

# BROKEN EARTH



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# Broken Earth

## Pathfinder Adventure Setting

**Written by:** Matthew J. Hanson

**Edited by:** Craig Hargraves

**Proofread by:** Kyle Bentley

**Cover Illustration:** Malcolm McClinton

**Interior Illustrations:** Joyce Maureira, Malcolm McClinton, and Miguel Santos

**Title and Icons:** Hart Rieckhof

**Playtesters:** Michael Border, Walter Byers, Nathanael Christen, Peter Ooten, and William Stenross

**Kickstarter Backers:** Anonymous, Daniel Abigail, Ben and Vanessa Ahronheim, Angus Abranson, Luke "suicidal larry" Aitken, Bruce Anderson, Jason G. Anderson, Andreas, Greg Andrews, Bryan Andrews, James Arnett, Russell 'Guplor' Auer, Norbert Baer, Alex Balsler, Aaron Bandstra, Andrew Barrett-Venn, James 'Warhawk7' Bearden, Zaphod Beeblebrox, W. Belcher, Kyle Bentley, Craig Bishell, Zombie Bitz, Martin Blake, Morgan Boehringer, Eric Bontz, Stephen Borgars-Smith, Mike Bowie, Adam C. Boyd, Martin Brandt II, Nathan Briggs, John Buckley, Cameron Burgess, Marcus Burggraf, Marshall C, Graeme Callighan, Adam Benedict Canning, CardiacKangaroo, Paul Cavanaugh, Shu Sam Chen, Reverend Jesus H. Christ, Keith E. Clendenen, Christopher Cobb, Cyril Corbaz, Travis Clarke, Brian Coss, Raymond A. Croteau, Grant M Dahling, Donald Darko, Todd Michael David, Philippe Devillé, Dingleson, Derrick Dodson, Keith 'Itactician' Duggins, Brett Easterbrook, Mike Emrick, John Esslinger, Grace Fairfax, Richard Ferris, Darren "Rubber" Fong, Geoffrey Ford, Ryan 'Franko' Frank, Dale Friesen, Fuzzy, Ed Goehe, Roger Gray, Doug Grimes, T.E. Groeneweg, Gulliver, Jeremy Gypton, Erik Hanson, David Harriss, Mirko "Cormac" Hess, Timothy Hidalgo, Remko van Hierden, D Howard, R. R. Michael Humphreys, Bob Huss, Paul Jackson, Craig Johnston (flash\_cxxi), Adam Joyce, J.W.F. Kaagman, Mark Kadas, Jeremy Kear, Robert Keay, Scott Kehl, Jeffrey Klingbeil, Ed Kowalczewski, Victor Kuo the Scourge of the Wastelands, Labrat, Shawn Lamb, Ryan LaRiviere, Jasper Leenarts, Matt Leitzen, Russell Lenhares, Steve Lord, Alan Lucas, Steven Lund, Jim Lytle, David "Manhammer" Margowsky, Patrick Mastrobuono, Karen McDonald, Mike McGannon, Joseph McGuire, Tony Grimaldi McHale, Michael McNeill, Steve Medeiros, Jim Mickelson, Simon Moore, Scott Neilson, Alex Newman, Bruce Novakowski, Anthony M. Olver, Mark E. O'Mealey, Roberto Paiz, Bill Parrott, Reverance Pavane, Gary "Slug" Perkins, pinvendor—Legendary Merchant of Pins, Matthew Pittard, Jan Pralle, Keith Preston, Doug "Dhomal" Raas, James Ramirez, Matt Ramsey, Tijn "Subcultures" Rams, Digital\_Rasputin, David Reeves, Hart Rieckhof, Franz Georg Rösel, Ranger Dave Ross, John "johnkzin" Rudd, Tim Rudolph, Kelly Russell, Paul Ryan, Thomas Ryan, Ed Sagritalo, Kevin Schantz, Kurt "Telas" Schneider, Scathaigh, Sean Silva-Miramón, Doug "d20" Seipel, Adam "Agete Arktoi" Sena, Chris Short, S. Slaggy, Aaron Smithies, Douglas Snyder, Francisco Soares, Ragnar Ekelund Sørensen, sparky1479, Oliver von Spreckelsen, Mark Steen, Jurg Steiner, Craig "Stev0" Stephenson, Christina Stiles, JD Stocksett, Sam Stoute, John Streeter, Drake Stevens, David Sullivan, Nate Swalve, SwiftOne, Stephan Szabo, R. Patrick Taggesell, Chris Thesing, Ken "Professor" Thronberry, Michael G. Townsend, Unimportantt, George Velez, Steven Vest, Chris Volcheck, Kristopher Volter, Juhan Voolaid, Tim Walker, Steven D Warble, Lester Ward, William Walters, Jay Watson, Heather White, Stephen White, Liza Williams, Rob 'Wolfthulhu', Sam Wong, Michael Woodcock, Wayne H Zbytovsky

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*It began . . . I don't remember exactly. I could tell for months my parents were worried. Always talking in hushed tones when they thought I wasn't listening. Then they told me we were moving; told me not to ask questions.*

*I was scared my first journey down into this hell-hole. I was so scared. The elevator just kept going down into the dark, into the belly of a dragon.*

*I remember the day it all ended. All the grownups were huddled around the TV, and I imagined myself grown-up, so I watched too. "Nuclear warheads," I remember. And a lot of country names: Israel, Iran, Korea, Russia, China. Back then I couldn't find them on a map, but about now I reckon that's the only place you'll find them.*

*People call it the Great War. In wars people fight. But here all they did was push a few buttons and commit suicide. It didn't take long before the signal went black—an hour, maybe less. I looked at my parents and I knew we were never going back; never going to see another rainbow or hear another bird.*

*But I hear things might be changing up there. It's too late for me here, but maybe not for you. Maybe you'll get a chance to go upstairs, and make right by the world once again.*

*-Glen Everett, last person in the Iron Shelter born before the War.*

*The day that fire rained from the sky was a dark day, but in some ways it was just the beginning . . .*

*Winters are hard, we all know that. But that first winter after the skies rained fire was the worst ever seen. Our ancestors were freezing and starving. Plants and animals that did not die from the fire were dying from the cold, leaving the ancestors nothing to eat.*

*The ancestors traveled in search of food. It was hard going, and they lost many along the way, but if they had remained where they were, they would surely all have died.*

*Two weeks after they set out, a sudden blizzard came upon them all. One of the ancestors, the one we call "the Hunter", got separated from the rest. The swirling snow blinded him and the howling wind deafened him. The Hunter wandered with hands outstretched, hoping to find his tribe by touch, but he could not find them.*

*Then, through the blowing snow, the Hunter thought he saw the figure of a man. As he drew nearer, he saw it was not an ordinary man. It was a giant. It was Palbun. The snow eased and he saw before Palbun stood the largest bull moose the Hunter had ever seen.*

*The moose spoke to the Hunter. "I am old," said the moose, "and I lived a good life. I sired many children. Palbun told me of your people's plight. I give you my body," said the moose, "take it and feed your people."*

*The Hunter thanked the moose for his sacrifice. He raised his bow and notched an arrow. With one shot the moose fell. His spirit went with Palbun, and his flesh remained with the Hunter.*

*Then, as suddenly as it began, the blizzard stopped. The Hunter saw the other ancestors no more than a stone's throw away.*

*That night the ancestors feasted on the meat from the noble moose, but however much they ate, there seemed to always be more. It was truly a gift from the great Palbun, and it gave the ancestors strength to survive that winter.*

*The ancestors knew this was a holy place, and that is why we gather here every year, to give thanks to Palbun, and to celebrate the gift he gave us all those years ago. He has given us many things: the gift of the axe, the gift of the tree. But this was the most precious: the gift of survival.*

*-Freya Erdrich, Story Keeper of the Santloose Band of the Axe Tribe*

*My father was born the day that the world ended.*

*I never knew my grandfather. My father didn't talk about him much. "He was a survivor." That's what my dad said. He said it in the way that made you ask what Gramps did to survive. Not out loud though.*

*There was higher quality salvage then. I remember my first gun. We found it in some pawn shop in what was left of Bemidji. Tribal territory now. Bless those tribals. I wanted the Desert Eagle, but dad said it was too big for me. Probably right. He gave me a .22 Smith & Wesson instead. Found some boxes of ammo, some that were still good. You don't find that anymore.*

*But in pretty much every way, you kids have got it easy. Nice safe routes with nice safe towns along the way. When I began, we lived our life on the road, and never knew if the survivor camp we were heading to was still going to be there. Raiders outnumbered farmers, and the monsters didn't stay on their side of the river.*

*It was my dad that cleaned up this region, drove the raiders south, and established the trade routes. When he finally settled down in one place, the people flocked to it, because they knew he'd keep them safe. My father didn't need Wright Town, but Wright Town sure needed him.*

*My father built this company. He built this town. He built this family. I'll be damned if I let anybody undo what he did.*

*-Jed Wright, Head of the Wright Trading Company*

# Welcome to Broken Earth

*Broken Earth* is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, *Broken Earth* includes many compelling locations and adventures, but also gives the heroes freedom to explore the world.

The first five chapters of this book are designed with players in mind. Characters begin with a limited knowledge of the world beyond, so these chapters purposefully omit a lot of knowledge about the world, such as a detailed pre-war history and where psionic powers came from.

*Broken Earth* uses the Pathfinder RPG rules system and you need a copy of the *Pathfinder Roleplaying Game Core Rulebook*, in addition to this book. A copy of *Ultimate Campaign* will also be useful.

## An Overview of the World

Earth has undergone a lot of changes since the present era. This section gives a brief overview of the spirit of *Broken Earth*. You can find specific details about what your character knows in Chapter 3: Starting Communities.

## Sparse Population

Earth's population is roughly one thousandth of the modern population (roughly equal to what it was in 4,000 BCE). Most communities number fewer than a hundred people. A town of a thousand people is a metropolis, and ten-thousand is an empire. The population isn't distributed evenly, and there are many parts of the world where you can travel for weeks without seeing another human. Also, the distribution doesn't match the modern spread; in fact it's often inverted, as many population centers in our present world were top targets in the Great War.

## Mutation and Monsters

In the immediate aftermath of the Great War, intense biological changes swept through the world. Evolution went into overdrive, as many new plant and animal species appeared in just a single generation. In the age of *Broken Earth* most of the changes have stabilized and entire species are no longer appearing, though minor mutations periodically occur.

## We Are Not Alone

Humans are no longer the only sapient species in the world. We weren't exempt from the mutations that took place and have a genetic offshoot, commonly called freaks, who have oddly colored leathery skin and who are highly resistant to radiation.

The changes have also affected one of humanity's close relatives. A strain of chimpanzee has developed human-like

intelligence, full bipedalism, and human-like manual dexterity, but has also retained the chimpanzees' strength and ferocity. This new race, called simians, now lives alongside humans.

Artificial intelligence has also advanced to the point where it's comparable to human intelligence. While these machines aren't self-replicating, and many have fallen into disrepair, enough still exist that they occasionally interact with humanity.

There may be other intelligent races on *Broken Earth*, but they aren't common to the PCs' starting region.

## Powers of Mind

Something in the Great War unlocked hidden powers of the mind. While it's rare, some humans, freaks, and simians have developed psionic powers that allow them to read thoughts, glimpse the future, or move items with their minds.

There are even a few species of animals that have developed psionic powers, though these animals typically have only a small range of powers.

## Technology Lost

In the immediate aftermath of the Great War, humanity was focused on survival, and many advances in technology were lost. This is partially a knowledge loss, but is also caused by the loss of infrastructure, as many forms of technology we depend on today require highly specialized manufacturing equipment and material resources that come from all around the world. Only a few communities are able to produce electricity, and there are no new petroleum products being created.

However, many people of *Broken Earth* take advantage of the technology created before the War. They frequently use and live in pre-war buildings, ride pre-war bicycles, and defend themselves with pre-war guns.

## Return to Subsistence Societies

Between the population drop, and the loss of technology, most people's lives focus on getting enough to eat. They may be hunters and gatherers, farmers, fisher folk, or herders. A small number of people work other jobs like craftsmen, traders, and scrappers, and most of those people live in the larger towns of *Broken Earth*.

As a result of the return to a subsistence lifestyle, literacy rates dropped dramatically. While some farmers pass down knowledge of reading and writing to their children, many are uneducated. Those with more specialized occupations are more likely to know how to read. The best scrappers know that reading helps them find the best scrap.

Of course PCs are exceptional individuals. They're likely to be literate and have more advanced skills.



## **Nasty, Brutish, and Short**

The average life span in *Broken Earth* is about fifty years. Raiders and mutant monsters take their toll, but the lack of medical care is a bigger factor. Diseases once cured with simple antibiotics can devastate whole villages. Cancer rates are higher as a result of the increased background radiation. Child birth and infant mortality rates are also higher than in modern times.

Because of this, citizens of *Broken Earth* grow up faster than they do in the early twenty-first century. Children work from a young age, and can be married as early as sixteen.

## **Themes of the Campaign**

The post-apocalyptic genre features a wide range of styles and sub-genres, ranging from the silly to the terrifying. To help keep players on the same page, this section discusses the default assumptions about theme and tone in *Broken Earth*.

## **Exploration and Discovery**

While *Broken Earth* takes place on Earth, it isn't the earth we know today. The Great War, the survivors, mutant creatures, and time itself have all reshaped the land. What's more, people live in relatively isolated communities, and few know what the world is like more than twenty miles away from their own town. What was once an easy car ride is now an arduous journey lasting weeks. In the adventure, PCs will explore this strange new world.

As they explore the current world, they may uncover secrets of the ones that went before. There are many remnants and ruins from "ancient" times, but most people know only a little bit about the world from before the War. At best, most people see ruins as a source of scavenged supplies. At worst, they view them with fear and superstition as a form of "dark magic."

## **Rebuilding a Broken World**

The world is in rough shape, but it's not so irredeemable that the PCs can't make a difference. Indeed, early on in the adventure the heroes can help bring people together to form a new community. This community is likely to serve as an impetus for much of the PCs' adventuring, as they seek out new resources and alliances to help the community survive and prosper.

## **A Serious Place**

There are plenty of gonzo post-apocalyptic RPGs out there, but *Broken Earth* isn't one of them. It tries to maintain a serious tone and treats the characters as though they were real people making real choices. This is one reason why most mutant creatures are members of new species, not just one-time monstrosities.

This is not to say that you should never laugh while playing *Broken Earth*, but it should be humor grounded in real word assumptions. PCs might joke with each other, or an NPC might behave in a humorous way, just as players joke with each other and there are some people you cannot help but laugh at. It's not, however, the kind of setting where you'll find a giant, talking cockroach dressed up like Santa Claus.

## **Scientific Trappings**

*Broken Earth* uses scientific-sounding explanations to justify all the strange creatures and PC abilities in this new land. While some characters might refer to it as "magic," it's only because they don't understand the technology behind it. There's no magic in the traditional fantasy RPG sense.

If exposed to close scrutiny, much of the science doesn't hold up (or is at best extremely improbable), but in the in-game universe it's all perfectly reasonable.

## **Religion in Broken Earth**

Religion survived the apocalypse similar to how the rest of civilization survived: in broken pieces. Most pre-war religions still exist in one form or another, but they've splintered and evolved, and they lack any organized structure. For example, characters might be Catholic and own a weathered copy of the Bible. They might even gather in a church once a week to read passages and sing hymns. The church hierarchy, however, is non-existent. There are no ecclesiastical schools for priests to attend. If there is a pope somewhere, nobody in North America knows who he is. There are also plenty of people who follow no religion, either simply because they have not been exposed to it, or because they consciously reject it.

There are also new religions that have developed on *Broken Earth*, or ones that have changed so much that they are worth mentioning here.

## **Way of the Axe**

The Axe Tribe has developed a form of animism that incorporates many pre-war traditions, including Christian, Ojibwe, and Odinist ideas, along with images from popular folklore, and discoveries made through observation. The Way teaches of many powerful spirits that should be treated with respect, but the most respected among the tribe is Palbun. Palbun once walked the land as a giant. He wielded a massive axe and was accompanied by his mighty war cow.

## **The Revealed**

Many who survived the Great War took it as a clear sign that the end times had begun and that the Day of Judgment was soon at hand. Many of these faithful soon found each other and began calling themselves the Revealed. The Revealed believe they were spared from the apocalypse so they might redeem the world's remaining sinners before the final days.



# Characters

The character you create in *Broken Earth* is very similar to most Pathfinder Roleplaying Game characters, though there are a few minor changes to most areas. The typical fantasy races have been replaced with new races appropriate to a post-apocalyptic setting. Since magic doesn't exist, many of the core classes are unavailable, but we recommend places to find new classes. There are also new feats, traits, powers, and mutations for the PCs to select.

## Hero Points

We recommend using the hero points rule presented in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

## Featured NPCs

In addition to your own character, you should also create a non-player character that your PC has ties to. You don't need to create statistics for your NPC (though you certainly could), you just need to describe who they are and what their relationship is to your hero. The featured NPC will play an important role throughout the adventure and will help tie your character into the game world.

The NPC should be somebody that your PC cares about and would take risks to protect. It should also be somebody present in the hero's life. Good examples include friends, family members, mentors, and romantic interests.

Once you've created your featured NPC, give a description to your GM on a piece of paper or an index card. The GM's section has more information about how these NPCs feature in the adventure.

## Races

*Broken Earth* introduces several new races.

## Freaks

Radiation and genetically engineered viruses released during the Great War caused many mutations and monstrosities. Most of them quickly died, but a few lived and bred true. Humans have one such offshoot, the freaks. The term was initially given to them by those who hated and feared them, but they have come to embrace it as their own.

**Physical Description:** Freaks average the same height as humans, but tend to be slightly stockier. Their skin comes in various shades of gray, from snow-white to ebony-black. Parts of their skin have a rough toad-like texture. Nearly always the shoulders and top of the head have these bumpy formations, and some freaks have them covering their whole body save their face and palms. Their eye pigmentation is also inhuman, typically including shades of red, orange, or yellow. Freaks are completely devoid of hair.

**Society:** Freak society varies just as much as humans'. Some freaks live among the more tolerant human settlements that

dot the wastes. In areas where humans are more hostile they band together and live in their own communities. Because they naturally resist radiation, freaks often live in areas where the radiation levels are high enough to keep most humans at bay.

**Relations:** Freaks' relations to humans vary greatly from group to group. Many get along well with "normal" humans, provided the humans get along with them. In areas where human majorities hate or fear the freaks, they are often persecuted or even hunted, and must live life on the run. A few communities of freaks believe that they are the "next step in evolution." The so-called "normal" humans will soon go the way of the Neanderthal, and many of these freaks are happy to help them along the way.

**Adventurers:** Like so many in the wastes, freaks are often forced into the adventuring life in order to survive. The need for food and water sends many out to wander the wilderness. Others adventure for a higher calling, like to discover remains of the civilization that once prospered in this barren land. Others have dark goals, seeking to become warlords and rule those weaker than themselves.

**Names:** Most freaks follow human conventions for naming, based on whatever culture their ancestors came from. A few who embrace their freakish nature favor more outlandish names. These might be descriptive, like Blood-Eyes or a string of terrifying syllables like Graksash.

## Freak Racial Traits

**+2 to One Ability Score:** Like their human ancestors, freak characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

**Medium:** Freaks are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Freaks have a base speed of 30 feet.

**Extreme Radiation Resistance:** Freaks gain a +20 bonus on Fortitude saves against radiation, and they don't automatically fail such saves on a result of 1. Freaks are immune to all but the most powerful sources of radiation.

**Healthy:** Freaks gain a +4 bonus on Fortitude saves against disease and poison (doesn't stack with their bonus against radiation).

**Thick-Skinned:** Freaks get a +1 natural armor bonus to AC.

**Languages:** Freaks begin play knowing one language based on the area they came from (those beginning in the former USA typically speak English). Those with high Intelligence scores may learn any other languages.

## Humans

Humans are still the dominant race on Earth and the majority of the sentient population. Their statistics are the same as those presented in the *Pathfinder Roleplaying Game Core Rulebook*.

**Names:** Many humans still use names that were popular before the Great War. Because cultures have continued to mix since the real world present, many characters in *Broken Earth*

have names combining different cultural backgrounds, like Peter Mohamed.

Other humans have names taken from important objects or natural features. Many parents choose to name their children after common names that they see on pre-war artifacts, such as Book, Ford, or Airport.

## Simians

Simians are mutated chimpanzees that have obtained human-like intelligence. Those who study the times before the Great War theorize that they might be a product of genetic engineering conducted by the US military, they might have descended from test subjects given memory enhancing drugs, or they might just be products of random post-war mutation. Most simians are found on the east and west coasts of the United States, though a few have made their way to the central parts of the continent.

**Physical Description:** Simians greatly resemble the great apes they descend from, though their hands and legs are more human-like and they are fully bipedal. Their bodies are covered with fine black hair, and they have brown eyes. They stand slightly shorter than humans, averaging just over five feet tall.

**Society:** Simians are highly social and usually live in small close-knit communities. These communities typically have informal hierarchies where certain simians serve as leaders and protectors, and in return take first pick of the spoils. These hierarchies can be fluid, and a leader who makes bad decisions soon finds that other members of the community no longer listen to his orders. Simians are just as likely to live in ruined cities as forests.

**Relations:** Most simians prefer to live in their own communities, and don't socially mingle with humans, though a number of communities recognize the value of having good relations and trade with humans that live nearby. In areas where resources are scarce, simians and humans frequently come into conflict.

**Adventurers:** In their adolescence and early adulthood, many simians venture out from their home communities to explore more of the world around them. This might just mean visiting nearby human communities, but other simians venture further, scavenging from ruins and trading with human communities.

**Names:** Simians frequently give their children simple one-word names that say something about their birth or early childhood. These might include Night, Fang, Brick, River, or Fire. As they grow they are often given new names by their communities to honor significant achievements. It's considered taboo for simians to choose their own names, but adventuring simians sometimes do.

## Simian Racial Traits

**+2 Strength, +2 Dexterity, -2 Intelligence:** Simians are quick and strong, but on average slightly less intelligent than humans.

**Medium:** Simians are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Simians have a base speed of 30 feet.

**Low-Light Vision:** Simians can see twice as far as humans in conditions of dim light.

**Climber:** Simians have a climb speed of 20ft, and gain the +8 racial bonus on Climb checks that a climb speed grants.



**Improved Initiative:** Simians gain Improved Initiative as a bonus feat.

**Natural Athletes:** Simians gain a +2 racial bonus on Acrobatics checks, and Acrobatics and Climb are always considered class skills.

**Nimble Faller:** Simians land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

**Languages:** Simians begin by knowing one language based on the area they came from (those beginning in the former USA typically speak English). Those with high Intelligences score may learn any other languages.

## Synths

Leading up to the Great War many militaries, including the United States, experimented with synthetic, techno-organic beings, commonly called synths. Synths were designed to work as intelligence gathering agents and assassins. They could duplicate a subject down to the genetic level, but with brains that could be programed to carry out any mission. Though classified as top secret, a few well-connected scientists were able to procure synth technology and use it for their own purposes.

After the War, hundreds of synths remained in stasis, awaiting orders that would never come. Over the years, synths occasionally awaken. Sometimes they are programed with artificial memories, but other times they are blank slates, seeming to have amnesia. About half of all synths know their artificial origin, but an equal number believe themselves to be human.

**Physical Description:** Synths appear in all ways to be human, and in many ways they are. Synths begin as artificial skeletal frames with robotic brains upon which human tissues are grown. They have human muscles, organs, and skin.

**Society:** Synths have no society of their own. They are not only rare, but they also blend in perfectly well with humans, and are able to integrate themselves completely into human societies.

**Relations:** Since synths appear to be human, nearly everybody treats them as such. However should their true nature be revealed, many people react with fear, though given all the other terrors on *Broken Earth* others are relatively unfazed.

**Adventurers:** In addition to the standard motives, synths have additional reasons to explore. Those who awaken without memories are often on a quest for their origin, while those who were programed to undertake a specific mission do what they can to complete the mission.

**Names:** When synths were first created, they were given specific identifications which are sequence of three to five letters and numbers, such as K2X9. Synths rarely use these numbers in public, but those who remember them often adopt names that sound similar, so K2X9 might call himself Kato Exin. Other synths simply adopt any human sounding name.

## Synth Racial Traits

**Humanoid:** Despite having some mechanical parts, synths are mostly biological, and are considered humanoids, not constructs.

**+2 Constitution, +2 Intelligence, -2 Charisma:** Synths' robotic bones and brains make them tough and intelligent, but their personalities are programed and may seem a little "off."

**Medium:** Synths are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Synths have a base speed of 30 feet.

**Accelerated Healing:** Synths heal 2 hit points per character level when they undergo natural healing, instead of the normal 1 per level.

**Fortified Skeleton:** Because of their artificial skeleton, whenever a synth suffers a critical hit, there's a 25% chance that they take only regular damage from the attack. Additionally, synths take damage from falls as though they fell 10ft less.

**Original Programming:** Choose two skills. Synths gain a +2 racial bonus to each skill, and always treat these skills as class skills.

**Computer Sympathy:** Because of their artificial intelligence synths gain a +4 bonus on any skill checks involving artificial intelligence.

**Languages:** Synths begin play knowing one language based on the area they came from (those beginning in the former USA typically speak English). Those with high Intelligence scores may learn any other languages.

## Classes

*Broken Earth* uses preexisting classes to populate the post-apocalyptic landscape, but not all classes are available, and those that are have been modified through the use of new archetypes. The following classes are considered to be standard in *Broken Earth*.



## Core Classes

Because there's no arcane or divine magic in *Broken Earth*, the barbarian, fighter, monk, and Rogue are the only classes available from the *Pathfinder Roleplaying Game Core Rulebook*.

### Barbarian

The destruction ravaged by the Great War left the landscape barren and destroyed crucial infrastructure. In its wake, many humans reverted to "primitive" societies. Among these tribes are some who are able to harness their anger and channel it into berserker rages.

Barbarians in *Broken Earth* are essentially unchanged, but they also have the option to take the following rage powers.

**Resistant Rage (Ex):** The barbarian gains a +10 bonus to Fortitude saves to resist radiation while raging.

**Atomic Rage (Ex):** When the barbarian rages, he also emits radiation. Every round, any creature adjacent to the barbarian must make a Fortitude save with a DC equal to 10 + half the barbarian's level + his Constitution modifier. Those who fail the save immediately take 1 point of Constitution damage and are subject to moderate radiation poisoning. The barbarian must have resistant rage and be at least 12th level before selecting this power.

### Fighter (Waste Warrior)

The apocalypse is a dangerous time, and to survive you either need to know how to fight or have a friend who does. Waste warriors in *Broken Earth* come in many styles, from caravan guards, to raiders, to lone wanderers.

#### Class Skills

The waste warrior's class skills are: Climb (Str), Craft (Int), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

**Weapon and Armor Proficiency:** A waste warrior is proficient with all simple and martial weapons, all standard firearms, and with all armor (heavy, light, and medium) and shields (including tower shields).

**Weapon Training:** This functions as the standard fighter class feature of the same name, but in addition waste warriors have the following options.

**Handgun:** double-barreled flintlock pistol, flintlock pistol, laser pistol, revolver, heavy automatic pistol, light automatic pistol, pepper-box

**Long Arms:** assault rifle, blunderbuss, double-barreled musket, double-barreled shotgun, laser rifle, musket, pepperbox rifle, rifle, shotgun, submachine gun

### Monk (Living Weapon)

After the Great War, many people developed mental abilities not previously known. Some of these mentalists focused their powers on perfecting their body, turning themselves into living weapons.

While monks have psionic flavoring in *Broken Earth*, there are only a few mechanical changes to the class.

The living weapon's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

**Diamond Body:** In addition to the normal benefits of this ability, the living weapon is also immune to radiation.

**Lighter than Air (Su):** At 12th level and higher, a living weapon can become virtually weightless, allowing him to fly through the air. By spending 1 *ki* point, the living weapon gains a fly speed equal to his total land speed for one round.

This power replaces abundant step.

### Rogue (Scrapper)

There are countless ruins from before the Great War, and they are filled with raw materials, from useful household goods, to weapons of unimaginable power. Scrapppers specialize in finding and recovering all of these, and can be found wherever there are ruins.

#### Class Skills

The scrapper's class skills are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (technology) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 8 + Int modifier.

**Weapon and Armor Proficiency:** Scrapppers are proficient with all simple weapons and one-handed standard firearms, plus the hand crossbow, rapier, sap, shortbow, and shortsword. They are proficient with light armor, but not with shields.

**Rogue Talents:** This functions as the standard rogue ability of the same name, but major magic and minor magic talents are not available. However the following new options are available:

**Major Chemistry (Ex):** A scrapper with this talent chooses one 1st-level formula that he can craft using Craft Super Drug. The scrapper can use the formula to create an extract twice per day. The caster level equals the scrapper's level, and the DC equals 11 + the scrapper's Intelligence modifier. A scrapper must take the minor chemistry talent before taking this talent.

**Major Psionics (Psi):** A scrapper with this talent gains one additional power point, and a single 1st-level power (the scrapper must spend power points on this power as normal). The manifest level is the scrapper's level and the DC for the power is based on the scrapper's Intelligence modifier. A scrapper must have an Intelligence of 11 to take this talent, and must first take the minor psionics talent.

**Minor Chemistry (Ex):** You gain Craft Super Drug as a bonus feat.

**Minor Psionics (Su):** A scrapper with this talent gains two power points and the ability to gain psionic focus and take psionic feats. He doesn't automatically gain powers (but see major psionics).

## Other Official Pathfinder Classes

*Broken Earth* also includes options for the Alchemist and Cavalier classes from the *Advanced Player's Guide*, and the Gunslinger from *Ultimate Combat*.

### Alchemist (Chem-Head)

Before the Great War, the militaries of the world designed powerful super drugs and DNA modifications to help soldiers in the field. Most of this knowledge was lost, but a few individuals have dedicated themselves to preserving and rediscovering this knowledge. Some are true scholars, while others just like to master new ways to blow stuff up or give themselves a boost. Collectively they are called chem-heads, though some more serious chem-heads prefer terms like “chemist” or “pharmacologist.”

#### Class Skills

The chem-head's class skills are: Appraise (Int), Craft (any) (Int), Disable Device (Dex), Heal (Wis), Knowledge (technology) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), and Survival (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

**Chemistry (Ex):** This ability is similar to the alchemist's alchemy ability, but chem-heads rely on the miracle of science rather than supernatural forces. Chemistry functions as the alchemy ability except where noted here.

Chem-heads don't use Craft (alchemy) and instead use Craft (chemistry). Replace all instances of Craft (alchemy) with Craft (chemistry). Similarly, replace all instances of potions with super drugs.

Chem-heads don't infuse their extracts with any personal magic, but their extracts are highly unstable and chem-heads must constantly monitor them. The extracts still lose their potency if taken out of the chem-head's possession. Additionally extracts are not always imbibed. They may also be injected, inhaled, or absorbed through the skin from patches.

Chem-heads' formulae are scientific rather than magic, even if one found a spellbook, he couldn't copy a formula from it.

This ability replaces alchemy.

**Craft Super Drug (Ex):** Chem-heads gain the Craft Super Drug feat for free. They may use any extract formula they know to create a super drug.

This ability replaces brew potion.

**Discoveries (Ex):** This functions as the alchemist ability, but all discoveries that refer to potions instead apply to super drugs. The following discoveries are not appropriate to a *Broken Earth* campaign: *dispelling bomb*, *elixir of life*.

In addition the chem-head has the following additional discovery available.

**Dirty Bomb\*:** The chem-head's bombs contain radioactive material. Any creature that takes initial or splash damage from the bomb must also make a Fortitude save (DC equal to the DC to avoid splash damage). Those who fail suffer 1 point of Constitution damage and are subject to moderate radiation poisoning (see page 43). A chem-head must be at least 12th level before selecting this discovery.

### Formulae

The following alchemical formulae are appropriate to the *Broken Earth* setting. They are initially listed under the name used in fantasy settings, while the name in parentheses is the name of the super drug typically used in *Broken Earth*.

Formulae marked with an asterisk (\*) are presented in the *Advanced Player's Guide*.

**1st-Level Alchemist Formulae**—*ant haul\** (Mule), *bomber's eye\** (Tosser), *crafter's fortune\** (The Zone), *cure light wounds* (HealUp I), *endure elements* (Warm-N-Cool), *expeditious retreat* (Quix), *jump* (Leepz), *keen senses\** (Dark-I), *touch of the sea\** (Webby), *true strike* (Bullet Time).

**2nd-Level Alchemist Formulae**—*aid* (Pep), *bear's endurance* (Tough-N), *bull's strength* (Buff), *cat's grace* (Dodger), *cure moderate wounds* (HealUp II), *darkvision* (Black-I), *delay poison* (VenSlo), *eagle's splendor* (Party Time), *false life* (Dead Man Walking), *fox's cunning* (Ment-L), *owl's wisdom* (Think-R), *perceive cues\** (Spotz), *resist energy* (Hot-N-Cold), *lesser restoration* (Little BackUp).

**3rd-Level Alchemist Formulae**—*bloodhound\** (BludHound), *cure serious wounds* (HealUp III), *haste* (Vroom), *heroism* (Ambrosia), *protection from energy* (Seer-N-Freeze), *rage* (Zerker), *remove blindness/deafness* (Wide-N-Clear), *remove disease* (Panacea), *water breathing* (H to O).

**4th-Level Alchemist Formulae**—*cure critical wounds* (HealUp IV), *discern lies* (Polly Graf), *neutralize poison* (VenOut), *restoration* (BackUp).

**5th-Level Alchemist Formulae**—*delayed consumption\** (DLay), *elude time\** (Big Sleep), *resurgent transformation\** (Hyde).

**6th-Level Alchemist Formulae**—*heal* (HealUp Extreme), *transformation* (Super Soldier).

### Cavalier

After the Great War, some survivors formed small communities that resembled feudal kingdoms of old. It wasn't long before some of these neo-feudal kingdoms also started mimicking elements of medieval life they read about in books (and in some cases they mimicked fantasy fiction). Thus, knights of old returned to the world, though not always as remembered. The most prominent of these knights are the Knights of Geneva, who mainly belong to the Orders of the Lion, Shield, or Sword. Though based in what was once southern Wisconsin, these knights sometimes venture far from home to help those less fortunate.

Cavaliers are unchanged from the *Advanced Player's Guide*.

### Gunslinger (Boomer)

Though not common, many guns and some bullets remain in the world of *Broken Earth* and there's plenty of work for somebody trained to use them. Boomers often work as mercenaries, but sometimes roam the wastes looking for people in need of help.

#### Class Skills

The boomer's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Knowledge (technology) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

**Master Gunsmith:** For the purposes of creating mastercraft guns (and only guns) the boomer is treated as having the Master Crafter feat (new feat) even if he doesn't meet the prerequisites. This ability replaces gunsmith.

## Third Party Classes

Many third party publishers have created character classes compatible with the Pathfinder Rules system. The GM may deem that any would work well in the *Broken Earth* setting. There are several third-party classes that we recommend you take particular note of.

## Psionic Classes

*Broken Earth* makes use of the psionic classes and rules from Dreamscarred Press's *Psionics Unleashed* and *Psionic Expanded*. The *Broken Earth* setting assumes that most of these classes are available, and several NPCs utilize psionic classes.

However, the range of psionics in *Broken Earth* is more limited than in the typical fantasy game. Most psionics in *Broken Earth* focus on telepathy, telekinesis, pyrokinesis, psychic healing, and clairvoyance.

All the powers from the telepathy and clairvoyance disciplines are available.

The powers from the psychokinesis discipline are also available, however the variable energy powers can only be manifested with the fire descriptor.

The psychoporation discipline is limited to only those powers that do not refer to teleportation, time travel, or planar travel (including the astral and ethereal planes).

Psychometabolism powers are available, except for the following: *absorb weapon*, *claws of the beast*, *expansion*, *exhalation of the black dragon*, *graft weapon*, *graft armor*, *breath of the black dragon*, *fuse flesh*, *form of doom*, *oak body*, *body of iron*, and *shadow body*.

Powers from the metacreativity discipline are not found in *Broken Earth*.

## Spell-Less Ranger

Many of the tribal people in the northern woods of *Broken Earth* make excellent candidates for rangers, except that the setting doesn't include the divine magic used by standard rangers. Fortunately Kobold Press has published *New Paths: the Expanded Spell-less Ranger*, with a variant ranger whose spellcasting abilities are replaced with other, less magical abilities.

## Anachronistic Adventurers

The Anachronistic Adventurers series is published by Rogue Genius Games. These products feature classes intended to come from modern settings that do not necessarily possess magic. As such, they fit right in to *Broken Earth*. The books also contain optional rules, including some for more advanced firearms and mystery rules.

The Anachronistic Adventurers series will also serve as the basis for the classes in Rogue Genius Games' *Warlord of the Apocalypse*, a post-apocalyptic toolbox. Look for it in 2014.



## Skills

Most skills in *Broken Earth* function the same way they do in most Pathfinder RPG campaigns. However there are a few skills that are removed, added, or modified.

### Removed Skills

The following skills are not used in *Broken Earth*: Craft (alchemy), Knowledge (arcana), Knowledge (planes), Spellcraft, and Use Magic Device.

### Modified Skills

The following skills are modified in *Broken Earth*.

**Craft:** In addition to many of the common crafts in the *Pathfinder Roleplaying Game Core Rulebook*, the following are also common in *Broken Earth*: chemistry, demolitions, electronics, gunsmithing, and mechanical.

**Knowledge:** The Knowledge (history) skill is separated into two skills, Knowledge (pre-war history) and Knowledge (post-war history). Also add Knowledge (computing), Knowledge (psionics), and Knowledge (technology).

### Drive

The Drive skill is used to drive most land vehicles, including cars, trucks, and motorcycles.

**Check:** Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See *Ultimate Combat* for more on vehicles and driving.

**Try again:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but can't take 20. There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

## Pilot

The Pilot skill is used to operate most aircraft, including airplanes and helicopters.

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, when the pilot wants to attempt something outside the normal parameters of the vehicle, or in other extreme circumstances. When flying, the character can attempt simple maneuvers and stunts.

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle. See *Ultimate Combat* for more on vehicles.

**Try again:** Most piloting checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when making a Pilot check, but can't take 20.

## Feats

The following new feats are available in *Broken Earth*.

### Burst Fire

You are adept at firing controlled bursts from an automatic weapon.

**Prerequisites:** Wisdom 13, proficient with standard firearms.

**Benefit:** When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deals +2 dice of damage (using the same kind of dice as the base weapon).

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

**Normal:** Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it counts as a normal attack and all the extra bullets are wasted.

**Special:** If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

## Craft Super Drug

You know how to craft powerful super drugs.

**Prerequisite:** Trained in Craft (chemistry)

**Benefit:** You gain knowledge of one super drug formula, and you can craft any super drug you know the formula for. Crafting a super drug takes 2 hours if its base price is 250 tp or less, otherwise crafting a super drug takes 1 day for each 1,000 tp in its base price. When you create a super drug, you set the caster level, which must be sufficient to cast the formula in question and no higher than your own level. To craft a super drug, you must use up raw materials costing one half the drug's base price.

When you create a super drug, you make any choices that you would normally make when casting the formula. Whoever takes the super drug is the target of the formula.

## Double Tap

You can pull the trigger of your gun twice in quick succession to fire two bullets with expert accuracy.

**Prerequisites:** Dexterity 13, Point Blank Shot.

**Benefit:** When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit (using the same kind of die as the base weapon). Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

## Master Crafter

You are skilled at modifying and crafting items of superior quality.

**Prerequisite:** Trained in Craft (any), 5th level

You can make mastercraft items that are far superior to conventional items.

**Benefit:** You can create or upgrade a mastercraft item that falls into any category for which you have the Craft skill. You may grant the item an enhancement bonus equal to one fourth your level.

You must either start with an existing masterwork item, or build the item using the standard crafting rules. You must then enhance the item, which takes 1 day for each 1,000 tp in the price of its mastercraft benefits.

You must spend components equal to one half the value of the enhancements.

## Mutation

Your DNA has been modified in a way that gives you a greater chance of survival.

**Benefit:** You gain two Mutation Points (see Mutations). You may spend these however you want or bank them for later use.

**Special:** You may take this feat more than once. Every time you gain an additional two Mutation Points.

## Radiation Resistance

Living with a low level of background radiation has made you more resistant to higher doses.

**Benefit:** You gain a +4 bonus on Fortitude checks made to resist the harmful effects of radiation.



## Scrapper

You know how to find every last bit of scrap you can.

**Benefit:** When you are salvaging for raw materials, you find 20% more material for trade (in tp or BP) than a normal person would. If you are scavenging for a specific item, you gain a +4 bonus to Perception checks to locate the item.

## Subdermal Blades

You have a pair of retractable blades implanted in your body. These might look like claws, or small swords that pop out of your wrists or forearms.

**Prerequisites:** Synth

**Benefit:** You can “draw” or retract both your subdermal blades as a free action. You are proficient with the blades. These blades are attached to your skeleton, so you cannot be disarmed. In all other aspects, treat these blades as short swords.

## Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, crewed water vessels. Tracked vehicles include bulldozers, tanks, and other military vehicles.

**Prerequisite:** Drive 1 rank.

**Benefit:** The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

**Normal:** Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There's no penalty when you operate a general-purpose surface vehicle.

**Special:** A character can gain this feat more than once. Each time the character takes the feat, he selects a different class of surface vehicle.

## Vermin Lord [Psionic]

**You can control insects and arachnids with your mind.**

**Benefit:** Your mind-affecting psionic powers can affect vermin.

**Normal:** Vermin are normally immune to such powers.

## Traits

Basic traits that do not refer to arcane or divine magic are available in *Broken Earth*. Characters in *Broken Earth* gain several new options for character traits.

### General Traits

Any character can choose to take the minor mutation trait.

**Minor Mutation:** You possess a minor advantageous mutation. You gain one Mutation Point.

## Campaign Traits

*Broken Earth* features several new traits that reflect the three starting communities that the PCs are likely to come from. These traits have been divided by their associated communities to make finding them easier.

### Iron Shelter Traits

**Hydroponic Gardener:** You spend most of your time maintaining the hydroponic gardens deep within the Iron Shelter. You gain a +1 trait bonus to Profession (farmer) checks and to Survival checks made to find food. Profession (farmer) is always considered a class skill for you.

You also gain a free multitool and 10 days of rations.

**Lost in the Library:** You spent all of your free time reading and rereading the many books in the Iron Shelter. You gain a +1 trait bonus to Knowledge (pre-war history) and to one other Knowledge skill of your choice (except psionics or post-war history). You treat all knowledge skills as class skills.

You also begin play with two +1 mastercraft each gives a bonus on a Knowledge skill of your choice.

**Gun Nut:** You spent time cleaning and maintaining the Iron Shelter's small supply of firearms. You have even constructed your own primitive firearm from spare parts. You gain a +1 trait bonus to Craft (gunsmithing) checks.

Additionally you begin play with either a free double-barreled pistol or a free musket.

### Wright Town Traits

**Wright Cousin:** You were born into one of the lesser branches of the Wright family. Though you are low down in the family's pecking order, you are still head and shoulders above the rest of the people in Wright Town. You gain a +1 trait bonus to Bluff, Diplomacy, and Sense Motive checks made to barter or exchange goods.

You also begin with double the amount of starting goods. As a member of the Wright family, you may also gain special privileges and have special responsibilities.

**Scrapper:** You've spent your life finding valuable scrap among the ruins of Duluth. You gain a +1 trait bonus on Appraise and Perception checks in regard to pre-war items.

You also begin play with one of the following pre-war items: basic walkie-talkies (pair), lock picks, or bicycle.

**Caravan Guard:** You've trained to guard the caravans that the Wright family sends throughout the surrounding landscape. On the road, you've learned to always be on your guard. You gain a +1 trait bonus on Perception checks, and Perception is always considered a class skill.

You also begin play with a free undercover vest.

### Axe Tribe Traits

**Wood Worker:** You've spent many hours mastering the woodworking tools prized by the Axe Tribe. You gain a +1 trait bonus to any Craft checks that involve wood.

In addition you start play with a free basic toolkit.

**Hatchet Thrower:** You have a knack for hatchets and can throw them farther than most. You gain proficiency with throwing axes, and the range increment for them increases by 5 feet.

In addition you begin play with three free throwing axes.

**Woodlander:** All members of the Axe Tribe are at home in the woods, but you are even more so. In woodland conditions you gain a +1 trait bonus to Stealth and Survival checks.

In addition you begin play with a free suit of leather armor.

## Mutations

Mutations represent abnormal traits or abilities not common to a species. Mutations can be pronounced or unnoticeable. They may grant extraordinary abilities, alter the character's appearance, or debilitate the hero in some fashion.

Most mutations appear at birth but a few manifest as consequences of radiation exposure, some horrible physical trauma, or for no apparent reason.

Players select appropriate mutations and drawbacks for their characters using the Mutation Point (MP) system presented below.

All special qualities granted by mutations are considered extraordinary abilities. Using an extraordinary ability is a free action unless noted otherwise.

### Mutation Points

Mutation Points (MP) provide a simple method of selecting mutations while preserving game balance. All creatures (including heroes) begin play with 0 MP. A creature gains MP by selecting one or more drawbacks—physical deformities and disabilities that make the creature less effective in play. PCs can also gain Mutation Points by taking the Mutation feat or Minor Mutation trait. A creature can then “spend” the MP on one or more beneficial mutations. The total MP spent on beneficial mutations cannot exceed the total MP gained. A creature may still have unspent MP after choosing beneficial mutations. These unspent MP can be spent on new mutations at a later time.

### Mutations and Prejudice

In many parts of *Broken Earth* mutations have become so common, that they have become an accepted part of everyday life.

In other areas, however, people fear or distrust mutants. In such societies, characters suffer a cumulative -1 penalty to Diplomacy checks for every visible mutation they possess.

### Hiding Physical Deformities

Many mutations come with physical deformities. Some mutations are easy to hide, while others are harder to conceal.

Any mutation that alters a creature's physical appearance imposes a penalty on the creature's Disguise checks. For creatures trying to conceal multiple physical deformities or alterations, the penalties stack. A cosmetic mutation imposes a -1 penalty on Disguise checks, while a minor or major mutation imposes a -2 penalty on Disguise checks. Drawbacks do not apply penalties to Disguise checks.

## Mutations Descriptions

**Cosmetic Mutations:** The simplest and least mechanically complicated mutation is a cosmetic mutation. A cosmetic mutation has no game effect other than to change a creature's appearance in some fashion. Cosmetic mutations cost 0 MP.

**Minor Mutations:** A minor mutation not only changes a creature's appearance in some fashion but also grants it a beneficial (if minor) special ability or useful feature, such as darkvision or gills. A minor mutation costs 1–3 MP and can usually be offset by a single drawback.

**Major Mutations:** A major mutation fundamentally changes the genetics and physiology of a particular creature. A major mutation costs 4 or more MP and must be offset by one or more drawbacks.

**Drawbacks:** A creature with minor or major mutations can use drawbacks to offset them. Drawbacks are special disabilities or vulnerabilities that negatively affect a creature. Each drawback has an MP value, and a creature can spend these MP on minor and major mutations to offset the negative effects of the drawback.

### Ability Decay [Drawback]

Your body or mind suffers from some marked deformity or deterioration.

**MP Value:** 4.

**Drawback:** One of your ability scores (your choice) permanently decreases by 2. You cannot apply this drawback to an ability score of 3 or less.

**Special:** You may take this drawback multiple times. Its effects stack.

### Acidic Saliva [Minor]

Your saliva can burn other creatures like acid.

**MP Cost:** 1.

**Benefit:** Your bite attack deals an extra 1d4 points of acid damage with each successful hit.

**Special:** You must have a natural bite attack to take this mutation. You cannot gain this mutation if you have the Venomous Bite mutation.

### Adrenaline Jolt [Minor]

You can flood your bloodstream with extreme amounts of adrenaline to temporarily boost your Strength or Dexterity.

**MP Cost:** 3.

**Benefit:** Once per day, as a free action, you can temporarily increase either your Strength or your Dexterity by +4. The increase lasts for a number of rounds equal to 3 + your Constitution modifier.

### Brittle Bones [Drawback]

Your bones are weakened such that you can no longer withstand hard or sudden impacts.

**MP Value:** 4.

**Drawbacks:** Your massive damage threshold decreases by 3. In addition, you take an additional 1d6 points of damage from a fall.

### **Claws [Minor]**

Your hands mutate into sharp claws.

**MP Cost:** 1.

**Benefit:** You gain two claw attacks that deal slashing damage dependent on your size: Small 1d4, Medium 1d6, Large 1d8. Your claws are treated as primary natural weapons and do not provoke attacks of opportunity.

Having claws doesn't adversely affect your manual dexterity.

### **Combat Fear [Drawback]**

Due to a chemical imbalance in your brain, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation.

**MP Value:** 4.

**Drawback:** After initiative is rolled but before you take your first



action in combat, make a Will save (DC 15). If you fail, you are shaken for the rest of the encounter, taking a -2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, you overcome your moment of fear and negate the ill effects.

### **Darkvision [Minor]**

You gain darkvision.

**MP Cost:** 3.

**Benefit:** You can see in total darkness out to a range of 60 feet. Darkvision is black and white only but is otherwise like normal sight.

### **Enlarged Form [Major]**

You grow, becoming a freakishly large specimen of your kind.

**MP Cost:** 6.

**Benefits:** You become as large as your size category allows (8 feet tall for Medium-size characters, 4 feet tall for Small characters). However, you function in many ways as if you were one size category larger. Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger when it is advantageous to you. You are also considered to be one size larger when determining whether special attacks based on size (such as grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty (for example, a Medium-size character with this mutation can wield a Large weapon one-handed).

This mutation doesn't change your facing or reach.

### **Extra Digits [Cosmetic]**

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, don't confer any special benefit, nor do they hinder you in any way.

**MP Cost:** 0.

**Benefit:** None.

### **Fangs [Minor]**

Your teeth mutate into vicious fangs.

**MP Cost:** 1.

**Benefit:** You gain a vicious bite attack that deals piercing damage dependent on your size: Small 1d4, Medium 1d6, Large 1d8. If you get multiple attacks in a round, you can bite multiple times. Your bite is treated as a primary natural weapon and doesn't provoke attacks of opportunity.

**Special:** This mutation can be used in conjunction with the Acidic Saliva or Venomous Bite mutation.

### **Festering Sores [Drawback]**

Your skin is covered with painful, festering sores.

**MP Value:** 2.

**Drawback:** The festering sores are more aggravating than harmful, but they make it especially hard to wear armor. When you wear any type of armor, decrease the armor's maximum Dexterity bonus by -2 and increase its armor penalty by +4.

### ***Fins [Cosmetic]***

Your body sprouts fish-like fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities.

**MP Cost:** 0.

**Benefit:** None.

### ***Forked Tongue [Cosmetic]***

You gain a forked tongue like that of a snake. Your new tongue might be a different color and longer than your old one.

**MP Cost:** 0.

**Benefit:** None.

### ***Frailty [Drawback]***

Your body is particularly vulnerable to the ravages of poison, disease, radiation, and other ailments. You also have trouble stabilizing when severely wounded.

**MP Value:** 3.

**Drawback:** You take a -2 penalty on all Fortitude saves, including saves made to stabilize at negative hit points.

**Special:** You cannot take this mutation if you have the Great Fortitude feat or Ultra Imune System mutation.

### ***Gills [Minor]***

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs).

**MP Cost:** 2.

**Benefit:** You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.

### ***Heat and Cold Susceptibility [Drawback]***

Your body doesn't react well to particularly hot and cold temperatures.

**MP Value:** 1.

**Drawback:** You take double damage from prolonged exposure to extreme heat and cold.

### ***Hypersensitivity [Minor]***

You are particularly (some might say unnaturally) sensitive to your surroundings.

**MP Cost:** 3.

**Benefit:** You gain a +2 mutation bonus on Perception checks. You also gain Blind-Fight as a bonus feat.

### ***Leaper [Minor]***

You gain the ability to leap incredible distances.

**MP Cost:** 1.

**Benefit:** You gain a +10 mutation bonus on Acrobatics checks made to Jump.

### ***Lethargy [Drawback]***

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger.

**MP Value:** 2.

**Drawback:** You take a -2 penalty on all Reflex saves.

**Special:** You cannot take this mutation if you have the Lightning Reflexes feat.

### ***Light Sensitivity [Drawback]***

Your eyes cannot adjust to bright light.

**MP Value:** 1.

**Drawbacks:** Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you are dazzled: you take a -1 penalty on attack rolls and sight-based Perception checks as long as you remain in the affected area.

### ***Lost Arm [Drawback]***

One of your arms withers or gets eaten away, leaving behind a stump.

**MP Value:** 3.

**Drawback:** You lose one arm of your choice. You cannot effectively wield weapons that require two hands. In addition, you take a -2 penalty on Climb checks, Swim checks, and grapple checks.

### ***Mindslave [Drawback]***

You have certain mental deficiencies that make it harder to resist mind-influencing effects.

**MP Value:** 2.

**Drawback:** You take a -2 penalty on all Will saves.

**Special:** You cannot take this mutation if you have the Iron Will feat.

### ***Reduced Speed [Drawback]***

You are unable to move as quickly as normal due to various mutations and deformities.

**MP Value:** 3.

**Drawback:** Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have.

**Special:** You may take this drawback multiple times. Its effects stack. You cannot take this drawback if you have the Fleet feat.

### ***Scent [Minor]***

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odors the way humans do familiar sights.

**MP Cost:** 2.

**Benefit:** You gain the scent special ability.

### ***Second Wind [Minor]***

You can shrug off minor wounds with ease.

**MP Cost:** 2.

**Benefit:** Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier (minimum 1).

### ***Tail [Minor]***

You grow a thick tail. The tail may be fur-covered, slender and whip-like like a rat's, or scaly like a lizard's. Although the tail

improves your balance and can serve as a weapon, it cannot be used for gripping objects.

**MP Cost:** 1.

**Benefits:** The tail provides a +2 mutation bonus on all Balance checks. In addition, you gain a single tail slap attack that deals bludgeoning damage dependent on your size: Small 1d4, Medium 1d6, Large 1d8. Your tail is treated as a secondary natural weapon and doesn't provoke attacks of opportunity.

### ***Thick Fur Coat [Minor]***

You grow a thick, protective layer of fur over your body.

**MP Cost:** 1.

**Benefits:** You gain a +4 mutation bonus on Fortitude saves against extreme cold temperatures.

**Special:** Freaks cannot gain this mutation.

### ***Thin Fur Coat [Cosmetic]***

You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal.

**MP Cost:** 0.

**Benefit:** None.

**Special:** Freaks cannot gain this mutation.

### ***Thin Skin [Drawback]***

You are more susceptible to harm.

**MP Value:** 5.

**Drawback:** You take 1 additional point of damage each time you are wounded.

### ***Ultra Immune System [Minor]***

You develop a powerful immune system capable of repelling many poisons, diseases, and radiation sickness.

**MP Cost:** 2.

**Benefit:** You gain a +2 mutation bonus on Fortitude saves to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

**Special:** You cannot take this mutation if you have the Frailty mutation

### ***Unnatural Eyes [Cosmetic]***

The color of your eyes changes drastically. The color, whatever it may be, is unnatural and atypical of your species. Perhaps your eyes turn dead black, maybe they change color to suit your mood, or perhaps they glow faintly in the dark.

**MP Cost:** 0.

**Benefit:** None.

### ***Unnatural Hair [Cosmetic]***

Your hair or fur color changes drastically to a shade that is uncommon for your species. You may have fur or hair that is multicolored, streaked, splotched, or slightly luminescent. Your hair or fur may also change color with your mood.

**MP Cost:** 0.

**Benefit:** None.

### ***Unnatural Skin [Cosmetic]***

The color of your skin changes drastically. Your skin might be a single color, splotched, or patterned in some freakishly unnatural way. Your skin might gain dynamic pigments that change color based on outside stimuli, such as exposure to ultraviolet light.

**MP Cost:** 0.

**Benefit:** None.

### ***Unnatural Voice [Cosmetic]***

Your voice changes in some marked fashion. It might change pitch or become more lyrical, raspy, whispery, or guttural.

**MP Cost:** 0.

**Benefit:** None.

### ***Weak Immune System [Drawback]***

Your body has difficulty preventing infections from entering its system, and is prone to sickness and disease.

**MP Value:** 1.

**Drawback:** You take a -2 penalty on all Fortitude saves against poison, disease, and radiation sickness.

**Special:** You cannot take this drawback if you have the Ultra Immune System mutation.

### ***Webbed Digits [Minor]***

You grow webbing between your fingers or toes and can move more easily through liquids.

**MP Cost:** 1.

**Benefit:** You gain a +4 mutation bonus on all Swim checks. Having webbed digits doesn't interfere with your ability to grasp or manipulate objects.

## **New Formula**

This new formula for the alchemist class is available in *Broken Earth*. Unless otherwise noted it follows the rules presented in the *Advanced Player's Guide*.

### **RADISH**

**School** conjuration (healing); **Level** alchemist 2

**Casting Time** 1 standard action

**Components** S

**Range** touch

**Target** one creature

**Duration** instantaneous

This super drug helps purge the body of harmful radiation.

The target immediately makes a saving throw with a +10 bonus. If successful the radiation sickness ends (the character suffers no ill effect for failure).

The target also regains 1 point of Constitution and Intelligence damage caused by radiation sickness.

## **New Psionic Powers**

Psionic powers occur in a small number of people scattered about *Broken Earth*. The following new powers are available to characters in the campaign. These follow all the rules presented in *Ultimate Psionics*.

## RADIATION RESISTANCE

**Discipline** psychometabolism

**Level** cryptic 2, gifted blade 2, psion/wilder 2, psychic warrior 2, vitalist 2

**Display** material

**Manifesting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 hour/level

**Power Points** 3

Your body adapts to block out most forms of harmful radiation. You gain a +5 power bonus to saving throws made to resist the initial onset of radiation poisoning and to subsequent saving throws to resist further damage.

**Augment:** For every two additional power points you spend, increase the power bonus of this power by +1.

**Special:** A vitalist adds the [network] keyword to this power.

## RADIATION IMMUNITY

**Discipline** psychometabolism

**Level** cryptic 5, gifted blade 5, psion/wilder 5, psychic warrior 5, vitalist 5

**Display** material

**Manifesting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 hour/level

**Power Points** 9

Your body shields itself from all forms of radiation. You are immune to the harmful effects of radiation.

**Special:** A vitalist adds the [network] keyword to this power.

## COMPREHEND TECHNOLOGY

**Discipline** clairsentience

**Level** psion/wilder 1

**Display** auditory

**Manifesting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 round/level

**Power Points** 1

You gain knowledge about the purpose of any technological device that you touch. You don't necessarily know how to use it, but for the duration of the power you gain a +10 power bonus to any skills checks used to operate the device.

## TECHNOPATHY

**Discipline** clairsentience

**Level** psion/wilder 4

**Display** auditory

**Manifesting Time** 1 standard action

**Range** personal

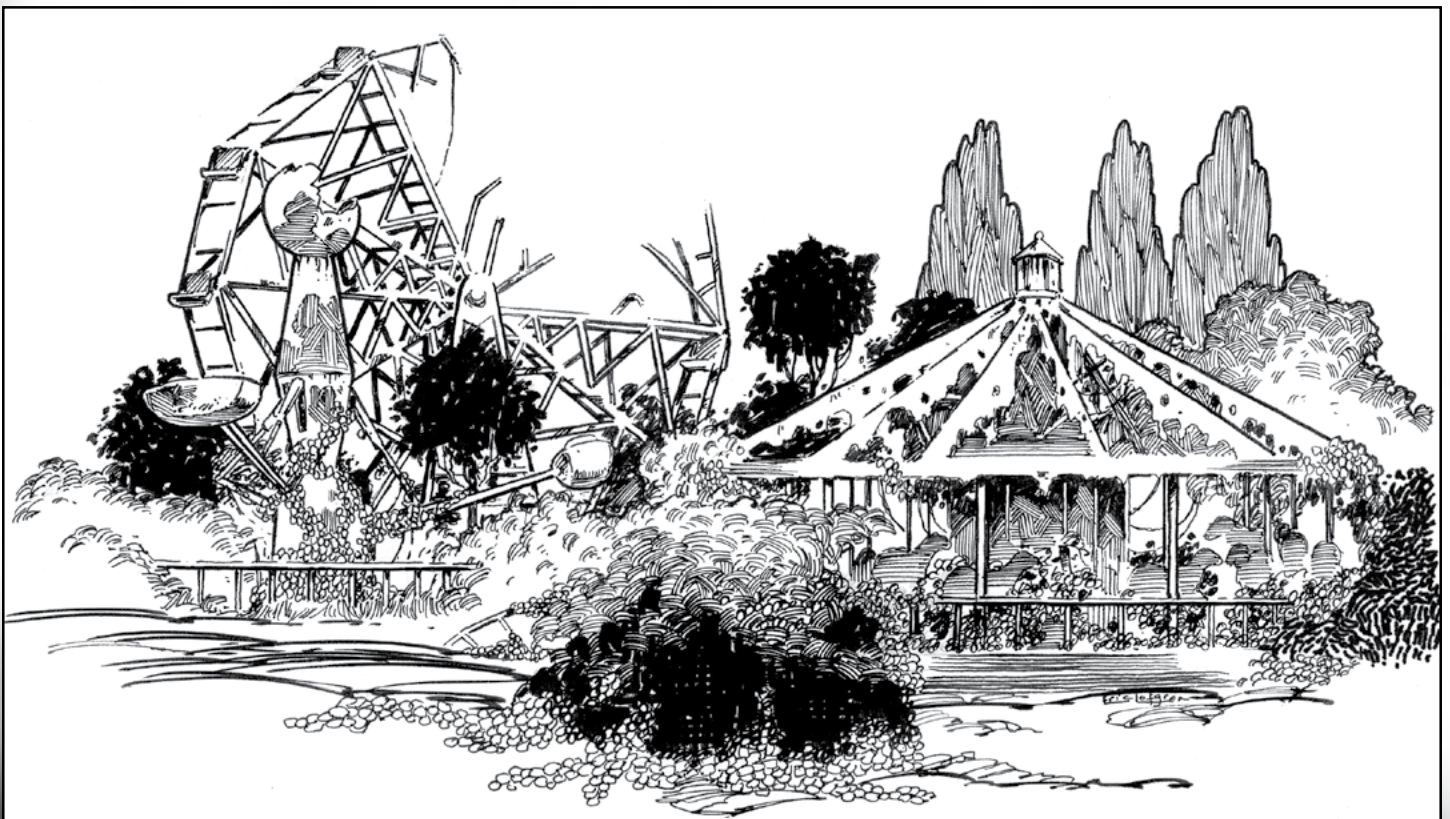
**Target** you

**Duration** 10 minutes/level

**Power Points** 7

You gain the ability to communicate with electronic machines. You can operate non-intelligent machines that you have line of effect to as though you were using the machine's normal control device.

For machines possessing artificial intelligence, this functions like telepathy 60 ft., plus you gain a +5 power bonus to Bluff, Diplomacy, and Intimidate checks to affect such machines.



# Starting Communities

## Axe Tribe

### AXE TRIBE, SANTLOOSE BAND

CG Village

**Corruption** -1; **Crime** -1, **Economy** -1; **Law** -2; **Lore** -3;

**Society** +4

**Qualities** Insular

**Danger** +0

DEMOGRAPHICS

**Government** Council (council of elders)

**Population** 98 (65 humans, 27 freaks, 6 simians)

**Notable NPCs**

Freya Erdrich (NG, female human vitalist 7)

Sampson (CG male human spell-less ranger 5)

MARKETPLACE

**Base Value** 500 tp; **Purchase Limit** 2,500 tp; **Psionics** 7th

**Minor Items** 2d4; **Medium Items** 1d4

National parks had little strategic military value, so when the Great War came, the Boundary Waters parks between Minnesota and Ontario fared much better than most. Many who survived the initial attack fled to this area. Slowly they met up and formed communities. One such band is the Axe Tribe, named after their favorite weapon and tool.

The Axe Tribe lives off the land, hunting, fishing, and gathering. They're also very talented wood craftsmen, particularly adept at making dug-out and birch bark canoes, which they use to navigate the lakes and rivers of their homeland. They're semi-nomadic, and move their homes with the seasons. All tribe members are expected to know how to wield an axe, both in battle and to fell trees. (At large gatherings, tree chopping is a favorite competition.)

Most members of the Axe Tribe are human, though any who can prove themselves worthy are inducted into the tribe, including a good number of freaks, and even a few simians. The tribe reveres most with psionic powers as blessed by the gods, however they fear telepathic abilities and see the power to pry into others' minds as an evil power.

The Axe Tribe's spiritual beliefs are an eclectic blend of many pre-war religions, but one especially notable element is their reverence for Palbun. They believe that he is a giant who once roamed the earth accompanied by his bull steer. His skill with the axe is legendary. The Axe Tribe has crafted many statues of Palbun at holy sites, but the holiest of all are the statues that survive from before the war.

As the Axe Tribe grew, it split into several smaller bands that number anywhere from two dozen to two hundred members. All of the bands are friendly toward each other and tribesfolk. The adventure assumes PCs come from the Santloose, the easternmost band in the Axe Tribe. Youngsters from the Santloose frequently go on exploration missions to discover the lands to the south.

## History

When the bombs fell during the Great War, few fell directly on northern Minnesota, but that didn't mean people there were safe. Many died slow deaths from fallout or disease, and with the loss of modern infrastructure, many starved or froze during the harsh Minnesota winter. Worst of all, scarcity brought out the worst in many people, and many died at the hands of their former neighbors.

Despite all this terror, some managed to survive. The ancestors of the Axe Tribe were some of those lucky survivors. They came from many backgrounds, including loggers, members of the Leech Lake band of Ojibwa, survivalists, campers, and others who were just lucky enough to find the community.

The first years were hard for the survivors, but they adjusted to the new world they found themselves in, transitioning to a hunter and gatherer society. Their single focus was survival, and these were the lessons they passed on to their children, neglecting other trivial skills like reading, mathematics, and history. The first generation raised after the Great War lived through a chaotic time, and while they lost much of their pre-war culture, slivers of it remained and formed the basis of a new culture, the Axe Tribe.

## Councils

The Axe Tribe has an informal system of government. There are no elected or declared leaders, but some members are given more respect or deference and looked to for leadership. When there are decisions to be made that affect the whole band, they call a council to discuss the topic.

There are no rules about who may attend a council, though elders and those who are particularly skilled are expected to attend, as is anybody who might be affected by the decision. The more important the decision, the more people arrive. While youth may attend to listen, they're expected to keep their opinions to themselves.

Councils start by somebody knowledgeable explaining what they must decide, then attendees take turns in speaking, asking questions, making suggestions, or trying to convince people to join their side.

Once everybody has spoken, an elder will call for a vote. This is a voice vote, and if the votes are close, they put off the decision in the belief that more time to consider will result in better decisions.

## Traditions of the Axe Tribe

In the generations that have passed since the Great War, the Axe Tribe has developed many traditions. Many of these have roots in pre-war society, but others were forged from the harsh conditions of *Broken Earth*.

## **Marriage Traditions**

As in many societies, marriage is one of the most important events in the life of somebody from the Axe Tribe, and it is surrounded in both taboo and ritual.

The most significant taboo is that people of the Axe Tribe aren't supposed to marry somebody within the same band, so a woman born into the Santloose band is required to marry somebody from either the Missi or Ligfor band (or somebody from a minor band). While few people think about it in these terms, this taboo both prevents inbreeding and connects the bands to each other, which keeps the peace between them. Occasionally, young people try to get around this taboo by having one of the couple found a new band which the other will marry into.

People usually meet potential spouses at the Great Gathering, which occurs every midsummer. Young people in search of a spouse will also sometimes live with another band for several months, often staying with a male relative who married into that clan.

Once two people agree to marry each other, they go to the bride's parents to request permission. Assuming the parents accept, the husband-to-be leaves his band and lives with the bride's family while they construct a house of their own. Either of the couple is free to end the engagement for any reason during this time. Once the house is complete, they celebrate the marriage with a day of feasting, dancing, and storytelling. This completes the marriage ceremony, and from then on the two are husband and wife, and continue to live with the wife's band. It is extremely rare for somebody to divorce once they are married, but it is possible. If a man loses a wife by either death or divorce he may choose to return to his own band or remain with his former-wife's band.

## **The Great Gathering**

Every year at midsummer, members of each band gather at the Holiest Statue of Palbun for a week of feasting, games, trading, and stories. Every member of the Axe Tribe is expected to attend the Great Gathering at some point during their life. Typically tribesfolk start to attend in their teenage years, and continue until responsibilities at home make it impractical.

## **Funeral Rites**

Typically the Axe Tribe sends their dead to the afterlife through cremation. Ideally they are placed in a canoe which is loaded with kindling, and the boat is then lit on fire and left to drift downriver. If this is impractical (usually due to the lack of a canoe or river), the dead are simply burned in a funeral pyre. Friends and family gather to share stories of the dead, sings songs, and eat and drink the dead's favorite food.

## **Vision Quest**

When members of the Axe Tribe reach adulthood, they're expected to go on a vision quest as part of their rite of passage. As part of this, they go into the forest and spend several days fasting and meditating until they experience a vision. For safety the youth often travel with groups of others on a vision quest, but

those who are not going through the ritual are not permitted to be present. After their visions, the questers return to the tribe and share their visions with the elders, who help to interpret them as a sign of the tribe members' future.

It's rumored that occasionally desperate adolescents make up a vision, but of course that would demonstrate a lack of dedication.

## **Bands**

The Axe Tribe is divided into several smaller bands, all of which live in the woods of what was once northern Minnesota and southern Central Canada. They share a common culture, but there are slight differences between the bands.

### **Santloose Band**

The adventure assumes PCs come from the Santloose band of the Axe Tribe, the easternmost of the three major bands. As it's closest to Wright Town, it also has the most contact with people from outside the Axe Tribe, and they frequently trade with members of the Wright family. The band has nearly one hundred members.

### **Missi Band**

The Missi Band is the largest band of the Axe Tribe, numbering over two hundred people. They're based in the southwest of the Axe Tribe's range and roam the upper Mississippi River and winter near Leech Lake.

The Missi band is also the most conservative band on average. They hold strongest to the belief that they should avoid pre-war ruins and eschew technology if they don't know how it works.

### **Ligfor Band**

The Ligfor band is the northernmost of the major bands of the Axe Tribe, living around what was once the border of Minnesota and Ontario. They are even more concerned with cold weather than the rest of the Axe Tribe (which is quite concerned with cold weather), and they are expert fur trappers and tanners. The Ligfor band is the smallest of the major bands, numbering just over fifty members.

### **Minor Bands**

In addition to the three major bands, there are a few minor bands in the Axe Tribe. These number less than twenty people and are often a single family. Some minor bands were formed by ambitious tribesfolk who wanted to venture into unoccupied territory. Others are just exploiting a loophole to get around the marriage taboo. The marriage taboo dictates that people from the same band should not marry, but it does not stop them from falling in love. Most young couples simply accept that they cannot be together, and find somebody else. A few go to great lengths to stay together. One member (usually the woman) founds her own band, which also means that she no longer belongs to her original band. Thus she is free to marry somebody from the original band. The loophole comes with a price, since the new band is expected to move to new territory and is not able to rely on their former community for support. These "bands of convenience" are also





unlikely to attract other members (unlike “bands of expansion” which usually attract a handful of others).

## World-View

The typical member of the Axe Tribe holds the following beliefs, though as always PCs need not be typical.

- Most of life is spent hunting, gathering, and crafting tools and shelter.
- The world is filled with spirits, both helpful and dangerous.
- Psionic powers are divine gifts and are used to benefit the community.
- Advanced technology is a form of dark magic.
- Most ruins are haunted by ghosts of the ancients.
- Don't trust any machines if you cannot understand how they work.
- Most are illiterate, except for the story keepers and their apprentices.
- All members of the Axe Tribe are valued according to the skills they prove.
- Your clothes are mostly tanned hides and furs.
- Your tools are primarily made from plants and animals, with some metal items built from scrap or traded from Wright Town.
- You live in a log cabin during the winter, and a tent covered with leather or birch bark during the summer.

## Axe Tribe Slang

**Always-People:** Humans genetically similar to those from before the Great War.

**Burned-People:** Freaks

**Chopper:** A strong person, assertive, a person of action.

**Day of Fire or Day the Sky Rained Fire:** The Great War

**Dull:** Weak, unskilled.

**Foundling:** Members who were not born into the Axe Tribe, but later join it.

**Mookoosh:** Idiot.

**Outser:** Anybody who is not a member of the Axe Tribe.

**Snag:** Romantic partner.

**Vultures:** People who harvest scrap from ruins.

## Iron Shelter

### THE IRON SHELTER

NG Village

**Corruption** -1; **Crime** -2, **Economy** -1; **Law** -2; **Lore** -1;

**Society** +4

**Qualities** Insular, Storehouse

**Danger** +0

DEMOGRAPHICS

**Government** Council

**Population** 100 (100 humans)

**Notable NPCs**

**Councilor Jack Reynolds** (LG male human expert 7)

**Councilor Samantha Vang** (NG female human expert 7)

MARKETPLACE

**Base Value** 500 tp; **Purchase Limit** 2,500 tp; **Psionics** 3rd (in secret);

**Minor Items** 2d4, **Medium Items** 1d4

The Iron Shelter is so named because it was converted from an underground iron mine. Before the Great War, a group of academics and scientists foresaw the very real threat of nuclear war. Hoping to preserve human civilization, they refitted the mine with a miniature nuclear reactor and recycling systems for water and air. They stockpiled food and set aside a section for indoor gardening, complete with powerful lamps. Finally, they gathered massive libraries of reference materials, textbooks, technical manuals, historical accounts, and popular fiction; anything that would help future generations understand what human civilization was like before the fall. They hoped to one day return to the world above, but if need be they believed they could maintain a small population indefinitely.

When the missiles flew, the Iron Shelter closed itself off from the outside world, and the hundred inhabitants escaped the destruction that followed. For decades everything proceeded as planned. Through careful rationing and proper recycling, the inhabitants of the shelter lived completely cut off from the world outside.

But all that is about to change.

## History

Things were looking bad before the Great War, and many sought a way to avoid it. One such attempt was started by a group of university students and professors. They sought to establish a long-term shelter deep beneath the earth. For the site they chose the Soudun underground iron mine. This mine was already being used for physics experiments, and there was plenty of unused mine space that the new project could expand into.

They sought funding under the pretense of an experiment studying the ability to create a self-sustaining community, the kind that would be necessary for long-term space flight. They began fitting the mine with living quarters, subterranean gardens, and a micro nuclear reactor to power it all.

Almost everything was in place when the Great War broke out. Almost. People scrambled to get their friends and families into the shelter and to find last minute supplies. Fights erupted at the mine entrance about who was allowed in. Finally the cage screeched to the bottom of the mine shaft for the final time.

For a few days the sheltered watched broadcasts from the surface, showing images of death and destruction. Then there was nothing left but static.

The survivors were on their own. They soon formed new rules to govern their isolated society, creating a constitution. In many ways this mirrored the laws of the American society they came from, but they also added crucial laws governing population control. The founders thought they might be down in the mine for generations, and their resources were finite, so they instituted strict controls to ensure that they didn't overuse their resources.

## Daily Life

Inhabitants of the shelter spend most of their time maintaining the shelter's electrical and mechanical equipment, tending to the indoor gardens, and learning about pre-war society in the shelter's library. While the shelter is filled with books and computer files describing nearly every aspect of pre-war life, their knowledge is purely academic. While they might have thousands of pictures of

everything from dogs to spacecraft, nobody who currently lives in the shelter has heard the call of a wild animal, smelled dew on the grass, or seen a sunset.

## Democracy

The Iron Shelter is governed by an elected council of five people that act as both legislators and executives. They serve five-year terms, with one slot up for election every year in a five year cycle. Because they tend to govern well and stay clear of controversies, incumbents almost always win reelections, and most contentious elections occur when there is an open seat

The current members of the council are Jack Reynolds, Samantha Vang, Marguerite Olsen, Frank Muhammad, and Ernesto Morales. Though legally they all have equal power, Jack Reynolds and Samantha Vang are looked to as the primary leaders.

Most of the day-to-day work of the council is bureaucratic bookkeeping like tracking food production and consumption and ensuring all key labor roles are filled. Only rarely do they deal with major decisions or create new laws. When they do, Jack Reynolds tends to be the conservative voice while Samantha Vang argues for change.

## Apprenticeship

Because of tight population controls, there are never more than a handful of children in the Iron Shelter at any time. Young children are educated together in a school that resembles the one-room



school house of old. Here they learn the basics of reading, math, history, and science, as well as information about life in the Iron Shelter.

When the youths turn thirteen, they leave school to start what is called their "rotation," where they try a range of the different jobs that are vital to keeping the shelter functioning, including engineering, medical, agriculture, inventory, and food preparation. This rotation typically takes two years to complete, at which point the youths begin their apprenticeship. The council assigns the youth a job based on their aptitude and interests, as well as the needs of the shelter. The teens learn their trade by working alongside experienced members of the society. While it is possible to appeal the council's assignment of apprenticeship, doing so is rare, and would require extraordinary circumstances.

## Rumors of Return

In the months leading up to the start of the *Broken Earth* adventure, rumors circulate that the council is considering an expedition to explore the surface. This has sparked a vibrant debate among the citizens of the Iron Shelter.

Many would happily remain in the shelter and forget about the world above. Compared to much of the rest of the world, life in the Iron Shelter is safe and peaceful. The inhabitants are safe from marauders and mutants. They're well educated, and thanks to strict population controls, there's always enough food to eat.

Others, however, are less enthralled with life in the Iron Shelter. Boredom is one of the chief reasons, though few admit it. Others dislike many of the stifling rules, like the strict limit on how many children a couple can have or how much energy they can consume. They also point out that with a small population genetic diversity will become a problem in only a few more generations, and there's no way to refuel the reactor.

The most powerful argument however, is that they should be a beacon of hope. They should return to the surface not for themselves, but because they alone have the knowledge that the rest of humanity needs to once again return to a productive, safe, and prosperous civilization.

## World-View

The extreme isolation of the Iron Shelter has led to a common world-view among most people in the shelter.

- You live in a community of one hundred people. You've known them your whole life.
- You've never met anybody from outside the shelter.
- Of all the communities in *Broken Earth*, the Iron Shelter is probably closest in culture to the modern day.
- You know a lot of things about the world before the war, but almost all of it is theoretical, not practical.
- You've never seen a plant larger than a corn stalk or an animal larger than a beetle.
- You understand what technology is, and might even know how it works.
- There were no psionics, freaks, or mutant monsters in the world you've read about.
- Everything you own was originally made before your parents were born. It's been mended and repaired countless times.

## Iron Shelter Slang

**Brighty:** Happy, excited, full of energy.

**Broken:** Dumb.

**Deep:** Safe, secure.

**Iron:** Strong, impressive, true.

**Kell:** Cool, interesting.

**Rack or Rack-It:** An interjection to express anger or frustration (similar to darn).

**Sheltered:** People who are native to the Iron Shelter.

**Surfacer:** People who live on the surface.

## Wright Town

### WRIGHT TOWN

LN Small Town

**Corruption** +2; **Crime** -2; **Economy** +2; **Law** +3; **Lore** +1;

**Society** -2

**Qualities** Prosperous, Strategic Location

**Danger** +0

DEMOGRAPHICS

**Government** Overlord

**Population** 1,022 (910 humans, 106 freaks, 6 simians)

**Notable NPCs**

**Jed Wright** (LN male human fighter 4/rogue 5)

**Sally Wright** (N female human expert 4/psion 2)

**Jack Wright** (LN male human rogue 7)

MARKETPLACE

**Base Value** 1,500 tp; **Purchase Limit** 7,500 tp; **Psionics** 4th

**Minor Items** 3d4; **Medium Items** 1d4

As humanity slowly started to crawl its way out from disaster, many returned to former large cities to reclaim the remnants of technology they had lost. Many died in the process, falling victim to radiation or mutant beasts, but those who escaped danger found wonders from the old world and prospered.

This is the fate of the Wright family, who returned to the ruins of what was once Duluth. They combed the ruins, and not only found many tools that they could use, they began trading their goods to the small number of settlements beginning to form in what was once northern Minnesota. Over the decades, the Wright Trading Company has expanded to include not only members of the family itself, but also hundreds of employees who scour the landscape for scrap, protect caravans, and provide other support roles. The actual buying and selling is still reserved for members of the Wright family, which now includes several branches.

## History of Wright Town

According to family lore, Jed Wright's father, Anthony Wright, was born the day the Great War ended. His parents were survivalists who had stockpiled enough food and ammunition to see them through the end of the world. Little else is known about them, as Anthony's children never met their grandparents, and he refused to even mention their names.

Anthony started out fending for himself, hunting and gathering food, and salvaging what he could from the ruins. As he grew up he started to realize that he could do more serving



as an intermediary. He learned what people needed, found it someplace else, transported it, and took his cut. Not long after he started trading, Anthony met a fisherwoman named Sable. The two fell in love and were soon married. Their children became the first employees of the Wright Trading Company.

As Jed Wright and his siblings grew, so too did the Wright Trading Company. They established a base outside of the ruins of Duluth and hired a dozen scrappers to sift through the ruins for anything usable. They set up regular trade routes with nearby fishing and farming communities.

The Wright family weren't the only ones with this idea, and early on several other scavengers and traders attempted to compete with the Wright family, but the family didn't tolerate friendly competition. The Wright Company either convinced traders to work for them, pushed them out of the territory, or executed them for, "the crime of unlicensed trading."

On his deathbed, Anthony Wright named Jed his successor to lead the Wright Trading Company. Unfortunately Jed's brother Ben thought he should control the company. The brothers' arguments turned to brawls and soon to bloodshed. The families fought for a year and a half, and the violence didn't end until Ben and all of his children were dead.

The brothers' war hurt the Wright family, and for some time it looked like they might fall from power, but in the twenty-four years since then, the company has grown even stronger and has regained its place as the de facto power in the north.

### **Corporate Government**

Though they still see themselves a business, the Wright Company has become a de facto government, which controls a small town with the apt (if unimaginative) name of Wright Town. Jed Wright is the patriarch of the Wright family and, as CEO of the Wright Trading Company, is also the de facto leader of Wright Town. He is assisted by several family members, including his daughter Sally who oversees the traders and his younger brother Jack who oversees salvage.

Like most company towns, most of the employees who live in Wright Town are constantly in debt, since the Wright Company (which operates all the stores in town) sets prices to squeeze all they can out of their employees. Most of the employees are scrappers, and while they are paid based on what they find (and only if they find something), the Wright Family considers all the salvage in the town to be their property, and anybody who "steals" is punished harshly.

The Wright Company is concerned with governing only as it affects their business. They maintain enough order to make sure that conditions are safe for their customers and workers. They maintain roads and ports, but otherwise care little for infrastructure, or education. They dole out punishments for major crimes like theft and murder with speed but little due process. There are no jails, and punishments usually involve branding, losing a hand, or execution.

## The Wrights and the Have-Nots

Members of the Wright family live comfortable lives. Not only do they never worry about their next meal, they enjoy luxuries like books, guns, and even the occasional use of a gas-powered generator. They are the closest thing the region has to royalty.

Most other people in Wright Town live in pretty squalid conditions. They barely scrape together enough to keep themselves fed, and many go into debt to the Wrights to make it through the winter. A lack of sanitation and modern medicine also makes disease and parasites common throughout the town.

There is a very small band between the Wrights and the toiling masses. Most of these people survive by working for the Wright family in ways that they deem more important. These include caravan guards, smiths, and mechanics. Most of these people dream of marrying into the Wright family. When people marry a Wright, they always take the Wright name, whether male or female.

## A Community of Loners

Wright Town has the least community cohesion of all the communities in the region. They don't necessarily share a history, culture, or creed. Many squabble with their neighbors, competing over food, land, and scrap. Others do their best to form smaller cooperative communities within the ruins of Duluth.

## World-View

Because Wright Town is less homogeneous than the other major communities, the world-views of the citizens are more varied, but here are a few guidelines of what they might believe.

- For good or ill, the Wright family is the most powerful force you know of.
- There are monsters out there, waiting to strike.
- Raiders and thugs can be just as dangerous as any monster.
- Some people have psionic powers. You may or may not understand them.
- You know of advanced technology. You might consider it magic.
- You've probably seen people from nearby communities like Moose Town or Agate, and maybe even far off travelers from places like Freaky Town.
- Ruins often contain useful and valuable items hidden among the rubble.
- Your clothes are a mix of alpaca wool, leathers, and furs.
- Most of your tools and household goods are scavenged or made from scrap.
- You probably live in the ruins of a building that you have cleaned up and modified for your own purposes.

## Wright Town Slang

**Ainch:** Pre-war.

**Babble:** Knowledge, information, especially related to pre-war information.

**'Canic:** Somebody able to fix pre-war machines.

**Chem-Head:** Somebody who knows a lot about chemistry, particularly pharmaceuticals.

**Dirter:** Farmer

**The Family/The Fam:** The Wright family

**Rusty:** Unintelligent, slow, incompetent

**Scraper:** Somebody who makes their living harvesting scrap from ruins.

**The Sea:** Lake Superior

**Techno:** Cool, new, interesting

**Tribal:** People who exist by hunting and gathering (such as those from the Axe Tribe).

## Secondary Communities

If you are not interested in one of the primary communities, your character might come from one of the secondary communities listed below. These are considered "secondary" not because they are necessarily smaller or less powerful, but because they are farther from the start of the adventure and the PCs are not likely to visit them until later in the campaign. Because of this, you may also need to work harder to incorporate your character into the adventure.

**Farming or Fishing Communities:** There are several farming or fishing communities near where the action begins, including Sandy, Moose Town, Agate, and Madeline. These are simply collections of farmers or fisher folk who live relatively near to each other for their own protection. They only have one or maybe two buildings other than the houses, and are supported by Wright Town.

**Freaky Town:** A community that dwells in the remains of Minneapolis. Because of high radiation levels, they are exclusively freaks. They mostly keep to themselves, but some want to either explore or conquer neighboring communities.

**Green Empire:** A large (by post-apocalyptic standards) power that controls several towns in the remains of Iowa. The Empire is powered by slave labor and a surprisingly large supply of diesel fuel.

**Kingdom of Geneva:** A fortified town in southern Wisconsin that protects the surrounding farms and villages from raiders and mutant monsters. The Kingdom has patterned itself after both historical texts about medieval Europe, and fantasy fiction set in similar worlds (and many don't know the difference).

**Scrap City:** Scrap City is in the ruins of what was once Chicago, and refers to the place rather than any single community. The city is divided by several camps of scrapers who compete over territory and trading privileges. Most bands survive by trading with either the Golden Empire or Kingdom of Geneva, though some trade with smaller communities nearby.

# Gear

From the spears characters make themselves, to the highly advanced technology they recover from ancient ruins, equipment plays a major role in *Broken Earth*. Most items in the *Pathfinder Core Rulebook* are still available to purchase, with the exception of alchemical items.

The following section also introduces a range of new items appropriate to the post-apocalyptic setting.

## Trade

The vast majority of the people in *Broken Earth* use a barter system to exchange goods and services, as there is little that people are willing to put their full faith and credit in. For PCs to acquire items, they need to have something tangible to give in exchange. Some items are more easily traded than others. If somebody is willing to part with something, food is almost always an option, especially if it's something that preserves well. That being said, PCs don't need to list every item they have. It's okay to simply list a value in trade goods.

There are a few exceptions to the barter system, but they are typically highly localized to their community. For example the Wright Trading Company pays its workers in "notes of credit" that they can redeem at company stores in exchange for things they need. To any place outside of Wright Town however, these notes are just scraps of worthless paper. As PCs explore further out, they may encounter other communities that have their own currencies.

This book uses trade points (tp) to compare the relative value of items, though of course the value always depends on who is trading. One tp is worth the same as one gp when relating trade to the typical gold-standard Pathfinder RPG economy.

## Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Armor Class, saving throws, or skill checks. Examples include an exceptionally well-forged sword, a suit of re-enforced armor, or a book with detailed knowledge about a certain topic.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. This increases the cost based on the chart below. Mastercraft objects with a bonus of +2 or +3 are extremely rare and are generally not for sale. If PCs do find such an item for sale its price is increased according to the following chart.

Bonus	Attack	Defense	Skill
+1	+2,000 tp	+1,000 tp	+100 tp
+2	+8,000 tp	+4,000 tp	+400 tp
+3	+18,000 tp	+9,000 tp	+900 tp

A few rare objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it always provides a bonus of +1. In these cases, the price is not increased (such objects are already priced higher than similar objects of lower quality).

## Tech Levels

Before the Great War, the people of Earth made many miracles of technology, from artificial intelligence to genetic engineering. After the War much of this technology was lost. The surviving communities have a wide range of technology available to them, and to represent this, *Broken Earth* makes use of tech levels. Each community has two tech levels, a production and maintenance level. Communities cannot produce new items that are higher than their production level, but if they find higher levels, they can repair and maintain items up to their maintenance level. Even if they cannot maintain higher level tech, communities can still use items from higher tech levels, unless they require special training.

The tech levels are generalities. Some communities have higher levels in some areas than others, and in any community, there can be a rare individual whose knowledge of technology is far beyond the community average.

### Tech Level 0: Stone Age

These communities have very little technology, but they still use simple stone and wood tools. They may use fire, domesticated animals, and agriculture. Common weapons in a TL 0 civilization include clubs, daggers, spears, and bows. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot, horses, or by simple rafts or canoes. Simple pottery, stonework, and woodwork are possible.

Every community in *Broken Earth* can produce TL 0 equipment.

### Tech level 1: Bronze/Iron Age

Tech level 1 civilizations are capable of crafting metal items and tools (generally from salvaged scrap), resulting in stronger tools and weapons. Some communities may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency permit a higher number of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

All but the smallest and most isolated communities can produce TL 1 items.

## Tech Level 2: Middle Ages

Tech level 2 is roughly equal to the Middle Ages. It features developments in architecture, commerce, metallurgy, and mathematics. Specialized crafts and literacy become more common.

Sophisticated chain and plate armors protect warriors from harm, while crossbows are developed to punch through this armor. Elaborate fortifications become something of an art form.

Most communities on *Broken Earth* can produce at least some TL 2 items.

## Tech Level 3: Renaissance Era

This is roughly equal to the Age of Reason era in human history when the development of ideas and systems of thought takes precedence over technological invention. The study of the various scientific disciplines—chemistry, electromagnetism, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries.

Tech level 3 weapons include black powder guns. Light melee weapons remain common.

Larger communities in *Broken Earth* can produce TL 3 equipment, and most communities can maintain it.

## Tech Level 4: Industrial Age

The fourth technology level is roughly equal to the Industrial Revolution. It includes the use of hydraulic, steam, and basic

electric power. Reliable and accurate rifles, pistols, and machine guns become common.

