

RED IN TOOTH AND CLAW

By Tim Hartin (Copyright © 2014)

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Note: This is an After the Bomb® adventure for 1st level characters. The adventure could easily be scaled up for characters of higher levels than first by either increasing the numbers and/or levels of the NPCs and flora & fauna.

Player Character Background

Something has been preying on farmer Dralden's livestock for the last two weeks. At first it was just one or two animals that were killed but now, he has lost over a dozen of his precious livestock! He tried reinforcing the repfowl coop with an additional wire fence but whatever has been at his flock has easily made its way past the new fence.

One night, he decided to keep watch on his repfowl coop to see if he could get an idea of what was attacking his livestock. While under a full moon, he saw something approach the coop. It walked like a human, but growled like a big cat. Its face was obscured but Dralden could see it was hunched down towards the ground as if it was sniffing it. It approached the coop and then suddenly looked up at Dralden's hiding spot and then quickly ran away. The next morning, Dralden found human-like foot prints in the mud outside the coop.

Dralden had had enough. He got into his old beat-up pick-up truck and drove south to the nearby town of Saylem. While at the farmer's market co-op in town, he posted a notice on the bulletin board asking for able body men to help in tracking down and killing the human beast that is attacking his livestock. He has offered a bounty of 50 bucks for the beast, dead or alive. The notice has directions to Dralden's farm and states that any prospective takers should speak with Dralden before they go hunting for the beast – he wishes to tell them what he knows and he wants to get an idea of who is attempting to earn the bounty. Others have tried and they haven't been heard of since.

Game Master Background

What Dralden doesn't know is the human 'beast' is innocent of attacking Dralden's repfowl coop. In fact, it has been a tribe of mutant lizard savages, known as the 'Tribe of the Crimson,' who have been raiding Dralden's coop. These lizard savages have recently moved into the area after being chased out of their original location in the swamps of Gatorland. They hate mutant animal and human alike. They are led by a sly, old shaman, known as Zythazaar, who can mentally control lizards – in this case, a gore-lizard that the rest of the tribe has taken to worship as their god, "Gogzilla." The mutant lizardmen have been raiding the area and been poaching the farmer's livestock to feed themselves and more importantly, to feed the gore-lizard (Zythazaar finds it easier to control the gore-lizard when it has been well fed).

The human 'beast' is actually a human mutant known as Jlatt who has been tracking these mutant lizardmen because a week ago, the lizardmen had encountered an Empire scientific outpost in the wilderness where Jlatt had been taken captive for study. The human scientists were arrogant and cruel as they went about their "studies" -- more like torture on the various mutant animals they had captured, along with Jlatt himself. The lead researcher, a Dr. Suusan Whitlok, took particular delight in torturing him. The researchers had poor security in their camp, which the lizard savages of the Tribe of the Crimson took advantage of. They quickly ambushed the poorly trained scientists and their meagre protection slaughtering them as a result.

When Zythazarr and his lizard tribesmen found Jlatt locked in a cage, they saw an opportunity to strike at a human. They repeatedly stabbed him with their spears as they slowly tortured him to death. The lizard warriors then looted the camp, destroyed what they refused to take, and then headed back to their lair. Unknown to the lizard savages, Jlatt's healing factor had saved him from death.

In the lizard warriors haste to torture Jlatt, they had damaged the cage's locking mechanism thus allowing him to escape his imprisonment. He now burned with rage for he wanted revenge on the lizard warriors, especially their leader, who had tortured them with such glee. He set out following their tracks which eventually led him to Farmer Dralden's farm. Jlatt knows he is getting close to his goal of hunting down and killing those that tortured him like a wild animal.

The adventure should start at Dralden's farm and the investigation should then take them north as they explore the nearby wilderness for their "human beast." Eventually they should stumble across the ransacked Empire of Humanity Research Camp. From there, they should find signs that point them to the right direction of the abandoned Archive. Between the finding of the ransacked camp and/or the abandoned Archive, the Game Master should use the Wilderness Encounters section to fill in details as the GM sees fit.

When the characters encounter Jlatt for the first time, he will keep his distance but it is up to the characters if they attempt to parley or go for the attack right away. Jlatt could prove to be an useful ally when it comes to raiding the mutant lizard savages lair – an abandoned Pre-Crash archive. If the player characters are having a hard time finding the archive's location, the GM could have the characters follow Jlatt who is in turn, trailing the mutant lizard savages. The GM could have a small party of mutant lizard savages attack the characters and Jlatt when they first meet. Jlatt could even mention that he remembers the mutant lizard savages from the cage camp and the lizards would remark back that they thought they had killed the human blasphemy.

Once the characters attempt to gain access to the archive (either by force or by trickery), the GM should remember to play up the strangeness of some of the artifacts found inside. Depending on a character's education, knowledge, and/or personality, a character might see the items from the past as simple relics of a bygone era or these items may take on a religious or mystical nature. The GM is encouraged to play up the strangeness that the characters will find within the archive.

The archive could also potentially act as a home base should the characters and/or GM desire it. It will take some work and money to repair the damage done by the mutant lizard savages and/or the ravages of time.

Should the characters attempt to sell the items they find in the archive at once, or in large bundles, they may attract unwanted attention by other parties who may desire the archive for themselves.

Wilderness Encounters

For every hour the characters explore the surrounding wilderness, there is a two in six chance of having an encounter. Roll or choose the appropriate encounter from the list below.

- 01 – 20** An Empire of Humanity Helicopter flies overhead. The helicopter is searching the area because the base camp in New Kennel has lost contact with the research outpost. The researchers are now several days overdue to report in.
- 21 – 30** 1D4 + 1 Devil-Wolves on the hunt. Definitely hostile and aggressive.
- 31 – 36** Albino mind squirrels who have witnessed a lizard savage hunting party pass by. Should the player characters take no hostile action toward them, the squirrels will allow the characters pass without incident. Should the characters prove to be violent, the squirrels will use their psionics to harass and confuse the characters and then disappear into the treetops.
- 37 – 48** A small herd of 3D4 wild zorses grazing amongst the vegetation. They will be spooked by any loud noise or hostile actions and will attempt to flee. They will fight if cornered.
- 49 – 61** 1D6 lizard savages and Zenzaal on the hunt for food. Characters are always on the menu when it comes to lizard savages.
- 62 – 70** 1D2 giant beetles foraging for food.
- 71 – 91** Jlatt tracking the lizard savage's trail. He is weary of strangers and unless he is approached with gentleness, he will try to keep some distance from himself and others.
- 92 – 00** 1D2 giant mutant man-eating plants. The plants are obscured by the rest of the vegetation and will gain a sneak attack should any character wander within the range of their tendrils.

Locations

Dralden's Farm

Dralden's farm is four miles north of the Free Town of Saylem. On a small hill is a moderate-sized farm with a large brick house where Dralden lives with his farm hands (four bustling mutant sheep dog lads named Hinch, Deryk, Yono, and Hatcher) and a small garage where Dralden keeps his old pick-up truck. Behind the farm house is a large barn with a medium-sized repfowl coop next to it. The coop is surrounded by a tall chicken-wire fence (which has been mended several times now). To the east of the farm house are several fields of various vegetable crops (potatoes, cabbages, corn, carrots, and bell peppers).

The barn houses his various farming equipment including a large combine and a tractor. There are large double doors on the front and back of the barn and a single door on the side that leads to the repfowl coop. Dralden regularly buys large, one foot long grubs to feed to the repfowl and the grubs are kept in large wooden crates in the barn as well. Fried grub happens to be a favourite delicacy of Hinch the farm hand.

Should the Player Characters investigate around the repfowl coop, they will find a series of prints in the dried

mud. There are many prints which make identifying them difficult but not impossible. Obvious human-like footprints can be found, plus several smaller three-toed footprints as well. Both trails lead off to the forest to the north. Characters with the tracking skill can attempt to trace the tracks back to their origin, or alternatively the Game Master may have the characters follow the tracks until they get deep in the nearby forest. From there, the Game Master should move on to the Wilderness Encounters section of the adventure.

Empire of Humanity Research Camp

While the player characters explore the surrounding wilderness, they should stumble upon the ransacked Empire of Humanity Research camp. The camp consists of two large, temporary shelters constructed from a duraplastic polymer (A.R.: 13, S.D.C.: 55 (current), normally 80). Both structures have seen better days – they are battered with jagged rips and tears. Bloodstains are scattered all over the walls. At one time, the camp had seven small cages (for size levels 2 – 5) and five large cages (for size levels 6 – 10) but now all that remains are broken, twisted metal of all sizes.

