

Savage Erth 3000



A Post Apocalyptic scripted campaign for Savage Worlds

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Part One: The Wastelanders Survival Guide adventures

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1.1 About the Campaign

Erth 3000 is a post apocalyptic scripted campaign for the *Savage Worlds* Game System. You will need a copy of the *Savage Worlds* core rulebook to play the campaign.

Part One: The Wastelanders Survival Guide (which you are reading now) is the players guide to the setting. *Part Two: Mutant Masters Guide* is the Game Masters guide to the setting.

Part 3: The God of the Fleshy headed mutants' starts a series of linked adventures that form the campaign. Each of these adventures is designed to be played in a single game session or perhaps two. Together they form a campaign loosely strung together by an overarching storyline.

The overarching storyline is easily dropped, and each adventure can be played separately, as a one shot, with some minor adjustments. Alternately, the storyline is loose enough that you can place your own adventures or side stories at any point in the campaign.

I hope you enjoy what I have done here, and I hope to hear about your adventures in the world of *Erth 3000*.

1.2 Authors Introduction

When I first started work on *Erth 3000* my plan was to organize all the ideas I have of what a post apocalyptic setting should be. These elements are inspired by books, movies, cartoons, and other role playing games. It's a rather lighthearted fantastic look at what a post apocalyptic future may be like. It focuses on the elements of fantasy and adventure, rather than the pain and suffering that would probably dominate such a world in real life.

Savage Worlds is such a fantastic set of generic rules. To be honest, there is very little that has to be tweaked for *Erth 3000*. Since this is science fantasy, all the trappings

of past present and future are there to be used. There is little in the *Savage Worlds* rulebook that isn't fair game in *Erth 3000*.

Still, the world needs some cohesive common ground. So here (in Part One and Part Two) you have that structure and framework for the campaign to be placed in. The framework enhances the adventures and gives it some boundaries, but the campaign itself will remain the true artwork.

1.3 Your World

Myth and legend has it that the planet was once a very different place. An ancient race of man is said to have ruled the world. They lived in sprawling kingdoms of wealth and miraculous technology. Armed with vast knowledge and super weapons they dominated the planet.

Surely there must be some truth to these legends, for the gigantic skeletal ruins of the Ancients' great kingdoms still stand. Unfathomable objects of their design can still be found. Even you have seen some of the wondrous artifacts of the Ancients great technology and the awesome powers they harness.

But you can't grasp the idea of the paradise that once must have existed. Your world is filled with peril, and today's man rules nothing. The land bears little that is friendly and most everything seeks to harm you in the fight for daily survival. Mutant beasts, giant insects, great lizards, and even the very vegetation hunt and kill man. Even the settlements of other men and smart animals are not safe, as everyone seeks to take what little you have. Worse yet are the horrors known as the Fleshy Headed Mutants and the Metal Men. But all this pales to the unequalled fear of the reclusive and mysterious denizens of the glass cities.

What will you seek in this world? Is it fame, fortune, or possibly a better life? Most likely you will find a quick and painful death. This is your world. This is *Erth 3000*.

1.4 Creating a Character

Making a character for *Erth 3000* follows all the same rules as in the core *Savage Worlds* rulebook. At the end of Part One you will find 4 pre-generated characters. These are beginning characters, and the campaign is designed with them in mind. These can easily be replaced with characters of your own making, and are provided only to lessen prep time.

1.5 Archetypes

Before you start with the actual character creation process you should take a moment to think about what type of character you want to play. *Erth 3000* offers you the opportunity to play almost any type of character type you can imagine. Below are just a few examples to get you started. This list isn't even close to being all inclusive, so have fun and use your imagination!

1.5.1 Warrior

Warriors play an important role in every society. They are those who learn the skills of fighting and surviving combat. They are sometimes protectors, sometimes bullies, and sometimes hired thugs. The warriors' skills usually depend on the technology that is available.

1.5.2 Savage

Most societies of *Erth 3000* use a strange mixture of whatever technology they have available (whether they understand it or not). Savages are those from tribes totally void of any technology, or those who refuse to acknowledge it, living as one with nature.

1.5.3 Wastelander

The land between settlements is a dangerous place. Wastelanders are jack of all trades and survivalists who make their way in this hostile land, either as guides, explorers, soldiers of fortune, or simply as hermits.

1.5.4 Stickyfingers

Stickyfingers are those who specialize in stealth and theft. They make their fortune by using their skills as scouts, spies, explorers, or simply by stealing from others.

1.5.5 Techeologist

Some fear the mysterious technology of the Ancients, some use it if they have it, and some just don't understand it at all. The Techeologists actively seek it out and attempt to understand it. Techeologists see technology as the key to becoming like the ancients and bringing back the paradise of days long past.

1.5.6 Psionic Mutant

Fleshy Headed Mutants are one of the most feared creatures in *Erth 3000*. Some Humans and Smart Animals are a different type of mutant, the Psionic Mutant. These beings look normal on the outside, but have fearful mental powers. In many communities Psionic Mutants are shunned or even killed if discovered.

1.6 Where you come from

Determining the type of community (or lack thereof) the player character grew up in will help develop the characters personality. This is simply the characters starting point but may have a bearing on his point of view as they role play their characters. Keep in mind that civilizations of any of the types listed below are few and far in-between and population is very low.

1.6.1 Homesteads

These are small one or two family settlements. This is a dangerous way to live with all the dangers around, yet some prefer it. Unfortunately, most homesteads fall prey to gangs or bandits.

1.6.2 Tribes

Tribes are groups that have no use for the technology of the past. They attempt to live with nature as it is, living off the land. Some tribes are so far removed as to have only a vague knowledge of the world outside their territory. These tribes are often referred to as Savages or barbarians by the larger settlements.

1.6.3 Settlements

This is a general term to describe families and/or individuals who band together for strength in numbers. They often have a central "fortress" where they all live and are generally led by the smartest or toughest member. They generally make a living off of farming, scavenging, and barter with other settlements. Settlements make use of whatever they have.

1.6.4 Towns

Towns are the largest communities, and the only real organized ones. They usually have a couple hundred to a couple thousand residents. There is usually some form of government, laws, and possibly an army or militia. Towns are very rare indeed.