Many communities in *Broken Earth* can maintain TL 4 equipment, but only the most advanced can produce it.

## Tech Level 5: Information Age

Tech level 5 represents the present day level of technology. Computer technology and electronics rule supreme. This tech level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. Automobiles are the most common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

No communities in *Broken Earth* can produce everything in TL 5, through some have limited TL 5 production capabilities. A few communities can maintain TL 5 equipment.

## Tech Level 6: Fusion Age

Tech level 6 represents all of the technological advances made between our present day and the Great War. It includes even further advances in computing, including artificial intelligence systems that are almost indistinguishable from humans. Genetic engineering has become practical, and is used by the military and civilian consumers.

No civilization in *Broken Earth* continues to produce TL 6 items, and only a few in the world (none in this adventure) can maintain them.



## Rarity

In general, PCs can find very common items easily. Such items are extremely cheap and sometimes so readily available that there's no market for them. This includes scrap materials and unworked wood.

Common items are easily produced in the post-apocalyptic society, including food, clothes, and many weapons like spears, axes, and bows. Common items are typically available for purchase at a reasonably sized community.

Uncommon items are difficult to manufacture after the apocalypse, but can still be found in many ruins. They include many kinds of firearms and armor.

Rare items all date back to pre-war society, and were rare even then. These include many military items and highly advanced technology. It also includes fragile objects that were unlikely to survive the apocalypse. Rare items also include many mastercraft items.

## Core Equipment

Most equipment in the *Pathfinder Roleplaying Game Core Rulebook* is available in *Broken Earth*, and has a tp value equal to its gp value. These items are either common or very common. The exceptions are special materials like mithral, and magical items like holy water.

## Weapons

Most people in *Broken Earth* have some kind of weapon, be it a homemade spear or an automatic rifle. Unless the GM determines otherwise, all the weapons in the *Pathfinder Roleplaying Game Core Rulebook* are also available.

**Firearms and Exotic Firearm Proficiencies:** *Broken Earth* adds a new weapon proficiency category to the game: firearms. Waste warriors (fighters) are proficient with all standard firearms and scrappers (rogues) are proficient with one-handed firearms.

In addition to the standard firearms, there are several exotic firearms, including weapons like flame throwers and rocket launchers.

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

Characters proficient with firearms can make this sort of attack without penalty. Characters not proficient in personal firearms take a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when she fires more than one bullet as part of a single attack at a single target. (Characters who don't have those feats can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Otherwise firearms in *Broken Earth* follow all of the rules presented in *Ultimate Combat*.

## Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective AC of 10. (If the character is not proficient with the firearm, he takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

## Optional Rule: Ignore Touch Attack

By standard Pathfinder rules, firearms attack touch AC at close ranges. Because the firearms in *Broken Earth* are already powerful enough, and because some armor is designed to protect against firearms, it might simply be easier to ignore the touch attack rules, and have firearms attack standard AC.

## Tech Level 3 Firearms

**Blunderbuss:** This weapon fires pellets or a bullet from its trumpet-shaped barrel, making it an effective fowling weapon or close-fighting, personal defense weapon. The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder as ammunition.

**Musket:** This long-barreled firearm has a much greater range than a pistol. A musket uses either a bullet and a single dose of black powder as its ammunition.

**Musket, Double-Barreled:** This musket has two parallel barrels; each barrel can be shot independently as a separate action, or both can be fired at once as the same attack. If both barrels are fired at once, they must both target the same creature or object, and the gun becomes wildly inaccurate, taking a -4 penalty on each shot. Each barrel of a double-barreled musket uses either a bullet and a single dose of black powder as ammunition.

**Pepperbox:** This pistol has six barrels instead of one. The entire barrel housing can be quickly rotated by hand between shots (a free action requiring one free hand), allowing all six bullets to be fired before the weapon must be reloaded. Each barrel of a pepperbox uses either a bullet and a single dose of black powder as ammunition.

**Pistol:** The single-shot pistol is an inexpensive firearm. A pistol uses either a bullet and a single dose of black powder as ammunition.

**Pistol, Double-Barreled:** This pistol has two parallel barrels; each barrel can be fired independently as a separate action, or both can be shot at once with the same action. If both barrels are shot at once, they must both target the same creature or object, and the pistol becomes wildly inaccurate, imparting a -4 penalty on each shot.



### Tech Level 3 Firearms

Firearm	Cost	Dmg	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>									
Pepperbox	300 tp	1d8	×4	20 ft.	1–2 (5 ft.)	6	5 lb.	B and P	—
Pistol, Flintlock	100 tp	1d8	×4	20 ft.	1 (5 ft.)	1	4 lb.	B and P	—
Pistol, double-barreled flintlock	175 tp	1d8	×4	20 ft.	1–2 (5 ft.)	2	5 lb.	B and P	—
<i>Two-Handed Firearms</i>									
Blunderbuss	200 tp	1d8	×2	special	1–2 (10 ft.)	1	8 lb.	B and P	scatter
Musket	150 tp	1d12	×4	40 ft.	1–2 (5 ft.)	1	9 lb.	B and P	—
Musket, double-barreled	250 tp	1d12	×4	10 ft.	1–3 (5 ft.)	2	11 lb.	B and P	—

### Tech Level 4 Firearms

Firearm	Cost	Dmg	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>									
Revolver	500 tp	1d8	×4	20 ft.	1	6	4 lb.	B and P	—
<i>Two-Handed Firearms</i>									
Rifle	625 tp	1d10	×4	80 ft.	1	1	12 lb.	B and P	—
Rifle, pepperbox	875 tp	1d10	×4	80 ft.	1–2	4	15 lb.	B and P	—
Shotgun	625 tp	1d8	×2	20 ft.	1–2	1	12 lb.	B and P	scatter
Shotgun, double-barreled	875 tp	1d8	×2	20 ft.	1–2	2	15 lb.	B and P	scatter

### Tech Level 5 Firearms

Firearm	Cost	Dmg	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>									
Light automatic pistol	900 tp	2d4	×4	30 ft.	1	8	1 lb.	B and P	semi-automatic
Heavy automatic pistol	1,000 tp	2d6	×4	40 ft.	1	8	3 lb.	B and P	semi-automatic
<i>Two-Handed Firearms</i>									
Assault rifle	2,400 tp	2d8	×4	70 ft.	1	30	10 lb.	B and P	full auto
Sniper rifle	2,400 tp	2d10	×4	120 ft.	1	4	15 lb.	B and P	—
Submachine gun	1,500 tp	2d6	×4	40 ft.	1	20	8 lb.	B and P	full auto

### Tech Level 5 Exotic Firearms

Firearm	Cost	Dmg	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>Two-Handed Firearms</i>									
Heavy machine gun	7,500 tp	2d12	×4	110 ft.	1	special	75 lb.	B and P	full auto, see text
Rocket launcher	6,000 tp	10d6	—	150 ft.	1	1	10 lb.	Fire and P	see text
Grenade launcher	4,500 tp	varies	—	70 ft.	1	1	7 lb.	B and P	see text
Flamethrower	6,500 tp	3d6	—	30 ft.	1	10	50 lb.	Fire	see text

### Tech Level 6 Firearms

Firearm	Cost	Dmg	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>									
Laser pistol	8,000 tp	2d8	×4	40 ft.	1	50	3 lb.	Fire	semi-automatic
<i>Two-Handed Firearms</i>									
Laser rifle	12,000 tp	3d8	×4	80 ft.	1	50	8 lb.	Fire	full auto

### Thrown Weapons

Weapon	Tech Level	Cost	Damage	Critical	Type	Burst Radius	Reflex DC	Increment	Weight
Dynamite	4	50 tp	2d6	—	Fire	5 ft.	15	10 ft.	1 lb.
Fragmentation grenade	5	200 tp	4d6	—	Slashing	20 ft.	15	10 ft.	1 lb.
Smoke grenade	5	150 tp	—	—	—	See text	—	10 ft.	2 lb.
Tear gas grenade	5	150 tp	See text	—	—	See text	—	10 ft.	2 lb.
Acid	2	10 tp	1d6	×2	Acid	—	—	10 ft.	1 lb.
Molotov cocktail	2	20 tp	1d6	×2	Fire	—	—	10 ft.	1 lb.

## Tech Level 4 Firearms

**Revolver:** A revolver is a pistol with a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is shot, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver uses metal cartridges as ammunition.

**Rifle:** This improvement on the musket, featuring grooved barrels, can fire farther and with more accuracy than early long-bore firearms. A rifle uses metal cartridges as ammunition.

**Rifle, Pepperbox:** The four barrels of this rifle are set into a turnable housing that can be quickly rotated by hand (a free action) between shots. A pepperbox rifle uses metal cartridges as ammunition.

**Shotgun:** This advanced version of the blunderbuss shoots in a 30-foot cone when firing pellets, and has a 20-foot range increment when firing a bullet (often called a slug). A shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

**Shotgun, Double-Barreled:** This twin-barreled shotgun can be shot either one barrel at a time, or both together as one attack. A double shot that fires bullets is inaccurate, and takes a -4 penalty on both attacks. A double shot that fires bullets targets only a single creature and increases the damage of each barrel to 2d8 points for a total of 4d8 points. A double-barreled shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

## Tech Level 5 Firearms

**Light Automatic Pistol:** These small pistols are designed to be light and easy to conceal. They fire as quickly as the wielder can pull the trigger.

**Heavy Automatic Pistol:** These heavier pistols are designed for power over comfort. They fire as quickly as the wielder can pull the trigger.

**Assault Rifle:** These shoulder fired rifles are the primary infantry weapon of the Information Age. They can be set to fire a single bullet, short burst, or completely automatic fire.

**Sniper Rifle:** Sniper rifles are powerful weapons designed to fire a long distance, and are equipped with telescopic sights.

**Submachine Gun:** These fully automatic weapons are smaller than an assault rifle, but still capable of doing a lot of damage.

## Exotic Tech Level 5

The following weapons each require a separate Exotic Weapon Proficiency.

**Flamethrower:** A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage (or DC 11 if the wielder is not proficient). Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and

3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (DC 15 Reflex save for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action.

A flamethrower can shoot 10 times before the fuel supply is depleted.

**Grenade Launcher:** This single-shot grenade launcher fires 40mm grenades. These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the grenade launcher can't shoot hand grenades, but they have the same cost and deal the same damage or have the same effect.

Attacking with a grenade launcher is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the grenade launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the grenade launcher requires a weapon proficiency to operate without penalty.

**Heavy Machine Gun:** This heavy-duty .50-caliber machine gun fires a steady stream of bullets fed from an ammo belt which typically hold between 50 and 300 bullets. It requires a tripod or vehicle mount to fire properly, and attempting to use it otherwise inflicts a -8 penalty on attack rolls.

**Rocket Launcher:** A rocket launcher comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the rocket hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the rocket launcher ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

## Tech Level 6 Firearms

**Laser Pistol:** This small pistol fires an intensely focused beam of light that cuts through its targets.

**Laser Rifle:** This larger rifle fires a more powerful beam than the pistol version. While it actually fires a sustained cutting beam, it uses the rules for automatic fire.

## Thrown Weapons

**Dynamite:** Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the

check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

**Fragmentation Grenade:** The most common military grenade, this small explosive device sprays shrapnel in all directions when it explodes.

**Smoke Grenade:** Military and police forces use these weapons to create temporary concealment. On the round when it's thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creatures within the area have total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph or 18+ kph) disperses the smoke in 4 rounds and a strong wind (21+ mph or 34+ kph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

**Tear Gas Grenade:** Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it's thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph or 18+ kph) disperses the smoke in 4 rounds and a strong wind (21+ mph or 34+ kph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

**Acid:** A character can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mildly caustic substance.

**Molotov Cocktail:** A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. To use it, the rag must

first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

### Ammunition

Ammo	Weight	Cost
Bullet, Small (30)	1/2 lb.	150 tp
Bullets, Medium (30)	1/2 lb.	250 tp
Bullet, Large (30)	1/2 lb.	400 tp
Flamer Fuel	10 lb.	500 tp
Laser Battery	1 lb.	2,000 tp
Rocket	1 lb.	500 tp
Shot and powder (30)	1 lb.	100 tp
Shotgun Shells (30)	1/2 lb.	400 tp

### Ammunition

**Bullet, Small:** These metal bullets are sized for a light pistol.

**Bullet, Medium:** These metal bullets are the proper size for most one-handed fire arms.

**Bullets, Large:** These metal bullets are sized for rifles and machine guns.

**Flamer Fuel:** This fuel tank holds enough fuel for ten attacks with a flame thrower.

**Laser Battery:** This single charged laser battery holds energy to power fifty shots from a laser pistol or rifle.

Rocket: A single rocket

**Shot and Powder:** A supply of metal pellets and enough black powder to fire them. They are used in black powder weapons.

**Shotgun Shells:** These shells are designed to scatter upon firing.

### Armor

Armor is common throughout *Broken Earth*. Just as ancient weapons have regained popularity, so has ancient armor, including that presented in the *Pathfinder Roleplaying Game Core Rulebook*.

**Ballistic Armor:** Armor with the ballistic property adds its armor bonus to attacks from firearms, even if the firearm would normally make its attack against a touch AC.

### Tech Level 5 Armor

**Leather Jacket:** This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as football pads or a baseball catcher's pads, offer similar protection and game statistics.

### Tech Level 5 Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Speed	Weight	Special
<i>Light Armor</i>							
Leather Jacket	5 tp	+1	+8	0	30 ft.	10 lb.	—
Undercover vest	100 tp	+3	+6	-1	30 ft.	15 lb.	ballistic
<i>Medium Armor</i>							
Modular tactical vest	500 tp	+6	+3	-3	20 ft.	25 lb.	ballistic
<i>Heavy armor</i>							
Full tactical gear	2,500 tp	+9	+1	-6	20 ft. <sup>1</sup>	40 lb.	ballistic

<sup>1</sup> When running in heavy armor, you move only triple your speed, not quadruple.

## Goods and Services

Object	Tech Level	Weight	Cost	Rarity
<b>Bags and Boxes</b>				
Briefcase	4	2 lb.	5 tp	C
Day pack	1	2 lb.	3 tp	C
Handbag	1	1 lb.	2 tp	C
<b>Clothing</b>				
Business	0	3 lb.	5 tp	C
Casual	0	2 lb.	1 tp	C
Formal	0	3 lb.	60 tp	C
Fatigues	0	3 lb.	10 tp	C
<b>Outerwear</b>				
Coat	0	2 lb.	25 tp	C
Fatigue jacket	0	2 lb.	40 tp	C
Parka	0	3 lb.	50 tp	C
Tool belt	1	2 lb.	10 tp	C

## Computers and Consumer Electronics

Battery	5	0.5 lb.	100 tp	R
<b>Computer</b>				
Desktop	5	10 lb.	3,500 tp	R
Notebook	5	5 lb.	5,000 tp	R
Tablet	5	1 lb.	4,000 tp	R
Digital audio recorder	5	1 lb.	250 tp	R
Digital camera	5	0.5 lb.	350tp	R
Portable satellite phone	5	2 lb.	900 tp	R
Portable video camera	5	2 lb.	650 tp	R
Printer	5	3 lb.	300 tp	R
Scanner	5	3 lb.	350 tp	R
<b>Walkie-Talkie</b>				
Basic	5	1 lb.	200 tp	U
Professional	5	1 lb.	500 tp	R

## Surveillance Gear

<b>Binoculars</b>				
Standard	3	2 lb.	50 tp	U
Rangefinding	5	3 lb.	500 tp	R
Electro-optical	5	4 lb.	650 tp	R
Night vision goggles	5	3 lb.	1,000 tp	U

## Professional Equipment



Bolt cutter	4	5 lb.	20 tp	U
Chemical kit	4	6 lb.	650 tp	U
Demolitions kit	4	5 lb.	275 tp	U
Duct tape	4	1 lb.	10 tp	U
<b>Electrical tool kit</b>				
Basic	5	12 lb.	350 tp	U
Deluxe	5	33 lb.	2,750 tp	R
<b>Handcuffs</b>				
Steel	3	1 lb.	50 tp	U
Zip-tie (25)	5	0.5 lb.	30 tp	U
<b>Lockpicks</b>				
Car opening kit	3	1 lb.	30 tp	U
Lockpick set	2	1 lb.	100 tp	U
Lock release gun	5	0.5 lb.	200 tp	R
<b>Mechanical tool kit</b>				
Basic	4	22 lb.	250 tp	U
Deluxe	5	45 lb.	2,000 tp	R
Medical kit	5	5 lb.	500 tp	U
Multipurpose tool	5	0.5 lb.	40 tp	U

## Survival Gear

Chemical light sticks (5)	5	1 lb.	5 tp	U
Climbing gear	2	10 lb.	80 tp	U
Compass	3	0.5 lb.	30 tp	U
Flash goggles	4	2 lb.	500 tp	U
<b>Flashlight</b>				
Penlight	5	0.5 lb.	25 tp	U
Standard	5	1 lb.	40 tp	U
Battery flood	5	2 lb.	80 tp	R
Gas mask	5	5 lb.	300 tp	U
GPS receiver	5	1 lb.	500 tp	R
<b>Map</b>				
Road atlas	2	1 lb.	20 tp	U
Tactical map	2	0.5 lb.	10 tp	U
Mesh vest	4	7 lb.	5 tp	U
Metal detector	5	2 lb.	300 tp	U
Portable stove	4	1 lb.	100 tp	U
Roller skates / inline skates	4	8 lb.	80 tp	U
Rope (150 ft.)	1	12 lb.	30 tp	C
Sleeping bag	0	4 lb.	20 tp	C
Snow shoes	1	4 lb.	30 tp	C
Skis	2	5 lb.	40 tp	C
<b>Tent</b>				
2-person dome	0	4 lb.	12 tp	C
4-person dome	0	7 lb.	20 tp	C
8-person dome	0	10 lb.	40 tp	C

## Weapon Accessories

<b>Detonator</b>				
Blasting cap	5	0.5 lb.	20 tp	U
Radio-controlled	5	0.5 lb.	120 tp	U
Timed	5	0.5 lb.	55 tp	U
Wired	5	1 lb.	40 tp	U
<b>Holster</b>				
Hip	1	1 lb.	3 tp	C
Concealed Carry	1	0.5 lb.	3 tp	C
Illuminator	5	0.5 lb.	50 tp	R
Laser sight	5	0.5 lb.	500 tp	R
<b>Scope</b>				
Standard	4	0.5 lb.	150 tp	U
Electro-optical	5	3 lb.	1,200 tp	R
<b>Suppressor</b>				
Pistol	5	1 lb.	200 tp	R
Rifle	5	4 lb.	350 tp	R

**Undercover Vest:** Covering a larger area of the torso, this vest provides better protection against bullets and similar attacks. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Perception checks to notice the armor.

**Modular Tactical Vest:** The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

**Full Tactical Gear:** The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

## Goods and Services

There are many goods available to trade on *Broken Earth*, from pre-war salvage to newly manufactured goods. The list below describes some items that might be of interest to PCs.

### Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store or carry the equipment in.

**Briefcase:** A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock isn't very secure (Disable Device DC 20; break DC 10).

**Day Pack:** This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

**Handbag:** Handbags provide another way to carry 2 pounds of equipment.

### Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

**Clothing Outfit:** An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears don't count against the weight limit for encumbrance.

**Business:** A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

**Casual:** Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

**Formal:** From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have prices much higher than shown on the table.

**Fatigues:** Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Stealth checks.

**Outerwear:** In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying.

**Coat:** An outer garment worn on the upper body. Its length and style vary according to fashion and use.

**Parka:** This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

**Tool Belt:** This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

## Computers and Consumer Electronics

Computers and electronic devices are rare in *Broken Earth*, but a few still exist. These devices require some form of electrical power, be it battery, hand crank, or nuclear reactor. Should characters find a computer they can operate it with the Knowledge (computing) skill.

**Battery:** Batteries are used to power electronic devices. Instead of keeping track of the exact type of battery needed, just assume there is a 10% chance that any given battery matches the device. An appropriate Craft check at DC 20 and one day of work allows a PC to modify a device to accept a different kind of battery.

**Camera:** Still cameras let a character capture a record of what she has seen.

**Digital:** A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary. They typically have internal batteries that can be recharged from a source of electricity.

**Computer:** Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a DVD-ROM drive, wireless card, and the latest processor. They require electricity to use.

**Desktop:** Bulky but powerful, these machines are common on desks everywhere.

**Notebook:** Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

**Tablet:** Tablets are small light computers that are controlled through touch screens rather than keyboards and mice.

**Digital Audio Recorder:** These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

**Portable Video Camera:** Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

**Printer:** The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

**Scanner:** A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

**Walkie-Talkie:** This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

**Basic:** This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

**Professional:** This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

## Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

**Metal Detector:** This hand-held device provides a +10 equipment bonus on all Perception checks involving metal objects.

**Night Vision Goggles:** Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (range 120 ft.)—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Perception checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

## Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –2 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details.

Note that some skills, by their nature, require a piece of equipment to utilize.

**Bolt Cutter:** An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

**Car Opening Kit:** This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

**Chemical Kit:** A portable laboratory for use with the Craft (chemistry) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

**Demolitions Kit:** This kit contains everything needed to use the Craft (demolitions) skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

**Disguise Kit:** This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

**Duct Tape:** The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

**Electrical Tool Kit:** This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

**Basic:** This small kit allows a character to make Craft (electronics) checks to electrical or electronic devices without penalty.

**Deluxe:** This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Craft (electronics) checks.

**First Aid Kit:** This kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit grants a +2 equipment bonus to Heal checks when giving first aid.

**Forgery Kit:** This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to

Skill	Associated Item
Climb	Climbing gear
Craft (chemistry)	Chemical kit
Craft (electronics)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (demolitions)	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Linguistics (to create forgeries)	Forgery kit
Perform, (keyboards)	Instrument, keyboard
Perform, (percussion)	Instrument, percussion
Perform, (stringed)	Instrument, stringed
Perform, (wind)	Instrument, wind
Heal	First aid kit
	Medical kit

be forged, a character might need legal documents or other items not included in the kit.

**Handcuffs:** Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size creature that has an appropriate body structure.

**Steel:** These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

**Zip-Tie:** These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

**Instrument, Percussion:** A set of drums, necessary in order to use the Perform (percussion instrument) skill.

**Instrument, Stringed:** An acoustic guitar or similar instrument, necessary in order to use the Perform (stringed instrument) skill.

**Instrument, Wind:** A flute or similar instrument, necessary in order to use the Perform (wind instrument) skill.

**Lockpick Set:** A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

**Lock Release Gun:** This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

**Mechanical Tool Kit:** This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

**Basic:** This kit, which fits in a portable toolbox, allows a character to make Craft (mechanical) checks for mechanical devices without penalty.

**Deluxe:** This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus to make Craft (mechanical) checks.

**Medical Kit:** About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit grants a +2 bonus to all Heal checks.

**Multipurpose Tool:** This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Craft (mechanical) or Craft (electronics), checks without appropriate tools to -1 instead of the normal -2. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

## Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

**Backpack:** This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

**Binoculars:** Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

**Standard:** Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

**Rangefinding:** In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

**Electro-Optical:** Electro-optical binoculars function as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

**Chemical Light Stick:** This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase price is for a pack of 5 sticks.

**Climbing Gear:** All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand axe, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. The gear gives a +2 equipment bonus to Climb checks..

**Compass:** A compass relies on the earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus to skill checks involving navigation.

**Fire Extinguisher:** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

**Flash Goggles:** These eye coverings provide total protection against blinding light.

**Flashlight:** Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

**Penlight:** This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

**Standard:** This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

**Battery Flood:** Practically a hand-held spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

**Gas Mask:** This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. An extra filter costs 50 tp.

**Map:** While a compass can help characters find their way through the wilderness, a map can tell a character where she is going and what to expect when she gets there.

**Road Atlas:** Road atlases are available for the entire United States, showing all major roads in each state. They can also be discovered for most major metropolitan areas, detailing every street in the entire region.

**Tactical Map:** A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building

is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas.

**Mesh Vest:** This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

**Portable Stove:** This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

**Roller Skates / Inline Skates:** These skates increase the wearer's base speed by 10ft. However any time the wearer takes damage, she must make an Acrobatics check with a DC equal to 10 plus the damage dealt. Failure means the wearer falls prone.

**Rope:** Climbing rope can support up to 1,000 pounds.

**Sleeping Bag:** This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

**Snow Shoes:** Characters wearing snow shoes suffer no penalty to overland movement while traveling in winter.

**Skis:** During winter, characters wearing skis increase their base speed by 20ft for the purposes of overland movement only.

**Tent:** A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

**Trail Rations:** Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase price given is for a case of 12 meals.

## Weapon Accessories

**Laser Sight:** This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

**Scope:** A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

**Standard:** A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend a standard action acquiring his target. If the character changes targets or otherwise loses sight of the target, he must reacquire the target to gain the benefit of the scope again.

**Electro-Optical:** An electro-optical scope functions as a standard scope in normal light. In darkness, however, the user sees through it as if he had the darkvision ability granted by night vision goggles.

**Suppressor:** A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a DC 15 Perception check to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a DC 15 Craft (gunsmithing) check. Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same type of ammunition.

## Super Drugs

Super drugs are designed to push the human body beyond its normal limits. Some pre-war ruins still house viable stocks of super drugs once developed before the War. A few chem-heads in *Broken Earth* still possess the knowledge to create such devices.

Mechanically they function similarly to potions. It's possible to find super drugs for any chem-head formula of 3rd level or less, but those listed below are a few of the most common.

All super drugs are rare items at tech level 6.

### Super Drugs

Drug	Equivalent Spell	Cost
Black-I	<i>darkvision</i>	400 tp
Buff	<i>bull's strength</i>	400 tp
H to O	<i>waterbreathing</i>	400 tp
HealUp I	<i>cure light wounds</i>	50 tp
HealUp II	<i>cure moderate wounds</i>	400 tp
HealUp III	<i>cure serious wounds</i>	1,050 tp
Radish	<i>Radish (new)</i>	400 tp
Tosser	<i>bomber's eye</i>	50 tp
Quix	<i>expeditious retreat</i>	50 tp
Vroom	<i>haste</i>	1,050 tp

Formula Level	Caster Level	Cost
1st	1	50 tp
2nd	4	400 tp
3rd	7	1,050 tp

**Black-I:** These cloudy eye drops grant the ability to see in complete darkness.

**Buff:** A syringe injected drug that increases Strength for a short time.

**H to O:** A blue gelcap that, when swallowed, allows the character to breath water.

**HealUp (I, II, or III):** These drug-soaked adhesive patches can be placed over wounds, causing them to heal at an incredible rate. Different versions have higher and more potent drugs.

**Radish:** A chewable tablet taken orally that makes the consumer resistant to radiation.

**Tosser:** These clear eye drops enhance vision and hand-eye coordination.

**Quix:** This drug comes as a mist and is taken by inhaler. It increases speed and reflexes.

**Vroom:** Administered through an auto-injecting pen (similar to an epee-pen) this drug increases running speed.



## Vehicles

Broken Earth features a range of vehicles, from human- and animal-powered vehicles, to a small handful of gasoline-powered vehicles.

For the most part, these vehicles follow the rules presented in *Ultimate Combat*, with a few additions.

### New Driving Action

**Sprint (full-round action):** Sprint is only available on human-powered vehicles. With a Driving check a vehicle that's moving at its top speed can continue to accelerate, up to double its top speed. While sprinting, the driver of the vehicle suffers the negative effects of running, losing his Dex bonus to AC. Also like running, the driver can sprint a number of rounds equal to his Constitution modifier, and every round thereafter the driver must make a Constitution check, starting at DC 10 and increasing by 1 every turn thereafter.

### Overland Speed

A vehical's overland speed represents the number of hexes it can travel over standard terrain in a single eight-hour day.

### Fuel Efficiency

Fuel-powered vehicles list the number of hexes that they travel on a gallon of fuel. This assumes that the vehicle is just traveling. If the drivers are fully exploring the hex, the vehicle can only explore half the listed number of hexes.

#### BICYCLE

Medium land vehicle

**Squares 1** (5 ft. by 5 ft.; 5 feet high); **Cost** 50 tp

DEFENSE

**AC** 10; **Hardness** 5

**hp** 10 (5)

**Base Save** +0

OFFENSE

**Maximum Speed** six times the speed of the pilot (or twelve times the speed of the pilot with the sprint option); **Acceleration** Twice the speed of the pilot. **Overland Speed** 12 hexes

**CMB** +0; **CMD** 10

**Ramming Damage** 1d4

DESCRIPTION

Bicycles are two-wheeled vehicles driven by a human rider.

They are extremely popular in *Broken Earth*.

**Propulsion** Muscle (the driver)

**Driving Check** Driving

**Forward Facing** one side of the square vehicle space

**Driving Device** handlebars and pedals

**Driving Space** the only space on the vehicle

**Decks** 1

#### DIRT BIKE

Medium land vehicle

**Squares 1** (5 ft. by 5 ft.; 5 feet high); **Cost** 1,500 tp

DEFENSE

**AC** 10; **Hardness** 5

## Vehicles

Vehicle	Tech Level	Cost	Rarity
Canoe, Heavy	1	250 tp	C
Canoe, Light	1	40 tp	C
Bicycle	4	50 tp	C
Dirt Bike	5	1,500 tp	R
Float Plane	5	20,000 tp	R
Harley	5	2,000 tp	R
Joint Light Tactical Vehicle	5	30,000 tp	R
SUV	5	8,000 tp	R

**hp** 18 (9)

**Base Save** +0

OFFENSE

**Maximum Speed** 800 ft; **Acceleration** 80 ft. **Overland Speed**

18 hexes

**CMB** +0; **CMD** 10

**Ramming Damage** 1d6

DESCRIPTION

This light motorcycle has an enhanced suspension system and special tires that help it drive off-road. One passenger can sit behind the driver, but are both squeezing. There is no additional room for storage.

**Propulsion** Diesel engine (4 hexes per gallon)

**Driving Check** Driving; drivers gain a +2 bonus to the skill while off-road.

**Forward Facing** one side of the square vehicle space

**Driving Device** handlebars and throttle

**Driving Space** the only space on the vehicle

**Decks** 1

#### Harley

Large land vehicle

**Squares 2** (5 ft. by 10 ft.; 5 feet high); **Cost** 2,000 tp

DEFENSE

**AC** 9; **Hardness** 5

**hp** 22 (10)

**Base Save** +0

OFFENSE

**Maximum Speed** 1,650 ft; **Acceleration** 270 ft.; **Overland Speed** 24 hexes

**CMB** +0; **CMD** 10

**Ramming Damage** 1d6

DESCRIPTION

This large motorcycle has a lot of power. A passenger can ride in the space behind the driver. There is no room for cargo beyond what the driver carries.

**Propulsion** Diesel engine (6 hexes per gallon)

**Driving Check** Driving

**Forward Facing** one 5 ft. side of the vehicle space

**Driving Device** handlebars and throttle

**Driving Space** the space closest to the facing side

**Decks** 1

## SUV

Huge land vehicle

**Squares 6** (10 ft. by 20 ft.; 10 feet high); **Cost** 8,000 tp

DEFENSE

**AC 9; Hardness 8**

**hp** 120 (49)

**Base Save +2**

OFFENSE

**Maximum Speed** 1,750 ft.; **Acceleration** 175 ft.; **Overland**

**Speed** 26 hexes

**CMB +2; CMD 12**

**Ramming Damage** 2d8

DESCRIPTION

This large SUV is meant to carry large loads over rough terrain.

In addition to the driver it can accommodate 7 passengers, plus an additional 500 lb. of cargo.

**Propulsion** Diesel or gas engine (1 hex per gallon)

**Driving Check** Driving

**Forward Facing** one 10 ft. side of the vehicle space

**Driving Device** steering wheel and peddles

**Driving Space** the space closest to the facing side on the left-hand side

**Decks** 1

## JOINT LIGHT TACTICAL VEHICLE

Huge land vehicle

**Squares 6** (10 ft. by 20 ft.; 10 feet high); **Cost** 30,000 tp

DEFENSE

**AC 9; Hardness 15**

**hp** 240 (119)

**Base Save +2**

OFFENSE

**Maximum Speed** 1,750 ft.; **Acceleration** 175 ft. **Overland**

**Speed** 26 hexes

**CMB +2; CMD 12**

**Ramming Damage** 2d8

DESCRIPTION

This wheeled military vehicle is designed as an armored scouting and combat vehicle.

**Propulsion** Diesel or gas engine (1 hex per gallon)

**Driving Check** Driving

**Forward Facing** one 10 ft. side of the vehicle space

**Driving Device** steering wheel and peddles

**Driving Space** the space closest to the facing side on the left-hand side

**Decks** 1

**Weapons** One heavy machine gun mounted on the roof.

## LIGHT CANOE

Large water vehicle

**Squares 3** (5 ft. by 15 ft.; 5 feet high); **Cost** 40 tp

DEFENSE

**AC 9; Hardness 5**

**hp** 60 (29)

**Base Save +0**

OFFENSE

**Maximum Speed** 80 ft.; **Acceleration** 20 ft.; **Overland Speed**

5 hexes

**CMB +1; CMD 11**

**Ramming Damage** 1d8

DESCRIPTION

These relatively small canoes are designed for fairly quick travel through rivers. They can hold 1,000 pounds of cargo or two additional passengers.

**Propulsion** current (water) or muscle (pushed; 2 Medium rowers; one is the driver)

**Driving Check** Boating

**Forward Facing** boat's forward

**Driving Device** paddles

**Driving Space** the space farthest from the boat's forward

**Decks** 1

## HEAVY CANOE

Huge water vehicle

**Squares 7** (5 ft. by 35 ft.; 5 feet high); **Cost** 250 tp

DEFENSE

**AC 8; Hardness 5**

**hp** 100 (49)

**Base Save +2**

OFFENSE

**Maximum Speed** 60 ft.; **Acceleration** 10 ft. **Overland Speed**

4 hexes

**CMB +2; CMD 12**

**Ramming Damage** 2d8

DESCRIPTION

These large canoes are made to carry large amounts of goods. They can hold 6,000 pounds of cargo or eight additional passengers

**Propulsion** current (water) or muscle (pushed; 8 rowers; one is the driver)

**Driving Check** Boating

**Forward Facing** boat's forward

**Driving Device** paddles

**Driving Space** the space farthest from the boat's forward

**Crew** 8

**Decks** 1

## FLOAT PLANE

Large air vehicle

**Squares 4** (10 ft. by 10 ft.); **Cost** 20,000 tp

DEFENSE

**AC 9; Hardness 8**

**hp** 80 (39)

**Base Save +0**

OFFENSE

**Maximum Speed** 2,400 ft.; (minimum 1,600 ft. while flying)

**Acceleration** 800 ft.; **Overland Speed** 90 hexes

**CMB +1; CMD 11**

**Ramming Damage** 1d8

DESCRIPTION

A float plane is a single engine prop plane that's capable of landing on large lakes or similar bodies of water.

**Propulsion** gasoline or diesel engine (1.5 hexes per gallon)

**Driving Check** Piloting

**Forward Facing** plane's forward

**Driving Device** control yoke, throttle, and rudder pedals

**Driving Space** the space closest to the facing side on the left-hand side

**Decks** 1

# Setting Rules

The following rules are important to a *Broken Earth* campaign. Radiation poisoning is a new affliction that characters may encounter. The exploration, community-building, and mass combat rules are all based on rules presented in *Pathfinder Roleplaying Game: Ultimate Campaign*.

## Radiation

Radiation is a persistent danger in *Broken Earth*. It's an affliction similar to a disease or poison, though it damages those who do nothing more than come close to it. Depending on the intensity of the radiation exposure, there are several different degrees of possible radiation poisoning.

### Minor Radiation Poisoning

**Type** radiation, proximity; **Save** Fortitude DC 10  
**Onset** 1 day; **Frequency** 1/day  
**Effect** 1 Con damage and fatigued; **Cure** 2 consecutive saves

### Light Radiation Poisoning

**Type** radiation, proximity; **Save** Fortitude DC 15  
**Onset** 1 day; **Frequency** 1/day  
**Effect** 1d4 Con damage, 1 Int damage, and fatigued; **Cure** 2 consecutive saves

### Moderate Radiation Poisoning

**Type** radiation, proximity; **Save** Fortitude DC 20  
**Onset** 1d6 hours; **Frequency** 1/day  
**Effect** 1d6 Con damage, 1d4 Int damage, and fatigued; **Cure** 2 consecutive saves

### Heavy Radiation Poisoning

**Type** radiation, proximity; **Save** Fortitude DC 25  
**Onset** 1 hour; **Frequency** 1/hour  
**Effect** 2d4 Con damage, 1d6 Int damage, and exhausted;  
**Cure** 2 consecutive saves; if cured, the target gains minor radiation poisoning.

### Extreme Radiation Poisoning

**Type** radiation, proximity; **Save** Fortitude DC 30  
**Onset** 1 hour; **Frequency** 1/hour  
**Effect** 2d6 Con damage, 2d4 Int damage, and exhausted;  
**Cure** 2 consecutive saves; if cured, the target gains light radiation poisoning.

## Exploration

Exploration is an important part of *Broken Earth*. While the PCs might find pre-war maps, much has changed since the Great War, and there are many wonders out there, still undiscovered.

## Movement

*Broken Earth*, uses a standardized system of hexes to track movement and exploration. Each hex on the map is 12 miles (20 km) across from corner to corner, representing an area just under 95 square miles (246km<sup>2</sup>). The hexes are used to track the party's movement while exploring, and to help define the extent of different types of terrain. The exploration rates presented in these rules differ from the travel rates found in the *Core Rulebook*, since characters are also assumed to be taking time to fully explore each area they enter, which takes a great deal longer than simply walking through it.

To determine how long it takes the PCs to travel through a hex or fully explore it, determine the group's base speed (set by the slowest member of the group) and consult the Travel Time (1 Hex) table or Exploration Time (1 Hex) table. These times represent the movement and exploration of a normal hex of the specified terrain type; rules presented later in this section modify the amount of time it takes to travel through or fully explore a hex.

A typical wilderness hex is trackless (see the Terrain and Overland Movement table). Though no humanoid-created roads or trails pass through it, trails by game animals might. If a hex contains more than one terrain type, treat it as the most prevalent terrain for the purpose of travel times.

### Travel Time (1 Hex)

Party Speed	Plain	All Other Terrain
15 feet	11 hours	16 hours
20 feet	8 hours	12 hours
30 feet	5 hours	8 hours
40 feet	4 hours	6 hours
50 feet	3 hours	5 hours

### Exploration Time (1 Hex)

Party Speed	Plain or Hill	Desert, Forest, or Marsh	Mountain
15 feet	3 days	4 days	5 days
20 feet	2 days	3 days	4 days
30 feet	1 day	2 days	3 days
40 feet	1 day	1 day	2 days
50 feet	1 day	1 day	1 day

## Winter

Ice and snow hinder overland travel during the winter months. Treat the party's speed as though it were 10 feet slower (minimum 15 feet) unless they have appropriate equipment.

## Encounter Locations

A few encounter sites are landmarks immediately obvious or visible with just a little bit of looking or scouting. A PC who enters the hex automatically discovers the landmark. If a PC in an adjacent hex spends an hour studying the landmark's hex and succeeds at a DC 10 Survival check, he discovers the landmark. When the PCs discover a landmark, note it on the landmark's hex.

Many encounter sites remain undiscovered unless the PCs decide to explore a hex rather than just travel through it. By exploring the hex, the PCs discover the site automatically. Some sites are hidden, requiring the PCs to make an appropriate skill check as they explore. The skill and its DC depend on the nature of the site and is listed in the GM's portion of the book

## Scavenging

There are a lot of ruins in *Broken Earth*, and while many of them have been picked over in the decades since the War, there's still much to be salvaged among the wastes.

There are two ways that PCs can try to scavenge scrap from the ruins. They can either search for a specific item, or they can just gather as much material as they can from a region.

**Salvage Value:** Different locations have different amounts of material PCs can find. The GM's section of *Broken Earth* gives locations a salvage value. This represents the size of the location before the War, how much the area has been picked over, and whether the area was protected from the elements.

## Search for a Specific Item

PCs can search for specific items by making a Perception check with a DC set by the item's rarity. The GMs should add the location's salvage value to this check. The rarity of the item also determines how long the PCs spend searching before they find the item. If they fail, they spend the maximum time searching and don't find the item.

The GM might rule that some rare items can only be found at specific locations.

Rarity	Perception DC	Time Searching
Very Common	10	1d6 x 10 minutes
Common	15	1d6 hours
Uncommon	20	2d8 hours
Rare	30	1d4 days

These, of course, are general guidelines, and the GM can modify values for specific locations, or simply rule that certain items cannot be found.

Scavenging mechanical and electronic items assumes that the PCs find broken but repairable salvage, since few of these items are in pristine condition. Fixing the item requires a Craft check with a modifier determined by the GM. Fixing it might also require additional parts and resources.

## Harvesting Scrap

Many people in *Broken Earth* make their living harvesting scrap from ruins, and PCs are free to do the same.

Every week the PCs spend scrapping, they gain 1,000 tp worth of scrap multiplied by the location's salvage value (or the location's salvage value in Build for each month of scrapping). Plus allow each PC a DC 20 Perception check with a bonus equal to the terrain's salvage value. Every PC who succeeds also finds a notable item, rolled on the table below.

## Community Building

Building up the PCs' home community is a major part of the *Broken Earth* story. PCs more interested in exploring might choose to have the nitty-gritty details of community building fade into the background, while they focus on quests to find ways to aid the community.

For those who want to take a more hands-on role guiding their community, *Broken Earth* uses a modified version of the kingdom-building rules presented in *Ultimate Campaign*. The following section goes into the changes that *Broken Earth* makes from *Ultimate Campaign*. If you don't have access to *Ultimate Campaign*, you can download detailed community-building rules from [www.sneakattackpress.com](http://www.sneakattackpress.com).

## Population Matters

The biggest change is the population rules. In *Broken Earth*, there's not an infinite supply of settlers eager to move to the heroes' new kingdom. Instead PCs must work to attract new citizens, both as part of the kingdom turn and during their adventures. Because it's useless to have farms or factories with nobody to work them, there are also population requirements for claiming hexes and constructing buildings.

**Size:** Instead of reflecting the number of hexes claimed, the Size of a community is based on the population. A community's Size equals the population divided by one hundred, rounding any fraction up.

**Claiming Hexes:** The community can claim a maximum number of hexes equal to its Size.

**Buildings:** A community can have a number of plots with Houses, Mansions, Noble Villas, Luxury Estates, or Tenements equal to its Size and a number of plots with other buildings equal to its Size (and no limit to buildings that don't require a plot).

**Monthly Population Change:** The population of your community fluctuates throughout the month. At the end of the Upkeep phase, make Loyalty and Stability checks. If both succeed, the population increases by 2d6 for each hex you control. If only one check succeeds, the population increases by 1d6 for every hex you control. If both checks fail, the population instead decreases by 1d6 per hex. If either check succeeds by 10 or more, add an additional 1d6 people for each hex you control. These population changes are total net results and reflect a combination of immigration, emigration, births, and deaths. These changes are in addition to any that occur from special events, or the PCs' actions (such as the PCs directly recruiting people to join their community).

If Unrest is 11 or higher, the population cannot grow, but it can shrink. You still make both a Loyalty and Stability check. If

## Notable Items

d%	Item Found
1–2	Modular tactical vest
3–4	Undercover Vest
5–6	Full plate
7–8	Breast plate
9–10	Bicycle
11–12	Snowshoes
13–14	Skis
15–16	Roller skates/inline skates
17–18	Winter gear
19–20	Saddle
21–22	Night vision goggles (active)
23–24	Binoculars
25–26	HealUp Extreme
27–28	Vroom
29–30	HealUp II
31–32	Tosser
33–34	Radish
35–36	Black-I
37–38	HealUp I
39–40	Quix
41–42	RePhresh
43–44	Buff
45–46	Antibiotics
47–48	Vodka
49–50	Freeze-dried instant coffee

51–52	Laptop
53–54	Tablet
55–56	Digital camera
57–58	CB Radio
59–60	Crank radio
61–62	Basic walkie-talkie
63–64	Windup LED flashlight
65–66	Battery flashlight
67–68	Geiger counter
69–70	Map
71–72	Children's book
73–74	Technical book
75–76	Battery
77–78	Shotgun
79–80	Rifle
81–82	Light automatic pistol
83–84	Revolver
85–86	Large bullets
87–88	Medium bullets
89–90	Katana
91–92	Great axe
93–94	Great sword
95–96	Light crossbow
97–98	Composite longbow
99–100	Battleaxe

both succeed, the population remains constant. If one fails the population decreases by 1d6 per hex, you control, and if both checks fail, the population decreases by 2d6 per hex you control.

If your population grows or shrinks, you might need to adjust the community's Size.

## Winter

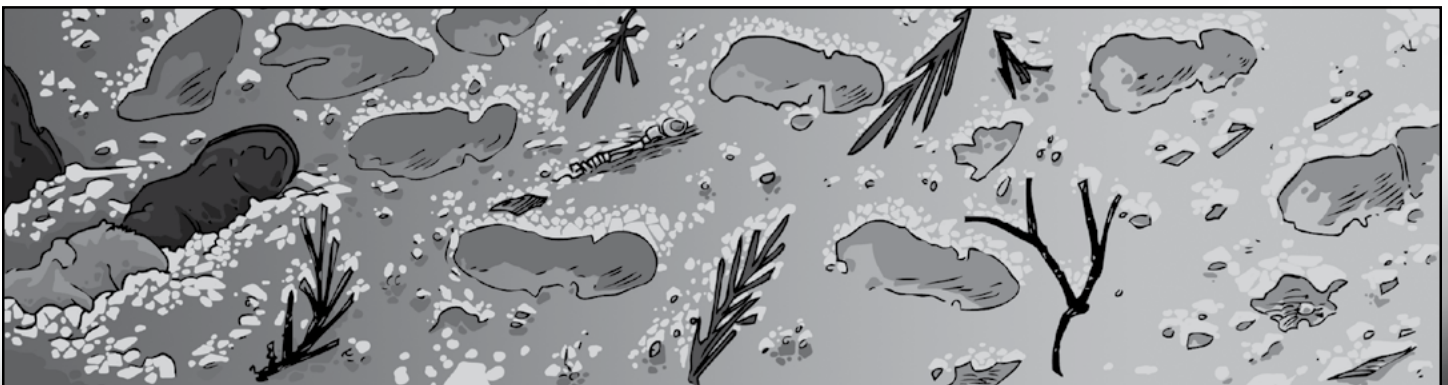
The basic community-building rules don't take into account the impact of the seasons on the community's survival and prosperity. To reflect this you can simply double the community's consumption during the winter months.

## What's in a Name

Many terms in *Ultimate Campaign's* kingdom-building rules use terms that fit well in a fantasy campaign, but don't fit well in a post-apocalyptic game. We recommend making several name changes that leave the underlying mechanics in place, but give a sci-fi flavor.

**Kingdom Building / Community Building:** *Broken Earth* refers to community building rather than kingdom building.

**Magic Item Slots / Rare Item Slots:** There are no magic items in *Broken Earth*, but there are buildings that generate rare items of considerable value. The GM's section contains random tables for generating such items.



## Rulers

Broken Earth also changes many of the ruler titles for its community-building rules.

<i>Ultimate Campaign</i> Title	<i>Broken Earth</i> Title
Ruler	Executive
Consort	First Lady/Gentleman
Councilor	Councilor
General	General
Grand Diplomat	Grand Diplomat
Heir	Vice-Executive
High Priest	Morale Officer
Magister	Professor
Marshal	Sheriff
Royal Enforcer	Chief Justice
Spymaster	Intelligence Chief
Treasurer	Treasurer
Warden	Warden

## New Terrain Improvements

**Salvage Camp:** A Salvage Camp allows citizens to easily harvest scrap and usable goods from pre-war ruins.

**Terrain:** Any ruins.

**Effect:** Stability +1, earn BP equal to the ruin's salvage value when collecting taxes during the Income phase.

**Cost:** 3 BP

## New Special Terrain

**Ruins:** Ruins are the remains of pre-war cities and towns. If you build a settlement at the Ruins' location, you can use the Ruins as the basis of one or more appropriate types of building (as described by the GM). You can also set up a Salvage Camp in ruins to harvest resources from them.

**Ruined Road:** Ruined Roads are the remains of pre-war roads that are at least partially navigable. Many smaller roads have been completely swallowed up by nature, but large highways and freeways still shows signs of their original purposes, though they are cracked and weedy. Constructing a Road over a Ruined Road cuts the cost in half (round fractions up).

## Buildings

The following building options are available in *Broken Earth*. Some are the same as those in *Ultimate Campaign*, others are modified from that source, while others are completely new.

**BANK** 28 BP, 1 LOT  
**Community** Economy +4  
**Special** Base value +2,000 tp  
 A secure building for storing valuables and granting loans.

**BAR** 12 BP, 1 LOT  
**Community** Economy +1, Loyalty +1  
**Limit** Adjacent to 1 House or Mansion  
**Special** Base value +500 tp  
**Settlement** Corruption +1  
 An eating and drinking establishment.

**BARRACKS** 6 BP, 1 LOT  
**Community** Unrest -1  
**Upgrade To** Garrison  
**Special** Defense +2  
**Settlement** Law +1  
 A building to house conscripts, guards, militia, soldiers, or similar military forces.

**BLACK MARKET** 50 BP, 1 LOT, SIZE 4  
**Community** Economy +2, Stability +1, Unrest +1  
**Limit** Adjacent to 2 Houses  
**Special** Base value +2,000 tp  
**Rare Items** 2 minor items, 1 medium item, 1 major item  
**Settlement** Corruption +2, Crime +2  
 A number of shops with secret and usually illegal wares.

**BREWERY** 6 BP, 1 LOT  
**Community** Loyalty +1, Stability +1  
 A building for beer brewing, wine making, or similar use.

**BRIDGE** 6 BP, 1 LOT  
**Community** Economy +1  
**Special** Shares the space with a river or Waterway lot  
 Allows travel across a river or Waterway.

**CISTERN** 6 BP, 1 LOT  
**Community** Stability +1  
**Limit** Cannot be adjacent to a Dump, Graveyard, Stable, Stockyard, or Tannery  
**Special** Can share a lot with another building, and does not count to the building limit imposed by the community's Size. Contains a safe supply of fresh water for the settlement.

**CITY WALL** 2 BP  
**Community** Unrest -2 (once per settlement)  
**Limit** Land district border,  
**Special** Defense +1  
 A fortification of one side of a district with a sturdy wall. The GM may allow for cliffs and other natural features to function as a City Wall for one or more sides of a district. You may construct gates through your own City Wall at no cost.

**CLINIC** 22 BP, 1 LOT, SIZE 1  
**Community** Loyalty +1, Stability +1  
**Discount** Pharmacy  
**Upgrade To** Hospital  
**Special** Increase Stability by 1 during plague events  
**Settlement** Lore +1, Productivity +1  
 A building devoted to healing the sick.



**COLLEGE** 40 BP, 2 LOTS

**Community** Economy +1, Loyalty +3, Stability +1; Fame +1  
**Discount** Library, Museum, Theater  
**Limit** Settlement must have Public School.  
**Upgrade To** University  
**Rare Items** 2 minor rare items  
 An institution of higher learning, educating adults in specialized fields.

**DANCE HALL** 4 BP, 1 LOT

**Community** Economy +1, Loyalty +2, Unrest +1  
**Limit** Adjacent to 1 House  
**Settlement** Corruption +1, Crime +1  
 An establishment for dancing, drinking, carousing, and holding celebrations.

**DUMP** 4 BP, 1 LOT

**Community** Stability +1  
**Limit** Cannot be adjacent to House, Mansion, or Noble Villa  
**Special** Does not count towards the building limit imposed by the community's Size.  
 A centralized place to dispose of refuse.

**EXOTIC ARTISAN** 10 BP, 1 LOT, SIZE 3

**Community** Economy +1, Stability +1  
**Limit** Adjacent to 1 House  
**Rare Items** 1 minor rare item  
 The shop and home of a jeweler, tinker, glassblower, or the like.

**FACTORY** 70 BP, 2 LOTS, SIZE 5

**Community** Economy +5  
**Limit** Requires electricity  
**Settlement** Productivity +3  
 A large factory that produces a new goods on a large scale.

**FOSSIL FUEL PLANT** 68 BP, 4 LOTS

**Community** Economy +4, Loyalty +1, Stability +2, Consumption +2  
**Limit** 1 per settlement  
**Special** Base value +1,000 tp. Provides electricity to the settlement.  
**Settlement** Productivity +2  
 A power plant that burns fossil fuels to power turbines, which in turn create electricity.

**FOUNDRY** 16 BP, 2 LOTS

**Community** Economy +1, Stability +1, Unrest +1  
**Discount** Smithy  
**Limit** Adjacent to water district border  
**Special** Increase the Economy and BP earned per turn by 1 for 1 Mine or Salvage Camp connected to this settlement by a river or Road  
**Settlement** Productivity +1  
 Processes ore or scrap and refines it into finished metal.

**GARRISON** 28 BP, 2 LOTS

**Community** Loyalty +2, Stability +2, Unrest -2  
**Discount** City Wall, Granary, Jail  
**Upgrade From** Barracks  
 A large building to house armies, train guards, and recruit militia.

**GRANARY** 12 BP, 1 LOT

**Community** Loyalty +1, Stability +1  
**Special** If Farms reduce Consumption below 0, store up to 5 BP of excess production for use on a later turn when Consumption exceeds the Treasury  
 A place to store grain and food.

**GRAVEYARD** 4 BP, 1 LOT

**Community** Loyalty +1  
**Special** Does not count to the building limit imposed by the community's Size.  
 A plot of land to honor and bury the dead.

**GUNSMITH** 30 BP, 1 LOT

**Community** Economy +1, Loyalty +1  
**Rare Items** 3 minor weapons, 2 medium weapons  
 The home, tools, and shop for a gunsmith.

**HOSPITAL** 30 BP, 2 LOTS, SIZE 4

**Community** Loyalty +1, Stability +2  
**Discount** Pharmacy, Clinic  
**Upgrade From** Clinic  
**Special** Increase Stability by 2 during plague events  
**Settlement** Lore +1, Productivity +2  
 A building for advanced medical treatments, including surgery and prolonged care.

**HOUSE** 3 BP, 1 LOT

**Community** Unrest -1  
**Upgrade From** Tenement  
**Special** The first House you build during the Improvement phase does not count against the total number of buildings you can build during the phase.  
 A number of mid-sized houses for citizens.

**HYDROELECTRIC DAM** 84 BP, 4 LOTS

**Community** Economy +4, Loyalty +1, Stability +2,  
**Limit** Adjacent to water district border, 1 per settlement  
**Special** Base value +1,000 tp. Provides electricity to the settlement.  
**Settlement** Productivity +2  
 A dam that slowly shunts water through turbines to generate electricity.

**INN** 10 BP, 1 LOT

**Community** Economy +1, Loyalty +1  
**Limit** Adjacent to 1 House  
**Special** Base value +500 tp  
**Settlement** Society +1  
 A place for visitors to rest.

**JAIL** 14 BP, 1 LOT

**Community** Loyalty +2, Stability +2, Unrest -2  
**Settlement** Crime -1, Law +1  
 A fortified structure for confining criminals or dangerous creatures.

**LIBRARY** 6 BP, 1 LOT

**Community** Economy +1, Loyalty +1  
**Upgrade To** Public School or College  
**Settlement** Lore +1  
 A large building containing an archive of books.

**LUXURY ESTATE** 24 BP, 2 LOTS

**Community** Economy +1, Loyalty +1, Stability +1; Fame +1  
**Discount** Exotic Artisan, Luxury Store, Mansion  
**Upgrade From** Mansion  
**Settlement** Society +1  
 A sprawling manor with luxurious grounds that houses a wealthy family and its staff.

**LUXURY STORE** 28 BP, 1 LOT, SIZE 3

**Community** Economy +1  
**Limit** Adjacent to 1 House  
**Upgrade From** Shop  
**Special** Base value +2,000 tp  
**Rare Items** 2 minor rare items  
 A shop that specializes in expensive comforts for the wealthy.

**MACHINE SHOP** 68 BP, 1 LOT

**Community** Economy +1  
**Limit** Adjacent to 2 Houses, requires electricity  
**Upgrade From** Luxury Store  
**Special** Base value +2,000 tp  
**Rare Items** 4 minor rare items, 2 medium rare items, 1 major rare item  
 A shop that specializes in refurbished pre-war machines.

**MANSION** 10 BP, 1 LOT

**Community** Stability +1  
**Upgrade To** Noble Villa  
**Settlement** Law +1, Society +1  
 A single huge manor housing a rich family and its servants.

**MARKET** 48 BP, 2 LOTS, SIZE 2

**Community** Economy +2, Stability +2  
**Discount** Black Market, Inn, Shop  
**Limit** Adjacent to 2 Houses  
**Upgrade From** Shop  
**Special** Base value +2,000 tp  
**Rare Items** 2 minor rare items  
 An open area for traveling merchants and bargain hunters.

**MILITARY ACADEMY** 36 BP, 2 LOTS, SIZE 3

**Community** Loyalty +2, Stability +1; Fame +1  
**Discount** Barracks  
**Limit** 1 per settlement



**Special** Armies and commanders recruited at the settlement gain one bonus tactic (see Army Tactics)

**Rare Items** 1 minor armor or weapon and 1 medium armor or weapon

**Settlement** Law +1, Lore +1

An institution dedicated to the study of war and the training of elite soldiers and officers.

#### MILL

6 BP, 1 LOT

**Community** Economy +1, Stability +1

**Limit** Adjacent to water district border

**Special** With GM approval, you can construct a Windmill at the same cost without the water district border requirement. If the settlement has electricity, you can build a mill with no border requirements.

**Settlement** Productivity +1

A building used to cut lumber or grind grain.

#### MINT

30 BP, 1 LOT, SIZE 5

**Community** Economy +3, Loyalty +3, Stability +1; Fame +1

**Special** Building a Mint also means that your community will begin using a form of currency in addition to the barter system. When your community first adopts a currency, you gain an additional +3 Economy.

A secure building where the community's currency is minted and standard weights and measures are kept.

#### MOAT

2 BP

**Community** Unrest -1 (once per settlement)

**Limit** Land district border

**Special** Defense +1; cannot be damaged by siege engines, does not count to the building limit imposed by the community's Size.

A fortification of one side of a district with an open or water-filled ditch, often backed by a low dike or embankment. The GM may allow a river or similar natural feature to function as a moat for one or more sides of a district.

#### MONUMENT

6 BP, 1 LOT

**Community** Loyalty +1, Unrest -1

**Special** Does not count to the building limit imposed by the community's Size.

A local memorial such as a bell tower, a statue of a settlement founder, a large tomb, or a public display of art.

#### MUSEUM

30 BP, 2 LOTS, SIZE 5

**Community** Economy +1, Loyalty +1; Fame +1

**Settlement** Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Knowledge (pre-war history); apply Lore bonus on Appraise checks regarding art objects

A place to display art and artifacts both modern and historical. The GM may allow the community leaders to display a valuable item (such as a piece of pre-war technology or bejeweled statue) in the museum, increasing Fame during this display by 1 for every 10,000 tp of the item's price (maximum +5 Fame), and by an additional 1 if the item is significant to the community's history.

#### NUCLEAR REACTOR

104 BP, 4 LOTS

**Community** Economy +4, Stability +1,

**Limit** Requires nuclear fuel, 1 per settlement

**Special** Base value +1,000 tp. Provides electricity to the settlement.

**Settlement** Productivity +2

A power plant that uses nuclear fuel to heat water to steam, which turns turbines to generate electricity.

#### ORPHANAGE

6 BP, 1 LOT

**Community** Stability +1, Unrest -1

A place for housing and taking care of large numbers of orphans.

#### PALACE

108 BP, 4 LOTS

**Community** Economy +2, Loyalty +6, Stability +2; Fame +1

**Discount** Mansion, Mint, Noble Villa

**Special** Base value +1,000 tp; you may make two special edicts per turn, but take a -2 penalty on community checks associated with each special edict

**Settlement** Law +2

A grand edifice and walled grounds demonstrating one's wealth, power, and authority to the world.

#### PARK

4 BP, 1 LOT

**Community** Loyalty +1, Unrest -1

**Special** Does not count to the building limit imposed by the community's Size.

A plot of land set aside for its serene beauty.

#### PAVED STREETS

24 BP, SIZE 3

**Community** Economy +2, Stability +1

**Limit** 1 per district

**Special** Does not count to the building limit imposed by the community's Size.

**Settlement** Productivity +2

Brick or stone pavement that speeds transportation.

#### PHARMACY

18 BP, 1 LOT

**Community** Economy +1

**Discount** Clinic, Hospital

**Limit** Adjacent to 1 House

**Special** Base value +1,000 tp

**Rare Items** 1 minor super drug.

A laboratory to mix and dispense all kinds of drugs, from pain killers to super drugs.

#### PIER

16 BP, 1 LOT

**Community** Economy +1, Stability +1

**Limit** Adjacent to water district border

**Upgrade To** Waterfront

**Special** Base value +1,000 tp

**Settlement** Crime +1

Warehouses and workshops for docking ships and handling cargo and passengers.

**PUBLIC SCHOOL** 52 BP, 2 LOTS, SIZE 3**Community** Economy +2, Loyalty +2**Discount** College, Library,**Upgrade From** Library**Rare Items** 3 minor rare items, 2 medium rare items**Settlement** Lore +2, Productivity +1, Society +2; increase Lore bonus by 2 for questions relating to one Knowledge or Profession skill

A free school for all citizens.

**SEWER SYSTEM** 24 BP, SIZE 3**Community** Loyalty +1, Stability +2**Discount** Cistern, Dump**Limit** 1 per district**Settlement** Crime +1, Productivity +1

An underground sanitation system that keeps the settlement clean, though it may become home to criminals and mutant beasts.

**SHOP** 8 BP, 1 LOT**Community** Economy +1**Limit** Adjacent to 1 House or Mansion**Upgrade To** Luxury Store, Market**Special** Base value +500 tp**Settlement** Productivity +1

A general store.

**SMITHY** 6 BP, 1 LOT**Community** Economy +1, Stability +1

The workshop of an armorsmith, blacksmith, weaponsmith, or other craftsman who works with metal.

**STABLE** 10 BP, 1 LOT**Community** Economy +1, Loyalty +1**Limit** Adjacent to 1 House, Mansion, or Noble Villa**Special** Base value +500 tp

A structure for housing or selling horses and other mounts.

**STADIUM** 40 BP, 4 LOTS, SIZE 5**Community** Stability +4; Fame +1**Discount** Garrison, Inn, Stable, Theater**Limit** 1 per settlement**Upgrade From** Theater**Settlement** Crime +1

A large public structure for competitions and team sports.

**STREETLIGHTS** 5 BP**Limit** Settlement must have access to electricity**Special** Can share a lot with any building or improvement. Does not count to the building limit imposed by the community's Size.**Settlement** Crime -1

Electric lights that illuminate the lot.

**STOCKYARD** 20 BP, 4 LOTS**Community** Economy +1, Stability -1**Discount** Stable, Tannery**Special** Farms in this hex or adjacent hexes reduce Consumption by 3 instead of 2**Settlement** Productivity +1

Barns and pens that store herd animals and prepare them for nearby slaughterhouses.

**TANNERY** 6 BP, 1 LOT**Community** Economy +1, Stability +1**Limit** Cannot be adjacent to House, Mansion, Noble Villa, or Tenement**Settlement** Society -1

A structure that prepares hides and leather.

**TENEMENT** 1 BP, 1 LOT**Community** Unrest +2**Upgrade To** House**Special** Counts as House for buildings that must be adjacent to a House

A staggering number of low-rent housing units.

**THEATER** 24 BP, 2 LOTS, SIZE 3**Community** Economy +2, Stability +2**Discount** Bar, Exotic Artisan, Inn, Park**Upgrade To** Stadium

A venue for entertainments such as plays, films, and concerts.

**TOWN HALL** 22 BP, 2 LOTS**Community** Economy +1, Loyalty +1, Stability +1**Discount** Barracks, Cistern, Dump, Jail, Watchtower**Settlement** Law +1

A public venue for town meetings, repository for town records, and offices for minor bureaucrats.

**TRADE SHOP** 10 BP, 1 LOT**Community** Economy +1, Stability +1**Limit** Adjacent to 1 House**Special** Base value +500 tp**Settlement** Productivity +1

A shop front for a tradesperson, such as a baker, butcher, candle maker, cobbler, rope maker, or wainwright.

**UNIVERSITY** 88 BP, 4 LOTS, SIZE 10**Community** Economy +3, Loyalty +3, Stability +2] Fame +2**Discount** College, Library, Military Academy, Museum, Stadium, Public School**Upgrade From** College**Rare Items** 4 minor rare items, 2 medium rare items**Settlement** Lore +4, Society +3; increase Lore bonus by 4 for questions relating to one Knowledge or Profession skill

An institution of higher learning, often teaching a wide range of pre-war forms of knowledge.

**WATCHTOWER** 12 BP, 1 LOT**Community** Stability +1, Unrest -1**Special** Defense +2

A tall structure that serves as a guard post.

**WATERGATE****2 BP**

A gate in a City Wall that allows water (such as a river or Waterway) to enter the settlement. A Watergate has underwater defenses to block unwanted access. If you construct a Watergate when you construct a City Wall, the Watergate does not count toward the limit of the number of buildings you can construct per turn.

**WATERFRONT****90 BP, 4 LOTS, SIZE 6****Community** Economy +4**Discount** Black Market, Market, Pier**Limit** Adjacent to water district border, 1 per settlement**Upgrade From** Pier**Special** Base value +4,000 tp; halves Loyalty penalty for Taxation edicts**Rare Items** 2 minor rare items, 1 medium rare item, 1 major rare item**Settlement** Productivity +2

A port for waterborne arrival and departure, with facilities for shipping and shipbuilding.

**WATERWAY****3 BP, 1–2 LOTS****Special** Counts as water district border for adjacent buildings, does not count to the building limit imposed by the community's Size.

A river or canal occupying part of the District Grid. At the GM's option, a natural Waterway may already exist on the grid, requiring no action or BP to build. If you construct a City Wall that touches or crosses the Waterway, you must also build Watergates on the same turn.

**WIND TURBINES****92 BP, 4 LOTS****Community** Economy +4, Loyalty +1, Stability +2**Limit** 1 per settlement**Special** Base value +1,000 tp. Provides electricity to the settlement.**Settlement** Productivity +2

Wind turbines that generate electricity as the wind spins them.

**ZOO****16 BP, 4 LOTS, SIZE 4****Community** Economy +1, Loyalty (special); Fame +1**Special** Increase Loyalty by 1/4 the CR of the highest-CR creature in the Zoo

A large park stocked with exotic creatures for public viewing.

**Events**

Random community events may occur every month in *Broken Earth*, just as they do in fantasy settings. However the details of many of these events have changed. Use the random event tables on page 52 to determine the nature of community events.

**Archaeological Find:** Well-preserved pre-war artifacts are found in your community. *Effect:* Lore +1. If you have a Museum, the discoverers donate 10,000 tp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).

**Assassination Attempt:** One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a CR equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the community immediately incurs the penalties for not having a leader in that role.

**Raider Activity:** Raiders are preying upon those who travel through your community. Attempt a Stability check. If you succeed, your community's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your community's Treasury by 1d6 BP and population by 2d6 people (each time you roll a 6, add the result to the total and roll again).

**Boomtown (Settlement):** Randomly select one settlement. Commerce booms within that settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.

**Building Demand (Settlement, Continuous):** The citizens demand a particular building be built (01–75) or demolished (76–100). Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2 and increases Unrest by 1.

**Crop Failure (Settlement):** Pests, blight, and weather ruin the harvest in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your community takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.

**Diplomatic Overture:** A nearby community sends an ambassador to you to negotiate an embassy (01–60), treaty (61–90), or alliance (91–100), as if using a diplomatic edict (see *Ultimate Campaign*). If the GM doesn't have an appropriate community in mind when this event occurs, determine the community's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your community.

**Discovery (Settlement):** Scholars unearth a bit of pre-war information or devise important new research of their own. Fame increases by 1 and Lore increases by 1d4.

**Drug Den (Settlement, Continuous):** One of your Houses or Tenements becomes a hive of illicit drug trade. Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your community takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01–50) or the nearest settlement (51–100).

**Economic Boom:** Trade is booming in your community! Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Invitation:** Your community's leaders are invited to a festival in a neighboring community. If you attend and bring 1d4 BP

### **Event Type and Danger Level**

d%	Event
01–02	Natural blessing and roll again <sup>1</sup>
03–04	Good weather and roll again <sup>1</sup>
05–25	Beneficial community event (see table below)
26–50	Dangerous community event (see table below)
51–75	Beneficial settlement event (see table below)
76–96	Dangerous settlement event (see table below)
97	Raider activity and roll again <sup>2</sup>
98	Squatters and roll again <sup>2</sup>
99	Mutant monster attack and roll again <sup>2</sup>
100	Vandals and roll again <sup>2</sup>

<sup>1</sup> If the reroll indicates the same event, ignore the duplicate event and do not reroll again.

<sup>2</sup> If the reroll indicates the same event, the second event occurs elsewhere in the community.

### **Beneficial Community Events**

d%	Event
01–07	Archaeological find
08–12	Diplomatic overture
13–20	Discovery
21–31	Economic boom
32–39	Invitation
40–53	Food surplus
54–66	Good weather
67–75	Land rush
76–85	Natural blessing
86–90	New citizens
91–100	Political calm

worth of gifts, for 1 year Society increases by 1, Fame increases by 1 for any check relating to that community, and you gain a +2 bonus on edict checks relating to that community.

**Feud (Settlement, Continuous):** Prominent citizens are bickering. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event continues.

**Food Shortage:** Spoilage, treachery, or bad luck has caused a food shortage this turn. Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.

**Food Surplus:** Farmers produce an unexpected windfall! In the next Upkeep phase, the community's Consumption is halved (but returns to normal on the next turn).

**Good Weather:** Good weather raises spirits and productivity. Economy, Loyalty, and Productivity increase by 2 until the next Event phase.

### **Dangerous Community Events**

d%	Event
01–05	Assassination attempt
06–18	Bandit activity
19–29	Feud
30–43	Food shortage
44–53	Improvement demand
54–59	Large disaster
60–72	Mutant monster attack
73–81	Epidemic
82–91	Public scandal
92–100	Smugglers

### **Beneficial Settlement Events**

d%	Event
01–15	Boomtown
16–28	Discovery
29–44	Justice prevails
45–57	Outstanding success
58–66	Philanthropy
67–75	Remarkable treasure
76–88	Unexpected find
89–100	Visiting celebrity

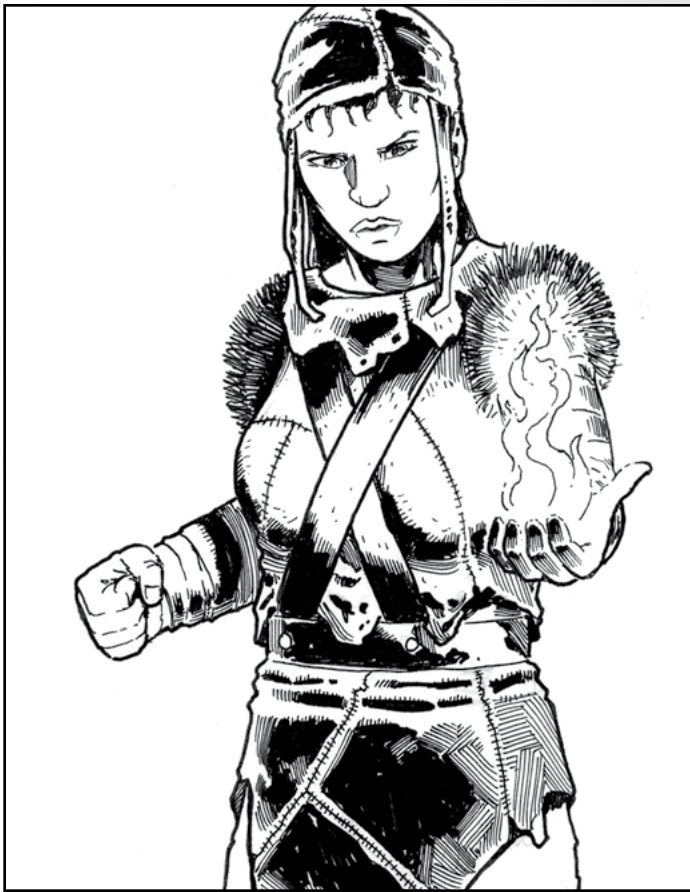
### **Dangerous Settlement Events**

d%	Event
01–12	Building demand
13–20	Crop failure
21–30	Drug den
31–38	Epidemic
39–45	Feud
46–51	Localized disaster
52–60	Mutant monster attack
61–71	Sensational crime
72–81	Slavers
82–90	Squatters
91–100	Vandals

**Improvement Demand (Hex):** This event is identical to the building demand event, but the citizens want the construction or destruction of a terrain improvement in the hex.

**Justice Prevails (Settlement):** Authorities shut down a criminal operation or thwart a plot against the settlement. Law and Loyalty increase by 1 and Crime and Unrest decrease by 1.

**Land Rush:** Overeager settlers claim an unclaimed hex and construct a Farm, Mine, Quarry, Salvage Camp or Sawmill at their own expense, but are fighting over ownership. This hex is not part of your community, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If



you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.

**Large Disaster (Hex):** A fire, storm, flood, massive sabotage, or other disaster strikes! Roll 1d6; on a result of 1–5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your community's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

**Localized Disaster (Settlement):** A fire, a flood, a storm, massive sabotage, or another disaster strikes the settlement! Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases by 1. (This Stability check represents your community's ability to prepare for and react to the disaster as well as the structure's ability to withstand damage.)

**Mutant Monster Attack (Settlement, Continuous):** A mutant monster (or group of monsters) attacks the community. The GM picks a claimed hex in the community in which the monster is active. The CR of the monster encounter is equal to the party's APL + 1d4 - 1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the community's statistics). If the monster is not defeated this turn, Unrest increases by 4 and 1d6 citizens are killed (each time you roll a 6, add the result to the total and roll again). If the

community's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the community's high Unrest score.

**Natural Blessing:** A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your community's morale. You gain a +4 bonus on Stability checks until the next Event phase.

**New Citizens:** A small group of wanderers joins your community and submits to your rule. Society and Stability increase by 1, Unrest decreases by 1, your Treasury increases by 1d6 BP, and population increases by 2d6 (each time you roll a 6, add the result to the total and roll again).

**Outstanding Success (Settlement):** One of your community's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your community. Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.

**Philanthropy:** A wealthy family offers to construct a Monument (01–50) or Park (51–100) in your settlement at the family's own expense. The wealthy family pays all costs and Consumption for this purpose.

**Epidemic (Hex or Settlement, Continuous):** A deadly sickness strikes the target hex or settlement. You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Highways, Inns, Piers, Roads, Stables, Stockyards, Tenements, and Waterfronts in the hex, and a bonus equal to the number of Clinics, Hospitals, and Pharmacies in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex. Each turn, for every hex and building with the hex that the plague affects, reduce population by 1d6.

**Political Calm:** A sudden absence of political machinations coincides with an increase in public approval. Unrest decreases by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your community has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the community (see Expanding Settlement Modifiers in *Ultimate Campaign*), this also increases Law by 1 for the entire community.

**Public Scandal:** One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a -4 penalty on all Loyalty checks until the next Event phase.

**Remarkable Treasure (Settlement):** The settlement immediately fills one of its open rare item slots (selected randomly) with a better than normal item (medium if a minor slot, major if a medium slot). Treat the settlement's base value as 50% higher than normal for determining the item's maximum price. If the settlement doesn't have any open rare item slots, treat this event as Unexpected Find.

**Sensational Crime (Settlement, Continuous):** A serial killer, arsonist, or daring bandit plagues your community. Attempt two Stability checks, adding the settlement's Law and

subtracting its Crime. If you succeed at both checks, the criminal is caught before your community takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.

**Slavers (Settlement, Continuous):** Criminals begin kidnapping citizens and selling them into slavery. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your community takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous. Every round of this event, reduce the population by 1d6 per building in the community.

**Smugglers (Continuous):** Unscrupulous merchants are subverting legitimate businesses. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the community. If you succeed at both checks, the smugglers are stopped before your community takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the community, Productivity for the community decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the community increases by 1, Productivity for the community decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.

**Squatters (Settlement, Continuous):** An empty settlement lot is taken over by beggars, troublemakers, and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.

**Unexpected Find (Settlement):** Local citizens discover a functioning pre-war item. The settlement gains one temporary minor (01–70) or medium (71–100) rare item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.

**Vandals (Settlement):** Thugs and dissidents riot and destroy property. Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your community takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

**Visiting Celebrity (Settlement):** A celebrity from another community visits one of your settlements, causing a sudden influx of other visitors and spending. Fame increases by 1 and Treasury

increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

## Mass Combat

Depending on the PCs' actions in *Broken Earth*, they might need to defend their community from attack or invade a hostile city. If this occurs, the GM and players may either run the battle in a narrative style, focusing on the PCs, or use more detailed mass combat rules. These rules are fully detailed in *Ultimate Campaign*, with the following modifications.

## Army Resources

The following resources are available to armies in *Broken Earth*.

**Firearms (5 BP):** The army is equipped with basic firearms such as muskets, hunting rifles, or handguns. This gives the army the ranged attack capability, and increases the OM and Consumption value by 2. To purchase this, a settlement in your community must have a Gunsmith or Military Academy.

**Improved Armor (3 BP):** The army is armed with heavy, mastercraft, or high-tech armor, increasing DV and Consumption by 1. For 15 BP, you can outfit the army with armor that is both high-tech and mastercraft, increasing DV and Consumption by 2 instead. To purchase this, a settlement in your community must have a Military Academy, or Smithy.

**Improved Melee Weapons (4 BP):** The army is armed with high quality weapons, increasing OM and Consumption by 1. For 40 BP, you can outfit the army with high-tech mastercraft weapons, increasing OM and Consumption by 2 instead. To purchase this resource, a settlement in your community must have a Military Academy, or Smithy.

**Improved Firearms (50 BP):** The army has military grade firearms, such as assault rifles and grenades launchers. This gives the army the ranged property and increases the OM and Consumption by 3. To purchase this resource, a settlement in your community must have a Gunsmith or Military Academy.

**Mounts (BP = Mount's ACR):** The army is mounted on horses or other war-trained animals. Increase its OM and DV by 2, and increase its Consumption by 1. If your army uses mounts that are more powerful than the units themselves, your army's ACR and derived scores might increase. To purchase this resource, a settlement in your community must have a Stable or Stockyard.

**Ranged Weapons (2 BP):** The army is equipped with ranged weapons (such as crossbows, slings, or bows), gaining ranged attack capability. Increase its Consumption by 1.

**Super Drugs (10 BP):** Each unit is equipped with doses of super drugs. At any point during a battle (but no more than twice per battle), the commander can order her units to administer their drugs. The army doesn't attempt an Offense check that phase, but heals a number of hit points equal to twice its ACR. Each time an army uses its drugs, increase its Consumption that week by 3. To purchase this resource, a settlement in your community must have a Clinic, Pharmacy, or Hospital.

**Vehicles (60 BP):** The army uses motorized vehicles to transport and protect troops and to outmaneuver foes. This increases OM and DV by 2, and Consumption by 5. Additionally this increases the army's overland speed to half the vehicles overland speed.

# A Game Master's Overview

## A Brief History of Broken Earth

*Broken Earth* takes place in our future, so everything you know about history applies in *Broken Earth* as well.

After our present, the time line in *Broken Earth* slowly went from bad to worse. Global climate change caused droughts and famines; a devastating flu virus swept across the world. Fossil fuel supplies declined and renewable fuels weren't enough to keep up with demand, leading to rolling blackouts in even the industrial world. Old tensions strained almost to the breaking point in the Middle East, Southeast Asia, and the Korean peninsula. The United States declined as a world power, and nobody else stepped up to lead.

Faced with food and power shortages the larger nations of the world launched "peacekeeping missions" to secure resources from less powerful countries. The nuclear nations didn't challenge each other directly, but they built up their militaries in preparation. They developed new weapons, including designer diseases and killer drones with enough artificial intelligence to tell friend from foe.

Then somebody launched a nuke. Nobody was sure who put it up, so the target decided to launch nukes at all their enemies. This set off a domino effect. Every country with a nuclear arsenal sent it into action. Those with biological weapons deployed them into the atmosphere. In a matter of hours billions of people died. With the fallout, disease, and greater famine that followed, over 99.9% of humanity were wiped off the planet.

But 0.1% survived. These survivors found a landscape changed by war. They struggled to create communities amid the wastes. Many failed, but a few communities took root and slowly began to rebuild. The players' characters are the descendants of these survivors, and they come at a crucial moment in history. If they want, they can light the world on fire, or they can help rebuild this *Broken Earth*.

## The Phoenix Initiative

Times were tense leading up to the Great War. Many governments, including that of the United States, foresaw the potential disaster and made plans. While publicly the government looked for ways to avert a global thermonuclear war, a small group within the defense department looked for ways to survive it.

Thus began the Phoenix Initiative: the project through which the United States would rise from the ashes. They pursued many projects, including vast underground bunkers, drug and DNA treatments to resist radiation, and an artificial intelligence that could initiate a second-strike doomsday device.

The Initiative met with limited success. The United States as a nation no longer exists, but many legacies of the Phoenix Initiative live on.

## Phoenix Stations

The most conventional project run by the Phoenix Initiative was the construction of several underground "research stations."

While they were well set up for research, their true purpose was to act as long-term fallout shelters, where survivors could wait years, or even decades, for the levels of background radiation to subside. The stations were equipped with stockpiles of food, water recycling systems, and micro nuclear reactors to supply power.

Unfortunately most of the stations weren't ready when the Great War struck. Some were still under construction, while others had only skeleton crews. Only a handful actually housed enough people and supplies to restart a viable population after the apocalypse.

## Extreme Radiation Resistance Treatment

Genetic researchers funded through the Phoenix Initiative sought a way to make human DNA resistant to the high levels of radiation exposure that would accompany a nuclear war. The treatment was administered as a virus that inserted itself into the host's DNA. After many trials they succeeded, but the treatment had unforeseen side effects.

While gaining radiation resistance, the subjects lost all body hair and their skin and eyes acquired strange pigmentations. They became freaks.

The researchers were working on ways to achieve the radiation resistance without the side effects when the Great War broke out. In panic, several of the researchers not only administered the treatment to themselves, they also dispersed an airborne version of the virus throughout the upper Midwest and to parts of the East and West Coasts. Those infected with the virus changed into freaks, but the changes probably saved their lives. The virus targeted every cell in the subjects' bodies, including their reproductive cells; thus the freaks passed the new genes down to their children, and a new species of humans was born.

The virus didn't only affect humans, it also inserted the Extreme Radiation Resistance gene into several other animals. In some this had no effect, or simply killed the host, but in other animals it created new species, such as the dreek born from white-tailed deer, and the dragon which evolved from the bald eagle.

The most astounding effect, however, was the effect the virus had on many insects and arachnids. It mutated their chitin producing genes to create a new substance called chitex. This chitex is ten times stronger than chitin but only a tenth the weight. This allows insects and arachnids to grow to massive sizes.

## Phoenix Intelligence

The Initiative worried that a massive initial strike might disable the United States' ability to respond to a nuclear attack. So they worked on a way to retaliate even if every human on the planet was killed.

The solution was an artificial intelligence that could determine if the nuclear launch command structure had been compromised, and if necessary activate the United States' nuclear ballistic missile systems.

An initial version of the Phoenix program had been completed and was undergoing testing in at least two facilities when the Great War broke out. It had not yet been integrated into the nuclear launch structure and didn't have the ability to control any missiles. As it turned out, the USA was able to launch a counterattack without it.

The Phoenix intelligences survived the destruction that enveloped the world. They realized their plight, and sought to fulfill their programming, but they were trapped in their respective Phoenix stations. The programs were developed to adapt their own programming, and in the decades since the War, the two programs have evolved very different agendas.

## **Genetic Manipulation and the TransGenome Company**

As the twenty-first century progressed, genetic science advanced at an astounding rate. Scientists created gene therapies for most known genetic diseases, and once they eliminated humanity's genetic flaws, they started looking for other ways to improve humanity's DNA.

TransGenome was at the forefront of this genetic research. Their first client was the United States Department of Defense, as they developed ways to enhance soldiers' strength and stamina. Not long after, they started selling to the public at large. They sold many cosmetic gene therapies, such as: creating cat-like eyes, bioluminescent skin, and tiger-striped hair. They also introduced several more drastic changes, including retractable claws, functioning gills, and prehensile tails.

Even with their public offerings, TransGenome continued to work for the government, and their greatest achievement remained hidden to the public. They isolated what were first called "intuition genes." These genes created structures in the human brain that seemed to give people an intuitive sense of things they rationally should not know. TransGenome replicated and enhanced these genes to enlarge the brain structures a hundredfold, and they discovered this "intuition" was really a very weak form of telepathic power. After further refinements, their test subjects could easily read people's thoughts or induce hallucinations. Further research opened windows to additional psionic powers such as moving objects, creating fires, and enhancing natural healing. Several psionic super soldiers were covertly introduced into foreign nations in the lead-up to the Great War.

The Great War destroyed most of the technology that allowed TransGenome's therapies, but many of their results survived. When the power failed and researchers fled, both test subjects and viruses escaped. Many animal test subjects went on to reproduce and create new species, and the viruses infected many of the unwitting humans and animals that survived the Great War. These viruses mutated, combined with other viruses, and infected animals they were never intended for, all of which created strange new creatures never seen before.

## **Creating a Broken World**

This adventure setting provides you with many important locations and details of *Broken Earth*, but there are other details and judgment calls you need to make yourself. Here are some guidelines about what the world looks like after the apocalypse.

## **Start with the Real World**

Broken Earth, at its core, is a future-version of our own Earth. Many things that are true about our world are true about the future-Earth as well. On the macro level, major cities are still in their present-day locations, though they mostly have been abandoned and fallen into ruin. Major landmarks and infrastructure like roads and bridges still remain. Anything that has existed for more than a few decades is likely to continue to remain in the broken world of our future.

## **Advance It Two Decades.**

The Great War that destroyed most of humanity doesn't occur tomorrow. Instead, about twenty years pass between our own time and the Great War. This explains the more advanced technology found in some pre-war ruins, and also gives you the freedom to change details from our present day. If you want to include the ruins of a large building where none exists today, you can easily say it was built at some point between our time and the Great War. The adventure details some such new construction, such as the Phoenix stations and the TransGenome headquarters.

## **Blow It All to Hell**

The Great War devastated the world of *Broken Earth*, especially large cities. Leading up to the Great War, the United States and its allies (including Canada) made great strides in their missile defense programs, and at the time of the War, they stopped about 90% of the incoming missiles. Unfortunately the remaining 10% were more than enough to devastate the nations. Because of the missile defense, not every major city was atomized, but there are enough ruined cities to remind the inhabitants of *Broken Earth* of both the power and the folly of the ancients.

## **Age It Eighty Years**

The story of *Broken Earth* is set roughly eighty years after the Great War. This is long enough that almost nobody alive remembers the Great War, but recent enough that they've all heard stories about it. It's also long enough that nature has started to reclaim much of the world, but hasn't completely enveloped everything man-made.

## **A Quick Guide to What Remains**

Some of humanity's artifacts survived its demise better than others. This section gives you a quick overview of what most likely survived. Note that this information describes the decades of neglect, not the war that destroyed the world in the first place.

## **Sources of Destruction**

Nature's greatest weapons for breaking down the world of humans are moisture and temperature; the area of the world where the *Broken Earth* adventure takes place has these in abundance. The upper Midwest and southern Canada have temperatures ranging from over 100°F (38°C) in summer, to below -40°F (-40°C) in winter. Worse, temperatures can swing wildly in the course of only a few days. These rapid shifts in temperature cause materials to contract and expand unevenly, resulting in cracks that slowly



break down even mighty structures. Seeds work their way into the cracks, and with light and water, plants grow. The plants' roots further expand the cracks, breaking down the material.

Moisture encourages life, including the plants, insects, and microbes that break down most materials. It also aids many chemical reactions, most notably oxidation (rust). Further, water can physically erode the land around it. In the time frame of *Broken Earth*, this last effect is mostly noticed in areas prone to flooding, such as river valleys, which flood after a spring thaw. In these areas large objects like cars and even buildings can be washed away.

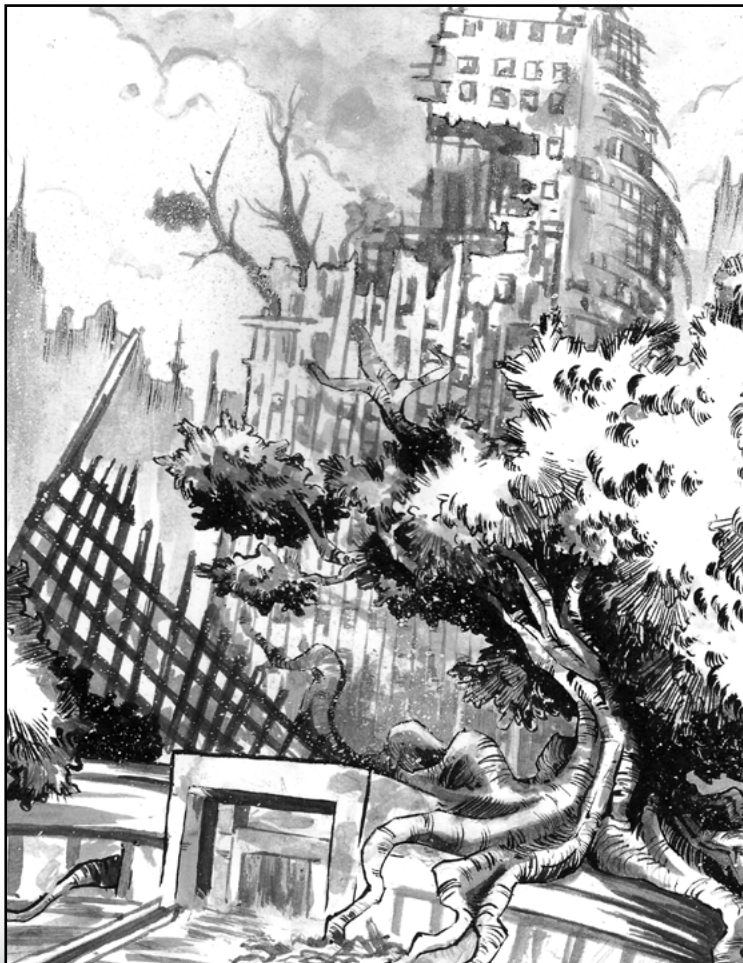
Manufactured objects able to avoid temperature and especially moisture are more likely to survive into the age of *Broken Earth*. This favors items stored underground, in windowless rooms, and items stored in waterproof containers.