Three hacked up human bodies lie amongst the broken cages. These bodies all wear the torn camouflage uniforms (Empire of Humanity issue). All three bodies have chew marks on the limbs and had their faces bashed into an unrecognizable pulp (Zythazaar took his hatred out on the bodies but the Game Master may wish to use the guard's missing faces as a red herring). One body wears a damaged Empire of Humanity issued flak jacket (Size Level: 9, A.R.: 11, S.D.C. 45 each, originally 80 when first issued). One of the other bodies has its weapon, a .45 Caliber Machine Pistol (4D6 damage per round) with a clip of five rounds, lodged between its body and the ground (it was missed by the lizard savages).

The inside of the shelters are just as bad. Dried blood cakes the ground and walls in both shelters. In the first shelter are broken pieces of machinery lying in a chaotic heap in the centre of the room. Broken, plastic furniture stick out of the various machinery parts. Lying on the ground is what was once a radio that now only spits sparks instead of audio messages. The remains of research notes, now as torn pieces of paper, litter the floor. If the machinery pile is searched, the following can be found: a working flashlight (with batteries), a battered but working microscope, and a large piece of paper with a bloody three-toed footprint (from one of the lizard savages).

The paper is written in English and it summarizes the current study of Test Subject HM001-Delta3 (a.k.a. Jlatt which would be unknown to the characters at this time). It is written and signed by Dr. Suusan Whitlok. The report reads as follows:

“While the subject appears to be fully human, he does display animal-like behaviour. It has been observed growling like a large cat. A physical mutant trait of retractable cat-like claws has also been observed in its hands, as Dr. Chandler found out the hard way. The test subject shows remarkable healing capabilities. The removal of said claws from subject is only a minor nuisance to the subject since it only regrows them back within 24 hours. It is of my professional judgement that the subject has limited intelligence. Further experimentation, and eventual vivisection, are warranted once the subject has been taken back to Base Camp in Barkville.”

Inside the second shelter is a gruesome sight. The human remains of six bodies lie on the ground. The bodies have been torn apart with missing limbs, and the interior body parts are also missing (eaten by the lizard savages). Two of the bodies have half-broken, three foot long wooden spears still embedded in them. Each body wears tattered rags that were once tan brown uniforms. Each uniform once had a patch on it but it has since been removed and burnt by order of the lizard shaman, Zythazaar, who took offence at what the patches represented (even though his tribe has no love for other mutant animals, even they abhor the idea of humans testing on mutant animals). If the shelter is searched, one half-singed patch will be found with the following inscription: "Empire of Humanity Research Division – Dr. Yrik Chandler."

Abandoned Archive ('The Tribe of the Crimson' Lair)

The Tribe of Crimson have occupied an abandoned Pre-Crash Archive as their new lair. They discovered the door to the Archive while scouting the area. The mutant lizard savages under the orders of their shaman, Zythazaar, has cleared out some of the "junk" and tossed it in a nearby stream about a mile away from the Archive. This junk has been ruined by the water and consisted of old oil paintings, classic movie posters, various sport memorabilia (for the New York Giants, New York Jets, the Jersey Devils, and the Jersey Shore Roller Girls), and hundreds of computer discs containing everything from music to films to history records. Pre-Crash wooden furniture has been broken up and used as firewood while any paper found has been used as kindling. The draperies and tablecloths within the Archive have been torn up and used as makeshift rope or clothing. The best quality of cloth has been saved for the Shaman's wife, Zthantha. Zythazaar believes the archive will be the perfect place for his tribe to hibernate through the winters.

The power to the Archive is currently off. None of the electronic based systems work which include the lights, the elevator, the doors, and the air and water filtration systems. Should the solar powered generator be switched on, all of these systems will become active after 1D4 x 10 minutes (the time needed to replenish the solar collectors that are on top of the hill).

The doors are constructed from a hard wood and have the following stats: A.R. 13, S.D.C. 125 each. They open at the middle and recede into the walls. On the right hand side of each door is the control mechanism that opens/closes/locks the door in question. While the power is off, the doors are stuck in their current position (which is closed for the most part). Should the power be on, the door's lock/switch can be bypassed if the control mechanism cover is removed and the character fiddles with the interior wires (Electrical Engineering or Electronics: Basic roll).

The ceilings are 12 ft in height on all levels. When the power is on, lighting is provided by lights that run along the top of the walls. The distance between the ground level and the first sub-floor is 60 feet. The distance between the two sub-floors is 20 feet. Map note: E = Elevator.

Ground Level

1. Dirt Trail: A dirt trail leads through the forest that leads to the Archive entrance. The trail is slightly uneven and too narrow for any vehicle to follow it. Three-toed footprints can be seen here & there along the trail. As long as

characters keep the noise down, the trees provide additional cover (+20% to Prowl).

2. Archive Entrance: The entrance to the Archive is built directly into the side of a hill. A set of massive metal double doors once blocked the entrance but they have since fallen from their hinges (due to the combined effect of faulty installation and centuries of being exposed to the elements). One of the doors has been propped up on its side and is being used as a barrier (A.R.: 13, S.D.C.: 300) by the lizard savages. There will be three to four lizard savages on guard at any time. Their orders are to remain on guard until relieved but in the right conditions (as determined by the Game Master), they can be lured away or tricked.

Should anyone try to enter the Archive, one of the lizard savages will make his way down the stairs to alert the rest of the tribe. Once alerted, additional lizard savages will reinforce their brothers in arms. Should it look like the lizard savages are losing the battle, they will retreat to the main chamber of the first sub-floor and attempt to draw the attackers into a trap where Zythazarr and the rest of their warriors can enter the fray. Should that fail, they will retreat further down into the main chamber of the second sub-floor so Zythazaar can bring the tribe's god, Gogzilla, into the battle.

3. Archive Interior: The interior room has mold covered walls. The floor has lost most of its original finish due to being exposed to the elements. Pictures of various (human) dignitaries who were behind the founding of the Archive still hang on the walls but the glass frames are now cracked and mud has been smeared on the pictures. At the back of the room are three sets of doors. In the centre are the doors to the unused elevator, flanked on either side by open doors that lead to the stairwells. A triangle button, pointing toward the floor, is to the right of the elevator doors. The elevator is inactive and its doors are closed. The lizard savages are unaware that the elevator even exists. The elevator itself is stuck between the two sub-floors.

Sub-Floor One

1. Main Hall: The air in this hall is stale and smells of urine, musk and burnt wood. Light is provided by burning torches that have been forcefully added to the otherwise smooth walls. Two large bonfires burn in the centre of the chamber. There are eleven scattered "beds" of leaves and twigs through the room. There will be 3D4 + 2 mutant lizards (male and female) hanging around the fires eating, sleeping, and everything else that comes natural. Only half of the number will be armed with knives and spears. Those that are armed will rise to challenge any intruders. Should the alarm have been raised, then all will be armed and ready for a fight. Should the alarm not be raised, then it is possible for the characters to catch the mutant lizard savages unaware.

2. Zenzaal's Chamber: The door to this chamber has been bashed in and burnt up as firewood. Zenzaal has taken what was once a filing room and changed it into his personal quarters. The previous files were either dumped in the nearby stream or used for the fires. Zenzaal's mate also resides in this room. A large bed made from leaves and twigs lie in the south-west corner. A metal filing cabinet have been knocked over on its side and is being used as a low make-shift table. Zenzaal keeps his prized position in this room (usually hidden within the file cabinet/table) – a battered and slightly mildew softcover copy of Edgar Rice Burroughs' Tarzan (worth 25 bucks to a collector). The back cover is missing. Zenzaal is attempting to read what he thinks is a history book. He has kept it a secret because he knows Zythazaar would consider the book blasphemy and would use it

against him (via tribal politics).

3. Holy Temple of Gogzilla: This old receptionist chamber is used as a temple for worshipping the tribe's gore-lizard god, Gogzilla. A crude glyph written in blood rests over the open door. To all of the tribe, the glyph is a symbol of Gogzilla. Inside the room, the walls are decorated with chewed bones of past victims sacrificed to Gogzilla. At the south wall is a table that has two large posters, fastened to several pieces of wood each, which show Godzilla destroying cities but the tops of them have been ripped off (by Zythazaar who considered the name Godzilla as blasphemy and a corruption of the gore-lizard's true name). In between the posters is a 1' tall hard, plastic toy of Godzilla (taken from the media room in #5) which has been painted white and red (by Zythazaar with crude paint created by vegetable dyes).

