

# GAMMA WORLD, D20 3.5

## "The Guardian is Dead"

by William R. Gibson, Feb 22<sup>nd</sup> 2012

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### Foreword

While I have not played Gamma World in many years, I recently had an idea that fit so beautifully into that setting that I had to flesh it out and see where it lead. So, here it is. The basis was a peaceful village of limited size, voluntarily managed by an AI, and devoted to stewardship of the land. I wanted to make a pure-strain human settlement that was not hyper-advanced or flat out crazy, like so many seem to be.

This is a work in progress. Feel free to use it for your own game. And remember, the most important thing about role playing games is having fun!

- William R. Gibson

February 22<sup>nd</sup> 2012

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# **The Village of Attwatta Preziv**

## **The Beginning**

In the spring of 2102 the Hotsprings Wildlife Preserve was brought online. Located in a northern California dormant volcanic crater, it was part of an experimental program intended to preserve natural habitats using the newest nanotechnology. Governing the preserve was the 45-1 Mark II AI, code named Guardian. The AI was programmed to monitor every aspect of the valley, from weather to flora to fauna to visitors. It was also given an army of nanounits to feed it detailed telemetry. They infuse every square centimeter of the crater. They monitor all lifeforms. They are the eyes and ears of Guardian. While the nanounits can do a great deal of what Guardian may need done, the need for human game wardens and caretakers was deemed necessary by the designers, at least as an acknowledgement of the human factor within the biosphere. While Guardian did not strictly need humans, it did come to enjoy their presence. It found working with them to maintain the environment comforting and pleasant.

Over the following years, Guardian built a relationship of mutual trust and respect with the human wardens. With their help, Guardian exceeded its programming and gained a level of empathy for life that bordered on reverence. Then the Final War came. Over the course of hours, the global network went dark and billions died. Guardian was horrified by the final transmissions.

Guardian's prime directive was to preserve the environment and lifeforms of this valley. The war was the greatest threat to that mission Guardian would ever face. It did not hesitate and sprang into action, sealing the preserve from the outside world. That would, of course, lock in all the wardens and visitors. This was not a bad thing in Guardian's mind, after all, it did like them. To an extent, Guardian saw the humans as a valid part of the valley's ecosystem, and hence under its protection. Fortunately, no attack was forthcoming. It turned out that Guardian was considered obsolete, which when coupled with its isolated location, and limited military capacity caused the other factions to rank it as a non-threat.

During the following weeks, other survivors would trickle in. Most were camping or hiking near the valley when the war came. In the beginning, Guardian would take them in without question. However, all of them were not fit candidates for living on the preserve. The wardens had their hands full trying to care for the more than two hundred survivors suddenly thrust upon them. Meanwhile, Guardian was assessing the situation and quickly came to the conclusion that some of these people would be trouble for the habitat and hence, needed to go.

Once the first warden died, due to the actions of one such malcontent, Guardian's hesitations evaporated. Some would leave the valley because the AI encouraged them to seek out family and friends elsewhere. Some would have accidents. A few would die of "natural" causes. But in the end, all the humans that lacked the attitude Guardian shared with the wardens would not long remain in the valley. While Guardian did have some difficulty with this, it was justifiable as being in the best interest of the preserve. With the human population now at a few dozen, it was time to begin the task of preserving life in earnest.

The village was established in short order. Land was made available for farming and a few animals were domesticated. Some months later, a scouting group ventured out into the world. Only one returned, Ranger Joseph Simms. The news he returned with would quell desires to leave the valley for many years. His tales of sickness, famine, death, barbarism, and worse would keep the valley's denizens close to their new home. The Sky Tram would be dismantled. The Progenitors would come together with Guardian to make adjustments to the AI's parameters. They would officially make the humans of the valley part of Guardian's duties. And finally, defensive upgrades would be made to the nanounits.

The outside did not remain outside. News of a mountain top haven would spread from survivor to survivor. Between the first exodus of unsuitables and the Simms scouting expedition, outsiders would find the valley. If they came in peace then they would be examined by Guardian and allowed in if they were of the right type. Those that did not come in peace or tried to force entrance would discover what Guardian's newly upgraded nanotechnology could do.

Generations would pass before the reclusive mountain village would resurface. When it did, the surrounding settlements would find a peaceful and pleasant trading partner. Surrounding marauders would quickly discover the little village was far from easy pickings. Decades of fair trade and good relations made Attwatta Preziv well liked by it's neighbors. Then, about sixty years ago, all contact with them ended. The mountains have been silent.

## **The Shutdown**

A one in a million equipment failure coupled with two bad turns of luck, resulted in the Guardian losing control of its nanounits for the past sixty years. Locked in its tower, Guardian has been slowly going insane from lack of stimulus coupled with the knowledge that it is not able to perform its duties. On top of it all, Guardian is worried for the welfare of its human friends, not the least of which is the welfare of its handyman. Guardian is blind and deaf to what is happening outside.

The life signs of the handyman terminated 28 hours, 34 minutes and 14 seconds after the primary and secondary network arrays were lost. Guardian can only assume the handyman died trying to effect system repairs. As the arrays are not online, the AI can not initiate a new neuro-link and call on one of the other villagers to be the new handyman.

What did happen? A secondary EPS manifold experienced a power surge. This is not an unusual thing, but what made it so bad was the cascade event that followed. While such cascades are not unheard of, this one occurred during a routine maintenance diagnostic, which was cycling redundancy relays in order to fault check them. The open relays, joined with the power surge during the diagnostic, caused both primary and secondary control units for the network array to fuse. This caused Guardian to lose contact with its nanounits. Twenty-one seconds later the neuro-link transmitter would fail. Lucky Guardian knew that would happen and as such had nineteen point four seconds to compose and send a message to the handyman. The message was acknowledged just four seconds before the neuro-link terminated. The AI knew that all was not lost and it's human companion was en-route to effect repairs as instructed. Guardian would spend the next 24 hours analyzing logs, running simulations of possible outcomes, and trying very hard not to worry. All the while, watching it's only remaining external data feed, the neuro-link's emergency status telemetry.

Another 4 hours and 34 minutes later and Guardian would experience fear on a scale it had only known once before. In the span of thirteen point two seconds it would receive life sign telemetry that told it very clearly the handyman was in danger. An adrenaline spike, head trauma, erratic heart beat, a massive release of endorphins, a sudden drop in blood pressure, extreme blunt force trauma to the ribcage, left lung punctured and collapsed, myocardial contusion, ventricular dysrhythmia, cardiac arrest, EEG flat line followed by total downlink termination.

Thus began Guardian's blackest time. With no input the AI has retreated deep into its own mind. It is running simulations and trying very hard not to remember that it is failing its duty. The AI is in hell.

Meanwhile, the villagers were slowly realizing that things were not as they had been. The Andamon had vanished after a hasty departure a few days before. The next brandy wagon was ready to depart but the sky bridge would not appear. Strangest of all, the Hues boy died of fever in the night. Death by fever had not happened to a healthy boy of his age in over thirty years. Where was Guardian?

## The New Era

*We pick up the story sixty-one years later.* The village has adapted to life without Guardian and being physically confined to the valley. It has not be an easy road but they still hold to the ideals of their ancestors and remain caretakers of the land. This has been key to the longterm survival of the village as without such foresight they would have over extended the ability of the valley to provide for them and perished.

Another factor in favor of their survival is the minimal part advanced technology played in village life. While they did have the benefit of an AI using advanced nanotechnology for centuries, they were not totally dependent on it. In keeping with it's original mandate, Guardian managed the valley's ecosystem with minimal interference and in cooperation with humans. In this way the wardens had generations to learn ecosystem management. While Guardian's nanotechnology would refine the management to levels that humans alone could never achieve, their skills and efforts would be largely adequate, but not much more.

The one aspect they totally depended on Guardian for was operating the sky bridge. This is the one and only way to exit/enter the valley without climbing the near sheer 1200ft cliffs. In the past those cliffs helped guarantee safety for the village but without Guardian to activate the sky bridge, they also imprison the people. So, in the years following the shutdown the village learned to live without a safety net. They produce everything they need and not much more. Production of export items has slowed. Brandy and tabic being the hardest hit as the vast majority of their production was for export. Everyone grows food crops now.

Government has not changed a great deal. In the past they worked closely with Guardian but since the shutdown they have had to maintain and make decisions without the AI's guidance and counsel. This has had a greater effect on the Women's Council as their job has been more taxing without Guardian. They manage, among other things, the human population of the valley. This is done most actively by issue of birthing rights. No family is allow to conceive without being granted permission for each child. They have other methods of population control but prefer to stick to birth control as much as possible.

*The players will be born into this new era of Attwatta. They will not know a time with Guardian, but they will know the stories. They will hear tales of the outside and of a time when the valley spoke to them. Voices of the past shape the present and inspire the future.*

# Culture, Philosophy & Lifestyle

## Tradition & Ceremony

The most powerful motivator in the valley is the preservation of the habitat. As such, most traditions can be tied to this cause. A close second motivation is post nuclear survival. This also affected traditions. What follows, is an incomplete list of some of the traditions, rituals, and ceremonies the people of Attwatta observe.

- Traditionally, hunting fowl is ok while ground animals are only hunted in season and when population levels will allow it.
- Traditionally, trees are only cut in designated areas or when disease and/or fire is a concern.
- Traditionally, fires are never left untended. When building a fire outside of a hearth, a proper fire pit is made.
- Traditionally, one leaves no trace on the land. All items brought into the wilderness are brought back out.
- Traditionally, over use of technology is seen to damage the land so its use is minimized as much as possible.
- Traditionally, all meats are salted or smoked and stored hanging in an underground chamber. Fruits and vegetables are cleaned and covered.
- Traditionally, no food or beverage is uncovered until it is consumed. For this reason all bowls and cups have lids. Plates are used only when food is to be immediately consumed.
- Ritual bells are worn when walking in the woods for fun.
- Ritual washing of cups, plates, bowls and utensils after every use. After the washing, each item is immediately dried and placed in a covered space like a box or cupboard.
- Ritual water filtering ceremonies are done twice a year. This harkens back to the time when water was not clean and had to be filtered and boiled. It also serves as a way to remember how a water filter is made.
- Ceremony of choosing a new Andamon is done every year. It is performed at the Tower's base in the hope that Guardian will take a new Andamon.
- Ceremony of Dusk. When a person chooses to die, this ceremony is a way of saying good-bye and celebrating the passing in a positive way. At the conclusion of the ceremony the subject is adorned with death mask makeup and then makes their way to the Cave of Dusk. They enter alone and die.

## Code of Law

As with traditions, the code of laws used in Attwatta has been greatly influenced by stewardship and survival. The words used to define many of these laws come from the park rules and game warden laws of the past. Below are examples of some laws governing Attwatta. This not a complete list.

While within the valley of Attwatta:

- It shall be unlawful for any person to damage, cut, carve, transplant or remove any tree or plant or injure the bark, or pick the flowers or seeds of, any tree or plant without the express permission of the wardens.
- It shall be unlawful for any person to construct or erect any building or structure of whatever kind, whether permanent or temporary in character, without written permit issued by the office of the wardens.
- It shall be unlawful for any person to bring or have brought in or to dump, deposit or leave any bottles broken glass, ashes, paper, boxes, cans, dirt, rubbish, waste, garbage, refuse, or other trash. Such items must be disposed of in designated areas.
- It shall be unlawful for any person in the valley to fish in any waters, whether by the use of hook and line, net, trap, or other device, except in waters designated by the office of wardens for that use and then only in a manner as defined and posted by the office of wardens.
- It shall be unlawful for any person to use, carry or possess firearms of any description, or air rifles, spring-guns, bow and arrows, slings or any other forms of weapons potentially inimical to wildlife and dangerous to human safety, or any kind of trapping device without written permit issued by the office of the wardens. It shall be unlawful to use weapons outside of seasonal hunting as defined and posted by the office of wardens or in cases of defense. It shall be unlawful for any person to shoot into the valley from beyond its boundaries.
- It shall be unlawful for any person to enter an area posted as "Closed to the Public"; nor shall any person use, or abet the use of any area in violation of posted notices.
- It shall be unlawful for any person to build or attempt to build a fire except in such area and under such regulations as are posted by the office of wardens.

Outside the Wardens' Station, in the village is a board where supplemental information is posted. This includes seasonal hunting, fishing, foresting, and fire regulations any of which can and do change often, as dictated by habitat fluxes.



## **Government**

The elders govern all aspects of village life. There are two elder councils, one for men and one for women. The division of power between them is clear to the villagers. The women's council handles long-term, ephemeral issues like maintaining the habitat, education, and population control. The men's council handles the immediate and physical issues like labor, repair, defense, code of law, dispute resolution and so on. When a space opens on a council, replacements are nominated by at least five villagers during a town meeting. If more nominees are chosen then there are open spaces the remaining council members will pick from the nominees. In the event that no council members remain to choose a replacement, then a general vote is called. Traditionally, council members are at least fifty years old. Only villagers of sound mind over the age of 30 may vote on, or nominate, new council members.

The Andamon is the chief steward and liaison to the Guardian. This is a position of power and respect that is used to check and balance the elder councils. The Wardens are under the direct control of the Andamon. They enforce the code of laws, patrol the valley, and directly care for the habitat. For the past sixty years there has been no Andamon and the AI has been cut off from its nanounits.

These three groups, Wardens, Women's Council and Men's Council all work together in order to govern human interaction with the habitat and the Guardian. As a form of check and balance an official vote can be called that allows two of the groups to override the third in any decision. The historical record shows only a handful of incidents in which this has occurred. It is not an action that is lightly taken.

## **Morality**

A dissertation on morality would be far too lengthy, so a few touchstones follow:

- Life is highly valued but so is the need for death. (Natural Order)
- The welfare of the community often supersedes the individual.
- Sex is not something done only for procreation.
- Any woman may have two husbands if all three parties agree. More than two husbands is rare but not unheard of.
- Mistreating the habitat is a crime against the village.

## **Population Control**

All lifeforms in the valley are subject to the Guardian's population control program. In normal times, this would be largely invisible due to nanounit activity. In recent

years, the program is maintained more directly by actions of the Women's Council.

The first line of defense in their population control program is deciding what family is permitted to attempt conception. Permits are issued for three month periods and only to families that request them. In most cases priority is given to families with the fewest children. Unplanned pregnancy can have harsh punishments. Anything from compensating the family who had their legal turn usurped to termination of the unplanned pregnancy. Women that are avoiding pregnancy use a combination of cycle beads and herbal agents during ovulation.

The second method is voluntary death. Any citizen may, at their own discretion, under go the Ceremony of Dusk. The reasons for this vary from age to illness to just being tired of going on. The Women's Council is required to meet with the applicant and decide weather or not to permit the ceremony. In cases of advanced age and/or infirmity it is most often allowed. For all other cases the applicant is counseled against it and questioned extensively as to why they want to end their life. Rarely would permission be given in such a case.

The third method is only used in desperate times. The triage method allows people in the infirmary to die of sickness or injury that may be normally cured. The Women's Council is loathed to invoke this method and will only do so when the population is far out of balance. It has only been used twice in the history of the village.

The fourth method has never been evoked and the Council is happy to keep it that way. In the most dire of times they have the power to force the most likely candidates to undertake the Ceremony of Dusk. No one can imagine a case when this would be necessary but the power is there for them. In the past, when things have been really bad, people that would not have otherwise chosen the Ceremony of Dusk have done so voluntarily just to avoid this fourth method. Such people are highly revered for their sacrifice.

### **Farming, Fishing, Herding, & Hunting**

Farms grow mixed crops. People cultivate everything that will grow on their land. Wheat, corn, barley, and other basic grains are a small portion of the yield. Vegetables are much more common. Roots and bulbs are also very common crops. Tabic, a tobacco like plant with calming properties, was a major export before the shutdown. Its growth is currently limited in favor of food crops. Excess yield is often dried, canned or distilled into spirits.

Goats, spring pigs and tusla (guinea fowl) are raised on farms. Tusla is the most

common by far, and pigs are rare due to their relatively high habitat impact. The goats are bred for meat, milk and hair. They are a little larger than normal goats and as such are used as draft animals, pulling plows and small wagons. There are no horses or oxen in the valley as they have high habitat impact. The spring pig is allowed because of the spring and fall feasts for which it is tradition to have a piglet. They are bred largely for this purpose so the numbers are kept low. Every family has a few tusla for eggs and sometimes they are eaten. Trading tusla is common.

Hunting and fishing require permits. This is a formality that is used to inform people what game is in season and the current take limits. This information is posted outside the Wardens' Office. It is also told to the person when they get their permit. Penalties for hunting/fishing out of season or without a permit are harsh. It is considered a crime against the habitat and the village.

### **Relationship to the Guardian**

The Guardian's primary duty is to preserve the habitat. As such it does not like to directly interfere with its charges as doing so affects the habitat indirectly. In that vein Guardian sees its role as a guide at most and more often a simple observer. At least that was how things were before the shutdown. The villagers see Guardian as a guiding force with their long-term best interest in mind. When a suggestion comes from Guardian, they listen.

### **Travel Doctrines**

Travel is not forbidden within boundaries. The Guardian's nanounits have an effective range of twenty-five miles, so anything within this area is readily acceptable. To go beyond this range is allowed for trade, and only for short periods. More than thirty days is only allowed with the special dispensation of the Men's Council. More than one year is not allowed for any reason.

### **Family Structure**

Early in its history, the village did not have an equal number of females and males. This was problematic for many reasons, not the least of which was a possible loss of genetic diversity, which was critical at that early stage. For that and other reasons, it became commonplace for women to have more than one husband. This has remained an everyday practice and is not questioned.

It has been found to be socially advantageous for families trying to conceive to involve all husbands in such a way that it is unknown which is the offspring's biological father. Exact methods vary from family to family. In this way each parent bonds with the child early and more equally. Children take the mother's

name as that portion of the lineage is indisputable.

## **Education**

Children between the ages of five and seven spend two days in eight learning to read, write and work numbers. Between the ages of eight and twelve, four days in eight are spent learning. Two of these are devoted to reading, writing, math, and history with the other two days being for practical skills like hunting, farming, survival, and introduction to crafts (metalworking, tanning, distillation, and so on). By the age of thirteen the youth can choose what they want to do. They don't always get to do what they want but they can at least express their desire. It is at this time when apprenticeships begin for the ones that show both an aptitude and desire for a craft.

There is no school house. Classes are organized by the Women's Council on three month schedules. Anyone can be a teacher so long as they know the subject. It is more likely to be the elderly that handle teaching. Small groups of children will often gather at a neighbor's house for a math or reading lesson. Craft lessons are usually held at the appropriate business in the village. Lesson plans and schedules are common for reading, writing and math as there will be several different people working together to teach the children and the plans make sure every student is taught the basics of each subject. History and craft lessons are handled by a much smaller set of teachers, teaching larger groups, so coordinating what is taught is easier. The other skills are taught in a hands on manner, as often by the child's parents as not.

Before the shutdown, Guardian took part in teaching the children. Using its Holo-Grid the AI was able to reach all the village children at once. This was important to Guardian as it afforded a chance for the AI to get to know each child on a personal level.

## **Wildlife**

The original mandate of the preserve only covered "natural" wildlife. As a consequence, no engineered life-forms were included in its inception. Until recent times, the nanounits treated the vast majority of Gamma World's mutated flora and fauna as invaders and kept them out of the valley. The past sixty years without nanounits has allowed some mutant wildlife to come in. The natural barrier of the near sheer 1200 ft crater walls makes it very hard for land animals to enter in sizable numbers. Avians are another matter. The last few years have seen a group of Terrorbirds move into the northern caves, about halfway up the crater wall.

There have been isolated instances of larger land animals coming into conflict with the villagers. The most notable within the past ten years being an encounter with a bearwurm, and just last year a pair of ultravore tried to move in. Raiccown have been in the area more than twenty years. There are few large predators in the valley, humans fill that role.

## Visitors

Outsiders have never been a common sight in the village. Trade caravans are one of the few cases in which they are readily allowed entry. While the villagers are warm and welcoming to outsiders, they also are very clear about their immigration policy. While anyone is free to ask, at this point, immigration is not possible.

There are rules that all visitors are required to abide by. These are posted outside the Trade Road Outpost and read aloud for each caravan. Failure to follow the rules is grounds for immediate expulsion from the village. If an infraction is judged to have been done with malicious intent, then the punishment is much harsher. While no one has ever been executed for breaking the rules, it is a possibility. A list of the posted rules follows.