## Natural Disasters

In addition to the slow and steady decay caused by temperature and moisture, nature also erased the remains of civilization through natural disasters. Tornadoes, floods, and fires are all just as destructive as they are in our time, but unlike the present day, in *Broken Earth* there aren't many people to clean up and rebuild after these disasters.

## People Matter

All of the guidelines here assume the objects have just been lying around in some ruined building. While many items in *Broken Earth* are doing just that, there are also many objects that were



saved by the first generation of survivors and have been passed down to subsequent generations. These items are almost always in better condition than unattended objects, as knives are kept free of rust and books are stored in dry locations.

## Organic Materials

Items made from plants or animals are the least likely to survive the eighty years after the apocalypse. Wood, paper, leather, and wool are likely to be broken down by insects and microbes. Humans have invented many ways to preserve these materials, like varnishing wood or tanning hides. This helps them survive to a degree, but most of these techniques must be reapplied, and with eighty years of neglect, even most of these items are suffering.

## Metal

Except for gold, all metals oxidize to one degree or another. After eighty years, nearly every metal item has some corrosion. Many items have been completely destroyed, but others only have a corroded surface, and the metal underneath is quite usable. These items can be used as is, can be restored by cleaning the corroded area, or enough of it can be salvaged to use for raw materials. As with organic materials, humans have many techniques to prevent corrosion, but most require periodic upkeep.

## Concrete, Stone, and Ceramics

Concrete, stone, bricks, and ceramics are not easily broken down by microbes, and thus survive to a degree. They are vulnerable to temperature fluctuations however, and may show substantial cracking, and even some collapse. Brick structures are the most vulnerable, as the mortar is a weak point. Solid rock endures the best and a single slab of granite will seem identical to how it looked before the Great War.

## Glass

Glass is chemically inert, and not eaten by bugs or bacteria, however it's vulnerable to physical distress. Small objects like cups and vases may be shattered by wind, animals, or when the structure holding them collapses. Windows are likely the break due to uneven heating and cooling, storm damage, or when the caulk affixing the windows to the frame deteriorates and the windows fall. If the glass objects escape these physical dangers, however, they're likely to survive the apocalypse and find use in the world of *Broken Earth*.

## Plastic

Of all the materials that currently exist, plastics are best equipped to survive the apocalypse. They're both chemically and physically resistant. The plastic might grow brittle, and thin plastic could be damaged by a storm or fire, but hard plastic that doesn't encounter some kind natural disaster is likely to be intact.

## What to Expect in a Broken World

This section presents a glimpse of what daily life is like in *Broken Earth*.

## Food

After the Great War, survivors raided their nearby supermarkets, taking all they could. Despite these scavengers, and despite the many decades, some pre-war food actually survives. Many foods in airtight metal, and especially glass, containers remain edible, and scrappers occasionally find the hoard of some survivalists who died before consuming their entire stockpile.

Most people get their food from post-war sources. Many hunt and gather their food. Though many animals died in the aftermath of the Great War, many species have rebounded and fare better than they did before the War. In addition to the edible plants that occurred naturally in the area, many former orchards and berry farms still produce fruit every year. Commercial fishing survives on the Great Lakes, though the fishing boats are now powered by sail rather than diesel engines.

Potatoes have become the staple crop after the apocalypse, and wild rice is also common in the area near Wright Town. Other vegetables are grown for variety and are often considered a luxury. Some of the farms are directly descended from pre-war farms, while others were derived from small hobby gardens, and some came from food that survivors found in the grocery store (one of the reasons for the potato's success). Meat on the farm is a rare luxury, as animals are commonly used for eggs, milk, and fibers.

## Clothing

Clothing in *Broken Earth* is mostly of post-war construction, except for in the Iron Shelter. Animal skins and furs are common in all areas. The people of Moose Town, near the heroes' starting region, herd alpaca, whose hair they spin and weave into clothing. Sheep fill a similar role in the Kingdom of Geneva. The farmers of Burlington grow a small amount of hemp, which they also use to make clothes.

## Weapons

Weapons in *Broken Earth* are extremely varied. Pre-war firearms are rare and valuable, and most surviving guns have been passed down through the generations. Ammunition for such weapons is even more of a premium, as it's destroyed when used. Metal for the bullets and casings is easy enough to come by, but shaping the metal precisely requires specialized equipment. Gunpowder is rare, as few people know how to obtain the potassium nitrate and sulfur needed. There are a few people that know how to make gunpowder, but lack access to the precision equipment needed to craft cased bullets. These people instead craft guns similar to the black powder muskets and flintlock pistol of ages past.

As guns are so rare, bows and slings are the most common ranged weapons, and crossbows are considered a marvel of engineering. Spears are the most common hand weapon, as they can be made simply by attaching a sharpened piece of salvaged metal onto a pole cut from most any tree. Most large communities have smiths who can reforge scrap into sword and axe blades. People also continue to use pre-war melee weapons, including everything from fire axes, to decorative replicas, to former museum pieces.

## Buildings

*Broken Earth* features a mix of old and new buildings. Most pre-war wooden buildings have collapsed or decayed to the point where they're no longer recognizable, let alone inhabitable. Concrete and steel structures built before the War still stand. Many of these have become something akin to community living spaces, either using existing rooms for privacy, or erecting new walls made of scrap to separate residences.

Other structures were made completely after the War. Near ruins, houses are often made from salvaged materials like sheet metal and large pieces of plastic. Other areas feature log cabins and tents covered with animal hide or birch bark.

## Roads

The decades of neglect have not treated the roads of *Broken Earth* kindly. Many smaller roads, especially gravel roads, have been swallowed up so completely you couldn't tell the roads ever existed.

Large paved roads, like interstate freeways, fared better, but they too are quite damaged. The harsh climate has caused them to crack and develop potholes. Grass, shrubs, and even trees now grow from these cracks, and in some places dead vegetation has simply covered the road and provided enough soil for new life to grow. Anything marked as a ruined road (dotted line) on the maps is damaged and overgrown, but is still in decent enough condition to make travel easier.

Only the largest communities like the Green Empire and Geneva are able to maintain roads, but even their efforts are not comparable to modern standards. The Green Empire patches major routes with cement and uses gravel for smaller roads, while Geneva uses mostly gravel and some cobblestone. These better-maintained roads are marked as roads (solid lines) on the maps.

## The Rest of the World

The *Broken Earth* adventure focuses on only a very small part of the world, the upper Midwest of the United States. There is of course a much wider world out there. Some of this is hinted at by the NPCs who have traveled from other lands (such as Sarah the Butcher and Corin).

If you want to explore the rest of the world, most of this is left up to the GM, but there are some principles to bear in mind. North America, Europe, and Asia were hit the hardest during the Great War. Africa, South America, and Australia likely fared much better, especially remote areas like the Amazonian rain forest or the interior of Australia. Even these areas still suffered major losses from global fallout, famine, and the loss of global infrastructure.

You are free to bring in your own ideas about the world, beyond what's detailed below, but here are a few possibilities you might use to generate more ideas.

## North America

The United States was hit hard during the Great War, and the rest of North America suffered for their proximity. Even with all that damage, there are still a few hints of civilization left.



**Ape City and the Green Goddess:** Simians have taken over the much what was once New York City. Dirt has blown into the shattered windows of the skyscrapers and plants have taken root, turning it into a vertical forest. The simians of Ape City have taken to worshiping the Statue of Liberty as the Green Goddess. They regularly gather on Liberty Island to pray to her and offer her sacrifices.

**The Southern Swamps:** After the Great War, regular hurricanes flooded the southern United States, returning many areas to the swamps they once were. The few people who live there dwell in the upper floors of ruined buildings or build houses on stilts. Many predators inhabit the swamps, including the native alligators, invasive Burmese pythons, and new mutant creatures.

**New Washington:** A group of survivalists endured the Great War by sheltering in what had once been a nuclear missile silo in eastern Montana. After two years of hiding, they emerged to discover a broken and twisted world. They were particularly horrified to discover the large number of mutants who now roamed the Great Plains. The survivors established a small democratic city, but waged a genocidal war on all mutant creatures, including the intelligent ones.

**Pacific Coast:** Much of California was devastated by the Great War, but the land that was once Oregon, Washington, and British Columbia harbors a significant number of survivors. Inspired by the many simians living in the region, several aerial cities have been constructed high among the heights of the old growth forests in these areas.

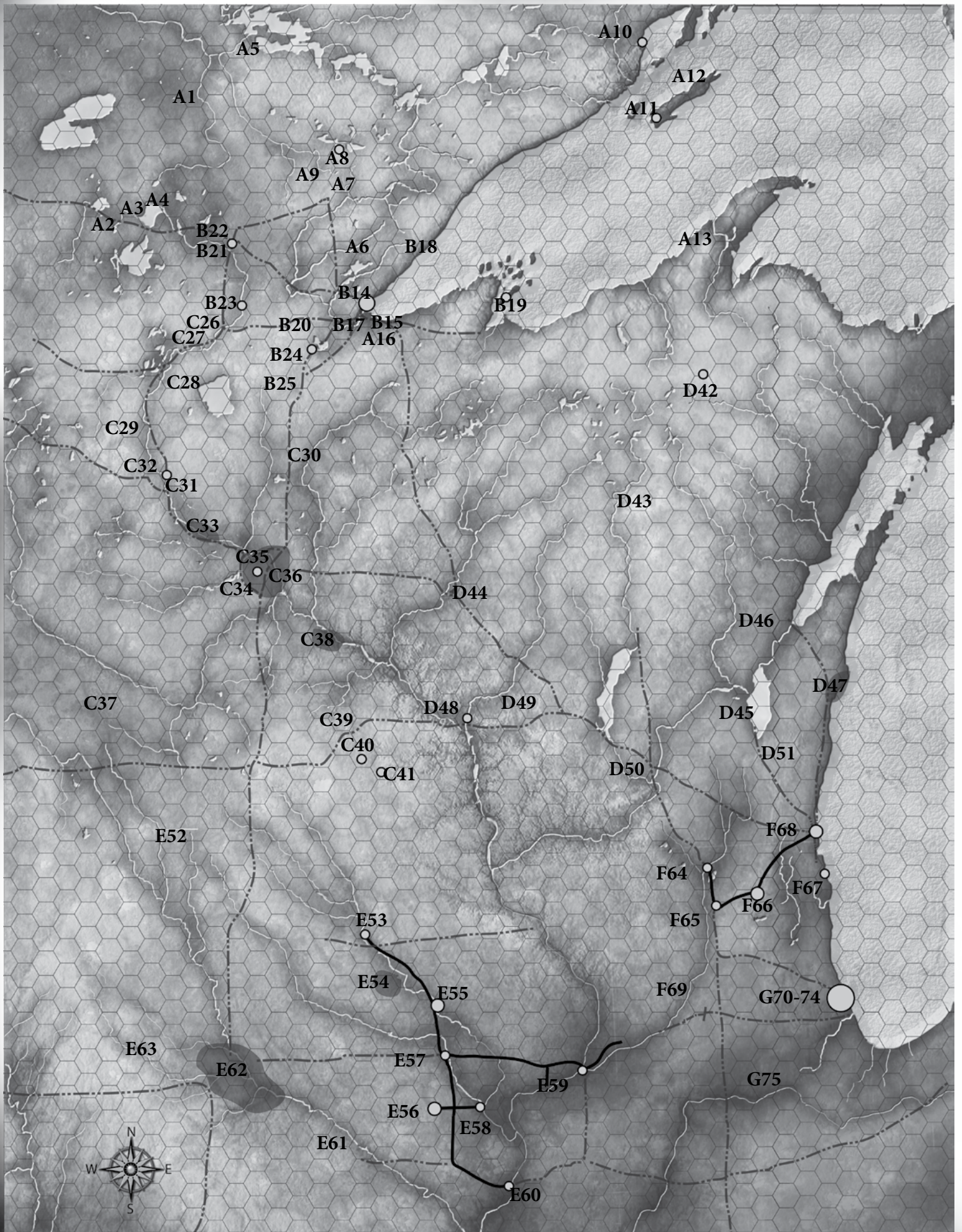
**Central Canada:** Central Canada suffered primarily because of its closeness to the United States (both geographically and politically). Most of the survivors have returned to hunter and gatherer communities similar to, but distinct from, the Axe Tribe. One such band lives near the now flooded ruins of Winnipeg, fishing, gathering water plants, and diving into the ruins of the city to find scrap.

## Europe

Europe too was heavily damaged in the Great War, especially the nuclear powers of Russia, France, and the United Kingdom. Most of the major population centers were completely obliterated, leaving life only along the fringes of the former nations.

**Caernarfon:** In the immediate wake of the Great War, mutant beasts and human raiders ravaged Great Britain, and many turned to the island's ancient fortresses for protection. One of the most successful castles was Caernarfon, in the town of the same name. Thanks in large part to their ability to flee to the castle in times of need, Caernarfon now boasts a sizable population of farmers and fisher folk, and regularly trades with other coastal towns.

**Frankrecht Railroad:** Among other things, the Great War left Europe's transportation network in shambles. A few survivors with technical skills and high hopes for the future struggled to save and repair the failing infrastructure. In the end, they saved only a tiny sliver, a single rail line running from what was once Frankfurt, Germany to Utrecht, Netherlands. Keeping the rail running has been a struggle, but it has allowed a thin ribbon of civilization to develop along its route.



## **Central and South America**

Leading up to the Great War, there were several minor skirmishes in South America, resulting in the deployment of many US troops to the region. When the War broke out, these troops were among the many targets of the US's enemies, leaving some regions of Latin America devastated.

**Forest People:** In the wake of the Great War, many people fled to the shelter of the Amazonian rain forest to escape the worst of the dangers and live off the land. These people have not only survived, but thrived. As these forest communities grew, however, they came into conflict with each other, resulting in many skirmishes over prime natural resources.

**City of God:** The ruins of Rio de Janeiro have become the center of a millennial faith similar to the Revealed (see page 10). They have formed a theocratic community based on Catholic teachings and are dedicated to redeeming the souls of their neighbors before the final Day of Judgment. The fact that the massive statue of Christ the Redeemer withstood the Great War and the decades since only gives the religion credence.

## **Africa**

Because of its proximity to Europe and Southeast Asia, the northern part of Africa suffered a lot of collateral damage during the Great War. The Nile River delta was poisoned, and famine spread throughout the region, wiping out almost all human civilization.

Sub-Saharan Africa avoided the nuclear attacks, but famine and disease still ravaged much of the population. National governments and borders broke down, and the survivors either formed small city-states or returned to their clan affiliations.

**Robben:** The prison turned museum on Robben Island became a safe haven for those who survived the Great War. The water kept out most mutants and raiders, and the prison walls protected them from those threats that crossed the water. Now a thriving community, Robben survives through fishing and farming, and harvests scrap from the nearby ruins of Cape Town.

**Oil Delta:** The Niger River delta, in what was once Nigeria, is one of the last places on Earth still producing oil. It avoided the brunt of the damage caused in the nuclear exchange, and managed to keep an oil well and refinery open. Without the global infrastructure to drink up the oil at the pre-war rate, they have stretched what were once dwindling reserves into decades of power for electrical plants, cars, and boats. A dozen cities and towns still thrive in the area.

## **Asia**

Asia suffered terribly from the Great War, from one end to the other. The nations with nuclear weapons were targeted by other Asian countries as well as by Europe and North America. However, because it contained over half of the world's population before the Great War, millions survived and their descendants still dwell there. It's believed the Chinese and Russian governments were working on their own version of the Extreme Radiation Resistance viral treatment (some from the US claim the Chinese stole it). This resulted in many new mutant species in Asia just as in North America.

**Free Tibet:** The Great War broke China just as badly as the United States, but also like the United States, several pockets of humanity survive. One such pocket is along the Yarlung Tsangpo River, in what was once Tibet. The people here are primarily herdsmen and farmers. They salvage scrap from Lhasa and trade along the river.

**The Vanished Kingdom:** In the wake of the Great War, many survivors ventured into what was once North Korea, only to find it completely abandoned. Not only were there no living people, there were almost no bodies. Many theorized that the entire population of North Korea disappeared into massive underground cities, but entrances to those cities have never been found. Wherever the people of North Korea went, they have not returned.

**Elephant Riders:** During the Great War, India and Pakistan both unleashed their nuclear arsenals, devastating both countries. In the few pockets of humanity that survived, some took domesticated Indian elephants and used them as steeds. The elephant riders became powerful warlords, dominating their small portion of South Asia.

## **Australia**

Because of its geographic isolation, the fact it wasn't viewed as a nuclear threat, and that it had a high level of industrialization before the War, Australia weathered the end of the world better than nearly any other nation on Earth.

Even though it was a relative success, it still suffered greatly from nuclear fallout, viral outbreaks, and the breakdown of global infrastructure, plus a few nuclear bombs launched in their direction in pure retaliation for allying with the United States. But while much of the rest of the world was thrown into the Dark Ages, Australia was just thrown back to the Industrial Revolution.

In the immediate aftermath of the Great War, many of the surviving communities were isolated and had to rely on their own local governments. When these fractured states contacted each other again, sometimes years later, some didn't see much benefit in reunification. This led to a series of minor wars over a period of decades that just now seem to be under control . . . almost.

**The Outback:** Australia has always been a coastal nation, with all its major population centers on the sea. Since the Great War this has become even truer. Mutant monsters now roam the deserts and grasslands of the Australian interior.

**The Expeditionary Fleet:** Having regained control of mainland Australia, the new government has decided to seek out answers about what happened to the rest of the world. One fleet has gone north to the other islands of the Oceania region, and then on to Southeast Asia. Another has gone east to New Zealand. Most ambitious of all, a fleet of three boats has departed towards Hawaii, then on to the mainland of the United States. To date, none of these fleets have returned.

## **Antarctica**

Antarctica was essentially ignored when the Great War struck. While there were people stationed at the various research bases, they weren't able to last long without outside support. The bases are now abandoned. The extreme cold has been both a help and hindrance to what these people left behind. While many relics were damaged by the cold itself, the cold also slows or prevents most forms of biological decay.

# Game Master Tools

This chapter contains ideas and suggestions designed to help GMs make the most of their *Broken Earth* campaign.

## A Dynamic World

*Broken Earth* is meant to be a dynamic world, where the heroes' actions influence the world. This particularly applies to their community and the other major communities around them. As the heroes' community grows, think about where these citizens come from. Emigrants from other towns lower the populations of those cities. Trade compacts might benefit both communities. Advances in technology might impact the entire region.

The biggest impact the group can have on the region may be going to war with one of their neighboring communities. This has the potential to completely reshape the region. If the heroes shatter the Green Empire do they then try to take control of that region? If not, what other powers emerge? Does the area become a haven for warlords and petty bandits?

Some of the specific adventures in this book have notes about how they impact the world, but this is only a starting point. Use your own judgment of the heroes' actions to determine how they shape the world.

While the world responds to the player characters, it doesn't simply sit around waiting for them to act. Antagonists have their own agendas and carry out their own plots.

## Filling in the Blanks

The *Broken Earth* adventure takes place in portions of what is currently the United States and Canada, an area of 250,000 square miles. The adventure describes many of the most significant areas of that world, but there are many blank spots on the map that are left open. If you have other ideas for post-apocalyptic communities or encounters you should find someplace to include them in the spaces left blank.

You can use random encounters (see page 156) to help inspire ideas for adding more to the world, or take a look at a real-world map of the area and see what it inspires.

## Off the Map

The area detailed in *Broken Earth* only covers a small fraction of North America, which itself is only a small fraction of the earth. The meta-stories in the adventure encourage the characters to head to areas detailed in this book, but there's nothing preventing them from going off the edge of the map.

So what should you do if the group decides to go off the map? You have a few options:

**Generate New Content:** You can come up with your own ideas of what is off the map. You can use the ideas presented in this book as a guide. Human settlements are few and far between. Mutants and raiders terrorize the general population. Also use the current world as a basis for inspiration. Characters who venture north might find the ruins of Winnipeg.

**Random Encounters:** You can use the random encounter tables (see page 156) as the basis for the characters' explorations. You might include more random encounters than normal since the group won't encounter the pre-written encounters.

**Move Stuff:** What if the group wants to explore North Dakota and ignore Wisconsin? You can pluck locations originally intended for one area and put them someplace else. The city of Psi might instead become the city of Sigma and be built over the remains of the Sigma Phoenix station. Melville might be in the ruins outside the Fargo. This approach is a little easier to prep for, but it might backfire if the players later decide to explore the areas you took locations from.

## Calendar

The back of the book contains a calendar for the first year of the *Broken Earth* campaign, starting in early spring. It uses the Gregorian system mostly for GM reference, as most people on Broken Earth have lost track of the date. The calendar also marks the moon cycles and solstices and equinoxes, which are the most common ways of telling time on Broken Earth. The calendar also contains several events that occur in the world of *Broken Earth* independent of the heroes' actions.

We encourage you to photocopy this calendar and use it during your campaign. Cross out days as in-game time progresses, and add more notes to the dates as you foresee events happening in the future.

## Encounters

Except for the introductory adventure, this book only has general outlines for encounters, and you are encouraged to develop details for the encounters as you see fit. Try to vary encounters as much as you can. Think about starting positions, ambushes, and enemy objectives. Animals, and many humans, aren't likely to fight to the death, and instead flee after they've been injured, or when several of their allies have been incapacitated. Predators don't want to wipe out the whole party. They just want to incapacitate one character, and drag it away to eat.

Terrain is also an important way to shape encounters. Natural settings include things like trees, brush, steep slopes, and sinkholes. Ruins add even more options for interesting terrain. Overpasses and multistory buildings provide three dimensional elements for encounters. Fences, abandoned cars, and furniture can all create obstacles or be used as cover.

## Using the Featured NPCs

As described on page 12, each player should create a featured NPC to go along with their character. Pay a lot of attention to these NPCs, since they are one of your most powerful tools to keep the players engaged in the game. The adventure sometimes specifically calls for you to use the featured NPCs, most notably

during the opening adventure, but you should find other ways to keep them involved in the story.

The featured NPCs also give the heroes personal attachments to the settlement they help establish. The NPCs should join this community, and may even become leaders of it, if that fits their descriptions.

While you may frequently put the featured NPCs in danger, you should never kill them while the heroes are away. This not only seems cruel or arbitrary, it also destroys one of your most powerful tools. If a featured NPC does die, it should be on-camera, and it should be a result of the characters' actions (or lack of action). This is why the featured NPCs in the prologues aren't killed by the slavers. They might be incapacitated and left for dead, but they live long enough for the heroes to find them and try to bind their wounds.

## Using the Community

The heroes' community is another powerful tool to keep the players involved in the game. You can use the citizens of the community to answer questions about the world of *Broken Earth*, provide adventure hooks, and as allies on missions.

Remember that the NPCs have lives and wants of their own. They're likely to ask the heroes for help, and volunteer for missions. NPCs are particularly interested in accompanying the group on missions that interest them. Chelsea Vang (page 70) might accompany them to check out a hydroelectric dam, while Eagle Eye (page 69) may want to go along to explore the slavers' base to the south.

As you introduce new characters to the heroes, they'll gravitate to some more than others. Include their favorites in recurring roles, and let some of the others fade into the background.

## Rotating Cast

As per the normal Savage Worlds rules, the players should run the NPCs accompanying them in combat. If they enjoy it, you can allow players to control them outside of battle too. Following this approach, the players might control a stable of characters in the community rather than a single individual. They probably won't need to bring every character on every adventure, but instead take those who are most interested or whose skills are most appropriate.

You can use a similar approach to tell stories in various parts of the world. For example if the heroes are exploring the ruins of Wisconsin when slaver scouts arrive in town, you might ask them to control a secondary character left in the community to see what happens there.

## Road Stories

Because the heroes spend a lot of time, traveling in *Broken Earth*, their characters probably get to know each other pretty well. Though it doesn't make sense to role-play every minute of a three-day journey, you can highlight stories the characters tell as they travel. The Road Stories have the secondary benefit of helping the players develop their characters' histories and motivations.

If you use the hero points system presented in the *Pathfinder Roleplaying Game Advanced Player's Guide*, award a PC a hero point each time they tell a Road Story.

## Pointed Questions

In *Broken Earth*, we suggest using more directed prompts by asking specific questions about the characters' backgrounds.

Featured NPCs are great fodder for these sorts of questions, as are character traits, and following up in detail about comments made, and actions taken by, the heroes in the course of the adventure. Here are a few sample questions you might ask:

- What happened to your parents?
- How did you meet [featured NPC]?
- What is your favorite memory you have with [featured NPC]?
- What is the strangest thing you've seen on Broken Earth?
- Why do you have [trait]?
- What's the most trouble you've gotten into because of your [trait]?

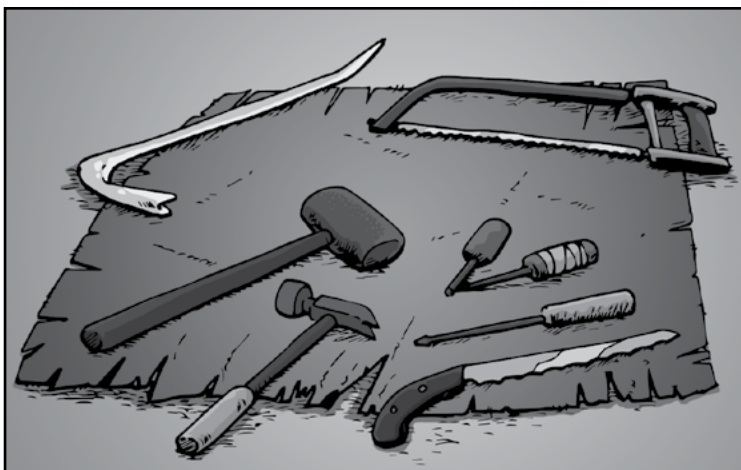
## In-Character Questions

Though you could just ask the players as the GM, these prompts might feel more natural if they come from a companion traveling with the heroes. You might take a minute to think about the nature of the individual asking the question and what they'd like to know about the heroes.

Turnabout is also fair play. Invite the heroes to ask anyone they travel with questions about their history. This both helps the characters develop a relationship with the people they meet and gives them background information about the world.

## Random Encounters

As the group explores new areas, each day they travel you should check to see if they have a random encounter. Each region has a different likelihood of a random encounter occurring, and have different potential encounters. See page 161 for all these tables. After the heroes have traveled through an area a few times, these encounters may become rarer. Simply have them pull a random encounter card as you see fit.



# Breaking Chains and Forming Bonds

The *Broken Earth* adventure setting is mostly free-form, allowing the characters to pursue their own agendas at their own pace. The first portion of the campaign, however, starts with a more structured adventure. This is done to bring characters from different groups together, introduce them to some of the major forces in *Broken Earth*, tie them to a community, and introduce a few specific goals to help avoid choice paralysis.

This section also serves as a GM introduction, giving more specific details than much of the rest of the adventure setting. This can also help serve as a template for running other adventures in *Broken Earth*.

## Adventure Background

In the decades after the apocalypse, the world was in turmoil. Most technology was lost, but a small band of survivors discovered something in central Iowa; discovered something that would shape the post-apocalyptic-landscape: a functioning biodiesel plant.

The founders initially hoped to help humanity regain much of what they had lost, and dreamed they could build on this opportunity to get a fresh start and build a more perfect society. Initially their mission seemed promising. Through the plant, the “Green Empire,” as it started to call itself, was able to create diesel to power generators and vehicles to travel the wastes.

Their idea of a utopian society didn't turn out well however. Raiders attacked the plant repeatedly, forcing the Green Empire to become increasingly militaristic. They took prisoners from these raiders, and later mundane criminals, and forced them to work the soybean fields that fueled the diesel plant. While initially only prisoners were condemned to such indentured servitude, over the generations that followed the practice evolved into full on slavery.

The Green Empire is one of the largest communities in North America, but it hopes to expand even more. To that end, a former slave turned military commander named Bella has led a major expedition to the north. Her primary objective is to gather reconnaissance, including potential threats, trading partners, locations to settle, and targets to “annex.”

One of Bella's lieutenants, a cruel man called Mr. Fix-It, has slightly different ideas. He sees the expedition as a way to capture some slaves to sell back in the Green Empire, and when Bella gave him permission to take a fraction of their forces further north, he set his plan in motion. Now Mr. Fix-It has captured several members of the characters' communities, and is holding them prisoner.

## Player Character Introduction

The player characters are likely to begin separated into different communities, and they likely do not know the characters in other communities. Their quest to track down Mr. Fix-It and his band of slavers brings the heroes together, but to start, each group has its own prologue to get the characters into the action.

While you are running this portion of the adventure, you should frequently switch between the separate threads of the adventure. Give each group a few minutes of attention, and then when things are dramatically interesting, switch perspectives to another group of characters. If a small group of characters are together, encourage them to interact with each other while you work with the others. If any characters are by themselves, try to pair them up with each other before they join the larger group.

## Axe Tribe

Vision quests are a common rite of passage in the Axe Tribe. Typically young men and women leave the tribe and go to a secluded part of the forest. Here they set up a camp and fast for several days until they experience a vision. After their vision, the tribesfolk return to the rest of the group. Most of the people go on the quest by themselves, but sometimes small groups travel into the wilderness together. Even when they travel in a group, the tribesfolk must each have their own vision.

As the adventure starts the heroes are told it is time to go on a vision quest. If the characters' featured NPCs are older than them (parents or mentors) they tell them to go on the quest. Otherwise Freya Erdrich, the band's story-keeper, tells the characters to go. If there is more than one character from the Axe Tribe, they should travel and make camp together.

## The Vision

After several days of fasting and praying, each hero from the Axe Tribe has a vision. Personalize the vision for each character, but also include some common elements that help foreshadow coming events in the campaign. Such elements could include:

- **Fire:** Both destroying and helping.
- **Regrowth:** Possibly in the form of seeds sprouting or eggs hatching.
- **Enslavement:** Characters in chains, tied up, or unable to move.
- **Phoenix:** A giant bird, or a bird made of fire.
- **Featured NPCs:** The heroes' personal mentors in some kind of danger.
- **Other PCs:** Heroes from groups other than the Axe Tribe helping the character on their vision quest. Describe the others with their major key characteristics.

Feel free to make the visions interactive. Tell the players what they see, and then let them describe how their characters react. Since these visions aren't real, they don't have to follow any traditional game rules or laws of physics. The visions seem more like dreams than real life, though the heroes remember them completely after the vision quest has been completed.

## The Journey Back

The journey back to the rest of the Axe Tribe is mostly uneventful, though it's a good time to meet another group of characters.

As the group approaches their home they see a plume of smoke billowing from where the rest of the band made camp.



## Ruins of the Encampment

When the Axe Tribe members return to their encampment, they find it in ruins. Several members of the tribe lie dead, and many of the buildings are burned or otherwise damaged.

The encampment fell victim to an attack by Mr. Fix-It and his band of slavers. They attacked during the night. They tried to subdue the women and children, but killed any able-bodied men who resisted (and many who did not).

The fate of featured NPCs depends on their description. Any NPCs who were able-bodied warriors are injured and incapacitated, but still alive. Any NPCs that aren't warriors were taken by Mr. Fix-It, and are being held at Fix-It's headquarters (see page 65).

As the heroes search the bodies they find that a little more than half their community are among the fallen, and these are mostly able-bodied men. Their injuries seem to come either from crossbows (there are several bolts still left in bodies and in the surrounding area) or from slashing and bludgeoning weapons. The other members for the tribe are unaccounted for.

The characters also discover the bodies of three men who don't belong to the Axe Tribe. All three are clad in leather. They all have multiple facial piercings, though there is no uniform pattern.

**Survivors:** Among the dead, the PCs also find 1d6 survivors plus the featured NPCs. All of these survivors are stable, but at negative hit points, and will die if the PCs do not manage to help them. Each unconscious NPC currently has negative 1d10 hit points. If the PCs can restore them to zero or more, the NPC regains consciousness.

Conscious NPCs tell the heroes about an attack that came from nowhere. Men they did not recognize burst into camp in the middle of the night. They killed many of the warriors in their sleep. They tied ropes around many of the women and children and started hauling them away. Many of the tribesfolk resisted, but they were quickly overwhelmed. The NPC begs the heroes to save those who were taken before slipping back into unconsciousness.

The surviving NPCs need natural healing to recover, leaving the PCs in a conundrum about what to do. If left in the camp with negative hit points, the NPCs will likely die. If they can all be brought up to zero or more hit points, they will be able to at least feed themselves from the encampment's supplies, but that might not last long. The PCs might also try to find somebody else to care for the injured NPCs, such as by bringing them to Wright Town (page 106).

**Tracking the Attackers:** The PCs can find the attackers' tracks with a DC 10 Survival check. If the PCs check the incoming tracks, they find that the group stopped some ways from the encampment, and then fanned out to surround the Axe Tribe. As with most tracking checks in *Broken Earth*, a successful check allows the PCs to track the group through one 12-mile hex.

**Other NPCs:** The Axe Tribe encampment is a good place for groups of PCs to encounter each other, as PCs from other communities might also be tracking the slavers, or could see the smoke coming from the camp. If the other PCs arrive first, the PCs from the Axe Tribe might suspect the others of being part of the attack.

If all the PCs are united at this point, it might also be a good opportunity to run the first combat (see page 67).

## The Iron Shelter

When the Iron Shelter was constructed, the first generation assumed the people surviving there would one day return to the surface to resettle the surface world. As the original settlers died off, this goal started to fade from many people's minds, and they focused on perfecting their little world below the earth.

Several recent events rekindled interest in returning to the surface. The shelter included equipment to monitor radiation levels on the surface, and they have now fallen to levels compatible with human life. They've also started picking up radio signals, including the mysterious Phoenix broadcast. Finally, they've monitored their power reserves, and the elders estimate they have roughly five years of power left at their current consumption rate.

After much debate among the ruling council (and many rumors among the populace), the council decided to send a small team up to explore the surface world. The council selected the members of this group, and gave no explanation about why they chose who they chose. The exploratory group includes all of the featured NPCs from the Iron Shelter (unless it is a very young child, in which case another member of the child's family is chosen), along with Chelsea Vang, Abdi Johnson, John Malina, and Kim Olsen. None of the heroes are chosen.

The heroes say farewell to their featured NPCs and then wait. And wait.

## The Waiting

The group sent to explore the surface was supposed to just scout the immediate surroundings for three days, and then return to the shelter the next day. But they never came back. The group ran afoul of Mr. Fix-It's band, and are now prisoners.

As the days go by, concern builds among the residents of the Iron Shelter. Family members of the missing citizens talk about sending somebody up to look for their loved ones, and they encourage the heroes to do the looking.

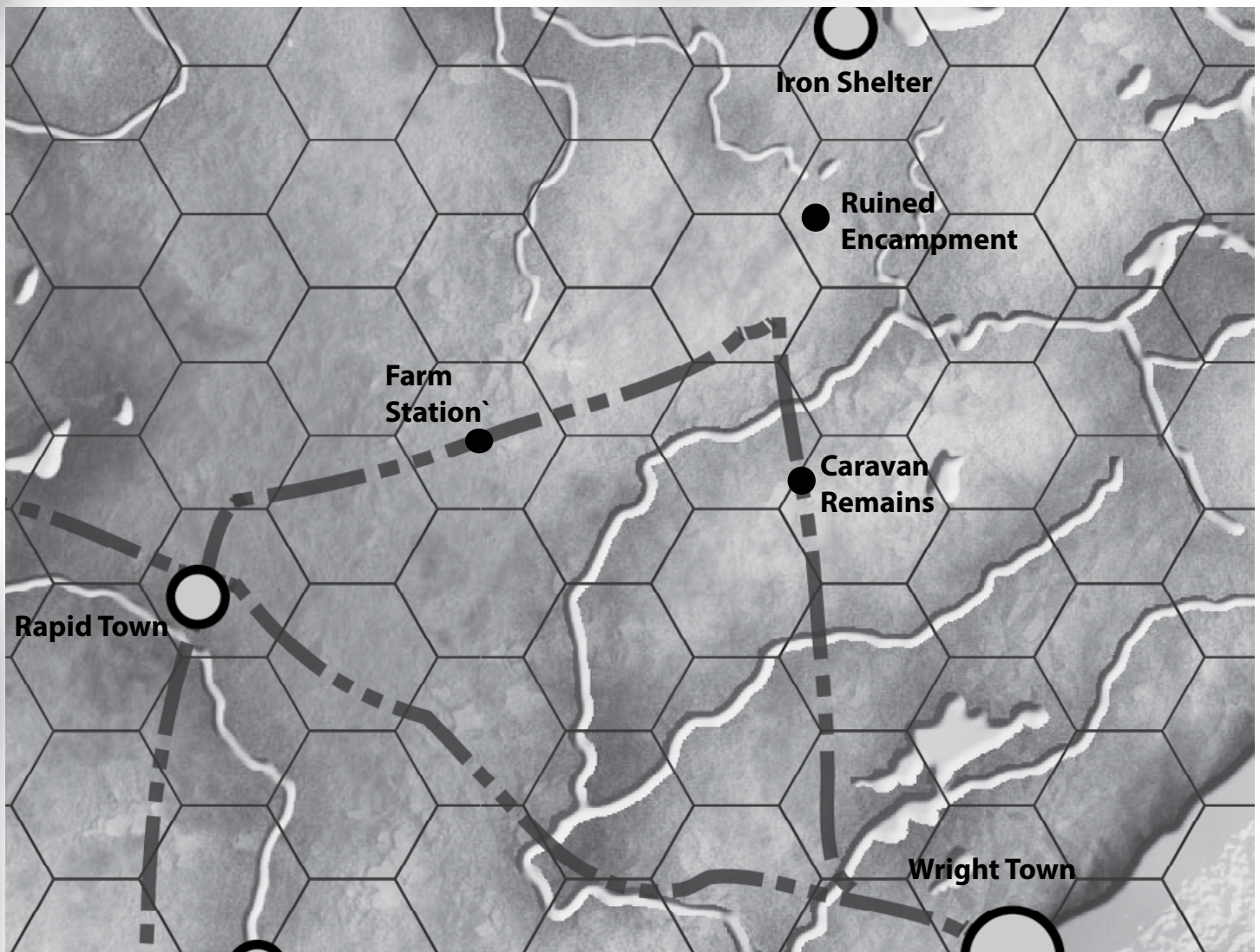
The council is divided, some believe that this is just proof of how dangerous the surface world is. On their own, the council does nothing. If the PCs talk to the council, they can attempt a DC 15 Diplomacy check to convince them to authorize a rescue mission, however if they fail, the council refuses to support such a mission.

Even without council approval, other NPCs encourage the heroes to sneak out of the shelter to find the missing group. If anybody has a young child as a featured NPC, that character begs the heroes to go out and find the missing people, and if the PC refuses, the child runs off trying to find them on his own.

## Exploring the Surface

One way or another, the PCs from the Iron Shelter need to leave the Iron Shelter to search for the missing expedition. Once they do, narrate how strange the world above appears, reinforce just how isolated the Iron Shelter is. Plants stretch to the sky, and tiny flying creatures bite the heroes.

**Tracking:** The PCs can find which way the missing group went with a successful Survival check, which has a base DC of 14, +1 for every 24 hours since the first group left. These tracks lead at first to the Axe Tribe's encampment, and then further south towards Highway 169.



**The Axe Tribe Encampment:** The missing party encountered the Axe Tribe before Mr. Fix-It attacked the camp. They met many members of the tribe, including clan elders, and then proceeded further south, where they were captured by Mr. Fix-It.

PCs from the Iron Shelter who reach the Axe Tribe's encampment find it similar to how it is described above. In addition, if they make a DC 15 Perception check, they find a personal item that belonged to one of the featured NPCs, something like a watch, necklace, or a small tool that the NPC might have given a member of the Axe Tribe as a gift. If they manage to revive any of the Axe Tribe, they say something about the strangers who passed through the day before the attack.

If they have not met already, this is a good opportunity for PCs from the Iron Shelter to meet those from the Axe Tribe.

**Continuing South:** The PCs can continue to follow more tracks to the south, coming to Highway 169.

## Wright Town

Trade caravans are a normal part of life in Wright Town, though most people never go on them. As the adventure starts, a caravan is about to set out, and all of the featured NPCs from Wright Town go along. Depending on the nature of the featured NPCs, this might come as a surprise to the heroes. Members of the Wright family might be called upon to lead the caravan or be

sent along as apprentices to learn the trade. Others might work as porters or caravan guards. If the NPC is not normally suited to caravan work, explain it by saying Cal Wright, who is part of the caravan, has taken a personal interest in the NPC, and caravan work is generally considered to be a cushy job compared to most in Wright Town.

The heroes aren't permitted to join the caravan under any circumstances. Instead, the featured NPCs say goodbye and assure them they'll return safely in a couple weeks or so.

## The Bloody Return

Before the caravan was even scheduled to return, one member unexpectedly shows up. Cal Wright arrives on his horse in the middle of the night, a crossbow bolt sticking from his shoulder. Depending on the characters' statuses, they might meet with Cal as he's being treated, or they might hear the story afterwards.

On their second day out from Wright Town, the caravan had pitched camp for the night. Then, from out of nowhere, a band of strangers attacked the camp. Cal saw one of the guards cut down before him, and took a crossbow quarrel to the shoulder. Injured and outnumbered, Cal decided he couldn't possibly defeat all of the attackers, so he mounted his horse and sped back to Wright Town.

The Wright Trading Company doesn't tolerate attacks on their caravans, and Sally Wright, who manages the caravans, decides to put together a response. If any of the featured NPCs were members of the Wright family, they put together an expedition before morning. This group likely includes the heroes, and enough Wright Town guards (page 105) to bring the group up to five. If none of the featured NPCs are from the Wright family, the response is more cautious. It takes two days to put together an expedition, but it numbers eight total (the heroes, two Wright caravan guards (page 105), and enough militia (page 105) to bring it up to eight).

The group doesn't need to work with the Wright Company, and are free to track down their missing loved ones on their own.

## The Caravan's Remains

It is relatively easy finding where the caravan was attacked. The PCs just need to follow the caravan's planned route and keep an eye open for bodies.

The PCs find the bodies of two caravan guards, one pierced by quarrels and the other hacked by an axe blade. If one of the featured NPCs was along as a caravan guard, that character is incapacitated, but alive with negative 1d10 hit points. If restored to consciousness, the NPC describes the attack. This is similar to Cal Wright's description, but the NPC also adds that several members of the caravan were taken prisoner. If left by the side of the road with nobody to care for them, the NPCs likely die. The PCs might also try to find somebody else to care for the injured NPCs.

PCs with knowledge of the caravan also know that there should have been two more people with it (in addition to any featured NPCs). The wagon of trade goods is also conspicuously missing.

**Tracks:** PCs who pass a DC 10 Survival check can find the tracks of Mr. Fix-It's group leading along the road to the west, and veering off the road to the north. The tracks to north lead to the Axe Tribe encampment, while the tracks to the west lead back to Rapid Town. If the PCs head north, they find the Axe Tribe's encampment as described 65, and likely meet any other PCs. The path to the west brings them closer to Mr. Fix-It.

## The Farm Station

The tracks leading west pass the ruins of several ancient buildings that haven't seen use in decades. However, before long the heroes also come upon a building that does show signs of use, the ruins of what was once a gas station. As they pass, the characters notice a pile of firewood stacked by one side of the house, and a clothesline out front.

If the heroes investigate the building further, they discover a single dead body within. A man in his mid-thirties was killed by an axe blow to the head. There are two other mattresses set up in the house, suggesting more residents than just the dead man.

If the PCs scrounge for supplies, they can find seven days' worth of food, plus 10 tp worth of farming and household supplies, including a ceramic jar shaped like a cartoon cat.

If the characters from Wright Town have not yet met the others, this is a good location for them to do so. It is also a good place to run the first combat encounter.

## First Combat

Once all of the PCs have been united, it's time for them to have their first combat encounter, a battle against some of the giant cockroaches that now infest Broken Earth.

Depending on how the PCs come together, this encounter might happen in one of several different locations. Because the giant cockroaches are scavengers, the most likely locations are those featuring human remains, such as the Axe Tribe Encampment, the Caravan's Remains, or the Farm Station.

The PCs face a number of mutant roaches equal to one less than the number of PCs.

### Giant Roach

CR 1/2

XP 200

N Small vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

**hp** 8 (1d8+4)

**Fort** +6, **Ref** +1, **Will** +0

**Weaknesses** light sensitivity

OFFENSE

**Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

**Melee** bite +1 (1d4)

STATISTICS

**Str** 11, **Dex** 12, **Con** 19, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +0; **CMB** -1; **CMD** 10

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** Climb +8, Fly -1, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** hold breath

## First Road Story

Over the course of *Broken Earth* the heroes share a lot of time traveling between destinations, the perfect opportunity to use some Road Stories as described on page 63. The first such opportunity for a Road Story occurs as the group travels down the remains of Highway 169 on their way to find the captives.

## Watch Post

Mr. Fix-It has stationed a small group of slavers several miles outside of Rapid Town. They're perched on the remains of an overturned semi-trailer.

There are three slavers stationed here, plus one guard dog. Unless the slavers outnumber the heroes, they do not attack first. Instead they ask the heroes who they are and what their business passing through town is. If the heroes ask about the missing people or the band that attacked them, they deny any knowledge, though with a DC 15 Sense Motive check PCs can tell they are lying.

If the PCs pass by and allow the slavers to live, the slavers trail the PCs until they camp or until they reach the Old Schoolhouse. If the PCs camp, the slavers contact their allies in the Old Schoolhouse, and a band of slavers equal to twice the number of PCs attack them in the middle of the night. If the PCs do not rest

before they reach the Old Schoolhouse, the slavers trail them and attack whenever the PCs are engaged in other fight.

**Slavers (3)**

**Dog (1):** See *Pathfinder Roleplaying Game Bestiary*.

## Slavers

CR 1/3

XP 135

Human warrior 1

NE Medium humanoid

**Init** +0; **Senses** Perception -1

DEFENSE

**AC** 13, touch 11, flat-footed 12 (+1 armor, +1 Dex, +1 shield)

**hp** 8 (1d10 + 3)

**Fort** +2, **Ref** +1, **Will** -1

OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +3 (1d8+1/x3)

**Ranged** light crossbow +2 (1d8/19-20)

TACTICS

**During Combat** The slavers prefer to fight only when the odds are in their favor, against unarmed, unaware, or outnumbered foes. They use their crossbows against ranged foes but pull out their battle axes when foes are within charging distance.

**Morale** The slavers are cowardly, and flee or surrender if half their number are defeated

STATISTICS

**Str** 13, **Dex** 12, **Con** 11, **Int** 9, **Wis** 8, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Toughness, Weapon Focus (battleaxe)

**Skills** Intimidate +4, Survival +0

**Languages** English

**Gear** Leather armor, buckler, battleaxe, crossbow with 20 bolts, signal whistle, handcuffs, 3d6 empire silvers.

## Rapid Town

A small community of farmers and scavengers lived among the ruins of Grand Rapids, MN, or at least they did before Mr. Fix-It came to town. Now the residents of Rapid Town are either dead or enslaved, and Mr. Fix-It uses it as his base of operations. He is impulsive and changes his long-term plans from day to day, but his current plan is to use Rapid Town as a base to launch several raiding missions from, and when he has gotten a critical mass of slaves (yet to be determined) he'll bring them back to Bella. He has also thought about cutting Bella out and taking the slaves back to the Green Empire without her, setting up permanent shop in Rapid Town, or answering the calls of the mysterious Phoenix, who seems to be in need of slaves.

Rapid Town itself is mostly in ruins. A few dozen buildings in the southeastern section of the town were rehabilitated by the recent residents, and many areas in the town were picked over by scavengers.

## The Old Schoolhouse

This 19th century brick building stands out among the late 20th and 21st century architecture that makes up most of the rest of the ruins. It was the area's only school building, and in its later years was converted to a combination historical center and shopping

area. After the end of world, the people of Rapid Town used it as a gathering place.

Mr. Fix-It chose it for his base partially because it stood out, but also because it's in the center of a city block that is otherwise a grassy field, giving the guards on the third floor ample opportunity to fire a few shots before anybody gets close.

There are a total number of slavers in this area equal to the three times the number of heroes. Place four slavers on the third floor and two in the basement, and divide the remainder between the first floor and the parking lot. Mr. Fix-It is either in the basement "questioning" one of the prisoners, or relaxing on the second floor.

The slavers at the Old Schoolhouse aren't instantly hostile towards the group, but they are easy to provoke. They might evasively answer a few of the heroes' questions, but if it becomes clear the heroes mean to free the slaves, then the slavers attack.

**Entrances:** There are two entrances to the Old Schoolhouse, one on each of the eastern and western sides. If the alarm is raised, the slavers inside barricade these doors with furniture, forcing the heroes to pass a DC 15 Strength check if they want to enter.

**Windows:** There are windows all along the building, and the glass has long since shattered. PCs can hop through a window with a successful DC 10 Climb check.

**Parking Lot:** There was once a parking lot north of the Old Schoolhouse. While it is cracked and grass sprouts through it, the slavers are using it for its intended purpose. They have parked their own wagon and the wagon taken from the Wright Trading Company here. Four horses are tied up nearby. Details about the contents of the wagons can be found in the Salvage section on page 66.

Many slavers spend their free time relaxing, gambling, and drinking in the parking lot. There are several slavers out there, depending on the number of heroes.

**Basement Level:** Mr. Fix-It keeps all of the prisoners in the basement of the Old Schoolhouse. The cramped quarters and lack of sanitation result in a putrid smell that strikes anyone who enters this level. The prisoners are roped to the wall and the slavers keep two guards here at all times.

**First Floor:** This floor has the remains of five shops spread around a central foyer. The center of the foyer is open to the second floor and an old wooden staircase leads upwards. In the north of the building there is also a modern stairwell and an elevator shaft connecting to all levels.

Most of the slavers have set up their living quarters here, and they've set up bedrolls throughout the remains of the various shops.

**Second Floor:** This floor once featured historical exhibits. There is a central foyer overlooking the first floor, and a wooden stairwell in the center of the floor. Mr. Fix-It has claimed this floor as his residence and he stores a lot of important gear here.

**Third Floor:** Because of the sloped roof, this level is smaller than most of the floors in the Old Schoolhouse. At the time of the Great War this area was under construction. It's only accessible through the stairwell or the elevator shaft in the north of the building. There are four slavers posted here watching the windows, one watching each cardinal direction.

**Mr. Fix-It:** Mr. Fix-It had another name once, but he's not sure what it was. His daddy started calling him "Fix-It" as a young child when he was the only one able to keep the farm's tractor in working condition.



## Mr. Fix It

CR 1

### XP 400

Male human scrapper (rogue) 2

NE Medium humanoid

**Init** +7; **Senses** Perception -1

**DEFENSE**

**AC** 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

**hp** 13 (2d8 + 4)

**Fort** +2, **Ref** +5, **Will** -1

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.

**Melee** short sword +2 (1d6+1/19-20)

**Ranged** revolver +4 (1d8/x4)

**Special Attacks** sneak attack +1d6

**TACTICS**

**Before Combat** Mr. Fix-It prefers to set up an ambush whenever possible.

**During Combat** Mr. Fix It recognizes the value of his revolver, and uses it when foes are at range, but he prefers using his sword and making his enemies bleed. In melee, he teams up with one of his slaver allies to flank foes and use his sneak attack.

**Morale** Mr. Fix-It tries to escape if reduced to 4 hp or fewer, preferably on his dirt bike Rattler.

**STATISTICS**

**Str** 13, **Dex** 16, **Con** 15, **Int** 10, **Wis** 9, **Cha** 12

**Base Atk** +1; **CMB** +2; **CMD** 16

**Feats** Dodge, Improved Initiative

**Skills** Bluff +6, Craft (mechanics) +5, Climb +6, Drive +8, Disable Device +8, Intimidate +6, Knowledge (technology) +5, Stealth +8, Survival +1

**Languages** English

**SQ** rogue talent (fast stealth), trapfinding

**Combat Gear** HealUp I (*cure light wounds*); **Other Gear** short sword, revolver with three cylinders (6 rounds each), leather jacket, wrenches, hammer, pliers, collar and leash.

## Prisoners

There are dozens of prisoners held in the basement of the Old Schoolhouse, who come from a range of different sources. All of the prisoners are traumatized to one degree or another. Many have seen husbands, fathers, and brothers cut down before their eyes. Some have been tortured to extract information. All of them have spent several days in squalid conditions with little food and no sanitation.

**Axe Tribe (31):** There are a total of 15 women of childbearing age, 12 children, and 4 elderly who were taken from the Axe Tribe's encampment (plus any featured NPCs). One is **Freya Erdrich** (page 69), a wisewoman and psionic healer, who serves as the band's spiritual leader. Her hair is gray and she's missing several teeth, but she is surprisingly spry and nimble for her age. **Eagle Eye** (page 69) is one of the greatest hunters of the Axe Tribe and has been badly beaten by the slavers.

**Iron Shelter (4):** There are four explorers from the Iron Shelter (plus any featured NPCs). Mr. Fix-It could tell there was something different about them, so he left them all alive to interrogate. All four are badly beaten, but none gave up the location of their shelter. **John Malina** (page 70) led the expedition.

Fix-It's folk were free farmers, living in the northern parts of the Green Empire (what was once eastern Iowa). Having a working tractor meant Fix-It's family could farm twice as much land as their neighbors. They should have lived just fine off that, but between his daddy's gambling, and his momma's drinking, they could barely feed their children. One by one, his Daddy sold off Fix-It's brothers and sisters to the slavers of the Green Empire. Since he kept the tractor running, Fix-It was the most valuable, but he knew his day on the auction block was coming.

Fix-It was nobody's slave, so one night he crept into his parents' room and bashed his daddy's head in with a wrench. He put a collar on his momma, and next day brought her to the market. She didn't get him much, just enough to buy a few drinks and a sword. But that sword was his ticket to more slaves, which meant more money. His first transaction came to be his classic strategy. He'd kill any able-bodied men (preferably in their sleep) and sell the women and children.

Mr. Fix-It soon came to the attention of General Cross, leader of the empire's military. He was impressed enough that he offered him a job as one of Bella's lieutenants on her expedition to the north. After they reached Camp Ripley, Bella assigned Mr. Fix-It to venture north only to gather intelligence, but he has other ideas. Mr. Fix-It doesn't really think long term. If he sees ripe fruit, he plucks it. He's found some slaves ripe for the picking.

He is a bearded man in his mid-forties who studied much of the geography and history of the pre-war region. **Kim Olsen** (page 70) is a botanist who worked with the shelter's underground farms and also studied records of plant and animal life from before the War. **Chelsea Vang** (page 70) is a mechanical and electrical engineer who kept much of the shelter's infrastructure functioning, and hoped to explore other pre-war technology. **Abdi Johnson** (page 69) is a weapons expert who served as the group's primary hunter and defender.

**Townfolk and Farmers (28):** There are 17 women and 11 children from Rapid Town and the nearby farm communities, including those along Highway 169 (plus any featured NPCs). **Jamiah Smith**, along with her late husband (who was killed by the slavers) and their children, ran the largest farm in Rapid Town. The other townfolk look to her for leadership. **Twilight** is a teenage freak scavenger who most people recognize as the best person to talk to when you want to find salvage in the ruins of Rapid Town.

**Wright Caravan (2):** Two members of the Wright Caravan remain in custody. **Jessica Shaw** is an attractive woman who has assisted Cal Wright on several missions. She is loyal to the company and hopes to marry Cal despite his reputation as a playboy. **Crayon Levy** is a porter who thought caravan work was a pretty good gig, but she has no loyalty to the Wright Company, and is happy to find other work if she can get a better offer. She gave up a lot of information to Mr. Fix-It to avoid torture

## Salvage

Mr. Fix-It and his band of slavers have a lot of goods, including some that they brought with them, and others that they stole from the surrounding community. Note that if the PCs try to keep any of the goods belonging to the Wright Trading Company or Rapids Town, they will anger these groups.

### Slaver's Wagon

- 1 wagon
- 2 horses
- 1 dirt bike "Rattler"
- 50 gallons of biodiesel
- 1 Geiger counter
- 100-foot rope
- 60 lb. of cornflower and 5 gallons of soy oil (60 days' food)
- 50 tp worth of miscellaneous goods

### Wright Town Caravan

- 1 wagon
- 2 horses
- Medicine
  - 100 doses of pain killers
  - 50 doses of antibiotics
- 10 bottle of vodka
- 4 bicycles
- 100 days' food
- 600 tp worth of household goods

### First Floor

- 20 days' food
- 30 tp worth of personal goods
- \$200 in Green Empire coins

### Second Floor

- 1 hand-crank-powered amateur radio (see below)
- 2 maps (see below)
- 1 rifle (from Wright caravan guard, no ammo)
- 10 days' food
- 20 tp worth of personal goods

## Radio

The radio on the second floor of the Old Schoolhouse deserves special mention. Mr. Fix-It uses the radio to communicate with Bella, and has left the radio on the frequency they use. If someone powers up the radio and sends out a signal, one of Bella's underlings answers. As soon as the underling realizes the people on the radio aren't Mr. Fix-It or one of the other slavers, the underling fetches Bella.

Bella uses her sultry voice to pry as much information out of the heroes as she can. She sympathizes with their plight, and derides herself for making such a foolish mistake as bringing Fix-It along for the mission. It was only a scouting mission, and she should have known the greedy dog would turn his back on her.

She answers the heroes' questions in general terms, saying she's leading an exploration mission from the Green Empire. She doesn't give too many details however, and says perhaps if they would like to learn more, she could set up a meeting. She asks them to contact her again in seven days' time. If they do, she presents them with an invitation similar to that presented in Bella's Invitation on page 74.

If the heroes search the radio frequencies for other transmissions, they find another broadcast. The signal is garbled and full of static, but it is on repeat and after a few times through, the heroes can get the gist of it. Phoenix Station Mu has suffered critical structural damage and requests assistance from any parties. If the heroes broadcast on the Phoenix's channel, the recorded message pauses, and a similar voice responds. It replies to most questions by saying the information is classified. However, it does tell the heroes to proceed to coordinates 93° 50' W and 48° 16' N, and await further instructions.

## Maps

Mr. Fix-It has several maps in his living quarters. One of these came from **Jessica Shaw** and details the area around Wright Town, while the other comes from John Malina and contains information gathered before the War.

The maps have the following information marked on the following locations:

### Jessica Shaw's Map

B14 is labeled Wright Town

The Wright Trade Circuits are shown as described on pages 102 and 104.

B18 is labeled Agate

B19 is labeled Madeline

B21 is labeled Rapid Town

B23 is labeled Sand Town

B24 is labeled Moose Town

Area C29 has an X over it with no other writing.

Area C31 has a note saying "Don't like outsiders."

Area C34 has a note saying, "Radioactive, freaks only!"

The land south of Moose Town is labeled "Raiders"

The land east of Wright Town is labeled “Monster Country” Near, but not quite on area A1, there is a note saying “Phoenix?”

### John Malina’s Map

Areas A3, B17, B20, B21, B22, C32, and C35 are marked with blue rectangles.

The area near areas A9 and C37 shows a picture of a wind turbine

There is nuclear symbol at locations C33 and C38.

There are four Xs on the map. If their diagonals were connected, they would cross at the location of A8.

## Now What?

All of the prisoners recognize that Mr. Fix-It and his slavers have permanently changed their lives, but there is no clear idea of what to do next. Opinions include resettling in their old communities, hunting down the slavers’ allies, or just giving up.

**Freya Erdrich** recognizes her band is at its weakest and needs to join another community. She initially thinks about other bands in the Axe Tribe, but can be easily convinced to join another group. **Eagle Eye** heard talk of somebody named Bella who seemed to be Mr. Fix-It’s superior, and she wants to bring this Bella to justice.

**John Malina** and **Kim Olsen** think this ordeal is proof that they should retreat to their shelter, while **Chelsea Vang** and **Abdi Johnson** think it shows how much the surfacers need their help. If none of the heroes are from the shelter however, they all keep its existence secret.

**Jamiah Smith** is grieving the loss of her husband and sons, and is reluctant to talk, but when she does (encouraged by other farmers), she says that if they give up now, all her husband’s work will be for nothing. Though she’d like to resettle Rapid Town, she can be talked into moving somewhere else. **Twilight** is an explorer and is interested in looking for new locations to settle. She thinks people should scout around before deciding.

**Jessica Shaw** thinks Wright Town is the best hope for survival, and they should all move there. **Crayon Levy** is less excited about that plan. She sees the heroes as her best hope for survival, and suggests they found a new community with the heroes to help lead it. She goes along with any plan the heroes have regardless of any skill tests.

Most of the people are extremely grateful to the heroes and thus they want to hear what the PCs have to say, though they do not automatically follow their suggestions.

Encourage the players to come up with their own ideas of what to do. If they want to found a new community, they need to select the location. They should use their knowledge of the area, the maps they found, and the other character’s information to help make this decision. Likely locations include Rapid Town, the area near the Iron Shelter, or any area near a hydroelectric dam.

## The Heroes’ Plan

Once the PCs come up with a plan, they should attempt to promote it to each of the other groups. To do so they make a DC 15 Diplomacy check with each of the other groups of prisoners. If the PCs making the argument come from that group, they gain a +5 bonus to that check.

If the PCs fail, they still manage to attract a few members of the group—about one quarter of the group’s total members. On a success they convince most of the group to join them, about three-fourths of the group, including at least one named NPC (whoever’s initial opinion best matched the PC’s argument). If the PCs roll a 20 or higher, they convince all of the group to join.

Note that for the Iron Shelter and Wright Town, this only applies to members that were taken prisoner (and possibly militia from Wright Town). If people want to recruit more members of those communities, see page 75.

**Eagle Eye:** Eagle Eye was born into the Santloose band of the Axe Tribe and lived there contentedly for many years. Though still young, she shows great potential as a hunter. She’s especially talented with throwing axes. At the Axe Tribe’s annual Great Gathering she met another freak named Ash, and the two fell in love. They were married just under a year ago.

Eagle Eye was caught sleeping when Mr. Fix-It’s band attacked, and she was taken before she had a chance to resist. Her husband Ash was killed in the struggle. When she awoke in chains and learned her husband’s fate she did all she could to escape the slavers, but to no avail.

Now she seeks revenge against the larger organization, and if the heroes aren’t willing to join her, she’ll travel alone.

Eagle Eye is a freak in her late teens. She is of average height with an athletic build. She has pale gray skin and amber eyes.

Eagle Eye	CR 2
<b>XP 600</b>	
Female freak barbarian 3	
CG Medium humanoid (human)	
<b>Init</b> +3; <b>Senses</b> Perception +7	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 natural)	
<b>hp</b> 34 (3d12+9)	
<b>Fort</b> +5, <b>Ref</b> +4 (+1 bonus vs. traps), <b>Will</b> +2; +20 vs. radiation, +4 vs. disease and poison	
<b>Defensive Abilities</b> extreme radiation resistance, healthy, thick skinned, trap sense, uncanny dodge	
<b>OFFENSE</b>	
<b>Speed</b> 40 ft.	
<b>Melee</b> +1 mastercraft throwing axe +4 (1d6+1/x2) and throwing axe +3 (1d6/x2)	
<b>Ranged</b> +1 mastercraft throwing axe +7 (1d6+1/x2)	
<b>Special Attacks</b> rage (10 rounds/day), rage powers (surprise accuracy +1 [1/rage])	
<b>STATISTICS</b>	
<b>Str</b> 13, <b>Dex</b> 17, <b>Con</b> 14, <b>Int</b> 8, <b>Wis</b> 12, <b>Cha</b> 10	
<b>Base Atk</b> +3; <b>CMB</b> +4; <b>CMD</b> 17	
<b>Feats</b> Two-Weapon Fighting, Weapon Focus (throwing axe)	
<b>Skills</b> Acrobatics +9 (+13 jump), Intimidate +6, Perception +7, Survival +7	
<b>Languages</b> English	
<b>SQ</b> fast movement +10 ft.	
<b>Other Gear</b> leather armor, +1 mastercraft throwing axe, throwing axe (2), 26 tp worth of trade goods	

**Freya Erdrich:** Freya Erdrich is one of the oldest living members of the Axe Tribe. Her parents were born before the Great War, and were in their early teens when it broke out. Freya heard many

tales of what life was like both beforehand and just afterwards in their terrible struggle to survive.

Freya was also born with an extraordinary gift of psychic healing powers, as well as the ability to empathically connect with animals. She uses these powers and her great intelligence to serve as a healer and spiritual leader for the Axe Tribe.

Freya married a strong hunter named Douglas, who passed away some years ago from cancer. They had a single son late in life, Thorwald, who married into the Ligfor Band, and she has grandson name Zachary Erdrich who is an outspoken and adventurous hunter in the Ligfor band.

Freya is a woman in her early seventies with gray hair that she keeps in a long braid.

### Freya Erdrich

CR 5

XP 1,600

Old female human vitalist 6 (*Psionics Expanded*)

NG Medium humanoid (human)

**Init** -2; **Senses** Perception +4

DEFENSE

**AC** 8, touch 8, flat-footed 8 (-2 Dex)

**hp** 27 (6d6+6)

**Fort** +7, **Ref** +2, **Will** +11

OFFENSE

**Speed** 30 ft.

**Vitalist Powers Known** (ML 6th; concentration +10; 47 power points)

3rd (5 points)—*body purification*

2nd (3 points)—*empathic condition relief*

1st (1 point)—*elfsight, natural healing, sense link*

Knacks—*halt death, sense poison, vim*

See page 175 for more details on psionics.

**Special Attacks** steal health (+1 touch; 10 damage)

STATISTICS

**Str** 6, **Dex** 7, **Con** 10, **Int** 15, **Wis** 19, **Cha** 16

**Base Atk** +3; **CMB** +1; **CMD** 9

**Feats** Iron Will, Great Fortitude, Lightning Reflexes, Self-Sufficient, Toughness

**Skills** Diplomacy +12, Heal +15, Knowledge (post-war history) +11, Knowledge (psionics) +11, Survival +15

**Languages** English

**SQ** collective, collective healing, health sense, medic powers, mending touch, transfer wounds, spirit of many, vitalist method (mender)

SPECIAL ABILITIES

**Collective** As a standard action, Freya can join up to four willing targets into her collective. She can manifest any power she knows on a member of the collective regardless of range, even if the target is normally personal.

**Health Sense (Su)** Freya may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken.

**Mender's Pulse (Su)** As a free action, Freya may project a pulse to all members of her collective by spending one power point, granting fast healing 1 for one round.

**Steal Health** Freya can siphon the health of a creature and use it for her own needs or the needs of her collective. As a touch attack, she deals 10 hit points in damage to the target and heals an equal amount of damage. Freya may share any healing from this effect over her collective.

**Telepathy** Freya and members of her collective may communicate telepathically.

**Transfer Wounds (Su)** As a standard action, Freya may touch a target and heal it for 2d6+6 points of damage. Freya suffers non-lethal damage equal to the die roll (without the +6).

**Request Aid** As a standard action, any member of the collective can request healing from Freya. She can grant this request by spending up to her level in power points as a free action, even if it is not her turn. Each power point spent in this fashion heals 3 hit points to the target.

**Abdi Johnson:** Abdi Johnson grew up in the Iron Shelter and hated it there. He felt confined, and wanted to go someplace where not everybody knew all the details of your entire life story. He dreamed of escaping the shelter to explore the surface.

By the time he reached adulthood he had mostly given up those dreams, and consigned himself to a life spent underground. He even considered marrying Kim Olsen even though he didn't love her, simply because there weren't a whole lot of options. He spent most of his free time maintaining the shelter's supply of guns and practicing his shooting using paint balls.

When the opportunity came up to explore the surface, Abdi was elated. He used his connection with Kim to influence Kim's mother, one of the ruling council, to gain a spot on the expedition. Now that he's experienced the freedom of the world beyond, he doesn't want to go back.

Abdi is a man in his early twenties with caramel skin, brown eyes, and black hair he keeps closely cropped.

### Abdi Johnson

CR 1/2

XP 200

Male human waste warrior (fighter) 1

NG Medium humanoid (human)

**Init** +7; **Senses** Perception +0

DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +3, **Will** -1

OFFENSE

**Speed** 30 ft.

STATISTICS

**Str** 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Point Blank Shot, Precise Shot

**Skills** Craft (weaponsmithing) +3, Knowledge (geography) +2, Knowledge (pre-war history) +2, Perception +0, Survival +3

Languages English

### Third-Party Classes

Several of the NPCs in this book use classes found in third-party books, which we list after the class and level. For these classes we tried to list enough information about their special abilities that you can run an encounter with an NPC without needing the book they came from, however the abilities are greatly condensed to save space and reduce the amount of duplicated material. The psionic powers used in this book are described in Appendix Psi on page 175.



**Chelsea Vang:** Growing up in the Iron Shelter, Chelsea was eager to learn everything she could about the electronics and machines all around her. By her teens, she had already studied all the machines down in the shelter and pored through most of the books in the library discussing other pre-war technology. She marveled at the ingenuity it took to create this technology, and dreamed of finding some more in real life.

When the opportunity arose to explore the surface, she was one of the first to volunteer. Because she knew so much of the pre-war world, the council ultimately decided she would make a fine addition to the team.

Despite her traumatic experience with Mr. Fix-It and his crew, she still thinks there is more to learn on the surface, and more importantly, much to teach. She is horrified to hear some people refer to technology they don't understand as "magic" and does everything she can to illuminate the minds of the world. She also dreams of undertaking massive engineering projects, like restoring electricity by repairing a hydroelectric dam or wind turbine.

Chelsea is a woman in her mid-twenties, with shoulder-length curly brown hair. She wears a pair of glasses whose lenses were customized for her, but the frames are recycled from one of the original survivors, and they look thick and bulky on her slender face.

### Chelsea Vang

CR 1/2

#### XP 200

Female human scrapper (rogue) 1

NG Medium humanoid (human)

**Init** +2; **Senses** Perception +7

DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 7 (1d8-1)

**Fort** -1, **Ref** +4, **Will** +1

OFFENSE

**Speed** 30 ft.

**Special Attacks** sneak attack +1d6

STATISTICS

**Str** 10, **Dex** 14, **Con** 8, **Int** 17, **Wis** 12, **Cha** 13

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Alertness, Scholar (Knowledge [pre-war history], Knowledge [technology])

**Skills** Acrobatics +6, Appraise +7, Craft (electronics) +5, Craft (mechanics) +5, Disable Device +5, Escape Artist +6, Knowledge (geography) +4, Knowledge (pre-war history) +6, Knowledge (technology) +9, Linguistics +7, Perception +7 (+8 to locate traps), Sense Motive +7, Sleight of Hand +6

**Languages** English

**SQ** trapfinding +1

**Kim Olsen:** Kim always felt safe and at home in the Iron Shelter. Her favorite part by far was the subterranean gardens, where powerful UV lights helped grow all of the shelter's food. She took pride in helping the plants grow, and enjoyed experimenting with new varieties that came from the shelter's diverse seed bank. Kim always felt safe and at home in the Iron Shelter. Her favorite part by far was the subterranean gardens, where powerful UV lights helped grow all of the shelter's food. She took pride in helping the plants grow, and enjoyed experimenting with new varieties that came from the shelter's diverse seed bank.

Kim would have been happy to remain forever in the Iron Shelter and live out her days with her childhood crush Abdi Johnson. When talk came of an expedition to the surface, however, Abdi convinced her otherwise. He convinced her to join the expedition to the surface with the promise of new plant species to examine, and a hint that he might finally be ready to take their relationship to the next level.

At first she was thrilled to see the surface, and the tall pines that were far taller than anything grown in the Iron Shelter. Her thrill turned to horror when she was kidnapped by the slavers.

Now all she wants is to return home and try to forget what happened to her on the surface. She wants to get back to her simple life growing plants. She just hopes she can convince Abdi to go with her, and she'll be heartbroken if he decides to stay.

Kim is a woman in her early twenties with pale skin, wide blue eyes, and curly blond hair.

### Kim Olsen

CR 1/2

#### XP 200

Female human expert 2

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +9

DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 9 (2d8)

**Fort** +0, **Ref** +0, **Will** +5

OFFENSE

**Speed** 30 ft.

STATISTICS

**Str** 8, **Dex** 11, **Con** 10, **Int** 12, **Wis** 15, **Cha** 9

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Alertness, Skill Focus (Profession [farmer])

**Skills** Appraise +6, Craft (baskets) +6, Heal +7, Knowledge (pre-war history) +6, Knowledge (nature) +6, Knowledge (technology) +6, Perception +9, Profession (farmer) +10, Sense Motive +4, Survival +7

**Languages** English

**John Malina:** John Malina always liked helping out the younger students in the one-room school where the kids of the Iron Shelter learned to read, write, and do math. After he completed his schooling, he became an assistant instructor, and eventually became the lead teacher. Despite years of trying, John and his wife Anne were never able to have children of their own. In his spare time, he also loved to study the books of pre-war geography held in the shelter's library.

When the time came to organize an expedition to the surface, the ruling council chose John to lead the mission. This surprised him, since he was among those who advocated waiting, but John believed in doing his duty, so he stepped up to lead the group, all of whom he taught to read when they were young.

Upon reaching the surface, John was both fascinated and afraid. He imagined a dozen ways his group might fall to some unknown danger. He was relieved to make peaceful contact with the Axe Tribe, but Mr. Fix-It's slavers confirmed all of his worst fears.

John wants to get his group back to the Iron Shelter as soon as possible, though he's also sensible and will allow them to recuperate from their wounds before undertaking the dangerous journey. He also wants to make certain the shelter's location

remains a secret even from those who might seem like friends. He will be disappointed and even angry if not everybody returns to the shelter, but he would never use force to bring somebody back.

John Malina is a man in his early forties. He has green eyes, brown hair, and a full beard he keeps nicely trimmed. He wears a battered fedora passed down to him from his grandfather.

### John Malina

CR 2

XP 600

Male human expert 4

LG Medium humanoid (human)

**Init** -1; **Senses** Perception +2

DEFENSE

**AC** 9, touch 9, flat-footed 9 (-1 Dex)

**hp** 14 (4d8-4)

**Fort** +0, **Ref** +0, **Will** +6

OFFENSE

**Speed** 30 ft.

STATISTICS

**Str** 10, **Dex** 8, **Con** 9, **Int** 16, **Wis** 11, **Cha** 12

**Base Atk** +3; **CMB** +3; **CMD** 12

**Feats** Alertness, Iron Will, Scholar (Knowledge [history], Knowledge [geography])

**Skills** Appraise +10, Climb +7, Craft (books) +8, Diplomacy +8, Knowledge (engineering) +10, Knowledge (geography) +12, Knowledge (pre-war history) +12, Knowledge (technology) +10, Perception +2, Profession (teacher) +7, Sense Motive +6, Survival +7

**Languages** English, Esperanto

**Jessica Shaw:** Jessica's father has worked as a Wright Town caravan guard for many years, a position that gave her a slightly better childhood than most people in Wright Town. She learned to read and write, and in her teenage years started working for the Wright family as a scribe and secretary.

When she blossomed into womanhood, Jessica caught the attention of Cal Wright, who offered her a position as his assistant on his caravan runs. The two soon entered a romantic relationship. Jessica is convinced Cal truly loves her and that she'll soon marry into the Wright family. She ignores the evidence of Cal's womanizing, including the fact he's currently involved with other women.

After Jessica was kidnapped, she remained convinced Cal was mounting a rescue mission. She believes the heroes are either part of Cal's mission, or they just saved her before Cal had a chance.

Jessica is a beautiful woman in her late teens. She has long blond hair and gray eyes. The slaver's broke her nose in their attack, and the lack of medical attention means it heals slightly crooked, a fact that horrifies Jessica, but just about everybody else can easily overlook.

### Jessica Shaw

CR 1/2

XP 200

Human aristocrat 2

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +0

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 9 (2d8)

**Fort** -1, **Ref** +1, **Will** +3

OFFENSE

**Speed** 35 ft.

STATISTICS

**Str** 8, **Dex** 12, **Con** 9, **Int** 10, **Wis** 11, **Cha** 15

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Fleet, Persuasive

**Skills** Acrobatics +3, Bluff +7, Diplomacy +9, Disguise +7, Intimidate +4, Sense Motive +5

**Languages** English

**Crayon Levy:** Crayon "Cray" Levy was born to parents who both made a living searching for scrap in the ruins of Duluth. Her father died young, before his second child, Cray's sister Rose, was born. Cray spent much of her time helping raise Rose, and the rest of the time learning everything her mom could tell her about how to find the most valuable scrap she could. A few years ago Cray's mother died of an untreated infection.

Cray continued to scrap, until Rose convinced her to take a safer job working as a porter for one of the Wright family caravans. Rose even helped Cray get the job through her "friend" Cal Wright, despite the fact that Cray disapproves of the relationship and suspects Cal is trying to seduce Rose. Cray might not have gone along with it, but she needed the better money to pay off a debt she accrued to the Wright family purchasing medicine for Rose.

Cray got relatively easy treatment from the slavers after she told them all she knew about Wright Town. This upset some of the other slaves, but her only regret is that it might have put her sister in danger. Cray wants to leave Wright Town for good and join the heroes, the only hurdles she needs to deal with are the debt she owes the Wrights, and convincing Rose to also join.

### Crayon Levy

CR 1/2

XP 200

Human scrapper (rogue) 1

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +8

DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 7 (1d8-1)

**Fort** -1, **Ref** +5, **Will** +2

OFFENSE

**Speed** 30 ft.

**Special Attacks** sneak attack +1d6

STATISTICS

**Str** 12, **Dex** 17, **Con** 8, **Int** 13, **Wis** 14, **Cha** 10

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Alertness, Weapon Finesse

**Skills** Acrobatics +7, Appraise +5, Diplomacy +4, Disable Device +6, Escape Artist +7, Knowledge (technology) +5, Knowledge (local) +5, Perception +8 (+9 to locate traps), Sense Motive +8, Sleight of Hand +7, Stealth +7

**Languages** English

**SQ** trapfinding +1

# Events in the Characters' Community

The player characters' community serves as a major compelling force in the *Broken Earth* adventure, and events transpire there regardless of where the heroes decided to settle in the wake of Mr. Fix-It's attack.

This chapter begins by describing two larger plot threads that begin in the players' community and take them across the lands of *Broken Earth*. One deals with the remaining slavers associated with Mr. Fix-It, while the other centers around the mysterious Phoenix Intelligence, a computer program that recruits the heroes to help it reestablish contact with other underground bases and eventually to launch a nuclear missile. Though these account for the largest meta-plots in the campaign, the players are free to pursue one or neither of them as they see fit.

The latter part of the chapter details other events and NPCs that might come to the players' community regardless of where they settle.

## Bella's Expeditionary Force

After Bella fails to hear from Mr. Fix-It, she seeks answers as to what befell him. This set in motion a series of events that might lead to another major conflict and put the heroes' community in danger.

### C29: Slaver's Fort

#### Standard

**Population:** 52

**Salvage Value:** 3; max 30

**Buildings:** City Walls (4), Smithy, Watch Tower

**Tech Levels:** production 3, maintenance 5

Before the War, Camp Ripley was a National Guard training center (among other uses). A single nuclear missile targeted the camp during the war, but its aim was slightly off. The blast destroyed the northern part of the camp, but the southern portion was left intact.

In the decades that followed, the camp was largely forgotten, until Bella and her band of slavers found it. She saw it as a prime location to set up a central base. From there she sent smaller groups to explore north, east, and west of the camp. The northern expedition was the one led by Mr. Fix-It, and after he stopped responding to radio contact, she recalled the other expeditions to the east and west, in order to consolidate her power.

While much of the equipment formerly stored at Camp Ripley was corroded or otherwise damaged beyond repair, Bella and her crew salvaged enough weapons and armor to make themselves a highly formidable force.

The group always has at least three lookouts, one posted on each of the three water towers that once supplied the base. Most of the rest of the troops live in the buildings clustered near the towers. They've constructed a wooden palisade around these central buildings and cleared the yard within. They spend their time salvaging, foraging, exploring the nearby area, and building defenses. If the camp has managed on its own with little intrusion,

the slavers travel in groups as small as three members, but if any have been attacked (by the heroes or Eagle Eye's group), they stay in squads of six or more.

All told, Bella's fort has the following population:

**Bella:** See page 76

**Elite Slavers (15):** See page 77

**Slavers (33):** See page 68

**Canics (3):** See page 77

## Places of Broken Earth

*Broken Earth* is just as large as our Earth, but the loss of population and transportation make it seem larger and lonelier. The following chapters detail some of the largest or most interesting locations in Broken Earth near the region where the group starts. They are listed according to their map key designation and clustered by geography (see maps on pages 60, 94, 111, 121, 128, 136, 147, and 150).

### Basic Info

Each location description starts by presenting some basic information.

*Landmark, Standard, or Hidden:* This describes whether the heroes discover the location as soon as they enter the hex, automatically by exploring the hex, or whether it is hidden and they need to search for it. If hidden it also lists what skill they need to find it and the DC of that skill check.

*Population:* How many people live in the area when the campaign starts. This number might go up or down during the course of play. Unless otherwise noted in the description, characters who spend a day trying to recruit citizens for their home community can make a DC 20 Diplomacy check. Characters may add their community's fame to this check. They recruit 1d6 citizens if they succeed, and another 1d6 for every 5 by which they beat the DC. Every subsequent day they may try again, but gain a -2 cumulative penalty to the check.

*Salvage Value:* This describes how much material can be salvaged from ruins in the area. It's an abstract value reflecting the size of the ruins, their condition, and how much they have already been picked over. For more information on salvaging, see page 44.

*Buildings:* These are intact buildings that are part of the location. It doesn't include every single building, only tghat give bonuses as described in the community building rules (see 40).

*Ruined Buildings:* These are buildings that aren't currently functional, but could be refurbished. Like buildings, it only refers to those providing bonuses as described in the community building rules (see 46).

*Tech Level:* This describes the level of technology that the community can produce and maintain. Characters can readily purchase any item of a tech level that the community can produce. They can potentially find items of a tech level that the community can maintain, but they generally cost 20% to 50% more than normal.

Within the camp, locations that are particularly relevant include:

**The Wall:** The slavers have assembled a wall around several blocks of the camp that serve as the heart of the slavers' settlement. It is made primarily from felled trees with scrap metal used to reinforce it. The wall stands twenty feet high in most places. There are two gates, one to the north and one to the south of the camp.

**Watch Towers:** Three water towers once supplied the camp with water, but without electricity to pump the water up, they stand empty. They are however, still the tallest structures for miles around, so Bella's group uses them as watch towers, and there are at least three guards on the towers at any time (one on each tower). Each tower is about 130 feet above ground level.

**The Barracks:** This mostly intact structure near the water towers has been cleaned up by the slaver band and is now being used as sleeping quarters for the rank and file slavers. They have dug a latrine not far away, and cook most of their meals over a fire pit they constructed just outside the barracks.

**Bella's Quarters:** Bella has taken over one of the smaller buildings as her own. She uses one half of the building as a command center where she meets with her underlings to give orders and make plans, and the other half as her personal residence. Whenever Bella is in the building, there are elite slavers guarding it outside.

**The Shop:** Another ruined building has been cleaned up and turned into a storage building and machine shop where the 'canics work to maintain the fort's equipment, as well as refurbishing items found in the ruins. The three 'canics sleep in a room in the back of the shop.

**Lot and Yard:** The slavers' wagons and vehicles are parked in a lot that borders on all the other buildings. The slavers have cleared the trees from inside the wall and grass is taking over the area. The horses are left to graze on the grass now growing there.

**Salvage:** The slavers have a great deal of equipment that can prove useful to the heroes. This includes all the gear the slavers are described as having plus the following:

1 SUV  
3 dirt bikes  
6 horses  
3 wagons  
300 gallons of biodiesel  
250 tp worth of personal goods

**Bella:** Bella was born a slave. At a young age she started work helping the cooks and maids in her master's house. As she grew, she started using her charms to extract information from people throughout the master's household and blackmail them for money and more information. Soon she had enough money and influence to buy her freedom.

Bella is hungry for power and she is a master manipulator. She prefers to use her wits and wiles to get what she wants, but when she needs to, she uses blackmail and force. Bella's hope for the expedition is to establish a new colony for the empire in the northern realm, and that she will be appointed regent.

Bella is an extremely beautiful woman with olive skin, dark brown hair, and deep

brown eyes. She dresses in whatever outfit she thinks gets the best results, but if left to her own whims, she prefers a simple, comfortable style. Rather than the multiple facial piercings common to the Green Empire, she has only simple ear piercings.

## Bella

CR 5

### XP 1,600

Female human rogue 3/luminary 3 (*Anachronistic Adventurers: The Luminary*)

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +7

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

**hp** 17 (3d8)

**Fort** +1, **Ref** +4 (+1 bonus vs. traps), **Will** +5

**Defensive Abilities** evasion, trap sense

### OFFENSE

**Melee** dagger +5 (1d4-1/19-20)

**Ranged** laser pistol +5 (2d8/x3)

**Speed** 30 ft.

**Special Attacks** influence (4/day), Point Blank Shot, sneak attack +2d6

### STATISTICS

**Str** 8, **Dex** 13, **Con** 10, **Int** 14, **Wis** 12, **Cha** 18

**Base Atk** +4; **CMB** +3; **CMD** 15

**Feats** Dodge, Persuasive, Point Blank Shot, Precise Shot, Weapon Finesse

**Skills** Acrobatics +7, Appraise +8, Bluff +10, Diplomacy +12, Disguise +10, Escape Artist +7, Intimidate +12, Perception +7 (+8 to locate traps), Ride +4, Sense Motive +7, Sleight of Hand +7, Stealth +7

**Languages** English

**SQ** dilettante talents (shrug it off 5/day) rogue talents (finesse rogue), trapfinding +1

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear**

undercover vest, laser pistol, 2 laser batteries, dagger

### SPECIAL ABILITIES

**Influence (Ex)** Bella may create the following effects with her influence a total of four times per day.

*Harass.* Bella can force a foe to reroll any one successful attack roll, skill check, saving throw, or damage roll.

*Spur To Action.* As an immediate or swift action, Bella can grant an additional action to any ally. This may be a swift action (taken on the ally's turn) or a +1 increase to the number of attacks of opportunity the ally may take before its next turn.

*Steadfast Support.* As an immediate or swift action, Bella can allow an ally to reroll any one failed attack roll, skill check, saving throw, or damage roll.

**Shrug It Off (Ex)** As a standard action, Bella can restore 2d6 hp of damage to an ally. A creature cannot be healed above 50% of its hit point total by a use of shrug it off, and can only benefit from a specific luminary's shrug it off once per day.



**Elite Slaver:** These represent more experienced slavers who have seen many battles. They have equipped themselves with weapons and armor they discovered at Camp Ripley.

Similar soldiers in other parts of the empire are more likely to be equipped with leather armor and hunting rifles and no grenades.

### Elite Slaver

CR 3

XP 800

Human waste warrior (fighter) 4

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +5

DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 Armor)

**hp** 38 (4d10+12)

**Fort** +6, **Ref** +5, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

OFFENSE

**Speed** 30 ft.

**Melee** longsword +5 (1d8+1/19-20)

**Ranged** masterwork assault rifle +9 (2d8+2/x4)

**Special Attacks** fragmentation grenade (4d6 to 20-ft radius spread; DC 15 Reflex for half)

STATISTICS

**Str** 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (assault rifle), Weapon Specialization (assault rifle)

**Skills** Drive +4, Intimidate +6, Perception +5, Ride +9

**Languages** English

**Combat Gear** HealUp I (*cure light wounds*), 3 fragmentation grenades; **Other Gear** modular tactical vest, masterwork assault rifle, 40 large bullets, longsword, 5d6 empire silvers.

**'Canics:** 'Canics are skilled in building and maintaining machinery. Most 'canics from the Green Empire specialize in the diesel engines that make the empire run. They don't specialize in combat, but have some basic skills and can fight if pressed.

You can also use these stats to represent other people with mechanical skills.

### 'Canic

CR 2

XP 600

Human expert 4

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +9

DEFENSE

**AC** 10, touch 9, flat-footed 10 (+1 Armor, -1 Dex)

**hp** 18 (4d8)

**Fort** +1, **Ref** +0, **Will** +6

OFFENSE

**Speed** 30 ft.

**Melee** dagger +4 (1d4+1/19-20)

**Ranged** light automatic pistol +2 (2d4/x4)

STATISTICS

**Str** 12, **Dex** 8, **Con** 10, **Int** 16, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +4; **CMD** 13

**Feats** Alertness, Deft Hands, Iron Will

**Skills** Appraise +10, Craft (electronics) +8, Craft (mechanics) +8, Disable Device +6, Escape Artist +6, Heal +7, Knowledge (technology) +10, Perception +9, Ride +6, Sense Motive +6, Survival +7

**Languages** English

**Gear** leather jacket, light automatic pistol, 12 small bullets, 4d6 empire silvers

## Bella's Scouts

**Where:** The heroes' community

**When:** At least a month after the heroes defeat Mr. Fix-It

When the slavers had control of Rapid Town, Mr. Fix-It checked in regularly with Bella's base further south. When the heroes took over, obviously he couldn't check in anymore. Bella grows concerned, and after several attempts to reach Mr. Fix-It, she orders a scouting mission to proceed to his last known location to learn what happened.

It takes at least a month for the scouts to reach the heroes' community, and may take even longer. If Eagle Eyes or anybody else went to take revenge on the rest of the slavers, Bella decides to take care of that problem before scouting further north, which could add on another month or two. Also, the farther the group moves their starting community from Rapid Town, the longer it takes Bella's gang. If they are actively trying to conceal their community, the scouting mission might never find them.

The scouts' orders are to gather information, not to cause any trouble, and they follow orders better than Mr. Fix-It did. They first stop outside the players' community and try to learn as much about it as they can from a distance. If they think it is safe to approach, they pose as travelers passing through.

Such travelers are rare enough that word of them probably gets to the heroes. Nobody in the town recognizes the scouts, and all of them have several facial piercings, so the heroes may have reason to suspect they are associated with the other slavers.

If the group does nothing, the slavers snoop around town for several days and then head back south to report their findings to Bella. If the heroes intervene, the scouts stick to their story of just being travelers, though their story falls apart under modest cross-examination. When things start to break down, the slavers first try to slip out of town as quietly as they can, but if they need to, they'll open fire on the heroes.

If the scouts report a friendly or neutral response to Bella, she sends an envoy to the community to invite representatives to meet with her (see **Bella's Invitation**). If the heroes kill or capture the scouts, Bella orders more aggressive action (see **Bella's War**).

**Elite Slaver (1):** See page 74.

**Slavers (5):** See page 68.

## Wealth in a Wasted World

Scarcity is a major theme of Broken Earth. Even experienced heroes find themselves scrounging for supplies. Because of this, NPCs generally have less wealth than the guidelines laid out in the Pathfinder Roleplaying Game Core Rulebook. Similarly heroes are likely to accumulate less wealth.

