at -2 to hit and +1D to damage if cornered.
- ALTER EGO—Mutant has a split personality opposite of his normal self.
- KLEPTOMANIAC—Mutant will steal useless items on any occasion.

10 Low Pain Tolerance

The Mutant suffers twice as much pain as normal. Each time the Mutant receives any type of pain he must make a POW roll or scream. When the Mutant receives a total SP equal to higher than 1/2 his CON, the Mutant must either roll his CON or pass out.

11 Misplaced Body Parts

The Mutant rolls on chart A to determine the misplaced body part and then rolls on Chart B to find out its location. If the body part ends up in the normal place roll on chart B until it does not.

	Chart A	Chart B
2D	Body Part	Body Part
2-3	Nose	Chest
4-5	Ears	Neck
7-6	Mouth	Shoulders
8	Eyes	Abdomen
9	Heart	Hips
10	Arms	Head
11	Brain	Thighs
12	Head	Hands

12 Multiple Body Parts

Roll on the chart below to determine what body parts a Mutant has multiples of. Roll 1D x 2 for number of extra body parts. Usually, they are in the same vicinity as the original body part. (The GM may wish characters to roll on Chart B under Misplaced Body parts for a randomness of location.)

2D	Body Part	Effect
2	Eyes	+1 to PER per pair
3	Ears	+1 to PER per pair
4	Nose	+1 to PER per 2 pair
5	Arms	extra maneuver per arm pair
6	Mouth	can eat faster
7	Head	-3 to CHA roll
8	Heart	back-up heart
9	Brain	+2 to INT
10	Fingers	unusual appearance
11	Toes	unusual appearance
12	Legs	+1 MR per pair or -1 MR per pair (GM discretion)

13 Odor

Mutant constantly emits a distinctive, offensive odor. This is a -2 CHA.

14 Oversized Body Parts

The Mutant has an oversized body part. Roll on the chart below to determine the exact body part.

2D Oversized Body Part

- EYES— The Mutant has eyes twice the norm for someone his size
- EARS— The Mutant has ears twice the norm for someone his size
- NOSE— The Mutant has a nose twice the norm for someone his size
- LIPS— The Mutant has lips twice the norm for someone his size
- NECK— The Mutant has a neck twice the norm for someone his size
- ARMS— The Mutant has arms twice the norm for someone his size
- TOES— The Mutant has toes twice the norm for someone his size
- HANDS— The Mutant has hands twice the norm for someone his size
- TORSO— The Mutant has a long torso, twice the length of normal.
- FEET— The Mutant has feet twice the normal size for someone his size.
- HEAD— The Mutant has a large head, two times the size of normal.

15 Phobia

The player is extremely afraid of something.

1D

1	2	3	4	5	6
Water	Fire	Tech.	Magic	Heights	Spaces

16 Poor Memory

The Mutant has a very bad memory. He must roll an INT roll or less to remember anything that is not of major importance.

17 Poor Respiratory System

The Mutant has a very bad respiratory system. He must rest x 3. longer than a normal human.

18 Seizures

A Mutant must roll 1/2 INT Task Roll or have a seizure when injured or surprised. A player must roll 1/2 INT Task Roll successfully to recover.

19 Undersized Body Parts

The Mutant has an undersized body part. Roll on the chart below to determine the exact body part.

2D Undersized Body Part

- 2 EYES— The Mutant has eyes half the form for someone his size
- 3 EARS— The Mutant has ears half the norm for someone his size
- 4 NOSE— The Mutant has a nose half the norm for someone his size
- 5 LIPS— The Mutant has lips half the norm for someone his size
- 6 NECK— The Mutant has a neck half the norm for someone his size
- 7 ARMS— The Mutant has arms half the norm size for someone his size
- 8 TOES— The Mutant has toes half the norm for someone his size
- 9 HANDS— The Mutant has hands half the norm for someone his size
- 10 TORSO— The Mutant has a short torso, half the length of normal.
- 11 FEET— The Mutant has feet half the normal size for someone his size.
- 12 HEAD— The Mutant has a small head, half the size of normal.

20 Vision Problems

The Mutant has one of the following vision problems. Roll 1D6 on the table below to determine which eye problem the Mutant has.

2D Eye Problem

- 1 COLOR BLINDNESS— Mutant has great difficulty in differentiating between colors.
- 2 FARSIGHTED— Mutant can read only with difficulty and has -4 PER if examining anything closely.
- 3 MONOCHROME VISION— Mutant sees objects in only tones of black and white instead of color.
- 4 NEARSIGHTED— Mutant has -4 PER for long range vision, and -4 DEX for all ranged combat.
- 5 ONE EYE— Mutant has but one eye, -2 to PER, no perspective.
- 6 TUNNEL VISION— Mutant has no peripheral vision, sees only straight ahead.

The Complete Source book Pertaining to the Lands of

SCORTCH

"We will live in the good lands. My son will
grow where there isn't death in the very
waters we drink and the air we breath."

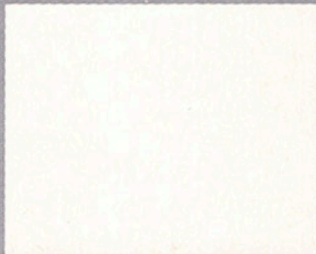
-Blackwolf

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