1.7 Character Races

There are all types of bizarre intelligent races in the world of *Erth 3000*. You will come across insect men, sentient plants, fleshy headed mutants, and many others. However, only Smart Animals seem to think and act enough like humans to get along and cohabitate with them. The other races, hostile or friendly, generally cluster into groups of their own type. To this end there are two races appropriate for player characters, Humans and Smart Animals.

1.7.1 Humans

For all practical purposes humans of *Erth 3000* closely resemble the humans of today. Humans are the standard race in *Erth 3000* as they are in the *Savage Worlds* game system, and start play with one free edge as stated under "Race" on page 9 of the *Savage Worlds* rule book.

There are a few main differences between these humans and "normal" humans. First they tend to be about 6 inches

shorter with 5 feet being a normal average height. They are also a bit ectomorphic (characterized by a narrow bone structure, lack of body fat, and thin defined muscles structure) in general. An overweight human is either very wealthy or powerful. The last big difference is the skins pigmentation. Humans now come in every color of the spectrum (Red, Orange, Yellow, Green, Blue, Indigo, Violet). This coloration seems to be random and not genetic.

1.7.2 Smart Animals

Smart Animals are humanoid animals with manlike intelligence and thought processes. They have given up many of their natural instincts and habits when they became "smart", yet still retain a few abilities and characteristics of their wild brethren.



Smart Animal player characters are most often mammals, but avian, reptile, and others are not unheard of. Since the possibilities of choices are endless, no hard fast rules can be given for creating these species. Rather, players and game masters should work together using the guidelines on page 116 of the *Savage Worlds* rule book for creating new races.

Things to consider are **size** (Small, such as mice or cats, creatures are usually short, such as 4'. Medium, like dogs or panthers, are roughly man sized 5-6'. Large creatures like gorillas or moose, would run 7-8'), **natural weaponry** (often relative to size, Small = STR+1, Medium = STR+2, Large = STR+3), and any other **special abilities** (such as heightened smell, flying, water breathing, ect.). Use good judgment and don't overdo it or overpower these characters.

1.8 Character Traits

Attributes and Skills are determined exactly as they are in the *Savage Worlds* rule book. The main difference is in the area of skills. *Erth 3000* is about a barbaric world thrown back into the dark ages, but there is still lost technology (Artifacts) to be found. To accommodate for this, skills only cover areas that the character already knows. For example, Shooting is only going to cover the most primitive weapons, like bows and slings initially. Once a character learns how to use a new item the appropriate skill then covers this item too. So, in the Shooting example above, once a character finds and figures out how to use a shotgun the Shooting skill now covers it.

1.8.1 Figuring out technological Artifacts

So how do you learn how to use an Artifact? Glad you asked. *Erth 3000* incorporates a **Knowledge: Artifacts** skill. This skill is used every time a character finds technological artifact and attempts to figure out its function. Some artifacts will be more complicated to figure out and the GM will inform you of any penalties before making the skill roll.

Based on your roll, and level of failure or success, the GM will tell you what your character figures out. You **MUST** adhere to the result, despite knowing differently than your character. The results are as follows:

- Fail by 4+:** You and your companions determine the item is useless junk and discard it, or barter it away for a pittance.
- Fail by 3:** You accidentally discharge and/or break the item. If this is a weapon you take damage. The item is now useless unless fixed by someone who understands the technology.
- Fail by 2:** You can't figure it out, darn it! Give it another try tomorrow.
- Fail by 1:** Confused! You can try again at -1, or wait till tomorrow to try at +1.
- Success:** You can use the item, but are still a little confused about how it works. For example, you may not know a gun only has 6 bullets and needs to be reloaded, or that a blender needs electricity to run.
- Success with a raise:** Everything clicks into place you brilliant bastard! You totally understand the item.

1.9 Edges and Hindrances

Edges and hindrances are chosen in the standard way. There are a few choices that should probably be avoided or obvious reasons. The following can't be chosen unless the player and Game Master agree on a reason for the Edge or Hindrances being appropriate.

1.9.1 Inappropriate Edges

- Arcane Background:** Only the Psionic Arcane Background can be chosen. However, psionics are viewed as an unnatural mutation in some communities. Being openly psionic can get you killed!
- Noble:** The Noble edge is allowed, however, the Rich benefit does not come along with the package (see below).
- Rich:** No one is really "rich". Power is the only real wealth.
- Rock and Roll!:** RaR can only be acquired after one knows how to use a fully-automatic weapon.
- Professional Edges:** Several Professional Edges just don't

fit in with the setting. Ace, Champion, Gadgeteer, Holy Warrior, and Wizard can't be chosen. Many of these include Arcane Backgrounds that aren't allowed, so their exclusion is a given.

1.9.2 Inappropriate Hindrances

Clueless: Everyone in *Erth 3000* is clueless about their world to a point. Being totally clueless is as good as a death wish.

Obese: Characters can only be Obese if they also choose the Noble Edge.

Poverty: Everyone in *Erth 3000* is poverty stricken by default.

1.10 Gear

There is no hard set list of prices, equipment, and values in *Erth 3000*. Everything in the *Savage Worlds* Core rulebook (and anything else, really) is available...if the Game Master wants it to be, and the Player Characters can find it.

The value of items is totally at the whim of the Game Master, and the NPC that is selling it. The value doesn't always make sense. Sometimes it is based on availability, sometimes functionality, and sometimes nothing coherent at all.

1.10.1 Starting Gear

Characters can only choose from medieval weapons and armor and mundane items when purchasing starting gear. Even so, the GM may determine that some items aren't available. Keep in mind that the setting is our post apocalyptic world. Use this to make items interesting. For example, a warhammer might be a sledge hammer, a golf club may be a bludgeon, or plate corselet may be a Yield sign shaped to fit the body.

1.10.2 Barter

Most dealing in the game is done through barter. People trade things they have, or have found, for things they want. In *Erth 3000*, Bartering is a Persuasion (see page 15 of the *Savage Worlds* rule book). Still, actual role playing should play a part in most barter agreements. The weight of a characters argument (possibly lies) or trade good should have the appropriate effect. A Barter Roll will usually take place when the Players are attempting to get an outrageous deal, and pull the wool over the eyes of the opponent.