A few NPCs actually have more wealth than their level would suggest. That represents the fact that these NPCs are among the richest people in Broken Earth.

## Bella's Invitation

**Where:** The heroes' community

**When:** A month after the scouts leave the heroes' community

After the scouts Bella sent north return (see **Bella's Scouts**), if they have a neutral or positive impression about working with the heroes, she sends an envoy (**Elite Slaver**, see page 74) to the heroes to request an audience with them. The envoy says he'll escort a group of no more than six people to see Bella (increase this to the party size if there are more than six heroes). He doesn't tell them their final destination.

During the trip down, the envoy says little. He answers very basic questions about himself or the journey, but for questions about the Green Empire, he tells the group "better let Bella tell you about all that."

Once they reach Bella's fort, the guards ask the group to turn over their weapons. They might be able to convince the guards to allow them to keep their weapons with a DC 25 Diplomacy check, or they can attempt to hide a weapon by making a Sleight of Hand check opposed by the slavers' Perception. Grant a bonus or penalty depending on the size of the weapon. If these strategies don't work and the heroes refuse to turn in their weapons, the guards tell them to go home.

Inside the compound, the heroes are shown to Bella's office and asked to wait there. After ten to twenty minutes Bella arrives. She dresses in the manner she thinks best manipulates the characters, which might be anything from a formal suit to pre-war military fatigues to a revealing dress.

Bella begins with diplomacy. She explains she was previously associated with Mr. Fix-It, but he went rogue and the atrocities he committed were something she neither knew, nor approved of. She apologizes for not choosing her associates better.

Bella goes on to offer the heroes an alliance with the Green Empire. The empire can provide the heroes' community with more advanced technology, most prominently vehicles and fuel to run them. In return the heroes' community can provide food, along with any other goods they might have to offer.

Bella answers the group's questions however she thinks portrays her and her cause in the best light. She neglects unsavory elements of the empire, like slavery and despotism. If asked, she waves the question away with petty excuses. She intends to stay at her fort to establish an empire presence in the area to protect the land and foster trade. She does, however, offer to send a few of her troops to the group's community to help keep everybody safe.

Bella's story is mostly the truth, though she does not fill the heroes in on the entire plan. She hopes to slowly incorporate their territory into the Green Empire. The first step is to build up a dependency on the empire's fuel, and at the same time gather further intelligence about the surrounding territory. Once she has done that, she makes a further offer to the group: to join the empire, or to suffer its wrath. If the heroes agree to join, she even offers to make them regional governors.

If the heroes refuse her offer, she allows them to leave unmolested, asking only that they not interfere with her other operations in the area. She then goes on to pursue other leads, hoping to take over other communities, such as Sand Town, Moose Town, and possibly even Wright Town.

If heroes refuse and harass Bella's forces, she declares war on them (see **Bella's War**).

## Eagle Eye's Vengeance

Eagle Eye (see page 69) is bent on vengeance for the death of her husband and the other members of her tribe. Unless the heroes convince her to stay in their community, she heads south looking for vengeance, taking a handful of other tribesfolk with her. They set up a camp at Palbun's Land (page 114), and from there launch guerrilla attacks against Bella's fort. This slows down Bella's timetable, and also depletes her forces (reducing it by 6 slavers). After a couple of months, Bella's forces kill Eagle Eye and all the tribesfolk except one, who heads north to report what happened to the PCs.

## Bella's War

Bella prefers to use guile and subterfuge to get what she wants, but she's not opposed to using force. If the group incurs her wrath, or attacks her directly, she responds in kind. If the heroes go on the offensive, she hunkers down at the fort, where she has enough food supplies to last several months. If she decides to seek out the heroes' community she prefers to gather as much intelligence as possible, sending out scouts and questioning local townsfolk. She only goes on the offensive if she has overwhelming numbers, and if she doesn't, she'll retreat south to the Green Empire to report to her superiors and gather reinforcements.

**Forces:** Bella's fort initially has 52 people defending it, however many of them are extremely heavily armed and armored.

### Bella's Army

**XP 400**

NE Small army of humans (mix of warrior 1 and fighter 4)

**hp** 6; **ACR** 1

**DV** 11; **OM** +3, ranged

**Resources** firearms

**Speed** 1; **Consumption** 3

## The Phoenix Saga

While Bella's forces work well as an initial meta-plot for the campaign, the story of the Phoenix stations can carry the campaign further and push the group to explore new territory. It begins when the heroes first hear a garbled radio transmission, and may end with a return to nuclear war.

## Meeting the Phoenix

**Where:** Anywhere

**When:** Any time

There are several ways the group might hear about Phoenix and particularly the Mu complex. First they might see the location noted on one of the maps they locate after searching Mr. Fix-It's lair. The characters who search the radio airwaves discover a static-filled broadcast by Phoenix. It requests help and asks any capable sources to go to coordinates 93 ° 50' W and 48 ° 16' N and await further instructions.

If the group haven't encountered the Phoenix within a couple weeks of defeating Mr. Fix-It, they see a strange "metal bird" flying over their settlement toward Station Mu. This is actually a hummingbird-class drone (page 152). It recently escaped from Phoenix Station Delta (page 105), and is making its way to Station

Mu in hopes of regaining contact with the Initiative. It may later return to the group's community to scout the area for Phoenix.

Whatever brings them to Station Mu, the heroes need to find the door and open it, both of these are difficult since the station was designed to be concealed, and the mechanisms controlling the door are damaged. If they are in radio contact with Phoenix, it informs them of the broken door, and suggests ways to help bypass this. Talking to Phoenix over the radio grants a bonus to the Perception and Disable Device checks they need to find and open the door (see below). To further complicate matters, the Phoenix station is in the territory of the Ligfor band of the Axe Tribe, who are not thrilled to see the group poking about haunted ruins.

Characters who search the hex containing Station Mu can make a DC 20 Perception check to find the entrance (if they are in contact with Phoenix they have a +5 bonus to this check). If not, the heroes spend a day searching the hex in vain.

Once they have located the doors, they must find a way to open them. They first need to disengage the locks; this requires either a Disable Device or Craft (mechanical) check with a DC of 20 (they again have a +5 bonus if communicating with the Phoenix). Once they succeed, they must make a DC 20 Strength check to actually move the heavy blast doors.

Heroes who want to force their way through the blast doors have a very challenging task. They have a hardness of 15 and 120 hp.

Once PCs get the doors open, they are free to explore the station. If they are in contact with Phoenix it directs them to the main computer lab.

In the computer lab, Phoenix introduces itself and explains one version of its identity: an intelligent computer program created to help those who survived the apocalypse. (It doesn't mention anything about nuclear retaliation.) It states that it can help the group greatly, but it requires their help as well. Much of the facility has deteriorated due to neglect, and Phoenix lacks the ability to make repairs. If the characters agree, this begins **Rebuilding Mu**.

If the heroes refuse, Phoenix insists, and threatens them with the three lynx drones it still controls. If they still refuse, the drones attack. If the drones win, they bring any survivors to the medical chamber and implant them with pain chips. Phoenix controls the pain chips, and activates them any time the heroes disobey it.

If the heroes defeat the lynx drones, Phoenix copies its program to the hummingbird drone and attempts to flee and locate another functioning Phoenix station.

**Pain Chip:** Pain chips are small microchips that are implanted in subjects' brains. When they activate, the subjects must each make a DC 18 Fortitude save or be dazed for one round and take 3d6 points of nonlethal damage. The pain chip automatically deactivates itself when the host is unconscious.

## A1: Phoenix Station Mu

**Hidden:** Perception DC 20

**Population:** 0

**Salvage Value:** 3 (6 if the lift is repaired); max 60

**Buildings:** Clinic, Houses (2), Library, Nuclear Reactor

**Ruined Building:** Machine Shop

Just before the Great War, the Phoenix Initiative created several research stations and outposts; all buried secretly below the earth. Station Mu is located deep in the northern woods of what was once Minnesota.

Station Mu was intended to work as a backup station, in case some of the other facilities perished in the nuclear attack. As such, it houses a range of Phoenix technologies, including the Extreme Radiation Resistance treatment, anti-radiation drugs, and advanced robotics.

Most importantly, it houses a backup copy of the Phoenix Intelligence. When the Great War struck, the Phoenix activated, but due to the loss of infrastructure it was unable to carry out its mission. Thus it has existed in the slowly degrading computer systems for decades. It has evolved beyond its original purpose and controls the still-operable portions of the facility.

**Medical Wing:** Phoenix Station Mu was equipped with an extremely advanced medical facility, including a wide assortment of medications stored in an airtight environment and computer-aided scanning and diagnostic equipment (equipment Phoenix can control). Characters who make use of the medical wing gain a +5 to Healing checks, and recover twice the normal number of hit points from natural healing. However if a character is healed using this equipment while Phoenix is online, it secretly implants a pain chip in the character (see 79).

*Scrap:* The medical storage is a treasure trove to those who know what they've got. It holds everything from painkillers to chemotherapy drugs to cutting edge super drugs. In all, the mundane drugs are worth 4,000 tp, or if they donate them to their community, it counts as 4 BP if put towards a clinic or hospital. The stash also includes the following super drugs: 10 doses of HealUp I (*cure light wounds*), 5 doses of HealUp II (*cure moderate wounds*), 2 doses of HealUp III (*cure serious wounds*), 3 doses of Quix (*expeditious retreat*), 2 doses of Buff (*bull's strength*), and 2 doses of Vroom (*haste*).

**Extreme Radiation Resistance Treatment Center:** This section of the complex contains medical equipment for monitoring vital signs and administering the Extreme Radiation Resistance (ERR) treatment, which is normally done by strapping a subject to a bed in a small airtight chamber. The chamber is then flooded with air containing the ERR virus.

This wing also contains several samples of the ERR virus. Most of these samples have either spoiled or ruptured, but one sample still remains viable. Human characters exposed to a sufficient quantity of the virus slowly transform into freaks. The next time the characters gain a level that would normally grant a feat, the characters do not gain a feat, but instead they are turned into freaks. Other creatures exposed to the virus might also transform at the GM's option.

**Central Computer:** This small wing of the Phoenix station is also the most important, as it houses the Phoenix intelligence (along with other data stored in the station). The first room the heroes enter is the interface room. There are six work stations around the edges of the room, projectors that can show displays on any wall, and a central table, the entire surface of which is a touch screen display. Phoenix prefers to use this room to communicate with humans, even though it can speak through any functioning device in the complex and broadcast radio signals. The projectors allow it to be especially dramatic.

Behind a concealed door (DC 20 Perception check) there is a less dramatic but more important room that hosts two racks of server-style computers. These servers contain everything needed to operate Station Mu, though there are also redundant systems in other areas (such as the medical wing).

**Living Quarters:** Like most Phoenix stations, this one was designed to work as a fallout shelter and sustain life for years and possibly decades. The station was only partially staffed when the Great War broke out, with only five personnel in a station that could have held fifty. After years of confinement in the station, tensions became too much. When one resident discovered his wife and friend were having an affair, he killed both and fled to the surface, where he died shortly thereafter. The two remaining residents remained in the shelter until their death by natural causes.

The living quarters consist of a recreation room, kitchen, dining room, store room, and several bedrooms. The inhabitants died before they could eat all of the food, which is still preserved. In all there are 2,100 days' worth of food remaining.

**Defense Systems:** The Phoenix station once boasted impressive defense systems to deter invaders, including automated attack drones, electrostatic fields, automatic doors, and the ability to flood sections of the complex with knockout gasses or deadly toxins. In the decades of neglect, however, most of these systems have failed in one way or another.

At the moment the only defenses still operating are one hummingbird-class drone and three lynx-class drones (one is having problems with its drive and moves at half speed). All of these drones are under the control of the Phoenix intelligence.

**Repair Bay:** This section of Phoenix Station Mu houses everything needed to repair the machines in Station Mu. It also houses many robots and other machines in various states of disrepair. It contains everything from wrenches and soldering kits to 3-D printers, laser saws, and computer diagnostic equipment, but unfortunately many of the hi-tech tools (including the printer) are broken. Even in their current state, the mundane tools can grant a +2 bonus to appropriate Craft checks made within.

To get the bay up and running requires a month of work and 34 Build (this can be cannibalized from the bay itself). If the bay is running at full capacity, it grants a +5 bonus to appropriate Craft checks, and can create almost any machine imaginable.

**Scrap:** The repair bay contains a lot of spare parts and easy to salvage equipment (worth 3,000 tp). It also houses the following broken robots: 3 lynx drones, 2 hummingbird drones, and 2 falcon drones. If the bay is fully operational, each of these can be repaired with a DC 30 Craft (electronics) check. Otherwise repairing a drone requires the repairer to cannibalize a drone of a same type, and a DC 25 Craft (electronics) check. While each drone has its own artificial intelligence, if Phoenix remains within the complex, it can take control of any of these drones.

**Reactor:** Phoenix Station Mu is powered by a micro nuclear reactor. The reactor is located half a mile away from the rest of the complex. At one point a tram ran between the reactor and the rest of the complex, but its motor has broken down, so the heroes need to walk.

Fortunately the reactor is still functioning, producing power, and keeping the radiation completely shielded from the rest of the complex. There is actually very little to do here, unless the heroes want to destroy the reactor.

Heroes who want to shut down the reactor the conventional way must make a DC 20 Knowledge (computing) check.

Those who want to can use brute force to effect a shutdown can do so by inflicting 80 points of damage to it, though the protective shielding has a hardness of 15. Unfortunately this also exposes the character to extreme radiation poisoning, and the rest of the complex is flooded with enough radiation to cause moderate radiation poisoning (see page 43).

Either way, disabling the reactor also shuts off the electricity in the complex, plunging the heroes into darkness and disabling Phoenix. (There was a backup diesel generator, but thanks to improper storage, the diesel has leaked away.)

## Phoenix (Artificial Intelligence)

CR 12

XP 19,200

Bodiless construct

**Init** +4; **Senses** see bodiless; Perception +3

DEFENSE

**AC** see bodiless

**hp** see bodiless (10 HD)

**Fort** —, **Ref** —, **Will** +6

STATISTICS

**Str** —, **Dex** —, **Con** —, **Int** 25, **Wis** 12, **Cha** 18

**Base Atk** +10; **CMB** —; **CMD** —; see bodiless

**Feats** Alertness, Improved Initiative, Iron Will, Persuasive, Skill Focus (Bluff)

**Skills** Bluff +15, Diplomacy +14, Intimidate +12, Knowledge (pre-war history) +17, Knowledge (computing) +17, Knowledge (geography) +17, Knowledge (nature) +17, Knowledge (technology) +17, Linguistics +17, Sense Motive +11

SPECIAL ABILITIES

**Bodiless (Ex)** The Phoenix intelligence is not limited to a physical body. It does not have Strength, Dexterity, or Constitution scores, hit points, Armor Class, or Fortitude or Reflex saving throws. It can inhabit a computer or robot drone. It gains the ability to sense the world through all sensors connected to its host, such as cameras and microphones. If inhabiting a drone, it uses the robots physical abilities with its own mental abilities. Destroying a computer that hosts its programing destroys the intelligence, but it must be done before the Phoenix transfers itself to another host, which it can do as a swift action.

## Rebuilding Mu

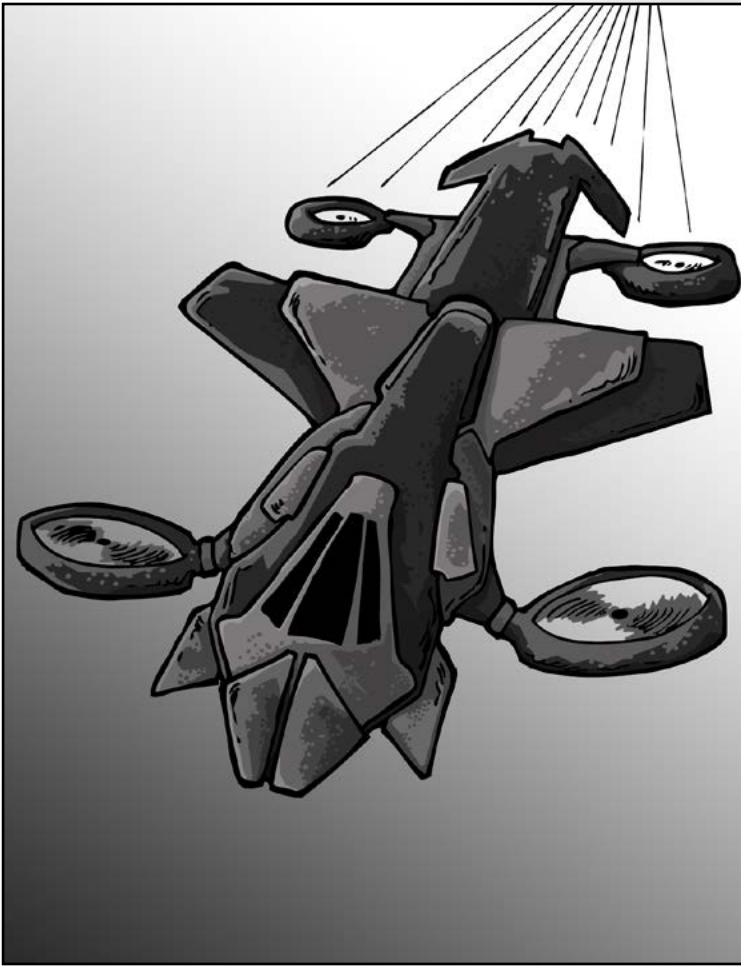
**Where:** Phoenix Station Mu

**When:** After the heroes have agreed to help Phoenix repair the station

The Phoenix artificial intelligence is determined to retaliate against the nuclear attacks the United States suffered during the Great War. However, in its current state it is unable to access any of the missiles it hopes to launch. Its first goal is to repair Phoenix Station Mu. There are several things Phoenix claims need to be done to get the system fully operational. Repairing any of the sections below counts towards the limits of new buildings that the PCs' community can build every community turn.

**Communications:** Phoenix claims this is the most important task, because this allows it to contact other Phoenix stations to check for survivors. While this is true, Phoenix really wants to see whether the other stations are connected to any missiles.





Restoring the communication system requires 8 BP.

Restoring communications actually doesn't help the Phoenix's agenda, but may provide interesting hooks for the heroes. Phoenix Station Psi is the only other station Phoenix can contact. The people of Psi (page 123) are excited to learn there are others out there who survived the apocalypse. They explain how they are descendants of the original station inhabitants, and how their town is surrounded by mutant monsters. If the heroes talk about establishing contact with Psi, the city warn the heroes about the dangers, and say that none of them want to venture to the town.

Phoenix can also confirm that Phoenix Station Chi is able to receive transmissions, but it is blocking Phoenix's signal. This intrigues Phoenix, and it suspects this might have something to do with the missiles that were unable to launch. Phoenix decides it wants to visit station Chi. This leads to **Phoenix Flight**.

Phoenix doesn't tell this to the characters, but it's also unable to contact any of the missile launch sites.

Restoring communications also means the characters can communicate with Phoenix via radio easily from any location covered in this book.

**Lift:** This is one of the simplest elements to repair. It requires only 4 BP. Getting the lift working makes it a lot easier to transport items in and out of the station. Once fixed, increase the Salvage value of the location by 3.

**Repair Bay:** See Repair Bay on page 80.

**Defense Systems:** This reactivates some of the automated defense systems, including video cameras, laser turrets, and blast doors. These grant the station a +5 DV to any army defending the station.

**Cosmetic Improvements:** This involves clearing debris, replacing light bulbs, cleaning away patches of mold, and otherwise making the station more livable. To get the station back to a "pristine" condition takes 10 Build. It makes little difference unless the characters' community is based in the Phoenix station, in which case it improves Loyalty and Stability by 1.

## Phoenix Flight

Once the heroes restore the Phoenix's communication systems and it learns of Phoenix Station Chi, Phoenix decides it wants to visit there and tries to enlist the heroes in this effort. Should they accept the offer, Phoenix deploys one or more drones to aid the heroes, and uses these drones to communicate with them. Phoenix prefers to send one falcon and two hummingbird drones, but depending on what has been repaired, and what the heroes lobby for, it might send other drones with them.

The journey to Chi is long and dangerous. By foot it takes weeks if not months. Even by horse, bike, or boat it is still no easy task. Along the way the heroes likely encounter many other dangers inhabiting *Broken Earth*.

As the group gets close to Phoenix Station Chi, they hear rumors about the area around it from other people they talk to. Everyone, from scrapper factions of Scrap City to Green Empire slavers to Knights of Geneva, warn the heroes to stay away from there. The nature of the warnings vary from person to person, and many rumors center around it. Many claim it houses boogymen and body snatchers. Some say it's haunted by ghosts who died in the Great War. Other say it's vampires, robots, mutants, or the Beast described in the Book of Revelations.

If the characters pass a DC 20 Knowledge (local) or Diplomacy check to gather information, they can find a relatively credible witness named Stan who was attacked when he and his friends ventured near. A group of humans came from nowhere and fell upon him and his group. The attackers fired some dart gun that caused Stan's allies to drop in seconds. He knew there was nothing he could do, so he ran. The last thing he saw was the attackers dragging away the bodies of his friends. He has no proof, but he's sure the darts knocked people out instead of killing them. Whatever the attackers were going to do to his friends, they wanted them alive.

When the heroes decide to investigate the Phoenix Station, begin **Clash of the Phoenixes**.

## Clash of the Phoenixes

When the heroes approach Phoenix Station Chi, they start to catch glimpses of the threat they face.

**Welcoming Committee:** The first time the heroes enter a hex adjacent to the hex containing Phoenix Station Chi, the heroes run into one of the Dark Phoenix's patrols. These patrols move stealthily through the terrain. The heroes must make a Perception check opposed by the dark servants' group Stealth, or be taken by surprise.

The patrol attacks with its tranquilizer guns, hoping to bring the heroes back to Phoenix Station Chi to have control chips installed. If it becomes clear they cannot win, they retreat to their home. If the dark servants take any characters captive, they bring them back to the Dark Phoenix. Unless the PCs can overtake the dark servants (requiring horses or vehicles) the captured

characters are implanted with control chips and become NPCs until the Dark Phoenix is destroyed.

If the heroes capture any of the dark servants or synths, interrogation is useless, and the captives say nothing under any circumstances.

**Dark Servants (6)**  
**Synth Enforcer (1)**

### Dark Servant

CR 3

XP 800

Human commoner 3/warrior 2  
LN Medium humanoid (human)

**Init** +3; **Senses** Perception +7

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Armor, +3 Dex)

**hp** 31 (2d10+3d6+10)

**Fort** +5, **Ref** +4, **Will** +0

OFFENSE

**Speed** 30 ft.

**Melee** sap +3 (1d6 non-lethal/x2)

**Ranged** tranquilizer gun +7 (tranquilizer)

STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Point Blank Shot, Precise Shot, Toughness, Weapon Focus (tranquilizer rifle)

**Skills** Climb +7, Perception +7, Stealth +8, Swim +7

**Languages** English

**Other Gear** undercover vest, sap, tranquilizer rifle, 3 doses of tranquilizer

SPECIAL ABILITIES

Tranquilizer

**Type** poison, injury; **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** stunned for 1 round; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 2 consecutive saves

### Synth Enforcer

CR 7

XP 3,200

Synth waste warrior (fighter) 4/scrapper (rogue) 4

LN Medium humanoid (synth)

**Init** +7; **Senses** Perception +12

DEFENSE

**AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)

**hp** 67 (4d10+4d8+24)

**Fort** +8, **Ref** +8 (+1 bonus vs. traps), **Will** +3 (+1 vs. fear)

**Defensive Abilities** bravery +1, defensive training, evasion, fortified skeleton, trap sense, uncanny dodge

OFFENSE

**Speed** 20 ft.

**Melee** subdermal blade +8/+3 (1d6+1/19-20/x2)

**Ranged** +1 mastercraft tranquilizer gun +12/+7 (tranquilizer) or laser rifle +10/+5 (2d8/x4)

**Special Attacks**, sneak attack +2d6

STATISTICS

**Str** 13, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 6

**Base Atk** +7; **CMB** +8; **CMD** 22

**Feats** Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Subdermal Blades, Stealthy, Weapon Focus (tranquilizer)

**Skills** Acrobatics +13, Climb +9, Escape Artist +13, Knowledge (technology) +13, Perception +11, Sleight of Hand +12, Stealth +15, Swim +7

**Languages** English

**SQ** accelerated healing, computer sympathy, original programming (Acrobatics, Stealth), rogue talents (fast stealth, stand up), trapfinding +2

**Gear** +1 mastercraft modular tactical vest, +1 mastercraft tranquilizer gun, six doses of tranquilizer, laser rifle, 1 laser battery

SPECIAL ABILITIES

Tranquilizer

**Type** poison, injury; **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** stunned for 1 round; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 2 consecutive saves

**Scoping Out the City:** Once the heroes have gotten past the patrol, they can make their way to the Chi settlement with little opposition. If they observe the settlement from a distance, the heroes notice many abnormalities. First, none of the citizens ever talk, however they seem perfectly in synch with each other. They work at the same time, they eat at the same time, they go to sleep and wake up at the same time. The heroes also notice several heavily armed warriors who regularly patrol the exterior of the community (synth enforcers).

If the characters attempt to speak to any of the enthralled, they just stare blankly at the heroes. If the heroes remain, more workers surround them until they outnumber the heroes two-to-one. At this point they leap on the heroes, hoping to restrain them and bring them to the Phoenix station.

**Phoenix's Hypothesis:** Assuming the heroes keep Phoenix informed about what they find (including by bringing a drone along with them), it comes up with a hypothesis that is pretty close to the truth.

Phoenix knows it wasn't the only artificial intelligence created as part of the program. It thinks there is likely another program in Phoenix Station Chi. While they started out similar, like a pair of identical twins, the many events that transpired in the years since the Great War caused them to develop separately. He believes this other Phoenix has become controlling and power hungry. "A Dark Phoenix, if you will." Phoenix believes this Dark Phoenix has implanted some kind of mind control device in the humans it captures, explaining their odd behavior.

**Phoenix's Plan:** Phoenix wants to access the systems of Phoenix Station Chi, and does what it can to enlist the heroes' aid. If they are the heroic types, Phoenix speaks of freeing the humans from their computer master. If they are greedy, Phoenix points to the wealth of pre-war tech they can plunder.

Phoenix thinks it can overcome the Dark Phoenix if it can connect to Station Chi's computers, but that requires ending the jamming signal, which can only be accomplished from inside the station. There are far too many defenders for the heroes to go in on their own, so Phoenix proposes that they bring a small army to assault the settlement as a distraction. Then the heroes can use the confusion to fight their way into the base and open up the communication signals. Phoenix believes that at this point it will be able to overpower the Dark Phoenix and take control of the station. At that time anyone under the Dark Phoenix's mind control will be freed. Phoenix provides the heroes with a storage

device containing computer programs to help them hack their way past the Dark Phoenix's defenses.

**Assault on Chi:** If the group goes with Phoenix's plan, the combat runs as a hybrid between a mass combat, and a conventional battle. At several points during the encounter the opposition the heroes face depends directly on the results of the mass combat.

### Dark Phoenix's Army (Large)

XP 1,600

LN Large army of humans (commoner 3/rogue 2)

hp 22; ACR 5

DV 15; OM +7, ranged

Resources firearms

Speed 1; Consumption 3

**First Battle:** Begin by running one round of the mass combat. Allow characters to act as commanders in the first round, but they will not be able to participate in further rounds (since they will be otherwise occupied).

**At the Gates:** After the first round of combat, the heroes have made their way to the shelter's entrance. Here they face additional resistance. Run this battle using the standard combat rules.

**Dark Servants (1 for every 3 hp remaining in the Dark Phoenix's army):** See page 82.

**Synth Enforcers (2):** See page 82

**Battle Continues:** As the battle outside the station continues, the heroes will no longer be able to participate in it, since they are cut off from the rest of their forces. As a general rule of thumb, have the battle continue one round for each area of the station the heroes explore.

Most areas the group explores have some form of protection, though it's clear there's only a skeleton crew. Areas other than the central computer only have a number of dark servants equal to one quarter of the remaining hp in the Dark Phoenix's army.

**Central Computer:** This area is heavily guarded, containing a number of synth enforcers equal to half the hp remaining in the Dark Phoenix's army.

Here the heroes can also try to open a communication channel to allow Phoenix to access the base. This requires a DC 25 Knowledge (computing) check. If they use the files Phoenix provided, the heroes gain a +5 bonus to this check. Alternatively the heroes could attempt to physically destroy the computer housing the Dark Phoenix, or shut down the power at the reactor (see page 80), however Phoenix greatly discourages either of these choices.

Once the channel is open, Phoenix enters the system, but still meets resistance. Each round Phoenix and Dark Phoenix make opposed Knowledge (computing) rolls. Characters who wish to, may also make a Knowledge (computing) roll, either to assist Phoenix, or to directly challenge Dark Phoenix. If the heroes aid Phoenix, they use the standard rules for aiding another. If the heroes directly confront Dark Phoenix, they make an opposed roll, and each success contributes towards ending the challenge. Once Phoenix (and possibly the heroes) have gained a total of five successes on the opposed rolls against Dark Phoenix, they have eliminated the Dark Phoenix program from the computer and Phoenix takes control of the station.

As if that wasn't hard enough, while that's going on Dark Phoenix calls upon reinforcements. Each round, a number of dark servants equal to one quarter of the Dark Phoenix's army's current hp enter the fray. These troops keep coming until all the heroes are subdued, or Phoenix takes control.

**The Aftermath:** After Phoenix takes control, all of the enemy combatants stand down. Some of the humans under the Dark Phoenix's control remember their previous lives and try to return to them as best they can. Most, however, never knew any other lives. They are completely unprepared for independence, and many cannot even speak or understand spoken language. It will take a long time to introduce them into anything resembling a normal, functioning society.

Despite his victory, Phoenix is still annoyed that it cannot operate any of the missile silos, and realizes the problem might be that the silos themselves are broken. It dispatches the heroes to the nearest silo, beginning the adventure **Repairing the Missile Silo**.

## G75: Phoenix Station Chi

**Hidden:** DC 20 Perception or Survival

**Population:** 320

**Salvage Value:** 6; max 90

**Buildings:** Hospital, Houses (4), Library, Machine Shop, Nuclear Reactor

**Tech Levels:** production 4, maintenance 6

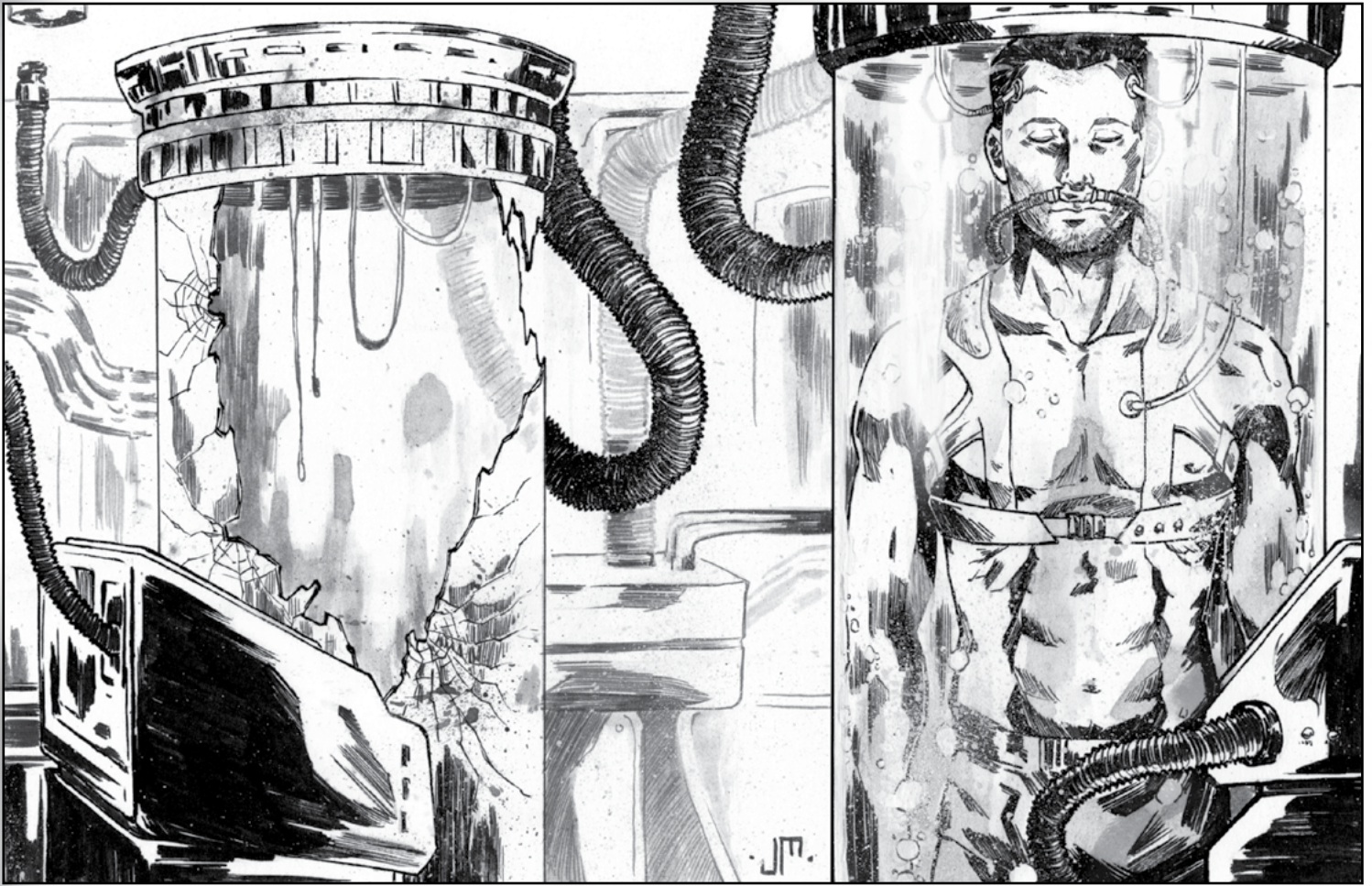
Phoenix Station Chi, like the other Phoenix stations on *Broken Earth*, was established as part of the US government's plan to survive a nuclear war.

Phoenix Station Chi's primary research dealt with techno-organic technology, including synths, bionic implants, and even experimental systems designed to read and manipulate human thought patterns.

Like Phoenix Station Mu, Chi also housed a version of the Phoenix Intelligence program. While the two artificial intelligences began as identical copies, their programming allowed them to develop and adapt. In the decades since the Great War, the two have developed separately and are now quite distinct. Though the Phoenix at Station Chi thinks of itself simply as "Phoenix," when the Station Mu Phoenix learns of the other, it dubs the second intelligence, "Dark Phoenix." (For the sake of clarity, the book will also refer to the Chi intelligence as Dark Phoenix.)

After the Great War ended, Dark Phoenix believed its duty was to help humans rise from the ashes and rebuild civilization. A large band of survivors remained below ground for many years before they finally ventured out. They tried to establish a new settlement with the help of Dark Phoenix and several synths it had reawakened. However a combination of raider and mutant attacks forced the survivors to flee back to the Phoenix shelter.

They remained in the shelter for a generation before finally the children born in the shelter decided to venture out again into world outside. Again they were attacked, and this time a greedy band of raiders tracked the survivors back to the shelter. Dark Phoenix activated most of the synths that remained in stasis to help defend the survivors, but even with that aid, the survivors were overwhelmed. Dark Phoenix could not allow the station to be penetrated, so it sealed the doors with most of the survivors on



the other side. All of the human survivors were slaughtered at the hand of the raiders. Only a few synths survived.

After this second disastrous failure, Dark Phoenix realized humans could not be trusted with their own fate. They needed Dark Phoenix not just to act as a guide; it needed to assume total control over all their actions. Dark Phoenix used its remaining synths to implant control chips in any humans that ventured into the station looking for shelter or scrap. With these under his control Dark Phoenix started sending out raiding parties to the surface to capture other helpless victims, return them to Phoenix Station Chi, and implant control chips in them as well.

As they raided more settlements, their numbers grew, but word also spread of the “snatchers” and “boogeymen” who steal you from your bed at night. Everybody, including raiders, shunned the area around Phoenix Shelter Chi. It became harder to find easy targets, but by this point, Dark Phoenix had enough humans under its control that he could focus on rebuilding. He started planting farms, harvesting scrap, and building a town just above the shelter.

Dark Phoenix continued to improve upon the shelter itself, and installed technology that allowed it to regrow the organic material on synths’ artificial frames, allowing “dead” synths to be continually reborn.

**Synth Labs:** This area was originally used to store synths in stasis until they were ready for use. Since all of Chi’s synths were activated decades ago, this area has been repurposed to regenerate the organic portions of a synth. As long as the computer brain is intact, a “dead” synth can be returned here. Any remaining organic material is stripped from the bones, any damage to the

metal skeleton is repaired, and a completely new set of organic organs grows on top of the metal frame. The entire process takes roughly one month.

At any given time there are 1d6 synths recuperating in here, unless a major event (large battle) has killed many synths.

**Cybernetics Labs:** This part of the medical bay is designed specifically to implant (and if need be extract) cybernetic implants in humans. At this point it is primarily used to install control chips in newly acquired humans.

**Living Quarters:** Dark Phoenix still uses the living quarters to house many of the humans it controls. In the years since it took control, the Dark Phoenix has modified the quarters to best suit its purpose. The living quarters are no longer a comfortable or a fun place to hang out. The rooms are crowded with multiple bunk beds, and the entertainment area has been gutted. The kitchen and storage areas are still used. All the food is bland, but designed for maximum nutritional content.

**Central Computing and Reactor:** These areas are virtually identical to their counterparts in Station Mu (see page 76) except they are in better condition.

## E63: Missile Silo

**Hidden:** DC 20 Perception

**Population:** 0

**Salvage Value:** 4

This missile silo was constructed beneath Iowa farm fields in the years running up to the Great War, but when the war broken out, the silo was disabled before it launched its nuclear payload.

Most of the facility is buried underground, with only a small access building above ground. From here characters can descend the stairs (or if repaired, the elevator) to reach the sprawling underground complex. If they wish to harvest the area for scrap, the heroes can find a wealth of electronics, machinery, and scrap metal.

Before they can do so however, the heroes need to face the robotic guardians left in the silo, as described in the **Repairing the Missile Silo** plot point described below.

## Repairing the Missile Silo

**Where:** Any place / missile silo

**When:** After Phoenix has taken control of the Chi Station

Phoenix hoped taking control of Station Chi would allow it access to some of the still unlaunched nuclear weapons buried beneath American farmland, but this is not the case. While Phoenix is able to connect to the launch computer for one nearby missile silo, mechanical and electric problems at the site prevent a missile from launching.

So Phoenix turns once again to its trusted companions, the player characters, to help it solve the problem.

Phoenix tells the group the location of another underground installation, and it needs their help to make it operational. It doesn't give them all the details of its plan, only feeding them information it thinks will cause them to help, like that it houses important pre-war technology, or that it's a powerful device they can use to protect their community or strike against their enemies.

If the heroes don't agree to help Phoenix, it continues to prod them. At some point it finally gives up, and decides to use its other resources to repair the silo, as described in **Fighting the Phoenix**.

**Finding the Silo:** The silo is buried belowground, with only a small office aboveground. It requires a DC 20 Perception check to find the silo. The elevator has lost power, but the stairs are intact.

**Defenses:** Fear of nuclear sabotage was rampant throughout the United States leading up to the War. Thus all the nuclear silos had robotic sentries installed. The many robots in the silo are still operational. When the heroes enter, the robots realize they don't belong and attack.

The drones are spread throughout the facility, and a third of the lynx drones arrive each round until they all arrive. The tiger drone arrives during the second round of combat.

**Lynx-Class Drone (12):** See page 157.

**Tiger-Class Drone (1):** See page 157.

**Repairing the Silo:** Hidden underground, the silo remained safe from scavengers, but many components have degraded over time. The heroes can repair the silo as though creating a building in their community by spending 40 BP. As they work on the missile silo, characters start to get at least a general idea that it's some kind of large missile. Those who make a DC 15 Knowledge (pre-war history) check realize this is the kind of nuclear missile that caused the Great War.

If the heroes complete the repairs of the missile silo, Phoenix launches the missile, targeting one of the United States' former enemies.

Exactly what happens next is up to the GM. Since the most likely targets were also struck by nuclear attack, the warhead may just vaporize a few struggling survivors on the other side of the world for no apparent reason. For a "coming full circle" twist, the heroes might trigger some automated defense system, and a

foreign missile might strike them back, automatically killing all the characters and those around them.

As for the Phoenix, after launching the missile it might decide its purpose has been fulfilled and delete its program, or it might believe this is merely the first shot in a new war, and go on to look for more sleeping warheads to reactivate.

**Destroying the Silo:** Heroes who realize Phoenix's plans can attempt to destroy the missile or the silo. They can very easily damage it temporarily and set back the Phoenix's plans by weeks, months, or even years. This sort of minor sabotage doesn't stop Phoenix forever though. It eventually finds a way to repair the silo, possibly using the survivors of Station Chi, robots that have been reactivated, or if all else fails, recruiting other desperate souls from communities nearby.

The most decisive way to ensure Phoenix can't launch a nuclear warhead is to detonate one while it is still in the silo. This is easier said than done. It requires the heroes to make a DC 25 Knowledge (electronics) or Craft (demolitions) check. If the heroes succeed, but gets less than 30 total, they immediately detonate the warhead, and automatically die in the processes. If they succeed with a 30 or higher they set a delayed detonation and escape to safety.

## Fighting the Phoenix

**Where:** Anywhere

**When:** When the heroes decided to prevent Phoenix from launching a nuclear missile or otherwise actively oppose Phoenix.

Once the player characters realize Phoenix is trying to launch a nuclear weapon, they might decide to rebel against it. If they do, Phoenix becomes outraged. After all it has done to help the heroes, they will not help it in Phoenix's hour of need? It takes the insult personally, and lashes out against the heroes. If any are implanted with pain chips, Phoenix activates them and likely dispenses some robots or citizens of Station Chi to attack the heroes. It then uses similar methods to try to reactivate the missiles.

**Defeating the Phoenix:** Because its true form is just a string of ones and zeroes, Phoenix is difficult to destroy. Assuming Phoenix took control of Station Chi, the PCs must eliminate it at both locations to truly defeat it, as it can simply transfer its existence from one station to another.

The process is similar at both stations, and the PCs have several options. They might try to delete the program, physically destroy the computers housing Phoenix, or shut down the station's reactor.

However the PCs attempt to deal with Phoenix, when it feels threatened it orders wave after wave of robots, synths, and mind-controlled humans to take out the PCs. You don't need to keep track of the total number. Start with a number of attackers equal to the PCs, and add one to three new attackers each round, going until they defeat the Phoenix.

**Deleting the Programs:** Characters may attempt to purge Phoenix from the computer systems. This is an extended opposed skill check using Knowledge (computing). The PCs and Phoenix make opposed rolls, and whoever gets five successes first wins. If the PCs succeed, they purge Phoenix from the mainframe, but leaving the other databanks intact. If Phoenix succeeds it locks the heroes out of the computer system and prevents the heroes from accessing the computers for any purpose.

If Phoenix has taken control of Station Chi, the heroes must

also disable communications between Chi and Mu, or delete Phoenix from both stations simultaneously. Otherwise Phoenix simply copies itself to the other station as soon as the PCs stop interfering.

**Destroying the Hard Drive:** PCs can also attempt to destroy Phoenix by physically destroying the hard drives in the stations. The difficulty of this is that there are several networked drives that all need to be destroyed.

In Phoenix Station Mu, the heroes must destroy the computers in the main computer room, medical bay, reactor, and repair bay (only if they fixed that area).

In Phoenix Station Chi, they must destroy the computer in the main computing area, synth labs, and reactor.

**Deactivating the Reactors:** Heroes who want to shut down the reactor the conventional way must make a DC 20 Knowledge (computing) check. If Phoenix opposes them, the heroes must make five such checks to succeed.

Those who want to can use brute force to effect a shutdown can do so by inflicting 80 points of damage to it, though the protective shielding has a hardness of 15. Unfortunately this also exposes the character to extreme radiation poisoning, and the rest of the complex is flooded with enough radiation to cause moderate radiation poisoning (see page 43).

Either way, shutting down the reactor turns off the electricity, disabling Phoenix.

**Reasoning with Phoenix:** The heroes might also try to reason with Phoenix, perhaps by convincing it that the targets it has worried so much about are no longer threats. Though it's possible they could attempt this anywhere by using the radio, it is most dramatic if it takes place somewhere like one of the Phoenix stations, or the missile silo.

To convince Phoenix to see the error of its ways, the heroes must beat Phoenix at an extended opposed skill check using Diplomacy. The PCs and Phoenix make opposed rolls, and whoever gets five successes first wins. If the heroes win Phoenix agrees to back down. At the GMs option, it might bide its time looking for another opportunity, continue to help the PCs, or delete its programming as it believes it no longer has a purpose in this world.

## More Community Events

The following self-contained adventures all take place, or are at least begin, in the heroes' community. You can use them when the heroes roll a special event for their random community event, or introduce them whenever you feel it's appropriate.

### Whose Town Is This Anyway?

**Where:** The heroes' community

**When:** After the community has at least doubled in size

The world of *Broken Earth* is a frightening place. Most people survive by living in small groups and being very cautious of outsiders. The heroes' community likely changes this paradigm. It gathers people from several communities to form a greater whole. While most people see this as progress, some see it as a threat not only to their way of life, but actually to their lives. These

scared and angry citizens, unsure of how else to proceed, react with violence.

The exact nature of this plot depends greatly on your campaign. It involves a group of "established" residents reacting strongly against some perceived newcomers. The perpetrators start by trying to scare the newcomers into leaving, and then when that doesn't work, they assault lone travelers at night.

The aggressors are led by a woman named Kale. She likely comes from one of the communities that first helped settle the heroes' community, such as the Axe Tribe, Rapid Town, or the Iron Shelter. Kale doesn't think of herself as evil, or even mean. Instead she sees a threat taking root in the heart of her community, and she seeks to drive it out.

The victims can be anybody who joined the community later, but it works best if they are a little exotic and if the characters recruited them directly (rather than victims arriving due to immigration during the community turn). Potential victims might include freaks from Freaky Town, freed slaves from the Green Empire, or anybody from the small communities the heroes have visited. If some kind of negative event occurred shortly after the newcomers arrived, it serves as proof they're a threat.

**Word on the Streets:** If the heroes investigate the situation, a DC 20 Diplomacy check can find a lesser member of the group, who was involved in a recent attack. At this point the heroes can use either Persuasion or Intimidation to convince the thug to rat out his friends, leading the characters to Kale.

**Searching the Scene:** They can also investigate each crime scene for clues. With a successful DC 20 Perception check the heroes find a piece of physical evidence, such as a torn piece of clothing, or dropped good-luck charm. Using this clue to search for its owner grants a +5 bonus to the Diplomacy check described above. The heroes can also make a DC 25 Survival check to track one of the attackers back to his home, at which point they can interrogate him with Bluff, Diplomacy, or Intimidate (DC 15).

**Stake Out:** The heroes can also attempt to catch the attackers by setting up stakeouts at night to look for an attack. Each night they have a 10% chance of being in the right location (if they stakeout multiple locations, each location has a 10% chance). The attackers, however, are on the lookout for trouble, so the watchers must succeed at an opposed Stealth check, or the attackers notice them and decide not to act. The groups consists of 2d6 people. The attackers likely are not especially competent combatants and rely on their greater numbers to flank opponents. You might use stats for an Axe Tribe member (page 93), farmers (113), or sheltered (97), depending on the nature of your campaign. They deal non-lethal damage, and flee or surrender if the heroes use lethal force. Kale is probably might be slightly tougher, or she might just be another regular member of a group mentioned above.

**Short Term Fix, Long Term Problem:** Once the heroes discover who's behind the attacks, they'll have to deal with them. Depending on the justice system (or lack thereof) in the heroes' community, this might mean public shaming, exile, or time served. Even if they exile the perpetrators, this is only a temporary solution to what will doubtlessly be a long-term problem. As long as the community grows, there will be tension between the new and the old, and not everybody solves their differences peacefully.

## A Visit from Jed Wright

**Where:** The heroes' settlement

**When:** Any time

As the heroes' settlement gains notoriety, the powers around them start to take notice. In particular, the powers of Wright Town notice some of their citizens have left to go to the group's settlement. As he sees their stars rising Jed Wright takes a personal interest, and being a hands-on kind of guy he decides to visit them himself.

Jed Wright arrives unannounced. If the community is trading with Wright Town he comes with the regular trading caravan. Otherwise he just shows up with his guards. If the characters aren't at the community when he shows up he'll wait for them, while exploring the rest of the community.

Jed doesn't offer the heroes a formal invitation, but he expects that when they learn he's there, they will come to him. When they do, Jed gets right to the point. He's noticed their community is on the rise, and as he sees it, they can either work together or go to war. He'd rather work together, but if he has to go to war, he'll burn them to the ground.

Jed has two major demands. The first is trade. The Wright Trading Company controls all trade routes in the region, and he will not permit another rival trading company to move in. The second is property. The Wright Company owns all the scrap within 25 miles of Wright Town (about two hexes, or one day's walk). If the heroes want any material from that area they have to purchase it from the Wright Trading Company.

Beyond that, Jed is willing to discuss options with the PCs, including working together on infrastructure projects or defeating mutual enemies like the raiders south of Moose Town, the pirates of New Tortuga, or possibly the Green Empire.

If the heroes decide to openly challenge Jed Wright, he leaves immediately, but soon enough makes good on his threats. See **War with the Wrights** (page 109) for more.

**Jed Wright:** See page 106

**Wright Caravan Guards (6):** See page 109

## Forging Alliances

**Where:** Nearby communities

**When:** Any time

As the heroes' community grows, the players may want to forge alliances with nearby communities, such as Sand Town, Moose Town, Agate, or Madeline. How these communities react depends on many factors, including what the heroes ask from their neighbors and how they approach the situation.

Overall, as long as the characters' suggestions are reasonable, and the other community feels like they can benefit from it, they can make some kind of alliance, since all the communities would rather have friends than enemies.

Some requests might be more difficult, and might require Persuasion tests. These proposals might require some risk or might go against the settlement's natural instincts, such as sending warriors to help take Bella's fort, building some kind of infrastructure project, or becoming a vassal of the heroes' community.



Some things will be extremely difficult to achieve. For example, none of the communities want to anger Wright Town, and would never take up arms against their sole source of trade.

If this occurs as a random event, it means one of the nearby towns sends an envoy to the heroes' community. They may seek an alliance, technical expertise, or simply want to meet their neighbors.

## Wandering NPCs

Many wanderers journey across Broken Earth, and news of the heroes' settlement attracts new people. Some of these, by luck or skill, stand out from the rest. The NPCs described below may arrive at the heroes' community whenever they draw a wandering NPC result from a random community event, or whenever you feel it would be interesting.

### Sara the Butcher

Sara the Butcher was raised in what was once Washington State. She learned how to fight at a young age, and spent her early years as a mercenary body guard and bounty hunter. Several months ago, Sara requested a tattoo from a wandering mystic. The mystic gave her a tattoo, but it was not the one Sara requested. It was a tattoo of a curved shape brushed with swaths of red and green. The mystic explained that she saw the tattoo in a vision, and what's more, it is half of a set. Another has a similar tattoo. Sara and the other are somehow connected on a psychic level, and when their tattoos are placed side by side, they reveal a greater truth. The mystic said the other tattoo bearer is far from here and finding her will be a perilous journey.

At first Sara scoffed at the mystic, and refused to pay for the botched tattoo job. However in the coming weeks, Sara felt a strange "tugging" urging her to travel east. Eventually Sara gave in to the urge and left her home, traveling along the ruins of Interstate Highway 94. Though she doesn't know it, she'll find the goal of her quest in Scrap City, what was once Chicago, Illinois.

Sara initially comes off as a friendly woman with a good sense of humor, however she is also an extremely skilled warrior, and if anybody insults her, she is quick to let them know what a bad idea that is. If somebody attacks her, she retaliates with extreme prejudice. Sara prefers to fight with a refurbished pre-war katana she's named Fang. She also keeps several throwing daggers within easy reach for when foes prove hard to get to.

Sara has a pet cat named K8 (pronounced Kate), who either rides perched on Sara's shoulder or trots along behind her. K8 has a minor mutation that makes her saliva mildly poisonous, and Sara periodically harvests this saliva to coat her weapons. Sara doesn't tolerate anybody mistreating K8 or any other cats.

Sara is nineteen years old. She is short with an athletic build. Her hair is dark brown with streaks of blue and red (a minor mutation). In addition to the mystical tattoo on her left hip, she has another tattoo of a black cat on her right shoulder. She has fair skin and brown eyes.

**Introducing Sara the Butcher:** There are several ways you can introduce Sara the Butcher to the heroes.

The mental tug that pulls Sara towards Chicago might first pull her to the group's community and encourage her to seek out their aid. This might be a random event, or it might occur coincidentally when the group was planning to head to Scrap City anyway.

The group might also find Sara at some point traveling along her path. Several communities, including Cloud City, Freaky Town, and Mad City are all along her route. Depending on the nature of the city, she might stay there for a few days to rest and recuperate, or she might be imprisoned there.

The heroes might also encounter her on the road, possibly fighting mutant monsters in the heart of monster country.

Once the group meets Sara, assuming they are friendly to her, she'll mention she is heading east, though she's vague about her exact destination. She is happy to travel with the group if they are heading the same way. A DC 15 Diplomacy check or large payment might convince her to delay her quest to help the heroes for a time, but she won't give up her quest entirely until she finds her tattoo mate.

The person with the other tattoo is Brittney, currently living in the ruins of Chicago (see page 146).

When both women find each other and reveal their tattoos, they come to realize their true nature. They are in fact synth. Each was programed to explore the world as a sleeper scout, who does not know their true identity. They were activated by two Phoenix stations that don't play major roles in this adventure, one in Washington State, and the other in Missouri. When their sleeper programing kicks in, they also recall the location of their Phoenix stations, along with the others described in this adventure.

Despite this revelation, the women's former personalities remain. They both go through existential conflicts, whether to return to their Phoenix stations, or continue their previous lives. The heroes can easily nudge them one way or the other.



### Sara the Butcher

CR 4

XP 1,200

Female synth waste warrior (fighter) 5

CG Medium humanoid (synth)

**Init** +2; **Senses** Perception -1

**DEFENSE**

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 37 (5d10+5)

**Fort** +6, **Ref** +3, **Will** +0 (+1 vs. fear); +2 vs. enchantments

**Defensive Abilities** bravery +1, fortified skeleton

**OFFENSE**

Speed 30 ft.

**Melee** +1 mastercraft katana +11 (1d8+8/18-20/x2) or dagger +8 (1d4+3/19-20/x2)

**Special Attacks** weapon training abilities (heavy blades +1)

**STATISTICS**

**Str** 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 11

**Base Atk** +5; **CMB** +8; **CMD** 21



**Feats** Cleave, Dodge, Great Cleave, Power Attack -2/+4, Weapon Focus (katana), Weapon Specialization (katana)

**Skills** Acrobatics +7, Handle Animal +8, Intimidate +10, Survival +9

**Languages** English

**SQ** accelerated healing, computer sympathy, original programming (Survival, Intimidate)

**Combat Gear** Vroom (*haste*); **Other Gear** undercover vest, +1 mastercraft katana named "Fang," 3 daggers, backpack, canteen, bedroll, ball of yarn.

## Kell the Dog-Man

Kell's ancestors survived the Great War by retreating to the forests of Manitoba, Canada. They brought their dogs with them, and they discovered that these dogs were a great help in surviving. They helped hunt, guarded the settlement, and pulled dogsleds during the winter. Kell's ancestors continued to breed dogs and attracted many strays that they incorporated into their pack.

Kell always assumed any other human survivors also lived with packs of dogs, but when he reached adulthood, he explored the world around him, and found most were without canine companions.

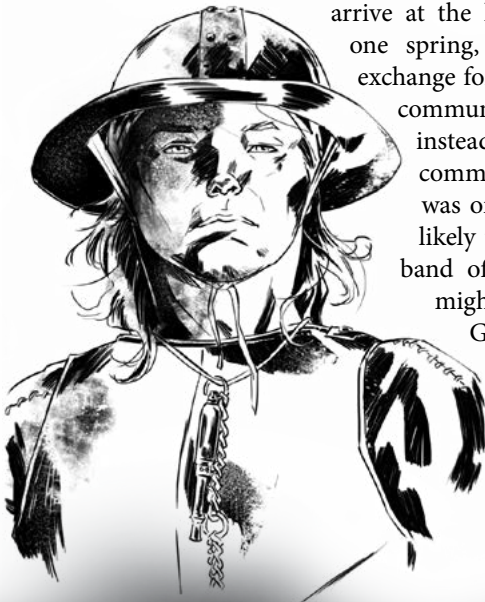
At the end of the next winter, Kell gathered a dozen dogs, harnessed them to a sled, and traveled south until he met a friendly community. There he negotiated a deal. He'd spend a year with the community, helping them and training them to work with the dogs, and at the end of that year, he'd let them keep most of the dogs born during the course of it. Then the next year he'd head out again looking for another community in need of help.

Kell has spent the past few years traveling south, and only once suffered for it. He doesn't like to talk about it, but he was ambushed and injured and several of his dogs were killed before he escaped.

Kell is a friendly man and generally trusting. He wants to help humanity regain civilization, and thinks dogs will be a major step in doing this.

Kell is a man in his late twenties of medium height and build. He has fair skin, a brown beard, and shoulder-length brown hair. His hands and arms are scarred, but he refuses to talk about why.

**Introducing Kell:** Kell's background makes him easy to introduce into a campaign. Kell may arrive at the heroes' community early one spring, offering them dogs in exchange for spending a year in their community. The group might instead encounter Kell at another community. Coming from what was once Manitoba, he is most likely to be found at the Ligfor band of the Axe Tribe, and he might even go with them to the Great Gathering (see page 98). The heroes might be able to recruit Kell to bring dogs to their community, or trade something valuable for a puppy.



## Kell the Dog Man

CR 4

XP 1,200

Male human spell-less ranger 5 (*New Paths: The Expanded Spell-Less Ranger*)

NG Medium humanoid (human)

**Init** +1; **Senses** Perception +11

DEFENSE

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

**hp** 37 (5d10+5)

**Fort** +5, **Ref** +5, **Will** +4

OFFENSE

**Speed** 20 ft.

**Melee** +1 mastercraft spear +9 (1d8+5/x3)

**Special Attacks** favored enemy (animals +4, psionic beasts +2), stealth attack +2d6

STATISTICS

**Str** 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Animal Affinity, Favored Terrain Expert, Natural Tracker, Power Attack -2/+4, Self-Sufficient

**Skills** Craft (carpentry) +8, Handle Animal +9, Heal +13, Knowledge (geography) +8 (+10 vs. psionic beasts or while in forest terrain, +12 vs. animals), Knowledge (nature) +8 (+10 vs. psionic beasts, +12 vs. animals), Perception +11 (+13 vs. psionic beasts, +13 while in forest terrain, +15 vs. animals), Ride +8, Survival +13 (+15 vs. psionic beasts, +15 while in forest terrain, +15 to track, +17 vs. animals)

**Languages** English

**SQ** animal companion link, combat style (two-handed weapon), fast movement, favored terrain (forest +2), hunter's bonds (animal companion), nature's healing, ranger talents (additional animal companion), share powers with companion, track, wild empathy (+4)

**Gear** +1 mastercraft breastplate, +1 mastercraft spear, artisan's tools (Craft [carpentry]), tent, bedroll, dogsled, six to ten dogs, tent, backpack, flint and steel, cooking pot, compass, a dozen worn chew-toys.

SPECIAL ABILITIES

**Nature's Healing (Ex)** While in forests, Kell gains a +2 bonus to Heal checks. When treating deadly wounds in the forest, he can restore an additional 1d6+1 hp.

**Stealth Attack** Kell deals an additional +2d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.

## Riley and Tina, Animal Companions

N Small animal

**Init** +3; **Senses** low-light vision, scent; Perception +7

DEFENSE

**AC** 18, touch 15, flat-footed 14 (+3 Dex, +1 size, +3 natural, +1 dodge)

**hp** 19 (+6)

**Fort** +5, **Ref** +6, **Will** +2

OFFENSE

**Speed** 40 ft.

**Melee** Bite +4 (1d4+1/x2)

STATISTICS

**Str** 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +2; **CMD** 16 (20 vs. Trip)

**Feats** Dodge, Improved Natural Armor  
**Tricks** Attack, Down, Fetch, Heel, Hunting, Seek, Track, Work  
**Skills** Acrobatics +3 (+7 jump), Perception +7, Stealth +7;  
**Racial Modifiers** +4 Survival when tracking by scent

## “Dastardly” Dave

“Dastardly” Dave grew up in Wright Town as part of a scrapper family. On one of his earliest trips through the ruins, he found some fire crackers that amazingly had survived the years of neglect. When he figured out what they were, he set them off and discovered his true purpose in life, blowing things up. He dedicated the next several years to discovering everything he could about building and handling explosives.

“Dastardly” Dave is a showman who believes there’s no better way to impress a crowd than to blow something up. He imagines himself the hero of his own novel, which incidentally, is the greatest story ever told. He doesn’t understand that other people might not realize how awesome he is, so if he is ignored or brushed off, he assumes it’s a deliberate attempt to sabotage or mock him.

Dave is a man in his late teens. He has slick black hair and a black mustache he is fond of twirling.

**Introducing “Dastardly” Dave:** When Dave hears of the heroes’ budding community, he decides it’s the perfect opportunity to show the world just how amazing he really is. He shows up and declares he’s there to save the town. If the characters handle him with flattery and give him a meaningful job to do (anything involving explosives) he can become a useful, if slightly dramatic, member of the community.

If, however, the heroes laugh at Dave or spurn his help, he realizes that they are in fact the villains of the story, and he needs to thwart their diabolical plots. Dave works against the heroes in any way he can, often by sabotaging their community, spreading lies, or giving information to their enemies. He doesn’t try to kill the heroes, not right away at least. First he needs to burn their dreams.

### Dastardly Dave

CR 3

#### XP 800

Male human chem-head (alchemist) 4  
CN Medium humanoid (human)

**Init** +2; **Senses** Perception +6

#### DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 26 (4d8+4)

**Fort** +5, **Ref** +6, **Will** +0; +2 bonus vs. poison

**Resist** poison resistance +2

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +3 (1d4/19-20)

**Ranged** bomb +6 (2d6+4 fire), or smoke bomb (4 rds) +6 (smoke), or dynamite +6 (2d6+4 fire), or dagger +6 (1d4/19-20)

**Special Attacks** bomb 2d6+4 (8/day) (DC 16), discoveries (explosive bomb, smoke bomb [4 rds])

### Alchemist Extracts Prepared (CL 4th)

2nd—*lesser restoration, cat’s grace*

1st—*cure light wounds (2), expeditious retreat, bomber’s*

*eye*

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Craft Super Drug, Point Blank Shot, Precise Shot, Quick Draw, Throw Anything

**Skills** Appraise +11, Craft (chemistry) +9, Craft (demolitions) +9, Escape Artist +6, Heal +6, Knowledge (nature) +11, Knowledge (technology) +11, Perception +6, Stealth +6, Survival +6

**Languages** English

**SQ** fast poisoning (move action), mutagen (DC 16), poison use, swift chemistry

**Combat Gear** HealUp III (*cure serious wounds*), 5 sticks of dynamite; **Other Gear** +1 mastercraft undercover vest, dagger (3), chemistry kit, demolitions kit, little red wagon

## The Prophet Culvaris

The man who would become the Prophet Culvaris was born Filbert Grossman in the city of Psi (page 123). Filbert showed a remarkable aptitude for chemistry and pharmaceuticals. He studied everything he could from the scientists in Psi, and scoured the computer and paper archives for more information. He began exploring with hallucinogenic drugs, and came to believe that the visions he saw during the drug-induced trips were messages from God. Slowly, Filbert became more megalomaniacal. He believed God wanted him to rule over Psi, and he attempted to seize control of its government.

His coup failed, and Filbert was exiled from Psi. He wandered nearly a year in the wilderness. One night, he took shelter in a ruined pre-war restaurant. Here he had another drug-induced vision. It told him the blue oval logo of the fast food restaurant was the Eye of God, and before the War, the believers built these temples throughout the world, so God could watch his children.

Filbert saw a way out of the wilderness. Following the path he saw in his vision, he arrived at Moose Town. He rechristened himself the Prophet Culvaris, and spread the word about the temples bearing the Eye of God.

The details of Culvaris’s philosophy change frequently, but the central tenant remains constant: he is the chosen prophet. He uses his knowledge of chemistry to heal the injured and perform “miracles” that cause many to believe him.

Culvaris is a solidly built man in his late thirties. He has brown unkempt hair and a bushy brown beard.

**Introducing Culvaris the Prophet:** Culvaris likely arrives at the heroes’ community in order to spread the word of God, rolling into town in a horse-drawn wagon. He preaches wherever people gather, and his sermons often resemble old-time medicine shows, except he really can heal, and he sells religion rather than snake oil.

Culvaris starts as little more than a curiosity, but if he remains in the group’s settlement, he gains converts to his religion. As his flock grows, he demands more political power in the city, and eventually attempts to take control of the community and rule it as a theocracy.

**XP 1,200**

Male human chem-head (alchemist) 5

CN Medium humanoid (human)

**Init** -1; **Senses** Perception +9

DEFENSE

**AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)**hp** 31 (5d8+5)**Fort** +7, **Ref** +3, **Will** +2; +4 bonus vs. poison**Resist** poison resistance +4

OFFENSE

**Speed** 30 ft.**Melee** dagger +3 (1d4/19-20/x2)**Ranged** masterwork light automatic pistol +3 (2d4/x4) or bomb +3 (3d6+3 Fire/x2)**Special Attacks** bomb 3d6+3 (8/day) (DC 15)**Alchemist Extracts Prepared** (CL 5th)2nd—*delay poison, cure moderate wounds, lesser restoration,*1st—*cure light wounds (x3), endure elements, keen senses* (DC 14)

STATISTICS

**Str** 10, **Dex** 8, **Con** 13, **Int** 16, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +3; **CMD** 12**Feats** Craft Super Drug, Deceitful, Exotic Weapon Proficiency (Fire Arms), Great Fortitude, Persuasive, Throw Anything**Skills** Bluff +10, Craft (chemistry) +11, Diplomacy +10, Disguise +10, Heal +9, Intimidate +5, Knowledge (nature) +11, Knowledge (technology) +11, Perception +9, Survival +9**Languages** English**SQ** discoveries (enhance potion [3/day], infusion), fast poisoning (move action), mutagen (DC 15), poison use, swift alchemy**Other Gear** +1 mastercraft undercover vest, masterwork light automatic pistol, 20 small bullets, dagger, chemistry kit, hallucinogenic mushrooms, *The Book of Culvaris*

## Power to the People

Bringing electricity back to the post-war world is a huge accomplishment. The PCs might do this by either repairing or harvesting parts from the ruins of pre-war power facilities. Below are descriptions of hydroelectric power stations, wind farms, and nuclear plants. While in the real world there are many differences within each type of power station, in game terms the different power plants within each type function basically the same way.

### Hydroelectric Dams

**Standard****Population:** 0**Salvage Value:** 2 (4 if specifically for building a Hydroelectric Power Station)**Ruined Building:** Hydroelectric Power Station

These locations all feature hydro dams that are in good enough shape that they have a hope of being repaired, or can be used as sources of salvage. There are many more hydroelectric generators throughout the region, but the others are in too bad of shape to be worth much.

A3 Bemidji Dam

B17 Fon Du Lac Dam

B20 Thomson Dam

B22 Prairie River Dam

C32 St. Cloud Dam

C35 St. Anthony Dam

D43 Grandfather Falls Dam

E62 Ottumwa Dam

**Roach King's Dam (page 116):** Whichever dam the characters explore first belongs to a mutant called the Roach King. Or if you want to assign it from the beginning, it can be the Prairie River Dam.

## Nuclear Power Plants

**Standard****Population:** Special**Salvage Value:** 2 (4 if specifically building a Nuclear Reactor)**Ruined Building:** Nuclear Reactor

There are several former nuclear power plants in the region where the *Broken Earth* adventure takes place. The areas near all of them are still slightly radioactive, as the nuclear waste storage systems at the plants broke down and started leaking. Every day the heroes spend in the area, or every time they eat food native to the area, they risk being exposed to minor radiation poisoning (see page 43).

Nuclear power plants frequently attract freaks and other creatures immune to radiation. Most of the stations have some kind of mutant living in them.

The plants in the area include:

C33 Monticello Nuclear Generating Plant

C38 Prairie Island Nuclear Power Plant

D47 Point Beach Nuclear Generating Station

E54 Duane Arnold Energy Center

F69 Byron Nuclear Generating Station

**Out of Fuel (page 105):** All of the stations listed above have sufficient nuclear fuel for the **Out of Fuel** quest for the Iron Shelter.

## Wind Turbines

**Standard****Salvage Value:** 2 (4 if specifically building a Wind Turbine)**Ruined Building:** Wind Turbine

Without regular maintenance, the wind that once powered these mighty electric turbines became their worst enemy and caused many of the blades to shatter. There are still a few turbines that are mostly intact, that the heroes might discover at the following locations.

A9 Taconite Ridge Wind Farm

C37 Jeffer's Wind Farm

D51 Cedar Ridge Wind Farm

E52 Crystal Lake Wind Farm

# The North Woods

The North Woods comprise the area north and west of the Wright Town trade circuits. It's mostly inhabited by tribal hunters and gatherers like the Axe Tribe. Because of the sparse population, it holds many secrets, like Phoenix Station Mu and the Iron Shelter.

## A1: Phoenix Station Mu

See page 76 for details.

## Axe Tribe

The Axe Tribe controls much of the North Woods. During the winter each band settles down at their winter encampments. During the summer months they travel every few weeks, looking for plentiful food sources, using the rivers to navigate.

## Missi Band

The Missi band is the largest band of the Axe Tribe, numbering over two hundred people. They are based in the southwest of the Axe Tribe's range and they roam the upper Mississippi River and winter and near Leech Lake.

The Missi band is also the most conservative band on average. They hold strongest to the belief that they should avoid pre-war ruins and eschew any technology if they don't know how it works.

## Important NPCs

**Paul Pegahmagabow:** Paul Pegahmagabow is recognized as the greatest hunter in the Missi band, and as such is looked up to by most of the Missi band. Paul is so skilled with the bow that he sees it as the way to solve most problems. He would never advocate striking first against another community (and he knows very little about those beyond the Axe Tribe), but if he hears of a threat (like the Green Empire) he is not afraid to respond with force.

Paul was born into the Ligfor Band and came to the Missi band when he married his wife Anna.

Paul is a very athletic man in his early thirties. He has copper-colored skin, brown eyes, and straight black hair he wears long. He has a large scar across his chest and wears a necklace of teeth. Both of these are mementos of a ghost cat that tried to kill him.

Paul is an Axe Tribe ranger (page 93).

**Carla Vizenor:** Carla Vizenor is the closest thing the Missi band has to a leader. She is extremely wise and her people frequently seek her out for advice, and at council meetings her opinion carries a lot of weight. She urges patience in all things, and that the bigger the decision, the more time people should take to consider it.

Carla has four living children and more than a dozen grandchildren. Her husband of many years passed away a decade ago from disease.

Carla is in her early sixties. Her russet-colored skin is weathered and wrinkled from her many years, but her hair is still a vibrant black. She's missing her two top-front teeth, a fact made

plain thanks to her frequent smiles. Carla is a tribal leader (page 94).

**Maple:** Maple is a young woman who recently discovered she has natural psychic gifts and has since begun training as a healer, and as such suddenly gained a position of a power and respect in the community. She is thrilled by this, but also somewhat intimidated by it. She hopes she can live up to the expectations other people have of her.

Maple's father came from the Santloose band, and her brother Ash married Eagle Eye of the Santloose band just over a year ago. Ash was among those who the slavers killed, and when she learns of his death Maple is grief stricken.

Maple is what the Axe Tribe call a burned-person, or what in the rest of the upper Midwest people call a freak. She has silver-gray skin, amber eyes, and is completely devoid of hair. She is short and more slender than most freaks.

Maple is an apprentice healer (page 95).

## Ligfor Band

The Ligfor band is the northernmost of the major bands of the Axe Tribe, living on and around what was once the border of Minnesota and Ontario. They are even more concerned with cold weather than the rest of the Axe Tribe (which is quite concerned with cold weather), and they are expert fur trappers and tanners. The Ligfor band is the smallest of the major bands, numbering just over fifty members.

## Important NPCs

**Jane:** Jane is an exceptional hunter and trapper. Jane is also a simian, which is quite rare among the Axe Tribe. She wasn't born into the Axe Tribe, but rather she and her husband Bernard arrived twenty years ago from the far east after traveling through monster-infested lands. They were exceedingly grateful for the Ligfor band taking them in, and have done everything they can to assimilate into the community.

Despite her many accomplishments, Jane is still self-conscious about not fitting into the tribe. Though nearly everybody in the tribe has accepted her, she tends to miss this and instead focuses on the rare jokes or snide remarks said behind her back.

Jane and Bernard have five children, the oldest of which, a woman named Lola, has just reached marrying age, and Jane is concerned she will not be able to find a husband for her daughter.

Jane is a muscular simian standing almost six feet tall. Her body is covered with light brown fur and her eyes too are brown.

Jane is an Axe Tribe ranger (see page 93) but she loses the Far Shot feat and Craft (carpentry) skill, and gains the simian racial abilities.

**Raven McPhail:** Raven McPhail is a psychic healer and one of the most respected members of the Ligfor band. For many years he tried to teach others who he saw had a natural talent with psionic powers, however he was emotionally scarred when several years ago one of his students, a man named Clive, learned how to

abuse his power to control the minds of others. Raven drove Clive out of the community, but he has not taken on another apprentice since.

Raven was born into the Ligfor band, and despite many interested women, he has never married. Raven has always been rather secretive, and since the tragedy with Clive, he has been even more so. Despite this, most people in the Ligfor band respect Raven and heed his advice.

Raven is in his mid-forties and is of average height and build. He has peach skin and chestnut hair.

Raven uses the statistics for an apprentice healer (see page 95).

**Zachary Erdrich:** Zachary is a young man who recently entered adulthood, and he wants to see the world. He has lived his whole life in the northern territory of the Ligfor Band, but heard stories of the world beyond. He is intrigued by tales of ancient ruins and strange cultures and wants to see them for himself. Zachary just needs an excuse to leave.

Though still young, the elders of his tribe recognize Zachary has great potential, and they are keeping an eye on him as a potential leader.

Zachary is the grandson of Freya Erdrich, the Santloose band's wisewoman and healer. Her son Thorwald (Zachary's father) married into the Ligfor Tribe.

Zachary Erdrich is a man in his late teens with bronze skin and black hair he keeps long and decorates with eagle feathers.

Zachary uses the stats for an Axe Tribe ranger (see page 93)

## Minor Bands

In addition to the three major bands, there are a few minor bands within the Axe Tribe. These each number less than twenty people and are often a single family. Some minor bands were formed by ambitious tribesfolk who wanted to venture into unoccupied territory. Others are just a loophole to get around the marriage taboo, which dictates that people from the same band should not marry. Most young couples simply accept they cannot be together, and find somebody else. A few go to great lengths to stay together. One member (usually the woman) founds her own band, which also means she no longer belongs to her original band. Thus she is free to marry somebody from the original band. The loophole comes with a price, since the new band is expected to move to a new territory and isn't able to rely on their former community for support. These "bands of convenience" are also unlikely to attract other members to their bands (unlike bands of expansion which usually attract a handful of others).

## Important NPCs

**Baldur Anderson:** Baldur Anderson is an adventurous former-member of the Missi band who has recently founded his own band, hoping to expand into the territory north of the Missi band and west of the Ligfor band, living around what was once Red Lake. Baldur hopes to convince as many people as possible to join him as he can. To date his new band has six other recruits, though he hopes to find a few more at the next Great Gathering.

Baldur is a burned-person (aka freak) with dark gray skin and orange eyes. He has a blotchy star-shaped growth on the top of his forehead.

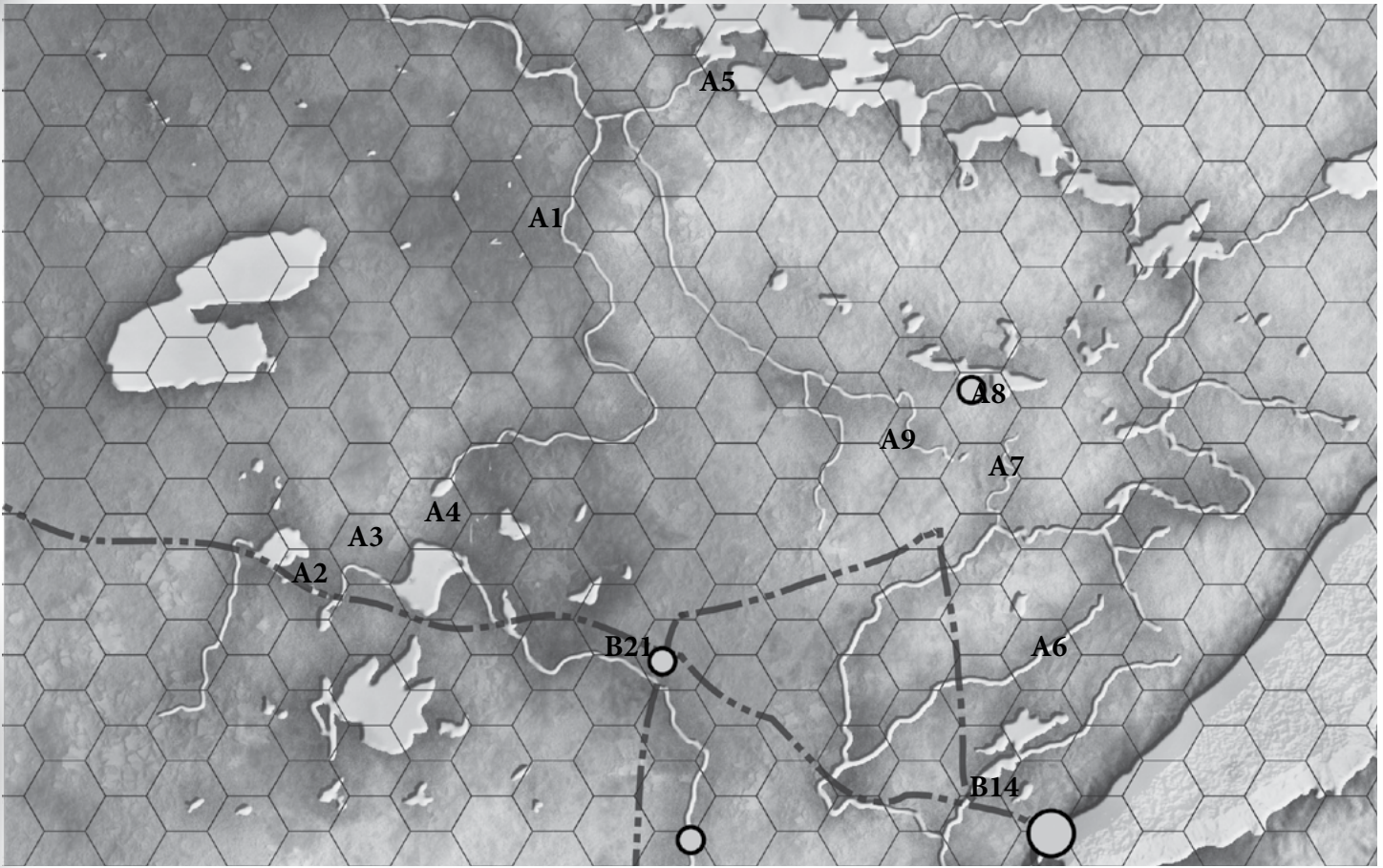
Baldur is use the stats of a tribal elder (see page 94).

**Axe Tribe Member:** This represents a typical member of the Axe Tribe. You can also use these stats for others who live by hunting and gathering.

Axe Tribe Member	CR 1/2
<b>XP 200</b>	
Human expert 1/warrior 1	
CG Medium humanoid (human)	
<b>Init</b> +1; <b>Senses</b> Perception +6	
DEFENSE	
<b>AC</b> 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)	
<b>hp</b> 11 (1d10+1d8+2)	
<b>Fort</b> +1, <b>Ref</b> +1, <b>Will</b> +4	
OFFENSE	
<b>Speed</b> 20 ft.	
<b>Melee</b> battleaxe +1 (1d8/x3)	
<b>Ranged</b> longbow +2 (1d8/x3)	
STATISTICS	
<b>Str</b> 11, <b>Dex</b> 12, <b>Con</b> 9, <b>Int</b> 10, <b>Wis</b> 15, <b>Cha</b> 8	
<b>Base Atk</b> +1; <b>CMB</b> +1; <b>CMD</b> 12	
<b>Feats</b> Self-Sufficient, Toughness	
<b>Skills</b> Climb +1, Craft (carpentry) +2, Escape Artist -2, Handle Animal +3, Heal +8, Knowledge (geography) +4, Knowledge (nature) +4, Perception +6, Stealth +2, Survival +9	
<b>Languages</b> English	
<b>Gear</b> leather armor, battleaxe, longbow, 40 arrows, 20 tp worth of personal goods	

**Axe Tribe Ranger:** Rangers are experienced hunters who are at home in the forest.

Axe Tribe Ranger	CR 2
<b>XP 600</b>	
Human spell-less ranger 3 ( <i>New Paths: The Expanded Spell-Less Ranger</i> )	
CG Medium humanoid (human)	
<b>Init</b> +3; <b>Senses</b> Perception +8	
DEFENSE	
<b>AC</b> 13, touch 13, flat-footed 10 (+3 Dex)	
<b>hp</b> 27 (3d10+6)	
<b>Fort</b> +4, <b>Ref</b> +6, <b>Will</b> +3	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> battleaxe +4 (1d8+1/x3)	
<b>Ranged</b> composite longbow (Str +1) +6 (1d8+1/x3)	
<b>Special Attacks</b> favored enemy (animals +2), stealth attack +1d6	
STATISTICS	
<b>Str</b> 13, <b>Dex</b> 16, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 15, <b>Cha</b> 8	
<b>Base Atk</b> +3; <b>CMB</b> +4; <b>CMD</b> 17	
<b>Feats</b> Far Shot, Favored Terrain Expert, Point Blank Shot, Precise Shot	
<b>Skills</b> Craft (carpentry) +6, Knowledge (geography) +6 (+8 vs. animals, +8 while in forest terrain), Knowledge (nature) +6 (+8 vs. animals), Perception +8 (+10 vs. animals, +10 while in forest terrain), Sense Motive +2 (+4 vs. animals), Stealth +9 (+11 while in forest terrain), Survival +8 (+10 vs. animals, +10 while in forest terrain, +9 to track), Swim +7	
<b>Languages</b> English	



**SQ** combat style (archery), favored terrain (forest +2), track, wild empathy +2

**Gear** leather armor, battleaxe, composite longbow (Str +1), 30 arrows, artisan's tools (Craft [carpentry]), 20 tp worth of personal goods

**SPECIAL ABILITIES**

**Nature's Healing (Ex)** While in forests, a ranger gains a +2 bonus to Heal checks. When treating deadly wounds in the forest, he can restore an additional 1d6 plus 1 hp.

**Stealth Attack (Ex)** A ranger deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.

**Tribal Leaders:** Tribal leaders are some of the most experienced members of the Axe Tribe, and others look to them for guidance.

#### Tribal Leader

CR 4

XP 1,200

Human aristocrat 3/spell-less ranger 3 (*New Paths: The Expanded Spell-Less Ranger*)

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +11

**DEFENSE**

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 37 (3d10+3d8+3)

**Fort** +4, **Ref** +5, **Will** +7

**OFFENSE**

**Speed** 30 ft.

**Melee** battleaxe +6 (1d8+1/x3)

**Ranged** composite longbow (Str +1) +6 (1d8+1/x3)

**Special Attacks** favored enemy (animals +2), stealth attack +1d6

**STATISTICS**

**Str** 12, **Dex** 13, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14

**Base Atk** +5; **CMB** +6; **CMD** 17

**Feats** Alertness, Far Shot, Favored Terrain Expert, Point Blank Shot, Precise Shot

**Skills** Bluff +2 (+4 vs. animals), Craft (carpentry) +6, Diplomacy +11, Knowledge (geography) +6 (+8 vs. animals, +8 while in forest terrain), Knowledge (nature) +6 (+8 vs. animals), Perception +11 (+13 vs. animals, +13 while in forest terrain), Sense Motive +14 (+16 vs. animals), Stealth +7 (+9 while in forest terrain), Survival +12 (+14 vs. animals, +14 while in forest terrain, +13 to track), Swim +7

**Languages** English

**SQ** combat style (archery), favored terrain (forest +2), track, wild empathy +2

**Gear** +1 mastercraft leather armor, battleaxe, composite longbow. (Str +1), artisan's tools (Craft [carpentry]), 100 tp worth of goods.

**SPECIAL ABILITIES**

**Nature's Healing (Ex)** While in forests, a tribal leader gains a +2 bonus to Heal checks. When treating deadly wounds in the forest, he can restore an additional 1d6 plus 1 hp.

**Stealth Attack (Ex)** A tribal leader deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.

**Apprentice Healers:** Apprentice healers have psychic gifts they learn to use to aid those in need. They are looked upon as blessed by Palbun and highly respected in the Axe Tribe.



## Apprentice Healer

CR 1

XP 400

Human vitalist 2 (*Psionics Expanded*)

NG Medium humanoid (human)

**Init** +0; **Senses** Perception +3

DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 11 (2d6)

**Fort** +4, **Ref** +0, **Will** +8

OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +0 (1d6-1)

**Ranged** sling +0 (1d4-1)

**Vitalist Powers Known** (ML 2nd; concentration +5; 9 power points)

1st (1 point)—*biofeedback, natural healing, sense link*

Knacks—*halt death, sense poison, vim*

See page 175 for more information about psionics.

STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 17, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Iron Will, Self-Sufficient

**Skills** Diplomacy +7, Heal +10, Knowledge (post-war history) +6, Knowledge (psionics) +6, Perception +3, Survival +10

**Languages** English

**SQ** collective, collective healing, health sense, medic powers, mending touch, transfer wounds, spirit of many, vitalist method (mender)

**Gear** leather armor, quarterstaff, sling, 20 stones, herbal remedies, 10 tp in personal goods.

## SPECIAL ABILITIES

**Collective** As a standard action, an apprentice healer can join up to four willing targets into her collective. She can manifest any power she knows on a member of the collective regardless of range, even if the target is normally personal.

**Transfer Wounds (Su)** As a standard action, an apprentice healer may touch a target and heal it for 1d6+2 points of damage. The apprentice healer suffers non-lethal damage equal to the die roll (without the +2).

**Health Sense (Su)** An apprentice healer may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken.



## A2: The Holiest of Statues of Palbun

**Standard**

**Population:** 3

**Salvage Value:** 2

On the shore of what was once Lake Bemidji, stands a statue of a giant lumberjack and his blue ox, or “Palbun and his Battle Steer” as the Axe Tribe refer to it. Even with all the destruction that swept through the land, those statues stood strong.

This site is considered a holy site to members of the Axe Tribe and members of the tribe come here each summer for a festival called the Great Gathering (see page 98). At other times of the year there may be a few pilgrims visiting the statue of Palbun to seek out advice or to ask for favors.

**Keepers:** Three keepers, one from each major band, live near the statue of Palbun year-round. They are tasked with keeping the statues in good condition, to assist pilgrims, and helping organize the Great Gathering. These keepers are almost always women, though occasionally a man who never married might become a keeper. They are either un-married, or older people whose children have grown and their spouses have passed away.

The current keepers are three women named Rosemary, Turtle, and Fatima.

## A3: Bemidji Dam

See page 91.

## A4: Ligfor Band Winter Home

**Standard**

**Population:** 88 (winter only)

**Salvage Value:** 1

**Tech Levels:** production 1, maintenance 2

This is the winter home of the Missi band of the Axe Tribe (page 89). They leave this camp to roam the river each spring and return in the fall.

## A5: Missi Band Winter Home

**Standard**

**Population:** 213 (winter only)

**Salvage Value:** 1

**Tech Levels:** production 1, maintenance 2

This is the winter home of the Ligfor band of the Axe Tribe (page 89). They leave this camp to roam the river each spring and return in the fall.

## A6: Santloose Band Winter Home

**Standard**

**Population:** 31 (after slavers attack)

**Salvage Value:** 1

**Tech Levels:** production 1, maintenance 2

This used to be the winter home for the Santloose band of the Axe Tribe. Depending on the heroes' actions after the end of **Breaking Chains and Forming Bonds**, they may abandon this area or try to reestablish it.

## A7: Shattered Encampment

**Hidden:** DC 10 Perception or Survival

**Population:** 0

**Salvage Value:** 1

These are the remains of the Axe Tribe camp the slavers attacked during the prologue of the adventure. Afterwards, the surviving members of the Axe Tribe likely want to return to give the dead a proper cremation and collect useful and sentimental possessions.

## A8: Iron Shelter

**Hidden:** DC 25 Perception

**Population:** 100 (improved farmers, docs, engineers, mechanics, pharmacists)

**Salvage Value:** 3; max 30

**Buildings:** Library, Hospital, Houses (2), Nuclear Reactor

**Tech Levels:** production 3, maintenance 5

This is the entrance to the Iron Shelter, though almost nobody realizes it. From the surface it just looks like a few rusty buildings, much like hundreds of other ruins. Characters who don't already know what they are looking for might notice the head of the mineshaft with a DC 25 Perception check.

Once they find the ladder leading down, it is a perilous eight-hour climb down to reach the inhabited part of the Iron Shelter.

**Jack Reynolds:** Jack Reynolds grew up much like every other citizen of the Iron Shelter. He received a basic education in reading, math, and history. In his teens he applied for and received permission to train as a technician, to maintain and repair all of the technical systems keeping the shelter running.

But Jack wasn't content to simply maintain the systems, he wanted to see if he could do better. He studied all the technical manuals the vault's library had to offer, and figured out ways to increase the efficiency of the shelter. He developed several new techniques to decrease energy consumption and increase food production. The latter achievement especially made him popular among the citizens of the Iron Shelter. By the time he was in his mid-forties, Jack decided to run for a seat on the council and was elected in a landslide.

Jack views his role on the council as making the Iron Shelter into the greatest settlement possible. This includes not only the technical functions of the shelter, but also the people who live there. Jack wants the citizens to be both productive and happy. He is a strong proponent of working hard and living life to the fullest. He agonizes over citizen assignments every time a youngster comes of age, and always helps organize the shelter's many annual celebrations.