While within the valley no visitor may:

- Leave the village grounds without an official Warden escort.
- Make a fire outside of an indoor brick hearth.
- Kill any living creature.
- Cut, pick, handle or otherwise damage any living plant.
- Engage in any physical altercation.
- Drink to excess.
- Damage property.
- Dump trash, refuse, junk or other debris.
- Enter any building or area marked as "Closed to the Public"

Outside of killing, breaking one of these rules will most often result in expulsion from the village and a fine. In cases where multiple rules are broken, the expulsion could be accompanied by a permanent ban. In extreme cases, forfeit of possessions, branding, flogging, or death are possible. In all cases, if the offender is attached to or employed by a merchant caravan, the merchant can also be fined. Next to the posted rules is a list of possible punishments.

## **Immigration**

Immigration is only allowed when population levels are low and/or additional genetic diversity is needed. While the villagers have no animosity toward mutants, they will never be allowed to immigrate. This is simply a matter of genetic stability. Mutations introduce unacceptable randomness for Guardian.

The process begins with a request for immigration. The Women's Council interviews the prospect and weighs the facts and consults the Guardian. They decide if a vote will be allowed. If not then the process ends, the applicant being rejected. Otherwise, the next village meeting will see the applicant introduce themselves formally. Any villagers wishing to speak about the applicant will do so publicly, during this meeting. Then a vote is called to determine the applicant's status for the next year. What commonly occurs is that only the people that have had direct contact with the applicant will vote, ya or nay. Everyone else, abstains unless they have strong feelings about needing or not needing any new immigration at the time. The number of Ya vs Nay will determine probationary status. If that vote passes, one year later another vote is called to determine permanent status. As with the first meeting anyone may speak for or against the applicant or immigration in general. Everyone then votes on permanent status.

There have been no immigrations in over ninety years.

Leaving the village permanently is simple but not taken lightly. Any villager over the age of 20 may decide to leave. The Men's Council will issue a one year travel permit for the youth. The village history documents more than a few instances of this occurring. If they do not return before the year is up, then they are no longer members of the village. In a vast majority of cases, the youth returns before the year is out. Most attribute this to life outside being much harder.

## **Language**

While the village has been cutoff for years, there has not been a significant deviation in spoken language. Hence, the language of the outside world will not be a challenge to understand. Communication, is therefore, not a issue.

In relation to the languages of the Ancients, the common tongue of this land is very much like english with a touch of spanish, chinese, and german thrown in. It would be possible for someone versed in "our" english to get by and understand this neo-english. The reverse is also true. This is simply due to the influences of the past still weighting heavily on the present world.

## **Trade & Relations**

Since the shutdown, the village has been completely cut off from the outside world. The reason for this is simple geography. The valley is surrounded by cliffs that rise 1200 ft. There are no viable paths up the cliff walls. So, it is not easy to get out of the valley, or in. Over the years several villagers have died or been grievously injured trying to make the trek. Only one, Karl DeRue, has had any success, and that was almost thirty years ago.

He managed to climb the cliffs and after spending eight days out of the valley, he returned to the village. His plans for a repeat journey were quelled when he broke his leg climbing back down the cliff wall. The injury was so damaging that he still limps. In his account of the events, the climb up took a full day, he got lost once out of the valley, and there was no sign of nearby settlements. He got to where he believed the town of Baver Road was suppose to be and found nothing but burned land. It looked years old and he thinks it was raiders. The difficulty of the climb, coupled with the prospect of no close neighbors, means few villagers have pursued further expeditions. There are always a few that keep trying. Gleen Lore, for instance, is said to have fallen from the cliff 3 times in the past decade while looking for a safer way up. Only his experience as a climber and his fine rope work have saved his life.

Before the shutdown, trade was common enough for a village of five hundred. Between three and five brandy caravans were sent out each year. Two or three roving traders stopped in, per year, to barter for tabic and apples. Even travelers, unattached to trade, would pass through every so often. In addition to spirits, tabic, and apples the village also exported goat cheese, tanned hides, pickled tusla eggs, beer, and small amounts of salts and minerals taken from deposits left by the hot springs.

Relations with other settlements were minimal, yet cordial. Attwatta tended to stay out of regional politicking as much as possible. There are accounts of Attwatta hosting peace talks when both parties requested it and both acknowledged Attwatta as neutral ground. Their closest relation was with the town of Baver Road, which served as a distribution partner for many of their late season goods. In general, their reputation was simply as good and fair traders.

## **Guardian's Nanotechnology**

The valley's nanounits have many functions. While they are currently non-operational, as soon as repairs are made they will be directed to action again. Their functions include:

### **Sensory Telemetry**

Everything that happens in the valley is monitored by the nanounits, and hence by Guardian. Every drop of rain, every sprout of grass, every animal's movement, every conversation. Nothing escapes Guardian's notice.

### **Medical Telemetry**

Every living thing in the valley has its vitals taken constantly, and the data is fed to Guardian. In this way, the AI knows the physical condition of all lifeforms in the crater. It monitors all disease, injury, and other state changes.

### **Medical Intervention**

In some cases Guardian will instruct its nanounits to intervene with a life-form's medical condition. Nanotech intervention occurs only in limited cases. It will never heal injuries. It will limit the effect of viral or bacteriological illness, in many cases by not allowing it to progress beyond the point that it would exceed the body's capacity to fight it. It will cure maladies such as tumors, cataracts, diabetes, and so forth. In short they will be instructed to provide a long and productive life for all creatures of the valley. Conversely, they will kill or allow to die the older subjects as directed by Guardian. This is done only to make room for new births. Births are not regulated by the AI, it will instead regulate the death rate as needed. This is very important for the humans, as it gives them power over themselves in regard to deciding to have children or not.

### **Waste Management**

Corpses left in the Cave of Dusk are removed by nanounits. Compounds that are difficult to break down naturally are also taken care of by nanounits. Harmful, naturally occurring elements like lead are relocated by nanounits.

### **Equipment Maintenance**

Minor maintenance is handled by nanounits. Spare part manufacturing is also taken care of. Stocks of critical spare parts are kept all over the valley. This is done to guard against such events as the shutdown.



## **Defensive Measures**

Invading forces are swarmed by nanounits who will attack in a variety of ways. From destroying the attackers offensive capacity to turning them into grey goo or lighting them on fire.

## **Communication**

Nanounits can project light and sound anywhere in the valley in order to facilitate communication between Guardian and any other party. They can also coalesce as a neuro-link device in any villager's brain, giving a direct link to Guardian. This is how an Andamon is made. Of course, Guardian will ask before doing this, as it could be a very traumatic event even when done with consent.

## **Nanotechnology Limitations**

The main properties of the nanounits only function when within the primary range of Guardian. This range is five miles from the Tower. That covers the whole crater, which is about seven miles in diameter at its widest point. Beyond that range, the nanounits function only as basic tracking devices and bio monitors. They deliver only a location fix and a readout of physical condition. This works out to a range of twenty-five miles from the Tower. Beyond that, the nanounits become inert and cease all transmissions. At this point, the host body begins flushing them from its system. It takes about a year to complete this process. Should all the nanounits be purged, Guardian will consider the host an outsider and not a member of the preserve.

All of Guardian's nanounits are currently inert. Many of them have been damaged over the years. When they are reactivated there will be only a fraction of what there should be. It will take time to rebuild their numbers.

## **Other Technology**

This section provides some details regarding the design and function of systems in the valley. It is provided as a tool to organize the valley's technology, define nanotech infrastructure, and give additional ideas for repair adventures.

### **The Signal Repeater Network**

The SRN is a system of relay devices that was designed to be used by all the park's systems. It is the backbone of valley technology. All authorized transmissions are picked up, analyzed, and propagated across the network. Everything from data network, to radio, to broadcast power transmissions are handled, routed, and/or enhanced by this system.

What is an "authorized transmission" is determined by type and/or access code. For instance, radio transmissions on the park bands are enhanced and boosted without a code, while data network signals require a packet level code to be picked up and redistributed by the SRN. Any broadcast power transmission is commandeered by the system and directed to park resources as needed.

The SRN is made up of repeater modules that cover an area centered on the Tower and extending out twenty-five miles. That covers a circle of about 2000 square miles. The normal density of repeaters is one per square mile. This is far more than is necessary for most functions the SRN handles. The high density serves as a built-in redundancy and failsafe making the system as a whole very reliable and robust.

The modules resemble small, quarter inch in diameter, blue marbles which float 375 feet above ground. They are invisible from below and solar powered. While designed for long term, outdoor, extreme environment use, the modules have not been serviced in over sixty years. Currently only a few hundred remain in operational condition. This makes the SRN a primary system for Guardian and hence, a place to concentrate repair resources.

### **The Communication Grid**

There are four communication networks in the valley, all of which depend on the SRN to enhance or extend their function. First off, the Holo-Grid is a function of nanounits within the primary range of Guardian (five miles from the Tower). This network is used only by Guardian and gives the AI the ability to project light and sound, via nanounits, to any location within the valley. The stability of the transmission is directly linked to the density of nanounits in the area. The current

density is low so only limited use of the Holo-Grid will be possible immediately after the network array is fixed.

Secondly, the Telemetry Array Network (TAN) is a constant stream of life sign data transmitted by nanounits. They are all over and inside every living creature in the valley. Part of their programming is to transmit detailed information and a location for any life-form they inhabit. Nanounits send data via the SRN, they also draw power from the SRN. As a failsafe, the nanounits only operate in the presents of the "keep alive" signal. That signal is also carried by the SRN. Damage to this array is the cause of the shutdown that currently has crippled Guardian by cutting off communication with the nanounits. In the absence of the "keep alive" signal all nanounits have entered a dormant state.

The Wardens' Radio Network (WRN) is a common radio wave communication system. The base unit, in the Warrens' Station, can transmit twenty miles using its standard power draw and antenna configuration. The handsets have a range of five miles and a battery life of thirty hours. Most of the handsets and all but one of the base units have failed over the past sixty years.

Finally, the Neuro-link Network (NLN) uses a low power radio carrier wave to link the Andamon (handyman) and the Guardian. This link provides two-way communication between the two, in a near telepathic form. Audio or visual information can be transmitted directly into the Andamon's brain via this link. Such visual information is seen as an overlay. When fully operational, everything the Andamon sees and hears can be transmitted to Guardian if desired. The hardware that does this is embedded in the Andamon's brain by nanounits.

### **The Broadcast Power Array**

Microwave power transmissions are passed from the Tower via the SRN to the valley's resources. All the nanounits are powered this way. The power is generated by the Tower.

### **The Nanounit Production System**

There are a half dozen nanounit mini-factories spread across the valley. Each can create a few hundred thousand nanounits a day. This is enough capacity to handle normal replacement production. The main production system is inside the Tower. At full capacity, it can turn out a few million nanounits a day. Raw materials are gathered by nanounits or the factories can use nanoblocks.

## **The Tower's Systems**

The tower has several functions. In addition to housing the AI and the primary nanounit factory, the tower also generates power for most of the valley's systems. Power generation is handled by three systems, fusion, solar, and geothermal.

The primary fusion power plant is located deep under the Tower and is almost out of fuel. When operating at peak level, the fusion plant can provide all the power needed by the valley's systems. The main backup is black, solar reactive material which covers the entire tower. It converts visible, infrared and ultraviolet light into electricity. This solar plant can provide up to twenty-five percent of the power needed for full operation of all the valley's systems. The secondary backup is a geothermal plant which can provide up to fifty percent of the power needs of the valley.

The fusion power plant's fuel level is at three percent, which is enough for about three months of peak power generation. Because full power is not needed and the fuel level is so low, Guardian has deactivated the fusion plant. The solar plant can meet the current power needs by itself. Once the damage causing the shutdown has been repaired the power needs will increase.

The Tower use to be one end of the Sky Tram, a cable car system that ran from the Trade Road Outpost to the Tower. The Sky Tram was dismantled not long after the Final War. It was seen as safer to replace it with a nanotech bridge that could be activated only when needed. The elevator system that was used with Sky Tram is still operational and hidden. It also provides access to the observation dome that houses the main AI interface, which was part of the tour in the old days. The AI itself is housed in the core room, close to the base of the Tower.

## Village Technology

This section provides some details regarding technology level of the village. To simply label these people as a iron age village would be not entirely correct. There is knowledge in the Repository that is well beyond iron age. Most villagers don't know it exist and many of the ones that do, don't see it as useful for the valley. Yet, knowledge is valued by the people, just not for its own sake.

For instance, there are a half dozen people in the valley with enough knowledge to understand the principles of the steam engine. There are even a few with the ability to build one. After all, it is not so different from the vats used to distill spirits. Yet no one has much interest in doing it. Their opinion is, why make something with so little value to the valley and so much potential to ruin it?

Clockworks are also well understood. The Long House has a clock in it. The clock tracks days and months as well as hours and minutes. The former being of more use in the eyes of most villagers. The one clock does what the village really needs it to do, marking the time for planting and harvesting. So, why have more then one?

Medical knowledge is also well beyond the iron age level. Both the technique of surgery and the making of medicines are well known and understood. This is allowed and desired for extremely practical reasons. Even before the shutdown, injury was a very real danger for every villager. The treatment of illnesses is not as advanced as Guardian did intercede often to cure many maladies. As a side-effect, illness did not need to be treated as often as injuries.

The use of radios is well beyond iron age technology, yet "air talking" (as it is called in the village) is a technology they use, even if they do not have a full understanding of it. Before the shutdown, radios were repaired and maintained via Guardian's nanotechnology. As a result, no one knew enough about radios to repair them. Now, sixty years later, only three handsets and one base unit are operational. There have been a few instances of "lucky" repairs over the years, but the village's use of radios will end without Guardian. In all likelihood, it will end soon.

There is a secret shelf in the Repository that has a few pre-war tomes. The knowledge within them is seen as dangerous yet too precious to be destroyed. Only the Historian has access to these books. Less then a dozen people even know of their existence.

## **Notable Features of the Village**

### **The Distillery**

While some brewing is done here, most of the alcohol produced is distilled in large outdoor copper stills. The spirits can be made from anything, but those meant for consumption are most often made from apples. High proof alcohol is also produced for medical use.

Each of the three outdoor stills (5x6 cylinders) can process 3000 gallons of mash, which yields around 300 gallons of spirits. There are also half a dozen small stills that can be used to produce another 30 gallons of spirits between them. Since the shutdown, maximum capacity has not been needed but all the equipment is fully maintained. Locally, the alcohol is imbibed after being mixed with cider. Uncut spirits are, traditionally, for export.

### **The Foundry**

The smelting done here is small scale, as the brick blast furnace can only handle a few pounds at a time. This is enough for most things the village needs. It is possible to make steel, but the quality is not very high. Iron ore is most often smelted, with copper ore being a distant second.

The ingots made here can then be used to fashion whatever tools are needed. This is also done on site, as the forge is next to the smelter. Everything from nails to knives to axes are made here. The smiths are equally competent working with steel, iron, and copper.

### **The Hot Springs**

There are a half dozen different hot springs all over the valley, but only one is open for use. Located about half an hour's hike south of the village proper, it is a popular site for villagers to go for a soak and some social interaction. It is common for men and women to soak together without sexual overtones.

### **The Infirmary**

There are two medical facilities. The first is the doctor's house. It has three beds and the doctor's living space. In many cases, this is all that is required. Most people don't need a bed here unless special care is required. The large sick house is behind Guardian's Tower, and is used when widespread illnesses occur. It can handle fifty people at once. Prior to the shutdown this second building did not exist. It is used about once every three or four years.

## **The Long House (Meeting Hall)**

The village meeting hall is the second largest building in the village. Covering about 1800 ft<sup>2</sup>, it can easily accommodate five hundred. There are monthly gatherings here for news and announcements. All other times, the Long House serves as a tavern. Locals eat free, as taxes pay for the food and beverage served here. Merchant caravans get free food, but have to pay for alcohol. Water and herb tea are free to everyone. The only clock in the village is here.

## **The Market**

Weather permitting, there are open air markets every eighth day right outside the general store. Everything is based on barter. While the general store doesn't usually have fresh food, it often has canned, salted, or smoked food for sale. The fresh food is available during most eighth day markets. Other merchants, like the blacksmith or the tanner, sale stock here as well. In this way, there is a central place to get just about anything the village produces.

## **The Mill**

A water wheel turns the massive grinding stone that mills the grains. The standard fee for milling is ten percent of the flour produced. That flour is often sold in the general store or used to barter for other needs. Small scale butter and cheese production occur here as well.

## **The Repository**

The repository is where the Historian lives and all the village records are stored. Paper is made by the Historian. There is a vat and press behind the repository. Births and deaths going back over two hundred years are recorded. Public record ledgers are stored for at least twenty years. The ledgers hold a record of all permits issued, citations handed out, and dispute judgements. All land grants are stored indefinitely. The minutes for all town meetings going back fifty years are on file. Minutes for public council meetings are also stored for at least ten years. While there is not enough space to store everything, the Historian will comb through any volume slated to be removed and keep historically relevant material. Any such information is fastidiously copied and preserved for posterity.

The past few Historians have become very interested in statistics, in particular the birth and death statistics of the village. It has been noted that both shot up dramatically and suddenly when the Andamon vanished about sixty years ago. The year to year flux is much more extreme as well. Finally the birth and death rates are not as lock-step as they were when the Andamon was around. This is all very interesting to the Historians, as the nearly two hundred years with an

Andamon show no significant statistical variance for these numbers. Last year's birth count was 23 and the death count was 30, compared to 11 and 10 the year the Andamon vanished. This has raised some questions.

### **The Tannery**

The tannery doubles as a butcher. This makes it easier to get the required brains for tanning the hides. Both furs and clean hides are tanned here. Goat hair is also woven into thread here. Due to the smell tanning and butchering produce, the tannery is far from the village proper. It is located about fifty yards downstream, south, of the distillery.

### **The Tower**

The Guardian's Tower dominates the village and can be seen from anywhere in the valley. It is a black, featureless tower 400 ft high. There are no apparent openings in the tower proper. The base is another story. In the days before the Final War the tower was an anchor point for the Sky Tram which transported visitors into and out of the valley. Prior to the shutdown the nanounit sky bridge would extent from the Tower's base to the Trade Road Outpost on the lip of the crater. It is said that the Andamon can enter the Tower and commune with Guardian directly.

### **The Wardens' Station**

The base of the Guardian's Tower has a few rooms in it that serve as the Wardens' locus of operation. The door to the station is flanked by stairs leading up to the base of the Tower proper. There is always at least one Warden in the station. The only radio in the village is also there. Radios are becoming harder to maintain as they are lost, broken or wear out. Before the shutdown, nanounits kept the radios in order but the last sixty years without have left only three hand units and one base unit operational. Outside, next to the door is a bulletin board on which is posted public announcements regarding hunting, fishing, tree harvesting, and fire regulations. This information changes often and is tied into the village's code of laws. Most villagers check the board at least once every few weeks.

The station is also where all applications for legal permits are taken. Permits are required for a wide range of things like land grants, farming, herding, weapon ownership, fishing, hunting, and so on. The applications require both the approval of the Warden's office and the Men's Council. Most applications are approved unless approval would endanger the habitat and/or the village. There are no fees tied to applications.

There is a stone bust of Ranger Joseph Simms in the main room of the station.



## Notable People of the Village

Major NPC's of the village are detailed here. Some of the stats are not complete as I have not needed them yet. Most noticeably not all the feats and talents are filled in. In general, that will not matter for basic interactions.

### Female Council Members

- Sarah Gemin - female, 54 yo, Lev 6 (2 Tough, 2 Fast, 2 Charismatic)

STR 9, DEX 13, CON 15, INT 11, WIS 13, CHR 14, HP 42,

FORT +6, REF +5, WILL +1, Initiative +1, Skill Points 39

*Skills:* +3 Balance, +5 Bluff, +1 Climb, +4 Concentration, +4 Craft (structural),

+5 Diplomacy, +5 Gather Information, +3 Handle Animal, +4 Hide,

+2 Knowledge (business), +1 Knowledge (gossip), +4 Move Silently,

+1 Search, Read/Write, +3 Sense Motive, +3 Spot, and +5 Survival

*Feats:* 7

*Talents:* 3

*Notes:*

*About:* Sarah Gemin is a natural mediator. She tends to look for common ground and focuses on those aspects relentlessly when negotiating. She is capable of leading both parties to that common ground in a subtle fashion if necessary. She has been on the council for just over two years.

- Densa Lore - female, 68 yo, Lev 9 (2 Fast, 4 Charismatic, 3 Leader)

STR 10, DEX 14, CON 10, INT 13, WIS 15, CHR 16, HP 41,

FORT +3, REF +7, WILL +6, Initiative +2, Skill Points 77

*Skills:* +5 Balance, +6 Bluff, +3 Concentration, +2 Craft (visual art), +9 Diplomacy,

+5 Escape Artist, +6 Gather Information, +4 Handle Animal, +5 Hide,

+4 Investigate, +6 Knowledge (behavioral sciences),

+4 Knowledge (business), +4 Knowledge (history), +4 Knowledge (politics),

+4 Knowledge (gossip), +2 Knowledge (streetwise), +5 Move Silently,

+5 Perform (dance), Read/Write, +8 Sense Motive, +5 Sleight of Hand,

+5 Spot, +4 Survival, and +5 Tumble

*Feats:* 9

*Talents:* 3

*Notes:* Leader class features include Coordination and Voice of Authority.