1.10.3 The Cred

Before the great destruction of civilization, the Credit (Cred) was the main source of currency. For the most part credit transactions were all electronic, with the buyers and sellers never seeing actual "cash". Small plastic Credit Cards were often used for actual face to face dealings. Most of these Credit Cards are lost or destroyed, and even when found are worth little more than the value of a thin

piece of plastic. However, a small multicolored metallic coin, about size of a penny, valued at one Cred was created for extremely trivial purchases. These coins survived the destruction of civilization in relatively substantial amounts. While these Creds are no longer backed by any government funds, the denizens of *Erth 3000* have passed down the notion of them being "valuable" from generation to generation. Thus the Cred is a standard currency that can be used to purchase goods and services. Still the value and frequency of Creds varies from place to place, and barter is still the most common way to deal for goods or services.

1.11 Starting the Campaign

The next two pages contain 4 sample pre-generated characters, and a players campaign map. These are part of the *Savage Erth 3000* scripted campaign and can be ignored if you are playing your own adventures in *Erth 3000*.

1.11.1 Players Background

You are a young adult of about 17 years. You have lived all your life in the small village of Rozry with about 100 other people. Hunting in the area is decent, a clean river flows through the village, and you have been relatively safe there from the hostile outside world. Even the Fleshy Headed Mutant tribe that lives a few miles to the south doesn't harass your people. Your community is ruled by the council of elders, 2 men and 2 women who have lived to the ancient age of 50. You have made a place for yourselves in your society, and hope to one day become elders yourselves. Traveling Wastelanders have told tales of the great sea to the east, and horror stories about the sprawling ruined city of the ancients, Sturgonay, to the north. Someday you hope to see such sights, and perhaps understand the world around you a bit more.

1.11.2 The Pre-generated Characters

On the next page you will find 4 pre-generated characters. The campaign is written and illustrated with these 4 characters in mind. They are ready to go, just give them a name and personality, and you can start playing the campaign immediately. That said, the *Savage Erth 3000* campaign is in no way restricted to using these characters, they are just there to make things easier. By all means, if you like, make up your own characters using the guidelines in this players guide.

1.11.3 The Map

The players map is an heirloom handed down from your forefathers. You have kept it secret for the fear that someone would steal it from you. You find most of the writing of the Ancients hard to read and many of the words don't make sense. You think your home of Rozry may be Rosiere on the map. Despite the fact that you have never been more than a mile or two away from your settlement, your father has told you that this is a map of the greater world around you. You long to explore this strange realm, but you have been warned by the elders that travel beyond the settlements borders would lead you to a quick death.

Mutant Raccoon Stickyfingers

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D4, Vigor D6
Skills: Climbing D6, Fighting D6, Guts D6, Lockpicking D8, Notice D6, Stealth D8
Pace: 6 **Parry:** 5 **Toughness:** 4
Hindrances: Small [-1 toughness], Big mouth (loves to hear himself talk), Habit (always thinking with his stomach)
Edges: Natural Weapons Claw/Bite (Str+1), Low Light Vision, Luck [+1 benny per game session]
Gear: Satchel, Thieves Tools, Can Opener, 5 Unlabeled Cans of Food, Wood Whistle



Psionic Human Techeologist

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D6, Vigor D4
Skills: Arcane/Psionics D8, Fighting D6, Guts D4, Healing D6, Knowledge/Artifacts D8, Notice D6, Repair D6, Shooting D6
Pace: 6 **Parry:** 5 **Toughness:** 4
Hindrances: Wanted (Major, if people find out you are a Psionic Mutant, they will usually want to kill you. At minimum you suffer a -4 Charisma.)
Edges: Arcane Background / Psionics (Powers: Bolt, Entangle, Healing), Power Points (15 total)
Gear: Backpack, Toolkit, Ancient Encyclopedia (letter G), Staff (Str+1)

Mutant Wolf Wastelander

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6
Skills: Climbing D6, Fighting D6, Guts D6, Knowledge/Artifacts D4, Notice D6, Shooting D6, Survival D6, Tracking D6
Pace: 6 **Parry:** 5 **Toughness:** 5
Charisma: -2 [-6]
Hindrances: Bloodthirsty, Mean
Edges: Natural Weapon (bite Str+2), Quick
Gear: Backpack, Bedroll, 30 ft. Silk Rope, Snares, Fishing line and hooks, Rubber Chew Toy (kept secret)



Savage Human Warrior

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D8, Vigor D6
Skills: Fighting D10, Guts D6, Healing D4, Intimidation D6, Shooting D6, Throwing D8
Pace: 6 **Parry:** 7 **Toughness:** 5
Hindrances: Delusional (thinks the world can be restored to its former condition before the great destruction), Loyal
Edges: Berserk
Gear: Backpack, Burlap sack, Dried Meat, Canteen (full of fresh water), 3 Spears (Str+2; Parry +1; Reach 1; 2 handed, Throwing Range: 3/6/12)

Players Campaign Map



Savage Erth 3000



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Part Two: Mutant Masters Guide

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2.1 Game Masters Introduction

This is the second part of the *Savage Erth 3000* scripted campaign for the *Savage Worlds* game system. *Part One: The Wastelanders Survival Guide* was the players guide to the campaign. This part, *Part Two: Mutant Masters Guide* is for the Game Master (GM). **If you plan to be a player in the campaign you should stop reading now!** The information in this part is for the GMs eyes only. Knowledge of the following will ruin the campaign for both you and your fellow players.

2.1.1 Wild Cards

Wild Cards in *Erth 3000* are noted with the Earth symbol following their name, like this:

Fleshy Headed Mutant Bully ⊕

2.1.2 Shark Bytes Fan Magazine

If you didn't know it, *Savage Worlds* has an unofficial online fan magazine called *Shark Bytes*. The *Savage Erth 3000* campaign is being hosted at his site. Additionally, the fan magazine itself will carry supplemental articles to enhance the setting of *Erth 3000* and the campaign. If you are inspired, write an article yourself, or even an adventure! Visit the home page at: www.sharkbytes.info

2.1.3 Savage Worlds Toolkits

The *Savage Erth 3000* campaign is totally self-contained. The documents in this series and a copy of the *Savage Worlds* core rule book are all you need to play. However, I highly recommend picking up several of the official *Savage World* Toolkits by Paul "Wiggy" Wade-Williams [available at www.greatwhitegames.com] to enhance your game, especially if you want to expand the setting for your own adventures.