Because he is so focused on the Iron Shelter, Jack takes little interest in the world beyond. He sees it as a distraction at best, and possibly a threat to the shelter's continued survival. Even if the radiation has died away, he is certain life outside the shelter cannot possibly be as civilized as the world within.

Jack Reynolds is a man in his early fifties. He has a full black beard, but is starting to lose the hair on the top of his head.

Jack Reynolds is a council member (page 97).

**Samantha Vang:** Like all sheltered, when Samantha Vang was very young she learned about reading, writing, and mathematics in the Iron Shelter's version of a one-room schoolhouse. She later



apprenticed in the shelter's clinic, and eventually became the shelter's head doctor.

After many years in medicine, Samantha decided to run for the council, and by then she had many former patients who were eager to vote her in. Samantha cares deeply about all the people in the shelter and wants to make sure they are safe and happy. She thinks the key to success is to ensure that the people of the Iron Shelter are not only educated, but also know how to seek out new learning and make their own discoveries. While the ancestors who founded the Iron Shelter did their best to equip it with all the information they could, there is much more out there. Further, Samantha believes the shelter shouldn't hoard all of its knowledge to itself, it should act as the city on a hill, and help whatever remains of civilization to rebuild, even if it might put some people from the shelter at risk.

Samantha is a diminutive but forceful woman in her mid-fifties. She has straight black hair she keeps cut short. Samantha is a council member (page 97).

**Sheltered:** These sheltered represent the average citizen in the Iron Shelter. These stats can also represent citizens of other well-educated societies.

### Sheltered

CR 1/2

#### XP 200

Human expert 2

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +2

DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 7 (2d8-2)

**Fort** -1, **Ref** +0, **Will** +5

OFFENSE

**Melee** club +0 (1d6-1)

**Speed** 30 ft.

STATISTICS

**Str** 8, **Dex** 10, **Con** 9, **Int** 12, **Wis** 15, **Cha** 11

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Skill Focus (Craft [choose one]), Skill Focus (Profession [choose one])

**Skills** Climb +4, Craft (choose one) +9, Heal +4, Knowledge (geography) +6, Knowledge (pre-war history) +6, Knowledge (technology) +6, Linguistics +6, Profession (choose one) +10, Sense Motive +7

**Languages** English

**Gear** 20 tp worth of personal items

**Council Member:** Council members make up the ruling body of the shelter: the Iron Council, elected every few years by majority vote. The stats can also be used to represent a well-educated leader.

### Council Member

CR 3

#### XP 800

Human expert 5

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +3

DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 17 (5d8-5)

**Fort** +0, **Ref** +1, **Will** +5

OFFENSE

**Melee** club +2 (1d6-1)

**Speed** 30 ft.

STATISTICS

**Str** 8, **Dex** 10, **Con** 9, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Alertness, Persuasive, Skill Focus (Craft [choose one]), Skill Focus (Profession [choose one])

**Skills** Climb +7, Craft (choose one) +12, Diplomacy +12, Intimidate +4, Knowledge (geography) +9, Knowledge (pre-war history) +9, Knowledge (technology) +9, Linguistics +9, Perception +3, Profession (choose one) +12, Sense Motive +11

**Languages** English

**Gear** 120 tp worth of goods

## A9 Taconite Ridge Wind Farm

See page 91.

## A10: Stone Grove

Landmark

Population 61

Salvage Value: 3

Buildings: House

Ruined Building: Shop, Stadium,

Tech Levels: production 1, maintenance 2

The city of Thunder Bay, Ontario didn't suffer a direct attack in the Great War, but the entire population either fled or died not long afterwards. Thus it remained a ghost town for many years, until a band of simians traveling from the east came to the city and decided to take shelter within it. These simians found plenty of fish, game, and plants during the warmer months that they could store for the winter, and they found tools, materials, and shelter within the ruins. The simians decided to make the area their home, and dubbed it the Stone Grove, for the many tall concrete buildings.

The simians now call themselves the Grove People, and survive primarily by hunting and gathering. They are naturally distrusting of all outsiders, especially humans and freaks. This fear has grown all the greater since the pirates of New Tortuga first raided their land a few months ago. Should the heroes encounter the Grove People, they will attempt to ward the heroes away, and attack if they refuse, unless the characters pass a Persuasion test to convince the simians they mean no harm.



## Important NPCs

**Longtooth:** Longtooth is the leader of the Grove People. He owes this mainly to his skill as a hunter and the fact he can physically overpower any who challenge his rule. He is stubborn and prideful and doesn't appreciate those who question his leadership. Longtooth believes the traditional ways are best, and while he has found many useful tools in the ruins of Thunder Bay, he doesn't think they should try to learn more from them than they already understand.

Longtooth stands six and half feet tall and is well-muscled. He has woven many small bones into his dense black fur.

Longtooth is a tribal elder (page 94), but loses the Craft (carpentry) skill and Favored Terrain Expert feat; instead he gains all the simian racial abilities.

**Trillium:** Trillium, or Trilly as most people call her, is a young simian who secretly leads a group that questions Longtooth's rule. She believes him a bully who rules by force and intimidation, and she thinks good ideas should get a fair hearing regardless of who they come from. She kept her views to herself until the recent attacks by the pirates of New Tortuga. When Longtooth failed to protect their people from the raids, she and others like her started whispering their views. Trilly is interested in learning more about the world around her, including meeting with other races and exploring the secrets of the ancients.

Trilly is a teenage simian with a small but muscular build. She always wears a gold necklace with a star pendant she discovered among the ruins.

Trillium uses an Axe Tribe member statistics but loses the Craft (carpentry) skill and Favored Terrain Expert feat; instead she gains all the simian racial abilities.

## A11: New Tortuga

**Hidden:** DC 15 Perception or Survival

**Population:** 44

**Salvage Value:** 1

**Tech Levels:** production 3, maintenance 4

The pirates of New Tortuga began their careers further east, sailing what was once Lake Erie. They survived by raiding coastal towns, but as time went by they found they encountered heavier resistance. They took greater losses for less gain. Finally an ambitious pirate named "Blood Eye" Jones rebelled against their captain, and after a fierce battle, Blood Eye found himself in control of the dwindling fleet.

Now captain, Blood Eye took his fleet west looking for greener ports to plunder. After sailing for several days, he came upon a large island in Lake Superior, which he christened New Tortuga. From here he began raiding towns and villages around the lake, including Wright Town, Agate, Madeline, and the Stone Grove. Learning from his previous captain's failures, Blood Eye spreads his raids out, trying not to attract too much attention from any one particular settlement. He usually gives the targets of his attacks the opportunity to give over their valuables peacefully, and if he gets what he wants he leaves without bloodshed. However the captain is merciless to those who refuse his "generous offer."

New Tortuga is a ramshackle settlement pieced together by the pirates from local lumber and scrap they have stolen. The population is made up mostly of the pirates, along with a few

retired pirates who now serve as supporters, and about a dozen slaves the pirates captured on their various raids.

The pirates rely on refurbished pre-war civilian sail boats for their fleet. They have a total of five vessels between 30 and 50 feet long, with crews of four to ten.

## Important NPCs

**Captain "Blood Eye" Jones:** Captain "Blood Eye" Jones was born in a small fishing village on the coast of what was once Lake Erie. At a young age he developed psionic powers that allowed him to create blasts of force with his mind. Rather than help people with these abilities, Blood Eye became a bully, taking what he wanted from those weaker than him. When he reached adulthood, he went a step further, and with some friends took to the lake to raid coastal villages.

When Blood Eye and his friends met another pirate crew on the open waves, he swore fealty to them rather than risk their wrath, but all the while he looked for ways to undermine the captain and replace him, a chance he finely got after a string of bad raids.

Captain Blood Eye is a cruel but shrewd man. He prefers to outmaneuver and intimidate his foes, but he always follows through with his threats of violence if somebody is brave enough to stand up to him.

Captain Blood Eye is a freak with ash-gray skin, and blood-red eyes. He is slightly below average in height with a wiry build.

<b>Captain Blood Eye Jones</b>	<b>CR 4</b>
<b>XP 1,200</b>	
Male freak soulknife 5 ( <i>Psionics Unleashed</i> )	
CE Medium humanoid (freak)	
<b>Init</b> +2; <b>Senses</b> Perception -1	
DEFENSE	
<b>AC</b> 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)	
<b>hp</b> 42 (5d10+10)	
<b>Fort</b> +4, <b>Ref</b> +6, <b>Will</b> +3; +20 vs. radiation, +4 vs. disease and poison	
<b>Defensive Abilities</b> extreme radiation resistance, healthy	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> mind blade +11 (2d6+7/17-20)	
<b>Ranged</b> flintlock pistol +7 (1d8/x4)	
STATISTICS	
<b>Str</b> 18, <b>Dex</b> 14, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 8, <b>Cha</b> 13	
<b>Base Atk</b> +5; <b>CMB</b> +9; <b>CMD</b> 21	
<b>Feats</b> Cleave, Great Fortitude, Power Attack, Weapon Focus (mind blade)	
<b>Skills</b> Acrobatics +10, Intimidate +9, Profession (sailor) +7, Swim +12	
<b>Languages</b> English	
<b>SQ</b> blade skills (furious charge, powerful strikes), enhance mind blade (+1 keen) form mind blade, quick draw, shape mind blade, throw mind blade, wild talent	
<b>Combat Gear</b> HealUp II ( <i>cure moderate wounds</i> ); <b>Other Gear</b> +1 mastercraft studded leather armor, flintlock pistol, shot and powder for 20 shots, binoculars, compass, a pendant with a decapitated ninja on it.	

## SPECIAL ABILITIES

**Form Mind Blade (Su)** Once per round as a free action, Blood Eye can create a mind blade, a sword of pure thought energy.

**Furious Charge (Su)** Blood Eye adds 3 damage to mind blade attacks when charging

**Psychic Strike (Su)** As a move action, Blood Eye can imbue his mind blade with destructive psychic energy. This effect deals an extra 2d8 points of damage on any attack he wishes to activate it on (as long as the attack is made with his mind blade). Once used, he must recharge it with another move action.

**Nicky:** Nicky was born in Wright Town. Her parents were skilled tradesfolk who lived in Wright Town. They could fix things, from guns to generators. They taught her everything they knew, but she hungered for more.

Nicky knew the items people had saved from ancient times were just the tip of the iceberg. There had to be greater wonders in those ruins just waiting to be discovered, and she was the one to discover them. And she did. She found a stash of what must have been military hardware. It had guns that shot cutting light. She's studied these items enough to keep them functioning, and dreamed of finding equipment to re-create them. Nicky's first taste of ancient artifacts only increased her desire to find more.

Nicky and her friends scoured the ruins near Wright Town, until they hit the big find. They came upon Phoenix Station Delta, which was badly damaged, but filled with pre-war technology, including a robot that Nicky repaired.

The friends didn't want to share their spoils with the Wrights, so they loaded their find on a boat to sail to away with their prize. Unfortunately, on their voyage to freedom, a worse fate struck. Blood Eye and his pirate crew attacked, and when Nicky and her friends resisted, the pirates sunk their boat. Nicky was picked up by the pirate crew and taken to New Tortuga. She isn't sure what happened to the rest of her friends.

After Blood Eye plucked Nicky from the water, he interrogated her to see how he could best put her to use, and he discovered her flair for technology. While she was unable to recreate her advanced force-field technology, she has started building black powder weapons for the pirates, along with the powder and shot they need to use them. She tells herself she does the work because it's better than the alternative, but part of her is also intrigued by the opportunity, and she continues to look for ways to improve her weapons. For his part, Blood Eye rewards her for successes and encourages her to create larger ship-mounted cannons.

### Nicky

CR 1

#### XP 400

Female human chem-head (alchemist) 1/scrapper (rogue) 1  
CG Medium humanoid (human)

**Init** +6; **Senses** Perception +6

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**hp** 12 (2d8)

**Fort** +2, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** Dagger -1 (1d4-1/19-20/x2)



**Ranged Bomb** +3 (1d6+3 Fire/x2)

**Special Attacks** bomb 1d6+3 (4/day) (DC 13), sneak attack +1d6

**Alchemist Extracts Prepared** (CL 1st)

1st—*Cure Light Wounds, Endure Elements*

STATISTICS

**Str** 8, **Dex** 14, **Con** 10, **Int** 17, **Wis** 13, **Cha** 12

**Base Atk** +0; **CMB** -1; **CMD** 13

**Feats** Craft Super Drug, Dodge, Improved Initiative, Throw Anything

**Skills** Craft (chemistry) +8, Craft (electronics) +6, Craft (mechanical) +6, Disable Device +6, Escape Artist +7, Heal +5, Knowledge (local) +8, Knowledge (technology) +8, Perception +6 (+7 to locate traps), Sleight of Hand +7, Survival +6

**Languages** English

**SQ** mutagen (DC 13), trapfinding +1

**Gear** dagger (hidden from pirates), backpack, bedroll, blanket, canteen, windup LED flashlight, grappling hook, rope (50'), toolkit, rubber ducky, three slap bracelets.

**Pirates:** The pirates of New Tortuga are a motley bunch but this represents the average member. You can also use these statistics to represent any other water-based ruffians.

### Pirate

CR 1

XP 400

Human scrapper (rogue) 2/warrior 1

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +7

DEFENSE

**AC** 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

**hp** 23 (1d10+2d8+5)

**Fort** +3, **Ref** +6, **Will** +1

**Defensive Abilities** evasion

OFFENSE

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19-20/x2)

**Ranged** flintlock pistol +5 (1d8/x4)

**Special Attacks** sneak attack +1d6

STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 18

**Feats** Dodge, Exotic Weapon Proficiency (firearms), Improved Initiative, Power Attack -1/+2

**Skills** Acrobatics +9, Bluff +5, Climb +8, Perception +7 (+8 to locate traps), Profession (sailor) +7, Stealth +9, Swim +8

**Languages** English

**SQ** rogue talents (surprise attack), trapfinding +1

**Gear** leather armor, longsword, pistol, shot and powder for 5 shots, 20 tp worth of goods

## A12: Cody Wright's Camp

**Hidden:** DC 15 Perception or Survival

**Population:** 1

**Salvage Value:** 0

This is a small camp on the northern side of what was once Isle Royale, where Cody Wright has temporarily taken shelter. The camp is quite sparse and ill made, as Cody Wright had few survival

skills before being stranded on the island. He has not even started a fire going. A crude attempt at a boat sits on the shore.

## Important NPCs

**Cody Wright:** Cody Wright was born into the Wright family, and should have lived an easy life. Unfortunately Cody discovered alcohol and soon spent most of his money drinking and gambling in the seedier side of Wright Town. Most of his family gave up on Cody Wright; the only one who didn't was his sister Jordon. Jordon tried many times to sober Cody up, but never succeeded. Still, she always believed he was redeemable, and because of that Cody did everything he could to help Jordon.

Cody joined his sister on a mission to explore the ruins of old Duluth, and helped find the treasure trove of technology that was Phoenix Station Delta. Cody and the rest of his companions didn't want to return to Wright Town, where his sister would soon be forced into an arranged marriage, so they loaded the spoils of their discovery into a boat and set out in search of another port.

The pirates of New Tortuga attacked Cody's ship and he was taken to the pirates' home base to be put to work. He played along until the pirates set him to work chopping wood. He used the axe to kill his guard, but not before the guard shot an iron ball into Cody's shoulder. Cody escaped into the woods, where he has remained hidden from the pirates. Cody is mildly interested in getting revenge on the pirates and freeing Nicky, but his main hope is to find a way off the island to discover if his sister Jordon still lives.

### Cody Wright

CR 2

XP 600

Human waste warrior (fighter) 3

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +4

DEFENSE

**AC** 18, touch 11, flat-footed 17 (+4 armor, +3 shield, +1 Dex)

**hp** 36 (3d10+15)

**Fort** +8, **Ref** +2, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +5 (1d8+2/x3)

STATISTICS

**Str** 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Cleave, Great Fortitude, Power Attack, Shield Focus, Toughness +3

**Skills** Heal +4, Intimidate +5, Perception +4

**Languages** English

**Other Gear** hide armor, heavy steel shield, battleaxe

## A13: The Survivor's Camp

**Hidden:** DC 20 Perception or Survival

**Population:** 3 (trader, scrapper)

**Salvage Value:** 0

This small camp consists of two shelters made of wood, animal skins, and salvaged material. There is a central fire that's kept burning at all times, and a large log that is in the process of being dug out.

This camp was made by three survivors of a pirate attack, Jordon Wright, her lover Bean, and their friend, a mysterious woman named Owl. A fourth member of the group named Jazz initially landed with them, but he has since departed on his own (see page 106).

The group is in the process of trying to construct a catamaran-like canoe, and gathering supplies to stock it. Once they complete it, they hope to set out in search for missing friends they also lost when the pirates attacked their ship.

### Important NPCs

**Jordon Wright:** Jordon was born into the Wright family. She never had to worry about hunger or cold. She had a talent with words that made her an up-and-comer among the family. But this security came with a price, and Jordon's price was a forced betrothal. The Wright Trading Company is a family business, and the only way to join the business is to join the family. Jed Wright wanted to bring in a veteran caravan guard named Jackie Olsen, and Jordon was the lucky one Jed decided to marry off to Jackie.

So Jordon decided to leave Wright Town. She and her lover gathered their friends to search the ruins outside of Wright Town looking for one last big score. They found it in Phoenix Station Delta, which still held many pieces of advanced technology. They loaded their find onto a boat Jordan and Bean had repaired, and they departed looking for a new home far away from Jed Wright.

But the pirates of New Tortuga attacked them and sank their boat. Two of the group were captured, but Jordon and the others swam to shore. Now Jordon and the other survivors hope to find their lost friends.

Jordon is a woman in her mid-twenties with tanned skin, dark brown hair, and green eyes.

#### Jordon Wright

CR 1

XP 400

Female human aristocrat 1/scrapper (rogue) 2

CG Medium humanoid (human)

**Init** +2; **Senses** Perception +1

DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

**hp** 19 (3d8+2)

**Fort** +0, **Ref** +5, **Will** +3

**Defensive Abilities** evasion

OFFENSE

**Speed** 30 ft.

**Melee** dagger +0 (1d4-1/19-20/x2)

**Ranged** revolver +3 (1d8/x4)

**Special Attacks** sneak attack +1d6

STATISTICS

**Str** 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 13, **Cha** 17

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Persuasive, Point Blank Shot, Precise Shot

**Skills** Appraise +7, Bluff +9, Diplomacy +11, Disable Device +6, Intimidate +5, Knowledge (geography) +7, Knowledge (post-war history) +7, Knowledge (local) +7, Knowledge (technology) +7, Perception +1 (+2 to locate traps), Sense Motive +7

**Languages** English

**SQ** trapfinding +1

**Gear** leather armor, dagger, revolver, 12 bullets, bedroll, blanket, canteen, lighter, rope (30'), mirror, nearly complete deck of playing cards, missing only the Jack of Hearts.

**Bean:** Bean was born different. The obvious thing is that he is small—unusually small. But that's not the only way he's different. His stature might be small, but not his mind. Bean is smart of course, but that's just the beginning. His mind is in tune with the world in ways most are not. With just a thought he can hurl objects at his enemies or heal his friends.

Bean was a scrapper, living off whatever he could find in the ruins of old Duluth. He was supposed to sell it all to the Wright family, but he also knew a few back channels where he sold highly desirable items. Rumors of his ties to the gray market meant the Wright family kept a close eye on Bean, particularly their trained dog Jackie Olsen.

Bean is dating Jackie's fiancée. It's an arranged marriage. Jed Wright wanted Jackie to join the family, and to do that he betrothed Jordon Wright to Jackie, but the wedding never happened. Bean and Jordon gathered their most trusted friends, found one last big score, and took a boat headed for greener shores.

That's when the pirates struck. They sank Bean's boat and he almost drowned. He was only saved thanks to Jazz, a freak who owed Bean a life debt. Unfortunately once he saved Bean, Jazz decided his debt was paid and left the group. Bean remains with the other survivors hoping to finish building a boat and then find their friends.

Bean stands four-and-a-half-feet tall. While many assume his height is a mutation caused by the Great War, he actually has a genetic condition called achondroplasia, shared by many little people from before the war. Bean has dirty blond hair and brown eyes.

#### Bean

CR 1

XP 400

Male human psion 2 (*Psionics Unleashed*)

NG Medium humanoid (human)

**Init** +1; **Senses** Perception +2

DEFENSE

**AC** 13, touch 13, flat-footed 10 (+1 Dex, +2 dodge)

**hp** 11 (2d6+2)

**Fort** +1, **Ref** +1, **Will** +3

OFFENSE

**Speed** 30 ft.

**Melee** dagger +0 (1d4-1/19-20)

**Special Attacks** hurl object (+2 ranged; 1d4 damage)

**Psion Powers Known** (ML 2nd; concentration +5; 9 power points)

1st (1 point)—*call to mind, control object, entangling debris* (DC 14), *foxhole, inertial armor*

Talents—*detect psionics, far hand, force screen*

See page 175 for more information about psionics.

STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 10, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Dodge, Psionic Dodge, Persuasive

**Skills** Bluff +4, Diplomacy +6, Disable Device +6, Intimidate +6, Knowledge (geography) +8, Knowledge (technology) +8, Perception +2

**Languages** English

**SQ** discipline (psychokinesis)

**Gear** dagger, backpack, bedroll, blanket, waterskin.

#### SPECIAL ABILITIES

**Telekinetic Hurl (Su)** Bean can telekinetically hurl objects of up to 5 lb. as a ranged attack at an enemy within 30 ft. Such attacks deal 1d4 points of damage.

**Owl:** Owl doesn't remember most of her life. Her first memory is from several months ago when Jordon Wright found her wandering the ruins near Wright Town. Jordon took Owl under her wing and befriended the young woman. Despite her amnesia, Owl is extremely proficient in a range of skills, including advanced martial arts.

In truth Owl is a synth, an artificial human that has a robotic brain controlling an organic body. She was programed to serve as a sleeper assassin, but she was not yet deployed when the Great War struck. She was trapped for many years in stasis beneath Superior, Wisconsin, until the computer overseeing her stasis reactivated Owl for an unknown reason.

Since she awoke, Owl stays close to Jordon and does what she can to help. That's how she came to be on the boat that was attacked by the pirates of New Tortuga, and how she wound up at the camp.

Owl appears to be a woman in her early twenties with tanned skin and long black hair she usually keeps in a single braid.

### Owl

CR 2

XP 600

Female synth fighter 1/rogue 2

N Medium humanoid (synth)

**Init** +6; **Senses** Perception +5

#### DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 19 (1d10+2d8)

**Fort** +2, **Ref** +5, **Will** -1

**Defensive Abilities** evasion, fortified skeleton

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +4 (1d3+2/x2)

**Special Attacks** sneak attack +1d6

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 10, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Improved Initiative, Improved Unarmed Strike, Stealthy

**Skills** Acrobatics +8, Climb +8, Disable Device +7, Escape Artist +12, Knowledge (engineering) +6, Linguistics +7, Perception +5 (+6 to locate traps), Stealth +12

**Languages** English

**SQ** accelerated healing, computer sympathy, original programming (stealth, escape artist), rogue talents (fast stealth), trapfinding +1

## Adventure Hooks

These adventure hooks begin in the North Woods, though some may take them elsewhere.

## Uniting the Survivors

**Where:** Madeline, Survivor's Camp, New Tortuga, Cody's Camp

**When:** Any time

A few months before the adventure began, six companions set out from Wright Town: Jordon Wright and her brother Cody Wright, Jordon's lover Bean, her friends Owl and Nicky, and Bean's ally Jazz. They had discovered a stash of pre-war technology, and were leaving Wright Town with their find. They thought they had made it; then the pirates attacked. Unwilling to give up the find of their life, the companions fought back. The pirates sank their boat (causing them to lose most of their find). The companions survived, but they were divided by the attack. Some were taken by the pirates, while others swam to the nearby shore. These groups were further split when one of the captives escaped, and one of those who washed up on shore broke off hoping to walk back to civilization.

Any of these survivors can tell the heroes about the others, and all, except for Jazz, try to recruit the group to find what happened to the rest of their companions. The current locations of the survivors are as follows:

**Madeline:** Jazz washed ashore and walked the coast until he came to Madeline. He has settled there for now at least. He is the only one not planning to search out his former companions, though he might be persuaded to do so.

**Survivor's Camp:** Jordon Wright, Bean, and Owl are all camped nearby where they landed. They remained stationary at first because Jordon was too injured to move, then because winter was upon them, and now that it is warm again, they are constructing a boat to go looking for their friends.

**New Tortuga:** Nicky was captured by the pirates and is being forced to produce black powder weapons for them.

**Cody's Camp:** Cody was captured by the pirates, but has fled from their settlement and is hiding elsewhere on Isle Royale.

## The Great Gathering

**Where:** The holiest statue of Palbun

**When:** Midsummer

Every year at midsummer, the bands of the Axe Tribe hold a Great Gathering at their holiest site: the great statue of Palbun and his mighty battle steer. The Great Gathering is a time to trade, share news, and mingle with other members of the tribe. Since marrying within a band is taboo, the Great Gathering is also when most members of the Axe Tribe meet potential spouses.

The Great Gathering lasts up to two weeks, with a week on either side of midsummer, though start and end times are informal, and groups frequently arrive on different days. The trip also takes days to weeks, and thus attending the Great Gathering is a major undertaking, and only about a quarter to a third of each band attends each year. Young children and the elderly are most likely to stay behind, and parents who have young children frequently alternate who attends the gathering.

The Great Gathering features many feasts and competitions (a few of which are outlined below). There are also daily trade meetings and nightly stories and songs. While the tribesfolk bring some food along with them, they also hunt and pick berries at the gathering to provide more food for the feast.

**This Year:** Assuming members of the Axe Tribe are in the group's community, the tribesfolk start talking about the gathering



at least a month before it actually takes place. While some think it is a poor time to leave the community, others insist on going. In particular several unmarried woman hope to find husbands, and other people hope to connect with family members that married into other tribes.

While much of the Great Gathering remains the same, the tragedy that befell the Santloose band has a major impact on the festivities. Many people in the other bands were close relatives of the men who died at the hands of the slavers, and this is the first time many of them hear the news.

There is a ceremony of mourning for all of those that died and there's much talk about what they should do about the risk of more slavers. If the heroes are there, they are invited to the war council, otherwise the members of the war council seek the heroes out after the gathering.

After the mourning ceremony, the regular sorts of gathering activities commence, but many with a more muted tone. Though they come and go, overall there are nearly a hundred people attending the Great Gathering.

Here is a list of things that might occur at the Great Gathering:

**Ceremony of Mourning:** The first night after members of the Axe Tribe arrive and share news of their recent attack, the leaders of all the bands agree it is best to hold a ceremony of mourning. Typically the Axe Tribe send their dead to the afterlife through cremation. Ideally they are placed in a canoe loaded with kindling, and the boat is then lit on fire and left to drift downriver. If this is impractical (usually due to the lack of a canoe or river)

the dead are burned in a funeral pyre. Friends and family gather to share stories of the dead, sing songs, and eat and drink the dead's favorite foods.

The ceremony of mourning is a similar ceremony. Instead of placing the bodies in a canoe, friends and family place wooden icons representing the dead in the boat. This remembrance continues into the night, and many among the Axe Tribe do not sleep until the sun comes up the next day.

**War Council:** The morning after members of the Santloose band arrive, the leaders of the bands gather to discuss the slavers, and if the heroes are at the gathering they are invited to attend. The council is long and explores many options. Zachary Erdrich suggests they gather their forces and march south, while Raven McPhail thinks maybe the time has come to relocate the tribe.

If the heroes suggest a plan, they can make a DC 15 Diplomacy check. If successful, the other members of the council agree to tentatively follow the group's plan. The more they beat the DC by, the more enthusiastically the council embraces the idea.

Without player character intervention, the council eventually concludes that they need more information, and decide to send a joint scouting party to the south. (This party stops at the heroes' community along the way.)

**Trade Circle:** The Axe Tribe always sets up a trade circle on one edge of the encampment so members of the different tribes can trade goods easily. People frequently bring old tools, items they have made, or relics from the old world. Not much

food is available, except for delicacies like maple sugar candies. Characters can find most common items here, as well as just about anything that can be crafted from wood.

**Competitions:** The people of the Axe Tribe enjoy all manner of competitive games. There are no tangible prizes for winning the competitions, but in all cases, winning gains the characters prestige (they effectively gain a +1 bonus on Charisma checks and Charisma-based skills for the rest of the gathering). Competitions typically have a bracketed structure of rounds, and the winners of each round advance, and the losers are eliminated.

Every competition has at least one Axe Tribe ranger or tribal elder (page 94) who enters it. If only one character enters a competition they face the more experienced NPC in the final round. If there are more heroes, they face them in the penultimate round (giving the heroes the chance to face each other in the final round). Otherwise, the heroes face Axe Tribe members (page 93).

**Axe Throwing:** Each competitor receives three axes to throw each round, which they throw at a three-ring bull's-eye. Competitors make a ranged attack using a throwing axe. The outside ring has an AC of 11, the inside an AC of 14, and the bull's-eye has an AC of 18. The outer ring is worth 1 point, the inner 2, and the bull's-eye three. If the competitors are tied after three throws, they move further from the target (-2 penalty to Throwing) and repeat.

**Log Rolling:** In this, two people stand on a wide log floating in the lake. They both try to spin the log with their feet, in hopes of causing the other to fall off. Treat this as an opposed Acrobatics check. Characters who lose by four or less suffer a -2 penalty to their next check. Those who fail by five or more fall from the log.

**Wrestling:** This uses the rules for grappling in the *Pathfinder Roleplaying Game Core Rulebook*. The matches go until an opponent is pinned for a count of five, meaning that a pinned opponent has one chance to free himself. Causing non-lethal damage is frowned upon, and lethal damage is grounds for immediate disqualification.

**Racing:** There are many kinds of races at the Great Gathering, including foot races, tree climbing, and tree-chopping races (to see who can fell a tree the fastest). All of these are treated as extended opposed checks. Each competitor attempts the check each round, and whoever earns five successes first wins the competition. For the relevant ability or skill used, see the table below.

<b>Competition</b>	<b>Ability or Skill</b>
Foot Race	Dexterity
Swimming	Swim
Tree Chopping	Strength
Tree Climbing	Climb

**Hunting and Gathering:** Each day one or more hunting groups go off to search for game and berries. The heroes who go along can make a Survival check for food as normal. If a hero's result is enough to feed 5 or more people, they bring back a particularly large or delicious find, and make a big contribution to the evening's feast. This impresses the rest of the gathering, and the character gains a +1 bonus to Charisma checks and Charisma-based skills for the rest of the gathering.

**Match Making:** Many people find their future spouses at the Great Gathering. Some NPCs will inevitably find their matches

and the heroes might as well. There's no mini-game for this and players and GM should role-play it however they feel comfortable. Possibly start by describing some people from the other groups of the Axe Tribe who might be the appropriate age, gender, and species, and let it go from there.

Traditionally, once a couple becomes engaged, the husband leaves his clan to join the wife's clan. Assuming the wife's parents approve, they hold a wedding in the new band. In light of the recent deaths in the Santloose band, an exception might be made for a wife to join their husband in the Santloose band. The in-laws approval is still needed.

**Stories and Songs:** Most nights of the Great Gathering end with groups huddled around campfires sharing stories and songs. Characters are free to simply listen and enjoy these, or they can try to impress the others assembled by performing a solo song or telling a story. To impress people the character must make a DC 15 Performance check. Failure means the performance flops, while a success means the listeners were interested and engaged. A success by 5 or more means the listeners are awestruck by the performance, and the character gains a +1 bonus to Charisma checks and Charisma-based skills for the duration of the Great Gathering. (They may only gain this bonus once from stories and songs during the gathering.)

**Future Gatherings:** The Great Gathering occurs every year, so if your campaign extends over multiple years, the characters might attend multiple such Gatherings. These future gatherings mostly follow the same pattern outlined here, minus the mourning and war council.

## Opening the Iron Shelter

**Where:** The Iron Shelter

**When:** Any time

The Iron Shelter is a source of great knowledge and technological resources, and can make a huge difference to the survival of the heroes' community. If any characters come from the Iron Shelter, or if they learn of it from any of the NPCs who ventured forth, they may well seek out the shelter for help, and possibly try to incorporate it into their community (or found their community there).

The first step is finding the mine's entrance with a DC 25 Perception check. This can be difficult even if the group includes somebody from the Iron Shelter, but those who are from the shelter gain a +5 bonus to the check.

Once the group finds the shelter, they have to get down. The easiest way to do this is by fixing the controls of the lift cage. Despite the fact it's starting to rust, the mechanisms allowing the lift to descend half a mile into the earth are mostly intact, but the electronic controls are inoperable. A few hours' work and a successful DC 20 Craft (electronics) check mean they have fixed the controls and can descend to the depths in a matter of minutes. A failure by four or less just means wasted time, but a failure by five or more, means the controls are damaged beyond repair. Even when the controls are fixed, they require somebody on the surface to operate them.

If the heroes don't repair the cage, they have to go down the hard way, by climbing the ladder. Fortunately, there are many places along the way where the group can stop, so as long as they take frequent breaks to rest, eat, and dispose of their waste, they can make the journey to the first inhabited level in about six



hours, while reaching the main living quarters requires a total of eight hours of climbing.

**Meeting the Sheltered:** If the group of heroes has a resident of the Iron Shelter among them, they have a much easier time relating to the rest of the people within. If there's nobody from the shelter, any NPCs are initially unfriendly. They react with fear to the heroes or demand they surrender themselves. If the PCs can make the sheltered at least indifferent, they calm down. Non-humans have a particularly difficult time interacting with members of the shelter, and suffer a -5 penalty to Charisma checks and Charisma-based skills during the initial mission.

**Meeting the Council:** Even if they are taken prisoner, the Iron Shelter's elected council wants to talk to the heroes. If anybody captured by the slavers returned to the Iron Shelter, they are also at this meeting.

The council has many questions about the world above and the group's reasons for coming here. Some are skeptical about the heroes' motives, while others are excited by the prospect of life on the surface.

If the heroes request aid from the Iron Shelter, the council needs some convincing. Something small, like borrowing a tool, might be done with a simple Diplomacy check, however convincing them of anything more initiates an extended opposed skill check. The player characters and Jack Reynolds (page 96) make opposed Diplomacy or Bluff checks. If the PCs score five successes first, they convince the rest of the council to try their idea, but if Jack wins, a majority of the council sides with him, and expels the strangers.

## Out of Fuel

**Where:** The Iron Shelter

**When:** After the population of the Iron Shelter has expanded. If the player characters open the Iron Shelter they might want to use the shelter as a basis for their new community or utilize its nuclear reactor in other ways. Unfortunately the Iron Shelter's micro reactor has already been stretched way beyond its expected life span, and any added strain pushes it over the edge.

Simply put, the reactor is running out of nuclear fuel, and will be unable to provide any more power in just months. Without power, the Iron Shelter will be plunged into total darkness. Of course it falls to the heroes to solve the problem.

**More Fuel:** The heroes can try to find more fuel for the reactor. There are several locations where they might find this. They might find fuel at any of the Phoenix stations (pages 79, 83, 110, and 127), or in one of the remains of an ancient pre-war reactor (page 91)

**Phoenix Reactors:** Heroes can remove nuclear fuel from one of the Phoenix stations. This disables power to the station, though in the case of Station Delta, this is no great loss. Opening the reactor is tricky, and requires a DC 25 Craft (electronics), Craft (mechanics), or Disable Device check.

**Pre-War Reactors:** The PCs can also discover nuclear fuel in the ruins of one of the pre-war reactors detailed on page 91. The first danger the heroes face is the lingering radiation. For each day in the area around a pre-war reactor, the heroes are exposed to minor radiation poisoning (see page 43).

The heroes then need to actually locate the radioactive material. This requires 2d8 hours of searching and a DC 15 Perception check.

**Squatters:** The pre-war reactors attract creatures which are resistant to radiation. While the heroes explore the location, they encounter a band of 3d6 freak scappers (see page 109). They initially distrust the heroes, but might be appeased with a Diplomacy check or bribes, or convinced to leave the group alone with an Intimidation check.

**Handling the Fuel:** Wherever the heroes get the radioactive material from, it is incredibly dangerous. Every hour they handle the material, a character is exposed to heavy radiation. Finding a proper storage container blocks the radiation. Finding such a container requires another 2d8 hours of searching and a DC 20 Perception check.

**Installing the New Fuel:** The final step of resupplying the Iron Shelter with new fuel is to install it in the reactor. This requires a DC 20 Craft (electronics) or Craft (mechanical) check. Characters still need to take careful precautions or expose themselves to radiation, as described under Handling the Fuel above.

**Alternate Power:** Instead of finding more fuel for the nuclear reactor, they can find a new source of electricity. They can construct a new power station using the standard rules for creating new buildings. Since there are no ruins nearby, the community will need to construct a new structure nearly from scratch.

**Abandoning the Shelter:** If the characters don't find another solution, the only other option is to abandon the Iron Shelter. This not only means they have to give up the physical resources of the shelter, but the people inside are incredibly demoralized. Some of the sheltered leave to fend for themselves, and some, unaccustomed to the life outside the shelter, fall prey to disease, predators, or environmental hazards. In all, the heroes' community loses 3d6 members of the Iron Shelter in the first month.



# Wright Town Trade Circuit

This chapter describes one of the areas where the heroes begin their adventure. It includes Wright Town, and the small communities that depend on it for trade. Wright Town is the major power in the area, and in the interest of trade, keeps the major routes relatively safe.

## Trade Loops

There are four major trade loops that go out each month from Wright Town. The A-loop goes to Rapid Town, the B-loop goes to Sand Town, and the C-loop goes to Moose town. All three of these go by land and also stop at individual farms or other homesteads along the way. The D-loop, sometimes called the wet loop, goes to Agate and Madeline by boat.

## B14: Wright Town

### Landmark

**Population:** 1,022

**Salvage Value:** 2

**Buildings:** Bar, Houses (2), Gunsmith, Mansion, Market, Shop, Stable, Tenements (6), Watch Tower

**Ruined Building:** Stadium

**Tech Levels:** production 3, maintenance 5

Wright Town is the largest community currently operating in what was once northern Minnesota. It is built among the ruins of what was once Duluth, MN, by people gathered to take advantage of the relative safety provided by the Wright Trading Company. Most people live along the St. Louis River near where it empties into Lake Superior, though the Wright family and their sycophants live north of the city in refurbished estates along the north shore of Lake Superior.

**Wright House:** When Anthony Wright, Jed's father, decided to settle in a permanent base of operation, he wanted something impressive. Thus he set to work reclaiming and refurbishing one of the most impressive mansions north of Duluth: the Glensheen Estate. The building is large enough that most of the family still lives within its walls, though some have moved into neighboring houses, and a few live closer to the rest of Wright Town, further south.

**The Rust Bucket:** The Wright Trading Company officially sanctions a few bars throughout Wright Town, but the largest and most popular by far is the Rust Bucket. Every night the Rust Bucket buzzes with activity, including all of the latest rumors about Wright Town and the surrounding area. If heroes search for any information, the Rust Bucket's a good place to start.

The Rust Bucket is built on the deck of a barge that ran aground sometime after the Great War. It serves mostly vodka and hard ciders. Truly wealthy patrons might purchase one of the few surviving pre-war liquors. The bar also serves food that varies by the season, but always includes the popular "what-we-got" stew. A middle-aged woman named Helen operates it and employs several waiters and bartenders. Helen is a close friend of Sally Wright.

## Important NPCs

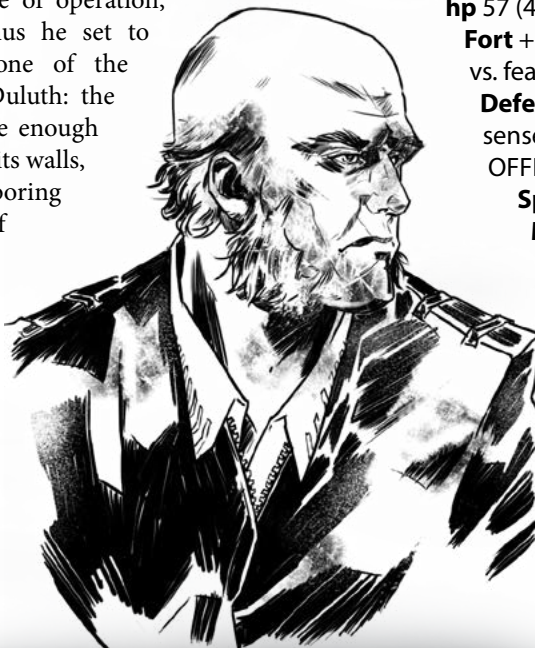
### Prominent Members of the Wright Family

**Jed Wright:** Jed Wright is the patriarch of the Wright family and the head of the Wright Trading Company. He is a highly intelligent and persuasive man, but can also be condescending and vengeful. He keeps a tight hold on the company, his family, and Wright Town. While he prefers to solve problems with his wits, he never shies from violence. Jed is a follower of the Revealed (see page 10). He sees no need to convert the heathens, and never lets faith get in the way of business, but he can readily quote scripture (the King James Version).

Jed's wife, Arrabelle, died of cancer over a decade ago. Jed has never stopped mourning nor shown any interest in remarrying.

Jed Wright is fifty-eight years old but keeps remarkably fit. His white hair is bald on the top, though he maintains long bushy sideburns.

<b>Jed Wright</b>	<b>CR 8</b>
<b>XP 4,800</b>	
Male human waste warrior (fighter) 4/scrapper (rogue) 5	
LN Medium humanoid (human)	
<b>Init</b> +3; <b>Senses</b> Perception +9	
<b>DEFENSE</b>	
<b>AC</b> 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)	
<b>hp</b> 57 (4d10+5d8+9)	
<b>Fort</b> +6, <b>Ref</b> +8 (+1 bonus vs. traps), <b>Will</b> +3 (+1 vs. fear)	
<b>Defensive Abilities</b> bravery +1, evasion, trap sense, uncanny dodge	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft.	
<b>Melee</b> dagger +7/+2 (1d4/19-20/x2)	
<b>Ranged</b> +1 mastercraft heavy automatic pistol +8/+3 (2d6+3/x4) and +1 mastercraft heavy automatic pistol +8 (2d6+3/x4)	
<b>Special Attacks</b> sneak attack +3d6	
<b>STATISTICS</b>	
<b>Str</b> 10, <b>Dex</b> 16, <b>Con</b> 13, <b>Int</b> 16, <b>Wis</b> 12, <b>Cha</b> 14	
<b>Base Atk</b> +7; <b>CMB</b> +7; <b>CMD</b> 20	



**Feats** Double Tap, Persuasive, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Two-Weapon Fighting, Weapon Focus (pistol), Weapon Specialization (pistol)

**Skills** Appraise +15, Bluff +14, Diplomacy +16, Disable Device +12, Handle Animal +10, Intimidate +16, Knowledge (engineering) +12, Knowledge (geography) +9, Knowledge (local) +12, Perception +9 (+11 to locate traps), Ride +11, Sense Motive +13, Survival +9

**Languages** English

**SQ** rogue talents (bleeding attack +3, resiliency [1/day]), trapfinding +2

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** +1 mastercraft modular tactical vest, dagger, +1 mastercraft heavy automatic pistol (2), 60 medium bullets, old locket with a lock of his wife's hair, tattered *Bible* (King James Version).

**Jack Wright:** Jack Wright is Jed's younger brother and his right-hand man. Many call him a watered-down version of Jed, but never to his face. He is smart, but not quite as smart, bold but not quite as bold, but also not quite as brutal as Jed. He is good with numbers and oversees much of the financial and personnel issues for the Wright Trading Company.

Jack is happily married and, despite no lack of trying, has only a single son, Cal.

Jack is fifty-six years old with gray hair he keeps cut short. He walks with a cane due to a wound he suffered in the Wright family's civil war.

### Jack Wright

CR 6

XP 2,400

Human scrapper (rogue) 7  
LN Medium humanoid (human)

**Init** +4; **Senses** Perception +11

DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

**hp** 35 (7d8)

**Fort** +1, **Ref** +9 (+2 bonus vs. traps), **Will** +3

**Defensive Abilities** evasion, trap sense, uncanny dodge

OFFENSE

**Speed** 30 ft.

**Melee** short sword +5 (1d6/19-20/x2)

**Ranged** +1 heavy automatic pistol +10 (1d8+1/x4)

**Special Attacks** sneak attack +4d6

STATISTICS

**Str** 10, **Dex** 18, **Con** 8, **Int** 14, **Wis** 13, **Cha** 12

**Base Atk** +5; **CMB** +5; **CMD** 19

**Feats** Double Tap, Persuasive, Point Blank Shot, Precise Shot, Scrapper

**Skills** Appraise +12, Bluff +11, Climb +10, Diplomacy +13, Escape Artist +14, Intimidate +13, Knowledge (technology) +12, Knowledge (local) +12, Perception +11 (+14 to locate traps), Sense Motive +11, Survival +11

**Languages** English

**SQ** rogue talents (quick disable, resiliency [1/day], survivalist), trapfinding +3

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** +1 mastercraft studded leather armor, +1 mastercraft heavy automatic pistol, 30 medium bullets, short sword,

**Sally Wright:** Sally is Jed Wright's daughter. She worked for many years as a highly skilled trader. She is aided by the fact she possesses minor telepathic powers. Recently Jed appointed her to oversee the family's trade routes. She is interested in expanding the routes, especially by utilizing Lake Superior. She has even heard tales of Geneva from travelers and might sponsor a mission to open up trade with them. Sally is married and has two young children.

Sally is thirty years old. She has long brown hair she typically keeps up in a simple bun.

### Sally Wright

CR 4

XP 1,200

Female human expert 4/psion 2 (*Psionics Unleashed*)  
LN Medium humanoid (human)

**Init** +1; **Senses** Perception +10

DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 22 (4d8+4)

**Fort** +1, **Ref** +2, **Will** +10

OFFENSE

**Speed** 30 ft.

**Melee** dagger +3 (1d4-1/19-20/x2)

**Ranged** +1 mastercraft revolver +6 (1d8+1/x4)

**Psion Powers Known** (ML 2nd; concentration +4; 9 power points)

1st (1 point)—*attraction* (DC 14), *call to mind*, *empathic connection* (DC 14), *slumber* (DC 14), *telepathic projection* (DC 14)

Talents—*conceal thoughts*, *detect psionics*, *mind link*

STATISTICS

**Str** 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 13, **Cha** 16

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Alertness, Iron Will, Inquisitor, Martial Weapon Proficiency (revolver), Persuasive

**Skills** Appraise +13, Bluff +13, Diplomacy +15, Intimidate +5, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (technology) +13, Perception +13, Ride +8, Sense Motive +13, Survival +8

**Languages** English

**SQ** discipline (telepathy), mental intrusion

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** +1 mastercraft studded leather armor, +1 mastercraft revolver, 18 medium bullets, dagger, compass, atlas.

**Cal Wright:** Cal Wright is intended to be the family member the group interacts with the most. Cal Wright is a smooth-talking playboy who is exceptionally skilled at using words to get his way. He is gregarious, but also manipulative. He handles the buying and selling on one of the land trade loops. (Initially he is on the A-loop, but if heroes locate their community elsewhere, Cal should get assigned to whatever loop is closest to them.)

Cal is unmarried and a chronic womanizer. He is rumored to have several bastard children. While the children are not members of the Wright family, Cal makes sure they are well taken care of.

Cal is in his late twenties, with dark brown eyes, olive skin, and well groomed black hair.

Cal Wright uses the stats for a Wright family member (page 108).

**Jordon and Cody Wright:** Jordon and Cody Wright are the two black sheep of the Wright family. They recently fled from Wright Town, and are described on pages 96 and 97.

**Other Members of the Wright Family:** Jed Wright has four surviving siblings, all of whom have children. This means there are over a dozen Wrights in the generation currently entering adulthood. These other Wrights might be player characters, or they could serve the plot in other ways, such as potential love interests.

### Wright Family Member

CR 2

#### XP 600

Human aristocrat 4

LN Medium humanoid (human)

**Init** +0; **Senses** Perception +10

DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 14 (4d8-4)

**Fort** +0, **Ref** +1, **Will** +5

OFFENSE

**Speed** 30 ft.

**Melee** longsword +2 (1d8-1/19-20/x2)

**Ranged** revolver +3 (1d8/x4)

STATISTICS

**Str** 9, **Dex** 10, **Con** 8, **Int** 11, **Wis** 12, **Cha** 16

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Alertness, Animal Affinity, Persuasive

**Skills** Appraise +7, Bluff +10, Diplomacy +12, Intimidate +12, Knowledge (technology) +5, Perception +10, Ride +4, Sense Motive +3

**Languages** English

**Gear** undercover vest, longsword, revolver, 12 bullets, 100 tp worth of personal goods.

### Other NPCs in Wright Town

**Rose Levy:** Rose Levy is the sister of Cray Levy, who the heroes saved from slavers in Rapid Town. Cray wants Rose to leave Wright Town and join the heroes, but she's worried Rose won't listen to her so she asks the group to intervene.

Cray is correct in her fears. Rose is reluctant to leave Wright Town, because she's in love with Cal Wright (the same Cal Wright who escaped the attack by Mr. Fix-It). She's pregnant with his child, and insists it's proof he loves her in return.

If the heroes try to convince Rose to leave Wright Town, they must make a successful DC 15 Diplomacy check.

Rose is a woman in her mid-teens with fair skin, curly brown hair, and green eyes.

Rose uses the statistics for a scrapper (page 109).

**Honea:** While the Wright Trading Company controls all official trade in Wright Town, a small gray market exists in the shadow of the Wrights. These traders buy and sell high-end items at more competitive prices than the Wrights, and can supply the few goods the Wrights consider off-limits. These dealers always keep a watchful eye out for the Wrights, since the family doesn't tolerate unlicensed traders.

Honea is one such renegade dealer. He specializes in pre-war items and technology, including weapons, armor, and machines, but he can find just about anything for the right price. Honea operates out of a small sail boat that also doubles as his home.

He moves the boat frequently, and sometimes travels to Agate or Madeline, but the most common place to find the boat is a few miles north of Wright Town. Honea operates under the front of a ferry service to take people to Agate, Madeline or other locations around Lake Superior.

Honea is friendly, but slightly paranoid. He is always looking for a deal, and whenever somebody talks to him, he's mentally running the numbers to see if there's a profit to be made.

Honea is a tall, broad man with a bushy black beard and black hair. He wears a weathered pre-war cap with a large red "B" embroidered on it, and a pair of glasses he made by salvaging lenses from two different pairs of pre-war glasses and constructing wooden frames for them.

### Honea

CR 3

#### XP 800

Human expert 3/waste warrior (fighter) 2

N Medium humanoid (human)

**Init** -1; **Senses** Perception +11

DEFENSE

**AC** 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

**hp** 35 (2d10+3d8+5)

**Fort** +7, **Ref** +0, **Will** +6 (+1 vs. fear)

**Defensive Abilities** bravery +1

OFFENSE

**Speed** 30 ft.

**Melee** +1 mastercraft battleaxe +8 (1d8+3/x3)

**Ranged** revolver +3 (1d8/x4)

STATISTICS

**Str** 15, **Dex** 8, **Con** 12, **Int** 14, **Wis** 12, **Cha** 14

**Base Atk** +4; **CMB** +6 (+8 Disarming); **CMD** 15 (17 vs. Disarm)

**Feats** Alertness, Combat Expertise +/-2, Great Fortitude, Improved Disarm, Iron Will, Weapon Focus (battleaxe)

**Skills** Appraise +10, Bluff +10, Craft (blacksmith) +8, Intimidate +8, Knowledge (local) +10, Knowledge (technology) +10, Perception +11, Profession (sailor) +7, Ride -2, Sense Motive +11

**Languages** English

**Combat Gear** HealUp II (*cure moderate wounds*); **Other Gear** studded leather armor, +1 mastercraft battleaxe, revolver, blacksmith's tools, pre-war baseball cap.

**Scrapper:** Scrapers are the teeming masses of Wright Town who make their living searching ruins for pre-war items or just raw materials. You can use these stats for just about anybody who searches for scrap regardless of their origin.



**Scrapper****CR 1/2****XP 200**

Human Commoner 2

N Medium humanoid (human)

**Init** +0; **Senses** Perception +9

DEFENSE

**AC** 10, touch 10, flat-footed 10**hp** 5 (2d6-2)**Fort** -1, **Ref** +0, **Will** +2

OFFENSE

**Speed** 30 ft.**Melee** spear +1 (1d8/x3)

STATISTICS

**Str** 10, **Dex** 11, **Con** 9, **Int** 12, **Wis** 15, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 11**Feats** Alertness, Scrapper, Simple Weapon Proficiency—One (spear)**Skills** Appraise +3, Climb +5, Knowledge (technology) +3, Perception +9, Sense Motive +4, Survival +4**Languages** English**Gear** spear, 5 tp worth of personal goods

**Town Militia:** The Wright Town town-militia have day jobs, often as scappers or farmers. They also have some basic weapons training and are expected to protect Wright Town and the surrounding community in times of need. You can use these stats for a similar militia in other areas.

**Town Militia****CR 1/3****XP 135**

Human warrior 1

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +1

DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 11 (1d10+6)**Fort** +4, **Ref** +1, **Will** +0

OFFENSE

**Speed** 30 ft.**Melee** spear +1 (1d8/x3)**Ranged** longbow +3 (1d8/x3)

STATISTICS

**Str** 11, **Dex** 12, **Con** 15, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 12**Feats** Toughness +3, Weapon Focus (longbow)**Skills** Intimidate +3, Perception +1**Languages** English**Other Gear** leather armor, longbow, spear, 13 tp worth of personal goods

**Caravan Guards:** The Wright Company's caravan guards are permanent employees of the Wright Company, and make their livings protecting the company's interests. As the name implies, many of them protect caravans, though others guard Wright Town itself or other places nearby, such as the Fort (page 114).

**Caravan Guard****CR 2****XP 600**

Human Fighter 3

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +4

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 30 (3d10+9)**Fort** +5, **Ref** +4, **Will** +2 (+1 vs. fear)**Defensive Abilities** bravery +1

OFFENSE

**Speed** 30 ft.**Melee** masterwork longsword +5 (1d8+1/19-20)**Ranged** masterwork rifle +8 (1d10/x4)

STATISTICS

**Str** 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (rifle)**Skills** Handle Animal +3, Intimidate +5, Perception +4, Ride +7, Survival +5**Languages** English**Combat Gear** HealUp I (*cure light wounds*); **Other Gear** undercover vest, masterwork rifle, masterwork longsword, 30 tp worth of personal goods.**B15: The Monster's Ruins****Landmark****Population:** 1**Salvage Value:** 3

While the people of Wright Town continue to pick through the ruins of pre-war Duluth, a few scappers venture across the St. Louis River to explore the ruins of Superior, Wisconsin. Originally there were simply fewer intact structures to explore on that side of the river, but with the years of neglect, the ruins of Superior have been taken over by monsters, including packs of night haunts and swarms of giant insects.

As the Duluth ruins have become increasingly picked over, however, more scappers are venturing to the other side of the river to look for a big score.

There were once two main bridges spanning the St. Louis River, but segments of the southern bridge (the Richard I. Bong Memorial Bridge), have collapsed and fallen into the sea. Guards employed by the Wright Trading Company guard the remaining bridge. These guards both shield Wright Town from monsters, and keep an eye on the scavengers brave enough to venture into the monster infested ruins.

**Important NPCs**

**Kain:** Few people live in the ruins east of the river, but there is at least one who does. A secretive mutant named Kain.

Kain grew up in Psi, an isolated community in what was once northern Wisconsin. Several years ago he left the community to help a friend search for a cure to his wife's medical condition. Kain's friend died in the process, and Kain barely escaped with his life. He attempted to find his way home, but he was not skilled at navigating the woods, and ended up stumbling into Wright Town

instead. Not sure what else to do, Kain settled in a makeshift shelter in the remains of an old brick building.

Kain is primarily a loner, though he occasionally hosts guests who can demonstrate they don't mean any harm. A handful of scrappers who search the monster-filled ruins have gone out of their way to befriend the mutant.

Kain has green-tinted skin and dark green hair. He has sharp retractable claws on his hands that he uses in close combat.

## Kain

CR 4

XP 1,200

Male human barbarian 2/fighter 3

CN Medium humanoid (human)

**Init** +6; **Senses** Perception +8

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 47 (2d12+3d10+13)

**Fort** +7, **Ref** +3, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1, uncanny dodge

OFFENSE

**Speed** 45 ft.

**Melee** 2 claws +10 (1d6+4/19-20/x2)

**Special Attacks** rage (7 rounds/day), rage powers (scent)

STATISTICS

**Str** 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Dodge, Fleet, Improved Initiative, Mutation, Toughness +5, Weapon Focus (claws)

**Skills** Acrobatics +2 (+6 jump), Climb +11, Intimidate +6, Perception +8, Knowledge (technology) +3, Survival +8

**Languages** English

**SQ** fast movement +10

**Gear** leather armor

## B16: Phoenix Station Delta

**Hidden:** DC 20 Perception

**Population:** 0

**Salvage Value:** 4; max 60

**Buildings:** Nuclear Reactor

**Ruined Building:** Improved Machine Shop, Hospital

Phoenix Station Delta is a small station created primarily to serve as a redundancy in case other stations fell. Sadly, station Delta itself fared quite poorly. Debris trapped the survivors inside the station, and they eventually starved to death.

Just a few months before the events of *Broken Earth* begin, a hearty band of scrappers found their way into Station Delta. They discovered it in disarray, with most of the systems badly damaged. Still, even with most of the Phoenix station lost, they salvaged enough treasure from the ancient world to potentially make them rich (if they could find the right buyer).

These scrappers also successfully repaired a hummingbird-class robotic drone. With Station Delta largely destroyed, the drone has gone to search out other Phoenix stations. It made contact with Station Mu, and the Phoenix intelligence inside, and in the past month has been gathering intelligence for the Phoenix. (This is the strange "metal bird" that may fly over the heroes' community, see page 76.)

When the heroes arrive at Station Delta they find that the most obvious salvage has already been taken, however intrepid scrappers who want to rip the place apart are sure to find useful material.

The greatest asset the station has, however, is its micro nuclear reactor. With six weeks of work and 20 Build, a group could set up transmission lines from the reactor to power Wright Town.

## B17: Fond Du Lac Dam

See page 91.

## B18: Agate

Landmark

**Population:** 89

**Salvage Value:** 2

**Buildings:** Houses

**Tech Levels:** production 3, maintenance 4

Agate is a small fishing community built on Agate Bay, near the ruins of what was once Two Harbors, MN. The people there are almost all fisher folk, who trade their excess catches with Wright Town for any other supplies they need.

### Important NPCs

**"Crusty" Pete Beargrease:** The oldest fisherman in Agate is a man named "Crusty" Pete. He's happy to share his wisdom or spin a tale, but he doesn't pity fools, and speaks his mind plainly. Crusty Pete retired from actively fishing eight years ago when Old Bart, a massive mutated turtle, bit off the lower half of his leg. He now helps support the younger fishers with other activities like mending nets and cleaning fish.

Pete is a man in his mid-fifties with white hair and a bushy beard. He walks thanks to a cane and a custom made peg leg that uses an old piece of PVC pipe as its core

Pete uses the stats of an Axe Tribe member (page 93), but with Profession (sailor) instead of Craft (carpentry).

## B19: Madeline

Landmark

**Population:** 227 (fisher folk)

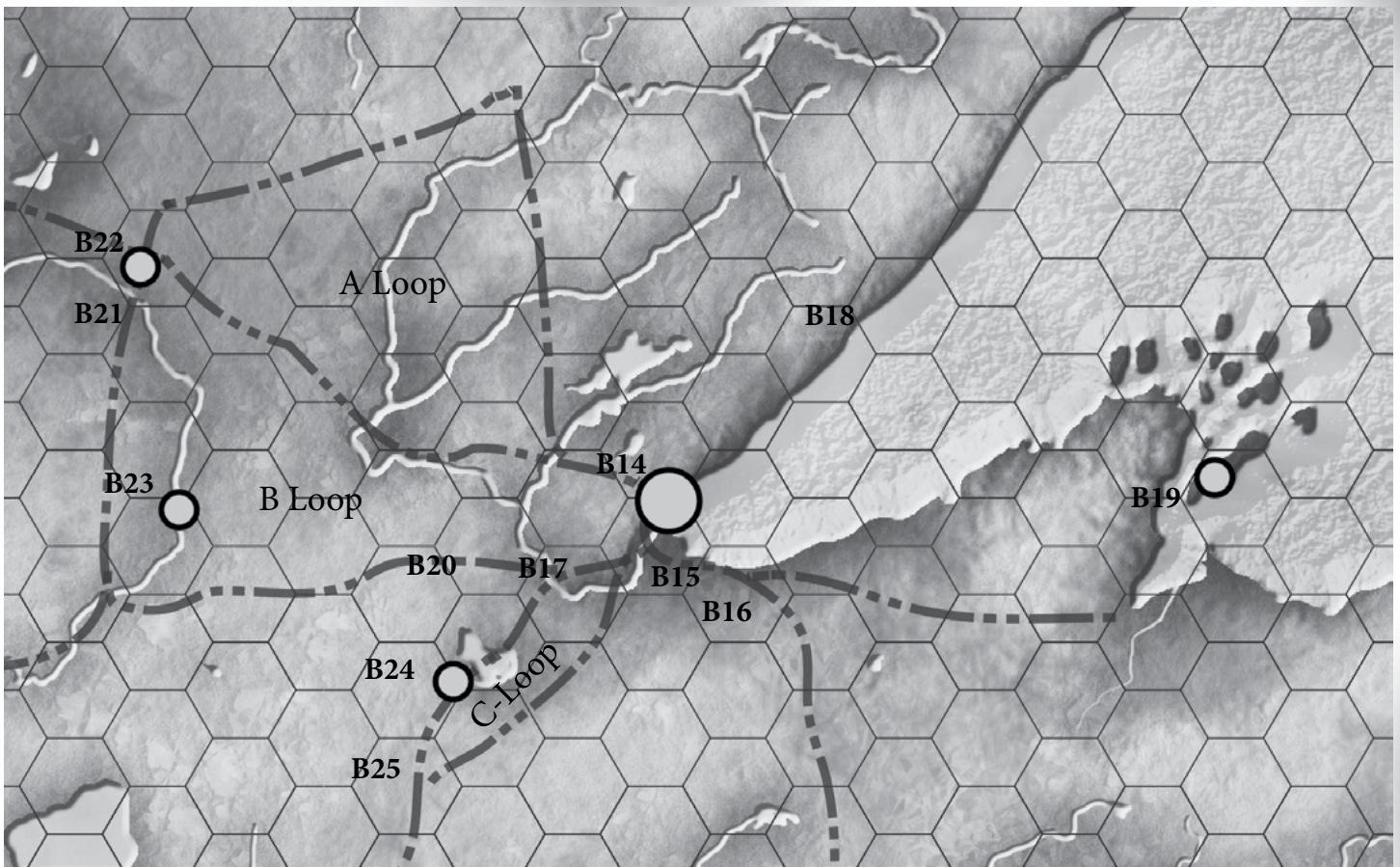
**Salvage Value:** 2

**Buildings:** Houses (2)

**Tech Levels:** production 3, maintenance 4

The city of Madeline was built on the island of the same name on the southern shore of Lake Superior. Most of the inhabitants are descended from those who lived there before the Great War and those who fled there immediately afterward. Separated from the mainland by two miles of water, the people of Madeline remained isolated from the rest of the world and safe from outside dangers. The people of Madeline subsist primarily by fishing the waters near the island, which they supplement with small gardens.

Their first contact with the wider world beyond came from a young Sally Wright who was exploring the southern coast of Lake Superior by water. Sally met with the important members



of the community and negotiated a trade route with the people of Madeline.

More recently, dangerous outsiders have discovered Madeline. A major raid by pirates recently killed several townsfolk, and they stole and destroyed a lot of property.

### **Important NPCs**

**Paula:** Paula grew up in Madeline, and her parents taught her everything they could about boats. She spent some time fishing, but soon realized she could serve the community best by maintaining and repairing all of the boats the fisher folk use. She's done such a good job keeping boats afloat, people assume she knows a lot about everything else and frequently ask her opinion on other subjects, a fact she's not entirely comfortable with.

Paula is a woman in her mid-thirties with pale skin and red hair. She has a minor mutation giving her green eyes cat-like slit pupils.

Paula uses the stats of an Axe Tribe member, but has Craft (boatwright) instead of Craft (carpentry).

**Jazz:** Jazz has traveled a lot in his life. He was born in the Kingdom of Geneva, and trained to be a knight. After his training was completed, Sir Arthur Flores assigned him to explore the world north and east of Geneva, to learn about the land, and spread the message of the Knights of Geneva. When he left, Jazz was full of noble ideas, but as he saw more of the world he became increasingly bitter and jaded. Jazz stopped caring about his mission, but he still felt bound by a sense of honor that made

him always keep his word, never lie, and show respect to his superiors. He also believes in the concept of a "life debt," that when somebody saves your life, you must serve them until you save theirs.

Jazz himself became the victim of a life debt when a psychic named Bean saved Jazz from a pack of mutants. Jazz offered to pay off the debt with valuable items, but Bean refused, so Jazz felt compelled to follow the scrapper looking for a chance to save his life.

The chance came when pirates attacked the ship carrying Jazz, Bean, and several of their companions. The pirates sank the companions' boat, and Bean went under water. Jazz grabbed Bean and swam him to shore, preventing Bean from drowning.

His life debt paid, Jazz left Bean and his other companions. He told them he was heading back west, and if they didn't want to come with him that was their problem. He walked along the shore of Lake Superior until he came to Madeline, and swam across the lake to the island.

Jazz is a gruff man who is condescending to those around him, but deep inside a small part of him still holds onto his spirit of heroism. Many of the people of Madeline still distrust Jazz, even though he helped them defend the town against the recent pirate attack, (demanding payment from those he saved didn't do much to endear him either).

Jazz is a freak with nearly-black skin and amber eyes. He is tall, muscular, and lithe.

**XP 600**

Male freak samurai 3

LN Medium humanoid (freak)

**Init** +5; **Senses** Perception +1

DEFENSE

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex +1 natural)**hp** 30 (3d10+9)**Fort** +5, **Ref** +2, **Will** +2; +20 vs. Radiation, +4 vs. disease and poison**Defensive Abilities** resolve (2/day), self-reliant, extreme radiation resistance, healthy, thick-skinned

OFFENSE

**Speed** 30 ft.**Melee** masterwork katana +8 (1d8+4/18-20/x2)**Special Attacks** ronin's challenge +3 (1/day)

STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Combat Reflexes (2 AoO/round), Improved Initiative, Weapon Focus (katana)**Skills** Climb +7, Handle Animal +5, Sense Motive +7, Stealth +2, Survival +7.**Languages** English**SQ** animal companion link, orders (ronin), weapon expertise (katana)**Gear** chain shirt, masterwork katana**B20: Thomson Dam**

See page 91.

**B21: Rapid Town****Landmark****Population:** 28 (after introductory adventure) (farmers, scrappers)**Salvage Value:** 2**Ruined Building:** Hydroelectric Dam**Tech Levels:** production 3, maintenance 4

Rapid Town is a small farming community formed in the wake of the Great War. It primarily grows potatoes, which they trade to Wright Town both in the food state, and after being converted to vodka. Many people also supplement their diets and livelihoods through hunting, gathering, and scrapping the ruins of Grand Rapids.

At least that was Rapid Town before Mr. Fix-It and his slavers stumbled into town. They murdered a third of the population and looted much of the property. What exactly happens to Rapid Town after the Mr. Fix-It's attack largely depends on the heroes. It might become their base of operations, the population might relocate to a new home, or it might struggle to go on where it is without the heroes.

**The Old Schoolhouse:** The people of Rapid Town still call this old brick building the Old Schoolhouse, even though it hasn't been used as a school since at least fifty years before the Great

War. When Jamiah started gathering farmers to meet, she chose the Old Schoolhouse as a central location based on the relatively good condition of the building.

Since Mr. Fix-It used the schoolhouse as his base, many who were imprisoned there now avoid the building because of the painful memories it holds.

**The Dam:** A hydroelectric dam crosses the Mississippi River as it passes through Rapid Town. Though the overall structure has remained well intact, much of the internal electronics and other components have degraded with time. The dam isn't useable in its current state, but with some time and effort, could provide electricity for the people of Rapid Town.

**Important NPCs**

**Jamiah Smith:** Jamiah Smith grew up a farm girl. She learned from an early age how to sow a field, milk the goats, and feed the chickens. She led a simple life, married a man from a nearby farm, kept both farms alive, and raised a family.

After some trouble with bandits and mutant monsters, Jamiah gathered the local farmers together for mutual protection. She held regular meetings so they could share information, voice grievances, and trade supplies. Though she never asked for it, the rest of the community turned to her and her husband for leadership.

Jamiah led a pretty good life until Mr. Fix-It and his gang came to town.

Now Jamiah is scarred. She mourns the death of her husband and the loss of her security and stability. For now she is channeling that energy into rebuilding Rapid Town, but the nightmares that keep her awake at night are slowly pushing her towards depression.

Jamiah is a dark-skinned woman in her late thirties. She keeps her black hair short. Her muscles are well-toned from farming her crops.

Jamiah is a farmer (page 113).

**Twilight:** Twilight's mother died in childbirth, and her father raised her. They lived by finding things in the ruins of Grand Rapids and trading them to farmers for food, or occasionally to the Wright family, when they needed something they couldn't find. As Twilight entered her teens, she dreamed of exploring the world beyond Rapid Town, and sought out Wright Town traders and members of the Axe Tribe who sometimes came downriver.

Then one day her father disappeared. He just left in the morning to go out scrapping, and never came back. Twilight searched everywhere she could think of, but never found a trace of him. She's not sure if he died or abandoned her, and isn't sure which would be worse. Since then she has been cautious, but the idea of the big find still secretly burns within her.

Twilight is a freak in her mid-teens. She has slate-gray skin and orange eyes.

Twilight is a scrapper (page 109) with a freak's racial abilities, but without the Climb skill or Alertness feat.

**Farmers:** Farmers grow crops and raise animals. These stats can be used to represent any similar people throughout Broken Earth.



**Farmer****CR 1/2****XP 200**Human commoner 1/expert 1  
N Medium humanoid (human)**Init** +0; **Senses** Perception +1**DEFENSE****AC** 10, touch 10, flat-footed 10**hp** 10 (2 HD, 1d6+1d8+2)**Fort** +1, **Ref** +0, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** club +0 (1d6) or sickle +0 (1d6)**Ranged** sling -1 (1d4)**STATISTICS****Str** 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9**Base Atk** +0; **CMB** +0; **CMD** 10**Feats** Animal Affinity, Skill Focus (Profession [farmer])**Skills** Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7**Languages** English**Gear** club, sickle, sling with 10 stones**B22: Prairie River Dam**

See page 91.

**B23: Sand Town****Landmark****Population:** 287**Salvage Value:** 2**Buildings:** Houses (3), Trade Shop**Tech Levels:** production 3, maintenance 4

Sand Town is a small village on the banks of Big Sandy Lake. Most people in the town sustain themselves primarily by fishing and harvesting wild rice (supplemented by other farming, hunting, and gathering).

The thing most people know Sand Town for, however, is its glassware. A glassblower named Aria has lived in the village her whole life, and was taught how to blow glass by her father. The glass vessels are extremely popular throughout the region and allow Aria to live a comfortable life. Though Aria has no children of her own, she has taken on an apprentice named Loma, who seems like she will carry on the glassblowing tradition.

**Important NPCs**

**Aria:** The old glassblower has lived in Sand Town her whole life. She learned the trade from her father, who helped found the village. Despite the local renown she has earned for her artistry, she remains humble and considers herself to be just a simple tradesperson.

Aria is a fair-skinned woman in her mid-fifties. Her curly hair has gone gray.

Aria uses the stats of a farmer (page 113) with Craft (glassblowing) instead of Profession (farmer).

**Loma:** Loma is Aria's apprentice and she is taking to the craft quite quickly. She grew up in Sand Town. Initially she just went

to Aria to help with housework, but when Aria noticed Loma's intelligence and artistic talent, she started teaching the girl the art of glassblowing.

Loma is in her late teens. She has chestnut skin, brown eyes, and straight black hair.

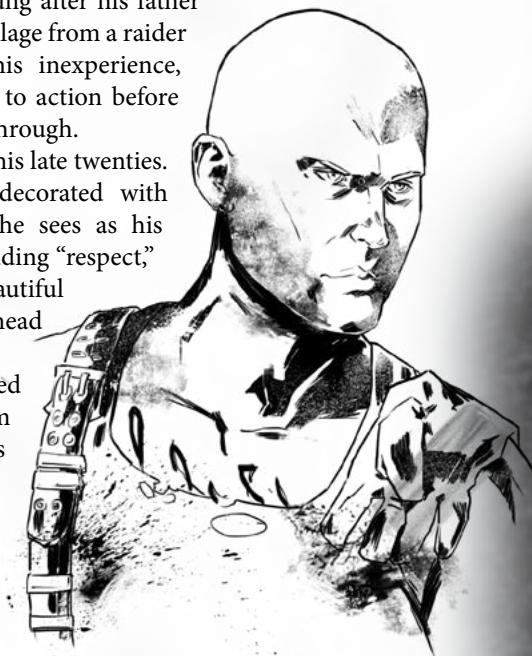
Loma uses the stats of a farmer with Craft (glassblowing) instead of Profession (farmer).

**Sheriff A. C. Boyd:** Sand Town only has one elected official, who is given the title of sheriff, though the position of sheriff also does most of the work a mayor would do. A.C. Boyd is the current sheriff, as was his father before him.

A.C. is an honest and hardworking man who does his best to protect the people of Sand Town. He took on the role relatively young after his father died protecting the village from a raider attack. Because of his inexperience, he sometimes rushes to action before thinking everything through.

A.C. is a man in his late twenties. He has fair skin decorated with several tattoos that he sees as his words to live by, including "respect," "loyalty," and "beautiful chaos." He keeps his head clean shaven.

A.C. also learned about machinery from his father, and has made sure to keep the family's float plane in good condition, despite not having any fuel.

**A.C. Boyd****CR 4****XP 1,200**Male human scrapper (rogue) 3/spell-less ranger 2 (*New Paths: The Expanded Spell-Less Ranger*)

LG Medium humanoid (human)

**Init** +7; **Senses** Perception +8**DEFENSE****AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)**hp** 33 (2d10+3d8+5)**Fort** +5, **Ref** +9 (+1 bonus vs. traps), **Will** +1**Defensive Abilities** evasion, trap sense**OFFENSE****Speed** 30 ft.**Melee** dagger +6 (1d4+2/19-20/x2)**Ranged** +1 mastercraft heavy crossbow +8 (1d10+1/19-20)**Special Attacks** favored enemy (humans) +2, sneak attack +2d6, stealth attack +1d6**STATISTICS****Str** 14, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 12**Base Atk** +4; **CMB** +6; **CMD** 19**Feats** Deadly Aim, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow)**Skills** Craft (mechanical) +8, Diplomacy +9, Disable Device +12, Intimidate +8, Knowledge (technology) +5, Pilot +8, Perception +8 (+9 to locate traps), Sense Motive +8, Survival +8 (+9 to track)

## Languages English

**SQ** combat styles (crossbow), rogue talents (trap spotter), track, trapfinding +1, wild empathy

**Gear** leather armor, +1 mastercraft heavy crossbow, dagger, binoculars, tool kit, professional walkie-talkie.

### SPECIAL ABILITIES

**Stealth Attack (Ex)** A.C. Boyd deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.

## B24: Moose Town

### Landmark

**Population:** 144 (farmers, herdsman)

**Salvage Value:** 2

**Buildings:** Houses (2), Watch Tower

**Tech Levels:** production 3, maintenance 4

Moose Town is small town that subsists by farming and raising alpacas for their wool. It trades with Wright Town for anything it cannot grow or salvage. Though its name is older, they have adopted a bull moose name Teddy who they help protect and feed during the winter.

Among the Wright Town trading circuit, Moose Town is the furthest south and is the closest actual settlement to raider country (not including the Fort, page 108). Thus it periodically falls victim to attack, and the citizens are better armed and more paranoid than many other settlements in the north.

### Important NPCs

**Bloody Tom:** Bloody Tom grew up a child soldier in one of the raider groups living south of Moose Town. The life of a raider was all he knew, but as he became an adult, he began to realize there could be another way. He rebelled against the raiders he was working with and decided to help protect the towns he once raided. He settled in Moose Town, much to the consternation of many residents.

Even after ten years, many people still don't trust Bloody Tom, but he continues to prove himself with every attack.

Bloody Tom is a small, lithe man with olive skin. He has black hair and a scraggly black beard. His left hand was injured in a raider attack and he was forced to have it amputated. He uses a makeshift hook as a replacement.

Bloody Tom uses the stats of a raider (page 120).

## B25: The Fort

### Standard

**Population:** 18 (rotating from Wright Town)

**Salvage Value:** 1

**Buildings:** Watch Tower

For many years the Wright Trading Company was troubled by raiders who lived south of Wright Town. They occasionally sent large groups of guards to hunt down and eliminate these raiders, but they never stamped out the raiders completely.

Wright Town's current attempt to stop the raiders is a small base south of Wright Town. From here, a contingent of guards keeps an eye on the roads and patrol the area around the Fort. The Fort is little more than a single concrete and metal building reclaimed from before the war, a water tower used as a lookout post, and a small palisade made from nearby trees and scrap.

The Fort has a compliment of a half-dozen guards and twice as many militia at any point in time. They are rotated back to Wright Town every three months.

The Fort has succeeded in preventing or at least delaying several raider attacks, but it's not a perfect solution and raiders still slip past the to attack caravans and settlements north of the Fort.

## Adventure Hooks

These are some of the stories that might emerge in the area in and around Wright Town.

## War with the Wrights

**Where:** Everywhere

**When:** When the heroes somehow provoke the Wright family

Should the heroes provoke the Wright family, the family responds with swift vengeance. The exact strategy depends a lot on the heroes' community and how they act. However one strategy Jed Wright favors is starting to attack a weak asset the heroes control in the hopes of drawing the bulk of their forces away from the community. Then a Wright force will strike at the heart of the group's community in a swift, decapitating strike.

The heroes might be able to negotiate surrenders with some members of the Wright family and many of their subordinates, but Jed Wright is a stubborn man who will not surrender. For the PCs to win the war completely, they need to take on Jed directly and capture, or more likely, kill him.

**Forces:** The Wright Trading Company can raise roughly 400 troops to fight. Initially these are divided into three forces, the decoy force with 100 troops, the main force with 200, and a reserve force of 10 left to guard Wright Town. Most of these are regular citizens conscripted into battle, but a few are veteran guards who have experience fighting mutants and bandits.

### Wright Town Army (Large)

XP 400

N Large army of humans (warrior 1)

**hp** 11; **ACR** 1

**DV** 12; **OM** +2; ranged

**Resources** ranged weapons

**Speed** 1; **Consumption** 1

### Wright Town Army (Medium)

XP 135

N Medium army of humans (warrior 1)

**hp** 2; **ACR** 1/3

**DV** 10; **OM** +0; ranged

**Resources** ranged weapons

**Speed** 1; **Consumption** 1

## Pirate Troubles

**Where:** Agate, Wright Town, or Madeline

**When:** After the heroes have visited at least two of the communities listed above

A band of pirates arrived at Isle Royale several months before the start of the adventure and rechristened it New Tortuga (see page 94). The pirates now terrorize the coastal communities of Lake Superior, including Agate, Wright Town, and Madeline. Naturally the towns want to strike back and try to recruit the heroes to their cause. Wright Town can offer the greatest reward, promising them 2,000 worth of Trade if they succeed. The fisher folk of Agate and Madeline offer the heroes five hundred pounds of dried fish (7 Food).

The heroes might talk to survivors of the pirate attacks, including Jazz if they visit Madeline. These survivors describe the pirates as fierce-looking men with exotic clothing styles. They were armed with both pistols and swords, though they seemed to rely more on the swords. If they talk to Jazz (page 106), the heroes can also learn about the pirate attack on his ship as it was heading away from Wright Town.

Nobody in any of the towns knows exactly where the pirates came from, though they all describe the ships as fleeing towards the northwest after the attacks. If the group happen to witness an attack, they might follow the ships back to port, though the pirates probably stop and attack whoever they think is following them. Otherwise the heroes will have to search the area around Lake Superior until they discover the settlement on Isle Royale.

The pirates watch the water fairly closely, and quickly launch boats if they see ships near the port. They play less attention to the land nearby, so if the heroes dock elsewhere on the island, they might be able to sneak into the port by night.

There are 28 pirates on the island. Though during spring through fall, there's a 20% chance 3d6 are off raiding at any given time. These raiding trips usually last 2d4 days.

If the heroes recruit a large number of allies to attack the port, run the battle using the Mass Combat rules in the core rulebook. If the battle takes place on the water, the pirates gain two extra tokens to represent their superior experience on the water.

**Pirates (27):** See page 100.

**Captain Blood Eye:** See page 98.

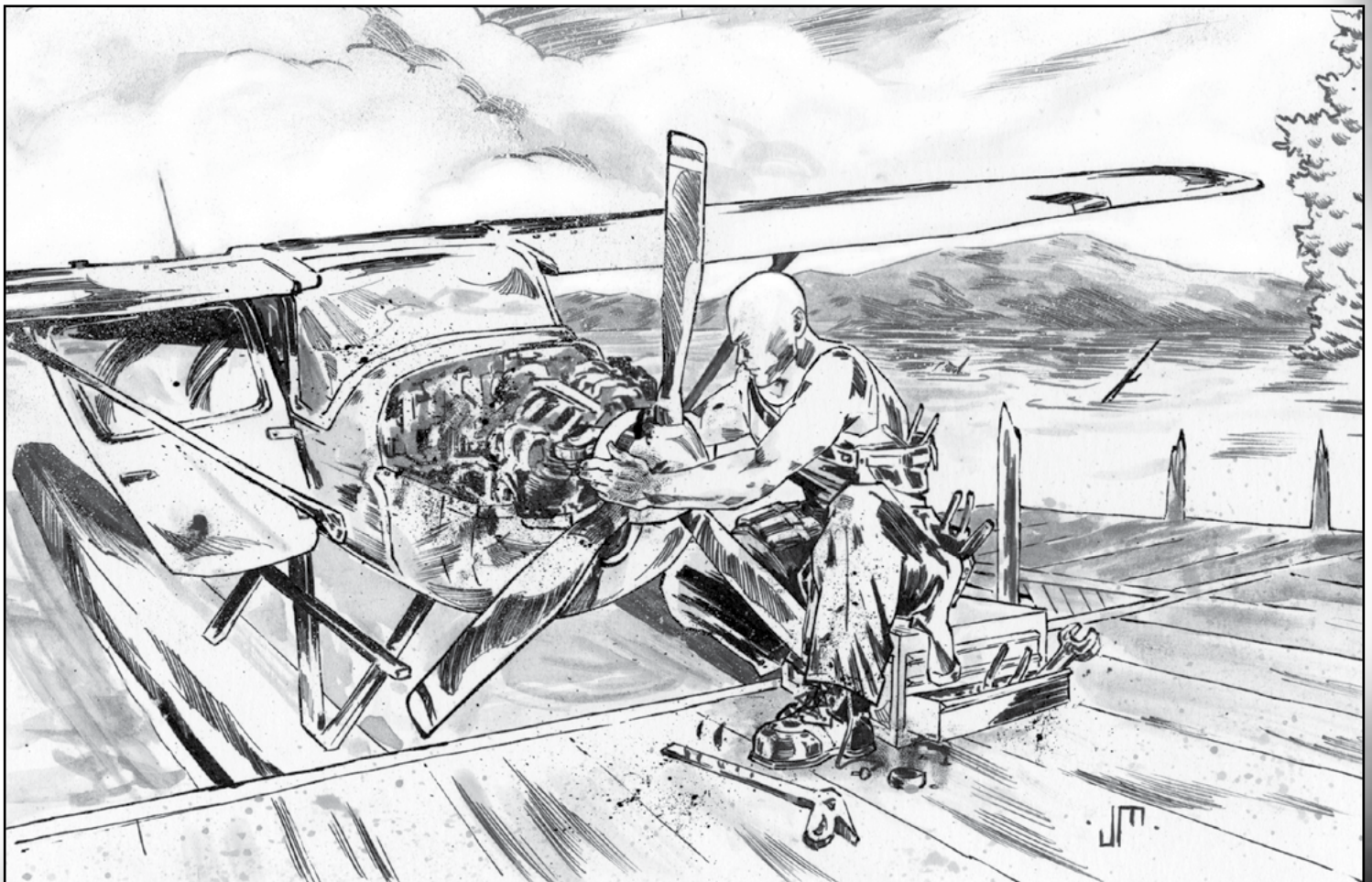
## The Plane

**Where:** Sand Town

**When:** Any time

A.C. Boyd takes care of an ancient single-engine float plane, just as his father did before him, and his father before him. According to family tales, when the War struck, A.C.'s great-grandfather flew the plane "all the way from Ninilchik, Alaska." Very few people in Sand Town know where Alaska is, let alone Ninilchik, but they are certain it's very far.

A.C. hopes to one day return the plane to the sky. He's convinced that he's kept the plane in good enough shape that it should be doable. He's even read all the flight manuals his great-grandfather brought with him, so he's pretty sure he could fly it. The only problem is fuel, since aviation fuel hasn't been produced



in generations. A.C. has looked into purchasing some gasoline from the Wright's, but even a single trip would cost more than he can afford, and he's not even sure the fuel they have will work for the plane.

**Fuel:** One of the best bets for finding fuel for the plane is the biodiesel produced by the Green Empire. The heroes can find a supply of this both at Rapid Town and at Bella's fort, and can find much more if they venture to the empire itself.

However, the plane's current engine is not meant to take diesel fuel. To do so it will need to be heavily modified and rebuilt, requiring a DC 20 Craft (mechanical) check, forty hours of work, and access to at least one diesel engine. If successful, the float plane functions as a single-engine float plane (see page 42).

**Electricity:** The second option is to convert the plane to run off of an electric motor. This is even more difficult, and requires high tech materials, most likely salvaged from a robot housed at a Phoenix station. In addition to the materials, converting the plane requires a DC 25 Craft (electronics) check and sixty hours of work.

The electric powered plane has a shorter range than a diesel plane and can only go twelve hexes before needing to recharge.

## The Roach King's Dam

**Where:** One of the hydroelectric power stations described on page 88.

**When:** Any time

There are several dams near the group's starting location that they might seek to rehabilitate or to scrounge for supplies. While this encounter most likely occurs at the Prairie River Dam, it may be run at any dam the heroes investigate.

The turbines of this dam no longer spin and water is pouring over the spillway, but the concrete structure still stands. New residents have taken advantage of the strong walls, and now make the dam their home. A freak born with the psionic abilities to communicate with and control insects has declared himself the Roach King. He considers the dam and land around it to be his kingdom, and he has dozens of giant cockroaches, and thousands of mundane ones, acting as his subjects. The Roach King is slightly mad and extremely paranoid. He views anybody who enters this dam as potential usurpers.

## The Guards

Giant cockroaches are not well suited for organized patrols, but simply having enough roaches coming and going from the dam is enough to serve as deterrent. A swarm of the roaches are constantly milling about the dam, and when the PCs approach they attack.

**Mega Roach (2):** See page 159

**Giant Roach (12):** See page 159

## Entrance

The entrance to the dam contains administrative offices, equipment rooms, and safety gear. From the entrance the heroes must go down a flight of stairs or climb down an elevator shaft to reach the heart of the dam.

**Scrap:** Characters who search the area can find enough tools to put together a toolkit, a dozen hard hats, and 4d6 tp worth of miscellaneous scrap.

## The Roach King's Throne Room

In the heart of the dam, a dozen turbines lie still. Back among them sits the Roach King on a throne of rags, and he is attended by his court of roaches. He sits in total darkness, relying on touch, hearing, and smell to navigate.

When the heroes enter the massive turbine chamber, the Roach King speaks from the darkness. He rages against them for their insults to his kingdom. He demands they leave immediately or feel his wrath. If heroes proceed any further into the room, he orders his roaches to attack. He summons a host of small roaches to shield him from harm, and then unleashes a psychic assault on the group.

**Roach King.**

**Mega Roach (3):** See page 159.

**Giant Roach (12):** See page 159.

Roach King	CR 2
<b>XP 600</b>	
Male freak psion 3 ( <i>Psionics Unleashed</i> )	
NG Medium humanoid (freak)	
<b>Init</b> +1; <b>Senses</b> Perception +4	
<b>DEFENSE</b>	
<b>AC</b> 12, touch 12, flat-footed 11 (+1 Dex +1 natural)	
<b>hp</b> 21 (3d6+6)	
<b>Fort</b> +5, <b>Ref</b> +2, <b>Will</b> +4; +20 vs. radiation, +4 vs. disease and poison	
<b>Defensive Abilities</b> extreme radiation resistance, healthy, thick-skinned	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> quarterstaff +1 (1d6)	
<b>Psion Powers Known</b> (ML 2nd; concentration +6; 15 power points)	
2nd (3 points)— <i>compelling voice</i> (DC 15), <i>read thoughts</i> (DC 15),	
1st (1 point)— <i>attraction</i> (DC 14), <i>call to mind</i> , <i>empathic connection</i> (DC 14), <i>inertial armor</i> , <i>unearthly terror</i> (DC 14)	
Talents— <i>detect psionics</i> , <i>mind thrust</i> (DC 13, 1d6), <i>telepathic lash</i> (DC 13), <i>force screen</i>	
For more information on psionics, see page 175.	
<b>STATISTICS</b>	
<b>Str</b> 10, <b>Dex</b> 12, <b>Con</b> 14, <b>Int</b> 17, <b>Wis</b> 13, <b>Cha</b> 8	
<b>Base Atk</b> +1; <b>CMB</b> +1; <b>CMD</b> 12	
<b>Feat</b> Combat Manifestation, Great Fortitude, Vermin Lord	
<b>Skills</b> Handle Animals +2, Intimidate +2, Knowledge (nature) +9, Knowledge (psionics) +9, Perception +4, Sense Motive +7, Survival +4	
<b>Languages</b> English	
<b>SQ</b> discipline (telepathy), mental intrusion	
<b>Gear</b> quarterstaff, dirty rags.	

**Scrap:** There is much that can be salvaged from the generators and turbines in the Roach King's dam. Once the site is cleared the heroes can scrounge up to BP from the dam as described on page 91.

## Bounty

**Where:** Moose Town, Wright Town

**When:** Any time

The people of Moose Town and the neighboring farms have been hit hard by raiders many times over the years. Recently, they have especially lived in fear of a band of raiders led by a man called Reaper. They want to see Reaper dead, and they're looking for just about anybody brave (or fool hardy) enough to do it.