4. a) Zythazaar's Chamber: Zythazaar and Zthantha use this room for their quarters. This room was once the personal office for the Archive's administrator. The paintings of the administrator and one of then current President of the United States have been removed and destroyed. The places where the pictures once hung on the walls are still evident by dark blotches. Zthantha has decorated these two spots with crude paintings created from vegetable dyes, ochre and blood. The room's previous furniture has been smashed up and used as firewood. A bed of leaves and twigs lie at the south wall. A filing cabinet has been knocked over and is being used as a table. Zythazaar has 340 bucks stashed in a clay jar hiding in the 'table.' Next to the 'table' are four clay pots. A foul odour emanates from the pots. Three of the pots contain various chunks of raw repfowl meat, while one has 230 bucks hidden under old plastic 'papers' (publicity brochures/flyers for the Alfred-Wayne Memorial Archive) that Zthantha has hidden from her shaman husband (he would be furious if he finds out she was hiding money from him).

4. b) Personal Refresher/Lavatory: This was the personal refresher/lavatory for the Archive's Administrator. Zythazaar and Zthantha haven't realized that there is a room beyond the door. Zythazaar often uses the door for target practice when he has food he dislikes. The door is covered in splotches of dried food here and there. The door's mechanism has been damaged (unknowingly by Zythazaar) and will require a Mechanical Engineering or Mechanics: Basic roll to repair (and even then the power must be restored for the door to work properly). Everything in this room works (running water and waste disposal) should the power be restored.

5. Larder/Media Room: This room once contained various samples of popular media that had been selected for saving for prosperity. The original contents of the room have been pitched into the nearby stream and the room is now used as a larder. Five repfowl carcasses hang from a wooden beam that has been wedged into the walls near the ceiling. Five large metal containers (salvaged from other rooms) contain large, living grubs. Some vegetables, such as striped apples and a multitude of root veggies, are also stored in metal containers. The mutant lizards prefer a carnivorous diet, they are in fact omnivorous and supplement their diet with some scavenged/stolen vegetables.

Lying on the floor unconscious and bound with rope is Dr. Suusan Whitlok. Should she be awakened, she will try to bribe and/or beg her way out of the situation. She will offer technology if she can contact her research allies (in New Kennel). If she is able to contact her allies, they will send a team of soldiers to get her back.

6. Architectural Display Chamber: The door to this room is still sealed and as such, the contents of the room are undisturbed. The walls of the room have many framed pictures showing different types of famous architecture from the world over – both current and old (from the p.o.v. of the Archive's builders). The pictures show the Empire State Building, Capitol Hill in Washington DC, the Eiffel Tower, the Leaning Tower of Pisa, St. Basil's Cathedral (in Moscow, Russia), the Palace of Versailles (France), the Taj Mahal (in Agra, India), Big Ben (in London, England), The CN Tower (in Toronto, Canada), the Burj al Arab Hotel (in Dubai), Mont St. Michel (in France), Bran Castle (in Transylvania, Romania), Acropolis of Athens, Golden Gate Bridge (in San Francisco, California), Sydney Opera House (in Australia), and the Louvre (in Paris, France). These framed pictures, all of which have name tags, are worth anywhere from 100 to 400 bucks each if the right buyer is found.

There are four large tables within the room and on each table is a model showing four unique building designs. Each model is under a clear glass display case. Each model is worth anywhere from 100 to 600 bucks each to the right buyer. The first model is a red brick building with neo-classical accents. The name tag states: "The George F. Baker Jr House by Michael Middleton Dwyer."

The next model shows a long, narrow building that seems to shine in the ambient light. The walls of the building are white and appear to be made from opaque glass. The name tag states: "The Bloch Building by Steven Holl."

The third model shows a tall, sleek highrise with curve sides and a large garden on the very top. The ground floor has transparent glass while the rest of the building is white and red. The name tag states: "The Tilot-Giger Hotel by Galia Solomonoff."

The final model shows a cut-away of a hill with an underground bunker built into the hill itself. It is a model of the Archive itself. Inside each room are small models showing the room's various contents. The name tag states: "The Alfred-Wayne Memorial Archive by Sarah Houston."

7. Statue Display Chamber: This sealed room contains reproductions of famous statues: The Statue of Liberty, Michelangelo's David, the Venus de Milo, several Moai of Easter Island, Rodin's The Thinker, the Little Mermaid (from Copenhagen), Donatello's Bronze David, and The Discus Thrower. These reproductions stand no greater than 8 ft tall. They are worth 200 – 1,200 bucks each to the right buyer.

8. Fashion Display Chamber: This sealed chamber contains holographic friezes on the walls that showcase different styles of fashion from the early 18th Century all the way to the early 22nd Century (months before the Crash). Six holographic manikins (two men and four women) stand in the chamber. A small control pad rests at waist height in front of each manikin. On each control pad are four buttons. each button activates a different style of clothing on the holographic manikin. The holographic projectors are located in the ceiling over each manikin base. The holographic manikin clothing styles run the range of formal to casual dress to military to work uniforms.

9. Kitchen/Literature Room: This was once the literature room which contain many books, both fiction and non-fiction. The books have since been burnt in the fires used to cook the tribes meals. While the lizard savages can

and do eat their meals raw, they also prefer a well cooked meal. Zythazaar will even spare captured opponents their lives if they can cook well. What usually happens is Zythazaar gives a new cook a couple tries and if he isn't impressed with the cooking, the cook becomes the next meal. No one in the tribe wants to be the cook since they know Zythazaar's 'cooking habits.' The current cook is a young mutant marten, named Othello, captured during one of the mutant lizard savages raids. Zythazaar is already thinking of tossing Othello into the pot for the next dinner since he wasn't impressed by his cooking. Zythazaar is wondering if the human female would be a better cook but he has promised as a sacrifice to Gogzilla.

10. Storage Room/Sports Display Chamber: This chamber once housed the various items that celebrated the history of sport in the New Jersey area. The mutant lizard savages have cleared out this room and now use it to store the odd items they find on their raids. The room currently has a slightly dented, police style riot helmet (with ventilated transparent face shield; worth 120 bucks), resting on two waterproof nylon ponchos (5 ft by 5 ft square each; worth 60 bucks each) which sit on a dented filing cabinet. Next to the cabinet is a large leather backpack which contains a professional medical kit (contains six doses of each the following: antibiotics, anti-inflammatories, sedatives, painkillers; a dozen mini-instruments such as scalpels, scissors, probes, clamps, etc.; tape, bandages, sutures, and four air filters; worth 1,600 bucks) and a .45 Caliber Machine Pistol with one cartridge in the chamber (4D6 damage). It otherwise has no ammo. At the front of the room are four metal barrels of stale rain water (the water is collected from top side and is carried down into the archive).

11. Music Chamber: This sealed chamber is dedicated to various famous New Jersey musicians. As soon as the door opens, music will begin to play. The music is preprogrammed into a play list and is set up for random play activated by the door. Unfortunately, the sound level has become stuck at the maximum level which causes great discomfort to all who enter the room (especially if the character has Advanced Hearing). Musicians such as Count Basie, Frank Sinatra, Bruce Springsteen, Connie Francis, Frankie Valli, Jon Bon Jovi, the Four Seasons, and George Clinton are all prerecorded into the playlist. The walls have many images of the aforementioned musicians

12. Vehicle Display Chamber: This sealed room was used to display various vehicles that were all built by a company known as Crane-Horizons Technology, a New Jersey vehicle manufacturing plant that is located in what is now New Kennel. The walls have various pictures of many types of vehicles – from cars to boats to aircraft. In the centre of the room on a raised podium are four off-road motorcycles (neither of which have gas). There are several helicopter and aircraft models (around 2' long each) hanging from the ceiling.

Four ZR-129L7 Dirt Bikes

S.D.C.: 85

Speed Class: 12 (Maximum 180 mph/Cruise 90 mph)

Max Seats: 1

Max Load: 250 lbs.

Modifications: Fuel Efficient (fuel consumption is cut in half)

Description: A black and chrome motorcycle with blue and white finish.

Value: 2,750 bucks each

13. The Alfred-Wayne Tribute Chamber: This chamber is dedicated to the two men who financed the archive. It has a holographic projection of Bob Alfred and Bill Wayne who were business partners who saw what direction world affairs were taking and decided to build an Archive in an attempt to preserve some of the technology and culture that could be lost in a global confrontation.