The Sci-Fi Toolkits are extremely helpful. The *Sci-Fi World Builder* has a section on making alien races that is helpful in creating Smart Animal characters. The *Sci-Fi Gear Toolkit* supplies you with cool artifacts for PCs to find, and The *Sci-Fi Bestiary* supplies indispensable tables for creating "Quick Beasts" which make great mutant creatures and monsters. In addition the *Fantasy Bestiary*

provides tons of monsters that certainly wouldn't be out of place in the *Erth 3000* setting.

2.1.4 A Note on "Reality"

The *Savage Erth 3000* setting is science fantasy. It is a cinematic and fun world that doesn't try to simulate the reality of what an actual post apocalyptic Earth would be like. To this end, many elements of the setting should just be accepted without question. There is no sense asking why some things have or haven't deteriorated as they should have. Don't ask why the lights in a building still work, or how a 1000 year old combustion engine can still run on 700 year old gas. These things are all supposed to make the world fun and surprising. Just have a good time, and if your players ask, "why?" just answer, "It's a fantasy game, it doesn't have to make sense!"

2.2 The Great Destruction

The story of the Great Destruction is one filled with irony. It started with contact with the aliens we commonly refer to as Grays around 2300 AD. We were right, they had been watching us for centuries. As many believed, they were waiting for us to become peaceful enough to make contact. Once we had established world peace, and had gotten rid of most of our weapons of mass destruction, the Grays came.

The Grays shared many technological and medical wonders with the people of Earth. It wasn't long before they asked to establish permanent bases planet side so they could work with Earth scientists. The humans in power anxiously agreed. Since the Grays couldn't comfortably breathe our atmosphere, they were allowed to build small domed cities to house their people.

It wasn't long before more pessimistic humans started to feel a little uncomfortable with the situation. The Grays seemed to be gaining more power, and the government seemed to be hesitant to force any restrictions on them, least they leave without sharing their vast knowledge. Suspicion turned to fear, and fear to hostilities...and it was well founded. The Grays worked fast, and it was already too late when scientists began to notice slight changes in

Earth's atmosphere. It sealed the Grays' domed cities were masking global terraforming equipment.

The Grays were a patient race, and they were just waiting for the Earth to be ripe for conquering, as they had so many planets before. Earth was very remote and far away from their home empire, but it contained several resources the Gray Empire found themselves needing.

Man fell back to their warlike ways, and pitted what weapons and forces they still had against the aliens. The aliens were massively outnumbered, but possessed greater firepower. In the end, the war known as the Great Destruction took place. Other than the reinforced domed cities of the Grays, the Earth was transformed into a post-apocalyptic wasteland. Weapons, both human and alien had ravaged the land, and what traces of humanity survived were thrown back into barbarism as life's only purpose became survival.

The aliens had won, but the war had set back the terraforming process hundreds, perhaps thousands, of years, and the humans they planned on enslaving were much less populace. Still, they were patient. It is then that another ironic turn of events took place. All of the Grays' space forces were called back to their home system, leaving a skeleton crew of 1,000,000 aliens to man the domed cities worldwide. Light years away, one of the slave races of the Grays was fighting back. In the end these rebels won!

On Earth, the Grays had no idea of what happened and their transmissions to the home world went unanswered. They still continue with their terraforming, waiting for contact from their Empire which will never come. All the records of Earth are too obscure and the planet too remote to attract the attention of aliens who conquered the Grays. Earth and all its inhabitants are left to fend for themselves.

Meanwhile Earth itself has changed over the last 700 years. Creatures everywhere have adapted to both the aftereffects of the war and of the terraforming. Plants and animals have mutated and changed due to radiation both alien and manmade. Humans have been crawling back from barbarism, trying to understand and survive in this strange new world. The aliens have been creeping toward extinction and each generation is a little more degenerate than the last. Still they continue on with their mission, barely even knowing why anymore.

2.3 The Ancients

If it isn't obvious, the Ancients are nothing more than pre-apocalypse humans. Still, for the denizens of *Erth 3000*, they are a mystical and powerful lost race of almost godlike proportions. For some reason, long forgotten, they left Erth. Still, they left behind the proof of their existence everywhere.

Artifacts are the most prized remnants of the Ancients, more so if they are still functional. The Ancients had

unfathomable magic called "technology". Many of the greatest minds of Erth believe that by learning how to master the technology of the ancients, man can become as great as they were. Artifacts take many forms, most are incomprehensible, but many are discovered to have incredible uses. In the struggles for survival, nothing is more powerful than the weapons of the ancients, and it is a fortunate man who recovers such a prize.

The ruins of the Ancients' great kingdoms are called the Skeletal Cities. These are usually just the dilapidated metal frameworks of skyscrapers and buildings. These skeletal cities are often the source of superstition and fear. Some of this fear is well founded, since some cities still exude high levels of radiation. Others contain communities of savage Fleshy Headed Mutant cannibals...or worse! Still, underground complexes, undamaged by time can often be discovered below the skeletal cities, and this is the best place to find not only artifacts, but the greatest treasure of all...knowledge.

2.4 Remnants of the Ancients

While survival, food, and knowledge are all beneficial to the PCs, Artifacts are the main tangible "treasure" of the *Erth 3000* setting. Player characters will thrill at coming across many remnants of the lost human civilization, and it is what gives the post-apocalyptic adventure its style. Remnants of the Ancients can be neatly divided into three basic categories: Background effects, Junk, and Artifacts.

2.4.1 Background Effects

Background effects are all the bizarre incomprehensible features left behind by the ancients. These things aren't really "useable" by the PCs, but they make the setting come to life. These are things like the ruins of cities and buildings, wrecked roads, highways, and bridges, broken vehicles and machinery, statues, monuments, and the like.

2.4.2 Junk

Junk is by far the most common thing PCs will find. Junk isn't necessarily useless but it isn't anything rare and wonderful either. Examples of junk are things like plastic soda bottles (which can be used as improvised canteens), Forks (you can still eat with them), furniture, and bits and pieces of larger constructions (PCV pipe, a STOP sign, screws, screen doors, door knobs, ect.).