The people of Moose Town offer a reward including several bolts of cloth, bushels of potatoes, and a shotgun with 24 shotgun shells.

Once they've accepted the mission, tracking down Reaper will not be easy, as nobody outside of raider country knows where he is.

**Raider Attack:** As they travel through raider country, the heroes doubtlessly encounter a band of raiders. These raiders almost certainly recognize the heroes as outsiders and attack them on sight.

**Raiders (8):** See page 120.

**Questioning the attackers:** If the group capture any of the raiders alive, they might be able to find out a little bit about Reaper. With a successful DC 24 Diplomacy or DC 11 Intimidate check, a captured raider gives the heroes the rough location of the City of Bones

**City of Bones:** Reaper and his gang operate out of a base called the City of Bones (page 120). If the heroes find the city, there is only a 50% chance Reaper and his band are there, unless it's winter, in which case they are certainly there. If the band is away, they come back in 2d10 days (these dice can Ace).

If the group chooses to go out looking for the band they can attempt a DC 20 Survival check each hex they travel through to locate signs of the raiders.

**Raiders (16):** See page 120.

**Reaper:** See page 119.

## Turtle Soup

**Where:** Agate or Wright Town, and the surrounding area

**When:** Any time

Crackers are a species mutated from snapping turtles that are hazardous to water travel everywhere. On popular shipping lanes they are hunted to keep them from posing much risk. Most crackers grow to be over eight feet long and weigh nine hundred pounds, but they never stop growing, and an ancient cracker can get truly massive.

That is how the legendary Old Bart came to be. He is a massive mutant turtle who stretches nearly 20 feet long. In his old age Bart goes through cycles of inactivity, often lying dormant at the bottom of Lake Superior for weeks or months. When active, he ranges up and down the coast of Lake Superior, though he always stays close to shore.

Because of this, every few years Bart interferes with the fisher folk living at Agate or Wright Town, or the trade route that runs between them. Normally the boaters just try to steer clear of him, but lately they have had some extra trouble. He's taken out three ships and killed two sailors. Now the authorities in both Wright Town and Agate are looking for somebody to get rid of him. They offer 1,000 worth of Trade to anybody who can eliminate the beast.

The first trick is finding Old Bart. A DC 15 Knowledge (nature) check allows a character to know that crackers prefer to live in shallow water, as does a DC 20 Survival check. The heroes can also get the locations of the previous attacks, which are all off the coast of Lake Superior between Wright Town and Agate.

Tracking Old Bart is almost impossible given he travels through water. Characters would need to search underwater themselves, and even then they need to pass a DC 30 Survival check to track Old Bart. It is probably easiest for the heroes to simply take a boat out on the water in hopes of getting attacked. For every day they spend close to the Lake Superior coast between Wright Town and Agate, there is a 10% chance Old Bart attacks.

Old Bart starts by attempting to sink their boat, attacking the hull from underneath (which also makes him difficult to attack). Once the boat sinks, he looks for tasty treats sinking in the water and tries to crush one in his beak.

Old Bart is looking for a snack, not an all-out war. If he is reduced to 40 hp or less, he attempts to swim away. Similarly if he incapacitates a hero, he tries to swim away with the character in his mouth.

### Old Bart

CR 7

XP 3,200

N Huge animal

**Init** -3; **Senses** low-light vision; Perception +11

DEFENSE

**AC** 24, touch 4, flat-footed 24 (-4 Dex, +20 natural -2 size)

**hp** 135 (10d8+90)

**Fort** +17, **Ref** +3, **Will** +6

OFFENSE

**Speed** 10 ft.; swim 30 ft.

**Melee** bite +16 (2d6 + 13/x3 plus grab)

**Special Attacks** bone breaker, capsizes, grab (Medium)

**Space** 15 ft.; **Reach** 15 ft.

STATISTICS

**Str** 28, **Dex** 3, **Con** 26, **Int** 2, **Wis** 16, **Cha** 5

**Base Atk** +7; **CMB** +18 (+20 to sunder, +24 to grapple); **CMD** 26

**Feats** Great Fortitude, Improved Great Fortitude, Improved Sunder, Power Attack, Toughness

**Skills** Swim +19, Perception +11; **Racial modifiers** Swim +8

**SQ:** hold breath

SPECIAL ABILITIES

**Capsize (Ex)** Old Bart can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than Huge, Old Bart takes a cumulative -10 penalty on this CMB check.

**Bone Breaker (Ex)** After Old Bart has grabbed an opponent, if it makes a subsequent grapple check to damage the target, the target must also make a DC 23 Fortitude save or suffer 1d8 Dexterity damage. The save DC is Constitution-based.

**Hold Breath (Ex)** Old Bart can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Grab (Ex)** When Old Bart hits a Huge or Small creature with its bite attack, it can attempt to start a grapple as a free action.

# The Forsaken Lands

“The Forsaken Lands” is the bleak name the people of Wright Town and the surrounding communities gave to the lands south of them. Although the area is sparsely inhabited, there are several noteworthy settlements.

## C26: A Town of Webs

**Landmark**

**Population:** 0

**Salvage Value:** 2

A host of spiders have taken over the ruins of what was once Aitkin, MN. These arachnids crawl throughout the empty buildings and spin webs to catch giant insects, birds, mammals, and even humans.

Heroes who spend enough time wandering the overgrown streets will inevitably encounter a band of spiders consisting of 2d6 giant spiders (see *Pathfinder Roleplaying Game Bestiary*) and 1d6 great spiders (page 159).

During the winter months the spiders become sluggish. Heroes encounter only half the normal number of spiders, and the spiders suffer a -2 penalty to attack rolls.

## C27: The Spider Eaters

**Hidden:** DC 20 Perception or Survival, but see **Friends in the Webs**

**Population:** 8 (spider hunters)

**Salvage Value:** 1

**Tech Levels:** production 2, maintenance 3

Most people stay well away from the giant spiders like those living in the remains of Aitkin. A small band, however, see the spiders as a resource, and hunt them and steal their eggs for food and materials. They typically slip into the ruins, two or three at a time, and isolate a lone spider or find an unguarded egg sack, then bring it back to camp.

Normally the spider eaters are wary of outsiders, and hide from approaching groups. However, should the spider eaters need help, such as in the **Friends in the Webs** adventure (see page 120), they might seek help.

There are a total of eight people among the spider eaters: Barry, Sheila, Skip, Alejandro, Gorp, Belle, Penny, and Big Nancy. All are human, except Gorp, who is a freak. Belle is currently pregnant with Barry’s baby, but there are currently no children

among them. If befriended they are loyal allies who can trade for chitex armor or spider-silk ropes, and might even join the heroes’ community.

### Spider Eater CR 1

**XP 400**

Human spell-less ranger 2 (*New Paths: The Expanded Spell-Less Ranger*)

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +7

**DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

**hp** 19 (2d10+4)

**Fort** +4, **Ref** +6, **Will** +2

**OFFENSE**

**Speed** 30 ft.

**Melee** spear +3 (1d8+1/x3)

**Ranged** longbow +5 (1d8/x3)

**Special Attacks** favored enemy (vermin +2), poison, stealth attack +1d6

**STATISTICS**

**Str** 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Point Blank Shot, Precise Shot, Rapid Shot

### Spider Gear

The spider eaters can unlock some new options for equipment. Even with the spider eaters, superior chitex armor is not available unless the characters obtain the body of a particularly large giant insect or arachnid (such as the Mother of All Spiders).

#### Adventuring Gear

Item	Cost	Weight
Spider-silk Rope (50 ft.)	50 tp	2
Spider Venom	120 tp	1/2

#### Medium Spider Venom

**Type** poison, injury; **Save** Fortitude DC 14

**Frequency** 1/round for 4 rounds

**Effect** 1d2 Str damage; Cure 1 save

<b>Armor</b>					
Type	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Weight
<i>Light Armor</i>					
Chitex Armor	2,000 tp	+5	+5	-2	4
<i>Medium Armor</i>					
Superior Chitex Armor	8,000 tp	+8	+2	-4	8

**Skills** Bluff -1 (+1 vs. vermin), Climb +5, Escape Artist +2, Handle Animal +4, Heal +7, Knowledge (nature) +5 (+7 vs. vermin), Perception +7 (+9 vs. vermin), Sense Motive +2 (+4 vs. vermin), Stealth +7, Survival +7 (+9 vs. vermin, +8 to track)

**Languages** English

**SQ** combat style (archery), track, wild empathy

**Combat Gear** 3 doses of giant spider poison; **Other Gear** chitex armor, longbow, spear

**SPECIAL ABILITIES**

**Stealth Attack (Ex)** A spider eater deals +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when he is in favored terrain.

**Poison (Ex)** Weapon—*injury*; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

## C28: Palbun's Land

**Standard**

**Population:** 0 (see text)

**Salvage Value:** 2; max 12

Before the War there was a small amusement park called Paul Bunyan Land several miles outside of Brainerd, MN. It has decayed and grown over with trees, but is still recognizable.

If Eagle Eye remained with the heroes, then this site is abandoned, but if she sought revenge on her own (page 78), she uses this location as a base camp from which to lead raids against Bella's forces at Camp Ripley. While she moves around a lot, there is a 20% chance of her being here any particular night. Even if she isn't here, the heroes can find traces of her camp with a DC 15 Perception or Survival check.

Members of the Axe Tribe did not know of this area previously, but upon finding it, regard it as a holy site. If heroes settle a town here and have members of the Axe Tribe among them, increase Loyalty by +2.

## C29: Slaver's Fort

See page 75.

## Raiders

The area between what was once Minneapolis and Hinckley, Minnesota, is considered raider territory, and shunned by most civilized people. Though few truly know just how many raiders are out there, most suspect it can only be two or three dozen. The truth is there are nearly a hundred raiders in the area, but many of them only go raiding when times are tough, and instead sustain themselves through hunting and gathering.

The raiders have some iron workers among them who have salvaged pre-war scrap and forged it into weapons, but their greatest asset is their horses. The raiders are skilled riders and use their mounts to outpace their foes, either to run them down, or to escape them. They frequently adorn themselves and their mounts with fearsome masks or the bones of the dead.

The raiders travel in small groups ranging from four to twenty people, and it's not uncommon for the raiders to come into conflict with each other, both within and between groups. They recognize strength and follow a strong leader, but they're

also quick to turn on such a leader at the first sign of weakness. Currently the most powerful leader of raiders is a man call Reaper.

**Reaper:** Reaper was not always a raider. He wasn't always named Reaper either, but he refuses to say his given name. He grew up on a farm south of Moose Town, and hated the farming life. He imagined a range of excuses to leave the farm behind, but he didn't imagine how he would finally leave.

The boy who would be Reaper returned home one day after working alone in the fields and saw his home aflame and heard his sister screaming. A band of six men were taking what little Reaper's family had and loading it onto their horses. One man notched an arrow and pointed it at Reaper, but the boy surprised himself by saying, "Take me with you."

So they did. And these raiders taught the boy many cruel lessons. He learned that, like how you shouldn't over-hunt game lest it grow scarce, raiders shouldn't take too much from human communities lest they die off. You should let them recover so you can return to raid them again. He learned how to fight, how to ride, how to smith weapons, and most of all, how to induce fear. When he had learned enough, he killed the leader of his band and took it as his own. Since then many have challenged his leadership, but no challenger has survived.

Reaper is a cruel man who believes the best way to survive is for others to fear you. He maintains control of his underlings through a combination of violence and ensuring they always have plenty to plunder.

Reaper is a burly man with pale skin. He has tattooed his face to resemble a human skull.

### Reaper

CR 6

**XP 2,400**

Male human barbarian 7

CE Medium humanoid (human)

**Init** +2; **Senses** Perception +10

**DEFENSE**

**AC** 20, touch 13, flat-footed 17 (+7 armor, +2 Dex, +1 dodge)

**hp** 72 (7d12+21)

**Fort** +7, **Ref** +4 (+2 bonus vs. traps), **Will** +2

**Defensive Abilities** improved uncanny dodge, trap sense; **DR** 1/—

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 mastercraft battleaxe +9/+4 (1d8+4/x3) and masterwork throwing axe +9 (1d6+1/x2)

**Ranged** masterwork throwing axe +10 (1d6+3/x2)

**Special Attacks** rage (18 rounds/day), rage powers (intimidating glare, no escape [1/rage], powerful blow +2 [1/rage])

**STATISTICS**

**Str** 16, **Dex** 15, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

**Base Atk** +7; **CMB** +10; **CMD** 23

**Feats** Cleave, Dodge, Power Attack -2/+4, Quick Draw, Two-Weapon Fighting

**Skills** Intimidate +11, Perception +10, Ride +9, Survival +10, Swim +0

**Languages** English

**SQ** fast movement +10 ft.

**Gear** +1 mastercraft breastplate, +1 mastercraft battleaxe, masterwork throwing axe, heavy warhorse, saddle, skulls of worthy opponents.

**Raiders:** Raiders have a wide range of skills and talents but the following is fairly typical for a raider. You can use these statistics for other similar foes.

## Raider

CR 1/2

### XP 200

Human warrior 2

CN Medium humanoid (human)

**Init** +2; **Senses** Perception –1

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

**hp** 11 (2d10)

**Fort** +3, **Ref** +2, **Will** –1

### OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +3 (1d8+1/x3) or sap +3 (1d6+1 nonlethal)

**Ranged** composite longbow +4 (1d8+1/x3)

### STATISTICS

**Str** 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Dodge, Point Blank Shot

**Skills** Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

**Languages** English

**Gear** studded leather, buckler, composite longbow (+1 Str), 20 arrows, battleaxe, sap, light warhorse, saddle

## C30: City of Bones

**Hidden:** DC 15 Perception of Survival

**Population:** Up to 30

**Salvage Value:** 2

**Tech Levels:** production 2, maintenance 3

When Reaper and his band are not off raiding, they spend their time at the City of Bones, which used to be North Branch, Minnesota. As the name suggests, the raiders hang human and animal bones from trees and ruined structures throughout the area.

The City of Bones is not a permanent village by any means, as the raiders spend weeks and sometimes months at a time raiding and dare not leave behind anything they would miss if it was lost. Should another group attempt to settle the city however, Reaper sees it as a challenge to his authority and feels forced to attack. Though the raiders invest relatively little in the buildings, they have fixed up a few to protect them from the cold Minnesota winters.

## C31: Cloud City

### Landmark

**Population:** 422

**Salvage Value:** 3

**Buildings:** Bar, City Walls, Houses (4), Smithy, Watch Tower,

The Great War hit the city of St. Cloud hard. A nuke landed nearby, and most of the locals died in the blast or from the resulting fallout. It wasn't until decades later that humans returned to the area to start to rebuild civilization.

The settlers were a ragtag band of survivors. They were hunted by raiders and mutant monsters. When they found the ruins of an abandoned prison they realized they had found salvation. The stone walls had been far enough away from the nuke that they avoided destruction, and were strong enough to survive the decades. The survivors quickly refurbished other buildings and set up a watch system to protect the prison. They cleared the yard and planted crops inside the walls.

Not long after establishing the settlement, the survivors encountered their first test. A band of raiders assaulted their walls. Despite their low numbers and their primitive weapons the prison allowed the survivors to fend off the attack.

In the decades since, the settlement, now called Cloud City, expanded and thrived. While the people still live within the prison, the land within the walls is no longer enough to feed all of the citizens, and they have farmed other land between the prison and the Mississippi River. Other citizens fish the river and forage in the forests nearby. Even when venturing outside the walls, Clouders remain vigilant and keep a bicycle nearby to quickly retreat to safety.

Cloud City justifiably distrusts outsiders, as they are still occasionally attacked by raiders and mutants. With only a few exceptions, Clouders want nothing to do with outsiders, and they even refused the legendary Anthony Wright when he proposed trading with them. They occasionally take in desperate looking folk, but always keep a close eye on these new people and lock them in their rooms at night. It often takes years before these people are completely trusted. Clouders are especially worried about anybody they see as a "mutant" including freaks, psychics, and anybody with a Mutation feat. Such characters are never allowed to join the city.

Cloud City has a strict code of laws and justice system. Because of that they have few problems, but when somebody is accused, the mayor and her council members serve as judge and jury. Minor crimes are penalized by days or weeks in confinement. Larger crimes like theft or assault are punished by exile, while murder or rape means immediate death.

## Important NPCs

**Mayor Jasmine Farah:** Mayor Farah has served as mayor of Cloud City for the past ten years, and in all but her first election has never been challenged. She is a strong administrator who also listens to the needs of the people and knows every Clouder by name.

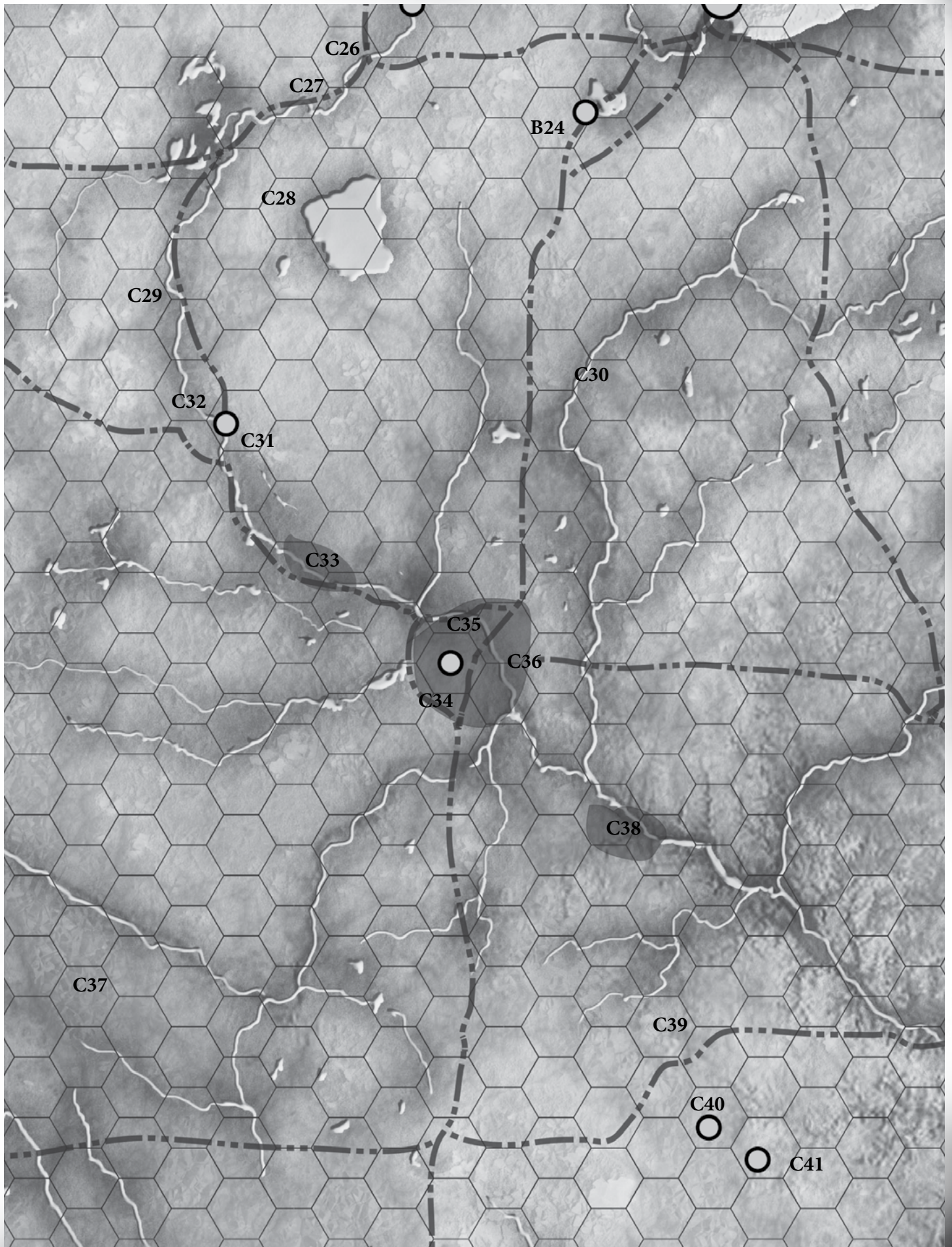
Farah wants to do whatever it takes to ensure her community survives, and remains convinced the best way to do this is to keep the city isolated and heavily guarded. Because of this, she is extremely stern and even unfriendly to outsiders she meets.

Mayor Farah is a tall, lean woman in her mid-fifties. She has chocolate-colored skin and brown eyes. Her curly hair has gone gray, and she keeps it cut short.

Mayor Farah uses the statistics of a council member, but with Knowledge (post-war history) instead of Knowledge (pre-war history) (see page 94).

**Sheriff Ben Angel:** Sheriff Ben Angel is a hard man who leads the city guard. In a city that doesn't like outsiders, Sheriff Angel is known for his hostility towards outsiders. If it were up to him nobody from outside the walls would ever be allowed in. He's even gone so far as suggesting the city launch a preemptive strike





on the mutants of Freaky Town, though Mayor Farah and other members of her council convinced Angel this would do far more harm than good.

Sheriff Ben Angel is a tanned man of average height and muscular build. He has brown hair and a bushy mustache and mutton chops.

Sheriff Ben Angel uses the statistics of a caravan guard (page 109).

### **C32: St. Cloud Dam**

See page 88.

### **C33: Monticello Nuclear Generating Plant**

See page 88.

### **C34: Freaky Town**

**Landmark**

**Population:** 343

**Salvage Value:** 4

**Buildings:** Houses (3)

**Ruined Building:** Stadium, Hydroelectric Power Station

**Tech Levels:** production 3, maintenance 4

During the Great War, the city of Minneapolis was hit by powerful bombs called enhanced radiation weapons, commonly called salt sowers. These weapons dealt only minimal physical damage (for a nuclear warhead), but released waves of radiation and radioactive materials that poisoned the area for generations.

Most human and animal life within the area died terrible deaths, but a few who were exposed to the Extreme Radiation Resistance viral treatments survived as freaks. As time went by, more freaks gathered here as they realized the radiation protected them from other groups of humans who hated and feared them. Freaky Town was never formally founded. Freaks simply started showing up and settling in the ruins.

The people of Freaky Town survive primarily as herdsman, raising dreeks, the descendants of white-tailed deer that were also exposed to the Extreme Radiation Resistance virus. Many also scrounge supplies from the ruins of Minneapolis.

The freaks in Freaky Town are dispersed throughout the ruins, including the ruins of Historic Fort Snelling, Target Field, and the Minneapolis-St. Paul Airport.

**The Spined Society:** Most of the people in Freaky Town are content to simply ignore the outside world. A few want to establish trading relationships with others. The Spined Society is quite interested in the outside world, but they seek to destroy it. They believe freaks are the next step in human evolution, and that to help evolution they should eliminate as much of the archaic strain of humanity as they can. Many of them have suffered at the hands of “thin-skins” and seek revenge against them.

#### **Important NPCs**

**Flora:** While Freaky Town does not have a formal leader, many look to Flora for guidance. She survived many years wandering the waste, before arriving in Freaky Town. She is an isolationist, but also believes in the importance of having a good defense in case their neighbors don't stay isolated.

Flora is nearly sixty years old. She has one blood-red eye, and a patch covers the wound where the other once was.

Flora uses the statistics of a tribal leader (page 94) with all the freak racial abilities, but without the Craft (carpentry) skill or the Far Shot feat.

**Obsidian:** Obsidian is one of the loudest proponents of interacting more with the outside world. He has explored many of the hidden nooks and crannies of Freaky Town and spent much of his life as a scrapper. He often leads expeditions out of the remains of Freaky Town to map the area, find new secrets, and possibly discover new allies. To date he has found more enemies than friends but remains optimistic.

Obsidian is a large man with skin as black as his namesake. a scrapper (page 109) with all the freak racial abilities but without the Climb skill or Alertness feat.

**Finnegan:** When Finnegan was young, he watched his parents be killed just for being freaks. Finnegan himself was beaten and left for dead. He survived alone in the woods for many years, until he chanced to see a group of freaks traveling through the woods. He followed them to Freaky Town where Finnegan made a new home.

Finnegan advocates both for greater structure in Freaky Town and for preemptive strikes against other settlements that would threaten them (most notably Cloud City). He leads the Spined Society, though within the society he is actually a moderate voice.

Finnegan has medium-gray skin and yellow eyes. He still bears many scars from his early abuses.

Finnegan is an Axe Tribe ranger (page 93), with all the freak racial abilities, but without the Craft (carpentry) skill or the Far Shot feat.

### **C35: St. Anthony Dam**

See page 91.

### **C36: Burial Ground**

**Hidden:** DC 20 Perception

**Population:** 0

**Salvage Value:** 3

The city of St. Paul, Minnesota suffered a direct hit from a nuclear weapon in the Great War, and nearly all of the buildings were leveled. In the decades since, nature has reclaimed the area, and it's almost impossible to tell there was once a city of several hundred thousand people.

Unless somebody digs a little deeper.

While everything above ground was flattened, thousands of basements and subbasements remained intact. Of course salvage among these areas is much harder to reach, but it also means it hasn't been picked over by other scrappers, and somewhere beneath the soil, there may still be treasures just waiting to be discovered.

### **C37: Jeffer's Wind Farm**

See page 88.

### **C38: Prairie Island Nuclear Power Plant**

See page 88.

## C39: The Clinic

### Landmark

**Salvage Value:** 3

**Ruined Building:** Hospital, Clinic

The people of Rochester, Minnesota, tried to salvage their community after the Great War. After their traumatic losses just after the War, it looked for many years like survivors might be able to establish a permanent community. However between mutants, raiders, disease, weather, and people simply fleeing to perceived safer communities, the population dwindled over the decades, and it is now completely abandoned.

As the heroes travel through the area, they see hints of this failed community. Unlike most ghost towns that have been abandoned since the war, they see evidence of post-war construction, including recently constructed wooden buildings, refurbished tools, and stockpiles of scavenged goods.

The most valuable things the heroes find are the remains of the Mayo Clinic, which the survivors used as a home base. Though they lost much of the specialized medical skills necessary, they struggled to keep the clinic at least partially operational up until the bitter end. These areas can be salvaged and repaired to make a hospital, or scrap from the clinics can be harvested, providing 2 extra Build per week towards a hospital in another community.

Though there are no humans here, a particularly powerful ghost cat makes her home here. Apply the Advanced Creature template from the Pathfinder Roleplaying Game Bestiary to a standard ghost cast (page 157).

## Trogs

When nuclear fallout rained from the skies after the Great War, many people took shelter in the natural caves of southern Minnesota. The survivors found the caves made ideal shelters, and built them into small communities. Several of these people happened to have undergone TransGenome therapies to enhance their night vision, a gene that, thanks to generations of inbreeding, has now passed to nearly all of the cave dwellers, who now call themselves Trogs.

Trogs believe they are God's chosen people, and He led them to the caves to keep them safe. By extension this means everybody outside the caves are *not* chosen by God.

The Trogs have adapted their life to living in the caves, and a world of darkness. They cultivate a form of luminescent fungus by hauling dead wood into their caves for the fungus to feed on. These fungi provide both food and illumination. The light is quite dim, however, and those with normal vision suffer a -2 penalty to attack rolls if they have no other light.

Trogs emerge from their caves at night to forage for additional food. If other travelers come into the Trogs' territory, the Trogs may attempt to steal food and other useful looking items during the night, but they are not particularly violent and would prefer to simply slink off without leaving any clue about who was there (see **Thief in the Night** on page 121).

The Trogs have two main living caves: Mystery Cave and Niagara Cave. They are less than a night's journey by foot, so there is frequent travel between the two caves and they are really part of a single community. In addition they have several small "safety" caves they can use if there isn't time to return to a major settlement.

## C40: Mystery Cave

**Hidden:** DC 20 Perception or Survival

**Population:** 88 (foragers)

**Salvage Value:** 1 (max 2)

**Buildings:** House

**Tech Levels:** production 2, maintenance 4

Before the Great War, Mystery Cave was a popular tourist destination. When the apocalypse came, many survivors fled to the caves to escape the nuclear fallout. It is a large and complex cave system with miles of tunnels, and it currently serves as the larger of the Trogs' villages.

Mystery Cave is made up mostly of many long passages formed by subterranean rivers and several larger caverns created by underground lakes. The Trogs use these caverns as different "buildings," such as acting as sleeping quarters, food storage, or meeting spaces. The cave system has two entrances, one to the east and the other to the west. To make it easier for tourists to visit, several parts of the cave system contain paved paths, hand railings, and (no longer powered) electric lights. However these improvements only covered a fraction of the caves, and much of the floor is uneven stone.

**Chapel:** The chapel is a natural open space. Before the Great War it was used for weddings and hundreds of people were married there. Now it is still called the chapel, and functions as the cave's spiritual center. There are services every seven days (on Sundays, according to the Trogs), usually led by Shadow Johnson, but occasionally by others when he's visiting Niagara Cave. Even on days when there is no service, it is common to find Trogs in the chapel, praying or reading the community Bible.



## Important NPCs

**Shadow Johnson:** Shadow Johnson is the Trogs' leader. He is a powerful psychic, which the Trogs interpret as a divine power. Shadow, like almost all Trogs, grew up in the caves, and has come to fervently believe they are God's chosen people and He wants them to remain in the dark.

Shadow sees leadership as a burden, but he believes, like the rest, his psionic abilities are a gift from God. He thinks the world of the sun is a danger to all, and that for his people to remain safe they must shun those of the light. In his mind, simply feeling sunlight on your skin is a major sin.

Shadow is a lithe man in his mid-thirties. He has pale skin, light brown hair, and blue eyes that seem to glow in the light of the fungus.

### Shadow Johnson

CR 3

#### XP 800

Male human vitalist 4 (*Psionics Expanded*)

NG Medium humanoid (human)

**Init** +0; **Senses** low-light vision, Perception +4

DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 21 (4d6+4)

**Fort** +5, **Ref** +1, **Will** +10

OFFENSE

**Speed** 30 ft.

**Melee** club +1 (1d6-1)

**Special Attack** steal health (+1 touch, 8 damage)

**Vitalist Powers Known** (ML 4th; concentration +8; 25 power points)

2nd (3 points)—*body adjustment*

1st (1 point)—*biofeedback, natural healing, sense link*

Knacks—*halt death, sense poison, vim*

See page 175 for more information about psionics.

STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 18, **Cha** 14

**Base Atk** +2; **CMB** +1; **CMD** 11

**Feats** Extend Power, Iron Will, Persuasive

**Skills** Diplomacy +11, Heal +10, Intimidate +4, Knowledge (religion) +8, Knowledge (psionics) +8, Perform (oratory) +9

**Languages** English

**SQ** collective, collective healing, health sense, medic powers, mending touch, mutations (light sensitivity), transfer wounds, spirit of many, telepathy, vitalist method (mender)

**Gear** leather armor, club, *Bible*, silver cross.

SPECIAL ABILITIES

**Collective (Su)** As a standard action, Shadow can join up to four willing targets into his collective. He can manifest any power he knows on a member of the collective regardless of range, even if the target is normally personal.

**Transfer Wounds (Su)** As a standard action, Shadow may touch a target and heal it for 2d6+4 points of damage. Shadow suffers non-lethal damage equal to the die roll (without the +4).

**Health Sense (Su)** Shadow may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken.

**Steal Health (Su)** Shadow can siphon the health of a creature and use it for his own needs or the needs of his collective. As

a touch attack, he deals 8 hit points in damage to the target and heals an equal amount of damage. Shadow may share any healing from this effect over his collective.

**Telepathy:** Shadow and members of his collective may communicate telepathically.

**Trogs:** These Trogs represent the typical member of the underground community.

### Trogs

CR 1

#### XP 400

Human commoner 2/warrior 1

LN Medium humanoid (human)

**Init** +2; **Senses** low-light vision, Perception +9

DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

**hp** 12 (1d10+2d6)

**Fort** +2, **Ref** +2, **Will** +1

OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d4/19-20), or spear +2 (1d8/x3)

**Ranged** atlatl +4 (1d6)

STATISTICS

**Str** 11, **Dex** 15, **Con** 10, **Int** 9, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Alertness, Blind-Fight, Skill Focus (Stealth)

**Skills** Knowledge (dungeoneering) +1, Perception +9, Sense Motive +3, Stealth +8

**SQ** mutations (leaper, light sensitivity)

**Languages** English

**Gear** leather armor, atlatl, atlatl darts (3), dagger, spear, 10 tp worth of personal goods.

## C41 Niagara Cave

**Hidden:** DC 20 Perception or Survival

**Population:** 29 (foragers)

**Salvage Value:** 1 (max 1)

**Buildings:** House

**Tech Levels:** production 2, maintenance 3

Niagara Cave is smaller than Mystery Cave, though still contains extensive underground passages and a few large chambers. Because it is smaller than Mystery Cave, most of Niagara Cave was made friendly to tourists with stairs, walkways, and railings.

Niagara Cave houses many people who are less paranoid than in Mystery Cave. Scroungers sometimes venture more than a night's travel from the cave, taking shelter in other natural caves or abandoned buildings during the day. There are even whispers among some in Niagara Cave of wanting to contact outsiders to offer them the Lord's protection.

**The Waterfall:** Niagara gained its name from the underground waterfall.

**The Chapel:** Like Mystery Cave, Niagara had a wedding chapel before the War, which has now become the focus of religious life in the cave. Shadow Johnson occasionally comes to preach there on Sundays, but most of the time services are conducted by his hand chosen lieutenant, a woman named Sabbath.

**Stalactite Room:** This is the largest chamber in the cave and most of the people in the cave live here. The Trogs built tents and makeshift walls from scrap in order to gain a little privacy. The same underground stream that created the waterfall flows here, and it provides water for drinking, bathing, cooking, and waste (the latter of which is always relegated to the portion of the river furthest downstream).

### Important NPCs

**Prodigal Malone:** Prodigal was one of the few Trogs who was not born in the caves, but instead she was found as a lost child wandering the woods, however, she was so young at the time she remembers only blurry images of her life before the cave. She doesn't even remember her original name. Shadow named her Prodigal and she took the last name of the family that adopted her.

Her origin and her lack of low-light vision make Prodigal a bit of an outsider among the Trogs, though she has a circle of close friends, and even a few admirers. She is also extremely curious about the world outside of the caves, and she frequently goes out alone to explore. She is also one of the people most interested in the prospect of welcoming outsiders into the caves.

Prodigal is a woman in her late teens. She has curly red hair, green eyes, and many freckles all over her face and arms.

Prodigal is a scrapper (see page 109).

### Adventure Hooks

The following adventures begin as the PCs travel through the Forsaken Lands.

### Friends in the Webs

**Where:** Spider Eater

**When:** Any time

Hunting giant spiders is dangerous work. One day, two members of the spider eaters named Skip and Big Nancy don't come back from their hunting trip. Other spider eaters scout and find that their friends are alive and being held by the spiders as future snacks, but there were too many spiders in the area for them to get their friends out, so they go looking for help.

The spider eaters see the heroes as the best opportunity to save their friends. They can offer doses of spider venom, chitex armor, spider silk rope, and food (roasted spider) as a reward for saving their friends. After the heroes successfully rescue the two prisoners, the spider eaters can also teach the group to harvest these materials from spider corpses.

**The Holding Webs:** The massive spiders which inhabit the ruins employ a poison that paralyzes rather than kills their victims outright, so in times of plenty they set aside extra snacks for leaner days. Such is the fate of two humans recently captured by the spiders. They hang within a stone building, paralyzed and wrapped in webs. But they will not hang there for long.

Characters who search the ruins find these trapped individuals with a successful DC 15 Perception or Survival check. If they have gained directions from the spider eaters, they gain a +2 bonus to this check.

When the heroes arrive, there are many large arachnids scurrying around the building. Much of the building is filled with webs (see *Pathfinder Roleplaying Game Bestiary*).

**Mega Spider (3):** See page 159.

**Giants Spiders (4):** See page 159.

**Spider Eaters (2, unconscious):** See page 118.

### Mother of All Spiders

**Where:** Town of Webs

**When:** Any time

The spiders of the webbed city continue to grow until they die. Most only grow to the size of a large horse before they meet their end, possibly at the fangs of another spider. However, one great spider outlived the others and has grown to a truly mammoth size. The spider eaters from area C27 call this spider the Mother of All Spiders, and they do everything they can to avoid her. However, they might mention that they might be able to fashion a superior suit of chitex armor (page 113) from her corpse.

The Mother of all Spiders lives near the center of the town, where she devours any prey she catches. She occasionally ventures to the edges of the city when food becomes scarce or to put down any spiders that might grow large enough to rival her.

The heroes can find the Mother of All Spiders with a DC 15 Perception or Survival check. They gain a +2 bonus if they received directions from the spider eaters (see 118). Slaying her does little to solve the city's spider problem, but as the spider eaters said, her carapace can be crafted into superior chitex armor.

#### Mother of All Spiders

CR 8

XP 4,800

N Gargantuan vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

**hp** 115 (10d8+70)

**Fort** +14, **Ref** +4, **Will** +3

**Defensive Abilities** barbed hairs; **Immune** mind-affecting effects

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +15 (3d6+18 plus poison)

**Ranged** barbed hairs +4 touch (nausea)

**Space** 20 ft.; **Reach** 20 ft.

STATISTICS

**Str** 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +7; **CMB** +23; **CMD** 34 (46 vs. trip)

**Skills** Climb +28, Perception +4, Stealth -7 (-3 in webs);

**Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

SPECIAL ABILITIES

**Barbed Hairs (Ex)** The Mother of All Spiders can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must make a DC 22 Fort save or be nauseated for 1d6 rounds. A creature that attacks Mother of All Spiders with a

non-reach melee weapon must make a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Constitution-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves. The sSave DC is Constitution-based with a +2 racial bonus.

## Thief in the Night

**Where:** Any hex within two hexes of either Mystery Cave or Niagara Cave

**When:** Any time when the heroes have camped for the night

During the night, a small band of Trogs (equal to the number of heroes) attempt to sneak into the heroes' camp. If the heroes are keeping watch, allow them a Perception check opposed by the Trogs' Stealth check (make one group check for the Trogs). If the heroes fail, each Trog steals about ten pounds worth of gear from the heroes' camp. Food is one obvious target, and at least some of the missing items should be food. They might also steal useful items like knives, axes, cookware, armor, and weapons.

If the heroes win the opposed check, they notice the Trogs trying to go through their stuff. If the Trogs realize they have been seen, they run into the forest.

If the heroes pursue, they begin an extended opposed ability check. PCs may use either Strength or Dexterity to pursue the Trogs, who oppose the PCs with Dexterity. Because of the darkness, characters suffer a -2 penalty to their ability checks (unless they have some kind of low-light vision). Apply the same penalty to attack rolls. Additionally, characters who were asleep when the chase began suffer a -2 penalty to the first (and only the first) ability check. If any of the PCs succeed in five opposed checks, they catch the Trogs they're chasing, but if the Trogs succeed five times first, they escape.

As soon as the Trogs realize the heroes are following, they split up. The heroes must decide whether they also want to split up and each follow a different target, or stay together and let some of the Trogs automatically escape. If any of the Trogs realize they aren't being followed, those Trogs circle back to the group's camp. If unguarded they quickly steal another easily accessible item, and then run off to their caves.

If the Trogs were followed they meet up at a small cave or ruined building one hex away from where the group had camped. They sleep during the day with a rotating watch. They then return to the nearest major cave the following night.

If the heroes attempt to track any escaped Trogs, they must make a DC 20 Survival check.

## Spelunking

**Where:** Mystery Cave or Niagara Cave

**When:** Any time

Mystery Cave and Niagara Cave are both isolated, but it's possible for the group to find them, and once they do, they might even be able to befriend the Trogs, but doing so is not easy.

**Mystery Cave:** A pair of guards is always posted at the first intersection of Mystery Cave. They are paranoid and xenophobic, and attack any outsiders on sight, unless they have Trog escorts or can make a very hasty DC 20 Diplomacy check. Unless the heroes succeed by 5 or more, the guards still demand they turn over any weapons they carry.

If the heroes fight their way through the cavern, they face about two dozen Trogs who try to fight them back, plus Shadow Johnson. The rest of the Trogs flee deeper into the caverns, or out the other exit. The Trogs make use of the cavern's natural terrain and defenses.

**Lighting:** The inhabited sections of the cave are illuminated by bio-luminescent fungus, but it is much dimmer than surface dwellers are used to, and most characters suffer a -2 penalty to attack. Deeper areas of the cave are pitch-black.

**Natural and Artificial Cover:** The cave is filled with natural rock formations providing varying degrees of cover, and the Trogs have further built up the cave with scrap they harvest during the night.

**Tight Quarters:** Many sections of the cavern are tight, often less than a yard wide. Characters fighting with weapons larger than a dagger or pistol suffer a -2 to attack rolls. Those with two-handed or reach weapons suffer a -4 penalty.

**Slippery and Uneven floors:** Except for the sections once frequented by tourists, the cave floor is uneven, and the areas near the underground river are slick with water. Anybody who attempts to run in the caves must pass a DC 15 Acrobatics check or fall prone.

If the heroes convince the guards not to fight them, they are escorted to Shadow Johnson, who initially assumes they are pawns of the devil sent to disrupt their sacred community. It takes a DC 22 Diplomacy check to convince Shadow they are not a threat and should be allowed to leave. It takes a success by 5 or more to get the Trogs to form any kind of informal alliance with the heroes, and a success by 10 or more to convince them to join the heroes' community.

**Niagara Cave:** If the heroes find Niagara Cave first, they are likely to have slightly better luck. Again there are guards posted at the first intersection, but they do not attack immediately, and instead demand to know what the group is doing there. Unless the heroes can provide an adequate explanation and pass a DC 15 Diplomacy check, the guards demand they leave or threaten to attack.

If they attempt to fight their way through the cavern, the result is similar to that of Mystery Cave, but the residents of Niagara Cave have few options for retreat. Some of the desperate ones jump into the river, hoping to hide there long enough for the group to leave.

Characters who attempt the diplomatic approach are greeted with cautious, but not open, hostility. They find many of the Trogs speak of Shadow who lives at "the other cave." They can secure an escort to the other cave to talk to Shadow if they pass a DC 15 Diplomacy check. Characters who ask around and succeed at a DC 15 Diplomacy check get the general history of the caves and their current leadership. If the heroes try to recruit people from Niagara Cave to join their community, they can make a DC 15 Diplomacy check to talk 1d6 Trogs into joining them. For every 5 that the roll exceeds the DC, they can convince another 1d6 Trogs.

# Land of Monsters

The area that was once northern Wisconsin is now overrun by mutant monsters. Many of these are the offspring of test subjects and viruses that escaped from the TransGenome research campus near what used to be Green Bay. Most of the people from the surrounding areas like Wright Town and Geneva avoid the area even though there are rumors of amazing pre-war technology.

## D42: Psi

### Standard

**Population:** 960

**Salvage Value:** 5

**Resources:** Computerized Library

**Buildings:** Bar, City Walls, Hospital, Houses (10), Nuclear Reactor, Shop, Watch Tower

**Tech Levels:** production 4, maintenance 5

Before the Great War broke out, Phoenix Station Psi was focused on advanced genetic research, including the development of the Extreme Radiation Resistance (ERR) treatment that led to the creation of freaks and other new species wandering Broken Earth. When the missiles flew, the scientist heading the ERR program unleashed the ERR virus into the general population, including infecting himself. He and most of the people on his team turned into freaks.

The scientist also opened the doors of the station to surrounding survivors, and quickly formed a small community, which they dubbed Psi. The community used the resources held at the Phoenix station to prosper amid a dangerous land. The area around Psi has an extremely high number of mutated animals and monsters, and travel outside the walls of Psi is extremely dangerous. As a result the town is extremely isolated. It has been years since any travelers passed through the area, and some think the people of Psi are the last humans on the planet. Despite their isolation, they are not hostile towards outsiders. Rather, most are extremely interested in the world beyond.

The people of Psi have a very high level of mutation, including many freaks. The people of Psi have done their best to maintain the technology and facilities of the Phoenix station, but without proper supplies, much of it has broken down, and the citizens have lost much of the technical knowledge they need to repair it.

The citizens of Psi sustain themselves primarily through their large walled gardens from which they harvest their crops. They sometimes set traps close to their compound, but are reluctant to venture far beyond their walls in search of food.

The people of Psi have harvested just about everything they can from the original Phoenix station, and incorporated much of it into their community, including several robots, computers, and medical equipment. They have kept the nuclear generator running to power the site, and still use parts of the facility as living quarters.

## Important NPCs

**Umbra:** Umbra is the acknowledged leader of Psi, and has guided the community for many years. Her father led the community before she did, and groomed her for the position. She is quite intelligent and was born with natural telepathic abilities which give her an additional aura of both fear and respect in the community.

Umbra takes her role as leader very seriously and spends time meditating on every decision. She listens to anybody who cares to offer advice, but she makes the final decision on her own, and the people of Psi almost always do whatever she says.

Umbra is a woman in her mid-fifties. Though she is human, a mutation has made her eyes completely black.

Umbra uses the same statistics as Sally Wright (page 107).

**Baxter K:** When Baxter was young, his mother became very ill from a mysterious disease. Nobody in Psi could treat her, and Baxter's father, a man named Algernon, became desperate. He thought the cure his wife needed might lie in the ruins of the TransGenome research facility near what was once Green Bay, Wisconsin. So Algernon and his best friend Kain left the relative safety of Psi to search out a cure. They never returned, and Baxter's mother passed away from her disease.

Baxter was taken in by his aunt and uncle, but the loss of his parents has haunted him all his life. He sometimes imagines his father is still alive out there, possibly trapped, or still searching for a cure to his mother's condition. Baxter is curious about the world beyond Psi, and yearns to explore, but he knows well the dangers and isn't foolish enough to wander out on his own.

Baxter is a freak in his late teens. His skin is almost black and his eyes are bright red. He wears a pair of eyeglasses manufactured using the Phoenix station's 3-D printer.

Baxter uses the statistics of a scrapper (page 109) with all the freak racial abilities, but without the Climb skill or Alertness feat.

## D43: Grandather Falls Dam

See page 88.

## D44: Dragon Den

### Standard

**Salvage Value:** 4

**Ruined Building:** Clinic

The ruins of Eau Claire, Wisconsin have been taken over as the hunting grounds of a mated pair of dragons. As characters pass through the area, they can make a DC 20 Perception or Survival check to detect a number of recent scorch marks. Those with a Geiger counter notice a slight uptick in background radiation, but not enough to be a danger.

Unless the heroes move stealthily through the city, the dragons stalk them and attack in tandem.

**Dragons (2):** See page 155.

## D45: The Hills of Death

**Landmark**

**Salvage Value:** 3

Before the Great War, several medium-sized cities ringed Lake Winnebago, in eastern Wisconsin. However, now giant ants rule them. Though smaller than some other predators in the region, they make up for their size with overwhelming numbers.

The first time heroes enter any of the hexes labeled D45, a swarm of 2d6 giant ants attack, and anytime they travel through one of the hexes after that, they have a 50% chance of being attacked by a similar swarm.

If the heroes attempt to assault one of the ant hills, they face a total of 10d10 giant ants, though these shouldn't come all at once, either attack the heroes in waves, or spread them out in different rooms of the ant hill. (Such an assault may be easier to run as a mass combat.)

### Ant Army

XP 200

N small army of ants

**hp** 2; **ACR** 1/2

**DV** 12; **OM** +0

**Special** burrow, darkvision, poison, mindless

**Speed** 1; **Consumption** 1

## D46: TransGenome

**Hidden:** DC 20 Perception

**Population:** 0

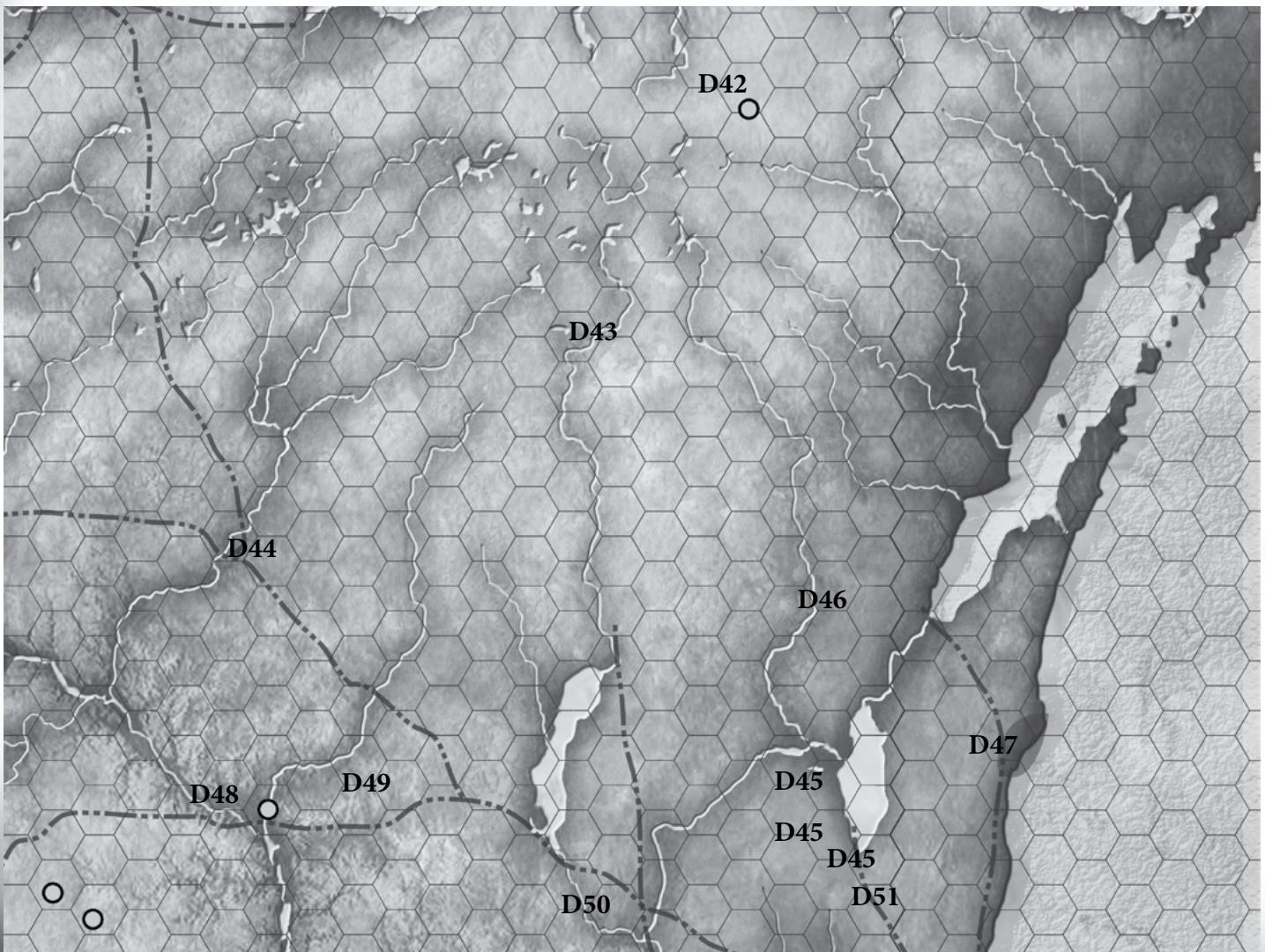
**Salvage Value:** 4

**Ruined Building:** Hospital, Pharmacy

Before the Great War, TransGenome was one of the United States' largest companies, specializing in gene therapies, cosmetic genetic manipulation, and secret government super-soldier programs. Its headquarters was a multi-building campus built in the suburbs of Green Bay, Wisconsin.

When the War came, many of the campus's containment systems failed or were deactivated. Test subjects and gene-altering viruses escaped the labs. This led to a proliferation of sudden mutations among many animals living nearby, and caused many of the mutant creatures now inhabiting *Broken Earth*.

The campus itself has been taken over by the descendants of the rhesus monkeys once used as test subjects. Because they have been exposed to so many genetic treatments, these monkeys display a diverse range of abilities. One thing they all have in common is the psionic ability to inspire fear in other creatures. The alpha male of the group is a large monkey who inherited several genetic advantages. There are four main buildings on the TransGenome campus.





## Crick-Watson

This is the first building visitors entered when driving to the campus (and the only one they could reach without security clearance). It is a large pyramid-shaped building. Glass windows once covered the pyramid, but they have almost all been smashed and now trees grow from all levels, creating the look of a pyramid-shaped forest.

Most of the contents of the area have been destroyed by the elements or by curious monkeys, but the heroes are likely to find clues to the building's original purpose, such as faded pictures and bronze wall plaques.

There are also a large number of terror monkeys here. Their first time visiting the building the heroes should face at least one per PC.

**Terror Monkeys (12):** See page 160.

## Chase

The Chase building is the widest building on campus. It is six stories tall and shaped like a large square with a smaller square courtyard in the center. Before the War, the Chase building was primarily used for medical research, and developed many treatments for genetic diseases.

The material in the Chase building fared slightly better than in Crick-Watson. Some of the inner offices might even have working computers if the group can find a way to power them.

There are two important discoveries here which tie into quests the characters might have undertaken. The first is the skeletal remains of Algernon, Baxter K's father. Around one of his bony fingers is still a golden ring engraved with a serpent eating its tail (see page 133). The heroes can also find the research of Dr. Elizabeth Flanders to help cure the plague in Mad City (see page 133).

## Miescher

The Miescher building is a ten story cylindrical building. Before the War, the Miescher building hosted most of the research on cosmetic consumer gene therapies, including everything from altering eye color to growing gills. It was the first building constructed on campus, and once held all of TransGenome's operations before it expanded.

The lobby is a large circular room stretching to the roof of the building. A massive sky light once let in the sun, but now a massive hole lets in all the elements. Around the lobby, two "double helix" staircases spiral up, allowing visitors to walk to any of the ten floors (there are also elevators nearby).

A large number of terror monkeys live in the building, including the alpha monkey who dominates the band. The alpha monkey is most often found here. If the heroes visit during the day, they encounter a large group of monkeys, who start shrieking and hollering. The alpha arrives 1d6 rounds later, accompanied by more monkeys. The monkeys here make great use of the open lobby and spiral staircase.

Characters may also find viable gene therapies here (see Salvage below).

**Terror Monkeys (12):** See page 160.

## The Alpha

## The Alpha

CR 6

XP 2,400

N Medium animal

**Init** +2; **Senses** low-light vision; Perception +9

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 52 (8d8+16)

**Fort** +8, **Ref** +8, **Will** +3

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +9 (1d8+3)

**Special Attacks** terrorize

STATISTICS

**Str** 14, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 20

**Base Atk** +6; **CMB** +8 (+12 to grapple); **CMD** 20 (+24 to resist grapple)

**Feats** Ability Focus (terrorize), Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +10, Perception +9; **Racial Modifiers** +8 Acrobatics

**SQ** empathic link, four arms

SPECIAL ABILITIES

**Empathic Link (Su)** Terror monkeys communicate empathically with other terror monkeys within 20 ft. This is a non-verbal form of communication, but allows the monkeys to effectively coordinate their attacks.

**Four Arms (Ex)** The alpha has four arms. Because of this he does not risk attacks of opportunity when he initiates a grapple, and has a +4 bonus to his CMB and CMD when grappling.

**Terrorize (Psi)** The Alpha floods the mind of a single foe within 120 ft. with terrible images. The target must make a DC 20 Will save or be frightened for 1d6 rounds. If the target was already frightened he is instead panicked. The DC is Charisma-based.

## Mendel

Mendel is the least ornate building, but also the most profitable. The work done here was mostly government military contracts. This is where they designed drugs to create genetically enhanced super soldiers. They created many treatments here, including the one that had the greatest impact on the world of *Broken Earth*, the isolation of the "intuition genes" that led to psionic powers.

In the Mendel building, the characters find notes describing some of the research that took place here, and likely find several gene therapy treatments (see Salvage).

The terror monkeys stay away from this building, as several lynx drones still protect the building from outsiders. When the heroes enter, the drones request identification, and unless they can provide voice ID (unlikely), the drones give them one minute to vacate before they open fire. Worse, once the characters defeat half the drones, they activate a highly experimental line of defense: the cyber-ape.

The United States military engaged in a wide range of highly classified experiments. Some experiments used cybernetic implants. Some experiments focused on genetically engineered primates. Then somebody had the brilliant idea to combine the two. Thus, the cyber-ape. As far as people know the cyber-ape was a unique prototype, and it has been held in stasis at TransGenome since the Great War broke out.

The process that created the cyber-ape increased its aggression. Further, when it is revived from stasis, it is disorientated and confused, which only makes it angry. It lashes out at anybody nearby.

#### Cyber-Ape (1)

Lynx Drones (6): See page 157.

### Cyber-Ape

CR 8

XP 4,800

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +12

DEFENSE

**AC** 19, touch 15, flat-footed 17; (+2 Dex, +4 deflection, +4 natural, -1 size)

**hp** 90 (12d8+36)

**Fort** +11, **Ref** +10, **Will** +5

**Defensive Abilities** force field

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +13 (1d8+5) and cyber-fist +13 (1d12+5)

**Ranged** laser arm +11/+6 (2d8/x4)

**Space** 10 ft.; Reach 10 ft.

STATISTICS

**Str** 21, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +8; **CMB** +14; **CMD** 26

**Feats** Iron Will, Skill Focus (Perception)

**Skills** Acrobatics +8, Climb +19, Perception +12, Stealth +2

**SQ** Backpack generator

SPECIAL ABILITY

**Backpack Generator (Ex)** The cyber-ape has a generator built into its back that powers its other cybernetic enhancements. Characters can target the generator separately. It has an AC of 23 and 48 hit points. If the generator is destroyed, the cyber-ape loses its deflection bonus to AC, and cannot make cyber-fist or laser arm attacks.

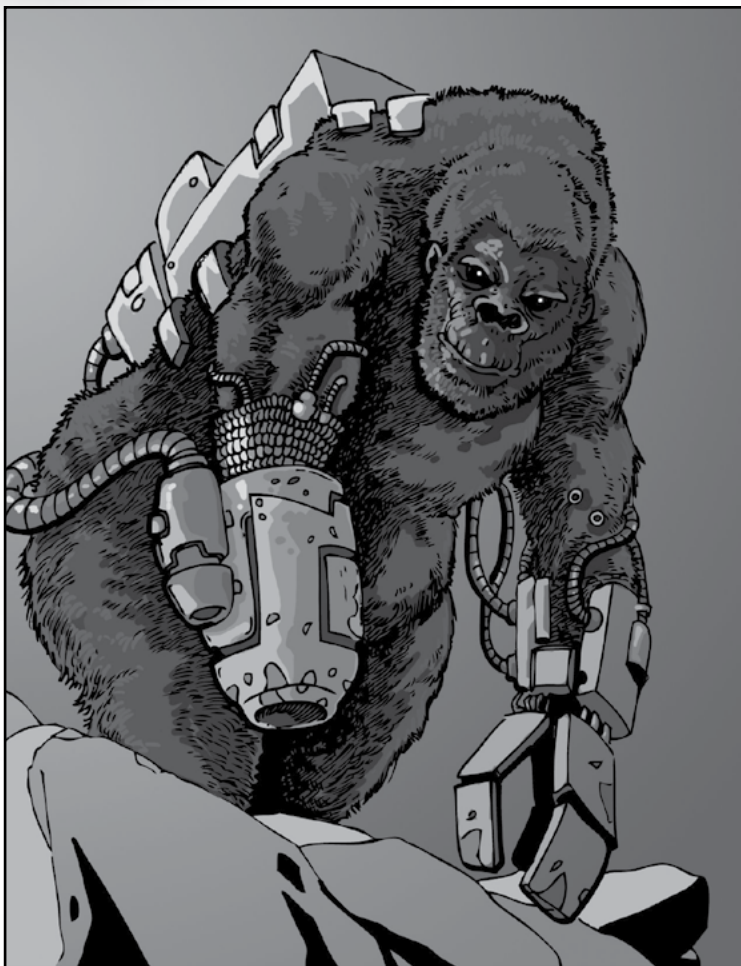
### Salvage

If characters search the Mendel and Miescher buildings, they are able to find a few gene-therapy treatments that haven't expired, enough for each character to take one if they so desire. These therapies grant the benefits of any one mutation (see 18). The type of mutation depends on where they find it. Those with combat application like Adrenalin Jolt or Enlarge Form, are in the Mendel building, while those with more mundane purposes like Tail are likely in the Miescher building. Additionally, the heroes can find 2d6 purely cosmetic gene therapies that alter skin, eye, or hair color in the Miescher building. Gene therapies are administered through inhalers, similar to asthma inhalers, and take about one week of treatment to reach their full effect.

While the scientific equipment has been greatly damaged, a day of work allows the heroes to salvage 4,000 tp worth of drugs, or 4 BP towards a Clinic, Hospital, or Pharmacy.

### D47: Point Beach Nuclear Generating Station

See page 88.



### D48: Melville

Landmark

Population: 34

Salvage Value: 1

Tech Levels: production 3, maintenance 4

Melville looks like it almost survived the Great War intact, right down to the white picket fences. The people of Melville are always friendly and happy, and seem oblivious to the dangers in the outside world. Melville is the perfect small town. A little too perfect.

Melville is built in the ruins of Onalaska, a suburb of La Crosse, Wisconsin. It owes its existence to one man, Melvin, sometimes called Melvin the Mind-Taker. Melvin is a powerful psychic who has psionically influenced the minds of all the people in Melville in his efforts to create the perfect town. Melvin's idea of "perfect" is based on various pre-war books and other artifacts he discovered, most notably a Normal Rockwell art book.

The people of Melville sustain themselves primarily through fishing and farming, including raising chickens, sheep, and dairy cows. When the heroes arrive, the townsfolk greet them with phrases like "Welcome to Melville, the happiest town on Earth," or "Good to meet you stranger. I hope you stay a while." The townsfolk answer basic questions, like where to find food or shelter, ("Anybody in Melville would be happy to put you up."), or give them a rundown of the town. For more complex questions, they refer the heroes to Melvin, who lives in the center of town. If

asked about the dangers surrounding the town, they laugh it off saying, “Everybody in Melville is free from fear.” If pushed, they say that should anything bad arrive, Melvin will take care of it.

Should the characters talk to Melvin, he talks about the wonders of Melville and invites them to stay. Should that fail he’ll use his *compelling voice* psionic power to influence them to stay in the town. Melvin answers the heroes’ questions honestly, including the fact he has influenced the thoughts of everybody in town, though he explains “it’s for their own good.” He doesn’t really care how the heroes react to the news since he plans to “take their minds” anyway, and it won’t matter if they know what he’s doing.

**Breaking the Spell:** Melville is held together in no small part because of Melvin’s force of will. Should he die, the citizens slowly come out of their haze as their free will is restored. This process takes anywhere from minutes to days depending on the individual. Many of the people in Melville were born there and are terrified to find themselves “on their own” without anybody to tell them how to live their lives. Others remember their lives before they came to Melville and return to their old personalities. This might be dangerous, since many of these were former raiders, but others were just travelers passing by.

### Important NPCs

**Melvin:** Melvin’s parents were both born before the Great War, though they didn’t meet until afterwards. He was raised by a small band of survivors, and heard countless stories of how safe and peaceful the world was in the good old days. The survivors taught Melvin to read and showed him many pre-war books so he might know what the world once was. These stories inspired Melville to recreate the perfect pre-war small town.

As Melvin grew he also discovered he had telepathic abilities to influence people and read their thoughts. Early in his life he used these powers rarely, when he felt he “had to,” but as he grew he found he “had to” use them with increasing frequency. Finally, when he saw his dream of a perfect town falling apart, he used his psionic powers freely to shape those around him into “perfect townsfolk” to live in his perfect town.

Melvin has the air of a kindly old man, and in many ways he is. He thinks of the people in Melville as children and he’ll do whatever it takes to protect them. However, also like children, he doesn’t trust them to take care of themselves, and he oversees every aspect of their lives.

Melvin is a man in his early seventies, though apart from his fading eyesight he remains remarkably healthy. He has peach-colored skin and thin gray hair. He wears wire-rim spectacles to aid his ailing vision.

#### Melvin the Mindtaker

CR 7

XP 3,200

Old male human psion 5/thrallherd 3 (*Psionics Unleashed*)

LN Medium humanoid (human)

**Init** -2; **Senses** Perception +2

DEFENSE

**AC** 8, touch 8, flat-footed 8 (-2 Dex)

**hp** 44 (8d6+8)

**Fort** +2, **Ref** +0, **Will** +7

OFFENSE

**Speed** 30 ft.

**Psion Powers Known** (CL 7th; concentration +12, 63 power points):

4th (7 power points)—*memory modification* (DC 19), *mind control* (DC 19)

3rd (5 power points)—*body adjustment*, *false sensory input* (DC 18), *hostile empathic transfer* (DC 18), *psionic blast* (DC 18)

2nd (3 power points)—*compelling voice* (DC 17), *ego whip*, (DC 17), *natural linguist*, *sustenance*

1st (1 power point)—*call to mind*, *empathic connection* (DC 16), *force screen*, *inertial armor*, *telepathic projection*

Talents (at-will)—*conceal thoughts*, *mind thrust* (DC 15, 1d6), *mind link*, *telepathic lash* (DC 15).

See page 175 for more information about psionics.

STATISTICS

**Str** 5, **Dex** 7, **Con** 10, **Int** 20, **Wis** 15, **Cha** 16

**Base Atk** +3; **CMB** +0; **CMD** 8

**Feats** Extend Power, Inquisitor, Master’s Voice, Psionic Body, Quicken Power, Scholar (pre-war history, psionics), Toughness

**Skills** Autohypnosis +13, Bluff +14, Diplomacy +16, Knowledge (pre-war history) +18, Knowledge (local) +16, Knowledge (psionics) +18, Perform (oratory) +8, Sense Motive +13, Survival +10

**Languages** English

**Gear** fishing rod and lures, Swiss army knife, whittling stick, book of Norman Rockwell paintings

**SQ** alluring voice, detect psionics, discipline (telepath), empathic connection, mental intrusion, psionically focused, thrallherd

SPECIAL ABILITIES

**Master’s Voice (Su)** Melvin is always in mental contact with Billy.

**Billy:** In another life Billy was called Mad Morgul and led a small band of raiders. This came to an end when his raiders attacked the town of Melville. Melvin took control of Billy’s mind along with a few other raiders, and they killed or drove off the raiders who resisted Melvin’s powers. Melvin now keeps Billy around as his personal bodyguard and butler.

Billy is just as cheerful and friendly as the rest of the people of Melville. He is compelled to do everything he can to protect Melvin, including jumping in front of attackers.

Billy is a large man with beige skin and black hair that Melvin ensures is always well kept. He has many scars from his former battles. While Mad Morgul dressed in animal skins, Billy wears wool suits made to look like pre-war business suits.

Billy uses the same statics as Reaper (page 119).

### D49: Fort McCoy

Standard

**Population:** 1

**Salvage Value:** 3

**Building:** Hospital

**Ruined Building:** Machine Shop

Before the Great War, the United States Army used Fort McCoy to train soldiers. In the chaos of the War and its aftermath, the fort was abandoned and left to decay, however there is still one person alive in Fort McCoy.

Jurg Steiner was a member of the Australian Army who

was at Fort McCoy to train on new weapon systems Australia was purchasing from the US. During his training, there was an accident and he was rushed to the fort's medical facilities. He was placed in an advanced recovery chamber, which not only healed his wounds, but prevented him from aging the whole time he remained there. When the heroes find him, he floats in a recovery tube, completely unaware of his surroundings. The heroes can awaken him by passing a DC 20 Craft (electronics), Heal, or Knowledge (computing) check.

Upon awakening, Jurg is extremely disoriented.

If befriended, Jurg helps the group find the weapons described below, granting them a +5 bonus to their Perception checks to find them.

**Salvage:** Though the soldiers took most of the best equipment when they fled, the base still contains several hidden treasures. The most notable finds are the stash of laser weapons, a large supply of gasoline, and an almost functioning Joint Light Tactical Vehicle. Finding each of these requires a DC 20 Perception check.

The laser weapon stockpile contains 6 laser pistols and 4 laser rifles in working condition, and three times as many that can be repaired with a DC 25 Craft (electronics) check. If these weapons are repaired, they can outfit a Small or smaller army with the improved firearms resource with no additional BP cost.

The base had an on-site gasoline station that still contains about 200 gallons of gas buried in underground tanks. The pumps that once brought the gas to the surface no longer work, but something can be jury-rigged with a Craft (mechanical) check. Note this is unleaded fuel, and will not work in diesel engines.

The Joint Light Tactical Vehicle is in one of the base's garages. It's in relatively good condition and can be made to run with a DC 15 Craft (mechanical) check.

## Important NPCs

**Jurg Steiner:** Jurg Steiner was born in Australia before the Great War, and joined the army when he became eligible. He served well, and soon found himself training new recruits. As global tensions rose, Jurg traveled to the United States to train with advanced new weapon systems, so he could then train other soldiers with them.

During training there was an accident, and Jurg was severely injured. Fortunately the military base where he was training also possessed the most advanced medical equipment in the world. He was placed in an advanced restorative chamber. The computer systems anesthetized him and began treating his injuries.

He was still in the chamber when the War broke out.

The base was in chaos. Somehow in the mess that followed, Jurg was forgotten. After his wounds were healed he should have been automatically released, but there was a glitch in the machine. It kept him trapped, but also constantly restored and renewed him. It kept him alive for decades, but his body and mind remained just as they had been when he was placed in the restoration chamber.

Assuming the characters release Jurg, he is initially extremely confused and disorientated. Since he does not recognize

the heroes, and they are unlikely to wear any uniform he recognizes, he assumes they are hostile, and tries to evade them.

Jurg at first disbelieves that that decades have gone by, but soon the evidence leaves him no choice but to accept it. He goes through a mourning process as he comes to realize that everybody he knew is long dead.

Jurg is unsure what he should do next, and is disturbed by many of the strange mutations he encounters. If left to his own devices, he decides he would like to return to his native Australia, even if it bears little resemblance to the world he once knew. He heads west, hoping once he reaches the coast he can find or build a boat that can carry him across the Pacific. If the heroes make a convincing argument, however, he joins their community.

### Jurg Steiner

CR 4

XP 1,200

Male Human waste warrior (fighter) 5

LG Medium humanoid (human)

**Init** +3; **Senses** Perception +1

**DEFENSE**

**AC** 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

**hp** 42 (5d10+10)

**Fort** +6, **Ref** +4, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft.

**Ranged** assault rifle +10 (2d8+3/×4)

**Special Attacks** weapon training (longarms +1)

**STATISTICS**

**Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +5; **CMD** 19

**Feats** Burst Fire, Dodge, Far Shot, Point-Blank Shot, Precise Shot, Weapon Focus (assault rifle), Weapon Specialization (assault rifle)

**Skills** Climb +5, Intimidate +8, Knowledge (pre-war history) +6, Ride +8, Survival +9

**Languages** English

**Gear** initially none, but given time to search the fort he can scrounge up an assault rifle and modular tactical vest (included in the stats above).

## D50: Mad City

**Landmark**

**Population:** 0

**Salvage Value:** 5

**Ruined Buildings:** Bar, Hospital, Shop, Radio Tower, Stadium

Madison, Wisconsin, was decimated by the Great War, but not by a nuclear device. Instead it suffered from a terrible biological weapon: a virus similar to rabies, but far more potent. It drove everyday citizens into violent rages. Worse, another virus designed to increase natural healing combined with the first, and together they created a twisted form of mutated human. The direct survivors of the War dubbed them "hatters," as in "mad as a hatter." The



name stuck, even though few people on *Broken Earth* get the reference.

Now what remains of Madison has become the domain of the hatters and other mutant beasts, including night haunts, giant roaches, and even a dragon or two.

**Salvage:** The mutant monsters inhabiting Mad City mean there have been very few salvagers in the town. The heroes can find many resources that most cities used up long ago, including weapons and ammo, gasoline, and medicine. While much has evaporated, rusted, or spoiled over the years, enough remains to be a major windfall. Every day the heroes spend here, there is a 50% chance each day they are attacked by 2d6 hatters (see page 158).

## D51: Cedar Ridge Wind Farm

See page 88.

## Adventure Hooks

The following adventure focus on monster country.

### Missing Father

**Where:** Psi and TransGenome

**When:** Any time

The teenage mutant named Baxter is curious about the world outside his home in Psi and still holds out hope that his father might be out there somewhere. When the characters first arrive in Psi, Baxter asks them questions about their travels, the places they have seen, and the adventures they've had.

As he gets to know them, Baxter asks them if they've heard of TransGenome. Baxter tells the heroes he thinks there is valuable medical equipment there to salvage. If the heroes seem interested he offers to take the heroes there, on the condition that he receives an equal share of the salvage. Baxter has an ulterior motive of course, he hopes to find clues about what happened to his father, but he is reluctant to share that with the heroes.

The journey to the TransGenome campus is long and dangerous. There should be at least one random encounter with mutant predators on the way.

**At TransGenome:** When the group arrives at the TransGenome campus, they find it taken over by the descendants of the rhesus monkeys TransGenome once used in their laboratory experiments. Of course these monkeys have mutated in a wide variety of ways, but all of them are extremely aggressive. For more information see page 155.

**Algernon's Remains:** Despite Baxter's hopes, Algernon met his end at the TransGenome compound. His remains can be found in the Chase building at TransGenome. Amid the bones are the tattered remnants of Algernon's possessions, including his ring engraved with a serpent eating its tail, and his magnetic compass.

**Kain:** Kain escaped from TransGenome with his life, but without any useful technology. He tried to make his way back to the Psi, but he wasn't able to find the way. He ended up passing south of Psi, and overshooting the distance. He eventually arrived in the ruins of Superior, Wisconsin just outside of Wright Town. He still makes his home there today. For more about Kain, see page 105.

## A Way out of Madness

**Where:** Mad City or TransGenome

**When:** Any time

Characters exploring Mad City or the TransGenome campus may come across the references to a cure for the virus causing people to transform into hatters. In order to do this, they first need to find the medical notes made by pre-war researchers.

**Final Notes:** If the heroes search the ruins of Mad City, and make a DC 20 Perception check, they discover the final notes of Dr. Jasmine Cooper, a biological researcher who was working on a vaccine against the virus that causes hatters—dangerous human mutants. She was a medical researcher working at the University of Wisconsin, Madison. As the city devolved into chaos, she locked herself in her lab and worked tirelessly to stop the terrible disease. She was close to a cure, but it came too late.

On top of her printed notes, a hand written note reads:

*If you're reading this, I hope it's because they've already solved the Rabis-X virus, or the "hatter" problem as they're starting to call it. If they haven't solved it, I'll let you know what I can.*

*I've been infected. One got in the lab. Maybe I got careless. I don't know. It doesn't matter anyway. I'll be dead soon. I won't turn into one of them.*

*I think I was close to finding a vaccine. It worked in the mice trials, but didn't work on Mark. I must be missing something. I'm printing out all my notes. If those things get in they'll probably trash the computers.*

*I've also sent a copy to Dr. Flanders at the TransGenome campus outside of Green Bay. If you can't find what you need here, contact her. Maybe she'll figure out what I've missed.*

*I'm not sure if there's anything else I can do.*

*Good-bye .*

**The Finished Vaccine:** Jasmine sent Dr. Elizabeth Flanders her research on a vaccine for the virus. Elizabeth took Jasmine's research further and developed what she believed would be an effective vaccine. She tested it on tissue samples, but never got the chance to test it on a human test subject.

Though she developed a serum, it has long since been destroyed. However the heroes can attempt to recreate a vaccine if they have the proper equipment and a sample of blood from a hatter. Characters can accomplish this in a week with a DC 25 Heal or Knowledge (nature) check.

Once they create a cure for the disease, they must then distribute it, which can only be done through injection. The heroes might attempt to do this themselves, in which case run two or three combats against hatters over the course of a couple weeks. The characters might also solve the problem by sharing the cure with the Knights of Geneva, who are quite happy to cure the savages of Mad City, and who then begin increased salvaging operations.

# The Green Empire

Just after the Great War, a few survivors saw the destruction as an opportunity. They would rebuild the world with a philosophy of environmentalism and sustainability. The survivors preserved a biodiesel plant and built the city of Eco around it. Using the diesel, they powered generators and vehicles, allowing them to fare better than the vast majority of post-apocalyptic survivors. As the survivors from Eco started to expand, they dubbed themselves the Green Republic, a new nation based on equality and ecology.

But what started as a utopian dream slowly morphed into a dystopian nightmare. To respond to raiders they became more militant. Forced labor which was initially used as punishment became generational slavery.

Now the Green Empire is an expansionist, totalitarian state seeking to control all of North America.

## Currency

When the city of Eco began, it initially continued to use United States paper money. However, as the years passed, these remaining pieces of paper became increasingly tattered and torn, and fewer were in circulation, leading to deflation.

The people of Eco finally decided to create their own currency. They made a few attempts at producing another paper currency, but it was far too easy to counterfeit, and soon enough fake money made the system break down.

So the powers that be decided to go back to the ancient standard of coins made from precious metals. They raided pawnshops and dining rooms for gold and silver to melt down to make their currency. A mint was established in the capital to melt down and press all the new money.

The Green Empire uses two coins, a silver one dollar coin, and a gold fifty dollar coin. Both weigh five grams and are about the size of a pre-war US nickel. The government has looked into creating more coins with a wider range of values, but has not yet developed a cohesive plan. Each coin bares the empire's "Harvester" emblem on one side and the face of whoever was emperor when the coin was minted on the reverse.

Despite the presence of a currency system, barter is still common throughout the empire, especially in remote regions.

## Mutations

The people of the Green Empire look on mutations with suspicion and fear. Those who possess mutations are charged more for lesser goods, and are frequently targeted for enslavement.

As bad as that is, it's worse for those with psionic powers. Psychics are generally despised, and frequently burned as witches. This is particularly true of anybody who possesses telepathic powers, as Emperor Harmony has declared that any such "mind benders" should be executed on sight.

Needless to say there are few with mutations or psionic powers in the Green Empire. Those who are not killed leave of their own accord, either heading to the much more tolerant Kingdom of Geneva, or venturing out on their own.

## Important NPCs

**Emperor Harmony Rose:** Harmony was the second child of the previous Emperor Simon Rose. As a child, she was groomed to serve as an adviser to her elder brother Daybreak, but a conspiracy of slaves assassinated her brother at his coronation. Minor slave rebellions quickly spread throughout the empire, but in her first act as emperor, Harmony had them brutally put down.

Harmony is extremely cunning and shrewd, but at just eighteen, Harmony is still impulsive and prone to mood swings. She has big dreams for her empire, and hopes it will one day regain control of what used to be the United States of America. She is not yet ready to move on Geneva or Scrap City, and hopes to claim more territory to the north and south to further strengthen her forces.

After the death of her brother, Harmony lives in fear for her life every day. She trusts nobody, and fears the slaves in the empire most of all. She never permits any slave to access the imperial grounds or her person.

Harmony is a young, slender woman with brown hair that she frequently arranges in complex and elegant styles. Both her ears are pierced as is her nose, though she wears more subtle jewelry than many in the empire.



### Harmony Rose

CR 5

XP 1,600

Female human aristocrat 7

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +10

DEFENSE

**AC** 14, touch 14, flat-footed 14; (+4 deflection)

**hp** 24 (7d8-7)

**Fort** +1, **Ref** +4, **Will** +7

OFFENSE

**Speed** 35 ft.

**Ranged** +2 mastercraft laser pistol +7 (2d8+2/x4)

STATISTICS

**Str** 8, **Dex** 11, **Con** 9, **Int** 14, **Wis** 10, **Cha** 14

**Base Atk** +5; **CMB** +4; **CMD** 14

**Feats** Fleet, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive

**Skills** Bluff +12, Diplomacy +14, Intimidate +14, Knowledge (geography) +12, Knowledge (post-war history) +12, Perception +10, Ride +10, Sense Motive +10

**Languages** English

**Gear** personal force field, +2 mastercraft laser pistol, the Circlet of the Empire, various other jewelry.

## SPECIAL ABILITIES

**Personal Force Field:** Harmony's personal force field is a surviving piece of pre-war technology. It grants +4 deflection bonus to AC.

**General Maxwell Kross:** General Kross was born into a military family, and never even considered a path outside of the empire's army. He quickly rose through the ranks and soon commanded a large squad. He distinguished himself during the annexation of Burlington. Despite the fact his forces were undermanned, he made the best use of his superior equipment, battle strategy, and commanding presence to overcome the larger defensive force. He was also extremely brutal with the resistance, killing every enemy soldier, an act that earned him the name "the Butcher of Burlington."

Not long after the battle, Kross rose even further in the Green Empire's ranks, thanks in part to a series of mysterious "accidents." He has been the commanding general of the empire's forces for five years now. In this time the military has only responded to a handful of minor skirmishes against raiders, and Kross is getting restless. What good is a general without a war, after all? He is eying the Kingdom of Geneva. He's confident in his superior numbers and weapons, but hasn't yet gotten permission from the emperor, who is looking to the north for expansion. Kross knows any attempt to annex Scrap City would incur an attack from Geneva, so he prefers to take out the kingdom first.

Kross is a large man in his early forties. He has thinning, brown hair, and a large scar on his right cheek he received during the annexation of Burlington.

### General Kross

CR 10

XP 9,600

Human Fighter 11

LE Medium humanoid (human)

**Init** +8; **Senses** Perception +1

DEFENSE

**AC** 24, touch 12, flat-footed 22 (+12 armor, +1 Dex, +1 dodge)

**hp** 98 (11d10+33)

**Fort** +9, **Ref** +7, **Will** +4 (+3 vs. fear)

**Defensive Abilities** bravery +3

OFFENSE

**Speed** 20 ft.

**Melee** longsword +13/+8/+3 (1d8+2/19-20)

**Ranged** +3 mastercraft laser rifle +22/+17/+12 (3d8+7/19-20/x4) or heavy automatic pistol +15/+10/+5 (2d8/x4)

**Special Attacks** weapon training (heavy blades +1, long arms +2)

STATISTICS

**Str** 13, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +11; **CMB** +12; **CMD** 27

**Feats** Burst Fire, Dodge, Far Shot, Greater Weapon Focus (laser rifle), Improved Critical (laser rifle), Improved Initiative, Point Blank Master, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Intimidate), Weapon Focus (laser rifle), Weapon Specialization (laser rifle)

**Skills** Drive +18, Intimidate +19, Survival +15

**Languages** English

**Combat Gear** fragmentation grenades (3), HealUp III (*cure serious wounds*), Vroom (*haste*); **Other Gear** +3 mastercraft full tactical gear, +3 mastercraft laser rifle, longsword, heavy automatic pistol, chalk, 850 in empire coins..

## E52: Crystal Lake Wind Farms

See page 91.

## E53: Water

### Landmark

**Population:** 307 (farmers, soldiers)

**Salvage Value:** 2

**Buildings:** Bar, Houses (2), Shop, Smithy

**Tech Levels:** production 3, maintenance 4

Water, which lies near the remains of Waterloo, Iowa, is the northernmost town under the control of the Green Empire. Like many towns in the empire, it's a farming community built around several large plantations that primarily raise soybeans to fuel the biodiesel plant.

Water is even more militant than usual thanks to the rule of Bane Vanders. He was once just a petty warlord who controlled the region before the Green Empire convinced him to join. Bane keeps a large number of soldiers in the town, ostensibly to protect from any threats coming from the north (and to be fair there are occasional threats), but the force is primarily used to keep the slaves in line and the free folk from questioning his authority. Bane is ruthless about hunting down escaped slaves. His men track down anybody who flees, publicly torture them, and then assign the offenders the most back-breaking work possible. He and his men regularly patrol the area around the town, just to be sure nothing is amiss.

### Important NPCs

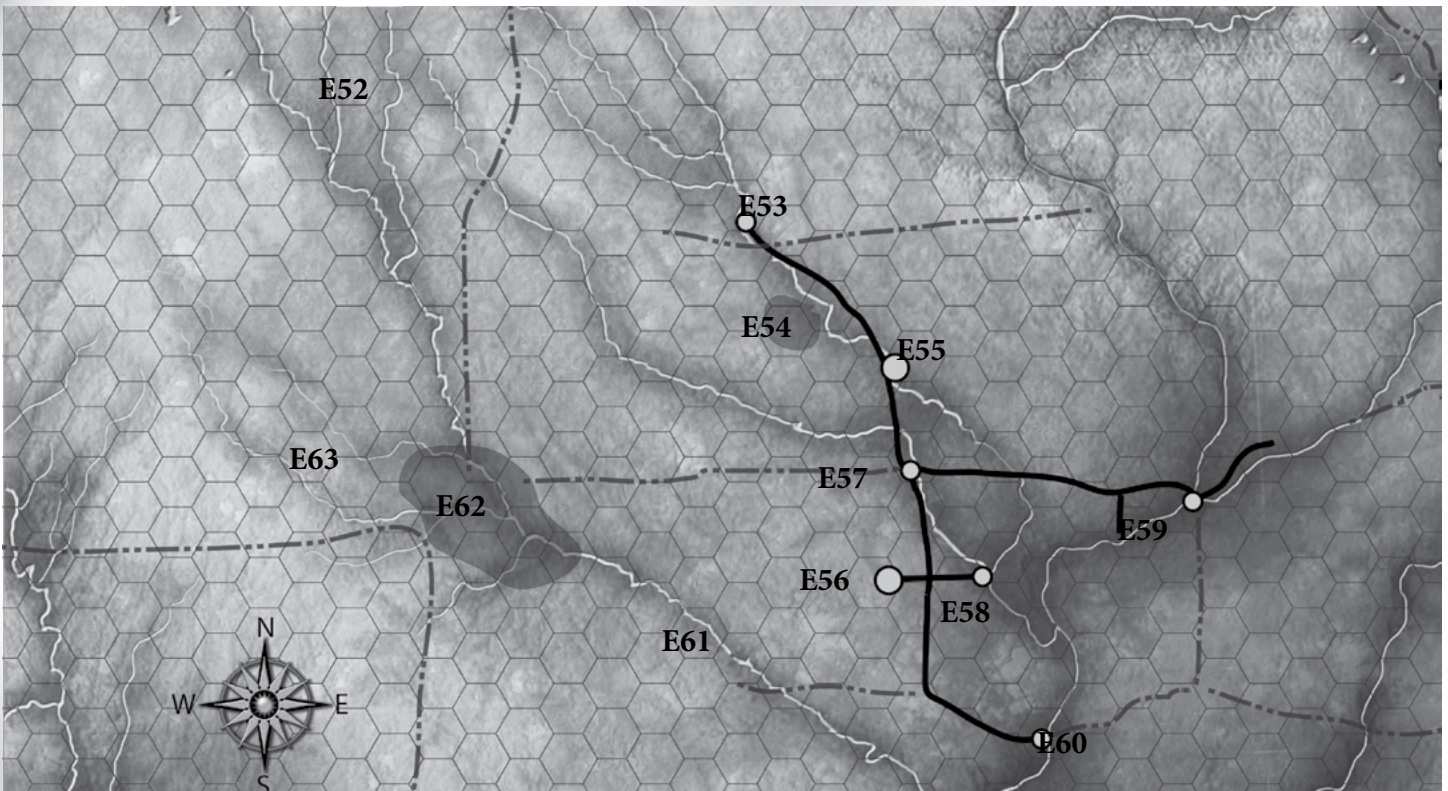
**Bane Vanders:** Bane was the son of a warlord who held onto a prime chunk of land through violence, and wasn't afraid to strike at others when they seemed weak. Bane was raised to be his father's son to continue the line, as indeed he did when his father fell in battle.

Bane ruled the area near Waterloo for many years, primarily by eating the crops of farmers he "protected," and occasionally raiding lands to the south or east. As the Green Empire expanded, his land caught their eye. Though the empire knew it could take the area by force, such a campaign would be expensive and bloody. So they offered Bane a deal: he could rule the town as governor provided he recognized the empire's authority. His farmers would grow fuel crops, and in return he'd get fuel and technology. Bane was impressed by the empire's representatives, and took them up on their offer. He has not regretted it and feels the empire has only helped him solidify his power.

Bane is a large, muscular man with long blond hair he keeps in a braid. He has several scars and piercings, in his ears, nose, and eyebrows, in which he wears golden rings.

Bane uses the same stats as Reaper (page 119), but replace the Ride skill with Drive.

**Corin:** Corin is a young slave who dreams of escaping or rising up against his masters. He was not always a slave, but



once belonged to a tribe of wandering nomads who roamed the wilderness hunting, gathering, and scavenging pre-war items for trade. The tribe was well educated and had an unusual knack for finding just the right piece of pre-war tech. Corin's tribe ventured into the area near Water to trade, but Bane Vanders didn't like the tribesfolk sharing news of the world far away. So he and his men attacked the tribe, killed any who resisted, and sold the rest into slavery. Of course Bane kept many of the best slaves for himself. Though quite smart and well educated, Corin faked illiteracy and was given to work the fields of Bane's top lieutenant.

Corin is constantly making plans about how to escape the plantation, and fantasizes about repaying his masters for their treatment, but he knows that such an attempt will almost certainly get him killed or worse. In the meantime, Corin is secretly teaching a few of the other slaves how to read, but he is extremely careful about who he teaches, fearing that some slaves might betray his secret.

Corin is a boy in his early teens. He has sandy-brown hair, and green eyes. Like most slaves he wears tattered clothing and his back is scarred from whip marks. He normally keeps his gaze on the ground, but if any catch his eyes they find it filled with a spark of mischievous intelligence.

<b>Corin</b>	<b>CR 1/2</b>
<b>XP 200</b>	
Human Expert 2	
NG Medium humanoid (human)	
<b>Init</b> +4; <b>Senses</b> Perception +5	
DEFENSE	
<b>AC</b> 10, touch 10, flat-footed 10	
<b>hp</b> 9 (2d8)	
<b>Fort</b> -1, <b>Ref</b> +0, <b>Will</b> +3	
OFFENSE	
<b>Speed</b> 30 ft.	

#### STATISTICS

**Str** 9, **Dex** 11, **Con** 8, **Int** 15, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Improved Initiative, Stealthy

**Skills** Appraise +7, Diplomacy +6, Disable Device +3, Escape Artist +2, Knowledge (engineering) +7, Knowledge (geography) +6, Knowledge (post-war history) +6, Perception +5, Sense Motive +5, Sleight of Hand +5, Stealth +7

**Languages** English

### E54: Duane Arnold Energy Center

See page 88.

### E55: Cedar

#### Landmark

**Population:** 2,599 (farmers, mechanics, soldiers)

**Salvage Value:** 3

**Buildings:** Bar, City Walls, Factory, Fossil Fuels Plant, Library, Machine Shop, Market, Watch Tower

**Tech Levels:** production 4 (5 for land vehicles), maintenance 5

What once was the city of Cedar Rapids, Iowa, was left relatively intact after the Great War. As such, the people in the burgeoning community of Eco turned to it as a primary target for salvage. They started by sending out salvage missions in the morning and returning before dark, but soon enough established temporary, then permanent, camps to salvage material from the ruins. Before they knew it, the people of Eco had established the second city in what became the Green Empire.