14. The Alfred-Wayne Library: This chamber has shelf after shelf of books, magazines, and even comic books – all of which is to be determined by the GM. The content of these items range from action-adventure to historical romances to detective fiction and everything in between. Unfortunately a nasty fungus has taken root, via the air shafts, and damaged 60% of the library including most of the non-fiction section.

Sub-Floor Two

1. a) Gogzilla's Den/Main Chamber: Zythazaar keeps Gogzilla in this chamber. The gore-lizard can fit into the stairwells and climb but it is a close fit and it prefers to stay in its lair and allow the mutant lizard savages to feed it. There are four fire pits that the mutant lizard savages keep burning for light and to provide warmth to the room.

1. b) Elevator Mechanics: On either side of the elevator is a door that leads into a small, cramped room which contains the mechanics that control the elevator.

2. Solar Powered Generation Chamber: The door to this chamber has been wedged open about an inch. At the back of the chamber is a large machine with many dials, switches, lights and buttons. This is the solar powered generator that provides energy for the whole archive (when it is working). The power is currently off due to some minor damage. A Mechanical Engineer or Mechanics: Basic skill roll is needed to fix the problem. Should the solar powered generator be switched on, all of these systems will become active after 1D4 x 5 minutes (the time needed to replenish the solar collectors that are on top of the hill).

3. Workshop: This sealed chamber contains the equipment for a fully stocked workshop. Large sturdy tables with drill presses and electrical saws are found in this chamber.

4. Air Filtration System: This sealed chamber has three wavy lines etched into its door. The lines represent the air filtration system.

5. a) Private Chamber: This sealed chamber is the personal chamber of Mr. Alfred and was to be used once Mr. Alfred was reawaken from his cryogenic sleep. It contains a king-size bed, an ornate wooden desk, a plus chair, and a small safe at the south-eastern end of the room. The western wall next to the bed, the south wall across from the foot of the bed, and the ceiling above the bed have video screens embedded in them. Controls for the video screens can be found either in a small hand-held remote (found on the head board) or by the buttons in the desk. The video screens are connected to the computer room where over a 1000 movies are stored. Mr. Alfred was a film lover.

5. b) Personal Refresher/Lavatory: This is Mr. Alfred's personal refresher/lavatory. Everything in this room will

work (running water and waste disposal) should the power be restored.

5. c) Walk-in Vault: In the vault are \$1,000,000 dollars in cash (in dominations of 20, 50, and 100 dollar bills), over 100 bonds, and a small wooden box containing 1D4 small diamonds (worth 1D3 x 1,000 bucks each). The paper money and bonds are now worthless except as curiosities and/or kindling. If a GM allows Pre-Crash currency in his games, I would recommend that this vast amount of cash be infected with a fungus (due to the air filtration system being down) to make the cash worthless for fear of giving the characters too much wealth so early in their careers. Ultimately it is up to the GM's discretion.

6. Private Chamber: This sealed chamber is the personal chamber of Mr. Wayne. It contains a king-size bed, an ornate wooden desk, a plus chair, and a small safe at the north-eastern end of the room. Built into the walls are speakers which Mr. Wayne piped in music stored in the computer room via a hand-held remote found on the desk. There are over 1000 musical albums stored in the computer room. Mr. Wayne was a music lover.

6. b) Personal Refresher/Lavatory: This is Mr. Wayne's personal refresher/lavatory. Everything in this room will work (running water and waste disposal) should the power be restored.

6. c) Walk-in Vault: In the vault are \$1,500,000 dollars in cash (in dominations of 20, 50, and 100 dollar bills), over 100 bonds, and a small wooden box containing 1D4 small diamonds (worth 1D3 x 1,000 bucks each). The paper money and bonds are now worthless except as curiosities and/or kindling. If a GM allows Pre-Crash currency in his games, I would recommend that this vast amount of cash be infected with a fungus (due to the air filtration system being down) to make the cash worthless for fear of giving the characters too much wealth so early in their careers. Ultimately it is up to the GM's discretion.

7. Computer Room: This sealed chamber has a large computer system that was used to run the various automated systems when the Archive was up and running. The computer was used to control all of the various systems that are also housed on this sub-floor. Its memory banks once contained over 8,000 media files but due to data corruption, only about 2,000 such files remain. The GM should only allow a handful of news/history files to remain uncorrupted. Such files could be used to spur additional adventures in the campaign. Retrieval of any file requires a successful Computer Operation skill roll.

8. Cryogenic Chamber: This sealed chamber is the true reason why Bob Alfred and Bill Wayne had the archive built. They planned to "sleep" through the upcoming cataclysm by having themselves sealed into experimental cryogenic tubes. Unfortunately when the main power went offline and the emergency back-up generator failed to work, the two sleepers couldn't bypass their fate after all. The two sleepers did outlive the cataclysm that was The Crash, but only by a few years. They only ended up dying in their cryogenic tubes. The bodies have barely aged or deteriorated. They will be recognizable as the two men from room 13 on sub-floor one.

9. Water Filtration System: This sealed chamber contains a large translucent water tank connected to filtration equipment. A tap with a large circular valve runs from the base of the tank to allow easy access to the water kept in the tank. The valve is stiff and will take a wrench to get it to turn. The water in the tank is currently stagnant and algae infested. Should the power be restored, the automatic system will begin to flush the stagnant water

and then begin collecting water from underground pipes that connect to the nearby stream. Once the tank is filled, the sterilization process will begin to make sure the water is fit to drink. The whole process will take 2D4 hours to finish.

Non-Player Characters

Farmer Dralden

Real Name: Dralden

Animal Type: Cattle (Bull)

Alignment: Unprincipled

Attributes: I.Q. 14, M.E. 11, M.A. 13, P.S. 21, P.P. 14, P.E. 20, P.B. 12, Spd. 28.

Age: 39 **Sex:** Male **Size Level:** 9

Weight: 167 lbs **Height:** 3' 10"

Hit Points: 33 **S.D.C.:** 65 **P.P.E.:** 38

Disposition: Hard working, practical, serious, rustic, and religious.

Description: A short, stocky bull with wide sturdy, horns. He has a black hide with a large white patch that starts under his jaw and goes all the way down to his groin. He often wears a checkered shirt and jean overalls. He also wears his favourite straw hat (tailored to fit his horns).

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Advanced Vision, Beastly Strength, and Extra Physical Endurance.

Psionics: None.

Vestigial Disadvantages: Diet: Herbivore, Vestigial Hooves, and Vestigial Tail.

Level of Experience: 4th Level

Occupation: Farmer

Skills of Note: Athletics (General), Farming & Gardening (52%), Fishing (75%), Hand to Hand: Basic, Hunting (45%), Land Navigation (48%), Language: English (55%), Literacy: English (45%), Pilot: Construction & Farming Equipment (52%), Tracking (45%), Trapping (40%), Wilderness Survival (45%), W.P. Axe, W.P. Rifle, and W.P. Revolver.

Secondary Skills: Carpentry (45%), Dowsing & Water Location (35%), General Repair & Maintenance (50%), Identify Plants & Fruits (40%), Imitate Animal or Insect Sound (54%), Pilot: Truck (64%), Preserve Food (45%), Running.

Natural Weapons: 3D6 Horns and 2D6 Hoofed Feet (+ P.S. damage bonus).

Attacks Per Melee Round: 5

Bonuses: +3 to parry and dodge, +6 hand to hand damage, +2 to pull punch, +3 to roll with punch, fall or impact, and kick attack (2D6 + 6 damage).

Other Bonuses: +10% to save vs. coma/death, and +3 to save vs. magic, +5 to save vs. poison, +2 to save vs. disease and drugs, and tires/fatigues at one third the normal rate.

W.P. Knife Bonuses: +2 to strike, +2 to parry, and +1 to throw.

W.P. Spear Bonuses: +2 to strike, +2 to parry, and +1 to throw.

Modern W.P. Bonuses: +4 to strike (aimed).

Personal Profile: Farmer Dralden is a simple man. He tends to his crops and livestock day in and day out and when relaxing at night, he reads from the Book of Harvest Time (the holy book of the Harvest Time Church – sort of a cross between the Bible and Farmer's Almanac). He also uses the Book of Harvest Time to teach his farm hands how to read.

Background: Raised on a Farm

Money: 820 bucks stashed in his mattress, plus his monthly farm income (he sells the repfowl he raises for good money in the Free Town of Saylem).

Equipment: Ragged clothes, a bush knife (1D6 damage), a Basco 5.56 mm Bolt-Action Rifle (4D6 per single round), 3 extra 5 round clips for rifle, a chopping axe (2D6 damage), a water canteen, a compass (worth 15 bucks), and a gunnysack for carrying odds and ends.