Junk generally doesn't have complex working parts, but can be things like Bicycles or manual egg beaters. The workings of these things aren't particularly complicated or dangerous (although the purpose might be), so a check to figure out the item isn't really required, unless the GM wants to call for one.

2.4.3 Artifacts

These are the real goodies, Artifacts that are truly useful to adventuring PCs. These can take the form of things that the PCs will actually keep and use, or technological devices that the PCs may not want (like a microwave oven or an overhead projector) but are great for barter purposes. Even broken advanced pieces of technology are probably

Random “Junk” Table

Need a piece of junk on the fly? Roll a d100 and consult the chart below

01) Whistle	26) Christmas Lights	51) Napkin Holder	76) Small Bell
02) Fingernail Clippers	27) Wedding Ring	52) Shot Glass	77) Sunglasses
03) Pair of Boxer Shorts	28) Army Boots	53) Duct Tape	78) Cowboy Boot
04) Cinder Block	29) Litter Box	54) Box Spring	79) Railroad Tie
05) Fire Hydrant	30) Outdoor Grill	55) Clothes Pin	80) Pocket Knife
06) License Plate	31) Billiard Balls	56) Plastic Flamingo	81) Wrench
07) 10 ft. Barbed Wire	32) Football Helmet	57) Stone Rake	82) Flag Pole
08) Screw Driver	33) Plastic Soda Bottle	58) Can of Dog Food	83) Ice Scraper
09) Motorcycle Helmet	34) Door Knob	59) Padlock w/key	84) Hubcap
10) Road Sign	35) RPG Book	60) Polyhedral Dice	85) Roach Clip
11) Paper Clips	36) Potato Masher	61) Spoon	86) Fork
12) Frying Pan	37) Toothbrush	62) Golf Club	87) Tennis ball
13) 12 Nails	38) Rivet Gun	63) Hairdryer	88) Curling Iron
14) Plastic Miniature	39) Pocket Watch	64) Key Ring	89) Curtain Rod
15) 3 Hole Punch	40) Ballpoint Pen	65) Staple Gun	90) Tie Clip
16) Rubber Mouse	41) Deck of Cards	66) Compact Disk	91) Salt Shaker
17) Value Meal Toy	42) Flashlight	67) Canned Ham Key	92) Window
18) Smiling Jack token	43) Mail Box	68) Toy Laser Sword	93) Twist Tie
19) Lunch Box	44) Garbage Bag	69) Dildo	94) Music Box
20) Turkey Thermometer	45) Comic Book	70) 12” Ruler	95) Mood Ring
21) Tricycle	46) Small Safe	71) Bowling Ball	96) Pool Cue
22) Frisbee	47) Snack Cake (wrapped)	72) Pack of Cigarettes	97) TV Remote
23) Extension Cord	48) Deodorant	73) Jar of Nuts & Bolts	98) Light Bulb
24) Toilet seat Lid	49) Mace Sprayer	74) Halloween Mask	99) Razor Blade
25) Cow Magnet	50) Pasta Strainer	75) 20’ Cable Wire	00) Kitchen Sink

worth something. Keep in mind that items that work generally have some sort of power source, be it a battery or ammunition. This is usually a finite source. Finding additional power sources can lead to some interesting adventures or bartering encounters.

Needless to say, the items the PCs will like finding the most are devastating advanced weaponry and power armor. All the weapons and armor from the *Savage Worlds* rulebook can be found in the *Erth 3000* setting. The GM should also feel free to devise more fantastical weapons and armor created by our future human race, or perhaps brought by the aliens.

2.4.4 Determining an Artifacts Function

The method for determining the function and use of an Artifact was already outlined in *Part One: The Wastelanders Survival Guide*. As GM you can have a little bit of additional fun with this.

First, you get to assign modifiers to the roll based on the complexity of the item and any contributing factors. Some items are going to be extremely complex, like computers and robots. It is not unreasonable to give a penalty of -10 for an item that is nearly impossible to figure out. Likewise you can give bonuses for some things. For instance, the PCs may have found a “how to use” manual for an item. Perhaps they have already figured out how to use a similar item or all the PCs are combining their collective knowledge.

Second, you can have some fun when a PC fails a roll that is not mentioned on the players table...which is to tell them

a different function of the item. Imagine the surprise when the PCs face a tribe of Fleshy Headed Mutants and whip out their new weapon of destruction...a hair dryer! Now that’s good fun. You may even award bennies to a player who role plays this kind of thing out, despite knowing better themselves.

2.5 The Aliens

The Grays were once one of the most advanced races in the universe. After their Imperial home world was destroyed, they could not keep a reign on the planets that they controlled and, one by one, they were lost. The Grays were hunted to near extinction, and only live in hiding on the most remote planets.



The Grays left on Erth have no idea what has befallen their brethren, and few of the new generation care anymore. They are still a force to be reckoned with, having technological knowledge, firepower, energy, and their fortified domed cities. However, their numbers are dwindling, as are their psionic powers. While they continue with their terraforming project their plight has become the same as that of the humans... survival. Their nanonuclear power will last forever, but without supplies and personnel from the home world,

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there is little more that they can do than wait, hope, and try to hold on to what they have.

2.5.1 Alien Citizen

This is the profile of the average Gray that will be encountered. They are about 4 feet tall with frail looking bodies, large heads, grey skin, and dark almond shaped eyes. They speak in a pitch that is difficult for humans to hear.

Alien Citizen

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D4, Vigor D4

Skills: Driving D6, Fighting D6, Guts D6, Intimidation D6, Piloting D6, Shooting D8

Pace: 5; **Parry:** 5; **Toughness:** 4

Gear: *Laser Pistol* (15/30/60 set at 2D6 Dmg Semi-Auto: May Double Tap), *Laser Battery with 24 shots* (-2 for each shot at 2D6, -4 if double tap), *Environmental Suit* (Breath mask and protection +1 Toughness) when encountered outside the domed city.

Special Abilities: *Vengeful* (Humans), *Can't breathe Erth atmosphere* (will die in 1 hour without breathing mask), *Small* (-1 move, -1 Toughness), *Ambidextrous*, *Psionics* (PP: 10, Powers: *Armor* (force shield), *Telekinesis*)

2.5.2 Alien Leader

Alien Leaders are usually a little taller than other Grays and usually wear some form of insignia designating their rank. They dislike humans, but still capture them to use as slaves within the domed cities, so carry Comvoice units to communicate with them when needed.