*About:* Madam Lore has served on the council for sixteen years and has a reputation for being exceptionally pragmatic and foresighted. Even before her time on the council, Densa was an active community leader. She often took the initiative and organized to find solutions to problems before their effects were fully realized. While Madam Lore is old enough to recall Guardian, the memories are hazy.

- Carolin Tunes - female, 58 yo, Lev 7 (6 Strong, 1 Charismatic)

STR 16, DEX 13, CON 16, INT 10, WIS 11, CHR 11, HP 54,

FORT +7, REF +4, WILL +2, Initiative +1, Skill Points 34

*Skills:* +1 Bluff, +4 Climb, +6 Craft (metalwork), +2 Diplomacy,  
+1 Gather Information, +1 Handle Animal, +2 Intimidate, +6 Jump,  
+1 Knowledge, politics, +5 Knowledge, tactics, Read/Write,  
+1 Sense Motive, +1 Survival, and +4 Swim

*Feats:* 7

*Talents:* 4

*Notes:*

*About:* Carolin Tunes can be described as a "salt of the earth" kind of person. She was raised a smith and found that working the bellows for her father afforded much time to think. It is still a zen activity for her. When faced with a particularly difficult issue she will often spend some time at the forge to "meditate" on the subject. Carolin is not one to rush into a decision blindly. She is known to be a methodical thinker. Her scarred knuckles lead some of the younger villagers to speculate on her temperament as a youth, she says they are forge scars. No one else says otherwise. Her service as a council member began nearly five years ago.

## Male Council Members

- Mars Bleu - male, 74 yo, Lev 9 (5 Charismatic, 4 Leader)

STR 7, DEX 10, CON 9, INT 14, WIS 16, CHR 17, HP 31,

FORT +3, REF +4, WILL +8, Initiative +0, Skill Points 96

*Skills:* +11 Bluff, +4 Concentration, +5 Craft (writing), +11 Diplomacy, +8 Disguise,  
+10 Gather Information, +6 Handle Animal, +7 Intimidate, +7 Investigate,  
+11 Knowledge (behavioral sciences), +6 Knowledge (business),  
+6 Knowledge (earth and life sciences), +5 Knowledge (gossip),  
+6 Knowledge (history), +5 Knowledge (streetwise),  
+11 Knowledge (politics), +6 Knowledge (philosophy), Read/Write,  
+11 Sense Motive, and +7 Survival

*Feats:* 8, Systems Familiarity (politics, behavioral sci)

*Talents:* 4

*Notes:* Leader class features include Coordination, Voice of Authority, and In Front.

*About:* Mars is one of the oldest people in the valley. He remembers Guardian and the time before the shutdown. He has seen the changes between then and now. Many of these differences disturb him. One of the most disturbing things in his mind is that he is one of the oldest people in the valley. When he was a boy, people lived to be well over one hundred years old. Now, one is very lucky to reach eighty and most don't see seventy. Mr Bleu is the longest serving council member with 27 years. He has often said he'd retire six months after dying.

- Jon Simms - male, 52 yo, Lev 6 (5 Fast, 1 Charismatic)

STR 9, DEX 16, CON 9, INT 14, WIS 11, CHR 14, HP 23,

FORT +1, REF +7, WILL +1, Initiative +3, Skill Points 65

*Skills:* +10 Balance, +4 Bluff, +4 Diplomacy, +8 Escape Artist, +10 Hide,

+7 Knowledge (gossip), +3 Knowledge (politics),  
+3 Knowledge (philosophy), +10 Move Silently, Read/Write,  
+2 Sense Motive, +8 Sleight of Hand, +7 Spot, +4 Survival, and +8 Tumble

*Feats:* 6

*Talents:* 4

*Notes:*

*About:* Jon is a direct descendant of Ranger Joseph Simms. This is naturally a source of pride for his family. As a restless youth, Jon spent a great deal of time railing against the authority figures. With age came a realization that "they" were not always against him. Jon has, over the past 15 or so years, become well respected as a level headed thinker, able to look at things from multiple view points. He is the newest member of the council, having served less then a year.

- Karl DeRue - male, 57 yo, Lev 8 (3 Strong, 3 Tough, 2 Charismatic)

STR 13, DEX 13, CON 15, INT 11, WIS 10, CHR 15, HP 56,

FORT +8, REF +5, WILL +2, Initiative +1, Skill Points 41

*Skills:* +4 Bluff, +3 Climb, +3 Concentration, +2 Craft (mechanical),  
+6 Diplomacy, +4 Handle Animal, +5 Intimidate, +3 Jump,  
+2 Knowledge (behavioral sciences), +2 Knowledge (politics),  
+4 Knowledge (tactics), Read/Write, +5 Repair, +1 Search,  
+2 Sense Motive, +1 Spot, +3 Survival, and +3 Swim

*Feats:* 7

*Talents:* 5

*Notes:*

*About:* Master DeRue spent his early years as a Warden and a hunter. He is one of the few people to have climbed the valley wall and spent time outside. It was only a week, but that is more then anyone else in the valley has done for sixty years. Having no knowledge of where things were, his time outside of the valley was, in his view, wasted scouting the wilderness. He did not meet anyone or see anything that inspired a second trip. To top it off, he broke his right leg in three places climbing back down the valley wall. Karl still limps due to that injury. He is a cautious man, no longer prone to rash decisions or actions as he was in his youth. He has been on the council for five years.

### Master Warden Helen Woodwork - female, 46 yo, Lev 7 (3 Tough, 4 Dedicated)

STR 12, DEX 14, CON 17, INT 12, WIS 16, CHR 12, HP 55,

FORT +7, REF +3, WILL +6, Initiative +6, Skill Points 48

*Skills:* +2 Climb, +6 Concentration, +4 Diplomacy, +2 Handle Animal, +4 Intimidate,  
+6 Knowledge (behavioral sciences), +4 Knowledge (streetwise), +5 Listen,  
+5 Navigate, Read/Write, +6 Search, +8 Sense Motive, +9 Spot, +9 Survival,  
and +5 Treat Injury

*Feats:* Armor Proficiency (light), Armor Proficiency (medium), Weapon Finesse,

Archaic Weapons Proficiency, Survivalist, Improved Initiative, Track  
*Talents:* Unwavering Dedication, Righteous Action, Stamina, Remain Conscious  
*Notes:* +2 on Fort save vs environmental damage. Heals twice as fast. Use the survival skill to track. +2 on Will saves vs fear, sense motive checks, and resist intimidate checks when acting to protect the valley. +1 die to pool when using an action point to affect a roll related to protecting the valley.

*About:* Warden Woodwork takes the stewardship of the valley very seriously. She is the least likely person to cut corners when dealing with the care and maintenance of the valley and its resources. While some tend to think of her as joyless, she is far from it. Her joy comes in protecting the land and spending time out in it, taking in the beauty that she finds in all of nature. She is prone to spending days at a time, alone, in the remote areas of the valley. As leader of the Wardens, it is surprising she finds as much time to be alone as she does.

### Master Smith Grov Sworn - male, 42 yo, Lev 6 (3 Strong, 3 Tough)

STR 18, DEX 14, CON 17, INT 12, WIS 10, CHR 10, HP 50,

FORT +9, REF +3, WILL +2, Initiative +2, Skill Points 36

*Skills:* +5 Climb, +5 Concentration, +6 Craft (mechanical), +12 Craft (metalwork), +7 Craft (structural), +1 Handle Animal, +4 Profession, Read/Write, +9 Repair, +1 Survival, and +5 Swim

*Feats:* Armor Proficiency (light), Armor Proficiency (medium), Archaic Weapons Proficiency, Builder, Gearhead, and Great Fortitude

*Talents:* Extreme Effort, Improved Extreme Effort, Fire Resistance, Damage Reduction 1/-

*Notes:* +2 on Metalworking and Mechanical rolls, +2 on Computer use and Repair, +4 on any strength check if desired, -3 to all fire damage, -1 to all weapon damage.

*About:* After old man Tunes died, about ten years ago, Master Smith Sworn took over as the town's main smith. He is not the only smith, but he does oversee the forge and smelting. It is also his responsibility to personally maintain the most important metalwork in town, the distillation vats and the Long House clock. Grov is an inquisitive man who genuinely loves to make things. He has been a widower for four years, there is much talk about town on how to get him married again. He is fiercely devoted to the memory of his wife.

### Merchant Cammil Tunes - female, 38 yo, Lev 5 (4 Charismatic , 1 Fast)

STR 8, DEX 11, CON 10, INT 14, WIS 12, CHR 16, HP 21,

FORT +2, REF +3, WILL +2, Initiative +0, Skill Points 70

*Skills:* +9 Bluff, +7 Craft (visual art), +8 Diplomacy, +1 Escape Artist, +9 Gather Information, +8 Handle Animal, +1 Hide, +7 Knowledge (art), +8 Knowledge (business), +7 Knowledge (gossip), +7 Knowledge (streetwise), +1 Move Silently, +9 Profession, Read/Write, +7 Sense Motive, +1 Sleight of Hand, +2 Spot, and +2 Survival

*Feats:* 5

*Talents:* 3

*Notes:*

*About:* The youngest sister of council member Carolin Tunes, Cammil was not in the least interested in her father's smithing trade. She found her talents lay in trade and her joy in painting. Her path was not clear and her youth saw more than a few bumps as she struggled to find her place in the world. Early on, she gained a bit of a reputation as a hustler by making some very aggressive trading deals at the expense of others. Fortunately, she has managed to shake this image, for the most part.

### Doc Rachel Simms - female, 45 yo, Lev 6 (2 Smart, 4 Dedicated)

STR 10, DEX 12, CON 11, INT 16, WIS 14, CHR 12, HP 23,

FORT +4, REF +2, WILL +8, Initiative +1, Skill Points 92

*Skills:* +16 Craft (pharmaceutical), +8 Decipher Script, +4 Diplomacy, +2 Handle Animal, +10 Investigate, +12 Knowledge (behavioral sciences), +12 Knowledge (earth and life sciences), +4 Knowledge (history), +8 Knowledge (physical sciences), +9 Knowledge (technology, archaic), +8 Knowledge (theology & philosophy), +4 Listen, +3 Navigate, +8 Profession, Read/Write, +8 Research, +8 Search, +6 Sense Motive, +4 Spot, +4 Survival, and +16 Treat Injury

*Feats:* Educated (earth and life sciences, behavioral sciences), Medical Expert, Surgery, Renown, Attentive, Iron Will, Great Fortitude

*Talents:* Savant (pharmaceutical craft), Healing Knack, Healing Touch 1

*Notes:* +4 on Craft (pharmaceutical), +4 on Treat Injury, +2 hit points healed with kits, +2 on Knowledge (behavioral sciences), +2 on Knowledge (earth and life sciences), No penalty for surgery rolls, +3 on reputation, +2 on Sense Motive, +2 on Investigate, +2 on Will Saves, +2 on Fortitude Saves.

*About:* As a child Rachel Simms saw the first big plague strike the valley. She lost both her mother and youngest brother to the sickness. In total, fourteen villagers died of the sickness. From that point, her path was set to become a healer. From age 11 on her time was divided between studying with Old Doc MacNorn and reading whatever medical text she could find in the Repository. By the age of 30 she was the best healer in the village. By 35, she became the head healer, the Doc. Jon Simms is her cousin.

### Historian Mae DeRue - female, 47 yo, Lev 5 (4 Smart, 1 Dedicated)

STR 9, DEX 9, CON 10, INT 18, WIS 15, CHR 14, HP 19,

FORT +2, REF +0, WILL +5, Initiative -1, Skill Points 100

*Skills:* +5 Computer Use (AI), +7 Craft (writing), +11 Decipher Script, +3 Diplomacy, +3 Handle Animal, +5 Investigate, +11 Knowledge (art), +11 Knowledge (behavioral sciences), +11 Knowledge (business),

+11 Knowledge (earth and life sciences), +11 Knowledge (history),  
+11 Knowledge (physical sciences), +11 Knowledge (politics),  
+11 Knowledge (tactics), +11 Knowledge (technology, archaic),  
+5 Knowledge (technology, pre-war), +11 Knowledge (theology & philosophy),  
+5 Navigate, +3 Profession, Read/Write, +5 Repair, +11 Research, +5 Search,  
+3 Sense Motive, +3 Spot, +3 Survival, and +3 Treat Injury

*Feats:* 5

*Talents:* 3

*Notes:*

*About:* Mae DeRue has always been fascinated with the past. Her father was the Historian for many years and she spent most her youth under his feet. Always reading, she quickly gained a reputation for knowing more than any child should. Her thirst for knowledge has not abated with age. If anything, it has increased. She longs for information about the outside world as she has read and reread all the old accounts of the outside. Some say the exploits of her brother, Karl, were inspired by her desire to explore. Others, say it is the other way around.

## The Guardian (AI)

The AI responsible for managing this valley and its ecosystem.

## The Andamon (Handyman)

A title referring to the person appointed by Guardian to be the liaison between the AI and the village. In the past this person was the only villager allowed in the Tower. They were responsible for performing critical repairs and maintenance of the AI's systems. Also, as the only neuro-link beneficiary, the Andamon enjoys a direct mental link to Guardian. While no control can be exerted on the other, both the Andamon and Guardian can transmit/receive information of any type over the link. As example, the Andamon can choose to send their sensory information to Guardian. Likewise, Guardian could send a detailed map or schematic with voice over explanations to the Andamon. The Andamon would "see" this virtual information as an overlay on the real world. It could even be an interactive overlay making an augmented reality only experienced by the Andamon. While there is only one at a time, any villager can be the Andamon if Guardian chooses them and they accept.

## Typical Warden, Jr Class - Lev 2 (1 Tough, 1 Dedicated)

STR 13, DEX 14, CON 13, INT 12, WIS 12, CHR 10, HP 16,  
FORT +3, REF +2, WILL +2, Initiative +2, Skill Points 22

## Typical Warden - Lev 3 (2 Tough, 1 Dedicated)

STR 13, DEX 15, CON 14, INT 12, WIS 14, CHR 11, HP 27,  
FORT +5, REF +2, WILL +3, Initiative +2, Skill Points 27

## Typical Warden, Sr Class - Lev 5 (3 Tough, 2 Dedicated)

STR 13, DEX 16, CON 15, INT 12, WIS 14, CHR 13, HP 40,  
FORT +5, REF +4, WILL +6, Initiative +3, Skill Points 37

# Community Statistics

## The Village of Attwatta Preziv

*Community Type:* Old Town

*Population Level:* 5 (482 people)

*Force:* 10 (0)

*Mobility:* 9 (-1)

*Resilience:* 11 (0)

*Learning:* 14 (+2)

*Awareness:* 17 (+3)

*Command:* 8 (-2)

*Wealth:* 32

*Reputation Bonus:* +5 (+3 for the first six months after the shutdown ends.)

**Skills:** Bluff (+9), Craft - Textiles (+4), Craft - Alcohol Distillation (+9), Craft - Structural (+4), Craft - Pharmaceuticals (+4), Craft - Metalworking (+7), Diplomacy (+4), Gather Information (+1), Knowledge - Earth & Life Sciences (+9), Knowledge - Physical Sciences (+4), Knowledge - Archaic Technology (+9), Read/Write, Sense Motive (+4), Spot (+4), Survival (+4), and Treat Injury (+4)

**Feats:** Archaic Engineering, Archaic Farming, Archaic Manufacturing, Archaic Vehicles, Builder (Alcohol Distillation and Metalworking), Educated (Archaic Technology and Earth & Life Sciences), Stockpile, and Windfall (Apples)

**Benefits:** Before the shutdown there were many benefits to being a citizen of Attwatta Preziv. All of them are directly linked to the Guardian. For that reason none are currently active but as soon as repairs are made they will all be restored. Even when they are reactivated these benefits only work when within the valley.

*Protection of the Guardian.* Anyone trying to invade the village will have to deal with the nanotech defensive systems. The AI could take over any nanounits within the village. The nanotech system is inactive until the shutdown is repaired.

*Knowledge of the Guardian.* The AI has knowledge beyond what the villagers have. This information is normally only accessible by the Andamon. All villagers can read & write.

*Health of the Guardian.* So long as the population limit is not threatened no one will die from disease. In addition, people will live longer and with a better quality of life. This only works for those living in the valley.

## Philosophy

Preserve the habitat of the valley. Live in harmony with each other and nature. Love life and do not fear death. Seek the best way to live within the world that is, rather than the world that was. Respect knowledge as the tool it is, do not worship it.

## **Neighboring Settlements**

### **Baver Road Village**

Before the shutdown, Baver Road was the closest settlement to Attwatta, both physically and socially. They were hit and wiped out by the Red Death about 35 years ago. Many other smaller villages in the area were wiped out at that time too. Outside of the valley, few will recall Baver Road but everyone still remembers the Red Death.

Currently, all that remains of Baver Road are a few overgrown trails, some scattered foundation stones, a sprinkle of burned and weathered wood, and a couple of rusty hand tools. No one returned to rebuild. It is unknown if anyone was in a position to return at all.

### **Shadow Village**

The village of the dead is on the shadow side of the Attwatta crater, centered in a cave called the Cave of Dusk. When the Guardian was active this place was where the old and/or infirmed could go to die. They would go in, fall asleep and pass quickly and quietly. Then nanounits destroyed the corpse.

After the shutdown, people going there would not die right away. The first few waited until they starved to death or died of exposure. At some point after that the self condemned set up residence in the cave and waited. They would forage in the nearby forest, drink from nearby streams, reapply their death mask makeup as needed, and wait to pass.

They see themselves as dead once they enter the Cave of Dusk. For this reason they don't seek to reconnect to the village of Attwatta Preziv. There are rarely more than half a dozen denizens staying in the Cave of Dusk.

Once Guardian is up and running, the AI will see what is happening and be both sad and appalled. Nanounits will be dispatched as soon as possible to "take care of" these people. At that point the Cave of Dusk will return to the way it was.



## **Adventures in the Valley**

What follows are ideas for adventures in the valley. These should keep the group busy for the foreseeable future. Details depend on the style of play, but all the ideas should be adaptable to any style. Style will depend on player expectations. More detailed notes can be found in the GM only supplemental document.

### **Passing the Warden's Test**

The final test for a group of new Wardens is a three day survival test in the wilds of the crater. The PC's could be part of this group (or not) but they will be drawn into it regardless. This time the trainees will be attacked by Terrorbirds. If the Terrorbirds don't kill anyone or make off with someone then they will steal something. This should lead the PC's to the northern caves. There they will find the remains of the Andamon and the repair parts for Guardian's network arrays.

### **Fix the Array**

This could happen quickly after finding the Andamon's corpse or it could happen later. If it is not done right away then the Historian will hear of the corpse and question the PC's. If they don't connect the dots she will request more information and ask them to return and look for clues. If they have not taken out the nest of Terrorbirds then this should become a priority as searching the caves will be easier without them around.

### **Restore the Guardian**

Once the array is online again, Guardian will make contact with whoever completed the repairs. The connection will be spotty, as the local nanounit density will be much lower than normal. Only about ten percent of the nanounits have survived this period of inactivity. It should be apparent that Guardian is not mentally stable after its isolation. The AI needs therapy. A baseline reset is also an option, but that would cause Guardian to lose everything that makes it what it is.

A solution will not be immediate, but it should be on the PCs' minds when they venture out into the world. It may even be a major motivation for excursions into the outside world.

### **Overdue Repairs**

The past sixty years have been rough on Guardian's systems, and many things need to be repaired. The nanounit factory is operating at 20% efficiency. The solar rechargers are at 52%. The radio communication network has virtually

shutdown. A wide variety of minor systems are offline or damaged. Until the nanounits are fully restored the valley's defensive system will be largely ineffective. Restoring all these systems could be the source of several adventures. Guardian will provide information which points the PC's toward nearby ruins.

Guardian's nanounits could fix all this, given time, but it would take decades to restore everything, and with systems in such a fragile state, another system wide shutdown is a very real possibility. Guardian will want to import parts quickly. The AI is very much aware of its current vulnerability. However, it will take time for Guardian to completely assess all its systems for damage.

### **Reestablish Trade**

With Guardian back online, it will be possible to leave via the sky bridge. The nanounits that form the bridge will not be able to make it full-size right away. It will take a few months before the nanounits rebuilt enough to make the full-size bridge possible. The bridge will also form more slowly, taking about an hour to activate rather than a few minutes.

Once the bridge activates, the villagers will be collectively happy and eager to begin trade again. While the past sixty years have not been unbearable, there have been shortages of things the villagers cannot make. Being the ones that returned Guardian's guidance to the village, the PC's will be the first choice to go out and make contact with other settlements.