Dralden's Farm Hands (Hinch, Deryk, Yono, and Hatcher)

Animal Type: Sheep Dog

Alignment: Scrupulous (Hatcher is Unprincipled)

Attributes: I.Q. 11, M.E. 10, M.A. 11, P.S. 17, P.P. 14, P.E. 19, P.B. 11, Spd. 19.

Sex: Male

Size Level: 8

Weight: 130 – 148 lbs **Height:** 5' 2" - 5' 5"

Hit Points: 23

S.D.C.: 45

P.P.E.: 38

Disposition: Hard working, fun loving, casual, tough, energetic, and sometimes downright crude.

Description: All four brothers have long shaggy white fur with streaks of grey and black. Hinch has two solid grey ears. Deryk has a black, star-shaped patch on his right arm. Yono has a black patch around his left eye. Hatcher has a solid grey lower body.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Advanced Hearing, Advanced Smell (Tracking by smell: 50%, Recognize scents/emotional extremes: 60%), Extra Physical Endurance, Internal Compass, and Hairy Bangs (that act as natural sunglasses).

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 1st Level

Occupation: Farm Hands

Skills of Note: Breed & Control Insects (40/20%), Farming & Gardening (40%), Fishing (60%), Hand to Hand: Basic, Hunting (35%), Land Navigation (66%), Language: English (40%), Pilot: Construction & Farming Equipment (40%), Swimming: Basic (50%), Tracking (30%), Trapping (25%), Wilderness Survival (30%), W.P. Knife, W.P. Rifle, and W.P. Whip.

Secondary Skills: Animal Husbandry (35%), Cook (30%), Dowsing & Water Location (20%), General Repair & Maintenance (35%), Identify Plants & Fruits (25%), Imitate Animal or Insect Sound (42%), Literacy: English (30%), and Sculpting & Whittling (30%).

Natural Weapons: None

Attacks Per Melee Round: 4

Bonuses: +1 on initiative, +2 to hand to hand damage, +2 to pull punch, and +2 to roll with punch, fall or impact.

Other Bonuses: +8% to save vs. coma/death and +2 to save vs. magic/poisons.

W.P. Knife Bonuses: +1 to parry.

W.P. Whip Bonuses: +1 to strike.

Modern W.P. Bonuses: +3 to strike (aimed).

Personal Profile: Each of the mutant sheep dogs has a different colour and pattern on their fur coats. They have been working on Dralden's farm since they were young pups abandoned by their mother. Dralden has since raised them and views each one like a son.

Background: Raised on a Farm

Money: 40 bucks saved each. They tend to spend their pay as soon as they get it, drinking and living it up in town.

Equipment: Farm clothing, a bush knife (1D6 damage), bull whip (2D4 damage), and a checkered handkerchief.

Jlatt

Real Name: Jlatt

Animal Type: Human Mutant

Alignment: Anarchist

Attributes: I.Q. 15, M.E. 13, M.A. 10, P.S. 21, P.P. 20, P.E. 25, P.B. 11, Spd. 28.

Age: 23

Sex: Male

Size Level: 9

Weight: 198 lbs

Height: 5' 8"

Hit Points: 48

S.D.C.: 133

P.P.E.: 50

Disposition: Brave, stoic, tough, assertive, aggressive, primal, and quiet. Jlatt is a natural born hunter.

Description: Jlatt wears next to little clothing during the summer months and heavy furs during the winter. He has shoulder-length, shaggy dark brown hair which forms a mane-like ring around his head. He always seems to have several days growth of beard on his face. He has large slanted eyes, large pointed ears, and his muscular body has thick hair growth all over it.

Human Features: Hands: Full. Bipeds: Full. Speech: Full. Looks: Full.

Powers: Animal Abilities (Big, Wild Predator Cat: Natural climbing 80%, natural prowl 66%, superior vision, nightvision 100 ft, extraordinary leaper 20 ft high & 40 ft across, and has a roar that can be heard up to 1.5 miles away) and Healing Factor.

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 3rd Level

Occupation: Wildman

Skills of Note: Escape Artist (40%), Hand to Hand: Basic, Hunting (45%), Language: English (50%), Tracking (40%), Wilderness Survival (40%), W.P. Axe, and W.P. knife.

Secondary Skills: Detect Ambush (30%), Detect Concealment & Traps (25%), Land Navigation (44%), Running, and Swimming: Basic (60%).

Natural Weapons: 2D4 + P.S. bonus (Retractable) Claws

Attacks Per Melee Round: 5

Bonuses: +1 on initiative, +3 to strike, +5 to parry and dodge, +6 hand to hand combat damage, +2 to pull punch, +2 to roll with punch, fall or impact, and a kick attack (1D6 damage).

Other Bonuses: +3 to save vs. psionic attacks, +40% to save vs. coma/death, +5 to save vs. magic/poisons, recovers 3 S.D.C. every 10 minutes (18 per hour), recovers 1 hit point every 15 minutes (4 per hour), special superhealing (can instantly regenerate 4D6 hit points two times per day within a 24 hour period), does not fatigue, resistant to fire and cold (half damage), resistant to drugs, toxins, and poisons (when he doesn't save against them, their effects (duration, penalties, and symptoms) & damage are a mere third normal, no scarring when healed, and broken bones heal completely, without any sign of ever being broken, at a rate 10 times faster than normal).

W.P. Axe Bonuses: +2 to strike and parry.

W.P. Knife Bonuses: +3 to strike, +2 to parry, and +1 to throw.

Personal Profile: Living wild in the wilderness is the only life Jlatt has known. While he can talk, he rarely does so while hunting and living within the wild. While he may not talk much, he does enjoy a good conversation when he can find one. He often "chats" with the nearby albino mind squirrels as they share information about potential threats and treasures that can be found in the wilds. He tends to give mutant animals and humans alike a wide berth. Unfortunately, it was his natural curiosity that allowed him to be captured in the first place by the Empire of Humanity Research Team. He has since been freed of their capture and now seeks revenge against the mutant lizard savages for them attempting to slaughter him.

Background: Feral Background

Money: 12 Bucks in a small leather pouch.

Equipment: Basic clothing, wine skin for water, small sack, a bush knife (2D4 damage), and a hand axe (2D6 damage).

Othello

Real Name: Othello Aloro

Animal Type: Marten

Alignment: Unprincipled

Attributes: I.Q. 13, M.E. 12, M.A. 19, P.S. 14, P.P. 15, P.E. 12, P.B. 12, Spd. 18.

Sex: Male

Size Level: 7

Weight: 93 lbs

Height: 5' 5"

Hit Points: 18

S.D.C.: 40

P.P.E.: 24

Disposition: Adaptable, curious, casual, freewheeling, crafty, greedy, and scheming.

Description: Othello has a black coat of fur with a reddish-orange under belly. He has a grey patch on the top of his head around his ears down to just under his eyes. He has a foot long stripe on the left side of his back where he has no fur and a scar on his hide (an old burn injury and the fur has never grown back).

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Advanced Hearing, Advanced Smell (Tracking by smell: 55%, Recognize scents/emotional extremes: 62%), Advanced Vision, Extra Mental Affinity, and Leaping: Standard (equal to body height high or across).

Psionics: None

Vestigial Disadvantages: Diet: Carnivore and Vestigial Tail.

Level of Experience: 2nd Level

Occupation: Would-be adventurer, currently a prisoner

Skills of Note: Fishing (65%), Hand to Hand: Basic, Hunting (40%), Language: English (45%), Pilot: Automobile/Car (74%), Prowl (35%), Recognize Weapon Quality (30%), Swimming: Basic (55%), Tracking (35%), Trapping (30%), Wilderness Survival (35%), W.P. Knife, W.P. Revolver, and W.P. Sword.

Secondary Skills: Select any 3 Domestic Skills.

Secondary Skills: Animal Husbandry (40%), Cook (35%), Dowsing & Water Location (25%), General Repair & Maintenance (40%), Imitate Animal or Insect Sound (42%), Preserve Food (35%), Sewing (45%), and Sign Language (40%).

Natural Weapons: 2D4 Teeth

Attacks Per Melee Round: 4

Bonuses: +1 on initiative, +2 to parry and dodge, +2 to pull punch, and +2 to roll with punch, fall or impact.

Other Bonuses: 55% trust/intimidate.

W.P. Knife Bonuses: +1 to strike and parry.

W.P. Sword Bonuses: +1 to strike and parry.

Modern W.P. Bonuses: +3 to strike (aimed).