Alien Leader

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D4, Vigor D4

Skills: Driving D6, Fighting D6, Guts D6, Knowledge/Alien Technology D10, Notice D8+2 Piloting D8, Repair D10, Shooting D8

Pace: 5; **Parry:** 5; **Toughness:** 4

Gear: *Laser Pistol* (15/30/60, 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery*, *Environmental Suit* (Breath mask and protection +1 Toughness) or *Infantry Battle Suit* (Page 40 of SW rule book) when encountered outside the domed city. *Comvoice* (small computer used to speak the human language in a frequency Humans can hear)

Special Abilities: *Alertness* (+2 Notice), *Ambidextrous*, *Arrogant* (toward Humans and Smart Animals), *Enemy* (Humans), *Vengeful* (Humans Again!), *Can't breathe Erth atmosphere* (will die in 1 hour without breathing mask), *Small* (-1 move, -1 Toughness), *Psionics* (PP: 15, Powers: *Armor* (force shield), *Puppet* (hypnotism), *Telekinesis*)

2.6 Fleshy Headed Mutants

The Fleshy Headed Mutants are a disgusting, barbaric, inbred race plagued by of deformities and grotesque complexions. They are cannibals and have no compassion for those they capture. The best one of their victims can hope for is to die quickly, because the alternative is hours of torture.

Fleshy Headed Mutants live in tribes of a couple dozen to a couple hundred. The larger tribes can usually be found living in radiation soaked ruins of the Ancients' cities. This makes these areas extremely dangerous. Fortunately, Fleshy Headed Mutants seem to be nocturnal, and tend to avoid the daylight when they can.

The current Humans of *Erth 3000* don't know it, but Fleshy Headed Mutants are nothing more than descendents of the same human race as they are. This strain of humans was less fortunate and hit with the ugly mutation stick many times.

2.6.1 Fleshy Headed Mutant

The average Fleshy Headed Mutant is about 5 feet tall, hunched over, and dressed in stinking rags. They are riddled with grotesque deformities and their skin often is covered with boils, pimples, scabs, scales, coarse hair, or anything else disgusting you can come up with. They speak a guttural grunting language that can just barely be understood. They sometimes attack with weapons (usually a club or pointed stick), but, more often than not, just rip a victim apart with tooth and claw.

Fleshy Headed Mutant

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigor D4

Skills: Climbing D6, Fighting D8, Guts D6, Intimidation D6, Shooting D6, Stealth D6, Survival D6

Pace: 6; **Parry:** 6; **Toughness:** 4

Gear: *Sometimes a club or pointed stick* (Str+2)

Special Abilities: *Extremely Ugly* (-4 Charisma), *Natural Weapons* (can attack with claws and teeth Str+1), *Immunity to radiation*, *Sensitive to daylight* (-1 to all trait rolls)

2.6.2 Fleshy Headed Mutant Bully

One Fleshy Headed Mutant in a tribe will be a wildcard leader. The Bully is usually just a little tougher (being a Wild Card) and a bit more savage. This leader usually has a more impressive weapon. Choose from the list below, or roll 1D6 to determine a weapon randomly.

1) **Machete** (Str+2)

2) **Axe** (Str+2)

3) **Chainsaw** (Str+6, 1 on fight roll means wielder hits self)

4) **Double Barrel Shotgun** (12/24/48, 1-3D6, RoF 1-2, Shots 2, See notes P. 32 of SW rule book), 6 shells

5) **Laser Pistol** (15/30/60, Dmg 1-3D6 Semi-Auto: May Double Tap), Laser Battery with 24 shots

6) **Laser Rifle** (30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB), Laser Battery with 24 shots

Fleshy Headed Mutant Bully

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D6

Skills: Climbing D6, Fighting D8, Guts D6, Intimidation D6, Shooting D6, Stealth D6, Survival D6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: *Special Weapon* (see above)

Special Abilities: *Extremely Ugly* (-4 Charisma), *Natural Weapons* (can attack with claws and teeth Str+1), *Immunity to radiation*, *Sensitive to daylight* (-1 to all trait rolls)

2.6.3 Fleshy Headed Mutant Ogre

As if normal Fleshy Headed Mutants and Bullies aren't bad enough, an offshoot race has mutated to humongous proportions. These Fleshy Headed Mutant Ogres resemble their younger brethren but are much larger, averaging 8 ft. in height. In addition they are usually heavily muscled, although this is sometimes hidden under a layer of greasy fat.

Fleshy Headed Mutant Ogre

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D10, Vigor D10

Skills: Climbing D6, Fighting D8, Guts D8, Intimidation D6, Shooting D6, Survival D8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: *Huge Club with nails and screws sticking out* (Str +4)

Special Abilities: *Extremely Ugly* [-4 Charisma], *Immunity to radiation*, *Natural Weapons* (can attack with claws and teeth Str+2), *Sensitive to daylight* [-1 to all trait rolls], *Sweep* (may attack adjacent foes at -2), *Size +2*

2.6.4 Savage Fleshy Headed Mutant

Perhaps the most fearsome of all the Fleshy Headed Mutants are the lone outcasts known as "Savages" even among the barbaric Fleshy Headed Mutants themselves. These giant (7 ft. tall) lumbering mutants scare everyone, and they eat about anything (or anyone). They have huge sharp teeth and long pointed claws, both just made to rip apart flesh. They are tough as hell, and it takes a lot of damage to put these puppies down. Some say they continue to fight even after they are technically dead.