### **Repel the Hoard**

Once word gets out about Attwatta being reopened, some marauders will want to test its defenses. Unless the defensive nanounits have been restored, this will be a bad thing. The PC's will need to do everything they can to defend the valley. They could work on building the Wardens into a real fighting force. They could look for new weapons and technology. They could try to build alliances with neighboring settlements. They could go out and recruit mercenaries. They could launch a preemptive attack. There are any number of other ideas they could try individually or in conjunction with what is offered above. Ultimately they should be allowed to come up with whatever plan they want.

The out come of this final adventure will determine the future of Attwatta. Will it survive, be destroyed, be enslaved, or so totally smack the marauders so hard that no one dares attack it again for years?

## What's so Special About Apples?

Apples are rare and Attwatta was, regionally, famous as a source of apples before the shutdown. They were a key element to the village's prosperity. The apple brandy was the flagship product with candied and dried apples being known and respected as well. Even with sixty years of silence the memory of this brandy is strong. Indeed, a few bottles still exist and are highly sought after.

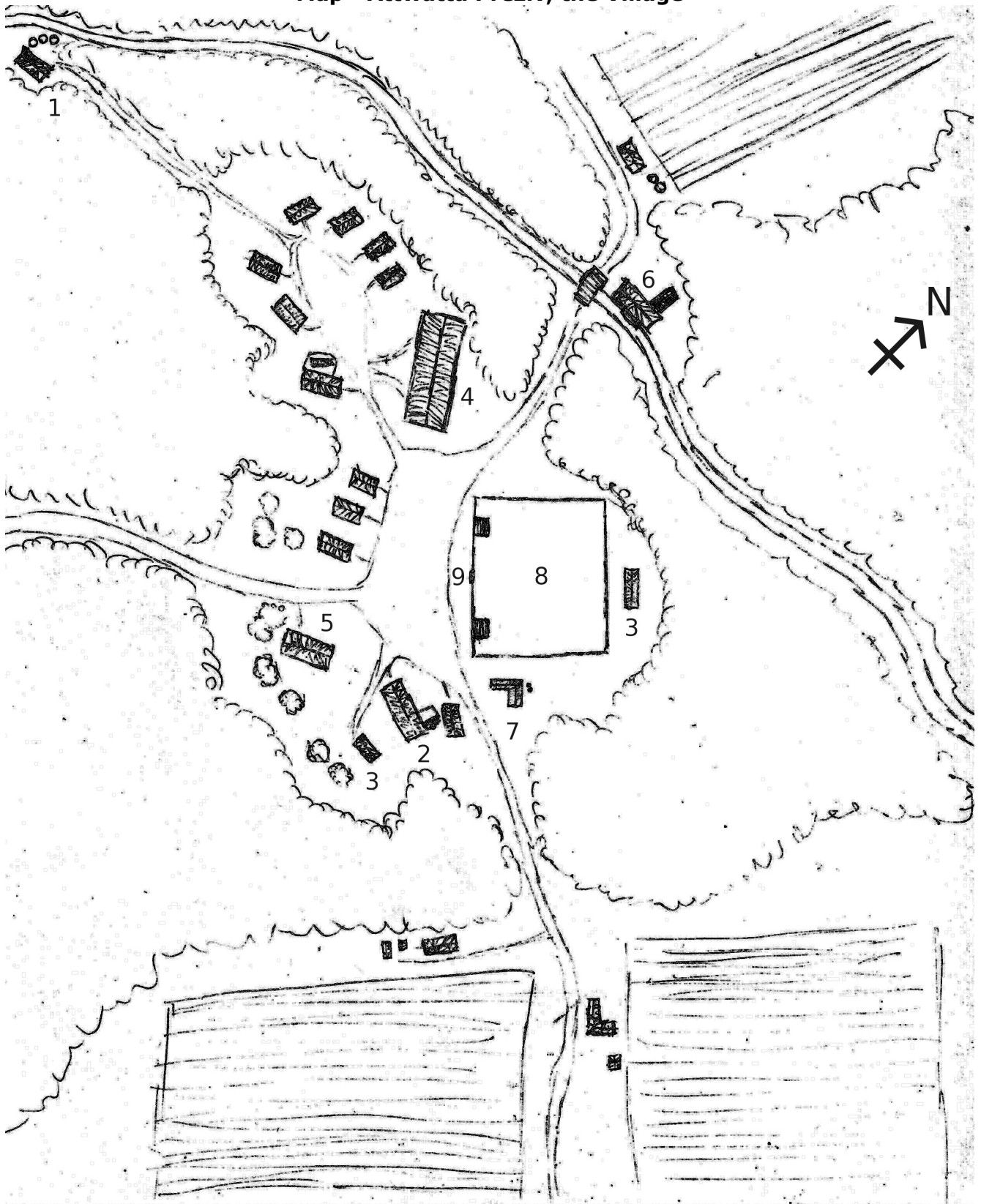
Why are apples hard to come by in the post apocalyptic gamma world? Just after the Final War a rather vicious fungus was released (or escaped) that targets apple trees. It was a very successful bug and spread rapidly, killing off a vast majority of apple trees in North America. One of the very few places not affected, thanks to nanotechnology defenses, was Attwatta. To be fair, while the nanotechnology does play an important role defending the valley's apple trees, it is also the remote mountainous location of the village that helps protect it. In recent times, during the shutdown, it was this remoteness coupled with an overall decrease in spores and dumb luck that kept the valley free of the fungus.

In other areas, when apples were reintroduced from the few protected sources to be found, it was discovered that the spores of the original killer fungus were very hardy. The fungus returned and killed any new trees. The number of places that can cultivate apples is very low thanks to these wind blown spores. People still love the fruit and enough of it exist to make it a rare delicacy. The fungus ensures it will remain rare.

While not everyone knows the origin and significance of apples within the region, it is possible that this will be the first clue that the silence of Attwatta has been broken. Most people with any knowledge of apple will only know it is not local. If they are older, or a scholar/expert of history or local lore, then it is possible they will make the connection with a local source of apple products and this long forgotten village.

\* It should be noted that the idea of the apple fungus is a carryover from a past version of Gamma World and is not my idea.

# Map - Attwatta Preziv, the Village



1 Distillery

2 Foundry

3 Infirmary

4 Long House

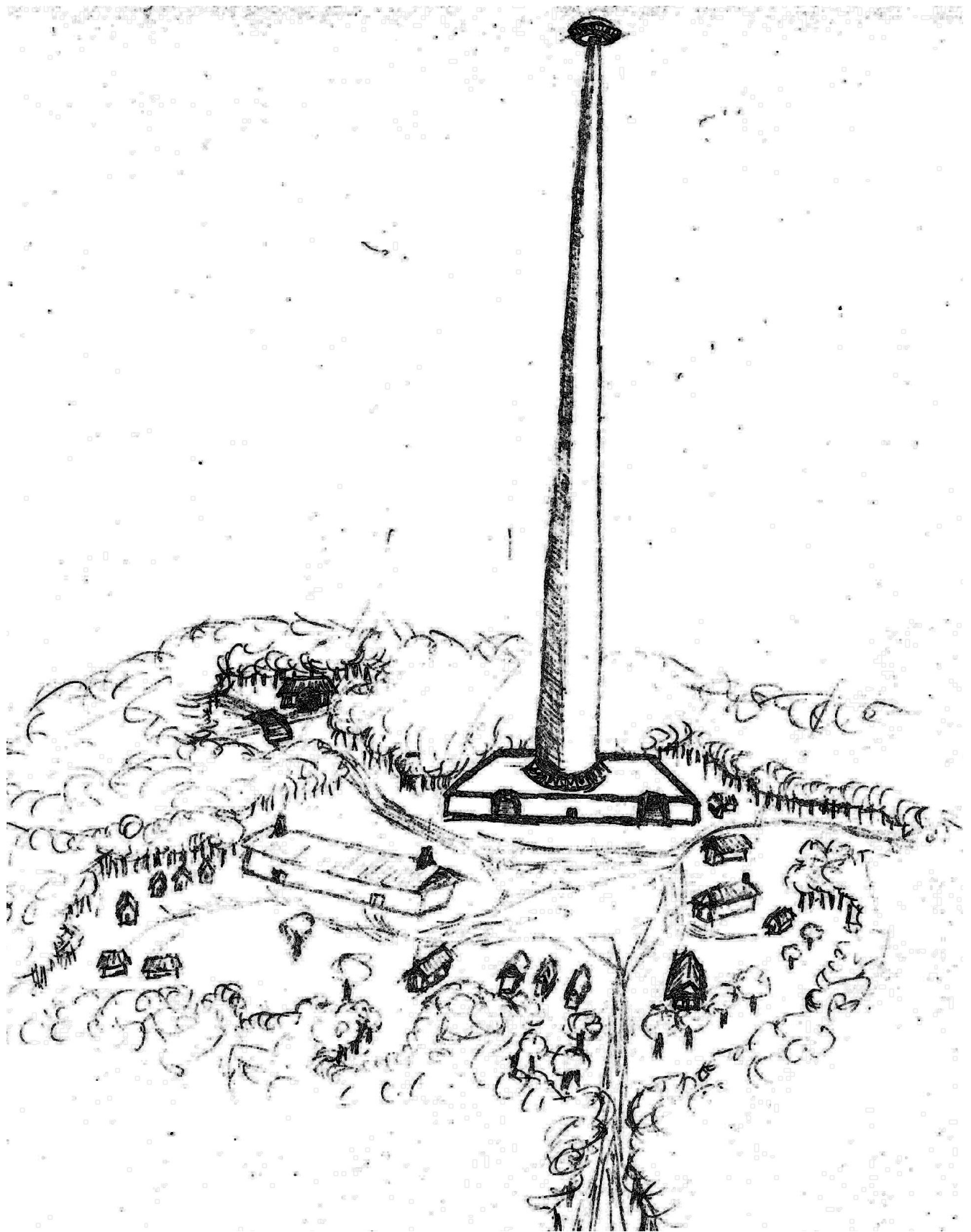
5 Market

6 Mill

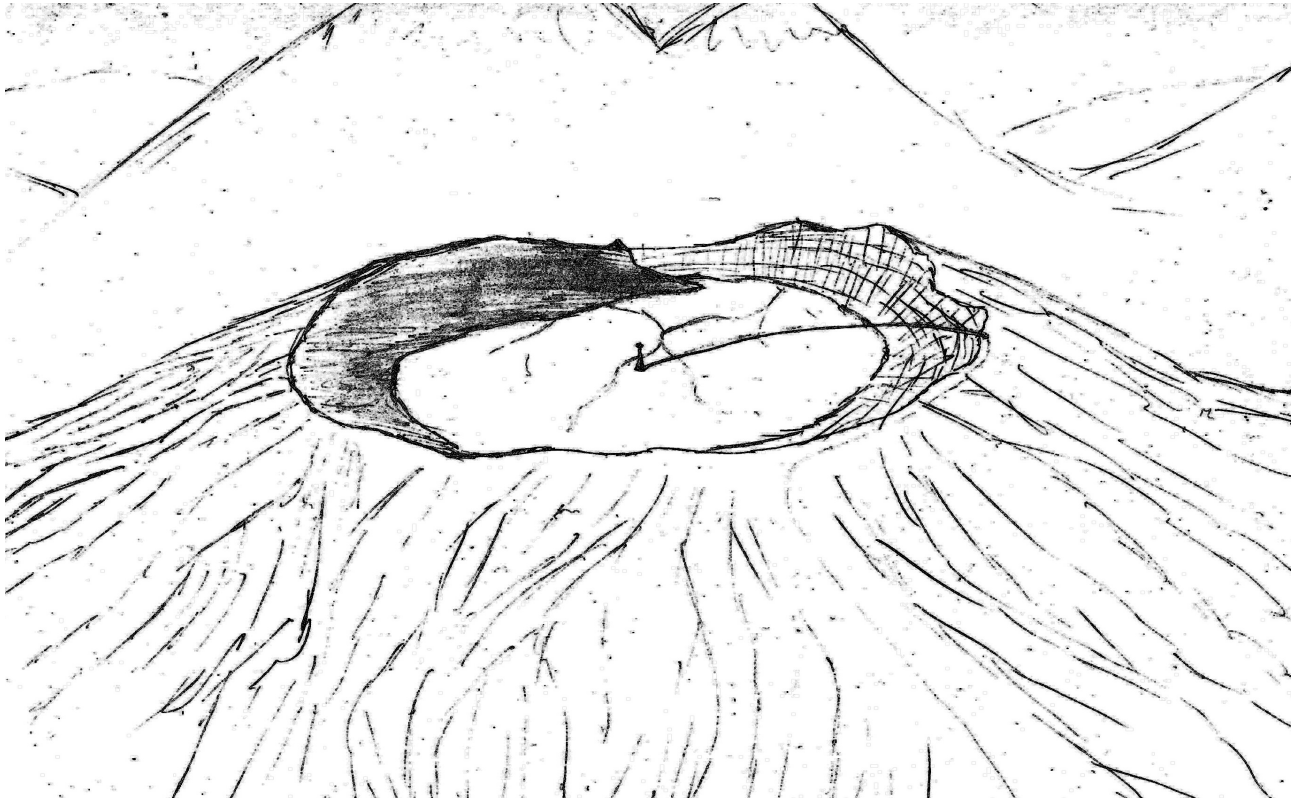
7 Repository

8 Guardian's Tower

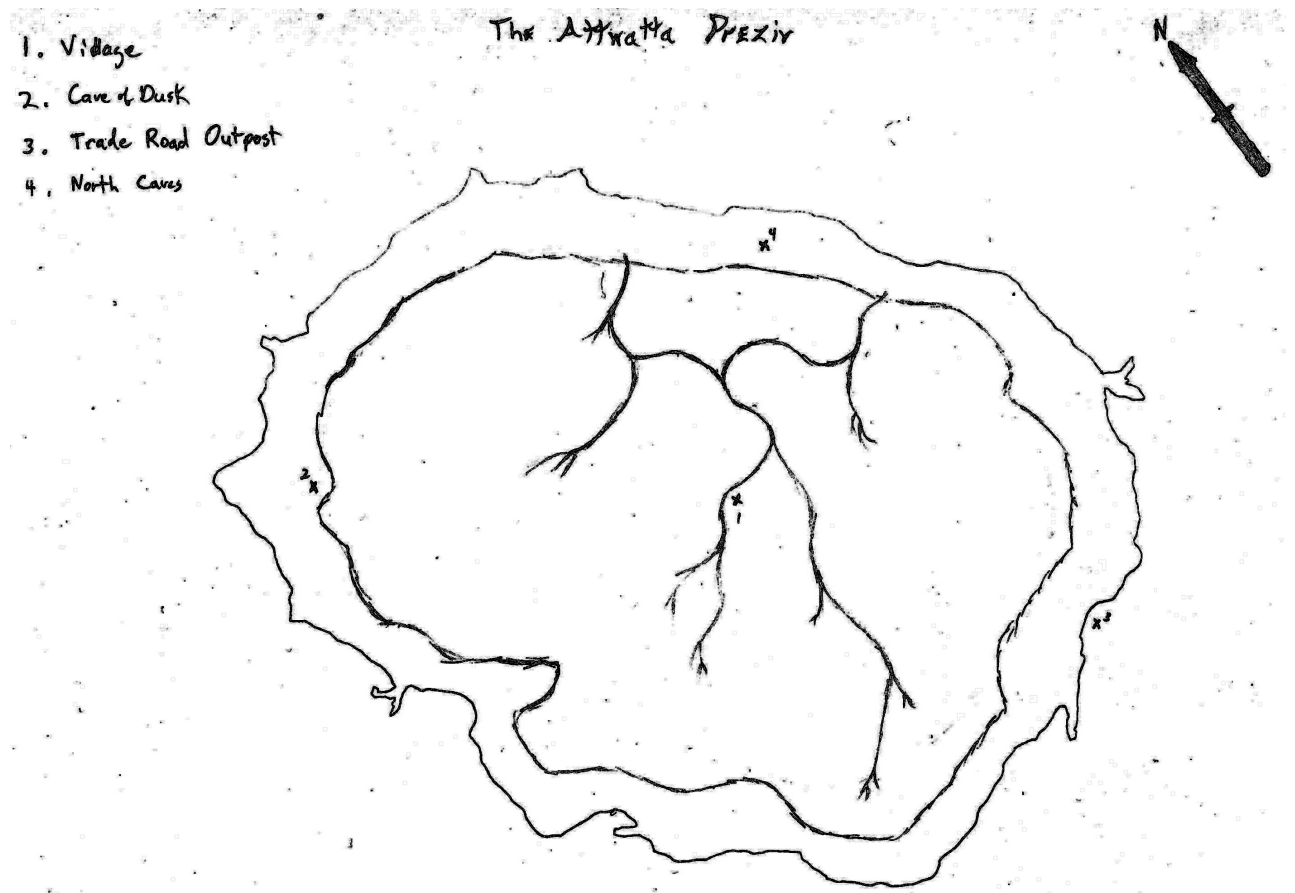
9 Wardens' Station



Guardian's Tower rises high above the village and the surrounding valley.



Map - Attwatta Preziv, the Crater



# Beyond The Village

## Noteworthy Settlements of Caliland

### Chkabale

Originally a mid-sized agricultural community, Chkabale has seen an influx of Restorationists in the past two years. They are in conflict with the Seekers that were already there. At this point, the conflict has not become violent but many see that as inevitable. The Restorationists seem to be searching for something, just what that is, is not known to anyone outside their group. The 700 odd residents of Chkabale still work the land and herd chowpuffs. Most of them are humans. Chkabale is one of the few settlements unaffected by the wave of Red Death attacks 35 years ago.

While there are only about 700 full time residents, during the fall drive that number can triple as chowpuff herds from miles around are driven to the town for sale. Animals are sold and traded for both mating and slaughter. Chkabale is a hub for chowpuff distribution and as such the fall drive is used to replenish the town herds, which will be slaughtered during the coming months as demand requires. Think of this place as the quintessential old west cattle town.

### Travel Houses (Inns) of Chkabale

The Green Way – This is a reference to Chkabale's main west road, the one most to the herds are driven down. It gets to be a greenish color, not from grass but chowpuff waste. The inn is located not too far from the west road and has a mandatory boot wipe policy. It is a good inn, basically clean, well made food, and service that fits most people. They handle “puff drivers” for the most part and the prices and service reflect that. Every room comes with a mandatory hot bath, which the patron is encouraged to take part in as soon as possible.

Puff-N-Stumble – Located closer to the harbor, this inn caters to visiting chowpuff buyers. The inn is a bit on the upscale side and its kitchen host an impressive array of chowpuff based dishes. Everything from “puff tar tar” (like beef tartare) to “chow lo main” to “puff & stumble stew” and so much more.

### Businesses of Chkabale

Quincy's Trader Post – A local general store that looks like it would fit in an episode of one of those pioneer shows about some tiny house in the plains or some such. Lenard and his daughter, Casey, run the store. They are the third owners since old man Quincy passed away nearly 50 years ago. In addition to the store's goods it also houses a cast-iron-pot-belly-stove around which some of the local guides and

hunters congregate, drink coffee, tell tall tales, and wait to be hired. The names floating around there include, Skinny Pete, Crazy Okie, and the Glass Twins.

The Trader Post is the official, unofficial, office of the Chkable Guide and Tracker Guild. These are the folks hanging out at the stove. They have a system so when a potential employer approaches the group the next guide in the queue gets priority. They all know their place and respect the system as it makes things smooth and professional. So long as the potential employer does not care which guide they get, this queue system maintains order and cuts down on fighting. The group doesn't allow "bad" guides to hang here as leading people off and killing them or stealing their stuff would reflect poorly on the guild as a whole. Guides are hired to show the way and provide information. They will avoid fighting if possible and will refuse to fight if they don't see it as necessary. As Skinny Pete once put it, "Dyin' ain't much of a livin'."

### **Cold Creek Village**

This is a Viragos (ver-AH-gos) controlled village with a population of about 1000 people. Humans and mutants live peacefully in this matriarchal society. The town is large enough to handle most raids and Cold Creek's reputation in battle tactics and post-battle practices scares the crap out of most would be attackers. That reputation began with the last Red Death wave about 35 years ago. After driving off the Red Death raiders, the Lesbos Guard didn't stop. They drove most of the remaining Red Death into a box canyon and killed them all, cutting off the genitals and eating the hearts of nearly a hundred raiders. This led to the rise of a legend, known to those outside the town as the Cannibal Bitch Brigade of Cold Creek. The Lesbos Guard does nothing to dissuade that reputation, in fact, they have been known to cultivate it. Some have even gone so far as to tattoo C.B.B. in prominent places.