Personal Profile: Left his family to seek adventure and fell in with a bunch of other like-minded mutant animals. Unfortunately, his group were ambushed first by raiders and then by the mutant lizard savages. Othello is the only survivor from a group of five. He is currently prisoner of the mutant lizard savages and he desperately wants to escape. He knows if he doesn't get away soon, he will never make it out alive.

Background: Raised on the Frontier

Money: 0 bucks – absolutely broke.

Equipment: None.

Zythazaar

Real Name: Zythazaar

Animal Type: Lizard

Alignment: Miscreant

Attributes: I.Q. 13, M.E. 12, M.A. 14, P.S. 13, P.P. 17, P.E. 16, P.B. 11, Spd. 27.

Age: 46 **Sex:** Male **Size Level:** 5

Weight: 36 lbs **Height:** 3' 6" **A.R.:** 9

Hit Points: 31 **S.D.C.:** 70 **P.P.E.:** 32

Disposition: Energetic, authoritarian, formal, arrogant, calculating, demanding, and vindictive.

Description: Zythazaar has red, shiny pointed scales. The right side of his face has significant scarring. He has painted blood red tribal marks all over his body. He wears a skin loincloth.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Light Natural Body Armour

Psionics: Animal Control (Lizard), Animal Speech, and Hypnotic Suggestion.

Vestigial Disadvantages: None

Level of Experience: 4th Level

Occupation: Tribal Shaman

Skills of Note: Climbing (55/45%), Escape Artist (45%), Hand to Hand: Basic, Language: English (55%), Hunting (45%), Prowl (40%), Tracking (45%), Wilderness Survival (45%), W.P. Knife, and W.P. Spear.

Secondary Skills: First Aid (50%), Imitate Animal or Insect Sound (54%), Land Navigation (40%), Running, and W.P. Revolver.

Natural Weapons: None

Attacks Per Melee Round: 5

Bonuses: +1 on initiative, +1 to strike, +3 to parry and dodge, +2 to pull punch, +2 to roll with punch, fall or impact, and kick attack (does 1D6 damage).

Other Bonuses: +4% to save vs. coma/death, and +1 to save vs. magic/poison.

W.P. Knife Bonuses: +2 to strike, +2 to parry, and +1 to throw.

W.P. Spear Bonuses: +2 to strike, +2 to parry, and +1 to throw.

Modern W.P. Bonuses: +4 to strike (aimed).

Personal Profile: Zythazaar has been leading the Tribe of the Crimson for the last twenty-two years when he killed his father in a trial of combat. His position as shaman was cemented when he gain control over a gore-lizard he had found in the wild. He named the gore-lizard 'Gogzilla' after a name of a great beast he once heard about from the time before the Crash. The great beast was Godzilla but its name had become corrupted by the time Zythazaar had heard of it. Zythazaar is not above using any method to retain power, whether it by lying, subterfuge, or assassination. He knows Zenzaal has ambitions for his position of power so he keeps sending Zenzaal on dangerous missions in the hope he will be eventually killed on one.

Background: Feral Background

Money: 340 bucks (in his private chamber).

Equipment: Clothing made from animal skins, a 6' long spear (1D6 damage, 1D4 damage with the blunt end), knife (1D4 damage), a scavenged Bantam .22 Revolver (2D4 damage per round) with a box of 12 cartridges, and a scavenged pair of binoculars (1600 ft, medium magnification, worth 180 bucks).

Zenzaal

Real Name: Zenzaal

Animal Type: Lizard

Alignment: Aberrant

Attributes: I.Q. 9, M.E. 9, M.A. 15, P.S. 16, P.P. 16, P.E. 16, P.B. 10, Spd. 31.

Age: 23

Sex: Male

Size Level: 5

Weight: 33 lbs

Height: 3' 4"

A.R.: 13

Hit Points: 29

S.D.C.: 82

P.P.E.: 32

Disposition: Confident, daring, ambitious, practical, proud, stern, argumentative, with a fiery temper. He yearns for control of the tribe and will consider almost anything that would weaken Zythazaar's control, short of outright

rebellion (unless he could convince enough of his fellow tribesmen to join him).

Description: Zenzaal has red, shiny pointed scales with yellow streaks. He is missing a few scales on his left shoulder (an old hunting wound). He wears a loincloth made from animal skins and has a necklace of mutant animal finger bones around his neck.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Medium Natural Body Armour

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 3rd Level

Occupation: Tribal Warrior

Skills of Note: Climbing (70/40%), Escape Artist (40%), Hand to Hand: Basic, Language: English (50%), Hunting (40%), Prowl (35%), Tracking (40%), Wilderness Survival (40%), W.P. Knife, and W.P. Spear.

Secondary Skills: Land Navigation (44%), Rope Works (30%), Running, Swimming: Basic (50%), and W.P. Targeting.

Natural Weapons: 1D6 (Climbing) Claws

Attacks Per Melee Round: 4

Bonuses: +1 on initiative, +1 to strike, +3 to parry and dodge, +1 to hand to hand damage, +2 to pull punch, +2 to roll with punch, fall or impact, and kick attack (does 1D6 damage).

Other Bonuses: +4% to save vs. coma/death, and +1 to save vs. magic/poison.

W.P. Knife Bonuses: +1 to strike and +2 to parry.

W.P. Spear Bonuses: +2 to strike, +2 to parry, and +1 to throw.

W.P. Targeting Bonuses: +2 to strike, and the Rate of Fire is equal to the character's normal number of hand to hand combat attacks.

Personal Profile: Zenzaal

Background: Feral Background

Money: 25 bucks

Equipment: Clothing made from animal skins, a 6' long spear (1D6 damage, 1D4 damage with the blunt end), 3 small hunting knives (1D4 + 2 damage each), a .45 Caliber Machine Pistol (4D6 damage per round) with a clip containing four rounds, a 50 ft of coiled rope, and a necklace of finger bones around his neck (a charm to protect him from evil spirits). Zenzaal scavenged the machine pistol from one of the killed Empire of Humanity guards. He hasn't completely figured it yet and will use it as a last effort.

Zthantha

Real Name: Zthantha

Animal Type: Lizard

Alignment: Miscreant

Attributes: I.Q. 16, M.E. 14, M.A. 19, P.S. 12, P.P. 16, P.E. 15, P.B. 13, Spd. 32.

Age: 22

Sex: Female

Size Level: 6

Weight: 66 lbs

Height: 4'

A.R.: 9

Hit Points: 24 **S.D.C.:** 75 **P.P.E.:** 30

Disposition: Conniving, assertive, calculating, arrogant, cruel, devious, and power-hungry. She will do anything to keep her and her husband's positions in the tribe.

Description: Zthantha has shiny red and black scales. She has a horny ridge that runs over her eyes and up along the side of her skull. She has tribal markings painted on her body. She wears a loincloth made from animal skins and a necklace of animal teeth around her neck.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Accelerated Dodge, Leaping: Rodent, and Light Natural Body Armour.

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 2nd Level

Occupation: Chieftain's wife

Skills of Note: Climbing (65/35%), Escape Artist (35%), Hand to Hand: Basic, Language: English (45%), Hunting (35%), Prowl (30%), Tracking (35%), Wilderness Survival (35%), W.P. Knife, and W.P. Spear.

Secondary Skills: First Aid (50%), Running, and Swimming: Basic (55%).

Natural Weapons: 1D6 (Climbing) Claws

Attacks Per Melee Round: 4

Bonuses: +1 on initiative, +1 to strike, +3 to parry, +7 to dodge, +2 to pull punch, and +2 to roll with punch, fall or impact.

Other Bonuses: 55% trust/intimidate.

W.P. Knife Bonuses: +1 to strike and +1 to parry.

W.P. Spear Bonuses: +1 to strike and parry.

Personal Profile: Zthantha

Background: Feral Background

Money: 230 bucks stored in a clay pot.

Equipment: Clothing made from animal skins, a small hunting knife (1D4 + 2 damage), a necklace of black pearls and uncut obsidian rocks (worth 220 bucks), and a necklace of animal teeth around her neck (a charm to protect her from evil spirits).

Typical Mutant Lizard Savages

Animal Type: Lizard

Alignment: Miscreant

Attributes: I.Q. 8, M.E. 9, M.A. 9, P.S. 13, P.P. 15, P.E. 15, P.B. 9, Spd. 26.

Sex: Male/Female **Size Level:** 5

Weight: 33 lbs **Height:** 3' 4" **A.R.:** 13

Hit Points: 22 **S.D.C.:** 64 **P.P.E.:** 30

Disposition: Aggressive, brave, tough, superstitious, and cautious.