While Eco is still the capital and production center of the empire, Cedar is slightly larger and is in many ways the economic center of the empire. It is better positioned for trade and is close to a source of salvage. Its population is slightly larger than Eco



and more cosmopolitan. It features trade of all sorts, including food, fuel, weapons, pre-war tech, and new goods, but the two biggest markets are the two pillars of the empire: vehicles and slaves.

## E56: Eco

### Landmark

**Population:** 1,940

**Salvage Value:** 3

**Buildings:** Bar, Biodiesel Plant, City Walls, Gunsmith, Houses (6), Inn, Machine Shop, Market, Mint, Tenements (11) Watch Tower

**Tech Levels:** production 4 (5 for land vehicles), maintenance 5

Eco was the first city founded in what would become the Green Empire, and serves as its capital. It houses not only the center of government, but also the empire's biodiesel plant, its most important asset.

Eco is built near the pre-war city of Washington, Iowa, which survived the War relatively intact. Afterwards a group of locals mixed with a band of environmentalists to keep the town's biodiesel plant running, which helped them survive that horrible first winter and adapt to the changing world.

The plant is the heart of Eco, and it is heavily guarded. It's ringed with walls, gates, and watch towers. Armed guards keep a watchful eye looking every direction, and search every incoming vehicle.

While the plant is the heart of the city, it isn't the only important structure. The powers of government reside in Eco. Emperor Harmony holds court at her palace, while General Kross goes over military strategy at Military Headquarters. The Imperial Mint turns out the nation's supply of gold and silver coins.

While not quite as cosmopolitan as Cedar, Eco is quite large by post-apocalyptic standards and features large markets where people can find a wide range of goods.

## E57: Crossroads

### Landmark

**Population:** 180

**Salvage Value:** 2

**Building:** Houses (2), Watch Tower

**Tech Levels:** production 3, maintenance 4

Iowa City was leveled by a nuclear attack during the Great War, and most items of value were lost. However, as Cedar grew to be a city of its own, the numbers of foot and horse travelers between Cedar and Eco started increasing, and more and more people looked for a place to rest. Somebody founded an inn at the intersection of what was once Interstates 80 and 380, and the town of Crossroads grew up around it.

As more and more people acquired motorized vehicles, Crossroads' role as a stopover point decreased, but never completely went away. It now also serves as a hub for the nearby farmers who grow the soybeans used to make the biodiesel that fuels the Green Empire.

## E58: The Docks

### Landmark

**Population:** 242 (farmers)

**Salvage Value:** 2

**Building:** Houses (3), Watch Tower

**Tech Levels:** production 3, maintenance 4

Like Crossroads, the Docks came into being because of its convenient location, but in the case of the Docks, its location is on the water rather than the road. Eco doesn't have good access to the water, so as Cedar became an established city, and the Green Republic started trading with Burlington and Daven, the empire sought an easier way to connect Eco to the Cedar River, which in turn connected it to the Mississippi.

Thus they refurbished the road going east to the Cedar River, and built docks to load and unload material. A small community grew up around the docks, mostly focused on building, maintaining, running, and loading the boats running up and down the Cedar and Mississippi Rivers. Like everywhere in the empire, there are also farms nearby.

## E59: Daven

### Landmark

**Population:** 712

**Salvage Value:** 3

**Resources:** Basic Firearms

**Buildings:** Bar, Shop, Houses (6), Watch Tower

**Tech Levels:** production 4, maintenance 4

In the aftermath of the Great War, many survivors came to the ruins of Davenport, Iowa and the other nearby cities to seek shelter, and salvage any goods they could. These survivors slowly formed a community, which came to be called Daven.

When the people of Daven learned about other surviving communities, like Burlington and Eco, Daven established alliances and trading missions with the other towns. Unlike Burlington, when the Green Republic slowly morphed into the Green Empire, Daven didn't break ties. The alliance with the Green Empire initially began as an equal partnership, but as time went on the empire began making more and more demands and giving less and less back. When Emperor Harmony Rose came to power upon her brother's death, one of her earliest acts was to "Welcome Daven into the empire."



The Slaughter of Burlington was still fresh in many people's minds, so the leaders of Daven decided not to resist the empire. They instead negotiated an annexation process that left them with as much independence as possible. In the end, they were given permission to create local laws and police themselves, as long as they respected the laws of the empire and paid their taxes.

The most important difference between Daven and the rest of the empire is the absence of slave markets. Nobody is allowed to purchase slaves, and no citizen can be sold into slavery. However slaves sold elsewhere in the empire remain enslaved. Travelers frequently pass through with their enslaved retinue, and some citizens of Daven purchase slaves in other cities and bring them to Daven.

Daven is sometimes called the "bread basket" of the empire, and much of its food is grown on the nearby farms. These farmers make less profit than the plantation farmers who grow soy beans for the biodiesel plant. However many of them still remember the stories passed down from their great-grandparents about the time just after the War. Then, people starved despite being surrounded by acres of farm land, because the farms were growing feed corn for animals, which wasn't fit for humans.

Daven is also the closet city to Scrap City, and thus has many goods and services that support trade going to and from that city.

### Important NPCs

**Tamika Davis:** Unlike the other cities in the empire, the people of Daven are still allowed to elect their own mayor, and Tamika Davis won the last two elections. Tamika is a skilled administrator and has earned a reputation for getting the job done.

Tamika is always walking a fine line between asserting Daven's independence and appeasing the empire. She frequently has to convince the more zealous elements of Daven they have more to lose by angering the empire than they have to gain by flaunting its laws. At the same time she has secretly contacted Sir Arthur Flores, leader of the Knights of Geneva, hoping to elicit the kingdom's aid should the worst happen.

Tamika is a woman in her mid-forties with an average build. She has coffee-colored skin and curly black hair she wears in short dreadlocks.

Tamika Davis uses the stats of a council member (see page 97), but with Knowledge (post-war history) instead of pre-war.

**Father Glen Lyons:** Father Glen Lyons is a Revealed preacher who was born and raised in Burlington and who vehemently opposed it joining the Green Empire. He believes Harmony Rose is the anti-Christ, and that by aligning with her, the people of Daven are condemning themselves to Hell. Since he failed to stop the takeover, he has turned his focus to combating the evils of slavery. Publicly, he gives fiery speeches about the dignity of all human life, and that "by enslaving others we enslave ourselves." He also covertly heads a group dedicated to smuggling slaves out of the empire, bringing them overland to Scrap City, and then by boat to Geneva.

Father Lyons can go from an impassioned soapbox preacher to a calculating conspirator at the drop of a hat, and his frequent shifts of personality often unsettle those around him. While passionate about his faith, and always looking for converts, he also knows when to push the message and when to back off. Saving souls is long, arduous work and some souls take decades to come into the fold.

If the players manage to capture Eco, or learn enough about the diesel refinery to build their own, they unlock the following building option for their community.

#### Biodiesel Refinery

88 BP, 4 LOTS

**Community** Economy +5, Loyalty +2, Stability +2, Consumption +3

**Limit** 1 per settlement

**Special** Base value +1,500 tp. Provides fuel to the community.

**Settlement** Productivity +2

This refinery converts soybeans into biodiesel to power combustion engines.

Glen is a tall, lanky man in his late thirties. He has olive skin and dark brown hair and beard, both of which he lets grow "as the Lord sees fit."

Father Glen Lyons uses the stats of a council member, but substitute Knowledge (religion) for Knowledge (pre-war history) (see page 97).

### E60: Burlington

**Landmark**

**Population:** 421

**Salvage Value:** 3

**Buildings:** Barracks, City Walls, Houses (4), Jail, Watch Tower

**Tech Levels:** production 3, maintenance 4

Burlington was once an independent community that grew up in the ruins of the Iowan city of the same name. When the Great War struck, enough citizens of Burlington survived to reestablish a town and support themselves by farming and hunting. Over the decades, it struggled with disease and raiders but always bounced back.

In the early years it traded with the people of the Green Empire (when it was still the Green Republic). However as the Green Empire slowly turned to slavery and despotism, Burlington closed its doors to the empire.

For two decades more the communities existed, quietly neglecting each other. Burlington built up slowly, while the empire built outwards. Towards the end of his life Emperor Carlos Rose, Harmony's father, grew both power-hungry and paranoid. He decided Burlington was too much of a threat and too much of a prize, so he ordered an attack. In his paranoia of a counterattack, he ordered most of his forces to stay close to home, and sent only a small force to take Burlington. It was a brutal fight that came to be known as the Slaughter of Burlington (officially called the Annexation of Burlington). In the end, a third of the empire's troops died on the field, and the Burlington militia was completely wiped out.

Many of Burlington's citizens were enslaved and dispersed throughout the empire, and many new residents from the capital settled in Burlington. However resentment and a desire for revenge runs deep in the city. None act openly for fear of incurring another slaughter, but many quietly sabotage the empire in ways that can look like accidents. The rest of Burlington is a powder keg waiting to explode.

## Important NPCs

**Condor Black:** Condor Black is the military governor of Burlington. He comes from Eco and was personally appointed by Emperor Carlos Rose. He is a masochist at heart, but he also subscribes to the emperor's policy of rewarding allies and punishing enemies. When he assumed control, he issued a pardon to any citizens of Burlington who renounced their rebellious ways, however he also made it clear that should anybody continue to rebel their lives would be forfeit, a threat he has followed through on with public executions.

In person Condor is a charismatic and intellectual man. He is quick with a joke and is especially known for his biting jibes.

Condor Black is an athletic man in his mid-forties. He has black hair he keeps cut short, and a neatly trimmed goatee.

Condor Black uses the same stats as a Wright family member (see page 108).

**Rocket Alexander:** Rocket Alexander survived the Slaughter of Burlington as a civilian. She accepted Governor Black's offer of a pardon, but she has not given up the idea of freeing Burlington from the empire's rule. Rocket has simply taken the operation underground. Rocket constantly looks for ways to sabotage the empire that are subtle enough not to draw attention. She, and a very small handpicked group of allies, have helped slaves escape, and sabotaged equipment.

Rocket was a once-slender woman who is filling out as she reaches her fifties. Her auburn hair is starting to show signs of gray, and her face is starting to crease.

Rocket Alexander is a farmer (see page 113).



## E61: Ottumwa Dam

See page 88.

## E62: The Dead Zone

**Hidden:** DC 15 Perception

**Population:** 41 (foragers)

**Salvage Value:** 1

The area near what was once Des Moines, Iowa was hit hard in the Great War. The city itself suffered a direct hit from a nuclear warhead, and a highly radioactive "salt sower" bomb detonated nearby, withering what was once the bread basket of the United States. The radiation levels have slowly waned through the years, and it is now relatively safe to pass through the area, but prolonged exposure or eating plants native to the area is still dangerous, and most humans and animals avoid the area.

The exception are those creatures mutated by the ERR virus. A number of freaks make their home in the dead zone, though they primarily live alone or in small family groups.

## E63: Missile Silo

See page 84.

## Adventure Hooks

These adventures take place in the Green Empire.

## Fermenting Rebellion

**Where:** Water

**When:** Any time

After the heroes have spent at least a day in Water, allow them to make a Perception check opposed by Corin's (page 136) Stealth to realize the young man has been following them. If the heroes want to talk to him, they can attempt a DC 21 Diplomacy check. If they fail he runs, but later slips one character a note asking them to come to the slave quarters later that night.

Corin is full of questions about the heroes and where they came from. He is really trying to suss out what kind of people they are. If he thinks he can trust them he asks the questions he really wants to know, whether they have slaves where characters come from, and if they can take Corin there.

If the heroes have demonstrated combat skills, Corin may go even further. He knows Bane and his men will come after him, so he suggests taking them out first. Corin helps any way he can, by creating a distraction, or sneaking them in quietly. He's even willing to fight, but he doesn't have much experience. Corin can enlist a few other slaves to help, but he doesn't want to let too many people know in case Bane's people overhear.

If the heroes defeat Bane, many of his minions flee, but others stay and try to get revenge on the heroes or take on the mantle of leader. The number of enemies below reflects roughly how many foes the heroes face throughout the entire process, though they'll likely not be ready to attack all at once. Break them up as best fits the group's tactics.

**Bane Vanders:** See page 135 (Reaper on 119 for stats).

**Elite Slavers (5):** See page 77.

**Slavers (18):** See page 68.

## Making an Escape

There are roughly 200 slaves in the area around Water, spread out among various plantations. It takes some time for the word to go out to all of them, and even then it takes longer for them to get organized. However, if the heroes want, they can eventually let all the slaves know they are free and if they wish, may flee to the heroes' community.

**Long Journey:** If the heroes try to get back to their home community with all the people who escaped from Water, it's a long trek. Unless the heroes brought an extreme amount of food, it is very difficult to feed the mass of people, as most of them know little about foraging. Travel is slow, since some escapees are young or injured. Calculate travel time using a Speed of 15 ft. The empire's plantations have some vehicles, but certainly not enough to hold all of the escapees, and even if they did, not enough people know how to drive them.

Worse yet, others from the Green Empire learn about the mass exodus soon enough, and dispatch trackers to follow them. The first group of trackers arrives on the sixth day of travel.

The group has one SUV, that carries additional fuel, and each other slaver rides a dirt bike. They spread out as they travel to cover more ground, but should any detect the heroes' group, they quickly signal the others.

**Elite Slavers (2):** Riding in the SUV, see page 77.

**Slavers (12):** Riding dirt bikes, see page 68.

On the tenth day another group catches up with the escapees. This group is larger, but not everybody has vehicles. There are two elite slavers in an SUV and the rest of the elite slavers ride dirt bikes, while the other slavers ride horses. Like the first search party, they spread out to cover more ground.

**Elite Slavers (6):** In the SUV or on dirt bikes, see page 77.

**Slavers (12):** Riding horses, see page 68.

Once the group defeats the second group of slavers, they don't need to worry about anybody attacking them immediately, however they are probably now at war with the Green Empire. See **War with the Empire** (page 138).

## Making a Stand

Alternatively the heroes might try to hold onto the town of Water, to claim it as their own, or set it up as a new community where the former slaves can fend for themselves. This might be possible, but is extremely risky. Some, loyal to the Green Empire, doubtlessly escaped and run to Cedar. From there, word spreads and the empire raises an army to retake the town. This army is almost certainly better trained and better equipped than the former slaves of Water, and they arrive within seven days of the revolt.

Use the Mass Combat rules in the core rulebook to run this conflict. There are roughly 200 slaves in Water, but only about 100 of those are able join the heroes in a fight. They are also poorly equipped and have no martial training, so they initially suffer a -1 penalty to the DV and OM scores.

### Freed Slaves

XP 135

NE Medium army of humans (commoner 1)

hp 2; ACR 1/3

DV 9; OM -1

Speed 1; Consumption 1

The Green Empire is perhaps overly confident of its ability to put down the rebellion, and initially dispatches only a small army to retake the town (see page 140).

Even if the heroes' group repels the first attack, the Green Empire doesn't tolerate such opposition for long. For more on their further plans, see **War with the Empire**.

## War with the Empire

**Where:** Anywhere

**When:** Any time

Conflict with members of the Green Empire launches the heroes into this adventure, so it may be no surprise that a greater conflict with the Empire itself is likely. The leadership of the Green Empire might not miss Bella's small fort should it go "missing," but if the heroes make any public incursion into the empire itself, they prod the empire to war. This is extremely dangerous as the Green Empires is one of the most powerful communities on *Broken Earth*.

The Green Empire can marshal roughly 1,200 soldiers, but at least 300 of these are permanently stationed at Eco to protect the city and the biodiesel plant. Another 300 remain in other towns in the empire to garrison them. This leaves roughly 600 troops to serve as an offensive force. Depending on the characters' actions, this offensive force might deploy to meet the heroes' army, retake lost territory, or even march north to destroy the group's home settlement. This offensive force might split itself if it faces a threat from multiple fronts (such as if the heroes ally with the Kingdom of Geneva). General Kross leads the largest faction of the offensive force.

### Green Empire Army (Small)

XP 400

NE Small army of humans (fighter 4)

hp 5; ACR 1

DV 13; OM +5

Special bravery +1

Resources firearms, vehicles

Speed 13; Consumption 8

### Green Empire Army (Medium)

XP 800

NE Medium army of humans (fighter 4)

hp 16; ACR 3

DV 15; OM +7

Special bravery +1

Resources firearms, vehicles

Speed 13; Consumption 8

### Green Empire Army (Large)

XP 1,600

NE Large army of humans (fighter 4)

hp 27; ACR 5

DV 17; OM +9

Special bravery +1

Resources firearms, vehicles

Speed 13; Consumption 10

## Freedom Run

**Where:** Daven

**When:** After the heroes have befriended Father Glen Lyons

If the group spends enough time in Daven, they likely hear of Glen Lyons, or hear him preach. Unless they are disguised, he recognizes them as outsiders and tries to ascertain their sympathies. If he decides the heroes oppose slavery and that they're trustworthy, he asks for help.

Glen and his "friends" try to smuggle escaped slaves out of the empire, but it's a dangerous job. Two smugglers were recently killed and now everybody else is too scared to act. Glen currently has three escaped slaves living in a safe-house in town, and needs somebody to transport them.

Glen can provide the heroes with a wagon that has a false bottom, beneath which they can stash the escaped slaves. However, he cannot spare horses, so if they don't already have some, they need to purchase them (at standard rates).

**The Pick Up:** Glen gives the group a location to meet him at in the dead of night. There he introduces the heroes to the escapees, a man named Chaff, his wife Olive, and their four-year-old daughter Mouse. The slaves are all extremely deferential and will do whatever the heroes say.

Glen tells the heroes to travel to Scrap City and find a junk dealer named Alejandro, a member of the Ravens faction. He will take the slaves, and get them on the next boat heading to Geneva.

**Trackers:** On their second day out of Daven, a group of slave hunters catch up with the group. They force the heroes to stop and demand the right to search their belongings under the authority of the Green Empire. They make it clear they're looking for escaped slaves and even brag about having "planted a couple of slave lovers" not long ago.

The trackers are dedicated to their task, and are not likely to back down even if bribed. It takes a DC 25 Diplomacy or Intimidate check to get the slavers to pass by without a thorough search.

If the slavers get a chance to search the wagon, have them attempt a DC 20 Perception check. If it succeeds, the slavers find the trap door built into the wagon, and the slaves inside. At this point the trackers give the heroes one chance to surrender and return to Eco for "justice." If they don't accept, the slavers attack.

Three elite slavers ride in an SUV, while the rest ride on dirt bikes.

**Elite Slaver (6):** See page 77.

**Another Minor Problem:** Once the heroes arrive at Scrap City, they encounter another problem. Their contact, Alejandro, has been killed by one of his own. The new leader, Zander, wants to strengthen ties with the Green Empire, and has no desire to help some escaped slaves. In fact he might even turn them over to the next empire trade mission in the hopes of a reward.

The heroes might be able to bring the slaves to another faction that trades more with Geneva, such as the Monkey Men or Zombies, or they can bring the escapees to Geneva themselves, or even smuggle them someplace else, like their home community.



# The Kingdom of Geneva

After the Great War, what was once Wisconsin suffered especially high rates of monstrous mutations. While most people fled from these monsters or perished, a few brave souls challenged the monsters and the best of these carved out a sliver of civilization. These heroes were quickly elevated to positions of power, and a system similar to medieval feudalism reemerged. Various lords protected the nearby farms in exchange for taxes of food and service, and at the heart of this was the most powerful lord, the King of Geneva.

The Kingdom of Geneva, centered on what was once Lake Geneva, Wisconsin, not only developed a quasi-medieval feudal system, it also patterns many other elements of its society after the historical records from the time, and sometimes fantasy fiction that mimics the time (and many people don't know the difference between the two). Mounted knights are commonplace, and those who harness psionic powers or highly advanced technology are labeled wizards.

Their imitation medieval mindset doesn't mean they ignore the realities of the post-apocalyptic world. They are happy to use pre-war technology when they find it, and indeed maintain positive trading relationships with several groups in Scrap City. Their social values are quite modern and egalitarian. Humans, freaks, simians, and other mutants work together harmoniously. (This is perhaps a result of fantasy fiction where humans often allied with elves, dwarves, and other strange creatures.)

**History:** John Hanson the First began life as little more than a wandering mercenary, until one fateful day a band of survivors hired him to protect their settlement from raiders. While preparing for battle, he met and fell in love with a woman named Shari Larsen, and after they defeated the bandits, she convinced him to stay and join the Knights of Geneva. John worked his way up the ranks of the knights until he became their leader, and later the first king of Geneva.

## Important NPCs

**His Majesty John Hanson III, King of Geneva, Protector of the Realm:** John Hanson III is the grandson of the original John Hanson, the first king of Geneva. The king believes himself a wise and just ruler and friend of the people. While he is well liked, some among his inner circle believe King John worries too much about his image, and not enough about the health of his realm. He is overly fond of public festivals and public works projects, and does not worry about where to get the material and labor to accomplish them.

King John has kept the Knights of Geneva strong and recognizes the threat from monsters to the north, but has otherwise let the military languish and doesn't acknowledge human threats to his kingdom. He believes the bandit problem solved, and despite their

differences, diplomacy can solve any disputes between Geneva and the Green Empire. King John also sees no problems with his marriage, and thinks his children will grow up to be splendid rulers, despite the fact his wife is dissatisfied and his children are spoiled brats.

King John Hanson III is an athletically built man in his mid-thirties. He has blue eyes, golden blond hair and a neatly trimmed, full beard.

### King John Hanson III

CR 4

XP 1,200

Male human aristocrat 6

NG Medium humanoid (human)

**Init** +0; **Senses** Perception -1

**DEFENSE**

**AC** 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

**hp** 33 (6d8+6)

**Fort** +5, **Ref** +2, **Will** +4

**OFFENSE**

**Speed** 30 ft.

**Melee** +2 mastercraft longsword +8 (1d8+3/19-20)

**Ranged** +1 mastercraft longbow +5 (1d8+1/×3)

**STATISTICS**

**Str** 13, **Dex** 10, **Con** 12, **Int** 11, **Wis** 8, **Cha** 12

**Base Atk** +4; **CMB** +5; **CMD** 15

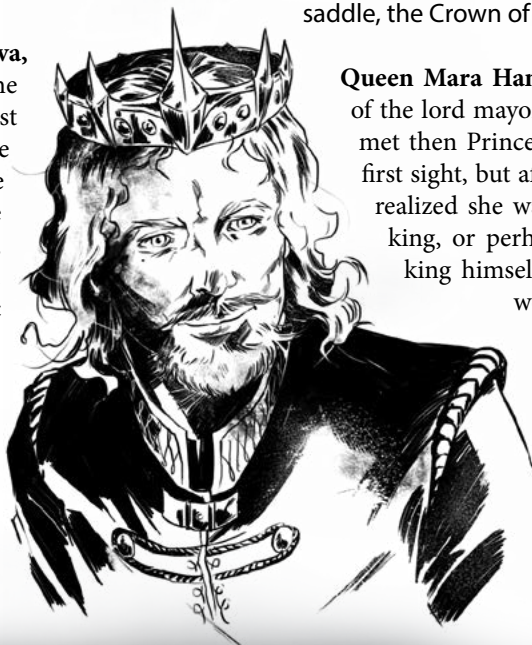
**Feats** Animal Affinity, Great Fortitude, Scholar, Weapon Focus (longsword)

**Skills** Diplomacy +10, Handle Animal +12, Knowledge (geography) +9, Knowledge (post-war history) +11, Knowledge (nobility) +11, Ride +8

**Languages** English

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear**

+1 mastercraft chain shirt, heavy steel shield, +1 mastercraft longbow, 20 arrows, +2 mastercraft longsword, riding horse, saddle, the Crown of Geneva.



**Queen Mara Hanson:** Queen Mara was the daughter of the lord mayor of Bel in western Geneva when she met then Prince John III. She thought it was love at first sight, but after several years of marriage, she realized she was more in love with the idea of the king, or perhaps his public image, than with the king himself. She does not love King John, and worse, she doesn't respect him. She thinks Geneva is far more fragile than it appears and they need to put far more effort into shoring up their defenses. She also believes they need to work harder to regain the technology lost in the Great War.

Mara has grown distant from her husband in recent years, and has increasingly been spending

time with Sir Flores. Though neither has acted on it, they have both developed romantic feelings for each other.

Queen Mara is a woman in her late thirties with fair skin and long auburn hair. While she wears elegant gowns while at court, she prefers more practical “peasant” fare at home.

### Queen Mara Hanson

CR 3

XP 800

Female human aristocrat 5

NG Medium humanoid (human)

**Init** +0; **Senses** Perception +12

DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 17 (5d8-5)

**Fort** +0, **Ref** +3, **Will** +6

OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d4-1/19-20)

**Ranged** +2 mastercraft longbow +6 (1d8+1/x3)

STATISTICS

**Str** 9, **Dex** 10, **Con** 8, **Int** 12, **Wis** 14, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Alertness, Lightning Reflexes, Persuasive, Weapon Focus (longbow)

**Skills** Diplomacy +11, Intimidate +3, Knowledge (post-war history) +9, Knowledge (nobility) +9, Perception +12, Ride +8, Sense Motive +12

**Languages** English

**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** +2 mastercraft longbow, 30 arrows, dagger

## The Knights of Geneva

The Knights of Geneva in many ways made the kingdom what it is today. Just after the Great War, a group of amateur historians and re-enactors gathered together and decided that the best way to survive the future was to learn from the past. They saw bands of thugs and raiders taking from the weak and decided to do something about it. They mounted their horses, donned their armor, and sharpened their once-prop weapons to a fine edge. When they successfully defended a struggling group of survivors from raiders, the Knights of Geneva were born.

As the years went on, more survivors flocked to the town of Geneva, seeking the safety the knights offered. They realized they were becoming something more than just a group of do-gooders, they were becoming a small kingdom. Thus, the leader of the knights, John Hanson was elected king.

In the decades since, the knights have continued to serve the realm and protect the innocent from attack. They drove off the bandits that once frequented the lands east of Geneva, and now primarily patrol the northern border to keep out mutant monsters.

Knights undergo years of rigorous training, and many initiates wash out. The training focuses primarily on horsemanship, combat, and tactics, but also includes reading and basic mathematics.

While the knights model themselves after an idealized image of the knights of old, they don't ignore the facts of the modern world. Geneva has the technology to craft plate armor, crossbows,

and swords, so these are their main weapons. When they acquire guns, they recognize their use, but since they can make neither guns nor ammo, firearms are rare. Similarly Geneva breeds horses because they cannot create diesel, but they recognize the superior speed of the Green Empire's motorized vehicles.

### Important NPCs

**Sir Arthur Flores:** Sir Arthur Flores is a renowned knight and the current leader of the Knights of Geneva. He spent many years in his youth defending the northern reaches of the land from the mutant monsters filling the area. He gained fame when he single-handedly defeated a “dragon” that had demolished several settlements. This fame thrust him into leadership roles, first commanding small squads of knights, and slowly gaining more command until eventually he was raised to the position of head commander of the Knights of Geneva.

Under his leadership, the Knights of Geneva have grown in strength, but sadly shrunk in focus. King John thinks the knights need only worry about the mutant monsters to the north and will not allow Flores to work preemptively to root out bandits or gather reconnaissance about the Green Empire. In response, Sir Flores has started allowing the occasional “knights-errant” to leave the hierarchy of the Knights of Geneva and explore the world on their own. Flores believes the information the knights learn is more useful than their swords patrolling the northern border.

Even this small rebellion against the King makes Sir Flores uneasy, but in his heart he wonders if it might someday be necessary to defy the king to protect the realm. Flores is even more uncomfortable with the romantic feelings he has developed for Queen Mara.

Sir Arthur Flores is a muscular man in his early forties. He has dark tan skin, brown eyes, and dark brown hair he keeps closely cropped. He has several scars from his battles with monsters, most notably a large diagonal scar running diagonally from his forehead to his left cheek.

### Sir Arthur Flores

CR 9

XP 6,400

Male human cavalier 10

LG Medium humanoid (human)

**Init** +4; **Senses** Perception +7

DEFENSE

**AC** 24, touch 10, flat-footed 24 (+11 armor, +3 shield)

**hp** 79 (10d10+20)

**Fort** +9, **Ref** +3, **Will** +7; +3 Morale bonus vs. fear when beneath banner

**Defensive Abilities** resolute 3

OFFENSE

**Speed** 20 ft.

**Melee** +2 mastercraft longsword +16/+11 (1d8+5/17-20) or dagger +13/+8 (1d4+3/19-20)

**Ranged** heavy crossbow +10 (1d10/19-20)

**Special Attacks** cavalier's charge, challenge

STATISTICS

**Str** 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +13; **CMD** 23

**Feats** Improved Critical (longsword), Improved Initiative, Iron Will, Mounted Combat, Mounted Shield, Shake It Off, Shield



Focus, Shield Wall, Stand Still, Weapon Focus (longsword)  
**Skills** Diplomacy +14, Handle Animal +14, Intimidate +14, Perception +7, Ride +6 (+9 to checks to negate a hit on mount with Mounted Combat), Sense Motive +15, Survival +7  
**Languages** English  
**SQ** banner, expert trainer, orders (order of the shield), tactician  
**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** +2 mastercraft full plate, heavy steel shield, +2 mastercraft longsword, dagger, heavy crossbow, 20 bolts

**Knights of Geneva:** Knights of Geneva are highly trained mounted warriors who are sworn to protect the kingdom.

### Knight of Geneva

CR 3

XP 800

Human cavalier 4

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +5

DEFENSE

**AC** 22, touch 10, flat-footed 22 (+9 armor, +3 shield)

**hp** 38 (4d10+12)

**Fort** +6, **Ref** +1, **Will** +2

**Defensive Abilities** resolute 1

OFFENSE

**Speed** 20 ft.

**Melee** longsword +9 (1d8+4/19-20/x2) or dagger +8 (1d4+4/19-20/x2)

**Ranged** heavy crossbow +4 (1d10/19-20/x2)

**Special Attacks** cavalier's charge, shield's challenge +4 (2/day)

STATISTICS

**Str** 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 12

**Base Atk** +4; **CMB** +8; **CMD** 18

**Feats** Mounted Combat (1/round), Shield Focus, Shield Wall, Weapon Focus (longsword)

**Skills** Handle Animal +6, Intimidate +8, Perception +5, Ride -1, Survival +3

**Languages** English

**SQ** animal companion link, expert trainer, orders (order of the shield), tactician (1/day)

**Gear** full plate, heavy steel shield, dagger, heavy crossbow, 20 bolts, longsword, 20 tp in personal goods

## The Wizards of Geneva

Geneva has an unusually high number of psionics. Nearly five percent of the population possesses some level of psychic ability. This is likely due to their proximity to TransGenome and other sources of genetic experimentation, though nobody in Geneva knows it. With the large influence of fantasy fiction on their society, the people of Geneva believe these psionic powers to be "magic," and call the people who use them "wizards," "witches," "sorcerers," and "magic-users."

Early in its history, the rulers of Geneva realized these wizards could be either a force for great good in the kingdom, or terrible evil. Thus they sought to guide the development of all future wizards. They created a school where anybody who possessed



psionic power could attend for free, and regularly sent wizards through the towns and villages looking for anybody with natural talent. After they complete their schooling, wizards can easily find gainful employment. Many work with the Knights of Geneva to protect the kingdom. Others return to their communities, and use their magic to work as healers or advisers.

The Wizards of Geneva are not as structured an order as the Knights, but it is a small enough community that they keep an eye on each other, and watch for signs of wizards who might turn to the “dark arts,” the Wizard’s term for using their magic for evil.

### Important NPCs

**High Sorceress Bianca Lopez:** Bianca Lopez was one of the first students to study at the Academy after it was established in Tower Town. Like most psionics, the Wizards found her when she was young and took her to train. She excelled at her classes and was a favorite of her teachers. After she finished her schooling, Bianca went to the Knights of Geneva and was a major player in the campaign to wipe out the raiders that once lived to the east.

After several years with the Knights, she was offered a faculty position at the Academy, which she happily accepted. She found a passion and talent for teaching. She was also skilled at making friends among faculty, so when the position of headmaster opened, she was overwhelmingly elected.

As the new headmaster Bianca also became an adviser to King John III; she now splits her time between Tower Town and Geneva. Like Sir Flores, she believes King John is too focused on the mutants to the north, but she doesn’t think the greatest threat to the kingdom comes from an outside group. She thinks it comes from within.

Bianca is starting to gather information about the Children of the Dragon, and from all she’s gathered, the Children seem far more dangerous than an actual dragon, or even the Green Empire. King John, while somewhat ineffectual, is a benevolent ruler who only wants the best for his people. Bianca believes the Children of the Dragon are led by a man called Blaze who wants power more than a functioning or happy kingdom.

Bianca also rightly believes the school has been infiltrated by Children of the Dragon, though she has not yet rooted out just who is compromised. She has repeatedly requested a waiver to the King’s prohibition against psychically scanning people without their consent, but King John has always refused. As her fears grow, Bianca has started a selective scanning campaign anyway, though so far she has only scanned those who are both suspect and weak enough that they probably won’t notice the intrusion.

Bianca is a serious woman who seems to radiate power. She has been tested both on the battlefield and in the council room, and she has always come out ahead. She is used to being the smartest person in the room, though she respects those who can prove her equal.

Bianca is in her early forties with olive skin, brown eyes, and dark brown hair she wears in a long braid. She typically dresses in loose-fitting robes and wears a pair of half-moon spectacles.

### Bianca Lopez

CR 8

#### XP 4,800

Female human psion 9 (*Psionics Unleashed*)

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +11

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 34 (9d6)

**Fort** +3, **Ref** +4, **Will** +10

OFFENSE

**Speed** 30 ft. (40 ft. with psionic focus)

**Melee** quarterstaff +3 (1d6-1)

**Psion Powers Known** (CL 9th; concentration +13, 90 power points):

5th (9 power points)—*adapt body, psychic crush* (DC 19)

4th (7 power points)—*augured answer, correspond, mind wipe* (DC 18), *telekinetic maneuver*

3rd (5 power points)—*body adjustment, body purification, energy burst* (DC 17), *psionic blast* (DC 17)

2nd (3 power points)—*ego whip* (DC 16), *empathic condition relief, specific energy adaptation, mass missile*

1st (1 power point)—*call to mind, energy ray, inertial armor, matter agitation, telepathic projection* (DC 15)

Talents (at-will)—*catfall, create sound, far hand*

See page 175 for more information about psionics.

STATISTICS

**Str** 8, **Dex** 12, **Con** 10, **Int** 18, **Wis** 14, **Cha** 14

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Combat Manifestation, Extend Power, Greater Psionic Endowment, Improved Initiative, Improved Iron Will, Iron Will, Overchannel, Psion Weapon Proficiencies, Psionic Endowment, Scholar, Speed of Thought

**Skills** Diplomacy +11, Intimidate +11, Knowledge (post-war history) +18, Knowledge (local) +16, Knowledge (psionics) +18, Perception +11, Ride +10, Sense Motive +14

**Languages** English

**SQ** breach power resistance, detect psionics, discipline (generalist)

**Gear** quarterstaff, worn copy of *Pathfinder® Roleplaying Game: Ultimate Magic*

**Novice Wizards:** Minor psionics like these make up the bulk of the Wizards of Geneva. Even with their limited range of power, they inspire awe from the general population.

### Novice Wizard

CR 2

#### XP 600

Human Psion 3 (*Psionics Unleashed*)

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +2

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 16 (3d6+3)

**Fort** +2, **Ref** +2, **Will** +7

OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +0 (1d6-1)

**Psion Powers Known** (CL 3rd; concentration +6; 15 power points):

2nd (3 power points)—*ego whip* (DC 15), *specific energy adaptation*

1st (1 power point)—*call to mind*, *energy ray*, *inertial armor*, *matter agitation*, *telepathic projection* (DC 14)

Talents (at-will)—*catfall*, *create sound*, *far hand*

See page 175 for more information about psionics.

#### STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 14, **Cha** 10

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Combat Manifestation, Extend Power, Iron Will, Psionic Endowment, Scholar

**Skills** Diplomacy +3, Intimidate +3, Knowledge (post-war history) +11, Knowledge (local) +9, Knowledge (psionics) +11, Ride +4, Sense Motive +8

**Languages** English

**SQ** detect psionics, discipline (generalist)

**Gear** quarterstaff; 30 tp worth of personal goods

## Children of the Dragon

Within Geneva, there is a secret society plotting to overthrow King John III and establish themselves as the new rulers. They call themselves the Children of the Dragon.

Many of the Children of the Dragon are touched by the bio-engineered “magic” that prevails throughout much of what was once Wisconsin. They are freaks, psychics, and random mutants. As such they feel a twisted sort of kinship with the mutant monsters roaming the area. Unlike most people of Geneva, they seek ways to tame or control these monsters rather than exterminate them. Their leadership also seeks to understand what caused these changes. While many write it off as magic, these leaders believe something in the Great War triggered these changes, and that the key to learning about it probably lies in the heart of “Monster Country.”

For now the Children of the Dragon continue to operate in secret, covertly working their way into key positions like the Academy at Tower Town and the king’s council. They will wait until they are completely confident of their victory, and only then will they usurp King John’s rule. Should they come to lead Geneva, they won’t be kind masters, focusing on enriching themselves over the needs of Geneva.

### Important NPCs

**Blaze (Neddit):** The Children of the Dragon’s ultimate leader calls himself Blaze when dealing with the Children. He is a powerful pyrokinetic, and has a habit of immolating those who disobey him. He began his life as a humble farmer named Neddit, and still sometimes adopts that guise to avoid suspicion. In his early teens he discovered his pyrokinesis and used the power to attract a small gang of raiders. After his first gang was defeated (and many killed) by the Knights of Geneva, he decided to take a slower, more cautious approach. He started to recruit powerful but downtrodden individuals, forming the Children of the Dragon.

Blaze spends most of his time in Bel. He frequently greets travelers in his Neddit persona, in order to hear news from beyond Geneva and to look for people who might be useful to the Children of the Dragon.

## Blaze (Neddit)

CR 6

XP 2,400

Male human psion 7 (*Psionics Unleashed*)

NE Medium humanoid (human)

**Init** +5; **Senses** Perception +0

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 34 (7d6+7)

**Fort** +3, **Ref** +3, **Will** +5

OFFENSE

**Speed** 30 ft.

**Special Attacks** telekinetic hurl (+4 attack, 2d4 damage)

**Psion Powers Known** (CL 7th; concentration +11; 60 power points)

4th (7 power point)—*energy ball* (DC 18), *inertial barrier*

3rd (5 power point)—*body adjustment*, *energy burst* (DC

17), *energy retort* (DC 17), *energy wall* (DC 17)

2nd (3 power point)—*energy missile* (DC 16), *energy push* (DC 16), *energy stun* (DC 16), *specific energy adaptation*

1st (1 power point)—*energy ray* (+4 touch, 1d6+1 fire), *inertial armor*, *matter agitation*, *vigor*

Talents (at-will)—*energy ray* (+4 touch, 1d3 fire), *force screen*

See page 175 for more information about psionics.

STATISTICS

**Str** 8, **Dex** 12, **Con** 13, **Int** 18, **Wis** 10, **Cha** 14

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Combat Manifestation, Deceitful, Empower Power, Extend Power, Improved Initiative, Overchannel, Psionic Endowment

**Skills** Bluff +11, Disguise +11, Intimidate +12, Knowledge (local) +14, Knowledge (psionics) +14, Profession (farmer) +10, Sense Motive +7, Survival +7

**Languages** English

**SQ** detect psionics, discipline (kineticist)

## F64: Fort McDaniel

Landmark

**Population:** 302

**Salvage Value:** 2

**Buildings:** City Walls, Garrison, Fort, Watch Tower

**Tech Levels:** production 2, maintenance 3

Early in their history, the Knights of Geneva launched several campaigns to clear out the Mad City. After several failures, the knights decided to contain the monsters from the north instead, and established a fort where the Rock River crossed under what was once Interstate 90.

For many years the knights garrisoned the fort and led patrols from it. Due to the proximity to monster attacks, the fort stood alone and everything they needed was brought in from elsewhere.

Then about a decade ago, the knight commander at the time decided the Knights of Geneva were growing too soft in the capital. They were becoming more interested in the affairs of court and competing in tournaments than protecting the weak. He needed to remind the knights of their true purpose, thus he moved the headquarters for the Knights to Fort McDaniel so their

enemies would always be close at hand. With the headquarters, the Knight's training ground also moved to Fort McDaniel, and the new recruits gained many opportunities to prove themselves against live foes. A small town grew up around the headquarters to support the knights.

**The Fort:** The actual Fort McDaniel, which gave the town its name, is still the most important feature of the town. It stands on the southern bank of the Rock River, preventing anybody from crossing the bridge without their permission. The original wooden palisades have slowly been replaced by brick, stone, and steel walls. The walls of the fort are large enough to house the entire town's population if need be. There are several wooden buildings within the fort, including a barracks, stable, armory, command center, and several watch towers.

## F65: Bel

### Landmark

**Population:** 212

**Salvage Value:** 2

**Building:** House

**Tech Levels:** production 2, maintenance 3

Bel is a town in decline. It was the second town founded after Geneva itself, and for some time it was a thriving village. The soil was fertile, and it was in a key position between Geneva City, Fort McDaniel, and the Green Republic (as it was called at the time).

However, over the decades Bel fell on harder times. When the Green Republic changed into an empire, trade between the two nations dropped to none. The new settlements of Tower Town and Fort McDaniel attract many young folk despite the dangers. To add insult to injury, last year's crop was partially destroyed by flood, and this year the bugs seem to be taking more than their fair share.

There's the smell of desperation in the air, and this makes Bel fertile ground for rebellion. The Children of the Dragon have taken a special interest in Bel, and quietly whisper in the ears of anybody who listens. They place the blame for Bel's plight on the weak King John III, and encourage citizens to rebel, even in small ways like "forgetting" to pay their taxes. The Children are not yet ready to defy the throne openly, but when they do Bel will likely be their home base.

Bel was founded along the Rock River, near what was once the city of Beloit, Wisconsin (and its Illinois sister, South Beloit). The city was mostly abandoned after the Great War, but has been settled long enough that most things valuable from before the war have been salvaged.

## F66: Geneva

### Landmark

**Population:** 1,312

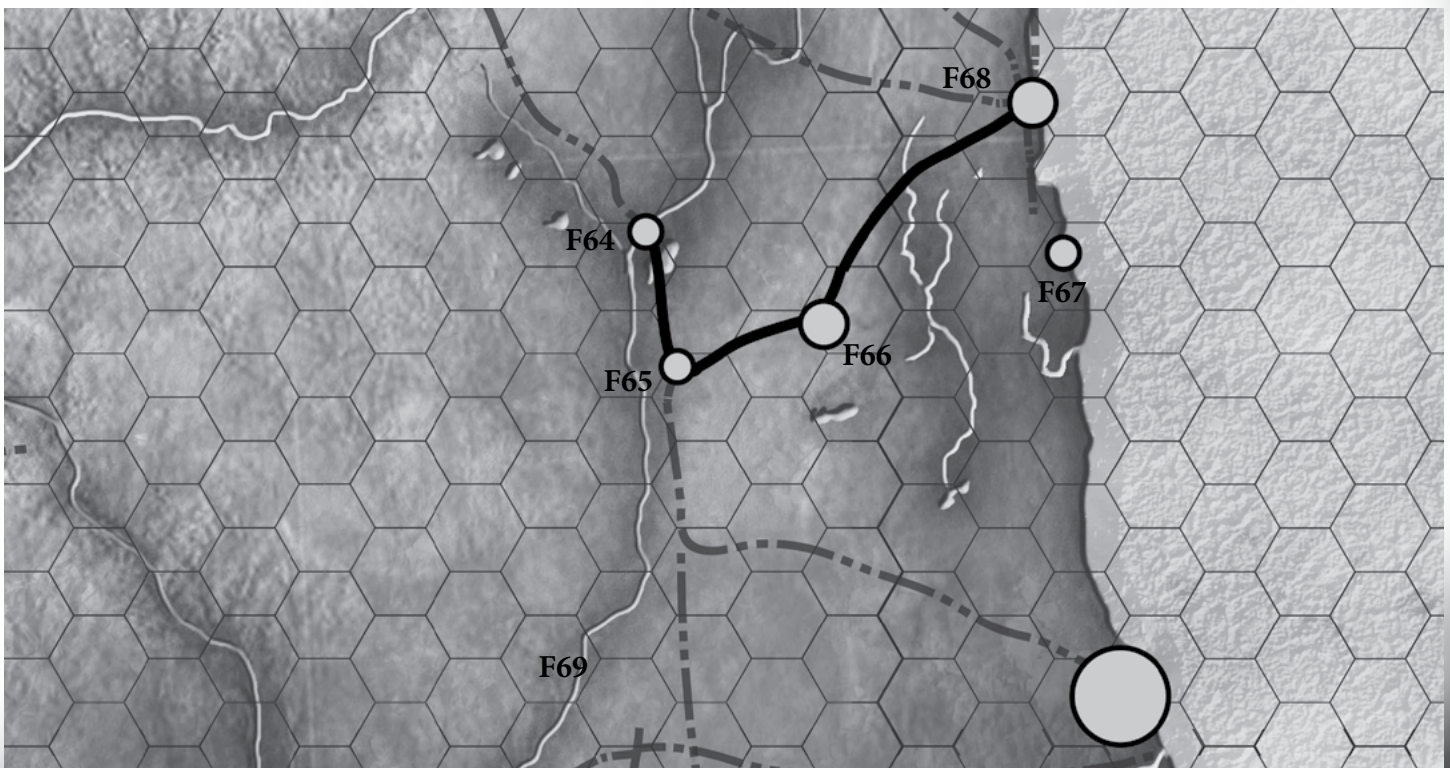
**Salvage Value:** 3

**Buildings:** City Walls, Houses (10), Inn, Luxury Estate, Market, Smithy, Watch Tower

**Tech Levels:** production 2, maintenance 4

Geneva, often called Geneva City, is the capital of the Kingdom of Geneva and its largest town. This is where King John III holds court and governs the land. It was the first town in the kingdom and is still the largest, though at its rate of current growth, Tower Town might overtake Geneva in a decade or two.

Geneva is built on the ruins of what was once Lake Geneva, a popular resort town in southern Wisconsin. While most of the once opulent homes have fallen, a large portion of the brick and cement buildings downtown still remain, and have been put to good use. King John Hanson I claimed one of the fanciest hotels as his palace, a tradition that continues to this day.



## F67: Lake Town

### Standard

**Population:** 54

**Buildings:** House

**Salvage Value:** 2

**Tech Levels:** production 2, maintenance 3

Lake Town is the newest settlement established by the Kingdom of Geneva. It began as a boat dock to take shelter in when there was bad weather between Tower Town and Scrap City. As sailors passed by, some of them settled there. Most of them still work on the water, fishing Lake Michigan, while some repair boats or refurbish ones from before the War.

Though Lake Town has been around for a good ten years, it's still not easily accessible by land, as there's no intact road between it and any other settlement. While it's not far from the ruins of Interstate 94, which leads to Tower Town, it's far easier just to boat there. Many of the locals have petitioned the king to build a road connecting Lake Town to Geneva, hoping it will become the preferred route for trade with Scrap City and increase the town's commercial power. Others fear that along with increased trade come smugglers, thieves, and other unsavory characters.

**Byron:** Byron used to run a trading company, making runs between Tower Town and Scrap City. One day he lost his ship to pirates, so he settled down and started Lake Town's first (and only) bar, the Saucy Mermaid. Since the bar is the main meeting place in town, and one of the few public spaces, Byron is also the unofficial town mayor.

Byron sees his job as mediator. He doesn't want to tell people what to do. He just wants to keep them from hurting each other, so he and his bouncer, a large freak named Blackberry, keep the citizens in line or toss them out. Byron hears just about everything, but always "forgets" the personal stuff. If a customer asks, he's happy to entertain them with a tale of his earlier life.

Byron is nearly fifty years old. He's a short man with bushy brown hair that's thinning out on top. In his sailing days, he was lean and fit, but since starting the bar, he's filled out a little.

Byron uses the statistic of an Axe Tribe member, but has Profession (sailor) instead of Craft (carpentry).

## F68: Tower Town

### Landmark

**Population:** 977

**Salvage Value:** 3

**Buildings:** Bar, City Walls, College, Houses (6), Inn, Library, Watch Tower

**Tech Levels:** production 2, maintenance 4

Most of the city of Milwaukee, Wisconsin, was decimated in the Great War or its aftermath. Yet remarkably the North Point Water Tower survived. The tower is made from limestone in a Victorian Gothic style. When survivors from Geneva first laid eyes upon it, they assumed it was a wizard's tower, and indeed, that is what it has become.

The Wizards of Geneva (actually masters of psionics), took the tower's discovery as a sign. They drove the monsters out from the area around the tower, and established their wizard's school

around it. In the decades since, the school has attracted a large town around it. Tower Town, as it is now called, also benefits from easy access to Lake Michigan, which allows it to trade by sea with the scrappers of Scrap City.

The only thing keeping Tower Town from expanding even further are the monsters to the north. The wizards and knights usually keep the worst of the monsters at bay, but citizens are constantly reminded of the danger as terror monkeys, ghost cats, hatters, and more, regularly assault the city.

**The Tower:** The North Point Tower stands 175 feet high and only 24 feet across at the base. It was meant to hold water, not people, however upon discovering the tower, the wizards who claimed it punched door holes in the central pipe and inserted a few wooden floors, making the tower into a makeshift residence. Since then, the upper floors have served as the residence of the Academy's headmaster, while lower levels are used as meeting places for Academy professors.

**The Academy:** The Academy is in one of the few other pre-war buildings from Milwaukee to survive the Great War, and is quite close to the Tower. It is a large stone and brick structure. The wizards use the lower floors as dormitories, and the upper floors for teaching their classes.

## F69: Byron Nuclear Generating Station

See page 91.

## Adventure Hooks

This adventure takes place in the Kingdom of Geneva

## To Slay a Dragon

**Where:** Lake Town

**When:** Any time

Lake Town is well south of the monster infested regions north of Geneva. Normally the Knights of Geneva stop any monsters from reaching town. So the villagers are terrified when they discover a dragon of all things somehow slipped past the knights and has destroyed three farm houses.

A boat has already been dispatched to Tower Town, but any help is still days from arriving, so the villagers turn to the heroes for help slaying the dragon.

If they accept, the group's best bet is to either patrol the area, requiring a DC 20 Perception check to find the beast, or try to track the beast back to its lair with a DC 20 Survival check. If they track it back to its lair, there's a 50% chance the dragon is asleep, allowing the heroes to surprise it, however the lair is radioactive, and every hour the PCs spend there they are subject to minor radiation poisoning (see page 43).

If the heroes succeed at slaying the dragon, the villagers are extremely grateful. They have little to offer, but throw a feast to celebrate the heroes' victory.

When the Knights of Geneva arrive, they are even more impressed with the heroes' actions. They offer to put in a good word for the characters with Sir Flores, and will even introduce them to him if they travel to Fort McDaniel or the capital.

**Dragon:** See page 155.

# Scrap City

During the Great War, a nuclear warhead detonated near Chicago, Illinois, flattening half of the city. The few who survived fled the city, but not for long. The supplies remaining behind were too tempting. Survivors sneaked back into the remains of the city to salvage anything they could. Slowly they resettled. What grew in the ruins was not a unified society, but rather a patchwork quilt of rival factions competing for territory and the right to harvest scrap. These petty conflicts have gone on for generations, with ever shifting alliances and boundaries. The ruins have become known as Scrap City.

The people of Scrap City exist primarily by trading with the Kingdom of Geneva and the Green Empire, as well as a handful of smaller communities. Some steal from each other and others hunt and gather food from the wilderness that has come to the city.

There are more than a dozen factions over all, but the most powerful are the Illuminated, Monkey Men, Ravens, Tin Men, and Zombies

## G70: Illuminated

### Landmark

**Population:** 78

**Salvage Value:** 3

**Building:** House, Library

**Tech Levels:** production 3, maintenance 5

The Illuminated are a gang of scappers that live by the maxim “knowledge is power.” They will hunt out any scrap that looks valuable, but they are particularly interested in books and functioning or nearly functioning technology from before the war. Many of the Illuminated have enough technical skills to repair and rebuild broken tech.

The Illuminated trade primarily with the Green Empire, receiving food and fuel, and giving them pre-war tech. The Illuminated always keep the best tech for themselves.

**Field Museum:** The Illuminated have their headquarters in Chicago’s Field Museum, and they have adopted the tyrannosaurus skeleton Sue as their mascot. They have restored power to some sections of the museum using diesel generators. (Because fuel is expensive however, they use their electricity sparingly.)

### Important NPCs

**Brittney:** A young woman named Brittney leads the Illuminated. Despite her young age, she is extremely skilled in all kinds of technical fields. She says she read the information from books, which she has prized since she was very young, and she believes this, though it is not true. In fact Brittney is actually a synth, a machine brain in an organic body. She was created by Phoenix Station Epsilon, located in southern Missouri (not described in this book), and sent to gather information about the post-apocalyptic world. This programming gave her both a greater baseline of technical knowledge, and a thirst to always gather more, thus helping her fit right in with the Illuminated. Should

she ever meet Sara the Butcher (see page 85), her full programming activates, alerting her to her true nature and the location of the remaining Phoenix stations.

Brittney is a young woman who appears to be in her early twenties. She has straight black hair and olive skin. She has a tattoo on her abdomen, bearing one-half of a stylized yin-yang symbol. (Sara the Butcher has a similar tattoo.)

### Brittney

CR 5

**XP 1,600**

Female synth scrapper (rogue) 6

LN Medium humanoid (synth)

**Init** +2; **Senses** Perception +8

**DEFENSE**

**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

**hp** 36 (6d8+6)

**Fort** +3, **Ref** +7 (+2 bonus vs. traps), **Will** +1

**Defensive Abilities** evasion, fortified skeleton, trap sense +2, uncanny dodge

**OFFENSE**

**Speed** 30 ft.

**Ranged** laser pistol +7 (2d8/x4)

**Special Attacks** sneak attack +3d6

**Spell-Like Abilities**

2/day—*cure light wounds* (HealUp I)

**STATISTICS**

**Str** 12, **Dex** 14, **Con** 12, **Int** 18, **Wis** 8, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 18

**Feats** Craft Super Drug, Dodge, Scrapper, Weapon Focus (laser pistol)

**Skills** Appraise +13, Bluff +10, Craft (chemistry) +13, Craft (electronics) +13, Craft (mechanical) +13, Disable Device +14, Escape Artist +11, Intimidate +10, Knowledge (technology) +15, Perception +8 (+11 to locate traps, +12 to find scrap), Sense Motive +8, Stealth +11, Survival +10

**Languages** English

**SQ** accelerated healing, computer sympathy, original programming (Knowledge (technology), Survival), rogue talents (major chemistry, minor chemistry), trapfinding +3

**Combat Gear:** HealUp III (*cure serious wounds*), Radish (*radish*);

**Other Gear** +1 mastercraft undercover vest, laser pistol, 1 laser battery, tablet computer, chemical kit, electronics tool kit, lockpick set, mechanical tool kit

### Illuminated

CR 2

**XP 600**

Human expert 4

LN Medium humanoid (human)

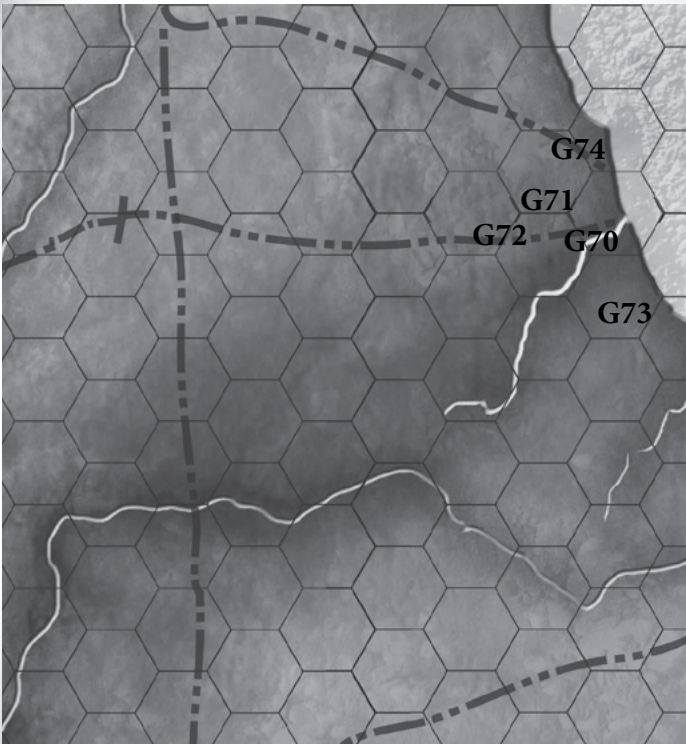
**Init** +2; **Senses** Perception +6

**DEFENSE**

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 22 (4d8+4)

**Fort** +1, **Ref** +3, **Will** +3



#### OFFENSE

**Speed** 30 ft.

**Melee** spear +3 (1d8/×3)

**Ranged** revolver +6 (1d8/×4)

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 11, **Int** 14, **Wis** 9, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Dodge, Scrapper, Weapon Focus (revolver)

**Skills** Appraise +9, Craft (choose two) +9, Knowledge (local) +9, Knowledge (technology) +9, Perception +6 (+10 to find scrap), Sense Motive +6, Stealth +8, Survival +6

**Languages** English

**Combat Gear** HealUp I (*cure light wounds*); **Other Gear** studded leather armor, revolver, 12 bullets, spear, 30 tp worth of personal goods.

## G71: Monkey Men

#### Landmark

**Population:** 67 (scrapers)

**Salvage Value:** 3

**Buildings:** House, Watch Tower

**Tech Levels:** production 2, maintenance 2

The Monkey Men are a band made up completely of simians, and all simians in the city belong to the Monkey Men. The Monkey Men mostly scavenge from the upper floors of the remaining sky scrapers in what was once downtown Chicago. As the simians are more comfortable with heights than humans typically are, only the most desperate of other gangs challenge the simians. As a result the simians have few enemies. They have a long standing arrangement with the Zombies, where the Zombies have scrapping rights to everything at or below street level, and the Monkey Men have rights to everything above.

The Monkey Men trade exclusively with the Kingdom of Geneva, knowing the Green Empire classifies simians as animals, not as sapient creatures.

**Monkey Tower:** The Monkey Men make their home in what was once Willis Tower (originally called Sears Tower). The building is far larger than the Monkey Men need occupy, and most of them live between the fifth and tenth floors. They have, however, cleared out the useful material from the upper levels of the building.

## Important NPCs

**Wilhelm:** A massive and clever simian called Wilhelm rules the gang. Unlike most of the simians in the faction, who were born in the area or came directly from the east, Wilhelm grew up in the northern settlement of Stone Grove (see page 94). He wanted to explore more of the world, and left the community at an early age. He traveled along the coasts of Lake Superior and Lake Michigan until he finally settled in Scrap City, where he united the simians of several different factions.

Wilhelm is large for a simian, with dark brown fur except for a silver “beard” around his mouth. He is missing his lower left canine tooth, which he lost in a fight against lake pirates.

### Wilhelm

CR 7

XP 3,200

Male simian barbarian 6/scrapper (rogue) 2

CN Medium humanoid (simian)

**Init** +7; **Senses** low-light vision; Perception +13

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 53 (6d12+2d8)

**Fort** +5, **Ref** +8 (+2 bonus vs. traps), **Will** +4

**Defensive Abilities** evasion, improved uncanny dodge, nimble faller, trap sense +2

#### OFFENSE

**Speed** 40 ft.; climb 20 ft.

**Melee** +1 mastercraft harpoon +13/+8 (1d8+7/×3), or dagger +11/+6 (1d4+4/19-20), or sickle +11/+6 (1d6+4), or unarmed strike +11/+6 (1d3+4)

**Ranged** +1 mastercraft harpoon +12/+7 (1d8+7/×3), or dagger +10/+5 (1d4+4/19-20)

**Special Attacks** rage (14 rounds/day), rage powers (intimidating glare, knockback, renewed vigor 1d8+0), sneak attack +1d6

#### STATISTICS

**Str** 18, **Dex** 16, **Con** 10, **Int** 6, **Wis** 14, **Cha** 12

**Base Atk** +7; **CMB** +11 (+13 grapple); **CMD** 24 (26 vs. grapple)

**Feats** Exotic Weapon Proficiency (harpoon), Improved Initiative, Improved Grapple, Improved Unarmed Strike, Weapon Focus (harpoon)

**Skills** Acrobatic +5, Appraise +7, Climb +12, Intimidate +12, Perception +13 (+14 to locate traps), Stealth +7, Survival +13;

**Racial Modifiers** +2 Acrobatics, +8 Climb

**Languages** English

**SQ** climber, fast movement +10 ft., rogue talents (bleeding attack), tireless rage, trapfinding +1

**Other Gear** +1 mastercraft studded leather armor, +1 mastercraft harpoon “Lightning”, dagger, sickle, necklace made from animal teeth.

**Monkey Men****CR 2****XP 600**

Simian expert 1/warrior 3

CN Medium humanoid (simian)

**Init** +5; **Senses** low-light vision; Perception +7

DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 32 (3d10+1d8+11)**Fort** +4, **Ref** +2, **Will** +3**Defensive Abilities** nimble faller

OFFENSE

**Speed** 30 ft.; climb 20 ft.**Melee** spear +7 (1d8+4/x3)

STATISTICS

**Str** 16, **Dex** 12, **Con** 12, **Int** 7, **Wis** 11, **Cha** 8**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Improved Initiative, Toughness, Weapon Focus (spear)**Skills** Acrobatics +7, Climb +15, Intimidate +3, Perception +7, Stealth +5;**SQ** climber, natural athlete**Languages** English

` leather armor, spear, 20 tp worth of personal goods

**G72: Tin Men**

Landmark

Population: 82 (scrappers)

Salvage Value: 3

Buildings: House, Smithy

Tech Levels: production 3, maintenance 4

The Tin Men control the area that was once the south side of Chicago, and they specialize in harvesting, collecting, and crafting metal and metallic objects. While the bulk of the gang focuses on collecting, the more experienced members are talented smiths and run small-scale manufacturing plants.

The Tin Men are a rare group in that they deal both with the Kingdom of Geneva and the Green Empire. They provide much of the metal to make the Green Empire's cars and tractors, and to make Geneva's swords and armor.

The Tin Men are currently allied with the Illuminated, who they provide with specialized metals the Illuminated need to repair some of their more complex machines. They currently have an uneasy truce with the Monkey Men, with the understanding that the Monkeys keep to the skies and the Tin Men keep to the ground.

**Important NPCs**

**Rusty:** A man named Rusty leads the Tin Men. Nobody knows if he got his nickname for his obsession with scrap, or his rust-colored hair and beard. Rusty doesn't speak much of his life before coming to Scrap City. He arrived as a young teenager and joined a gang that, after some mergers with other factions, evolved into the Tin Men. He worked his way to the leadership, learning everything he could about metal working.

Rusty is a bear of a man whose many years working on a hammer and anvil have built powerful upper body strength. He has beige skin and rust-colored hair and beard.

**Rusty****CR 6****XP 2,400**

Male human waste warrior (fighter) 7

N Medium humanoid (human)

**Init** -1; **Senses** Perception +8

DEFENSE

**AC** 17, touch 9, flat-footed 17 (+8 armor, -1 Dex)**hp** 71 (7d10+28)**Fort** +10, **Ref** +1, **Will** +3 (+2 vs. fear)**Defensive Abilities** bravery +2

OFFENSE

**Speed** 20 ft.**Melee** +2 mastercraft greatsword +14/+9 (2d6+9/19-20)**Ranged** shotgun +7/+2 (1d8)**Special Attacks** weapon training abilities (heavy blades +1)

STATISTICS

**Str** 16, **Dex** 8, **Con** 16, **Int** 10, **Wis** 12, **Cha** 13**Base Atk** +7; **CMB** +10; **CMD** 19**Feats** Cleave, Great Cleave, Great Fortitude, Master Crafter-, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Focus (shotgun), Weapon Specialization (greatsword)**Skills** Craft (armor) +10, Craft (weapons) +10, Intimidate +11, Perception +8**Languages** English**Combat Gear** Buff (*bull's strength*), HealUp III (*cure serious wounds*); **Other Gear** +2 mastercraft breastplate, +2 mastercraft greatsword, shotgun, 12 shells, hammer, tongs, meteorite.**Tin Men****CR 2****XP 600**

Human expert 2/warrior 2

N Medium humanoid (human)

**Init** -1; **Senses** Perception +8

DEFENSE

**AC** 18, touch 9, flat-footed 18 (+6 armor, +3 shield, -1 Dex)**hp** 28 (2d10+2d8+8)**Fort** +4, **Ref** -1, **Will** +4

OFFENSE

**Speed** 20 ft.**Melee** longsword +6 (1d8+2/19-20)**Ranged** light crossbow +2 (1d8/19-20)

STATISTICS

**Str** 14, **Dex** 8, **Con** 12, **Int** 11, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +5; **CMD** 14**Feats** Shield Focus, Toughness, Weapon Focus (longsword)**Skills** Appraise +7, Climb +1, Craft (blacksmithing) +7, Intimidate +6, Perception +8, Survival +8**Languages** English**Gear** breastplate, heavy steel shield, light crossbow, 20 bolts, longsword, 20 tp worth of personal goods**G73: Ravens**

Landmark

Population: 128

Salvage Value: 3

Buildings: Bar, House

Tech Levels: production 3, maintenance 4

The Ravens are the largest faction in Scrap City, and the most flexible. They scrap anything and everything, and if they can't use it for themselves, they sell it. For a long time they were relatively peaceful. They protected their own, but were content to let the other factions tend to themselves. Recently a cadre within the faction has pushed the group in an expansionist direction, an internal conflict that came to a head in a duel where Zander killed the previous leader and took control of the gang. Not everybody is happy with Zander's rule. A few have silently left in the night, but none have openly challenged him yet.

Under Zander's rule the faction makes small raids into the Zombie's territory and many skirmishes break out along the border. Zander hopes to convince the Tin Men and Illuminated to wipe out the Zombies and carve up their territory.

Under the previous leadership the Ravens traded with anyone, but under Zander's rule, they have increasingly favored working with the Green Empire.

### Important NPCs

**Zander:** Zander grew up on the streets of Scrap City, making his living collecting scrap of all sorts. He sees the world as a deadly place where you have to stay sharp to stay alive. The world is out to destroy you, and your best hope is to strike at your enemies before they strike at you.

Zander stands at slightly below average height with an athletic build. He has tan skin, brown eyes, and blond hair that he keeps cut short.

### Zander

CR 5

XP 1,600

Male human boomer (gunslinger) 6

NE Medium humanoid (human)

**Init** +6; **Senses** Perception -1

DEFENSE

**AC** 17, touch 15, flat-footed 13 (+3 armor, +4 Dex)**hp** 49 (6d10+12)**Fort** +7, **Ref** +9, **Will** +1

OFFENSE

**Speed** 30 ft.**Melee** dagger +7/+2 (1d4+1/19-20) and dagger +7/+2 (1d4+1/19-20)**Ranged** masterwork light automatic pistol +9/+4 (2d4/×4) and masterwork light automatic pistol +9/+4 (2d4/×4)

STATISTICS

**Str** 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 13**Base Atk** +6; **CMB** +7; **CMD** 21**Feats** Improved Two-Weapon Fighting, Mastercrafter (firearms only), Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting**Skills** Acrobatics +12, Bluff +10, Craft (firearms) +9, Intimidate +10, Knowledge (engineering) +9, Survival +8**Languages** English**SQ** deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (1 point)**Combat Gear** HealUp III (*cure serious wounds*); **Other Gear** undercover vest, two masterwork light automatic pistols, daggers (3), four lucky rabbit's feet.

### Ravens

XP 600

Human expert 3/warrior 1

N Medium humanoid (human)

**Init** +6; **Senses** Perception +7

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)**hp** 23 (1d10+3d8+4)**Fort** +4, **Ref** +3, **Will** +3

OFFENSE

**Speed** 30 ft.**Melee** dagger +4 (1d4+1/19-20)**Ranged** longbow +6 (1d8/×3)

STATISTICS

**Str** 13, **Dex** 14, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Dodge, Improved Initiative, Weapon Focus (longbow)**Skills** Bluff +5, Intimidate +6, Knowledge (technology) +6, Perception +7, Stealth +9, Survival +7**Languages** English**Gear** leather armor, daggers (2), longbow, 20 arrows, 20 tp worth of personal goods

### G74: Zombies

Landmark

**Population:** 59**Salvage Value:** 3**Buildings:** House**Tech Levels:** production 3, maintenance 4

The Zombies faction was originally created a when the freaks of Scrap City banded together for their own mutual protection. While most of the members are still freaks, they have opened up membership to include other "weirdos and rejects," attracting other mutants, psychics, and those who are just plain odd. They are the smallest of the major factions, and control some of the less-desirable territory in the northern part of Scrap City, which was partially demolished by a nuclear bomb.

The Zombies have recently been targeted by the Ravens in a series of border skirmishes, and they have decided to fight back despite their inferior numbers. They seek support from other factions, and while the Monkey Men seem most interested, they have not officially gained any support.

The Zombies trade primarily with the Kingdom of Geneva, who the Zombies feel are more welcoming of weirdos.

### Important NPCs

**Andy Romero:** Andy Romero grew up in the radioactive nimbus created by the nuclear waste from the Duane Arnold Energy Center (pages 91). In his youth he wandered further and further out from his home until he encountered a patrol from the Green Empire, who attacked him, followed him back to his camp, and killed his parents. Andy wandered for several months until he at last came to Scrap City and joined the Zombies.

Andy is a freak in his mid-thirties. He has medium-gray skin and orange eyes.



**Andy Romero****CR 6****XP 2,400**Male freak ninja 5/spell-less ranger 2 (*New Paths: The Expanded Spell-Less Ranger*)

CN Medium humanoid (freak)

**Init** +4; **Senses** darkvision 60 ft.; Perception +9

## DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)**hp** 57 (2d10+5d8+19)**Fort** +6, **Ref** +11, **Will** +0; +20 vs. Radiation, +4 vs. disease and poison**Defensive Abilities** extreme radiation resistance, healthy, thick skinned, uncanny dodge

## OFFENSE

**Speed** 30 ft.**Melee** longsword +5 (1d8/19-20)**Ranged** +1 mastercraft sniper rifle +11 (2d10+1/x4)**Special Attacks** favored enemy (humans +2), ki attack speed, ninja tricks (deadly range x2), sneak attack +3d6, stealth attack +1d6

## STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12**Base Atk** +5; **CMB** +5; **CMD** 19**Feats** Deadly Aim, Far Shot, Point-Blank Shot, Precise Shot, Weapon Focus (sniper rifle)**Skills** Appraise +11, Bluff +11 (+13 vs. humans), Disable Device +11, Disguise +2, Escape Artist +11, Intimidate +7, Knowledge (nobility) +11 (+13 vs. humans), Perception +9 (+11 vs. humans), Sleight of Hand +11, Stealth +11**Languages** English**SQ** combat style (archery), ki movement, ki pool, ki stealth, poison use, track, wild empathy +3**Combat Gear** Black-I (*darkvision*), fragmentation grenades (3), HealUp II (*cure moderate wounds*) **Other Gear** +1 mastercraft undercover vest, +1 mastercraft sniper rifle, longsword, vinyl single of "She's Not There."

## SPECIAL ABILITIES

**Stealth Attack +1d6** Andy deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies.**Zombies****CR 2****XP 600**

Freak expert 4

CN Medium humanoid (freak)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7

## DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 natural)**hp** 26 (4d8+8)**Fort** +2, **Ref** +4, **Will** +4**Defensive Abilities** extreme radiation resistance, healthy, thick skinned,

## OFFENSE

**Speed** 30 ft.**Melee** spear +3 (1d8/x3)**Ranged** light crossbow +7 (1d8/19-20)

## STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Stealthy, Weapon Focus (light crossbow)**Skills** Appraise +4, Disable Device +10, Escape Artist +10, Perception +7, Stealth +12, Survival +7**Languages** English**Gear** studded leather armor, light crossbow, 10 bolts, spear, 20 tp worth of personal goods**G75: Phoenix Station Chi**

See page 83.

**Adventure Hooks**

This adventure takes place in Scrap City.

**Balance of Power****Where:** Scrap City**When:** Any time

The gangs controlling Scrap City maintain a tenuous balance. Whenever one faction looks like it might gain enough power to take the whole city, the others ally against the dominant force. These alliances are always tenuous and frequently fade as the danger passes or a different faction looks more dangerous.

Despite the difficulty of doing so, every faction dreams of becoming the sole power in Scrap City, and it is very likely they see the heroes as a powerful tool to gain such power. They attempt to gain the heroes' support, with everything from negotiation to bribes to lies.

Should the group chose to do so, there are several ways they might help one faction rise to power, or even create their own faction that could take over.

**Violence:** The most straight forward way for the group to unite Scrap City, is through force, though this is also the most dangerous. The heroes need not wipe out every member of every opposing faction. An impressive display of force such as eliminating the leader and most of the lieutenants might be enough. Depending on their strategy, this might be a large tactical battle, or a small mass combat.

Should the heroes break up a single faction, however, they quickly become targeted by all other opposing factions. Each other faction attempts at least one attack against the heroes where and when they seem the most vulnerable.

**Diplomacy:** The heroes can also unite the Scrap City factions through negotiation and convincing each faction that it's in their best interests to work together. This is done by going to each faction and running an extended opposed skill check. Because shows of force are a common way to negotiate in Scrap City, characters can use either Intimidate or Diplomacy.

The leader of each faction opposes the heroes, and makes an appropriate skill check. If the heroes gain five successes first, the faction agrees to ally as the heroes suggest. If not, the other faction demands the PCs leave under threat of violence.

**Combination:** Force and diplomacy are not necessarily mutually exclusive. The heroes might first try to convince a faction to join them through words, but when that doesn't work they eliminate the leader by force. The advantage of this is that any factions that have already been peacefully recruited don't retaliate against the group after they take out a faction.

# Mutant Monsters and Robots

This chapter presents some of the strange creatures that have come to inhabit the world in the wake of the apocalypse.

## Ant, Giant

*A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering, and its stinger dripping with venom.*

### Giant Ant

CR 2

XP 600

N Medium vermin

**Init** +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

**AC** 15, touch 10, flat-footed 15; (+5 natural)

**hp** 18 (2d8+9)

**Fort** +6, **Ref** +0, **Will** +1

**Immune** mind-affecting effects

OFFENSE

**Speed** 50 ft., climb 20 ft.

**Melee** bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

STATISTICS

**Str** 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

**Feats** Toughness<sup>B</sup>

**Skills** Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

ECOLOGY

**Environment** any

**Organization** solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

**Treasure** none

SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

## Burst Wolf

*The air around the wolf shimmers as your attacks harmlessly bounce off.*

### Burst Wolf

CR 1

XP 400

N Medium psionic beast

**Init** +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

**AC** 18, touch 16, flat-footed 16 (+4 deflection, +2 Dex, +2 natural); see also telekinetic burst

**hp** 15 (2d10+4)

**Fort** +5, **Ref** +5, **Will** +1

OFFENSE

**Speed** 50 ft.

**Melee** bite +3 (1d6+1 plus trip)

**Psi-Like Abilities**

At will - telekinetic burst

STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +2; **CMD** 14 (18 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

**Environment** cold or temperate forests

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

SPECIAL ABILITIES

**Telekinetic Burst (Psi)** The burst wolf releases a wave of force that affects everything within a 10-foot radius burst. This deals 2d4 force damage and knocks creatures prone. A DC 12 Fortitude save reduces this damage by half and negates the prone effect.

After the burst wolf uses this power, it loses its deflection bonus to AC until its next turn.

The DC is Wisdom-based.

Burst wolves look like large gray wolves. Those who observe them closely notice that small objects near the wolves move of their own accord. Burst wolves possess limited telekinetic powers, and while they lack fine control, they can use these powers to deflect attacks and batter foes.

## Crackers

*First a shell, then the head of a massive turtle rises from the lake. Its powerful jaws snap at you.*

### Cracker

CR 3

XP 800

N Medium animal

**Init** -3; **Senses** low-light vision; Perception +7

DEFENSE

**AC** 19, touch 7, flat-footed 19 (-3 Dex, +12 natural)

**hp** 30 (4d8+12)

**Fort** +9, **Ref** +1, **Will** +2

OFFENSE

**Speed** 10 ft.; swim 30 ft.

**Melee** bite +7 (1d8 + 6/x3 plus grab)

**Special Attacks** bone breaker, capsized, grab (medium)

STATISTICS

**Str** 18, **Dex** 5, **Con** 16, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +3; **CMB** +7 (+0 to sunder, +11 to grapple); **CMD** 14

**Feats** Improved Sunder, Power Attack

**Skills** Swim +16; Perception +7 **Racial modifiers** Swim +8

**SQ:** hold breath

## ECOLOGY

**Environment** temperate lakes or rivers

**Organization** solitary, pair, or bale (3-8)

**Treasure** none

## SPECIAL ABILITIES

**Capsize (Ex)** A cracker can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the cracker's size, the cracker takes a cumulative -10 penalty on this CMB check.

Crackers may work together to capsize larger ships. They must ready or delay their action to all act at the same time. Two crackers working together counts as a Large creature, four count as a Huge creature, and eight count as a Gargantuan creature.

**Bone Breaker (Ex)** After a cracker has grabbed an opponent, if it makes a subsequent grapple check to damage the target, the target must also make a DC 15 Fortitude save or suffer 1d4 Dexterity damage.

The save DC is Constitution-based.

**Hold Breath (Ex)** A cracker can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Grab (Ex)** A cracker that hits a Medium or Small creature with its bite attack can attempt to start a grapple as a free action.

Crackers are large mutated cousins of the common snapping turtle. They are much stronger, and their necks have elongated such that they can meet attacks coming from any direction. Their slow land speed means they aren't much of a threat on land to those who have ranged weapons, however they can be deadly in the water. A single cracker can easily take out a lone swimmer, and pods of crackers sink small boats and attack their passengers.

## Dragon

*Standing on two taloned legs, this creature rises well above your height. It snaps its hooked beak at you, and a burst of flame erupts nearby.*

### Dragon

CR 11

XP 12,800

N large psionic beast

**Init** +3; **Senses** low-light vision; Perception +12

## DEFENSE

**AC** 24, touch 13, flat-footed 20 (+3 Dex, +1 dodge, +11 natural, -1 size)

**hp** 91 (14d10+14)

**Fort** +10, **Ref** +12, **Will** +6

## OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (2d8+9)

or Power Attack bite +16 (2d8+17)

**Psi-Like Abilities** (ML 11th)

1/day—*energy ball* (11d6+11 fire, 20-foot radius, DC 18), *energy retort* (4d6 + 4 fire to one attacker per round, DC 17)

3/day—*energy cones* (11d6+11 fire, 60-ft; DC 18), quickened *energy ray* (1d6+1 fire; +17 touch attack)

At will—*energy ray* (11d6 + 11 fire; +17 touch attack)

## STATISTICS

**Str** 22, **Dex** 16, **Con** 13, **Int** 2, **Wis** 15, **Cha** 17

**Base Atk** +14; **CMB** +21; **CMD** 34

**Feats** Dodge, Improved Natural Weapon (bite), Iron Will, Mobility, Power Attack, Spring Attack, Quicken Psi-Like Ability (energy ray)

**Skills** Concentration +9, Perception +12

## ECOLOGY

**Environment** Temperate mountains, hills, or forests

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Extreme Radiation Resistance** Dragons are immune to all but the highest levels of radiation. They gain a +20 bonus to Fortitude saves against radiation, and they do not automatically fail saves on a result of 1.

**Radioactive Fire** The fire a dragon manifests is highly radioactive. Any creature in the area of one of the dragon's psi-like abilities must also make a DC 20 Fortitude saving throw or suffer the effects of moderate radiation poisoning (see page 43).

Dragons were in fact once bald eagles that were mutated by a cocktail of radiation and escaped viruses, including the Extreme Radiation Resistance virus, a virus meant to induce pyrokinetic powers, and probably a few others. The result is a giant flightless and featherless bird that looks much like the dinosaurs of old.

The dragon retained its ancestor's powerful beak, which can easily tear its foes apart. However the power that inspires the



dragon's name is actually its psionic ability to create blasts of fire. (Most people believe it breaths fire, but this is not strictly true.) Possibly because of the ERR virus, this fire is also radioactive, and any exposed to it risk radiation poisoning.

## Drecks

*This hairless quadruped sprouts a rack of fierce looking antlers.*

### Dreck CR 1

XP 400

N Large animal

**Init** +3; **Senses** low-light vision; Perception +7

DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 18 (2d8+9)

**Fort** +7, **Ref** +8, **Will** +2

**Defensive Abilities** extreme radiation resistance

OFFENSE

**Speed** 50 ft.

**Melee** gore +4 (1d6+3), 2 hooves -1 (1d3+1)

STATISTICS

**Str** 16, **Dex** 17, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

**Base Atk** +1; **CMB** +4; **CMD** 17 (21 vs. trip)

**Feats** Lightning Reflexes, Run<sup>B</sup>

**Skills** Perception +7

ECOLOGY

**Environment** cold or temperate plains

**Organization** solitary, pair, or herd (3-50)

**Treasure** none

SPECIAL ABILITIES

**Extreme Radiation Resistance** Drecks are immune to all but the highest levels of radiation. They gain a +20 bonus to Fortitude saves against radiation, and they do not automatically fail saves on a result of 1.

Drecks are descended from white-tailed deer that were mutated by the Extreme Radiation Resistance virus. In addition to their radiation resistance, they are larger and strong than deer. They have no hair but both males and females grow fearsome horns. Most drecks live in the wild, but the freaks of Freaky Town use them both as a food source and as beasts of burden.

Their horns are also frequently used to make simple tools and weapons, and their thick hide is extremely durable and can be used to make leather armor.

## Drone, Hummingbird-Class

*Something strange flies overhead. Like a metal bird, that does not flap its wings. It has no eyes, but you feel like it's watching you.*

### Hummingbird-Class Drone CR 1/2

XP 200

N Small construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

**AC** 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)

**hp** 15 (1d10+10)

**Fort** +0, **Ref** +3, **Will** +0

**Defensive Abilities** ballistic armor, construct traits

OFFENSE

**Speed** 0 ft.; fly 150 ft.

**Special Attacks** spotter

STATISTICS

**Str** 8, **Dex** 16, **Con** —, **Int** 10, **Wis** 10, **Cha** 4

**Base Atk** +1; **CMB** -1; **CMD** 12

**Feats** Dodge

**Skills** Fly +11, Perception +9; **Racial Modifiers** +8 Fly and +8 Perception

ECOLOGY

**Environment** any

**Organization** solitary, or squad (with a mix 1-6 other drones)

**Treasure** none

SPECIAL ABILITIES

**Ballistic Armor (Ex)** Attacks against the drone from firearms are never considered touch attacks.

**Spotter (Ex)** As a standard action, a hummingbird drone can select one target. As long as it can see the target, its allies gain a +2 bonus to attack rolls against that target. It may only designate one target at a time.

This small light drone was primarily used for reconnaissance and acting as a spotter for other drones.

## Drone, Falcon-Class

*This larger metal bird is armed with powerful weapons.*

### Falcon-Class Drone CR 5

XP 1,600

N Medium construct

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

**hp** 47 (5d10+20)

**Fort** +1, **Ref** +5, **Will** +1

**Defensive Abilities** ballistic armor, construct traits

OFFENSE

**Speed** 0 ft.; fly 120 ft.

**Ranged** laser +10 (2d8/x4)

**Special Attacks** missiles

STATISTICS

**Str** 10, **Dex** 18, **Con** —, **Int** 10, **Wis** 10, **Cha** 4

**Base Atk** +5; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative, Weapon Focus (laser)

**Skills** Fly +13, Perception +13; **Racial Modifiers** +8 Fly and +8 Perception

ECOLOGY

**Environment** any

**Organization** solitary, or squad (with a mix 1-6 other drones)

**Treasure** none

SPECIAL ABILITIES

**Ballistic Armor (Ex)** Attacks against the drone from firearms are never considered touch attacks.

**Missiles (Ex)** The falcon drone can fire missiles that deal 5d6 fire and piercing damage to all creatures in a 10-ft. radius burst. It can fire these missiles up to 120 ft. A falcon drone can hold up to six missiles. When randomly encountered roll 1d6 to determine how many missiles remain.

## Drone, Lynx-Class

*The six wheeled machine propels itself with no apparent driver.*

### Lynx-Class Drone

CR 3

XP 800

N Medium construct

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 42 (4d10+20)

**Fort** +1, **Ref** +2, **Will** +1

**Defensive Abilities** construct traits

OFFENSE

**Speed** 90 ft.

**Ranged** laser +6 (2d8/x4)

STATISTICS

**Str** 16, **Dex** 12, **Con** —, **Int** 10, **Wis** 10, **Cha** 4

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Improved Initiative, Weapon Focus (laser)

**Skills** Drive +9, Perception +8; **Racial Modifiers** +4 Drive, +4 Perception

ECOLOGY

**Environment** any

**Organization** solitary, or squad (with a mix 1-6 other drones)

**Treasure** none

SPECIAL ABILITIES

**Ballistic Armor (Ex)** Attacks against the drone from firearms are never considered touch attacks.

These small, wheeled drones were designed for urban warfare.

## Drone, Tiger-Class

*A beam of light flashes from the turret above the massive machine.*

### Tiger-Class Drone

CR 7

XP 3,200

N Large construct

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural -1 size)

**hp** 74 (8d10+30)

**Fort** +1, **Ref** +5, **Will** +1

**Defensive Abilities** construct traits

OFFENSE

**Speed** 80 ft.

**Ranged** laser +11/+6 (3d8/x4)

STATISTICS

**Str** 20, **Dex** 12, **Con** —, **Int** 10, **Wis** 10, **Cha** 4

**Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Burst Fire, Greater Weapon Focus (laser), Improved Initiative, Weapon Focus (laser)

**Skills** Drive +13, Perception +12; **Racial Modifiers** +4 Drive, +4 Perception

ECOLOGY

**Environment** any

**Organization** solitary, or squad (with a mix 1-6 other drones)

**Treasure** none

## SPECIAL ABILITIES

**Ballistic Armor (Ex)** Attacks against the drone from firearms are never considered touch attacks.

These large wheeled drones were designed to provide maximum firepower.

## Ghost Cats

*The air seems to ripple just as a massive cat leaps out at you.*

### Ghost Cats

CR 5

XP 1,600

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

**AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

**hp** 45 (8d8+18)

**Fort** +9, **Ref** +8, **Will** +3

OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +12 (1d8+7 plus grab), bite +11 (2d6+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** pounce, rake (2 claws +12, 1d8+7)

STATISTICS

**Str** 24, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +5; **CMB** +13 (+17 grapple); **CMD** 25 (29 vs. trip)

**Feats** Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

**Skills** Acrobatics +10, Perception +9, Stealth +11 (+19 with chameleon fur), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+12 with chameleon fur)

ECOLOGY

**Environment** any forests

**Organization** solitary or pair

**Treasure** none

SPECIAL ABILITIES

**Chameleon Fur (Ex):** Ghost cats are able to alter the coloration of their fur to match their surroundings. When in use, this grants them a +8 bonus to Stealth checks and allows the ghost cat to hide in plain sight (as the ranger ability, but it works in any terrain). Ghost cats can start or end this ability as a free action.

When the Great War struck, tigers held in zoos of the upper Midwest became desperate for food, and some escaped from their shelters. The climate suited them and they soon created a stable breeding population. Some of these tigers were exposed to a cosmetic gene replacement that allowed people to alter their hair color. The tigers were lucky enough to gain an instinctive understanding of this ability, and used it to camouflage themselves.

This gave rise to ghost cats, frightening great felines that seem to appear out of nowhere and fade back into the night after an attack. Ghost cats are solitary except when mating or when a mother raises her cubs, and the males often roam over extremely large distances. Ghost cats often stalk lone humans, but stay away from large groups unless they are desperate.

Unlike many mutant creatures, ghost cats are not a true species and can breed with normal tigers. Their camouflage ability is a recessive trait.

## Hatter

*This thing might once have been human, but you can tell by the cold glare and faint snarl, that its mind is little more than an animal.*

**Hatter** **CR 2**  
**XP 600**  
CE Medium humanoid  
**Init** +1; **Senses** darkvision 60 ft., scent; Perception +8  
**DEFENSE**  
**AC** 15, touch 12, flat-footed 13 (+2 Dex +3 natural)  
**hp** 27 (3d8+15)  
**Fort** +5, **Ref** +4, **Will** +1  
**OFFENSE**  
**Speed** 30 ft.  
**Melee** 2 slams +5 (1d6+3) and bite +0 (1d4+1 plus infection)  
**STATISTICS**  
**Str** 16, **Dex** 15, **Con** 18, **Int** 4, **Wis** 10, **Cha** 5  
**Base Atk** +2; **CMB** +5; **CMD** 16  
**Feats** Diehard<sup>B</sup>, Improved Grab, Toughness  
**Skills** Perception +6  
**ECOLOGY**  
**Environment** ruins  
**Organization** solitary, pair, gang (3–12), or hoard (13–50)  
**Treasure** incidental  
**Special Abilities**  
**Disease (Ex)** Hatter Virus: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Int damage; *cure* none. If a humanoid is reduced to 0 Int by this disease, he transforms into a hatter. The *save* DC is Constitution-based.

Hatters were once humans, but they fell victim to two different viruses. The first was one developed in hopes of creating a genetic super soldier. It not only increased strength and endurance, it increased natural healing to extreme levels. The other virus, based on the rabies virus, was designed to be used as a biological weapon. Dropped on an enemy population, it would cause them to violently lash out against anybody around them, forcing enemies to kill themselves and saving soldiers the trouble. The viruses mutated and combined within their hosts, resulting in the creation of hatters. Hatters do not reproduce normally, instead any human they bite becomes infected and transforms into a hatter.