Savage Fleshy Headed Mutant

Attributes: Agility D6, Smarts D4, Spirit D8, Strength D10, Vigor D10

Skills: Climbing D8, Fighting D10, Guts D10, Intimidation D10, Survival D8

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities: *Armor +1* (wears the hides of those he slays), *Bloodthirsty* (Fights to the death!), *Berserk* (Smarts roll after being wounded, or go berserk; +2 Fighting and Str rolls, +2 Toughness, -2 Parry), *Extremely Ugly* [-4 Charisma], *Immunity to radiation*, *Natural Weapons* (can attack with claws and teeth Str+2), *Sensitive to daylight* [-1 to all trait rolls], *Size +2*,

2.7 Metal Men and Other Robots

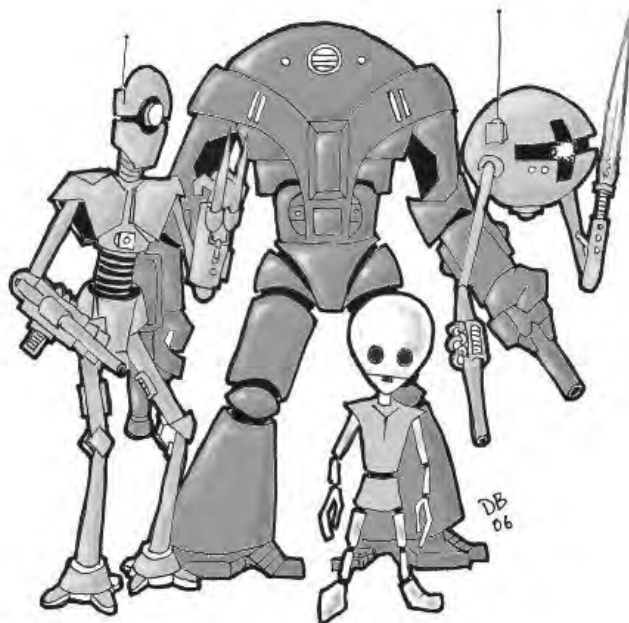
Despite centuries of trying, mankind never mastered the development of artificial Intelligence (AI). Many extensively preprogrammed robots were created for various purposes that *seemed* almost intelligent, but they lacked the ability to learn and adapt. They certainly had nothing that resembled emotions.

When the Grays came, they brought with them androids with limited AI. The aliens explained that they had created true AI, but it resulted in robot revolutions and madness. All AI, except the androids which had serious mental restrictions, were outlawed on their home world. They

agreed to help advance the humans robot capabilities, but refused to divulge the secrets of AI.

Not long before the time of the Great Destruction certain secret government groups started mass producing robots designed for battle, the P13-Warrior-2300. Right before the war broke out special agents *acquired* several Gray androids. These androids were quickly dissected and examined. Computer brains were hastily constructed for the P13, using the android brains as a template. Unknown to these scientists the Gray androids' brains had serious underlying programs that restricted them from harming Grays. When the P13 hit the battlefield, they were unable to act against their adversaries. Unfortunately, this programming doesn't restrict them from hurting anyone else.

With the P13 program a complete failure one last ditch effort was made to save humankind. This was the creation of the PDEV-Warbot. This devastating soldier robot was outfitted with an improved brain that truly crossed the line into AI. With production only in the hundreds, the first PDEVs were activated. Despite extensive programming, the instant self awareness experienced by the PDEVs drove most of them into a sort of robot insanity.



P13s and PDEVs still roam the world of *Erth 3000*. P13s tend to band into small groups (squads). Sometimes these are ruled by a PDEV and sometimes by some ingenious person who has managed to control them. PDEVs are generally loners, wandering the world attempting to find the answers to why they are, and wreaking havoc and destruction wherever they go. Some worker robots still diligently go about their assigned tasks, ignorant to the fact that their makers have been dead for centuries. In the domed cities Gray Androids still attend to the Grays. Robots are an integral part of *Erth 3000*.

2.7.1 P13-Warrior-2300

These thin 6 foot tall robots are totally encased in silver metallic armor with weapons built into their forearms. Their face is void of any feature except a single sensor and

targeting device. They have advanced robotic brains, but aren't capable of true thought, just complex and thorough programming. They talk in a raspy metallic voice and move mechanically and with purpose. They generally work together in squads of 6-12 and prefer to follow the orders of a PDEV or other authority figure.

P13-Warrior-2300

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Driving D8, Fighting D8, Shooting D10, Notice D8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities: *Ambidextrous*, *Armor* [+3 the P13 is surrounded by a metal shell], *Built in Weapons* (the P13 has a Laser Rifle built into one arm [30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB] and retractable claws in both fists [Str+2, AP 2]), *Construct* [+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison], *Fearless* (does not suffer from Fear effects), *Weakness, cannot harm Grays* [The P13 cannot harm the Grays]

2.7.2 PDEV-Warbot

The PDEV are large 7 foot tall lumbering hulks of metal. Their large domed head blends into their wide shoulders and torso giving the imposing appearance of great strength. They have impressive built in weaponry and armor. PDEVs have robotic brains capable of true learning intelligence. They are capable of thought, reason, and individual personality. Unfortunately, they are all just a little insane too.

PDEV-Warbot

Attributes: Agility D6, Smarts D10, Spirit D6, Strength D12, Vigor D10

Skills: Driving D10, Fighting D10, Notice D10, Piloting D10, Shooting D10

Pace: 8; **Parry:** 7; **Toughness:** 10

Special Abilities: *Ambidextrous*, *Armor* [+3 the PDEV is surrounded by a metal shell], *Built in Weapons* (the PDEV has a Laser Rifle built into one arm [30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB] and a Photon Devastator in the other [Cone Template, 2D12 Damage, RoF 1, Ignores Armor]. He can attack using both with no penalties for multi-action or off -hand), *Command P13s* [P13s following the commands of the PDEV have a +1 spirit roll when Shaken], *Construct* [+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison], *Fearless* (does not suffer from Fear effects), *Fly* [Pace 12, the PDEV has a build in anti-grav pack on its back]

2.7.3 Generic Worker Robot

All Worker Robots have different functions. Some chop trees, some plant gardens, some clean houses, and the list goes on and on. These robots generally just do their job. Over the years some have gone a little haywire, unfortunately. Sometimes this leads to bizarre behavior, including rampant murdering sprees. To the right are the stats for a typical ½ ton worker robot. This should be modified as needed.

Generic Worker Robot

Attributes: Agility D4, Smarts D4, Spirit D4, Strength D10, Vigor D10

Skills: Its normal task D12

Pace: 6; **Parry:** 2; **Toughness:** 10

Special Abilities: *Armor* [+3 the Robot is surrounded by a metal shell], *Construct* [+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison], *Fearless* (does not suffer from Fear effects), *Weapons of Insanity!* [Worker robots that go nuts and try to kill people use whatever equipment they have built in as a weapon. This generally does Str+2 damage]

2.7.4 Gray Android

The Gray Androids look like mechanical versions of the Aliens themselves. They aren't as clunky or bulky as human made robots and move fluently. Gray Androids have learning robot brains, but not true AI. Their behavior is docile and polite, and they generally won't fight except in self defense.