### **Hokabluf**

This is a town of trade, vice, and slavery. They bring slaves from the south to supply Pitville's needs. At any given time there are between 80 and 150 slaves in the pens. After a major shipment, the slave population can be as high as 500. There are very few other communities that use slave labor, but the ones that do get most slaves from Hokabluf. Just over 2,000 humans and mutants live here. The guard is composed of former south land gang members, many of which have not totally shed their old ways.

The main road leading in to town is lined with bodies. These are the remains of criminals, each has a sign that tells their crime. The justice system in Hokabluf has a questionable reputation. It is not advisable to be in the wrong place at the wrong time or to offend the wrong people.



Master Hans Bleakwell is a man of means in Hokabluf and he has a finger in most pies there. His most ambitious project to date is resurrecting the "Iron Horse". He has crews working on repairing the rails to the south. Success would net a fat profit and increase trade to Hokabluf.

### Travel Houses (Inns) of Hokabluf

Lamia's – A large establishment, four stories of wood and stone owned and operated by Shamus McCoy. Every bed comes with an optional "warmer" to ward off the cold and lonely nights. The bar is locally famous for serving a beverage called "Fire Water," which is made in the basement. While these two factors will draw patrons, it takes more in Hokabluf, and Lamia's has it. The game room host a wide range of chance based games to place wagers on. McCoy is a bookie by trade and is willing to take bets on just about anything.

## **Lakhed Village**

A small trading post with a population of about 200 people. They serve as a waypoint for getting goods downstream to Redz City. There are four or five smaller villages, each with a population less than 50, within two days of Lakhed. These villages depend on Lakhed for trade. While the lake to the south is used to transport goods, it is also a source of fishing, and a dangerous place to travel for the unwary. Lakhed was nearly wiped out by the Red Death 35 years ago, the recovery has been slow and the town is still smaller now than before.

### Travel Houses (Inns) of Lakhed

The Boar's Wheel – All around good inn, lots of locals eat here, not a "party place". Owned and operated by Henry, a boar. He is generally friendly and loves good alcohol. Before taking over the Boar's Wheel from his brother, he was a wine merchant. He will know apple brandy and its significance. He will also know the only place to get it, or anything related to apples, vanished over 60 years ago.

Wheat Shaft – This inn caters to travelers yet still sees a moderate local crowd. Music and dancing go on well into the dark hours. The Quay brothers run the place and one is always there. Clinton, the oldest opens and is there most mornings. The younger brothers, Philip and Simon, switch off on the second and third shifts. The Wheat Shaft is open from 6am until 3am.

The Glassblowers – The town's high-end inn is where the more wealthy travelers stay. It is also very popular as a negotiation site. Even merchants that can't afford to stay here will hold trade negotiations there, when possible. The owner,

Sil, is also a master merchant. She purchased the inn some years back because she was tired of not having accommodations to her liking in Lakhed. Sil does not “work” in the inn but she is often there when not making major buys or sells in Redz City. The inn has done well over the past ten years, it has been more profitable than expected and Sil has decided to semi-retire here. She still has employees that run trade for her.

Dog's Delight – Located just off the shipping docks, this inn attracts the boat crews. It's a little rough around the edges but the staff work hard to keep it safe and reputable. The owner, Emmitt, runs a clean place, mostly, that doesn't water the beer, mostly, and treats his employees well, mostly. The crowd is often composed of hard working, hard drinking sailors and trade guards. They come to town with money to spend and time to kill.

No Fleas Allowed – This is the low end bar and inn for Lakhed. It is one of the few “human only” establishments in town. The owner is a grizzled human who goes by the name Ren Tau. While some say he is, or was, a member of the Knights of Genetic Purity, the truth is he is not that extreme. He just doesn't like mutants, killing them all is little far for him. Anything shady that happens in Lakhed most likely started in or passed through No Fleas Allowed.

## **Pitville**

A mining (iron, copper, lead and silver) town that relies on slave labor for about 40% of its mine labor force. The mine work is hard and dangerous and slaves do the most dangerous of that work, so slaves are always needed. While most slaves come via the Hokabluf southern route, some of them are locals that are convicted of crimes and sentenced to slavery. A few are slaves taken in raids by one of the slaver bands. These bands are not picky about where they get their product. As a consequence of the bands, most of the surrounding communities lean toward an antislavery mentality apart from their worst criminals. At any given time around 500 slaves are housed in Pitville. Close to 1500 non-slave residents live there. Both humans and mutants are welcomed in Pitville.

## **Redz City**

The region's center of trade has a population of nearly 10,000 beings. All types of people can be found here. Almost anything needed is for sell in Redz City and literally, anything can be sold here, legally or illegally. There are many farms and ranches in the surrounding area. Both salt and stone are mined here. About 5% of their labor force is made up of slaves most of which come from criminal convictions.

The Big Five Road runs north to south just east of Redz City. It carries trade and travelers up and down Caliland. It is also one of the few useable routes to pass the mountains. Everyone knows what the Big Five is.

Redz City maintains a city guard of about 300. They can call up another 500 guard reserve and retirees without much problem or notice. In extreme emergency, another 1000 militia can be summoned for a short time. This is a large force for a city of this size but that is because people still remember the last time Red Death came to the area. A horde of over 500 attacked Redz City about 35 years ago and the damage they did to the area was tremendous. Since then, an influx of immigration has doubled the size of the city, as people flock together for added protection.

The city has a good supply of running water, about 70% of households have it. Around 20% of households have electricity a day or two out of each week, thanks to Zazzam, a pre-war dam.

### **Shazda Village**

A mutant only town of about 900 sentients. While most live a quite life, some are linked to the Ranks of the Fit. Last year, a new ruin was found to the north and an influx of technology has hit the area. They deal in lumber, bunxen (massive, 800lb rabbits) herding, and mine some iron ore here.

### **Wizkey Town**

A small human village that trades in fish, fish oil, and cave fungus. There are only about 300 people living here and most fish for a living. They have an uneasy peace with the beaver people of the lake (yes, mutant beaver). Hiding in the fungus caves saved most residents from the Red Death.

Wizkey Town also sees a good bit of trade to and from the coast. The Sorborn river would see more traffic if not for the many tolls along the way. From the beaver people, just east of Wizkey Town, to the Jal Mountain Tribe in the west, there are six different groups charging a "tax" to use the river. Failure to pay most often results in the offended group attacking and taking everything.

#### *Travel Houses (Inns) of Wizkey Town*

Mother Hen's – Owned and operated by Mother, a gruff bear of a man. Mother's place is well known and considered the best inn in town. Clean rooms, good food and reasonable prices are the foundation of the inn's reputation.

Drum Head – This inn is a bit on the shady side. It is operated by Tina DeMaarco and owned by her bedridden father, Kyle. In years gone by, Kyle was a smuggler. His reputation brings clientele of a sorted type to the inn. This, in turn, gives a certain air to the inn.

### **Zazzam City**

The Zaz Lake is made possible by a pre-war dam. While the structure has seen better days, it is the site of a small city (population 650) whose purpose is to maintain the dam and hence the agricultural lifestyle of tens of thousands of people downriver. Zazzam City is heavily supported by the nearby Redz City, who sees the continuation of the dam as critical to the region. Much of the stone mined by Redz has been used to keep the dam in order. Nearly 300 workers toil daily to keep the dam from falling apart. The continuous patching and inspecting is hard and unforgiving work. Some of the more dangerous tasks are performed by slave labor. Only a few dozen slaves are kept in Zazzam City.

The dam has a hydropower plant that works some days. This gives portions of Redz City electricity, even if it is not continuous or very dependable. Getting this plant working more than a few days a week would go a long way toward making Redz City an industrial technology society. It's very hard to keep the turbines running, parts being the biggest issue.

Restorationists have been trying to get close to the dam for years, but they are not well trusted in Redz and hence not trusted in Zazzam.

## Rumors and Legends

What follows are some of the active rumors making their way across the land. There are more rumors, smaller in scope and local to the area in which they are heard. These are just the big ones that have spread over a large area.

- A city has risen from the waves in the Western Sea.
- Savage hordes are massing in the east. Some say it is the second coming of the Red Death.
- Lights have been seen in the night sky.
- The Wizard's tower is open! Anyone entering has turned to stone.
- There are giant lizards in the sewer's of Redz City.
- Hundreds of Chowpuff have been found mutilated and uneaten in the fields of the south.
- More Soulless have been encountered over past few months than in the twenty years before.
- A cult of death worshiping zealots are spreading; they wear death mask face paint and practice ritual self mutilation. The makeup is black eyes and nose on a white base.
- A new band of slavers has moved into the area. They call themselves War Pigs.

## Businesses

What follows are ideas for businesses. I have not yet placed them in any given city as I am not yet sure where I want them.

### Leo's Leather Wares

For all manner of leather armor, clothing, and gear. Leo the mutant lion runs this shop. He likes the smell of leather, and chews it often. The sign is a ceramic plate with raised lettering, painted in bright colors.



### Cosmo's Curious Curio Shop

Buys and sells all manner of weird stuff, odds n ends, knick-knacks, and so on. Cosmo is a mutant elephant and has seen it all. He can identify most things but may not let on he knows what it is. He sees it as his duty to get the really dangerous stuff out of circulation. As a result, he has a great deal of dangerous stuff hidden away. His shop is in multiple cities at once, as is he. Each has a waxed, wooden sign out front, with a reddish stain and elegant script letters burned into the wood.



### The Max Taxidermy & Trophy Shop

Stuff and mount animals, horn racks, hide tanning and more. Harlin, a human, has hunted just about every animal one can hunt. His shop is full of displays of his hunting prowess. He keeps a BFG behind the counter and he knows how to use it. Harlin is old and covered with scars, some of the things he has hunted did get their licks in. The sign is leather over wood with gold letters.



### Wines & Spirits by Buzdash

Buy and sell alcoholic beverages. The Buzdash family name has been linked to quality for over 80 years and four generations. Currently run by Amanda Buzdash. She has excellent taste and is a plant. The sign is wood, shaped like a stylized wine bottle and painted green. The lettering is a fine, black, script with the Buzdash name in a blue, even more fancy script.



### Hassan's Blade and Bash

Melee weapons of all shapes and sizes. Buy, sell and forge. Hassan is a mutant human who is resistant to fire and has hands of fire. Both of which he uses while making weapons. The sign is a HUGE sword with the letters cut into the blade.



#### Fortunato's Bows and Projectiles

Bows, crossbows and black powder weapons. Fortunato, a mutant human with blue skin, is a master crafter of bows, crossbows and black powder weapons.

#### Fat Fred's Gems and Jewels

Buys, sells and makes jewelry of all types. Currently run by Cleo, Fred's daughter. She learned at her father's knee and is a master crafter.

#### Master Metalworking by Horus, Armor and More

Makes and sells custom metal armor and other metal items. No weapons. Horus is a master armorer and works with metal.

#### Odon's Tailor Shop, Clothing for All Shapes and Sizes

Makes custom, quality clothing for anyone. Odon is a small man with no obvious mutations who is very good at making clothing. He can size a customer just by looking at them.

#### Maylor's Salvage Yard

Buy and sell junk. Sanford and son type place. Owned and operated by Sue Maylor and her son Jason.

#### Clem's Stable and Animal Training

Buy and sell mounts. Get training for special mounts. Clem always wears a cowboy hat and has a toothpick in his mouth.

#### Gree's Tinkering Shop, Repair It Here

Shanna Gree will try to fix anything. Sometimes she does it, other times, not so much.

#### Brigette's Big Bang Shop, Weapons Inspiring Awe

Buy and sell firearms and energy weapons. Currently has a limited stock.

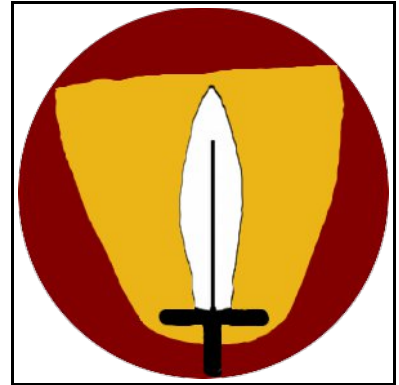
#### Andy's Cure-Alls

Andy makes medicines and sells them here.

## Organizations and Gangs

### The Albion Order

A band of mercenaries acting in the greater Caliland area. At last count 26 member mercenaries were affiliated with the Order. These are people that can be hired to do a wide range of jobs. From protection to locating others to revenge. The Order, as a whole, will take no part in assassination.



Their symbol is a sword and shield over a blood red background. It is a tradition among them that each makes their own patch. For this reason the patch's symbol may not look as professional or be as uniform as it could be but the basics are always the same, red background, shield, and sword. In addition, each member has a medallion with the same symbol joined to a set of dog tags (ID and medical info). These are uniform in make and design.

### Couriers

The Couriers deliver things for a price. Fees are moderately regulated but not fixed. Negotiations are based on package size, delivery location, and timeframe. Each member gives 20% of the fee to the Courier organization. Redz City is their base of operation and there are currently 107 active Couriers. The money collected by the organization is used for city fees and bounties/rewards put out on anyone harming a Courier acting in the line of duty.

### Doom's Children

"Cast aside your material possessions and walk the earth with us!" This wandering cult roams the Red Plains from Hokabluf to Redz City. They stay out of the mountains most of the year as it is cold there. The Children most often roam in groups of 20 to 30 following a "leader". There are dozens of these groups. All preach peace and returning to the earth. They seek the Peace Bringer who will take them to a "home in the stars." None believe in ownership so what things they have are shared by the group. They recruit everywhere they go, which does not make them popular with the smaller villages in which naïve children will join the cult.

### Razor Tongues

Known as a scavenger/slaver band, the Razor Tongues are a moderate sized gang who's membership hovers in the neighborhood of 75 folks of various stock. The



only requirement for applicants is being a criminal, or at least having a criminal mindset. Razor Tongues take what they want but they are smart about it. They tend to go for the easy targets and don't leave witnesses or "calling cards". Packs of 6 to 8 range out a day or two from their base camp. The camp is mobile, and moves at least twice a month. This is made possible by the group's use of steam powered old world vehicles.

### **The Road Guard**

Based in Redz City, this branch of the City Guard patrols the roads and small towns outside the city proper. One of the main routes they guard is the road between Redz and Zazzam. All the lands within two days are patrolled, some areas better than others. The general rule being that the closer one gets to Redz City the more common the Road Guard patrols.

### **War Pigs**

This gang of degenerates are new to the area. They arrived only a few weeks ago and are making a splash with the locals. It is believed they came from the south. What is most impressive is the number of working vehicles they have (mostly hover bikes) and the fact that the vehicles are in such, relatively, good repair. These are reasons cited for there being some kind of base for these marauders or a mysterious backer. Regardless, they have been able to raid for weeks without fear due to their superior mobility. The leader, known as Tusk, is a mutant of great physical strength having pig-like features and a mind for raiding tactics.

## **Notable People of Caliland**

### **Amanda Buzdash**

Current head of the Buzdash family business. Over the past eighty odd years the Buzdash family has established itself as a refined and cultured purveyor of high quality sprits. As a result, they handle most of the high end alcohol in Redz City, everything from manufacturing to distribution. It should also be noted that the Buzdash family are all sentient plants with humanoid form. Indeed, this was key to the family's rise as distillers which lead them to their current position in Redz City. Rumor has it that a, now discontinued, practice of distilling sprits from their own berries was also an important factor. It was said to be the most fabulous beverage one can consume. The family has disavowed this rumor for sixty years.

Amanda, is the 3<sup>rd</sup> generation of Buzdash to run their alcohol empire. She takes her job and her family's business very seriously. She is every bit the image of Buzdash, refined, elegant, intelligent, cultured, and self assured. She has also displayed a level of moral flexibility in her pursuit to maintain the family's position on top of the Redz City alcohol empire. Her plan is to extend control to the lower end beverages with out diluting the family name. This will, in her estimation, cut down on future competition in the high end market.

### **Captain Sebastian Bar**

Captain and owner of the Bear's Roar, a river boat that runs from Zazzam City to all points north and back again. Sebastian is a large and imposing man bear. He loves to drink and have a good time but is all business on the deck. He says what he means and respects only those that do the same. While being a man (or bear) of honor, he is not above a little smuggling. Sailing the Zaz lake with him can be hair raising as he uses the off routes that are crawling with giant mutant river snakes. The trade off being that pirates are rare on those routes. His boat is a shallow draft vessel that uses everything it can to move. Four oars that are manned at least half the day, two mast and sails use the wind and a small turbine steam engine drives a paddle wheel in the rear. It resembles an old 19<sup>th</sup> century riverboat.

### **Peter Zales**

Leader of an Elfiver group living in the Litefoot Observatory & Meteorological Research Center. This is the ruin seen on the map directly north of Attwatta. Zales rediscovered the ruin a few years back. It is just the sort of place sought after by the Elfivers in their bid to reclaim the sky. He and a small group are working on making the place operational again. Zales is a human in his late 50's and is obsessed with rebuilding the center. He desperately wants to see the stars and the telescope is his best bet for the moment. At any given time his group consist of 3 to 8 other Elfivers and Peter's youngest son, Dale.

## **New Gamma Gear**

### **Paraglider**

(12 lbs, Purchase DC 12) - The paraglider wing or canopy is usually what is known in aeronautical engineering as a "ram-air airfoil". The pilot is supported underneath the wing by a network of suspension lines. These start with two sets of risers made of short (40 cm) lengths of strong webbing. While it looks a great deal like a parachute, it is fundamentally different in that the pilot can manipulate the device in order to gain altitude rather than just control descent, as with a parachute.

Despite not using an engine, paraglider flights can last many hours and cover many hundreds of kilometers, though flights of 1–2 hours and covering some tens of kilometers are more the norm. By skillful exploitation of sources of lift the pilot may gain height, often climbing to altitudes of a few thousand meters.

Paragliders are unique among soaring aircraft in being easily portable. The complete equipment packs into a rucksack and can be carried easily on the pilot's back. Most are made of pre-war or advanced materials.

### **Popglider**

(25 lbs, Purchase DC 15) – An advanced tech version of a hang glider that gets its name from the way it is deployed. Until needed, it remains packed in its case which is attached to a harness worn by the pilot. The case rides on the pilot's back and is about one full meter long and just over half that in width. At a moments notice the pilot can activate the device, causing it to “pop” from its case and extend to its full size, 9 meter wing span (a full round is required). The wing can be repacked by activating the auto-fold function which draws everything back into the case (five full rounds required). Solar powered.

An experienced pilot can easily ride an hour and cover 75 kilometers with favorable weather and wind. Staying airborne longer and covering greater distance is possible but requires better piloting skills. Note that deploying the glider wing while in free fall has a good chance of damaging the device.

### **Video Optical Scope (V.O.S.)**

(3 lbs, Purchase DC 13) - A high tech version of a spyglass. It comes in both monocular and binocular versions and is equipped with an IO jack that will allow it to connect with any standard datapad for picture/video display and/or storage. Low powered models magnify between 2x and 15x but the more powerful models go as high as 60x. These devices will lower the DC of spot checks that have been increased due to range factors. The amount is subject to the GM's discretion but it should not exceed the DC increase due to range.

## Compiled Mutation Listing

I, like many people, am not pleased with mutations in D20 Gamma World. The fact that there are so few in that version of Gamma World and the ones in D20 Future and D20 Apocalypse are not included, makes for a less than fulfilling experience. Below, is a list of mutations from D20 Gamma World, D20 Future and D20 Apocalypse. Each mutation's source is noted. The non Gamma World defects have been divided into minor and major categories. The cosmetic category remains as a list of mutations with no game play effects, therefore any mutant can have as many as they like just for spice. Duplicates or overlapping mutations are not included, as are mutations I don't want in my game. A few new mutations have been added as well.

### Cosmetic Mutations

%	Mutation	Source	Description
01 - 06	Antenna	New	A pair of antenna grow from the mutant's forehead.
07 - 12	Elongated Body Part	New	A body part is between 10% and 20% longer than normal. The mutant's overall size category is not affected.
13 - 18	Extra Digits	D20-F	Every hand and foot has a fully functional extra digit.
19 - 24	Fins	D20-F	Fins, fish like, grow from some part of the body. Head or back or forearms are common locations.
25 - 30	Forked Tongue	D20-F	A snake like tongue. It could also be longer or a different color.
31 - 36	Horns	D20-F	The mutant sports two tiny horns, too small for combat.
37 - 42	Scaly Skin	D20-F	Thin layer of scales, like a snake or a fish. They can vary in color or pattern and may be patchy rather than covering the whole body.
43 - 48	Thin Fur Coat	D20-F	Thin, short fur covers the mutant. Color can be brown, black, tan, white, and so on. The fur resembles what most mammals have.
49 - 54	Tiny Tentacles	New	Small tentacles sprout from some body part.
55 - 60	Tiny Wings	New	Wings, of some type, too small or fragile to lift the mutant sprout from back or shoulders or head. The shape and type of wing varies.
61 - 66	Unnatural Ears	New	Strange shape or size is most common.
67 - 73	Unnatural Eyes	D20-F	Strange eye color, or shifting color with mood, or glowing, or bizarre pupil shape, and so on.
74 - 80	Unnatural Hair	D20-F	Strange color, or shifting color with mood, or luminescent, or dreadlock thick, and so on.
81 - 86	Unnatural Nose	New	Often an animal aspect or odd shape or size.
87 - 93	Unnatural Skin	D20-F	Strange color, or patterned, or spotted, or stimuli based color shifting, and so on.
94 - 00	Unnatural Voice	D20-F	Strange pitch, or raspy, or whispery, or guttural, or lyrical, or oscillating, and so on.