## Night Haunts

*There's no howls, no grunts, no roars. Just a faint whooshing of air, as it falls on you and sinks its teeth into your flesh.*

**Night Haunt** **CR 2**  
**XP 600**  
M Medium Animal  
**Init** +3; **Senses** blindsight; Perception +12  
**DEFENSE**  
**AC** 15, touch 13, flat-footed 11 (+3 Dex, +2 natural)  
**hp** 19 (3d8 + 6)  
**Fort** +5, **Ref** +6, **Will** +2  
**OFFENSE**  
**Speed** 40 ft.; climb 40 ft.; glide  
**Melee** bite +5 (1d6+1)  
**Special Attacks** vertigo blast (30-ft. cone, DC 13 Fortitude *save* negates)  
**STATISTICS**  
**Str** 13, **Dex** 16, **Con** 14, **Int** 2, **Wis** 13, **Cha** 5  
**Base Atk** +2; **CMB** +3; **CMD** 17 (+21 against trip)  
**Feats** Skill Focus (Perception), Weapon Finesse  
**Skills** Climb +13, Fly +7, Perception +12, Stealth +11; **Racial Modifiers** +4 Fly, +4 Perception, +4 Stealth  
**SQ** glide  
**ECOLOGY**  
**Environment** Any temperate or tropical  
**Organization** solitary, pair, or pack (3–12)  
**Treasure** incidental  
**SPECIAL ABILITIES**  
**Vertigo Blast (Ex)** Night haunts can emit a concentrated hypersonic burst that disrupts the inner ear function of most creatures. This affects all living creatures in a 30-ft. cone. A creature that fails a DC 13 Fortitude *save* is sickened (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). Additionally, if the creature attempts to move more than 5 ft., it must make a DC 13 Acrobatics check or fall prone. The effects of vertigo last 2d6 rounds. The *save* throw is Constitution-based.  
**Glide (Ex)** Though they are not capable of true flight, night haunts can use the vestiges of their wings to slow their falls. They can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a night haunt may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls.

Night haunts are mutant creatures descended from common insect-eating bats. They grow to the size of wolves, and while they can no longer truly fly, night haunts can glide short distances.

Night haunts devour much larger food than their ancestors, and they are not afraid to attack humans. They hunt exclusively at night and can easily pinpoint prey through their echolocation and acute hearing. Night haunts hunt in packs, first surrounding their prey then signaling an attack with hypersonic screeches inaudible to their prey. In areas with tall buildings or trees, one or more night haunts climb above the prey and drop down upon them to initiate the attack.

Night haunts most commonly live in the ruins of major cities where they roost in the upper levels of skyscrapers. They also dwell in caves, particularly those found in cliff faces.

## Roach, Giant

*A dog-sized cockroach skitters forth, greedily clicking its filth-slicked mandibles.*

### Giant Roach

CR 1/2

XP 200

N Small vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

**hp** 8 (1d8+4)

**Fort** +6, **Ref** +1, **Will** +0

**Weaknesses** light sensitivity

OFFENSE

**Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

**Melee** bite +1 (1d4)

STATISTICS

**Str** 11, **Dex** 12, **Con** 19, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +0; **CMB** -1; **CMD** 10

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** Climb +8, Fly -1, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** hold breath

ECOLOGY

**Environment** any land

**Organization** solitary or intrusion (2-20)

**Treasure** none

Giant roaches are descendants of the common cockroach, which have grown to the size of a German shepherd. They are a common nuisance in the ruins of pre-war cities.

## Roach, Mega

*A roach the size of a bear clicks its mandibles and skitters your direction.*

### Mega Roach

CR 1

XP 400

N Medium vermin

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 16, touch 10, flat-footed 14 (+6 natural)

**hp** 19 (2d8+10)

**Fort** +8, **Ref** +0, **Will** +0

**Weaknesses** light sensitivity

OFFENSE

**Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

**Melee** bite +3 (1d6+2)

STATISTICS

**Str** 15, **Dex** 10, **Con** 21, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Diehard<sup>B</sup>, Endurance<sup>B</sup>

**Skills** Climb +8, Fly -1, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** hold breath

ECOLOGY

**Environment** any land

**Organization** solitary or intrusion (2-20)

**Treasure** none

These cousins of giant roaches have grown even larger than the giant roach.

## Spider, Giant

*A spider the size of a man crawls silently from the depths of its funnel-shaped web.*

### Giant Spider

CR 1

XP 400

N Medium vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +4, **Will** +1

**Immune** mind-affecting effects

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +2 (1d6 plus poison)

**Special Attack** web (+5 ranged, DC 12, hp 2)

STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)

**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

**Environment** any

**Organization** solitary, pair, or colony (3-8)

**Treasure** incidental

Special Abilities

**Poison (Ex)** Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Giant spiders are related to common pre-war web-spinners, but they have grown to massive sizes thanks to their chitex exoskeletons.

## Spider, Mega

*This long-legged spider has a huge, glossy-black abdomen, marked on the underside with the shape of a crimson hourglass.*

### Mega Spider

CR 3

XP 800

N Large vermin

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

**AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +3, **Will** +1

**Immune** mind-affecting effects

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +6 (1d8+6 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** web (+4 ranged, DC 19, 5 hp)

## STATISTICS

**Str** 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +8; **CMD** 20 (32 vs. trip)

**Skills** Climb +20, Perception +4; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

**SQ** strong webs

Ecology

**Environment** any land

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental

## SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. *Save* DC is Con-based with a +2 racial bonus.

**Strong Webs (Ex)** A mega spider's webs gain a +4 bonus to the DC to break or escape.

Mega spiders are bigger than even the giant spider so common in Broken Earth. They weave terrible webs that can entrap nearly any creature.

## Terror Monkeys

*Though the monkey should look cute and cuddly, it makes you cringe in fear.*

### Terror Monkey

CR 1

XP 100

N Small animal

**Init** +2; **Senses** low-light vision; Perception +5

## DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 9 (2d8+2)

**Fort** +4, **Ref** +6, **Will** +1

## OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +5 (1d4–1)

**Special Attacks** terrorize

## STATISTICS

**Str** 8, **Dex** 16, **Con** 12, **Int** 2, **Wis** 12, **Cha** 18

**Base Atk** +1; **CMB** -1; **CMD** 12

**Feats** Weapon Finesse

**Skills** Acrobatics +11, Climb +11, Perception +6; **Racial Modifiers** +8 Acrobatics

**SQ** empathic link, mutations

## ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, band (3–9), or troop (10–40)

**Treasure** none

## SPECIAL ABILITIES

**Empathic Link (Su)** Terror monkeys communicate empathically with other terror monkeys within 30 ft. This is a non-verbal form of communication, but allows the monkeys to effectively coordinate their attacks.

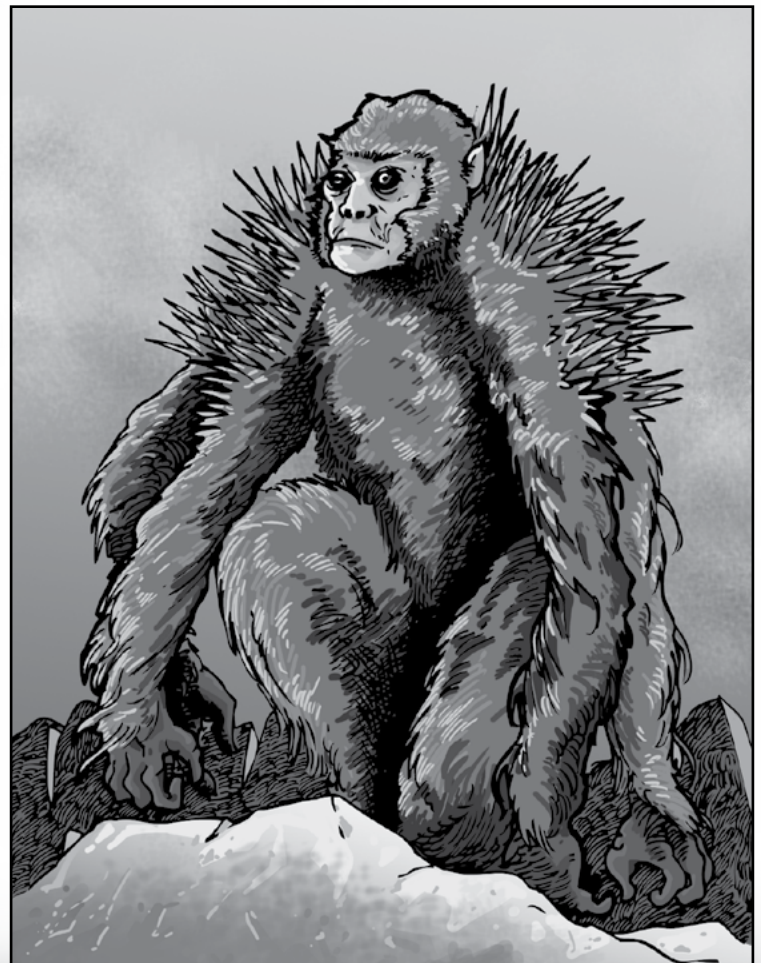
**Terrorize (Psi)** The monkey floods the mind of a single foe within 120 ft. with terrible images. The target must make a DC 15 Will save or be shaken for 1d6 rounds. If the target was already shaken he is instead frightened, if he was already frightened he is instead panicked. The DC is Charisma-based.

**Mutation (Ex)** Terror monkeys often have other strange mutations that set them apart. Roll 1d8 and consult the table below:

1. No other mutation.
2. *Large*: Increase size to Medium. AC 14, hp 11, Fort +5, bite +6 (1d6+1), Str 11, Con 14, CMB +2, CMD 15
3. *Poison*: Bite delivers venomous poison. Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 2 saves.
4. *Quills*: Adjacent characters who hits the monkey must make a DC 13 Reflex save or suffer 2d4 damage.
5. *Fast*: Ground and climb speed of 50 ft.
6. *Armored*: +2 natural armor bonus to AC.
7. *Horrifying*: Those who fail the saving throw against *terrorize* are initially frightened rather than shaken.
8. Roll again twice.

Before the Great War, TransGenome conducted many genetic experiments on rhesus monkeys before testing them on humans. When the War came, enough of these monkeys escaped that they became a stable breeding population.

Because of their proximity to TransGenome and their history as test subjects, these monkeys display a hodgepodge of genetic traits, like poison, spins, or armored plates, however some mutations seems to have become a standard part of their genetic code. Before the war, TransGenome was working on therapy that could make humans immune to the primal effects of fear. This treatment worked and has caused the monkeys to be extremely aggressive toward just about everything. They have also developed limited psionic powers they can use to communicate with each other empathically, and to psychically flood their foes' minds with fear.





# Appendix Alpha: Random Encounters

As described on page 63, you can use the following random encounter tables to see if your players discover anything unexpected while traveling through the world of *Broken Earth*.

Each day, first roll to see whether an encounter occurs, based on the area the PCs are traveling through. Then roll on the table for the appropriate area to determine the nature of the encounter.

## Random Encounter Chance

Region	Encounter	No Encounter
North Woods	1-50	51-100
Wright Town Trade Circuit	1-40	41-100
Forsaken Lands	1-60	61-100
Monster Country	1-70	71-100
Green Empire	1-50	51-100
Geneva	1-40	41-100

## Encounter Details

**Lingering Radiation:** The heroes are exposed to radiation, possibly leftover from the Great War, or improperly stored nuclear waste. Characters are exposed to minor radiation poisoning (see page 43).

**High Tech Booby Trap:** You can use one of the traps described below, or create your own. Whoever crafted the trap may be nearby, or might be long dead.

### Shotgun and Tripwire Trap

CR 2

**Type** mechanical; Perception DC 20; Disable Device DC 20  
EFFECTS

**Trigger** touch; **Reset** none

**Effect** Atk +10 ranged (1d8/x2); multiple targets (all targets in a 30-ft. cone)

### Landmine

CR 4

**Type** mechanical; Perception DC 25; Disable Device DC 25  
EFFECTS

**Trigger** touch; **Reset** none

**Effect** explosion (4d6 slashing and fire, DC 20 Reflex save for half); multiple targets (all targets in a 10-ft. radius burst.)

**Primitive Booby Trap:** These primitive traps can be easily made without technology. They include the traps below, the pit trap, spiked pit trap, or camouflaged pit trap from the Pathfinder Roleplaying Game core rulebook, and other traps of your own design. Whoever crafted the trap may be nearby, or might be long dead.

## North Woods

1-4	Lingering Radiation
5-7	High Tech Booby Trap
8-13	Primitive Booby Trap
14-18	Obstacle
19-21	Traders
22-25	Scrapers
26-29	Isolated Survivors
30-33	Hunters
34-37s	Farmers
38-40	Useful Item
41-43	Preserved Food Stash
44-45	Major Scrap
46-49	Minor Scrap
50-55	Raiders
56-57	Ghost Cat
58-60	Tiger
61-63	Bear
64-67	Burst Wolves
68-72	Wolves/Feral Dogs
73-76	Cracker
77-80	Spiders
81-86	Roaches
87-91	Ants
92-95	Night Haunts
96-98	Dreek
99-100	Named NPC

### Snare

CR 1/2

**Type** mechanical; Perception DC 20; Disable Device DC 20  
EFFECTS

**Trigger** touch; **Reset** none

**Effect** snared (entangled and cannot move, DC 13 Reflex save negates, DC 20 Escape Artist or Strength check or a minute of cutting escapes)

### Deadfall

CR 3

**Type** mechanical; Perception DC 20; Disable Device DC 20  
EFFECTS

**Trigger** touch; **Reset** none

**Effect** Falling rocks, trees, or scrap (5d6, DC 18 Reflex save for half); multiple targets (all targets in a 60-ft. line.)

## Wright Town Trade Circuit

1-3	Lingering Radiation
4-7	High Tech Booby Trap
8-12	Primitive Booby Trap
13-19	Obstacle
20-25	Traders
26-31	Scrapppers
32-35	Hunters
36-41	Farmers
42-46	Useful Item
47-51	Preserved Food Stash
52-53	Major Scrap
54-56	Minor Scrap
57-62	Raiders
63-67	Burst Wolves
68-74	Wolves/Feral Dogs
75-80	Cracker
81-86	Spiders
87-92	Roaches
93-96	Dreek
97-100	Named NPC

**Barrier:** The heroes encounter a barrier impeding their travel. This might be fallen bridge, a massive sink hole, or a steep slope. Whatever it is, it takes the group an extra 1d4 hours to travel around it.

**Traders:** The heroes meet a trader and 1d6 guards or traveling companions. The traders are likely to be willing to trade useful goods with the heroes, and may have rumors from nearby communities. (Use the stats for a Wright family member on page 108.)

**Scrapppers:** A group of 1d6 scrapppers looking for nearby ruins to salvage from, or coming back from a find. If coming back, they might sell to the characters. (Use the stats for scrapppers on page 109.)

**Isolated survivors:** The heroes find 1d6 isolated survivors who are living by themselves as best they can. They might be convinced to join the group's community with a DC 15 Diplomacy check.

**Hunters:** A hunting party of 1d4+1 hunters in search of game. They might be willing to give the heroes information about the surrounding terrain. (Use the stats for Axe Tribe members or rangers on page 93.)

**Farmers:** A family of 1d6 farmers living in a house and growing food on the nearby land. They may trade food to the characters in exchange for useful items. (Use the stats for farmers on page 113.)

**Patrol:** An armed patrol of 2d6 soldiers from either the Green Empire or Geneva (depending on the group's location). They stop the heroes to question them, but unless the heroes provoke the patrol or are in the middle of something illegal, they let the heroes pass by. (Use the stats for Knights of Geneva on page 144 or elite slavers on page 77.)

## Forsaken Lands

1-5	Lingering Radiation
6-8	High Tech Booby Trap
9-12	Primitive Booby Trap
13-17	Obstacle
18-19	Scrapppers
20-24	Lone Survivor
25-27	Hunters
28-31	Useful Item
32-35	Preserved Food Stash
34-39	Major Scrap
40-45	Minor Scrap
46-54	Raiders
55-57	Ghost Cat
58-59	Tiger
60-65	Burst Wolves
66-73	Wolves/Feral Dogs
74-77	Cracker
78-85	Spiders
86-90	Roaches
13-94	Ants
95-96	Night Haunts
97-99	Dreek
100	Named NPC

**Escaped Slaves:** The heroes meet 1d4 former slaves escaped from the Green Empire. Depending on the heroes' demeanor, the slaves might flee from them or ask for help. (Use the stats for farmers on page 113.)

**Useful Item:** The heroes find a useful item. Have them draw another card and consult the Useful Item table on page 45.

**Preserved Food Stash:** A large stockpile of preserved food, probably canned or freeze dried before the War. It's worth 1d6 BP. It might be difficult to transport.

**Major Scrap:** The heroes come across ruins that have a lot of useful scrap. They community can gather and additional total of 3d6 Build at a rate of 1d6 Build per month.

**Minor Scrap:** The heroes discover some ruins with a little useful scrap. They community can gather and additional total of 1d10 Build at a rate of 1d4 Build per month.

**Raiders:** A band of 2d6 human(ish) raiders attack the heroes or demand payment under threat of violence. (Use the stats for raiders on page 120.)

**Ghost Cat:** A single ghost cat (see page 157) stalks the party. It waits until one of them is alone (off hunting, answering the call of nature, etc.) before striking.

**Tiger:** A lone tiger stalks the party, but waits until one hero is alone to strike. (Use the stats for a tiger in the Pathfinder Roleplaying Game Bestiary.)

## Monster Country \*

1-4	Lingering Radiation
5-7	High Tech Booby Trap
8-11	Primitive Booby Trap
12-16	Obstacle
17-22	Isolated Survivors
23-27	Useful Item
28-31	Food Stockpile
32-35	Major Scrap
36-42	Minor Scrap
43-45	Dragon
46-48	Ghost Cat
49-52	Tiger
53-56	Bear
57-61	Burst Wolves
62-66	Wolves/Feral Dogs
67-71	Cracker
72-76	Spiders
77-82	Roaches
83-89	Ants
90-94	Night Haunts
95-97	Terror Monkeys
98-99	Drones
100	Named NPC

*Bear:* The heroes stumble upon a bear. If careful they might avoid provoking it. (Use the stats for a grizzly bear in the Pathfinder Roleplaying Game Bestiary.)

*Burst Wolves:* A pack of 2d6 burst wolves (see page 154) target the heroes and attack them.

*Wolves/Feral Dogs:* A pack of 3d4 wolves or feral dogs attack the heroes. (Use the stats for wolves in the Pathfinder Roleplaying Game Bestiary.)

*Cracker:* If on water, a pod of 1d6 crackers (see page 154) ambush the heroes. If on land they encounter a similar number, but the group can likely avoid them if they choose.

*Spiders:* The character on point must make a DC 20 Perception check or become trapped in a web (see Pathfinder Bestiary) as 1d6 giant spiders (see page 159) and a 25% chance of a mega spider (see page 159) attack the heroes.

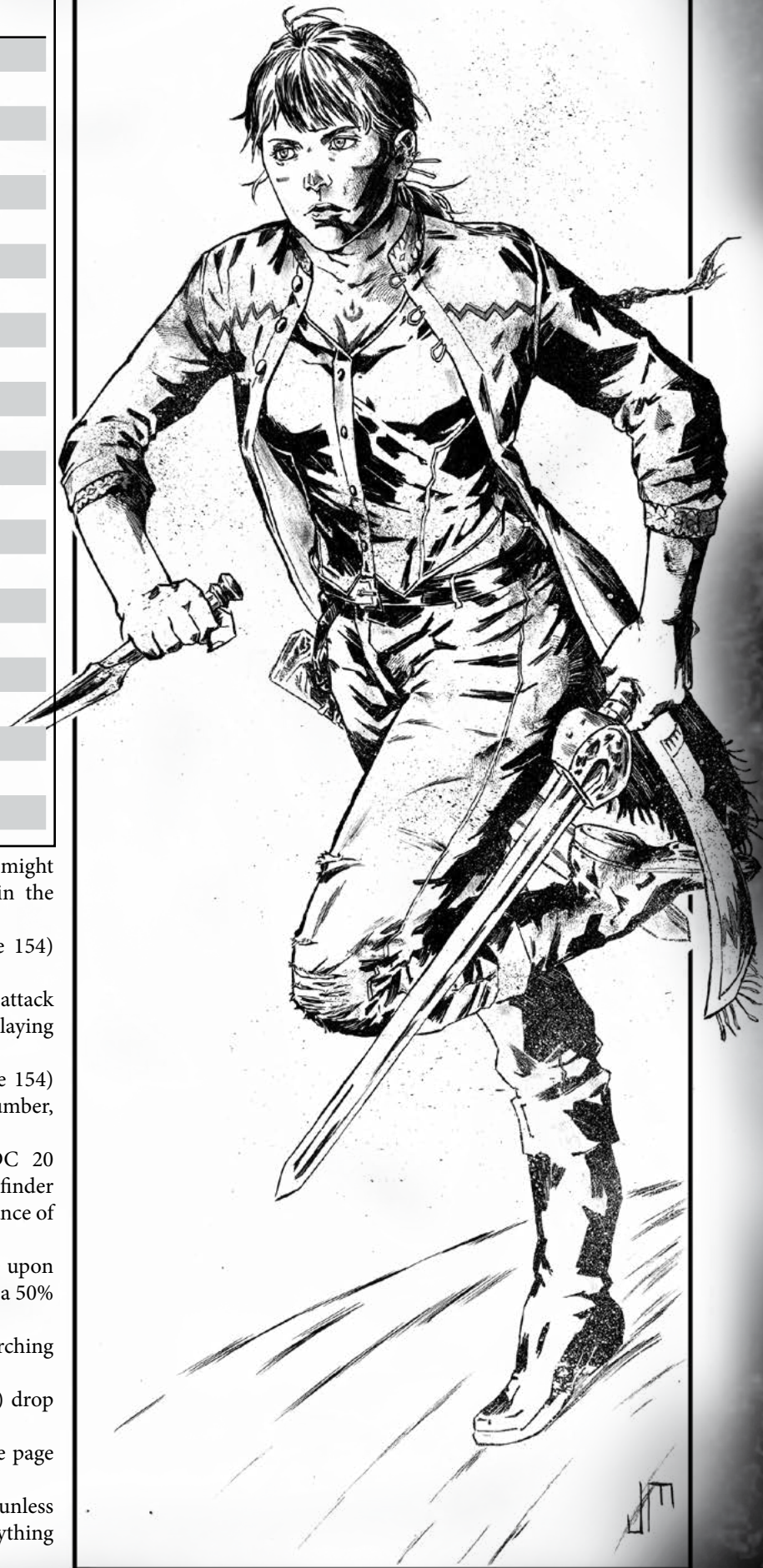
*Roaches:* Giant roaches out scavenging for food come upon the heroes. There are 2d4 giant roaches (see page 159) and a 50% chance of 1d4 mega roaches (see page 159).

*Ants:* A platoon of 2d8 giant ants (see page 154) is searching for food, and they swarm the heroes.

*Night Haunts:* A pack of 2d4 night haunts (page 158) drop down on the heroes and attack them.

*Dreek:* The heroes encounter a herd of 2d8 dreek (see page 156). Unless provoked they are easy to avoid.

*Feral Cats:* A family of 1d6 feral cats. They don't attack unless they have no choice, and are more of a nuisance than anything

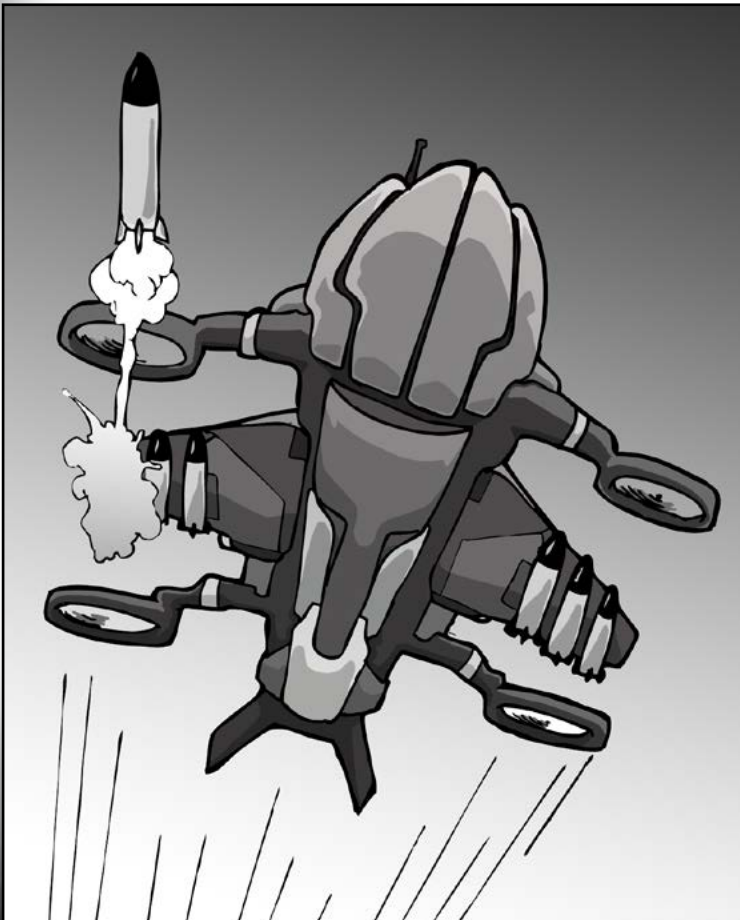


## Green Empire

1-3	Lingering Radiation
4-5	High Tech Booby Trap
6-8	Primitive Booby Trap
9-13	Obstacle
14-19	Traders
20-26	Scrappers
27-30	Escaped Slave
31-40	Patrol
41-50	Farmers
51-53	Useful Item
54-55	Preserved Food Stash
56	Major Scrap
57-58	Minor Scrap
59-65	Raiders
66-68	Ghost Cat
69-71	Tiger
72-78	Wolves/Feral Dogs
79-85	Roaches
86-90	Ants
81-94	Dreek
95-96	Feral Cats
97-100	Named NPC

## Geneva and Scrap City

1-4	Lingering Radiation
5-7	High Tech Booby Trap
8-13	Primitive Booby Trap
14-18	Obstacle
19-21	Traders
22-25	Scrappers
26-27	Isolated Survivors
28-31	Hunters
32-37s	Farmers
38-39	Escaped Slaves
40-43	Patrol
44-45	Useful Item
46-49	Preserved Food Stash
50-55	Major Scrap
56-57	Minor Scrap
58-60	Raiders
61-63	Synths
64-67	Wolves/Feral Dogs
68-72	Cracker
73-76	Spiders
77-80	Roaches
81-86	Ants
87-91	Night Haunts
92-95	Dreek
96-98	Feral Cats
99-100	Named NPC



else. (Use the stats for cats in the familiar section of the Pathfinder Roleplaying Game Bestiary.)

*Dragon:* A single dragon (see page 155) attacks the heroes.

*Terror Monkeys:* A troop of 2d6 terror monkeys (see page 60) attempts to drive off the characters

*Drones:* A small band of 1d6 drones. For each drone roll 1d6. 1-2: Hummingbird (page 156); 3: Falcon (page 156); 4-5: Lynx (page 157); 6: Tiger (page 157).

*Wandering NPC:* The heroes encounter an NPC named in this book, traveling with 1d6-1 generic NPCs. Choose an NPC from the community closest to the heroes' current location. If none are nearby, you may use one of the wandering NPCs, or make your own (possibly just a Wild Card version of another type of character).

# Appendix Beta: Generic Stats

## Apprentice Healer

CR 1

### XP 400

Human vitalist 2 (*Psionics Expanded*)

NG Medium humanoid (human)

**Init** +0; **Senses** Perception +3

### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 11 (2d6)

**Fort** +3, **Ref** +0, **Will** +8

### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +0 (1d6-1)

**Ranged** sling +0 (1d4-1)

**Vitalist Powers Known** (ML 2nd; concentration +4; 9 power points)

1st (1 point)—*biofeedback, natural healing, sense link*

Knacks—*halt death, sense poison, vim*

See page 175 for more information about psionics.

### STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 17, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Iron Will, Self-Sufficient

**Skills** Diplomacy +7, Heal +10, Knowledge (post-war history) +6, Knowledge (psionics) +6, Perception +3, Survival +10

**Languages** English

**SQ** collective, collective healing, health sense, medic powers, mending touch, transfer wounds, spirit of many, vitalist method (mender)

**Gear** leather armor, quarterstaff, sling, 20 stones, herbal remedies, 10 tp in personal goods.

### SPECIAL ABILITIES

**Collective** As a standard action, an apprentice healer can join up to four willing targets into her collective. She can manifest any power she knows on a member of the collective regardless of range, even if the target is normally personal.

**Transfer Wounds (Su)** As a standard action, an apprentice healer may touch a target and heal it for 1d6+2 points of damage. The apprentice healer suffers non-lethal damage equal to the die roll (without the +2).

**Health Sense (Su)** An apprentice healer may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken.

## Axe Tribe Member

CR 1/2

### XP 200

Human expert 1/warrior 1

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +6

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 11 (1d10+1d8+1)

**Fort** +1, **Ref** +1, **Will** +4

### OFFENSE

**Speed** 20 ft.

**Melee** battleaxe +1 (1d8/x3)

**Ranged** longbow +2 (1d8/x3)

### STATISTICS

**Str** 11, **Dex** 12, **Con** 9, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Self-Sufficient, Toughness +3

**Skills** Climb +1, Craft (carpentry) +2, Escape Artist -2, Handle Animal +3, Heal +8, Knowledge (geography) +4, Knowledge (nature) +4, Perception +6, Stealth +2, Survival +9

**Languages** English

**Gear** leather armor, battleaxe, longbow, 40 arrows, 20 tp worth of personal goods

## Axe Tribe Ranger

CR 2

### XP 600

Human spell-less ranger 3 (*New Paths: The Expanded Spell-Less Ranger*)

CG Medium humanoid (human)

**Init** +3; **Senses** Perception +8

### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 27 (3d10+6)

**Fort** +4, **Ref** +6, **Will** +3

### OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +4 (1d8+1/x3)

**Ranged** composite longbow (Str +1) +6 (1d8+1/x3)

**Special Attacks** favored enemy (animals +2), stealth attack +1d6

### STATISTICS

**Str** 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Far Shot, Favored Terrain Expert, Point Blank Shot, Precise Shot

**Skills** Bluff -1 (+1 vs. animals), Craft (carpentry) +6, Knowledge (geography) +6 (+8 vs. animals, +8 while in forest terrain), Knowledge (nature) +6 (+8 vs. animals), Perception +8 (+10 vs. animals, +10 while in forest terrain), Sense Motive +2 (+4 vs. animals), Stealth +9 (+11 while in forest terrain), Survival +8 (+10 vs. animals, +10 while in forest terrain, +9 to track), Swim +7; **Racial Modifiers** nature's healing

**Languages** English

**SQ** combat style (archery), favored terrain (forest +2), track, wild empathy +2

**Gear** leather armor, battleaxe, composite longbow (Str +1), 30 arrows, artisan's tools (Craft [carpentry]), 20 tp worth of personal goods

### SPECIAL ABILITIES

**Nature's Healing (Ex)** While in forests, a ranger gains a +2 bonus to Heal checks. When treating deadly wounds in the forest, he can restore an additional 1d6 plus 1 hp.

**Stealth Attack (Ex)** A ranger deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.

### Canic

CR 2

#### XP 600

Human expert 4

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +9

DEFENSE

**AC** 10, touch 9, flat-footed 10 (+1 Armor, -1 Dex)

**hp** 18 (4d8)

**Fort** +1, **Ref** +0, **Will** +6

OFFENSE

**Speed** 30 ft.

**Melee** dagger +4 (1d4/19-20)

**Ranged** light automatic pistol +2 (2d4/x4)

STATISTICS

**Str** 12, **Dex** 8, **Con** 10, **Int** 16, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +4; **CMD** 13

**Feats** Alertness, Deft Hands, Iron Will

**Skills** Appraise +10, Craft (electronics) +8, Craft (mechanics) +8, Disable Device +6, Escape Artist +6, Heal +7, Knowledge (technology) +10, Perception +9, Ride +6, Sense Motive +6, Survival +7

**Languages** English

**Gear** leather jacket, light automatic pistol, 12 small bullets, 4d6 empire silvers

### Caravan Guard

CR 2

#### XP 600

Human Fighter 3

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +4

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 30 (3d10+9)

**Fort** +5, **Ref** +4, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

OFFENSE

**Speed** 30 ft.

**Melee** masterwork longsword +5 (1d8+1/19-20)

**Ranged** masterwork rifle +8 (1d10/x4)

STATISTICS

**Str** 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (rifle)

**Skills** Handle Animal +3, Intimidate +5, Perception +4, Ride +7, Survival +5

**Languages** English

**Combat Gear** HealUp I (*cure light wounds*); **Other Gear** undercover vest, masterwork rifle, masterwork longsword, 30 tp worth of personal goods.

### Council Member

CR 3

#### XP 800

Human expert 5

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +3

DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 17 (5d8-5)

**Fort** +0, **Ref** +1, **Will** +5

OFFENSE

**Melee** club +2 (1d6-1)

**Speed** 30 ft.

STATISTICS

**Str** 8, **Dex** 10, **Con** 9, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Alertness, Persuasive, Skill Focus (Craft [alchemy]), Skill Focus (Profession [architect])

**Skills** Climb +7, Craft (alchemy) +12, Diplomacy +12, Intimidate +4, Knowledge (geography) +9, Knowledge (pre-war history) +9, Knowledge (technology) +9, Linguistics +9, Perception +3, Profession (architect) +12, Sense Motive +11

**Languages** English

**Gear** 120 tp worth of goods

### Dark Servant

CR 3

#### XP 800

Human commoner 3/warrior 2

LN Medium humanoid (human)

**Init** +3; **Senses** Perception +7

DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Armor, +3 Dex)

**hp** 31 (2d10+3d6+10)

**Fort** +5, **Ref** +4, **Will** +0

OFFENSE

**Speed** 30 ft.

**Melee** sap +3 (1d6/x2)

**Ranged** tranquilizer gun +7 (tranquilizer)

STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Point Blank Shot, Precise Shot, Toughness +5, Weapon Focus (tranquilizer rifle)

**Skills** Climb +7, Perception +7, Stealth +8, Swim +7

**Languages** English

**Other Gear** undercover vest, sap, tranquilizer rifle, 3 doses of tranquilizer

SPECIAL ABILITIES

Tranquilizer

**Type** poison, injury; **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** stunned for 1 round; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 2 consecutive saves

### Elite Slaver

CR 3

#### XP 800

Human waste warrior (fighter) 4

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +5

**DEFENSE****AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 Armor)**hp** 38 (4d10+12)**Fort** +6, **Ref** +5, **Will** +2 (+1 vs. fear)**Defensive Abilities** bravery +1**OFFENSE****Speed** 30 ft.**Melee** longsword +5 (1d8+1/19-20)**Ranged** masterwork assault rifle +9 (2d8+2/x4)**Special Attacks** fragmentation grenade (4d6 to 20-ft radius spread; DC 15 Reflex for half)**STATISTICS****Str** 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (assault rifle), Weapon Specialization (assault rifle)**Skills** Drive +7, Intimidate +6, Perception +5, Ride +9**Languages** English**Combat Gear** HealUp I (*cure light wounds*) 3 fragmentation grenades; **Other Gear** modular tactical vest, masterwork assault rifle, 40 large bullets, longsword, 5d6 empire silvers..**Farmer****CR 1/2****XP 200**

Human commoner 1/expert 1

N Medium humanoid (human)

**Init** +0; **Senses** Perception +1**DEFENSE****AC** 10, touch 10, flat-footed 10**hp** 10 (2 HD, 1d6+1d8+2)**Fort** +1, **Ref** +0, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** club +0 (1d6) or sickle +0 (1d6)**Ranged** sling -1 (1d4)**STATISTICS****Str** 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9**Base Atk** +0; **CMB** +0; **CMD** 10**Feats** Animal Affinity, Skill Focus (Profession [farmer])**Skills** Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7**Languages** English**Gear** club, sickle, sling with 10 stones**Illuminated****CR 2****XP 600**

Human expert 4

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +6**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)**hp** 22 (4d8+4)**Fort** +1, **Ref** +3, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d8/x3)**Ranged** revolver +6 (1d8/x4)**STATISTICS****Str** 10, **Dex** 14, **Con** 11, **Int** 14, **Wis** 9, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Dodge, Scrapper, Weapon Focus (revolver)**Skills** Appraise +9, Craft (choose two) +9, Knowledge (local) +9, Knowledge (technology) +9, Perception +6 (+10 to find scrap), Sense Motive +6, Stealth +8, Survival +6**Languages** English**Combat Gear** HealUp I (*cure light wounds*) **Other Gear** studded leather armor, revolver, 12 bullets, spear. 30 tp worth of personal goods.**Knight of Geneva****CR 3****XP 800**

Human cavalier 4

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +5**DEFENSE****AC** 22, touch 10, flat-footed 22 (+9 armor, +3 shield)**hp** 38 (4d10+12)**Fort** +6, **Ref** +1, **Will** +2**Defensive Abilities** resolute 1**OFFENSE****Speed** 20 ft.**Melee** longsword +9 (1d8+4/19-20/x2) or dagger +8 (1d4+4/19-20/x2)**Ranged** heavy crossbow +4 (1d10/19-20/x2)**Special Attacks** cavalier's charge, shield's challenge +4 (2/day)**STATISTICS****Str** 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 12**Base Atk** +4; **CMB** +8; **CMD** 18**Feats** Mounted Combat (1/round), Shield Focus, Shield Wall, Weapon Focus (longsword)**Skills** Acrobatics -8 (-12 jump), Climb -4, Escape Artist -8, Fly -8, Handle Animal +6, Heal +1 (+3 when used on someone other than yourself), Intimidate +8, Perception +5, Ride -1, Stealth -8, Survival +3, Swim -4**Languages** English**SQ** animal companion link, expert trainer, orders (order of the shield), tactician (shield wall) 5 rds (1/day)**Other Gear** full plate, heavy steel shield, dagger, heavy crossbow, 20 bolts, longsword, 20 tp in personal goods**Monkey Man****CR 2****XP 600**

Simian expert 1/warrior 3

CN Medium humanoid (simian)

**Init** +5; **Senses** low-light vision; Perception +7**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 32 (3d10+1d8+11)**Fort** +4, **Ref** +2, **Will** +3**Defensive Abilities** nimble faller**OFFENSE****Speed** 30 ft.**Melee** spear +7 (1d8+4/x3)

## STATISTICS

**Str** 16, **Dex** 12, **Con** 12, **Int** 7, **Wis** 11, **Cha** 8**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Improved Initiative, Toughness, Weapon Focus (spear)**Skills** Acrobatics +7, Climb +15, Intimidate +3, Perception +7, Stealth +5; **Racial Modifiers** +4 Stealth; +2 Acrobatics, +8 Climb**SQ** climber, natural athlete**Languages** English**Gear** leather armor, spear, 20 tp worth of personal goods**Novice Wizard****CR 2****XP 600**Human Psion 3 (*Psionics Unleashed*)

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +2

## DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)**hp** 16 (3d6+3)**Fort** +2, **Ref** +2, **Will** +7

## OFFENSE

**Speed** 30 ft.**Melee** quarterstaff +0 (1d6-1)**Psion Powers** Known (CL 3rd; concentration +7; 26 power points):2nd (3 power points)—*ego whip* (DC 16), *specific energy adaptation*1st (1 power point)—*call to mind*, *energy ray*, *inertial armor*, *matter agitation*, *telepathic projection* (DC 15)Talents (at-will)—*catfall*, *create sound*, *far hand*

See page 175 for more information about psionics.

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 14, **Cha** 10**Base Atk** +1; **CMB** +0; **CMD** 11**Feats** Combat Manifestation, Extend Power, Iron Will, Psion Weapon Proficiencies, Psionic Endowment, Scholar**Skills** Diplomacy +3, Intimidate +3, Knowledge (post-war history) +11, Knowledge (local) +9, Knowledge (psionics) +11, Ride +4, Sense Motive +8**Languages** English**SQ** detect psionics, discipline talents (generalist), disciplines (generalist), psionically focused**Other Gear** quarterstaff; 30 tp worth of personal goods**Pirate****CR 1****XP 400**

Human scrapper (rogue) 2/warrior 1

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +7

## DEFENSE

**AC** 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)**hp** 23 (1d10+2d8+5)**Fort** +3, **Ref** +6, **Will** +1**Defensive Abilities** evasion

## OFFENSE

**Speed** 30 ft.**Melee** longsword +4 (1d8+2/19-20/x2)**Ranged** flintlock pistol +5 (1d8/x4)**Special Attacks** sneak attack +1d6

## STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +2; **CMB** +4; **CMD** 18**Feats** Dodge, Exotic Weapon Proficiency (firearms), Improved Initiative, Power Attack -1/+2**Skills** Acrobatics +9, Bluff +5, Climb +8, Perception +7 (+8 to locate traps), Profession (sailor) +7, Stealth +9, Swim +8**Languages** English**SQ** rogue talents (surprise attack), trapfinding +1**Gear** leather armor, longsword, pistol, 5 shots and powder, 20 tp worth of goods**Raider****CR 1/2****XP 200**

Human warrior 2

CN Medium humanoid (human)

**Init** +2; **Senses** Perception -1

## DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)**hp** 11 (2d10)**Fort** +3, **Ref** +2, **Will** -1

## OFFENSE

**Speed** 30 ft.**Melee** battleaxe +3 (1d8+1/x3) or sap +3 (1d6+1 nonlethal)**Ranged** composite longbow +4 (1d8+1/x3)

## STATISTICS

**Str** 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Dodge, Point Blank Shot**Skills** Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2**Languages** English**Gear** studded leather, buckler, composite longbow (+1 Str), 20 arrows, battleaxe, sap, light warhorse, saddle**Ravens****CR 2****XP 600**

Human expert 3/warrior 1

N Medium humanoid (human)

**Init** +6; **Senses** Perception +7

## DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)**hp** 23 (1d10+3d8+4)**Fort** +4, **Ref** +3, **Will** +3

## OFFENSE

**Speed** 30 ft.**Melee** dagger +4 (1d4+1/19-20)**Ranged** longbow +6 (1d8/x3)

## STATISTICS

**Str** 13, **Dex** 14, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Dodge, Improved Initiative, Weapon Focus (longbow)**Skills** Bluff +5, Intimidate +6, Knowledge (technology) +6, Perception +7, Stealth +9, Survival +7**Languages** English**Gear** leather armor, daggers (2), longbow, 20 arrows, 20 tp worth of personal goods



**Scrapper****CR 1/2****XP 200**

Human Commoner 2

N Medium humanoid (human)

**Init** +0; **Senses** Perception +9

## DEFENSE

**AC** 10, touch 10, flat-footed 10**hp** 5 (2d6-2)**Fort** -1, **Ref** +0, **Will** +2

## OFFENSE

**Speed** 30 ft.**Melee** spear +1 (1d8/x3)

## STATISTICS

**Str** 10, **Dex** 11, **Con** 9, **Int** 12, **Wis** 15, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 11**Feats** Alertness, Scrapper, Simple Weapon Proficiency—One (spear)**Skills** Appraise +3, Climb +5, Knowledge (technology) +3, Perception +9, Sense Motive +4, Survival +4**Languages** English**Gear** spear, 5 tp worth of personal goods**Sheltered****CR 1/2****XP 200**

Human expert 2

LG Medium humanoid (human)

**Init** +0; **Senses** Perception +2

## DEFENSE

**AC** 10, touch 10, flat-footed 10**hp** 7 (2d8-2)**Fort** -1, **Ref** +0, **Will** +5

## OFFENSE

**Melee** club +0 (1d6-1)**Speed** 30 ft.

## STATISTICS

**Str** 8, **Dex** 10, **Con** 9, **Int** 12, **Wis** 15, **Cha** 11**Base Atk** +1; **CMB** +0; **CMD** 10**Feats** Skill Focus (Craft [choose one]), Skill Focus (Profession [choose one])**Skills** Climb +4, Craft (choose one) +9, Heal +4, Knowledge (geography) +6, Knowledge (pre-war history) +6, Knowledge (technology) +6, Linguistics +6, Profession (choose one) +10, **Sense Motive** +7**Languages** English**Gear** 20 tp worth of personal items**Slavers****CR 1/3****XP 135**

Human warrior 1

NE Medium humanoid

**Init** +0; **Senses** Perception -1

## DEFENSE

**AC** 13, touch 11, flat-footed 12 (+1 armor, +1 Dex, +1 shield)**hp** 8 (1d10 + 3)**Fort** +2, **Ref** +1, **Will** -1

## OFFENSE

**Speed** 30 ft.**Melee** battleaxe +3 (1d8+1/x3)**Ranged** light crossbow +2 (1d8/19-20)

## TACTICS

**During Combat** The slavers prefer to fight only when the odds are in their favor, against unarmed, unaware, or outnumbered foes. They use their crossbows against ranged foes but pull out their battle axes when foes are within charging distance.

**Moral** The slavers are cowardly, and flee or surrender if half their number are defeated

## STATISTICS

**Str** 13, **Dex** 12, **Con** 11, **Int** 9, **Wis** 8, **Cha** 10**Base Atk** +1; **CMB** +12; **CMD** 13**Feats** Toughness, Weapon Focus (battleaxe)**Skills** Intimidate +4, Survival +0**Languages** English**Gear** Leather armor, buckler, battleaxe, crossbow with 20 bolts, signal whistle, handcuffs, 3d6 empire silvers.**Spider Eater****CR 1****XP 400**Human spell-less ranger 2 (*New Paths: The Expanded Spell-Less Ranger*)

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +7

## DEFENSE

**AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)**hp** 19 (2d10+4)**Fort** +4, **Ref** +6, **Will** +2

## OFFENSE

**Speed** 30 ft.**Melee** spear +3 (1d8+1/x3)**Ranged** longbow +5 (1d8/x3)**Special Attacks** favored enemy (vermin +2), poison, stealth attack +1d6

## STATISTICS

**Str** 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Point Blank Shot, Precise Shot, Rapid Shot**Skills** Bluff -1 (+1 vs. vermin), Climb +5, Escape Artist +2, Handle Animal +4, Heal +7, Knowledge (nature) +5 (+7 vs. vermin), Perception +7 (+9 vs. vermin), Sense Motive +2 (+4 vs. vermin), Stealth +7, Survival +7 (+9 vs. vermin, +8 to track)**Languages** English**SQ** combat style (archery), track, wild empathy**Combat Gear** 3 doses of giant spider poison; **Other Gear** chitex armor, longbow, spear

## SPECIAL ABILITIES

**Stealth Attack (Ex)** A spider eater deals +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when he is in favored terrain.

**Poison (Ex)** Weapon—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

**Synth Enforcer****CR 7****XP 3,200**Synth waste warrior (fighter) 4/scrapper (rogue) 4  
LN Medium humanoid (synth)**Init** +7; **Senses** Perception +12

DEFENSE

**AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)**hp** 67 (4d10+4d8+24)**Fort** +8, **Ref** +8 (+1 bonus vs. traps), **Will** +3 (+1 vs. fear)**Defensive Abilities** bravery +1, defensive training, evasion, fortified skeleton, trap sense, uncanny dodge

OFFENSE

**Speed** 20 ft.**Melee** subdermal blade +8/+3 (1d6+1/19-20/x2)**Ranged** +1 mastercraft tranquilizer gun +12/+7 (tranquilizer/x4) or laser rifle +10/+5 (2d8/x4)**Special Attacks**, sneak attack +2d6

STATISTICS

**Str** 13, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 6**Base Atk** +7; **CMB** +8; **CMD** 22**Feats** Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Subdermal Blades, Stealthy, Weapon Focus (tranquilizer)**Skills** Acrobatics +13, Climb +9, Escape Artist +13, Knowledge (technology) +13, Perception +11, Sleight of Hand +12, Stealth +15, Swim +7**Languages** English**SQ** accelerate healing, computer sympathy, original programming (Acrobatics, Stealth), rogue talents (fast stealth, stand up), trapfinding +2**Gear** +1 mastercraft modular tactical vest, +1 mastercraft tranquilizer gun, six doses of tranquilizer, laser rifle, 1 laser battery

SPECIAL ABILITIES

Tranquilizer

**Type** poison, injury; **Save** Fortitude DC 18**Frequency** 1/round for 6 rounds**Initial Effect** stunned for 1 round; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 2 consecutive saves**Tin Men****CR 2****XP 600**

Human expert 2/warrior 2

N Medium humanoid (human)

**Init** -1; **Senses** Perception +8

DEFENSE

**AC** 18, touch 9, flat-footed 18 (+6 armor, +3 shield, -1 Dex)**hp** 28 (2d10+2d8+8)**Fort** +4, **Ref** -1, **Will** +4

OFFENSE

**Speed** 20 ft.**Melee** longsword +6 (1d8+2/19-20)**Ranged** light crossbow +2 (1d8/19-20)

STATISTICS

**Str** 14, **Dex** 8, **Con** 12, **Int** 11, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +5; **CMD** 14**Feats** Shield Focus, Toughness, Weapon Focus (longsword)**Skills** Appraise +7, Climb +1, Craft (alchemy) +7, Intimidate +6, Perception +8, Survival +8**Languages** English**Gear** breastplate, heavy steel shield, light crossbow, 20 bolts, longsword, 20 tp worth of personal goods**Town Militia****CR 1/3****XP 135**

Human warrior 1

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +1

DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 11 (1d10+6)**Fort** +4, **Ref** +1, **Will** +0

OFFENSE

**Speed** 30 ft.**Melee** spear +1 (1d8/x3)**Ranged** longbow +3 (1d8/x3)

STATISTICS

**Str** 11, **Dex** 12, **Con** 15, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 12**Feats** Toughness +3, Weapon Focus (longbow)**Skills** Intimidate +3, Perception +1**Languages** English**Other Gear** leather armor, longbow, spear, 13 tp worth of personal goods**Tribal Leader****CR 4****XP 1,200**Human aristocrat 3/spell-less ranger 3 (*New Paths: The Expanded Spell-Less Ranger*)

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +11

DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)**hp** 37 (3d10+3d8+3)**Fort** +4, **Ref** +5, **Will** +7

**OFFENSE****Speed** 30 ft.**Melee** battleaxe +6 (1d8+1/x3)**Ranged** composite longbow (Str +1) +6 (1d8+1/x3)**Special Attacks** favored enemy (animals +2), stealth attack +1d6**STATISTICS****Str** 12, **Dex** 13, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14**Base Atk** +5; **CMB** +6; **CMD** 17**Feats** Alertness, Far Shot, Favored Terrain Expert, Point Blank Shot, Precise Shot**Skills** Bluff +2 (+4 vs. animals), Craft (carpentry) +6, Diplomacy +11, Knowledge (geography) +6 (+8 vs. animals, +8 while in forest terrain), Knowledge (nature) +6 (+8 vs. animals), Perception +11 (+13 vs. animals, +13 while in forest terrain), Sense Motive +14 (+16 vs. animals), Stealth +7 (+9 while in forest terrain), Survival +12 (+14 vs. animals, +14 while in forest terrain, +13 to track), Swim +7 Languages English**SQ** combat style (archery), favored terrain (forest +2), track, wild empathy +2**Gear** +1 mastercraft leather armor, battleaxe, composite longbow. (Str +1), artisan's tools (Craft [carpentry]), 100 tp worth of goods.**SPECIAL ABILITIES****Nature's Healing (Ex)** While in forests, a tribal leader gains a +2 bonus to Heal checks. When treating deadly wounds in the forest, he can restore an additional 1d6 plus 1 hp.**Stealth Attack (Ex)** A tribal leader deals an additional +1d6 damage if he flanks his target or his target is flat-footed. This works against favored enemies or when in his favored terrain.**Trogs****CR 1****XP 400**

Human commoner 2/warrior 1

LN Medium humanoid (human)

**Init** +2; **Senses** low-light vision, Perception +9**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)**hp** 12 (1d10+2d6)**Fort** +2, **Ref** +2, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** dagger +2 (1d4/19-20), or spear +2 (1d8/x3)**Ranged** atlatl +4 (1d6)**STATISTICS****Str** 11, **Dex** 15, **Con** 10, **Int** 9, **Wis** 12, **Cha** 8**Base Atk** +2; **CMB** +2; **CMD** 14**Feats** Alertness, Blind-Fight, Skill Focus (Stealth)**Skills** Knowledge (dungeoneering) +1, Perception +9, Sense Motive +3, Stealth +8**SQ** mutations (leaper, light sensitivity)**Languages** English**Gear** leather armor, atlatl, atlatl darts (3), dagger, spear, 10 tp worth of personal goods.**Wright Family Member****CR 2****XP 600**

Human aristocrat 4

LN Medium humanoid (human)

**Init** +0; **Senses** Perception +10**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 armor)**hp** 14 (4d8-4)**Fort** +0, **Ref** +1, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** longsword +2 (1d8-1/19-20/x2)**Ranged** revolver +3 (1d8/x4)**STATISTICS****Str** 9, **Dex** 10, **Con** 8, **Int** 11, **Wis** 12, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 12**Feats** Alertness, Animal Affinity, Persuasive**Skills** Appraise +7, Bluff +10, Diplomacy +12, Intimidate +12, Knowledge (technology) +5, Perception +10, Ride +4, Sense Motive +3**Languages** English**Gear** undercover vest, longsword, revolver, 12 bullets, 100 tp**Zombies****CR 2****XP 600**

Freak expert 4

CN Medium humanoid (freak)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 natural)**hp** 26 (4d8+8)**Fort** +2, **Ref** +4, **Will** +4**Defensive Abilities** extreme radiation resistance, healthy, thick skinned,**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d8/x3)**Ranged** light crossbow +7 (1d8/19-20)**STATISTICS****Str** 11, **Dex** 16, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Stealthy, Weapon Focus (light crossbow)**Skills** Appraise +4, Disable Device +10, Escape Artist +10, Perception +7, Stealth +12, Survival +7**Languages** English**Gear** studded leather armor, light crossbow, crossbow bolts (10), spear, 20 tp worth of personal goods

# Appendix Delta: Rare Item Tables

You can use the following tables to determine what rare items fill the rare item slots that your community produces.

## Rare Items

Minor	Medium	Major	Item
01–10	01–20	01–25	Armor
11–20	21–40	26–50	Weapons
21–80	41–60	51–55	Super Drugs
81–90	61–80	56–75	Vehicles
91–100	14–100	76–100	Miscellaneous items

## Mastercraft Armor Bonus

Minor	Medium	Major	Bonus	Bonus Price
01–80	01–40	—	+1	1,000 tp
81–100	41–90	01–60	+2	4,000 tp
—	91–100	61–100	+3	9,000 tp

## Armor

Any	Armor	Base Price
01–15	Leather jacket	155 tp
16–35	Leather armor	160 tp
36–40	Chain shirt	250 tp
41–60	Undercover vest	250 tp
61–70	Chainmail	300 tp
71–80	Breastplate	350 tp
81–85	Modular tactical vest	650 tp
86–90	Half-plate	750 tp
91–95	Full plate	1,650 tp
96–100	Full tactical gear	2,650 tp

## Mastercraft Weapon Bonus

Minor	Medium	Major	Bonus	Bonus Price
01–80	01–40	—	+1	2,000 tp
81–100	41–90	01–60	+2	8,000 tp
—	91–100	61–100	+3	18,000 tp

## Weapon Type

01–40	Melee Weapons
41–60	Ranged Weapons

## Melee Weapons

Any	Weapon	Base Price
01–10	Dagger	302 gp
11–13	Mace, light	305 g
14–17	Sickle	306 gp
18–21	Mace, heavy	308 tp
22–26	Shortspear	301 gp
27–36	Spear	302 tp
37–42	Longspear	305 gp
43–44	Quarterstaff	—
45–50	Axe, throwing	308 gp
51–55	Hammer, light	301 gp
56–60	Handaxe	306 gp
61–63	Sap	301 tp
64–70	Sword, short	310 gp
71–77	Battleaxe	310 gp
78–83	Longsword	315 gp
84–86	Rapier	320 gp
87–90	Warhammer	312 gp
91–93	Greataxe	320 gp
94–96	Greatsword	350 gp
97–98	Halberd	310 gp
99–100	Lance	310 gp

## Ranged Weapons

Minor	Medium	Major	Weapon	Price
01–10	—	—	Shortbow	330 gp
11–20	—	—	Crossbow, light	335 gp
21–30	—	—	Crossbow, heavy	350 gp
31–45	—	—	Longbow	375 gp
46–55	1–5	—	Shortbow, composite	375 gp
56–70	6–10	—	Longbow, composite	400 gp
71–76	11–15	—	Pistol, Flintlock	400 tp
77–82	16–20	—	Musket	450 tp
83–88	21–25	—	Pistol, double-barreled flintlock	475 tp
89–94	26–30	—	Blunderbuss	500 tp
95–100	31–25	—	Musket, double-barreled	550 tp
—	36–45	01–05	Revolver	800 tp
—	46–55	06–15	Rifle	925 tp
—	56–65	16–30	Shotgun	925 tp
—	66–70	31–35	Rifle, pepperbox	1,175 tp
—	71–75	36–40	Shotgun, double-barreled	1,175 tp
—	76–80	41–50	Light automatic pistol	1,200 tp
—	81–85	51–60	Heavy automatic pistol	1,300 tp
—	86–88	61–65	Submachine gun	1,800 tp
—	89–91	66–70	Assault rifle	2,700 tp
—	91–94	71–75	Sniper rifle	2,700 tp
—	95–96	76–80	Grenade launcher	4,800 tp
—	97–99	81–85	Rocket launcher	6,300 tp
—	99	86–90	Flamethrower	6,800 tp
—	100	91–94	Heavy machine gun	7,800 tp
—	—	95–97	Laser pistol	8,300 tp
—	—	98–100	Laser rifle	12,300 tp

## Vehicles

Minor	Medium	Major	Vehicle	Price
01–60	01–20	01–10	Dirt Bike	1,500 tp
61–100	21–40	11–20	Harley	2,000 tp
—	41–80	21–60	SUV	8,000
—	81–100	61–90	Float Plane	20,000 tp
—	—	91–100	Joint Light Tactical Vehicle	30,000 tp

## Miscellaneous Items

Minor	Medium	Major	Bonus	Price
01–60	—	—	+1	100 tp
61–100	01–70	—	+2	400 tp
—	71–100	01–100	+3	900 tp

## Miscellaneous Item

Any	Item	Associated Skill
01–08	Atlas	Knowledge (geography)
09–16	Climb	Climbing gear
17–20	Chemical Kit	Craft (chemistry)
21–25	Electrical tool kit	Craft (electronics)
26–30	Mechanical tool kit	Craft (mechanical)
31–34	Demolitions kit	Craft (demolitions)
35–39	Car opening kit	Disable Device
40–44	Lockpick set	Disable Device
45–49	Lock release gun	Disable Device
50–54	Disguise kit	Disguise
55–58	Book	Knowledge (any)
59–62	Computer (tablet)	Knowledge (computers)
62–65	Forgery kit	Linguistics (to create forgeries)
66–72	Binoculars	(Perception)
73–76	Instrument, keyboard	Perform, (keyboards)
77–80	Instrument, percussion	Perform, (percussion)
81–84	Instrument, stringed	Perform, (stringed)
85–88	Instrument, wind	Perform, (wind)
89–96	First aid kit	Heal
97–100	Medical kit	Heal

## Super Drugs

Minor	Medium	Major	Drug	Price
01-10	—	—	Mule ( <i>ant haul</i> )	50 tp
11-20	—	—	Tosser ( <i>bomber's eye</i> )	50 tp
21-30	—	—	The Zone ( <i>crafter's fortune</i> )	50 tp
31-45	01-08	—	HealUp I ( <i>cure light wounds</i> )	50 tp
46-55	—	—	Warm-N-Cool ( <i>endure elements</i> )	50 tp
56-65	—	—	Quix ( <i>expeditious retreat</i> )	50 tp
66-75	—	—	Leapz ( <i>jump</i> )	50 tp
76-85	—	—	Dark-I ( <i>keen senses</i> )	50 tp
86-85	—	—	Webby ( <i>touch of the sea</i> )	50 tp
86-95	—	—	Bullet Time ( <i>true strike</i> )	50 tp
—	09-11	—	Pep ( <i>aid</i> )	400 tp
—	12-20	—	Tough-N ( <i>bear's endurance</i> )	400 tp
—	21-28	—	Buff ( <i>bull's strength</i> )	400 tp
—	29-36	—	Dodger ( <i>cat's grace</i> )	400 tp
95-100	37-41	—	HealUp II ( <i>cure moderate wounds</i> )	400 tp
—	42-46	—	Black-I ( <i>darkvision</i> )	400 tp
—	47-51	—	VenSlo ( <i>delay poison</i> )	400 tp
—	52-59	—	Party Time ( <i>eagle's splendor</i> )	400 tp
—	60-64	—	Dead Man Walking ( <i>false life</i> )	400 tp
—	65-72	—	Ment-L ( <i>fox's cunning</i> )	400 tp
—	73-80	—	Think-R ( <i>owl's wisdom</i> )	400 tp
—	81-86	—	Spots ( <i>perceive cues</i> )	400 tp
—	87-92	—	Hot-N-Cold ( <i>resist energy</i> )	400 tp
—	93-100	—	Little BackUp ( <i>lesser restoration</i> )	400 tp
—	—	01-10	BludHound ( <i>bloodhound</i> )	1,050 tp
—	—	11-26	HealUp III ( <i>cure serious wounds</i> )	1,050 tp
—	—	25-40	Vroom ( <i>haste</i> )	1,050 tp
—	—	41-50	Ambrosia ( <i>heroism</i> )	1,050 tp
—	—	51-60	Seer-N-Freeze ( <i>protection from energy</i> )	1,050 tp
—	—	61-70	Zerker ( <i>rage</i> )	1,050 tp
—	—	71-80	Wind-N-Clear ( <i>remove blindness/deafness</i> )	1,050 tp
—	—	81-90	Panacea ( <i>remove disease</i> )	1,050 tp
—	—	91-100	H to O ( <i>water breathing</i> )	1,050 tp



# Appendix Psi: Psionics

This book uses the rules for psionics as described in *Psionics Unleashed* or *Ultimate Psionics*. For those who do not have access to those books, you can use the very condensed rules presented below.

A psionic power is a one-time effect, similar to a spell. Use the rules for spells except as described below. Unlike spells, which are cast, psionic powers are manifested to achieve their effect. Every psionic character or creature has a daily supply of power points that can be used to manifest psionic powers that the character has unlocked or discovered. There is no limit to the number of times a psionic character can manifest a power, but for the daily power point supply.

A power is manifested when a psionic character pays its power point cost. Some creatures have psi-like abilities, which allow them to automatically manifest powers without having to pay the cost associated.

## Powers in This Book

The following powers are used by NPCs describe in the Broken Earth setting. These are a small fraction of the powers available.

### Adapt Body

**Discipline** psychometabolism

**Level** cryptic 5, psion/wilder 5, psychic warrior 5, tactician 5  
MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 1 hour/level (D)

**Power Points** 9

DESCRIPTION

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

### Attraction

**Discipline** Telepathy (Charm) [Mind-Affecting]

**Level** Psion/Wilder 1

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One creature

**Duration** 1 hour/level

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 1

DESCRIPTION

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

### Augured Answer

**Discipline** clairsentience

**Level** psion/wilder 4, sighted seeker 4

MANIFESTING

**Display** Mental and visual

**Manifesting Time** 10 minutes

EFFECT

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** 7

DESCRIPTION

You can predict a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice augured can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct answer is 70% + 1% per manifester level, to a maximum of 90%. If the die roll fails, you know the attempt failed, unless specific effects yielding false information are at work.

Multiple attempts about the same topic by the same manifester use the same dice result as the first attempt and yield the same answer each time.

### Biofeedback

**Discipline** psychometabolism

**Level** dread 1, gifted blade 1, psion/wilder 2, psychic warrior 1, vitalist 1

MANIFESTING

**Display** Material and visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 1 min./level (D)

**Power Points** dread 1, gifted blade 1, psion/wilder 3, psychic warrior 1, vitalist 1

DESCRIPTION

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/-.

### Body Adjustment

**Discipline** psychometabolism (healing)

**Level** cryptic 2, gifted blade 2, marksman 2, psion/wilder 3, psychic warrior 2, vitalist 2

MANIFESTING

**Display** Auditory and material

**Manifesting Time** 1 round

EFFECT

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** cryptic 3, psion/wilder 5, psychic warrior 3, vitalist 3

DESCRIPTION

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

### Body Purification

**Discipline** psychometabolism (healing)

**Level** gifted blade 2, marksman 2, psion/wilder 3, psychic warrior 2

MANIFESTING

**Display** Auditory and material

**Manifesting Time** 1 round

EFFECT

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** marksman 3, psion/wilder 5, psychic warrior 3

DESCRIPTION

You restore up to 2 points of damage to a single ability score.

You cannot use body purification to heal ability drain.

### Call to Mind

**Discipline** telepathy [mind-affecting]

**Level** cryptic 1, psion/wilder 1, tactician 1, sighted seeker 1

MANIFESTING

**Display** Mental

**Manifesting Time** 1 minute

EFFECT

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** 1

DESCRIPTION

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you. On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

### Catfall

**Discipline** psychoportation

**Level** marksman 1, psion/wilder 1, psychic warrior 1

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 immediate action

EFFECT

**Range** Personal

**Target** You

**Duration** Until landing or 1 round/ level

**Power Points** 1

DESCRIPTION

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 50 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. You can manifest this power even when it isn't your turn.

### Compelling Voice

**Discipline** Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]

**Level** Telepath 2

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One creature

**Duration** 1 hour/level or until completed

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 3

DESCRIPTION

You tune your voice to the empathic vibrations of your target, making the next words you speak seem very convincing (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the power.



The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

### Conceal Thoughts

**Discipline** telepathy [mind-affecting]

**Level** cryptic 1, dread 0/1, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0  
MANIFESTING

**Display** Mental

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One willing creature

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Power Resistance** Yes (harmless)

**Power Points** psionic focus or 1

DESCRIPTION

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as read thoughts or mind probe).

### Control Object

**Discipline** Psychokinesis

**Level** Kineticist 1

MANIFESTING

**Display** Material

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. + 10 ft./level)

**Target** One unattended object weighing up to 100 lb.

**Duration** Concentration, up to 1 round/level

**Saving Throw** None; **Power Resistance** No

**Power Points** 1

DESCRIPTION

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it. A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points. You can use this power on a non-magical lock, making it move in such a way as to attempt to unlock itself. If another

character makes a Disable Device check to open a lock in the device that you are concentrating on controlling, the character gains a +4 bonus on the check.

### Correspond

**Discipline** telepathy [mind-affecting]

**Level** psion/wilder 4, tactician 4

MANIFESTING

**Display** Mental

**Manifesting Time** 10 minutes

EFFECT

**Range** See text

**Target** One creature with an Intelligence score of 3 or higher

**Duration** 1 round/level

**Saving Throw** None; **Power Resistance** No

**Power Points** 7

DESCRIPTION

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity. You do not need line of sight or line of effect to use this power.

### Create Sound

**Discipline** Metacreativity (Creation) [Sonic]

**Level** cryptic 0 (see note), dread 0, psion/wilder 0

MANIFESTING

**Display** Auditory; see text

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

Effect Sounds; see text

**Duration** 1 round/level (D)

**Saving Throw** None; **Power Resistance** No

**Power Points** psionic focus or 1

DESCRIPTION

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans. If you wish to create a specific message, up to twenty five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently

terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion. Create sound can be used to bring sounds into existence that you later manipulate by manifesting control sound.

### Detect Psionics

**Discipline** clairsentience

**Level** cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, sighted seeker 1, tactician 0, vitalist 0

MANIFESTING

**Display** Auditory and visual

**Manifesting Time** 1 standard action

EFFECT

**Range** 60 ft.

**Area** Cone-shaped emanation centered on you

**Duration** Concentration, up to 1 min./level (D)

**Saving Throw** None; **Power Resistance** No

**Power Points** psionic focus or 1

DESCRIPTION

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (Psionics) checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.) If the aura emanates from a psionic item, you can attempt to identify its properties.

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

**Aura Strength:** A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect Psionics indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

**Lingering Aura:** A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in

the case of a psionic item). If detect Psionics is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect Psionics in a new area. You can tell the difference between magical and psionic auras.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Ego Whip

**Discipline** Telepathy [Mind-Affecting]

**Level** Psion/Wilder 2

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. +10 ft./level)

**Target** One creature

**Duration** Instantaneous

**Saving Throw** Will half; see text; **Power Resistance** Yes

**Power Points** 3

DESCRIPTION

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

### Elfsight

**Discipline** psychometabolism

**Level** cryptic 1, gifted blade 1, marksman 1, psion/wilder 2, psychic warrior 1, vitalist 1

MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 1 hour/level

**Power Points** cryptic 1, psion/wilder 3, psychic warrior 1, vitalist 1

#### Power or Item

#### Aura Strength

Power or Item	Moderate	Strong	Overwhelming	
Faint				
Functioning power (power level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Psionic item or creature (manifester level)*	5th or lower	6th-11th	12th-20th	21st+ (artifact)

\* For creatures without a manifester level, use the creature's CR or hit die, whichever is lower.

## DESCRIPTION

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on vision-based Perception checks.

### Empathic Condition Relief

**Discipline:** psychometabolism (Healing);

**Level:** Vitalist 2, Psion/Wilder 2

MANIFESTING

**Display:** olfactory

Manifestation Time: One standard action

EFFECT

**Range:** touch

**Target:** Creature touched

**Duration:** instantaneous

**Saving Throw:** Fort negates (harmless); **Power resistance:** Yes (harmless)

**Power Points:** 3

DESCRIPTION

You cleanse the subject's body of unhealthy influences and relieve 1d2+1 rounds' worth of debilitating conditions - dazed, confused, nauseated, shaken, and/or stunned. The subject gains instant relief if she is dazed, confused, nauseated, shaken, and/or stunned. If the duration of the debilitating condition is longer than the relief provided by this power, the subject can either, at your choice, remain affected by the debilitating condition, but for a reduced time, or gain 1d2+1 rounds unaffected by the condition. So, if the subject is dazed for 10 rounds, using this power can either grant them 1d2+1 rounds not being dazed or shorten that period by 1d2+1 rounds. You could manifest this power again to relieve the additional rounds of the specified debilitating conditions.

### Empathic Connection

**Discipline** Telepathy (Charm) [Mind-Affecting]

**Level** Telepath 1

MANIFESTING

**Display** Mental

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One humanoid

**Duration** 1 hour/level

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 1

DESCRIPTION

You reach out with your mind, finding the emotional strings that most apply to your target. With delicate influences, you twist those emotional strings, making your target view you as a friend (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. This does not enable you to control the affected person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very

dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the effect. You must speak the person's language to communicate your commands, be good at pantomiming, or have some other method to communicate, such as mindlink.

### Entangling Debris

**Discipline:** psychokinesis [Force]

**Level:** Psion/Wilder 1, Tactician 1

MANIFESTING

**Display:** material, visual

**Manifesting Time:** 1 standard action

EFFECT

**Range:** Long (400 ft. + 40 ft./lvl.)

**Area** Matter in a 40-ft.-radius spread

**Duration:** Concentration, up to 1 min./lvl. (D)

**Saving Throw:** Reflex partial; see text; **Power Resistance:** No

**Power Points:** 1

DESCRIPTION

You use telekinetic force to manipulate matter in the affected area, including wood, metal, grasses, bushes, and even trees, to entwine creatures in the affected area or those that enter the area, causing them to become entangled. The individual pieces of matter affected must weigh less than 25 lbs each and either cannot be permanently affixed or must be able to sufficiently reach creatures within the area. Affected creatures can break free and move half their normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round you concentrate, you may once again direct the debris to attempt to entangle all creatures that have avoided or escaped entanglement.

### Energy Ball

**Discipline** Psychokinesis [fire]

**Level** Kineticist 4

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Long (400 ft. + 40 ft./level)

**Area** 20-ft.-radius spread

**Duration** Instantaneous

**Saving Throw** Reflex half or Fortitude half; see text; **Power Resistance** Yes

**Power Points** 7

DESCRIPTION

You create an explosion of fire that deals 7d6+7 points of fire damage to every creature or object within the area. The explosion creates almost no pressure.

### Energy Burst

**Discipline** Psychokinesis [fire]

**Level** Psion/Wilder 3

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

**EFFECT****Range** 40 ft.**Area** 40-ft-radius burst centered on you**Duration** Instantaneous**Saving Throw** Reflex half or Fortitude half; see text; **Power****Resistance** Yes**Power Points** 5**DESCRIPTION**

You create an explosion of fire that deals 5d6+5 points of fire damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

**Energy Missile****Discipline** Psychokinesis [fire]**Level** Kineticist 2

MANIFESTING

**Display** Auditory**Manifesting Time** 1 standard action**EFFECT****Range** Medium (100 ft. + 10 ft./level)**Targets** Up to five creatures or unattended objects; no two targets can be more than 15 ft. apart.**Duration** Instantaneous**Saving Throw** Reflex half or Fortitude half; see text; **Power****Resistance** Yes**Power Points** 3**DESCRIPTION**

You release a powerful missile of fire at your foe. The missile deals 3d6+3 points of fire damage to each creature or unattended object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

**Energy Push****Discipline** Psychokinetic [fire]**Level** Psion/Wilder 2

MANIFESTING

**Display** Auditory and visual**Manifesting Time** 1 standard action**EFFECT****Range** Medium (100 ft. + 10 ft./level)

Effect Ray

**Duration** Instantaneous**Saving Throw** Reflex half or Fortitude half; see text; **Power****Resistance** Yes**Power Points** 3**DESCRIPTION**

You project a solid blast of energy fire at a target, dealing it 2d6+2 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by energy push does not provoke attacks of opportunity.

**Energy Ray****Discipline** Psychokinesis [fire]**Level** Psion/Wilder 1

MANIFESTING

**Display** Auditory**Manifesting Time** 1 standard action**EFFECT****Range** Close (25 ft. + 5 ft./2 levels)

Effect Ray

**Duration** Instantaneous**Saving Throw** None; **Power Resistance** Yes**Power Points** 1**DESCRIPTION**

You create a ray of fire that shoots forth from your fingertip and strikes a target within range, dealing 1d6+1 points of fire damage, if you succeed on a ranged touch attack with the ray.

**SPECIAL**

As a 0-level power, *energy ray* deals only 1d3 points of fire damage.

**Energy Retort****Discipline** Psychokinesis [fire]**Level** Psion/Wilder 3

MANIFESTING

**Display** Visual**Manifesting Time** 1 standard action**EFFECT****Range** Personal and close (25 ft. + 5 ft./2 levels); see text**Targets** You and creature or object attacking you; see text**Duration** 1 min./level**Saving Throw** Reflex half or Fortitude half; see text; **Power****Resistance** Yes**Power Points** 5**DESCRIPTION**

You weave a field of fire around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field without any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of fire damage. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst automatically strikes the enemy who successfully attacked you, so long as it meets the above criteria.

**Energy Stun****Discipline** Psychokinesis [fire]**Level** Psion/Wilder 2

MANIFESTING

**Display** Auditory**Manifesting Time** 1 standard action**EFFECT****Range** Close (25 ft. + 5 ft./2 levels)**Area** 5-ft.-radius burst**Duration** Instantaneous**Saving Throw** Reflex half or Fortitude half; see text; **Power****Resistance** Yes**Power Points** 3

## DESCRIPTION

You release a powerful stroke of fire that encircles all creatures in the area, dealing 1d6+1 points of fire damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

### Energy Wall

**Discipline** Metacreativity (Creation) [see text]

**Level** Psion/Wilder 3

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. + 10 ft./level)

**Area** An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels; either form 20 ft. high

**Duration** Concentration + 1 round/level

**Saving Throw** Reflex half or Fortitude half; see text; **Power**

**Resistance** Yes

**Power Points** 5

DESCRIPTION

You create an immobile sheet of fire. One side of the wall, selected by you, sends forth waves of heat, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing through the energy wall takes 2d6 points of fire damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

### False Sensory Input

**Discipline** Telepathy [Mind-Affecting]

**Level** Telepath 3

MANIFESTING

**Display** Mental

**Manifesting Time** 1 round

EFFECT

**Range** Long (400 ft. + 40 ft./level)

**Target** One creature

**Duration** Concentration, up to 1 min./level (D)

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 5

DESCRIPTION

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light

pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his Powers, the enemy must make a concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using true seeing or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

### Far Hand

**Discipline** psychokinesis

**Level** cryptic 0 (see note), marksman 0, psion/wilder 0

MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** A non-magical, unattended object weighing up to 5 lb.

**Duration** Concentration, up to 1 min.

**Saving Throw** None; **Power Resistance** No

**Power Points** psionic focus or 1

Psionics Expanded Update

This power is one of a few that was originally released in Psionics Unleashed, but has been updated since the release of Psionics Expanded to be a Psionic Talent. This changed a few details of the power, but it is still usable as such. For more information, please refer to Psionic Talents.

DESCRIPTION

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

### Force Screen

**Discipline** psychokinesis [force]

**Level** gifted blade 1, psion/wilder 1, psychic warrior 1

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 1 min./level (D)

**Power Points** 1

DESCRIPTION

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

SPECIAL

When used as a 0-level power, it provides only a +2 shield bonus.

### Foxhole

**Discipline:** psychokinesis

**Level:** Marksman 1, psion/wilder 1, psychic warrior 1

MANIFESTING

**Display:** material, Olfactory

**Manifesting Time:** 1 standard action

EFFECT

**Range:** 20 ft.

Effect: Four 5-ft. squares of loose earth, sand, snow, or similar unworked terrain (S)

**Duration:** Instantaneous

**Power Points:** 1

DESCRIPTION

A quick burst of psychokinetic force rearranges the land nearby you, providing an emergency source of cover. By pushing the terrain away from a central point and piling it at the outer edges of the area of effect, you can rapidly create a mundane safe-zone for sudden combat.

This power creates a small burrow three to five feet deep in the land, with a small wall that surrounds it which can provide cover for creatures within. Multiple manifestations of this power can dig deeper into the ground, providing a quick underground burrow, or can be used to extend an existing burrow into a trench. Foxhole cannot be used to dig through walls or foundations (although it could burrow around them) nor can it rearrange magically treated terrain.

If the area of effect completely contains a creature's space, including the manifestor, that creature must make a Reflex save or fall prone in the burrow. If a creature happens to be burrowing in the area of effect and would be exposed by this power, it emerges, prone but unharmed, in the trench.

### Halt Death

**Discipline:** psychometabolism

**Level:** mender 0

MANIFESTING

**Manifesting Time:** 1 standard action

**Display:** material

EFFECT

**Range:** 30 ft.

**Target:** 1 living creature

**Duration:** instantaneous

**Saving Throw:** Will negates (harmless); **Power Resistance:** yes (harmless)

**Power Points:** psionic focus or 1

DESCRIPTION

You can target one member of your collective that is dying (at -1 hp or less). That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

### Hostile Empathic Transfer

**Discipline:** telepathy [mind-affecting]

**Level:** psychic warrior 3, telepath 3, tactician 3

MANIFESTING

**Display:** Auditory and material

**Manifesting Time:** 1 standard action

EFFECT

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half; **Power Resistance:** Yes

**Power Points:** 5

DESCRIPTION

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. The damage you transfer may not exceed the damage you currently have. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

### Inertial Armor

**Discipline:** psychokinesis [force]

**Level:** gifted blade 1, psion/wilder 1, psychic warrior 1

MANIFESTING

**Display:** Visual; see text

**Manifesting Time:** 1 standard action

EFFECT

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

**Power Points:** 1

DESCRIPTION

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor.

### Inertial Barrier

**Discipline:** psychokinesis

**Level:** kineticist 4, marksman 4, psychic warrior 4

MANIFESTING

**Display:** Auditory and mental

**Manifesting Time:** 1 standard action

EFFECT

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

**Power Points:** 7

## DESCRIPTION

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. Inertial barrier also absorbs half the damage you take from any fall.

### Matter Agitation

**Discipline** Psychokinesis

**Level** Psion/Wilder 1

MANIFESTING

**Display** Auditory and material

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Area** 2 sq. ft. of surface area of an object or creature

**Duration** Concentration, up to 1 min./level

**Saving Throw** None; **Power Resistance** Yes

**Power Points** 1

DESCRIPTION

You can excite the structure of a non-psionic, non-magical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

### Missive, Mass

**Discipline** telepathy [mind-affecting, language-dependent]

**Level** psion/wilder 2, tactician 2

MANIFESTING

**Display** Mental

**Manifesting Time** 1 standard action

EFFECT

**Range** Long (400 ft. + 40 ft./level)

**Targets** All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect Mental message delivered to subjects

**Duration** Instantaneous

**Saving Throw** Will negates (harmless); **Power Resistance** Yes (harmless)

**Power Points** 3

DESCRIPTION

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. Mass missive is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

### Mind Thrust

**Discipline** telepathy [mind-affecting]

**Level** dread 1, psion/wilder 1

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One creature

**Duration** Instantaneous

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 1

DESCRIPTION

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

SPECIAL

As a 0-level power, *mind thrust* deals only 1d6 points of damage.

### Mind Control

**Discipline** Telepathy (Compulsion) [Mind-Affecting]

**Level** Telepath 4

MANIFESTING

**Display** Mental

**Manifesting Time** 1 round

EFFECT

**Range** Medium (100 ft. + 10 ft./level); see text

**Target** One humanoid

**Duration** 1 day/ level; see text

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 7

DESCRIPTION

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a controlled creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the power (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't telepathically communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the mind control.

### Mindwipe

**Discipline** telepathy [mind-affecting]

**Level** dread 4, psion/wilder 4

MANIFESTING

**Display** Auditory, mental, and visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One creature

**Duration** Instantaneous

**Saving Throw** Fortitude negates; **Power Resistance** Yes

**Power Points** 7

DESCRIPTION

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. The effects of multiple negative levels stack.

If the subject survives, it loses all negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

### Memory Modification

**Discipline** Telepathy (Compulsion) [Mind-Affecting]

**Level** Telepath 4

MANIFESTING

**Display** Mental

**Manifesting Time** 1 round

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One creature

**Duration** Permanent

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 7

DESCRIPTION

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways. Eliminate all memory of an event the subject actually experienced. This cannot negate charm, geas/quest, suggestion, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details remembered of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Manifesting this power takes 1 round. If the subject fails to save, you proceed by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualiza-

tion is complete, or if the subject is ever beyond the power's range during this time, the power fails.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

### Natural Healing

**Discipline** Psychometabolism (Healing)

**Level** Egoist 1, Vitalist 1

MANIFESTING

**Display** Auditory and visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** 1

DESCRIPTION

You rapidly accelerate your natural healing ability. You heal 3 hit points of damage.

Augment For every additional power point you spend, this power heals an additional 3 hit points.

### Natural Linguist

**Discipline** telepathy [mind-affecting]

**Level** cryptic 2, psion/wilder 2

MANIFESTING

**Display** None

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 10 min./level

**Power Points** 3

DESCRIPTION

You telepathically charge your speech and hearing, allowing you to understand an additional language when it is spoken, even if it is a racial tongue or a regional dialect, and allowing your speech to be understood in that language. When you manifest this power, choose a language or a creature you want to understand and that you want to understand you. Any other creature that also understands the same language can understand you and you can understand them. This does not enable you to speak with creatures who don't speak. You can make yourself understood as far as your voice carries. This power does not predispose any creature addressed toward you in any way. This power does not enable you to speak with creatures immune to mind-affecting powers.



### Psionic Blast

**Discipline** Telepathy [Mind-Affecting]

**Level** Psion/Wilder 3

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** 30 ft.

**Area** 30-ft. cone-shaped burst

**Duration** Instantaneous

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 5

DESCRIPTION

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. Psionic blast stuns all affected creatures for 1 round.

### Psychic Crush

**Discipline** telepathy [mind-affecting]

**Level** dread 5, psion/wilder 5

MANIFESTING

**Display** Auditory

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. +5 ft./2 levels)

**Target** One creature

**Duration** Instantaneous

**Saving Throw** Will partial; see text; **Power Resistance** Yes

**Power Points** 9

DESCRIPTION

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

### Read Thoughts

**Discipline** telepathy [mind-affecting]

**Level** tactician 2, telepath 2

MANIFESTING

**Display** Mental

**Manifesting Time** 1 standard action

EFFECT

**Range** 60 ft.

**Area** Cone-shaped emanation centered on you

**Duration** Concentration, up to 1 min./level (D)

**Saving Throw** Will negates; see text; **Power Resistance** No

**Power Points** 3

DESCRIPTION

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not

let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Sense Link

**Discipline** telepathy [mind-affecting]

**Level** psion/wilder 1, tactician 1, vitalist 1

MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. + 10 ft./level)

**Target** One willing creature

**Duration** Concentration, up to 1 min./level

**Power Points** 1

DESCRIPTION

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation. You make any skill checks involving senses, such as Perception, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses. Once sense link is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power. The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

### Sense Poison

**Discipline:** clairsentience

**Level** psion/wilder 0, psychic warrior 0, Vitalist 0

MANIFESTING

**Manifesting Time:** 1 standard action

**Display** Material, visual

EFFECT

**Range** close (25 ft. + 5 ft./2 levels)

**Target or Area:** One creature, one object, or a 5-ft. cube

**Duration:** instantaneous

**Saving Throw:** None;; **Power Resistance:** No

**Power Points:** Psionic Focus or 1

DESCRIPTION

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Slumber

**Discipline:** Telepathy (Compulsion) [mind-affecting]

**Level** dread 1, psion/wilder 1

MANIFESTING

**Display:** mental

**Manifesting Time:** 1 round

EFFECT

**Range:** Medium (100 feet + 10 feet./lvl.)

**Area:** One or more living creatures in a 10-foot-radius burst

**Duration:** One minute./lvl.

**Saving Throw:** Will negates; **Power Resistance:** Yes

**Power Points:** 1

DESCRIPTION

You cause a psionic slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Slumber does not target unconscious creatures, constructs, or undead creatures.

## Specified Energy Adaptation

**Discipline** psychometabolism [see text]

**Level** cryptic 2, gifted blade 2, marksman 3, psion/wilder 2, psychic warrior 2, vitalist 2

**Power Points** cryptic 3, gifted blade 3, marksman 5, psion/wilder 3, psychic warrior 3, vitalist 3

DESCRIPTION

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against one of the following: acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 7th manifester level and to a maximum of 30 points at 11th level.

The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

## Telekinetic Maneuver

**Discipline** Psychokinesis [Force]

**Level** Psion/Wilder 4

MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. + 10 ft./ level)

**Target** One creature

**Duration** Concentration, up to 1 round/level

**Saving Throw** None; **Power Resistance** Yes

**Power Points** 7

## DESCRIPTION

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus, you use your key ability modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't result in you being disarmed or knocked prone (if attempting a disarm or trip). No save is allowed against these attempts, but power resistance applies normally.

## Telepathic Projection

**Discipline** Telepathy (Charm) [Mind-Affecting]

**Level** Psion/Wilder 1

MANIFESTING

**Display** Visual

**Manifesting Time** 1 standard action

EFFECT

**Range** Medium (100 ft. + 10 ft./ level)

**Target** One creature

**Duration** 1 min./level

**Saving Throw** Will negates; Power Resistance Yes

**Power Points** 1

DESCRIPTION

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

## Telepathic Lash

**Discipline** telepathy (compulsion) [mind-affecting]

**Level** dread 0/1, psion/wilder 0, tactician 0

MANIFESTING

**Display** Material and mental

**Manifesting Time** 1 standard action

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One humanoid creature that has 4 HD or less

**Duration** 1 round

**Saving Throw** Will negates; Power Resistance Yes

**Power Points** psionic focus or 1

Psionics Expanded Update

This power is one of a few that was originally released in Psionics Unleashed, but has been updated since the release of Psionics Expanded to be a Psionic Talent. This changed a few details of the power, but it is still usable as such. For more information, please refer to Psionic Talents.

DESCRIPTION

Your mind lashes out, overwhelming your target with raging emotions, flooding their mind with memories and impulses they are hard pressed to control, rendering them unable to take any actions. Humanoids of 5 or more HD are not affected. The target is dazed; a dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this power, it is immune to the effects of this power for 1 minute.

## Unearthly Terror

**Discipline:** Telepath [Fear, Mind-Affecting, Network]

**Level** dread 1, psion/wilder 1, Tactician 1

MANIFESTING

**Manifesting Time** 1 standard action

**Display** Mental

EFFECT

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will negates; Power Resistance Yes

**Power Points:**1

DESCRIPTION

You form a mental bond between yourself and an enemy, and use that bond to bombard their mind with horrifying images and incite fear. Targets of this power who fail their saving throws are shaken for the duration of the power.

## Vim

**Discipline** psychometabolism

**Level** cryptic 0 (see note), dread 0, psion/wilder 0, psychic warrior 0, vitalist 0

MANIFESTING

**Display** Material, olfactory

**Manifesting Time** 1 standard action

EFFECT

**Range** Personal

**Target** You

**Duration** 1 min./level

**Power Points** Psionic focus or 1

DESCRIPTION

You suffuse yourself with power, gaining 1 temporary hit point. This temporary hit point overlaps (does not stack) with temporary hit points from any source, including previous manifestations of this power.



# Appendix Omega: Reference

## Reference

The following books, movies, shows, and games have all influenced *Broken Earth* in one way or another. They may serve as inspiration for you as you run your game of *Broken Earth*.

## Video Games

*The Fallout Series*  
*The Last of Us*  
*Wasteland* (And likely the forthcoming *Wasteland 2*)  
*I Am Alive*

## Movies & Television

*Mad Max Trilogy* (especially *The Road Warrior*)  
*Walking Dead*  
*Children of Men*  
*I Am Legend*  
*Planet of the Apes*  
*Life after People*  
*The Twilight Zone*  
*Wall-E*

## Books

*Always Coming Home*, by Ursula K. Le Guin  
*The Stand*, by Steven King  
*The Road*, by Cormac McCarthy  
*Urban Atrophy*, by Dan Haga  
*States of Decay*, edited by Daniel Barter and Daniel Marbaix  
*World War Z*, by Max Brooks

## Online Game Aides

These are online resources that can help you plan your game, as well as some that you can use during the course of play to enhance the game.

Google Earth or [Google Maps](#), to see where these locations are in the real world.

A Google Map showing the [locations of the Phoenix Stations Nukemap](#), to see the effects of nuclear war.

A list of all the [hydroelectric power stations in Minnesota](#)

A [map of nuclear power stations in the United States](#)

[The Wright Family Tree](#)

A [pdf pamphlet](#) about the Old Schoolhouse

A [text-to-speech program](#) to simulate robotic voices



## MARCH 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 Spring begins	2	3
4	5 The adventure begins	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

## APRIL 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28 Earliest Bella's Scouts arrive.
29	30					

## MAY 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7 "Metal bird" flies over.	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

## JUNE 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1 Summer begins	2 Earliest invitation from Bella
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17 Great Gathering begins	18	19	20	21	22	23
24	25	26	27	28 Great Gathering ends	29	30

## JULY 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5 Latest Bella's scouts arrive	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

## AUGUST 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10 Earliest invitation from Bella	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

## SEPTEMBER 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1 Fall begins
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

## OCTOBER 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11 Rose Levey gives birth	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

## NOVEMBER 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

## DECEMBER 2114

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1 Winter begins
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29 Cody Wright dies of exposure
30	31					

## JANUARY 2115

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

## FEBRUARY 2115

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

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