Description: The mutant lizard savages' scales are either red, green, or some combination of the two. They all wear loincloths made from animal skins. Their bodies are also covered with tribal markings and various scars

from past conflicts. They often decorate their spears with feathers and animal bones.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Accelerated Dodge and Medium Natural Body Armour.

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 2nd Level

Occupation: Tribal Warrior

Skills of Note: Climbing (60/30%), Escape Artist (30%), Hand to Hand: Basic, Language: English (40%), Hunting (35%), Prowl (25%), Tracking (30%), Wilderness Survival (30%), W.P. Knife, and W.P. Spear.

Secondary Skills: Land Navigation (36%), Running, and Swimming (50%).

Natural Weapons: 1D6 (Climbing) Claws

Attacks Per Melee Round: 4

Bonuses: +1 on initiative, +2 to parry, +6 to dodge, +2 to pull punch, and +2 to roll with punch, fall or impact.

Other Bonuses: None.

W.P. Knife Bonuses: +1 to strike and +1 to parry.

W.P. Spear Bonuses: +1 to strike and parry.

Personal Profile: These mutant lizard warriors have lived a rough and savage life for generations. They all have bright red scales with yellow patches. They have no mercy towards their enemies or prey (which often happens to be one in the same).

Background: Feral Background

Money: None

Equipment: Clothing made from animal skins, a 6' long spear (1D6 damage, 1D4 damage with the blunt end), and a small hunting knife (1D4 + 2 damage each), and a necklace of bones and feathers around neck (a charm to protect the wearer from evil spirits).

Dr. Suusan Whitlok

Real Name: Suusan Whitlock

Animal Type: Human

Alignment: Miscreant

Attributes: I.Q. 24, M.E. 17, M.A. 14, P.S. 9, P.P. 14, P.E. 14, P.B. 13, Spd. 22.

Age: 25 **Sex:** Female **Size Level:** 8

Weight: 122 lbs **Height:** 5' 6"

Hit Points: +17 **S.D.C.:** 32 **P.P.E.:** 28

Disposition: Articulate, cultured, authoritarian, determined, aloof, impersonal, amoral, uncaring and sadistic. She is a human supremacist.

Description: Dr. Suusan Whitlok is an attractive woman with a slim figure who has short brown hair, high cheek bones, and light brown eyes.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: Full.

Powers: None

Psionics: None

Vestigial Disadvantages: None

Level of Experience: 4th Level

Occupation: Research Scientist

Skills of Note: Biology (85%), Chemistry (95%), Chemistry: Analytical (85%), Clinical Genetics: Chimpanzee, Dog, Human, and Rat (80%), Computer Operation (85%), Electronics: Basic (85%), Genetics (69%), Hand to Hand: Basic, Internal Medicine (Medical Doctor): Chimpanzee, Dog, Human, Human Mutant, Mice, Monkey, and Rat (98/89%), Language: English (85%), Literacy: English (75%), Mathematics: Advanced (92%), Mathematics: Basic (98%), Pathology (90%), Pilot: Automobile/Car (98%), Radio: Basic (95%), Radio: Scramblers (85%), and Surgery (98%).

Secondary Skills: Astronomy (55%), Language: Spanish (55%), Photography (65%), Running, Swimming: Basic (75%), Trapping (50%), W.P. Pistol, and W.P. Revolver.

Natural Weapons: None

Attacks Per Melee Round: 5

Bonuses: +2 to parry and dodge, +2 to pull punch, +2 to roll with punch, fall or impact, and a kick attack (1D6 damage).

Other Bonuses: +20% scholastic bonus, +10% I.Q. bonus, and +1 to save vs. psionic attack/insanity.

Modern W.P. Bonuses: +4 to strike (aimed).

Personal Profile: Dr. Suusan Whitlok graduated at the top of her class. She was quickly snatched up by the experimental animal research program. She has spent the last four years performing the most gruesome experiments on all types of mutant animals but mainly those within her specialities of chimpanzee, dog, and rat. She was selected for her latest excursion by the head of the research department, Dr. Matthias Brewer. He sees great potential in Dr. Whitlok and her research.

Dr. Whitlok has no qualms about her experimentation on mutant animals. In her worldview, she sees mutant animals as beasts. The concept of rights, or even basic decency, have no validity when it comes to mutant animals. She has been known to perform many of her mutant animal vivisections without anaesthetic. She is proud of her research. She sees her work as playing her part in bringing humanity back from the point of extinction and to place humanity back to the top of creation.

Background: Empire of Humanity Scientist

Money: None.

Equipment: Tattered tan brown clothing. Everything else, including here money, has been claimed by Zythazaar.

Local Flora and Fauna

Gogzilla, Gore-Lizard

A large, warm-blooded carnivore reptile-like animal that appears to be a cross between a crocodile and a monitor lizard. Their scales are white with red stripes along the body and tail. The head of the gore-lizard is bright red – red as blood hence its name. They normally live in underground burrows and come out at night to hunt.

Size: 16 ft long **Weight:** 1200 pounds **A.R.:** 9
Hit Points: 36 **S.D.C.:** 38 **P.P.E.:** 2

Attribute Note: Gore-lizards are very strong with incredibly powerful jaws. Golazko's P.S. is 29.

Horror Factor: 14

Attacks Per Melee Round: 2

Damage: Tail slash does 1D6 points of damage (plus applicable P.S. bonus), front claws do 1D6 + 2 points of damage (plus applicable P.S. bonus), while a bite does 3D6 +2 damage (plus applicable P.S. bonus). A P.S. equal to the gore-lizard's is needed to pry its jaws open but only half of that to hold them shut.

Bonuses: +2 on initiative, +3 to strike, and +14 hand to hand damage; swim (70%), prowls (50%), keen sense of smell, good sight and hearing.

Speed: 6 on land and 8 swimming.

Life Span: 36 years old

Value: Hide is worth 50 - 100 bucks. Its tongue and liver are worth 100 – 150 bucks because they are believed to be an aphrodisiac. Its body fat is worth 75 – 125 bucks as it is used to treat skin infections, hemorrhoids or chronic pain.

Devil-Wolves

Large two-headed gray wolves with sharp bony spikes along the spine and a barbed tail. They generally hunt in packs.

Size: 4 - 5 ½ ft; tail 16 - 24 inches **Weight:** 75 – 125 pounds **A.R.:** Not applicable
S.D.C.: 4D6 + 12 **Hit Points:** 3D6 + 20 **P.P.E.:** 5D6

Horror Factor: 10 for an individual, 13 when facing three or more.

Attacks Per Melee Round: 3

Damage: Bite does 2D6 + 3 points of damage, claw does 1D4 + 2 points of damage, spines and/or barbed tail do 1D6 + 3 points of damage.

Bonuses: +3 on initiative, +4 to strike, +4 to dodge, and +5 to save vs. horror factor; nightvision (30 ft), prowls (50%), track by smell (88%), can smell prey one mile away, swim (65%), can leap 3 - 4 ft high and 8 ft long, and like most canines, and can perform a leaping pounce.

Speed: 50, maximum speed is 55.

Life Span: 15 – 20 years

Value: An undamaged fur pelt of a devil-wolf is worth 50 bucks.

Giant Mutant Beetles

Gigantic armoured, mutant beetle with a black metallic sheen with green tiger-like stripes. It has six strong legs, large pincer-like mandibles at its mouth, and a pair of long antennae. These creatures consider any living thing under size level 8 as potential food. The giant mutant beetle is considered to be size level 16.

Size: 10 – 15 ft long; 6 – 8 ft wide **Weight:** 550 – 600 pounds **A.R.:** 14 (natural armour)
S.D.C.: 8D6 + 75 **Hit Points:** 4D6 + 15 **P.P.E.:** 2D6

Horror Factor: 6

Attacks Per Melee Round: 2

Damage: Bite does 5D6 points of damage or ram for 4D6 points of damage, plus knockdown. A giant mutant beetle is considered to have a P.S. of 10 + 2D6.

Bonuses: +2 to strike, +2 to parry, and +2 to dodge.

Speed: 10

Life Span: 3 – 7 years

Value: The flesh of a giant beetle is a staple diet of many mutant animal and as such, is worth 50 – 100 bucks.

Giant Man-Eater Plants

The giant man-eater plant is a large carnivorous plant that has a large central stock that stands up to 10 feet tall and is usually covered in red and white flowers. Around the stalk are four long leaves that end in trap-like “mouths.” Around the base of the plant, is a ring of tough tendrils that can reach up to a distance of twelve to sixteen feet away. The purpose of these tendrils is to catch animal prey that the plant then drops into its trap-like mouth to devour.