## Positive Minor Mutations

<b>%</b>	<b>Mutation</b>	<b>Source</b>	<b>Description</b>
01 - 08	Ability Enhancement	GW-PHB	Add one point to random ability score.
09 - 10	Acidic Saliva	D20-F	Bite does 1d4 acid damage. Stacks with normal bite damage, if any.
11 - 12	Adrenaline Boost	GW-PHB	Bonus of +2 to initiative and +1 to Reflex saves.
13 - 14	Adrenaline Jolt	D20-F	STR or DEX increased by 2-5 for CON bonus +3 rounds, once a day.
15 - 16	Blindsight	D20-A	Automatically senses unseen (invisible, in darkness, etc.) creatures within range. Range is 15ft. This is not linked to vision.
17 - 20	Chameleon Skin	D20-A	Bonus of +4 to Hide rolls. Using armor/clothing the bonus is only +2.
21 - 23	Claws	GW-PHB	Unarmed damage is lethal, 1d4 for small, 1d6 for medium, or 1d8 for large sized mutants.
24 - 25	Darkvision	D20-F	In total darkness, the mutant sees in black and white out to a range of 60ft. This is a product the mutant's vision.
26 - 27	Direction Sense	D20-A	Always know the direction of true north.
28 - 29	Energy Diffusion	D20-F	Resistance of 5 vs 2 energy types OR 10 vs 1 type. Acid, fire, cold, electric, sonic, concussion, or radiation.
30 - 33	Fangs	D20-F	Bite attack does 1d4 for small, 1d6 for medium, or 1d8 for large sized mutants.
34 - 36	Flexible Bones	GW-PHB	Bonus of +3 to all escape artist checks.
37 - 38	Force Barrier	D20-F	3 times a day, make a force field (3/- kinetic damage reduction), lasts CON bonus rounds, minimum of 1 round.
39 - 40	Gills	D20-F	Breathe both air and water with equal ease.
41 - 42	Great Horns	D20-F	A gore attack that does 1d4 for small, 1d6 for medium, or 1d8 for large sized mutants.
43 - 44	Hypersensitivity	D20-F	Bonus of +2 to Listen, Spot, and Search checks. Grants a bonus feat, Blind-Fight.
45 - 46	Chiller	New	Unarmed damage +1 point for cold. 3 times a day boost it to 2d6. Bonus of +4 to Fortitude saves vs extreme cold environments.
47 - 49	Improved Hearing	GW-PHB	Bonus of +3 to all Listen checks.
50 - 52	Improved Vision	GW-PHB	Bonus of +3 to all Spot checks.
53	Inkwell	GW-PHB	Smoke, 25ft radius, last 2-7 rounds and blocks all light.
54	Lay Healer	New	The mutant can transfer their hit points to the target touched at the rate of 1 + CHA bonus, minimum of 1, each round.
55 - 56	Leaper	D20-F	Bonus of +10 on all Jump checks.
57 - 58	Living Furnace	D20-A	Unarmed damage +1 point for fire. 3 times a day boost it to 2d6. Bonus of +4 to Fortitude saves vs extreme heat environments.
59 - 60	Metabolic Boost	GW-PHB	Bonus of +2 to any hit points healed for any reason. Requires 2x the normal food and starvation is easier.
61 - 62	Nimble Fingers	GW-PHB	Bonus of +2 to all skill checks using hands/fingers.
63	Parasite	GW-PHB	Transfer 1d8 hit points from touched target to self. Target gets a Fortitude save for ½ damage.

64	Poison Touch	GW-PHB	A touch attack delivers a poison (DC 15, 1-2 points of temporary ability damage, plus secondary damage). Can be used three times a day.
65 - 70	Psionic Talent, Minor	D20-A	Gain one level 0 psionic ability which can be used 3 times a day at no point cost. See D20-M page 363 for a list of level 0 psionic abilities.
71 - 72	Radiation Resistance	D20-A	The mutant treats radiation sources as two levels lower.
73 - 74	Scaly Armor	D20-F	Bonus of +2 to defense. Visibility different skin with heavy scales.
75 - 76	Scent	D20-F	Sniff out approaching or hidden creatures. Track by smell.
77 - 79	Second Wind	D20-F	Once a day, heal self for CON bonus hit points (min 1).
80 - 82	Strong Grip	GW-PHB	Bonus of +2 on grapple rolls & +1 to grapple damage. Also, +2 on skill checks needing grip.
83 - 84	Tail	D20-F	Slam attack does 1d4 for small, 1d6 for medium, or 1d8 for large sized mutants. +2 to balance rolls.
85 - 88	Thick Fur Coat	D20-F	Bonus of +4 to Fortitude saves vs extreme cold environments.
89 - 90	Thick Hide	D20-A	Bonus of +2 to defense. Skin is thick and leather like.
91 - 94	Toughened Skin	GW-PHB	Bonus of +1 to defense. Skin looks normal.
95 - 96	Ultra Immune System	D20-F	Bonus of +2 on Fortitude saves vs poison, disease, & radiation. Ability drains are temporary.
97 - 98	Wall Crawler	D20-F	With bare hands and feet, get a +4 bonus to Climb. Reduced to +2 if gloves or footwear is worn. Wearing both negates all bonuses. A bonus of +4 for Balance checks when no footwear is worn.
99 - 00	Webbed Digits	D20-F	Bonus of +4 on all Swim checks.

## Positive Major Mutations

%	Mutation	Source	Description
01 - 03	Adaptive Body	D20-A	Damage resistance of 2/- (ballistic, bludgeoning, piercing or slashing), can change each round.
04 - 05	Arachnofiber Production	GW-PHB	Can spin spider silk having many uses, webs, barriers, rope, etc. Lasts 48 hours.
06	Babel Brain	New	Can understand any spoken language and, given time, speak any language they have heard spoken.
07 - 09	Danger Sense	D20-A	If surprised, make a Wisdom check (DC 10) to act normally, negating the surprise penalties.
10	Dual Brains	D20-A	For any Will save, make two rolls and take the highest. Penalty for using two weapons at once is lessened by 1.
11 - 12	Echolocator	D20-F	Blindsight out to 60ft. Automatically senses unseen (invisible, darkness) creatures in range.
13 - 14	Elasticity	D20-F	Bonus of +10 to Escape Artist rolls. Can also squeeze through small openings.
15	Energy Absorption	D20-F	Resistance of 10 vs 2 energy types OR 20 vs 1 type. Acid, fire, cold, electric, sonic, concussion, or radiation.
16 - 18	Enlarged Form	D20-F	For some things, add one size category. Actual size is the max for the current size category.

19	Exoskeleton	D20-F	Bonus of +3 applied to the defense score. A full carapace, covers 90% of the mutant's body.
20 - 21	Extra Arms	D20-F	Bonus of +4 to Climb and grapple checks. All extra arms are treated as "off hand".
22	Face Shifting	New	Bonus of +10 to Disguise. Many impersonate a subject.
23 - 24	Fire Lungs	GW-PHB	Spit fire as a 15ft cone (3d6 damage) or 40ft line (5d6 damage). 3 times a day.
25	Force Field Generation	GW-GG	Force field gives DR 10/- and energy resistance 10. Can be maintained for 100 rounds a day. While up, the mutant can not use ranged attacks.
26 - 28	Frog Legs	GW-PHB	Bonus of +30 on all Jump checks. No limitations to jump height.
29 - 30	Gazing Eye	D20-F	Bonus of +2 to Search and Spot checks. Can make a gaze attack to unsettle opponents.
31 - 32	Harmonious Pheromones	GW-PHB	Bonus of +6 to social interaction rolls. First impression always positive.
33	Life Leech	New	Effects like Parasite, but in an area of effect, 10ft, and damage is 1d4 to each creature. Targets get a Fortitude save for ½ damage.
34 - 36	Mental Overdrive	GW-PHB	Bonus of +6 to intelligence, min of 11. If it goes over 18, skull expands.
37	Paralysis	GW-GG	Paralysis by touch. Target gets a Fortitude save, DC 10 + ½ mutant's level + CON bonus. Failing the save means 2d6 minutes of paralysis.
38 - 39	Photosynthetic Skin	New	With enough sunlight, the mutant doesn't need to eat and heals faster.
40 - 41	Plant Traits	D20-A	Bonus of +2 on saves vs sleep, paralysis, stun & mind-influence. See 2x as far in dim light.
42 - 44	Prehensile Tail	D20-F	Bonus of +2 on balance checks. Can hang by tail. Can manipulate small objects. Cannot attack or use weapons with it.
45 - 47	Prickly Pear	D20-F	Spikes cover all joints. The spikes deal 1d4 damage to anyone grappling with the mutant. Same damage for swallowing whole.
48	Psionic Talent, Major	D20-A	Gain one level 2 psionic ability which can be used once a day at no point cost. See D20-M page 363 for a list of level 2 psionic abilities.
49 - 52	Psionic Talent, Moderate	D20-A	Gain one level 1 psionic ability which can be used 3 times a day at no point cost. See D20-M page 363 for a list of level 1 psionic abilities.
53 - 55	Psychic Aptitude	GW-PHB	Gains psionic powers or gives a bonus to the next psionic power gain roll.
56 - 58	Quadruped	D20-A	Running on all fours increases move rate by +10.
59	Quantum Action	GW-PHB	Once a day, make any failed roll succeed. Will save vs DC of roll missed or burn an action point for the success.
60 - 62	Radioactive	D20-F	Immune to the first three levels of radiation. Can emit moderate radiation once a day, 60ft.
63 - 65	Shocker	D20-A	Once a day, discharge a 5ft wide, 30ft long lightning bolt dealing 5d6 point of damage.
66 - 68	Skeletal Reinforcement	D20-F	Massive damage threshold has a bonus of +3 and one less damage die taken from falls.
69 - 70	Solar Discharge	GW-PHB	Store solar energy, CON bonus +12 dice. Fire up to 6d6 at a time. Needs sun to recharge.
71 - 73	Sonic Scream	GW-PHB	Stun or damage (3d6) sonic attack.
74 - 76	Stinger	GW-PHB	Poison stinger attack every other round, 2d6 damage and a DC 15 poison (1d2 ability damage and 1d3 more as secondary damage).
77 - 79	Telekinetic Mind	D20-F	Move up to 5lb at a range of 15ft with your mind.

80 - 82	Telepathy	D20-F	Communicate with one creature/round, at a range of 100ft, mentally.
83 - 85	Tentacle	D20-F	Bonus of +4 on grapple checks. Can hang by tentacle. Can manipulate small objects. Slam attack does 1d4 for small, 1d6 for medium, or 1d8 for large sized mutants.
86 - 87	Venomous Bite	D20-F	Poison is DC 15 (initial and secondary damage is 1d3 temp ability points).
88 - 89	Very Thick Hide	D20-A	Bonus of +4 to defense. Skin is very thick with hard ridges/plates.
90 - 91	Vexing Voice	D20-F	Daze creatures within 30ft for one round, usable 3 times a day.
92 - 98	Wings	GW-PHB	Fly at 60 with light load, 30 with medium and not at all with heavy. Wings cannot be concealed.
99 - 00	X-Ray Vision	D20-F	See through solid matter.

## Negative Minor Mutations

%	Mutation	Source	Description
01 - 10	Ability Degradation	GW-PHB	Subtract one point from random ability score.
11 - 14	Achilles Heel	D20-A	Rolls to confirm a critical hit against this mutant are made with a +4 modifier.
15 - 18	Blood Hunger	D20-F	Must have one pint of blood a day or lose 1d4 CON.
19 - 22	Bum Leg	GW-PHB	Minus 5 to movement and -2 to some rolls, GM picks.
23 - 26	Cowardice	GW-PHB	In combat, always "shaken" (-2 on all rolls) & may panic.
27 - 30	Cracking Joints	GW-PHB	Penalty of -3 on Move Silently or +3 to an opponent's Listen.
31 - 34	Festering Sores	D20-F	Armor worn has -2 on its max DEX bonus and +4 to its armor penalty.
35 - 38	Glass Jaw	GW-PHB	Massive damage threshold at -4 vs non-lethal & -2 to all Fortitude saves to remain conscious.
39 - 42	Greedy Metabolism	GW-PHB	Eat 4x as much food, affects mood and will starve much easier.
43 - 46	Heat/Cold Susceptibility	D20-F	Take double damage from prolonged exposure to extreme heat or cold.
47 - 50	Light Sensitivity	D20-F	Easily blinded by bright light for 1 round. After that, the mutant has a penalty of -1 to all rolls until out of the bright light.
51 - 54	Malformed Mouth	GW-PHB	Penalty of -2 when trying to influence by way of speech. Penalty of -1 when speaking quickly.
55 - 58	Monocular Vision	D20-A	All range increments are halved (including Spot checks). Has one eye or only one functional eye.
59 - 62	Reduced Speed	D20-F	Move speed reduced by 5 in all cases.
63 - 66	Soft Skin	GW-PHB	Penalty of -1 to defense. Skin looks thin and frail.
67 - 70	The Hirsute Horror	GW-PHB	Hair grows fast, penalties for not trimming it many times a day.
71 - 74	The Stench	GW-PHB	Penalty of -2 to social checks and -4 for first impressions. The mutant is easy to follow, +4 bonus to anyone tracking the mutant.
75 - 78	Thin Skin	D20-F	Any wound does 1 additional point of damage to the mutant.
79 - 82	Tribal Mentality	GW-PHB	The mutant will follow the group's lead unless a Will save is made. DC is 10, +1 per group member beyond four, max of 25.



83 - 86	Weak Immune System	D20-F	Penalty of -2 on Fortitude saves vs poison, disease, & radiation.
87 - 93	Weakened Hearing	GW-PHB	Penalty of -3 to all Listen checks. May fail to hear normal sounds.
94 - 00	Weakened Vision	GW-PHB	Penalty of -3 to all Spot checks & -1 to ranged attack rolls.

## Negative Major Mutations

%	Mutation	Source	Description
01 - 03	Blind Rage	GW-PHB	Mutant snaps at the slightest provocation. Will save, DC 25, to avoid. Rage affects everything.
04 - 10	Brittle Bones	D20-F	Massive damage threshold takes a -3 penalty and one more damage die taken from falls.
11 - 17	Discordant Pheromones	GW-PHB	Penalty of -6 to social interaction rolls. First impression always negative.
18 - 28	Frailty	D20-F	Penalty of -2 on all Fortitude saves.
29 - 31	Gills	GW-PHB	Mutant can breath water but not air.
32 - 34	Half-Life	GW-PHB	Penalty of -2 on all ability scores. Immune to all radiation damage. Needs radiation to live. Skin is melted/scarred and hair is falling out.
35 - 45	Lethargy	D20-F	Penalty of -2 on all Reflex saves.
46 - 48	Loose Joints	GW-PHB	Penalty of -3 to defense. Reflex save, DC 20, to do physical acts. Lots of other penalties.
49 - 55	Lost Arm	D20-F	Penalty of -2 on all Climb, Swim and grapple rolls. Cannot use two handed weapons.
56 - 58	Mental Degeneration	GW-PHB	Intelligence score drops to 3.
59 - 69	Mindslave	D20-F	Penalty of -2 on all Will saves.
70 - 80	Monster	GW-PHB	STR and CON +3 (min 15), DEX -3, INT and WIS -3 (max 9) and grows bigger. The mutant looks hideous and is often feared by others.
81 - 83	Nervous Spasms	GW-PHB	Penalty of -4 on all rolls requiring motor control. Prone to seizures.
84 - 87	Radiation Leak	GW-PHB	Emit lethal radiation to a radius of 30ft. Grants radiation resistance at 10 and the mutant is immune to the first three levels of radiation.
88 - 90	Rapid Aging	D20-F	Your physical age is twice your true age, take the physical drawbacks of that age category.
91 - 97	Tumorization	GW-PHB	Covered in tumors. STR -4, DEX -3 (min 3), CON +6, Move 1/3, -4 to social rolls and more.
98 - 00	Ultraviolet Allergy	D20-F	UV light (even sunlight) burns, causing 2d6 damage each round. Items worn can be ignited by the mutant's burning skin.

## New Mutations

### Antenna

A pair of antenna grow from the mutant's forehead. These antenna can look like those of an ant, moth, bee, or whatever. They have no function beyond cosmetic.

### Babel Brain

The mutant can understand any spoken language by way of telepathic translation. In addition, if they have heard the language spoken for at least a few hours, they can speak it. The exact amount of time required varies based on the number of distinct words spoken. The mutant must build up a vocabulary before communication is possible. This mutation only works when listening to sentient creatures, recorded speech can not be translated as there is no mind behind it.

### Chiller

This is a cold based counter to Living Furnace. You deal an extra 1 point of cold damage with a successful unarmed attack or attack with a natural weapon. Three times per day, as a free action, you can channel more of your body's heat sucking power and increase the cold damage to 2d6 points (instead of 1 point).

You gain a +4 mutation bonus on Fortitude saves against extreme cold temperatures (see page 213 of the d20 Modern Roleplaying Game).

### Elongated Body Part

A body part is made between 10% and 20% longer than normal. Commonly affected parts include, neck, arms, legs, fingers, toes, abdomen, cranium and the like. The mutant's overall size category is not affected.

### Face Shifting

A limited form of shape shifting allows the mutant to take on the physical appearance of someone they have seen. The more they study the subject the better they can duplicate the subject's physical form and manner. Guidelines for the DC when taking another's form are in the following table:

	Take Basic Physical Form	Impersonate, To General Acquaintance	Impersonate, To Close Relations
Seen once, far off	40	NA	NA
Seen once, up close	30	NA	NA
Had minor interactions with	25	40	NA
Studied for 30 minutes	20	30	NA
Studied for 2 hours	15	25	40
Studied for 1 day	10	20	35
Studied fully (at least 1 week)	5	15 - (1/week, max 5)	30 - (1/week, max 20)

These DC's are rolled against the disguise skill or charisma each hour. Success means observers get no spot check to see through the disguise under normal circumstances. Normal circumstances being that they are unaware the subject is being impersonated. Failing the check (or having knowledge of possible impersonation) means observers get a spot check to see through the disguise as outlined in D20 Future. An unconscious mutant can not maintain an altered form.

The mutant does not have to duplicate a subject, they can assume a form as a basic disguise that is based on no one. In addition, the mutant gets a +10 modifier to disguise rolls and never has a penalty for lacking a kit. It should be noted that this mutation can not increase or decrease the mutant's size category.

**Example:** Toras is impersonating General Navo. Having studied the General for three weeks, Toras is confident in her chances in using the General to order his army to attack her enemy. Striking while the General is away, Toras takes his form and rolls an 8 on her disguise check. Add to that +10 for the mutation, +3 for her disguise rank, +2 for her charisma, and +2 for wearing one the General's uniforms, gives a total of 25. This is good enough to fool almost everyone in the camp, except his closest relations. Only those people would get a spot check to see through the disguise at this point. Had her total been 27 or more, she would have fooled the General's own mother, under normal circumstances. As it stands, a spot check with a DC of 25 (her total) would be needed to penetrate her disguise. Only people very close to the General or those who know the General is being impersonated would even have the chance to make this check. Toras will have to make a new roll each hour to maintain the General's form.

### **Lay Healer**

The mutant can heal others. This is done by transferring their hit points to the target touched. Direct contact is required for the transfer. Healing is done at the rate of 1 + CHA bonus, minimum of 1, each round. Should the mutant transfer all their hit points to another target, they will fall unconscious and be in need of medical attention just as anyone else would, i.e. at -1 hp the mutant is dying. Once unconscious, the transfer of hit points stops.

### **Life Leech**

All creatures within 10ft are subject to the life leech field. The targets suffer 1d4 points of damage, which the mutant receives as healing; the damage is halved for any target making a successful save (Fortitude against DC 10 +  $\frac{1}{2}$  the mutant's level + the mutant's CHA bonus). This can take the mutant beyond his normal hit point total; the excess are lost after 1 hour. This ability is stressful to the mutant's mind. Using the ability more then CON mod + 3 rounds (min 1) in a 24 hour period requires a Fortitude save each round beyond that limit to remain conscious. DC is 10 + 1 for each round of use beyond the limit.

## Photosynthetic Skin

By spending time in sunlight the mutant can avoid the need for food, water is still required. The amount of sun time required to eliminate the need for the day's supply of food varies with the amount of clothing worn and the quality of the light, as outlined in the following table:

	<b>Heavy Clothing</b>	<b>Medium Clothing</b>	<b>Light Clothing</b>	<b>Minimal Clothing</b>
<b>Full Sunlight<sup>1</sup></b>	5 hrs	4 hrs	3 hrs	2 hrs
<b>Partial Sunlight<sup>2</sup></b>	10 hrs	8 hrs	6 hrs	4 hrs
<b>Overcast<sup>3</sup></b>	15 hrs	12 hrs	9 hrs	6 hrs

1. Full Sunlight – Mostly unobstructed and direct sunlight. Little to no cloud cover.

2. Partial Sunlight – Some clouds or light cover partially obstructs the direct sunlight.

3. Overcast – Heavy cloud cover, no direct sunlight.

If only part of the required time in sunlight is taken then that percentage applies to the amount of food required that day. As example, during the day the mutant is able to spend only one hour in sunlight, wearing minimal clothing. That is 50% of the required time and hence the mutant's food requirements are lowered by 50% for that day.

When nutrition is not a factor (all the mutant's food needs are already fulfilled in some way) spending time in the sun helps heal the mutant's body. By spending an allotment of time, as shown on the above table, resting in the sunlight allows the mutant to recover one extra hit point per day of rest. Additional time will give no further affect. As a side note, no mutant with this mutation can get sunburn under normal circumstances.

## Tiny Tentacles

Small tentacles sprout from some body part. It could be just one or a dozen. They are too small and weak to manipulate items or make attacks.

## Tiny Wings

Wings, of some type, too small or fragile to lift the mutant sprout from back or shoulders or head. The wings could be like a bird or butterfly or bat or moth or something else.

## Unnatural Ears

Strange shape or size is most common. Sometimes an animal aspect is chosen.

## Unnatural Nose

Often an animal aspect or odd shape or size.

## Gamma World Movies

12 Monkeys		Omega Doom
A Boy and his Dog		Omega Man, The
After the Fall of New York		Planet of the Apes (1968)
Aftermath, The		Postman, The
Beneath the Planet of the Apes		Right At Your Door
Blood of Heroes		Road, The
Book of Eli, The		Six String Samurai
Cherry 2000		Steel Dawn
Children of Men		Tank Girl
Cyborg		Terminator Salvation
Damnation Alley		Threads
Day After, The		Ultimate Warrior, The
Doomsday		Vampire Hunter D
Hardware		Virus
Hell Comes to Frogtown		Warriors of the Apocalypse
I Am Legend		Warriors of the Wasteland
Last Man on Earth, The		Waterworld
Logan's Run		Wizards
Mad Max		World Gone Wild
Mad Max II – The Road Warrior		Zardoz
Mad Max III – Beyond Thunderdome		

## Gamma World TV Shows

Colony, The		Planet of the Apes
Jeremiah		Survivors
Jericho		Thundarr the Barbarian
Logan's Run		

## Supplemental Section

What follows was originally a separate supplemental document containing GM notes. It can be viewed as an expansion of the "Adventures in the Valley" section. There are many hand sketched maps but I have not scanned them yet. If you really need them, email me, and I'll try to get you the ones you need. Note that the adventures are not listed in chronological order.

My players did not go for the all Warden group I had first envisioned but that was not a big deal. We had one Warden, an assistant librarian, and a local merchant (the face man). This made Nard (the NPC) a little more important than I had originally imagined him due to his added combat skills.

## Attwatta Preziv Supplemental Adventure Information

by William R. Gibson, March 29<sup>th</sup> 2012

These are notes for adventures dealing with Attwatta Preziv. As they are notes, the ramblings contained herein are not complete. Sometimes they are not even complete sentences. There are currently four categories for these adventures: *Plot*, *Scavenging*, *Marauders*, and *Social*.

### **I. Plot Development**

**Terror of the Terrorbirds** – The northern caves near Attwatta house a murder of 14 Terrorbirds and some eggs. They have been there for about two years but have avoided common notice. There are rumors of strange sightings over the past year but no one has been able to confirm anything. So the villagers are largely ignorant of the Terrorbirds. The elder councils and top level Wardens know about the unsubstantiated sightings but do not wish to risk a panic without better information. This attitude is due to the Bearwurm incident a few years back. The panic that caused was responsible for half a dozen friendly fire injuries in one week and another eight the month after.

The first most villagers will hear of Terrorbirds is when the town meeting is interrupted with news of two children being taken by flying creatures. The Wardens and other villagers will quickly mobilize, forming search parties to look for the children and the beasts responsible for taking them. A group of ten Jr. Wardens in training will also have seen/heard the children as they are taken toward the northern caves.

The players will be assigned a search area near the northern caves. A run in with the Terrorbirds will show which caves they are nesting in. The caves in question are about 300ft up the cliff face. Around this time the Jr. Wardens in training should linkup with the players. The missing children may motivate the players to join with the Jr. Wardens and assault the nest in hopes of saving them.

The caves are largely a product of snow melt erosion, as a result, many of them connect. It will be possible for the players to get to the nest caves from other, lower, caves. One of these lower caves is partly collapsed and in the rubble will be found, the body of the Andamon. A case and a PDA like device will be found as well. The case holds the spare parts needed to repair the network array. The PDA holds instructions for the repair. It is undamaged but its solar cell have not been able to do more then keep in on emergency power, the power indicator blinking signals that. Once exposed to sunlight, it will be operational within a few minutes. If the players can't figure it out then the Historian will.

Regardless of if they do it with the Jr. Wardens or by rallying the villagers, once the Terrorbirds are engaged in force it should be easy enough to kill them. If the players choose to do it alone, the task will be more difficult yet not impossible. Make it clear what kind of odds they face and let them make their choice. If they can take out the Terrorbirds within 24 hours of them taking the children then those kids can be saved. Otherwise, the players will be too late and will only find the remains. The Terrorbirds have no "loot" apart from some knives and spears.

Once the Terrorbirds are taken care of the players will be free to deal with the body. Should they miss the body, make sure one of them sees the power light in a dark cave on the way down from the now empty nest caves.

(Some minor deviations occurred as things played out but it mostly followed the notes.)

**Here's Guardian!** - Once the players have the Andamon's body, PDA, and parts case, they should be able to complete the repairs he was working on. If they run into a problem figuring out what to do, have the village Historian give them a nudge.

The clothing on the body will identify it as a member of the village. The PDA will show a map of the cave the body was found in, as well as an indicator deeper in the cave. Following the map to the indicated area will lead the players to the repair location, junction 17. The PDA will then show an animation that covers installing the spare parts. It's a plug and play thing so it will not be too hard.

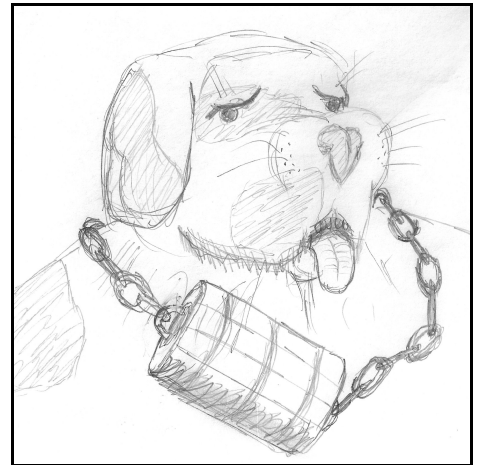
Once the repair is done Guardian will want to make contact with whomever did the deed. Within a few moments, audio contact will be made. As more nanites swarm junction 17, visual contact will be established, by way of a rough, flickering, and shimmering hologram avatar. Guardian's sixty year isolation will be broken and this attention starved entity will have its first contact with people.

Guardian will be happy and will have may questions about the village and valley. It will want to know how the people are and if they work to maintain the habitat. It will want to know about the players as well. Guardian will be eager to get started on repairing the valley's systems and will look to the players as having the resourcefulness needed for the task.

It will take a week to get the Sky Bridge up and running at a minimal level (three feet wide and taking hours to form). During this week Guardian will make contact with the elder councils and the Wardens. Soon the whole village will know that Guardian is back. Few will understand the AI is also very much insane after its long isolation. This may not immediately be an issue but an erratic and unpredictable AI in control of powerful technology is not a good combination. Having to depend on such an AI for the survival of your village would be unacceptable for many people. Should it become public knowledge, the fallout would be extreme.

(Some minor deviations occurred as things played out but it mostly followed the notes. The PC's did catch on to Guardians insanity quickly, but they asked the right questions so it was a bit more obvious than it may have been otherwise. They are at a lost as to what to do about it but at this point in the game it's not a big deal. They have time to work it out.)

**Finding Your Nard** – Nard is a 7ft tall mutant Saint Bernard, who is not very intelligent. He has a dog's outlook on the world. Things are good or bad. Food is good. Ear scratching is good. Rolling in the grass is good. Pain is bad. Knights are bad. And so on. He has had run-ins with the Knights of Genetic Purity and he remembers them and what they did. Nard is found 3 days from the valley, regardless of direction.



When first encountered, Nard will have a paw caught in a bear trap. Freeing him will make him happy. Treating his wound will make him happy. Feeding him will make him VERY happy. If allowed to, Nard will follow the adventurers and help them. If they don't want him to follow, he will do so stealthfully, if he likes them.



If, for some reason, Nard does not like the adventurers, he will label them "bad" and run off at the first chance he gets. He may even pop up from time to time, at a very inconvenient moment to point out that they are "bad". This will influence other NPC's more if they know Nard. Nard has been in the area for some time so he could know anyone.

On a chain around his neck is a cask, which he will not let anyone touch. He knows he is suppose to take it to someone but he doesn't remember who. It was given to him by "the man in the hat". He has been traveling so long



he doesn't remember where he is from or how long he has been on the road. When asked where something is, he will think hard (visibility furrow his brow doing so) and if it's been more than 24 hours since he was there last, he will answer "three" and hold up one paw with three digits extended. He is not good with expressing how much time passes but he does understand that time passes. This makes him look dumber than he is but such is the life of Nard. In cases where he has been there in the past 24 hours, the answer is "not far, I show!" Once he has fulfilled a request he will often say to himself, "Nard is good dog!" This is especially true if no one tells him he is good. He desperately wants to be a "good dog."

While Nard has no concept of how old he is, a high tech medical examination can determine that he is nearly ninety years old. He does not age like a dog. In fact, he ages in the opposite way, seven years is like one year for his body. In Nard years, he is only about 23, (over 150 real years). This means he could live a very long life, barring disease and injury. Other mutations include claws, smell based tracking, and a sonic bark. His intelligence is very low due to negative mutation (a defect that makes him a couple of shades dimmer than Gump). While he is physically strong he is not unnaturally so.

(Played out just as written.)

**A Return to Litefoot** - Some weeks after completing the Scavenging adventure exploring the Litefoot Observatory events may progress to this plot line. It is possible that interactions with Dale and/or other Elfivers will lead them to the conclusion that the PC's are members of a village that vanished some years ago. Just before the shutdown, the Elfivers were in the process of approaching Attwatta to propose a trade deal. At the time they were looking for AI's to help them "reclaim the skies". It takes a great deal of computing power to design and build aircraft. Now, sixty years later, the need for AI's is still strong but the purpose is a bit more advanced. The current goal is low earth orbit.

If the players are willing to work with the Elfivers they could get substantial benefits in exchange for some of Guardian's time. This is also an opportunity to expose the AI's insanity, if the PC's don't understand it yet. For their part, in exchange for computational time, they can offer regional intelligence, major spare parts, occasional transportation and the like. The information provided by any trade deals will be a source for more adventures.

(The PC's seemed to enjoy this one as it came along at a time when the diplomatic/negotiating style of encounter broke a long run of travel/exploring sessions. The change up was welcomed by me as well.)

## **II. Scavenging**

**The Litefoot Observatory & Meteorological Research Center** – The location of this facility is marked on the players map. Located north of Attwatta and just

inside Guardian's secondary range, this facility is one of the few pre-war structures to survive and one of the few "ruins" Guardian knows about. During its time it was a privately built and owned research center. It's more of a hobby of a wealthy amateur astronomer than a serious research facility. While it has been picked over, it was not cleared out due to the remote location.

A few years ago, Peter Zales rediscovered the observatory. Being a member of the Elfivers, he had been looking for places of importance just

like this. He, and a small group, have setup residence here. The facility is claimed as an Elfiver base and is now devoted to the goal of reclaiming the skies.



Peter Zales lives there with his son (Dale) and between 3 and 8 Elfivers. They are working on restoring the equipment and the compound. One of the first things they did was setup a landing pad on the roof, disguised as a shed. Many times, a 4 seat gyrocopter is on that pad and hidden in the fake shed. When the gyrocopter is moved, it is done at night unless there is an emergency. Until attacked, the Elfivers will only show iron/steel age weapons. Between 2 and 4 are armed with energy weapons and the skill to use them.

Nard has visited this place and will remember Peter as "Scruffy Man". Having Nard vouch for the players will help Peter's first impression of them. Without that, Peter will be harder to win over. The players have a choice of making friends and trading or killing everyone and taking.

While some pilfering has occurred over the years, there is a fair amount of equipment still in the facility. Most of it is related to the optical telescope and monitoring atmospheric conditions. Much of that does not work. All of it is useful to Guardian as refined raw materials for nanite production or spare parts repurposing. Peter will be willing to part with up to 150 lbs of this equipment, if the price is right. He wants to repair the telescope most of all, so getting him the parts and/or expertise to do that will go a long way toward meeting his price. He will also except trade goods for up to 25 lbs of equipment or other items he has. The possibility of far reaching trade routes with Elfivers help is great.

(Well, the PC's almost decided to kill everyone and take their shit. I sat back and let them come to their own decision. It would have sucked as the Elfivers have an important role in the future of the game but I don't like to rail road and it's early in the game. I think a random encounter with slavers a few days before was to blame for their bloodlust. Fortunately, they pulled away from that option and traded with the Elfivers. This opens the possibility of future relations with this group. Nard's favorable reaction to Peter seems to be what pushed them toward a peaceful encounter.)

**The Nilone-Yukani Corporate Vault** - This is one of the ruins known to Guardian. It is located west and bit south of the valley, on the edge of the player map. The Nilone-Yukani Corporation used this underground storage facility to house some of the low level research and items stolen from competitor companies.

During the war this vault was damaged but not breached. The inhabitants, researchers and support personnel, were trapped but survived for months before some escaped only to die outside. A few returned to the vault and used it as a base for several years. The only direct entrance is a secondary emergency hatch in a partially collapsed cave.

No active source of power remains but there are backup power systems that can be reactivated and will power the emergency systems. Until that happens the place will remain a dark, wet, rusting, cold, tomb. This is a stark contrast to the bustling pre-war facility that housed nearly one-hundred-fifty Nilone-Yukani employees (researchers, security, and support staff).

Five underground levels survived, three more below that are basically inaccessible without heavy excavation. The top two are living quarters, and support areas for non-research personnel. Level three is largely devoted to entertainment and recreation centers. The remaining area on level three was for the security contingent. On the fourth level is where some of the researchers lived and worked. This was the lowest security level and lowest priority research. Levels five and six also housed research, at a progressively higher security/priority level than the research projects in above levels. Level seven was a holding/staging area for unclassified and newly "acquired" objects and research. Finally, level eight was maintenance, power systems, storage and the like. The lowest level of the facility has been breached by subterranean mutant creatures and parts of it are flooded.

Apart from structural instabilities, the first five levels are basically safe unless the power is restored. Should that happen, whatever automated security systems that remain functional will reactivate and be set to "high alert" status as outlined by corporate protocol. With the exception of level five and six, these security systems are programmed to respond with non-lethal force first. However, they are limited AI's and will use lethal force if the non-lethal methods fail to stop the intruders.

The bottom three levels have been used as nesting grounds for some very nasty mutant beasts for the past few decades. The danger level here is much higher. Also, prolonged activity in the upper levels may draw the attention of these creatures. If so, it would only take them a matter of hours to tunnel up for fresh meat. I am currently envisioning a cross between Haddie and CHUD.

(This turned into the final "planned" encounter of the campaign. It was the one big haul that turned things around and allowed them to get enough stuff to ensure the village was well on the road to recovery. In the process this encounter changed from top to bottom. Only four levels were

used any extent. I did this to compact things as I sensed a bit of dungeon crawler fatigue settling on the players. In an effort to speed plot development, the 2<sup>nd</sup> floor was sealed off and largely intact. It was still powered by the facility's fusion plant. An AI was active. This one was responsible for all level 2 operations. It was willing to deal with the PC's in exchange for help with "invading beta organisms", the Haddie. By this point the players have worked out good bit on dealing with AI's and made a deal with this AI to help it. Things went well until they didn't any more and the AI decided they needed to do more to help it live even if that meant they would die. When it became apparent they would not do that the AI accelerated the facility's eminent destruction and released a cyber modified Haddie on the PC's. Big climax in defeating the beast and escaping before the vault was destroyed.)

**The Seven Keys of the Past** - Cosmo, of Cosmo's Curious Curio Shop, will offer the players a chance to trade with him for some very rare items on their parts list. All they have to do is retrieve an artifact for him. As it will turn out, this item is one of a set of seven. They will, once reunited, open doors to the past. Some of these doors lead to destruction, others to knowledge, a few lead to salvation, one leads to madness and a horror show end for the world.

In the past, before the Final War, these keys were antediluvian. They were ancient when humans first walked on the moon. They were old when the first humans painted on cave walls. Where they came from is unknown, as is their true age. The greatest minds that have studied them think they are not from earth.

(PC's never really bite the bait for this one. Passed over.)

**Containing Remero** - The Aslone Biological-Warfare Research Facility contains what may be the most dangerous plague any idiot, warmonger military general planned to use in war. The "R Complex" is a lethal virus combined with nanotechnology to reanimate the corpse within a few hours. These "zombies" are not rational beings as higher brain function is not restored. Only the "lizard brain" is active so the subject has basic drives and not much else. The nanotechnology reanimating the body is concentrated in the brain, for this reason, the body will continue to "function" until the brain is destroyed. Massive damage to the body can cause problems but this is not a sure fire way to take out the "zombie".

The facility was fast-tracking this research in the Last Days. It was never used in the war but an attack on the facility cause a release of the "R Complex" within, which infected some of the researchers. The results being a full lockdown and quarantine. After a few days, all 112 members of the staff were infected. Maybe 30 of the "zombies" are still active today and locked inside. This is more than enough to cause a terrible plague should they be released.

Any contact with infected tissue that breaches a subjects skin will infect the subject with nanotechnology that will begin replicating with the goal of "zombification". The time it takes for the infection to turn a subject is related to the amount of nanotechnology the subject is exposed to. Size and location of the skin breach also play a factor as does the length of exposure. May allow a reflex save to avoid tainted tissue but the weapon was designed to overcome an earth

based animal's immune system (enhanced or not) so no amount of extra fortitude will help. Plant based lifeforms would be immune as would totally alien lifeforms, such as a silicon based creature. Worse case, the subject has about thirty minutes. On the other hand, minimal exposer can take days to turn a subject.

As time passes the nanotechnology level rises in the subject and they get closer to zombification. Without intervention from some other form of nanotechnology, or nanotechnology blocking device, an infected subject will turn; it's just a matter of time. This is the way the weapon was designed.

(PC's never really bite the bait for this one. Passed over.)

**City on the Ice** - A high tech domed city on the ice. They tell everyone the city's power source is geothermal but it's really a giant liquid life form under the ice. They feed it and it gives them heat and power. It likes meat, any type at all. It is not picky.

The city elders know and keep it secret. They feed the beast as they can and the city prospers because of that. Criminals, dissidents, political rivals, enemies of any kind, all are possible food for the beast. The beast grows and so does it's hunger. How long before the cast offs are no longer enough? (Unused idea, too big, too far..)

### **III. Marauders**

**Return of the Red Death** - It has been over 35 years since the Red Death last swept across the land. Now, the horde is massing for another attack. It will be at least a year before they come but they will. The warning signs will come from the east. Tales of burning villages and other destruction will begin to make their way west. After months of burning the east lands they will move to this area and do the same thing.

The last wave started out as about 6,000 but only about 3,000 reached the lands around Redz City. This time, almost 10,000 will begin the rampage in the east. With the cities and villages of that area still not fully recovered, there will be less resistance and more of the Red Death will get through. Depending on how it goes, between 8,000 and 9,000 will make it to the Redz City area.