The trap-like mouths snap shut when stimulated by prey. The trapping mechanism is tripped when prey contacts one of the three twig-like protrusions that are found on the upper surface of each of the mouths. The trapping mechanism is so specialized that it can distinguish between living prey and non-prey stimuli such as falling raindrops. The edges of the mouths are fringed by stiff twig-like protrusions, which mesh together and prevent large prey from escaping. The holes in the mesh work allow small prey (size level 4 or smaller) to escape. If the prey is too small and escapes, the trap will reopen within 6 hours.

Size: 7 – 10 feet tall **Weight:** 200 – 400 pounds

A.R.: 6 (main stem), 8 (per trap-like mouth), 10 (per tendril)

S.D.C.: 3D6 + 10 (main stem), 4D6 + 16 (per trap-like mouth), 4D6 + 22 (per tendril)

Hit Points: 33 **P.P.E.:** 5

Attacks Per Melee Round: 6 (maximum of 4 for the trap-like mouths)

Damage: Tendril does 1D8 (plus P.S. hand to hand damage bonus) constrictive points when it latches on to a target (which is a strike to entangle), and then on the next round, the captured prey is dropped into the trap-like mouths which do 3D6 points of acidic damage automatically per round.

Bonuses: +3 on initiative, +3 to entangle (with tendril), +3 to damage; great strength (P.S. 3D6 + 15), a P.S. equal to the giant man-eating plant's is needed to pry its trap-like mouths open.

Speed: 0, the plant is non-mobile.

Life Span: 5 years old.

Value: The flowers from the giant man-eating plant, when ground up into a paste which is applied topically, are said to cure impotency (doesn't actually work but that doesn't stop others from buying and trying it) – worth 50 - 200 bucks.

Zorses

The zorse appears to be a hybrid of horse and zebra with six legs. It has the familiar black and white stripes of the zebra and the size and manner of a horse.

Size: 54 – 60 inches tall at shoulder **Weight:** 1100 – 1400 pounds **A.R.:** Not applicable

S.D.C.: 5D6 + 12 **Hit Points:** 4D6 + 6 **P.P.E.:** 4D6 + 2

Attacks Per Melee Round: 2

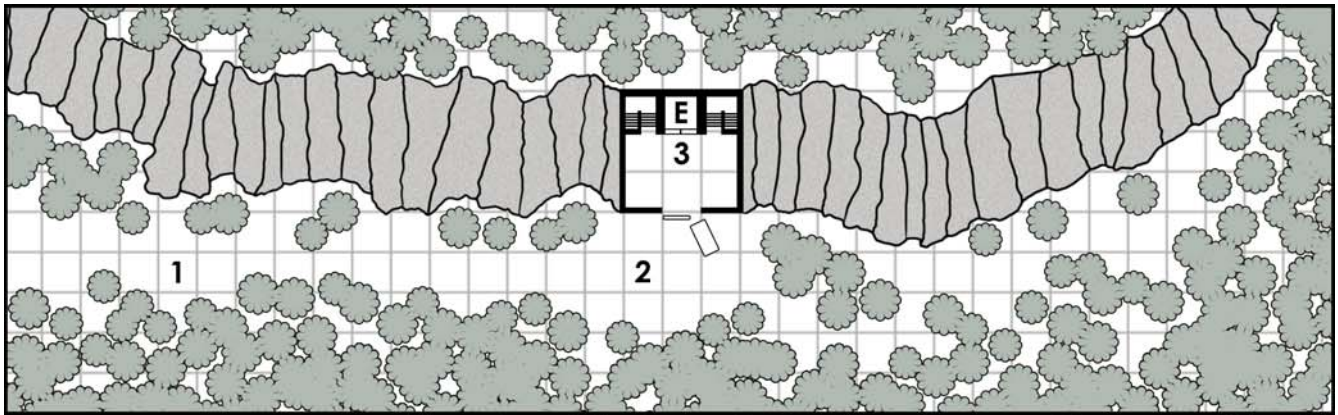
Damage: Trample does 4D6 points of damage, front kick does 1D8 points of damage, and rear kick does 2D6 points of damage.

Bonuses: +2 on initiative, +2 to strike, +4 to dodge; jump over heights of 5 to 6 ft and lengths of 10 ft, carry up to 500 pounds, pull 800 to 1200 pounds, and swim (50%).

Speed: 36, but can reach a speed of 58 + 2D4 and maintain that speed for 1D4 hours.

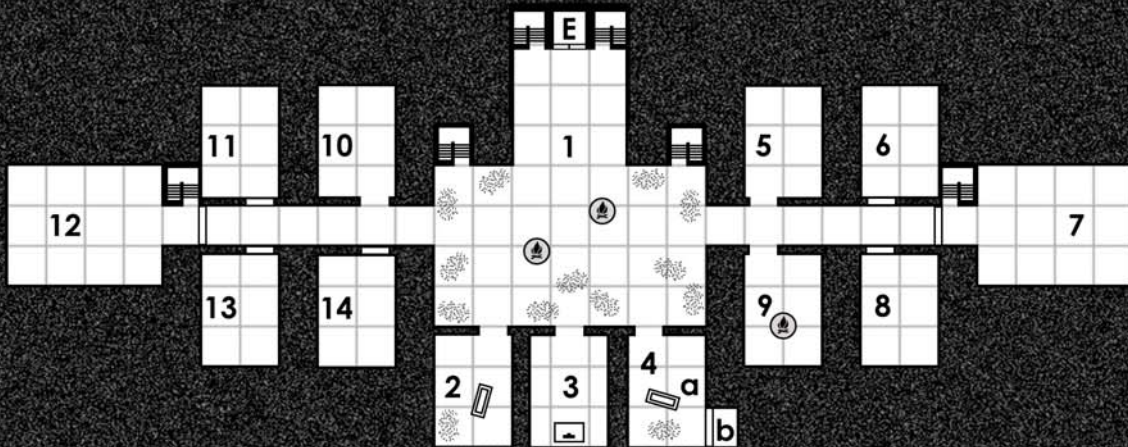
Average Life Span: 20 – 30 years

Value: 600 – 4000 bucks

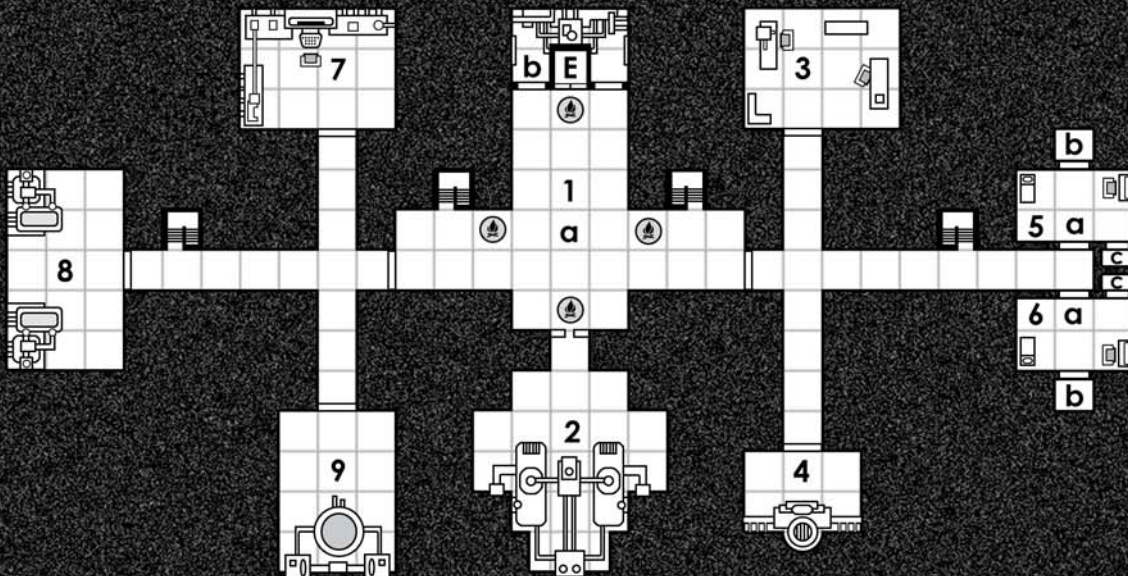


Abandoned Archive - Ground Level

1 Square = 10' x 10'



Sub-Floor One



Sub-Floor Two