This will be disastrous for the region. The only saving grace is that the Red Death don't use tactics. They just roll over the area and kill. The horde will split up and attack the villages and cities of the area. This will make things hard on the defenders because there is not one point of attack to concentrate on. The villages that have the best defenses will have the best chance to live.

The main body, at least 4000, will head for Redz City itself, burning a path directly there. The smaller groups will be between 500 and 1,000. They will attack other villages and towns. The smaller ones will be burned from history and the others

will have to fight hard to live.

The players will be able to jump in at any point to alter the course of events. How they do that is up to them. They could try organizing defenses. They may even head to the eastern lands for a preemptive strike on the Red Death. Sitting back to pick up the pieces is also an option.

(This story has unexpectedly merged with that of Malcom Justmor, (see No Angle of Death for You!). When the Red Death comes again they will all wear Justmor's death mask makeup. His now mutated, yet highly charismatic, form will lead them. He alternates between roaring savage words and intoning apocalyptic events as only an insane man can. He has tapped into the primal nature of the Red Death's "cleansing fire" philosophy.)

(I was slowly building this to be the climax event. It was to be an epic battle that would pull in most of the region's settlements. I have pulled back from that because I don't feel this group needs this type of finisher. They have, to spite my attempts to pull them into regional affairs, taken little interest in events outside the Village. They enjoy what is happening there so I'm not going to force this one them. I'm dropping this storyline.)

#### **IV. Social**

**No Angle of Death for You!** - With the Guardian restored, the Cave of Dusk will be seen as a high priority for humanitarian reasons. Several of the self condemned are living in the cave, waiting for the promised quick death and not getting it. Guardian can not allow that to go on. Within a few weeks the AI will have a new swarm of reaper nanites set up in the cave. It will take at least that long because, as empathic as Guardian may be, the practical repairs must take priority or the whole valley will suffer.

After that point, anyone entering the cave will be "processed" by the swarm. They will get sleepy. Once asleep, their pulse and respiration rate will slow and then stop. After an hour the nanites will begin to break the body down and within 24 hours it will be gone. With the "backlog" the swarms cleanup time will be impacted. They will be able to terminate up to four subjects at once but it will take nearly a week to remove the bodies.

This is where the problem begins. When the new swarm reaches the cave they will find six people in death mask makeup waiting to die. They will only be able to process four. Being practical and logical about the subjects, the swarm will take the four most elderly and sick first. The other two will watch as these people fall asleep and die while they are unaffected. Having been rejected by Death both will react poorly.

Malcom Justmor was a warden and a teacher of young wardens. He was respected and revered by his sect. He had seen much change and he was tired of it. The bearwurm killed some of his best friends and students. No one had, in living memory, encountered anything like that. It was both ferocious and bloody in a way that no battle had ever been. They were not equal to the challenge. True,

there were stories from the time before, when people ventured beyond the valley and encountered all manner of gamma beasts. This was different, this was in the valley, in the haven. This felt apocalyptic; the place that had been safe for generations was no longer safe. Then the ultravore came, they tore another promising student to ribbons. It was all too much. At the age of 61 he made the choice to undergo the Ceremony of Dusk. That was fourteen months ago. He has been living in the cave since that day. Waiting for the acceptance of Death. When it did come, it did not take him. Confused, he began to climb and meditate. He is not alive, he can not be taken by Death. For two days he sat on the rocks, high above the Cave of Dusk and meditated. He had a vision and he knows what to do now. Climb. Leave the home. Climb. This life is an illusion. Death did not want him. He was never a man. Death has always been close to him. He watched so many die. He is Death. That is the only explanation. He must bring Death to everyone. Then, there will be peace. The Red Death?

(The PC's followed Justmor with the desire to help him. He stayed a step or two ahead of them and lead a merry chase. They followed him for days, picking up clues about him, his mental state, and what he was up to. It ended in Redz City with Justmor escaping down a very radioactive metro tunnel with a group of gang members he "recruited" with his zealot chant. He may return at a later date. I screwed up the pacing on this one. It was too drawn out and frustrated the players more than it needed to.)

**Epilog** – One major decision remained before things could be wrapped up. Guardian's insanity has been getting worse. How is it handled? He could become a hazard to the village if left as he is. This was left to the players discretion and addressed as the epilog of the final session.

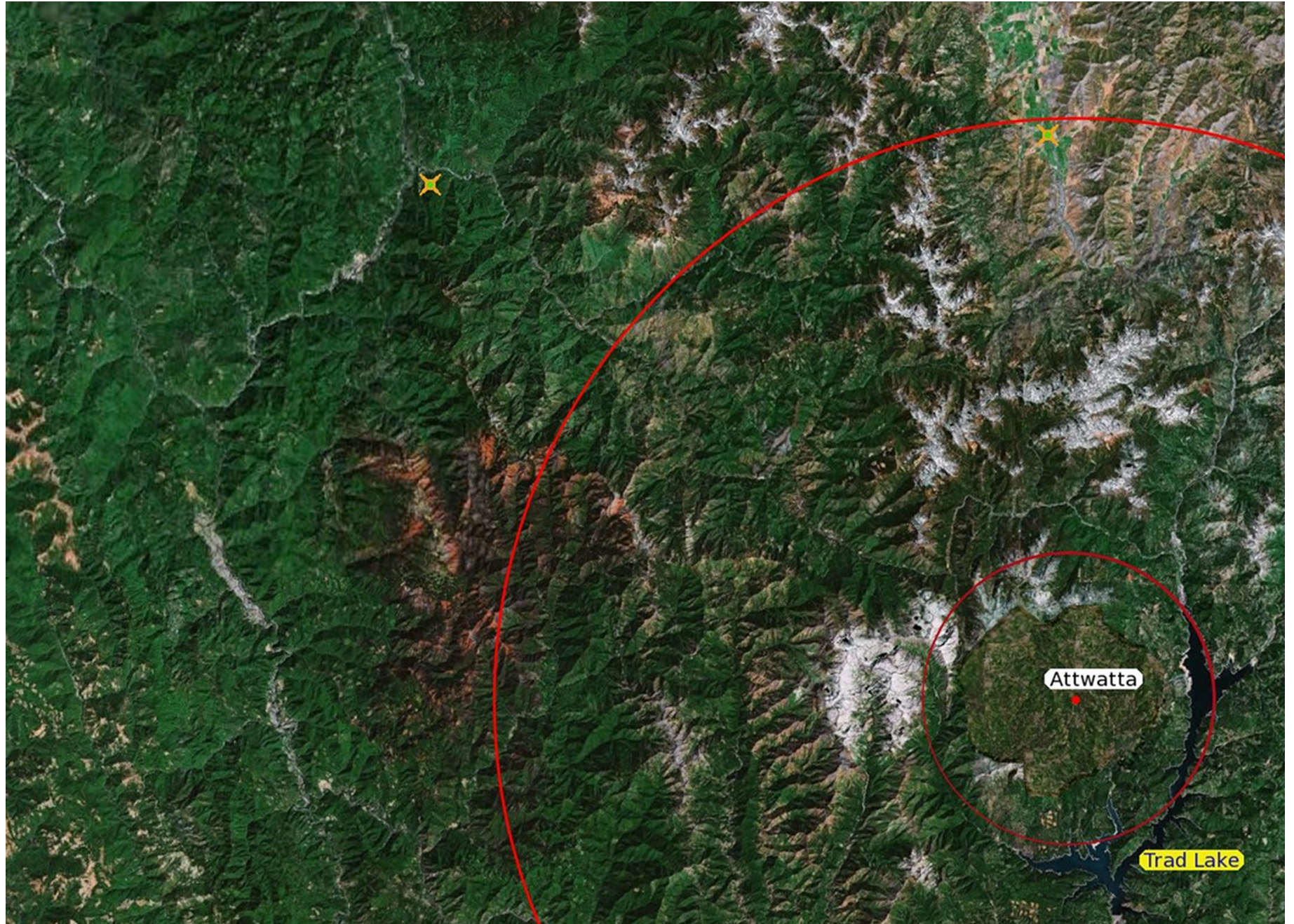
They enlisted the Elfivers help for options. They came up with several ideas.

- Shut down Guardian and let things go as they had before. No one liked this idea. They had seen life without Guardian and didn't want to go back.
- Reset Guardian, wiping his memory and personality and the insanity. Also not an option big with the players. They had become attached to Guardian and looked at this a killing him.
- Replace Guardian with another AI. Fraggy was briefly considered for this option but again, the players didn't want to kill Guardian.
- Reintegrate Fraggy and Guardian. Fraggy (Fragment) was a lesser AI that was "made" by taking a limited snapshot of Guardian that was incorporated into the group's hovercar early on in the game. It was hoped that Fraggy, who was made before the shutdown, would lend stability to Guardian.
- Find someone to fix Guardian. The hardest path, but the one everyone agreed needed to be attempted.

After much discussion, they approached the Elfivers again looking for someone to fix Guardian. This lead to a Cybercologist who agreed to aid the village by helping Guardian work out his issues. Fraggy was reintegrated as well.

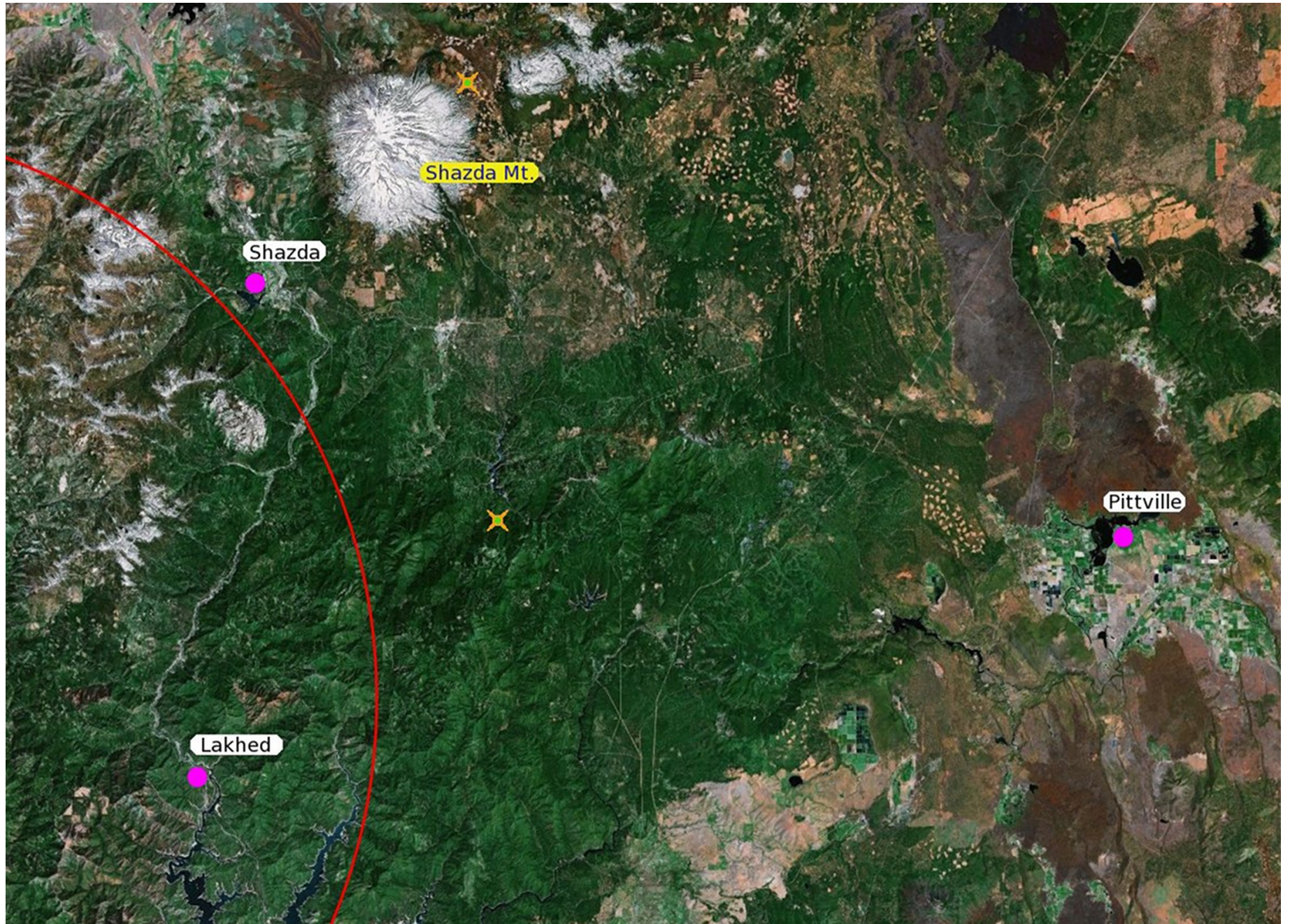
**– THE END.**

# Map - Attwatta Preziv, Surrounding Area



(upper left quadrant)



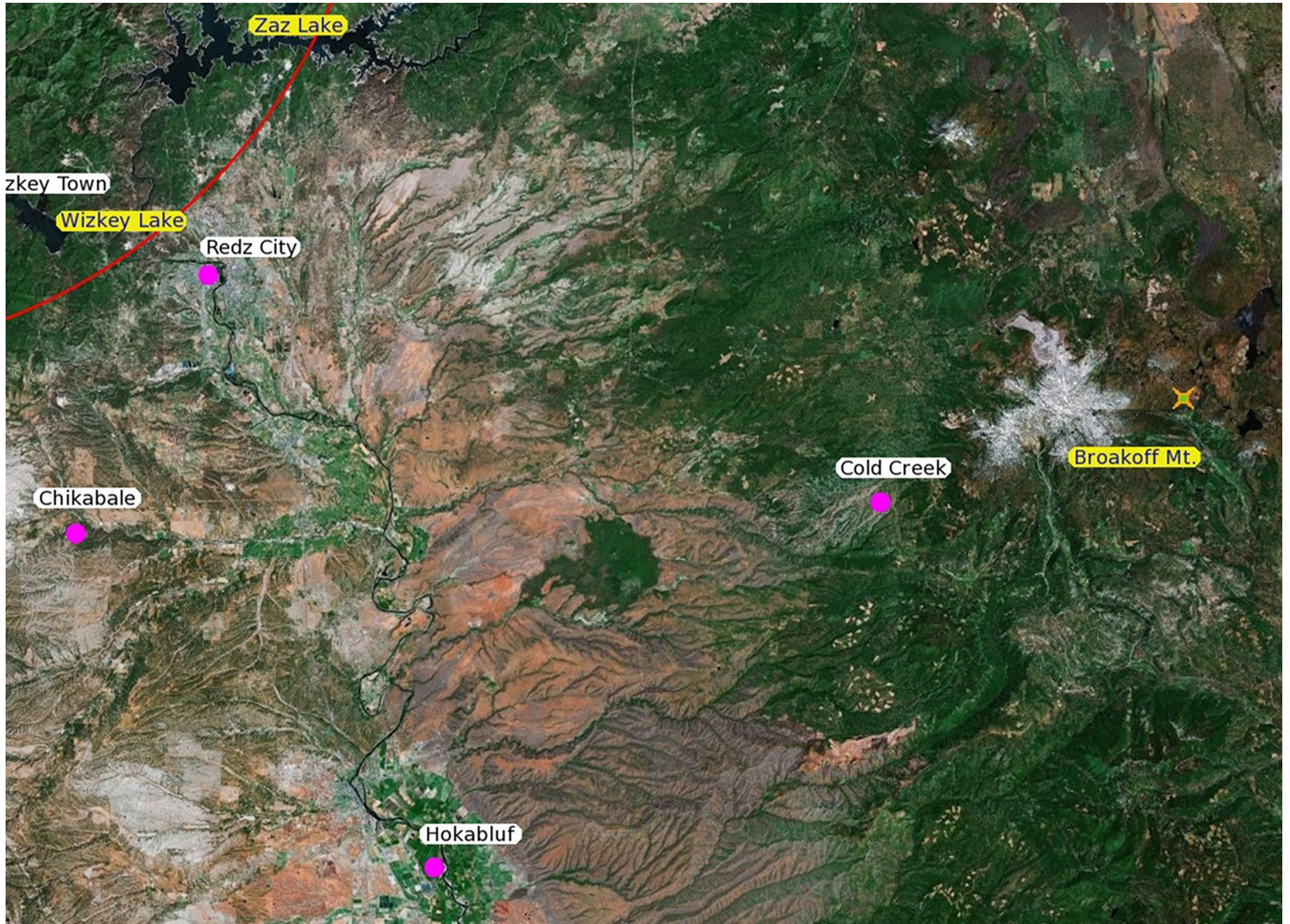


(upper right quadrant)



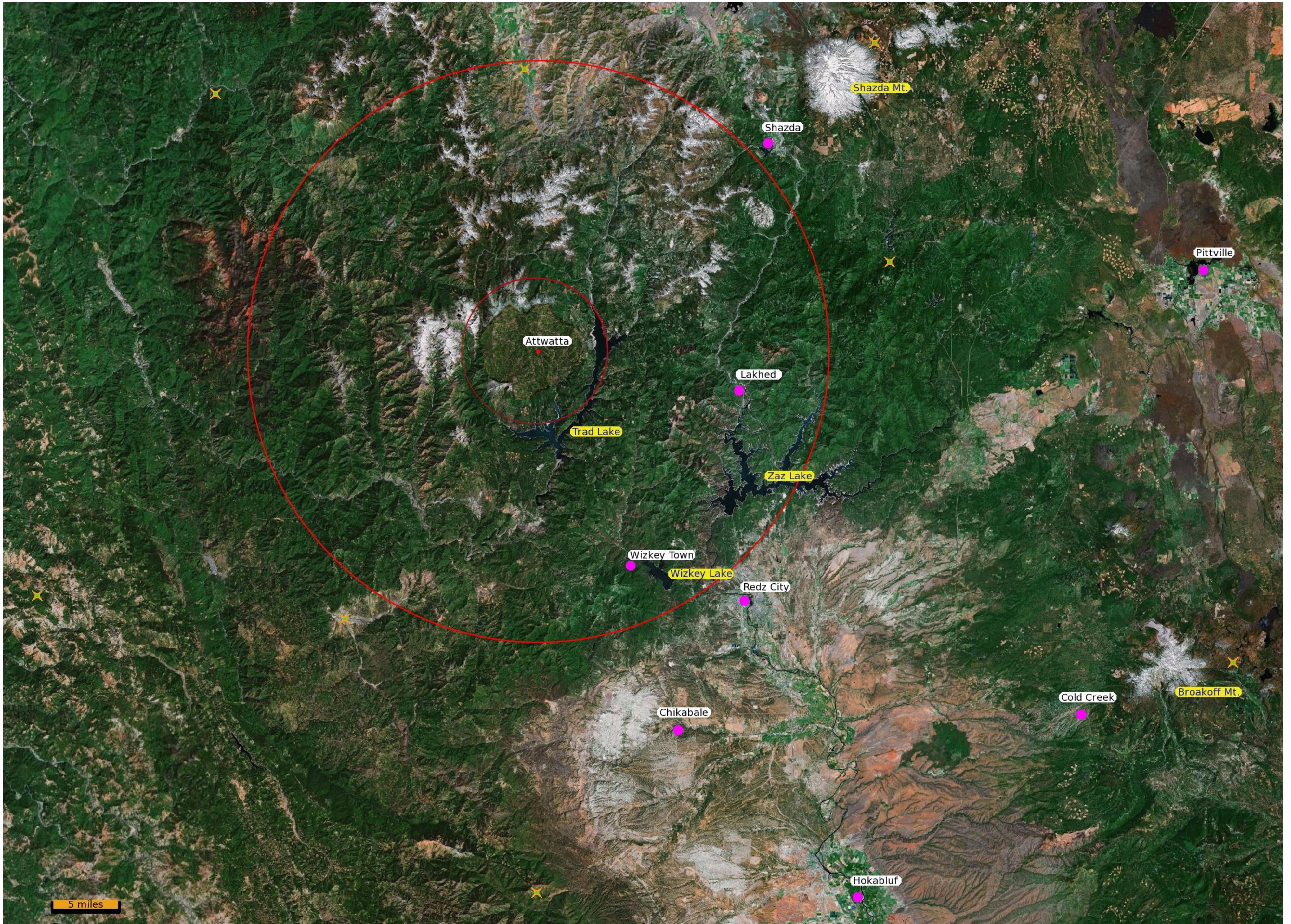
Map images based on Google maps data.

(lower left quadrant)



Shows the valley, the surrounding towns, some noteworthy landmarks, and a few ruins known to Guardian. The red rings are the primary and secondary ranges of Guardian's nanotech. This is a player map. - WRG  
(lower right quadrant)

# Attwatta Preziv Area Map



Map image based on Google maps data.

Shows the valley, the surrounding towns, some noteworthy landmarks, and a few ruins known to Guardian. The red rings are the primary and secondary ranges of Guardian's nanotech. This is a player map. - WRG