Gray Android

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D6, Vigor D8

Skills: Fighting D6, Shooting D10

Pace: 5; **Parry:** 5; **Toughness:** 7

Special Abilities: *Ambidextrous*, *Armor* [+1Thick metallic mesh skin], *Built in Weapons* (the Gray Android has a Laser Pistol built into its right pointer finger [15/30/60, Dmg 1-3D6 Semi-Auto: May Double Tap, Laser Battery with 24 shots], *Construct* [+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison], *Fearless* (does not suffer from Fear effects), *Weakness, cannot harm Grays* [The Gray Android cannot harm its creators]

2.7.5 Gray Security Hover Bot

This Security Hover-Bot is often used to patrol the perimeter around the Grays domed cities. It is a metallic orb with a glowing red eye. It has two "arms" that end in weapons, a laser rifle and a molecular sword. The Hover-Bot floats 5 feet above the ground making a vibrating humming noise as it does so. It constantly rotates its body as it pans back and forth searching for intruders.

Gray Security Hover Bot

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D10, Shooting D10

Pace: 12; **Parry:** 7; **Toughness:** 9

Special Abilities: *Ambidextrous*, *Armor* [+3 the Hover-Bot is surrounded by a metal shell], *Built in Weapons* (the Hover-Bot has a Laser Rifle built into one arm [30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB] and a Molecular Sword in the other [D8+5, AP 2]. He can attack using both with no penalties for multi-action or off -hand), *Construct* [+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison], *Fearless* (does not suffer from Fear effects), *Hover* (the Hover-Bot

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hovers 1 ½ meters above the ground], *Night Vision* (the Hover-Bot can see in the dark). *Weakness, limited programming* (the Hover-Bots slow processors make it susceptible to tricks and taunts [-1 to his opposed rolls]. However, it cannot be tricked out of performing its primary function, patrol, checking identifications codes, and attacking those without proper codes].

2.8 Insect Men and Other Bugs

Perhaps the most bizarre creatures in the new world of *Erth 3000* are mutated insects. While several small varieties remain, the most common mutation of insects is growth to mammoth proportions. If you think insects are kind of gross as it is, wait till you see a gigantic one that wants to crunch your head and suck out your innards! Still, these pale in weirdness when compared to the roughly humanoid and intelligent insect men. The thought process of Insect Men is so different from that of humans as to be barely comprehensible.

The Savage Erth 3000 campaign takes place in a small portion of the Midwest (Door County Wisconsin, USA, to be specific). In this region two Insect men thrive, the Hoomantz and the Manskeeters.

2.8.1 Hoomantz Drone

Hoomantz are 4 foot tall rust colored humanoid ants. While Hoomantz may look and act bizarre by Human standards, they aren't really an evil race. They are simply trying to survive and build strong colonies. They are extremely hostile to any outsiders, invaders, or those who try to damage these societies. Unfortunately, they view almost everyone other than their fellow Hoomantz as "outsiders and invaders".

Hoomantz Drones are the workers, warriors, and citizens of Hoomantz society. While not mindless, they aren't too bright, and look to a Sergeant for direction in most tasks. If no Sergeant is available the Drones are confused until one of their ranks rises to the task of decision making. This Drone then "evolves" quickly into a Sergeant, changing color from red to black in about 24 hours (his statistics also change to those of a Sergeant).

Hoomantz Drone

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D6

Skills: Fighting D6, Guts D6, Throwing D6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: *Spear* (Str+2, Ranged: 3/6/12)

Special Abilities: *Armor* (+1 Carapace), *Burrowing 4* (see special rules in the SW rule book Page 121) *Infravision*, *Natural Weapons* (Mandible bite Str+1)

2.8.2 Hoomantz Sergeant

Hoomantz sergeants are slightly tougher than the average Drone, about a foot taller, and colored black. Not only that, they are able to make basic decisions and direct groups of Drones. Sergeants look to the queen for guidance, but when there is no queen available, they will be willing to

follow other beings that have overbearing leadership abilities and the power to back it up.

Hoomantz Sergeant

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D6, Throwing D6

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities: *Armor* (+1 Carapace), *Burrowing 4* (see special rules in the SW rule book Page 121) *Infravision*, *Natural Weapons* (Mandible bite Str+1 and Spiked forearms Str+2)

2.8.3 Hoomantz Queen

Hoomantz have evolved past being a hive mind society, but they are still hierarchical in nature. The Drones look to the Sergeants for direction, and the sergeants in turn look to the Queen. The Queen is the only totally independent member of Hoomantz society. The Queen is a monstrous and imposing creature standing 8 feet tall. While she is usually surrounded by Hoomantz who would die to protect her, she is a formidable fighter herself. The Hoomantz queen spends most of her time laying eggs and caring for young Hoomantz.

Hoomantz Queen

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D10, Vigor D6

Skills: Fighting D8, Guts D6, Intimidation D8, Notice D6

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities: *Armor* (+2 Carapace), *Fly* (pace 10), *Hold the Line!* (Hoomantz under her direct control add +1 to their toughness), *Infravision*, *Natural Leader* (May share bennies with her Hoomantz Sergeants), *Natural Weapons* (Mandible bite Str+2), *Poison Sting* (The Hoomantz Queen has a stinger on her tail end. Once per battle she can choose to attack with the stinger instead of her mandibles. The stinger does Str+3 damage. If the victim is shaken they must make a vigor roll or be paralyzed for 2d6 rounds.), *Size* (+2)

2.8.4 Manskeeter

There are many fearsome beings in the new world of Erth and the Manskeeter is definitely one of them. One can easily be fooled by their thin frail appearance, but these thin bodies house incredibly evil and powerful minds. Manskeeters are power-hungry and merciless, caring for none but themselves. They are hateful, arrogant, and just plain evil! They (both Male and Female) drink the blood of Humans and Smart Animals and need an incredible amount of it to survive. They frequently terrorize a small village, or better yet, take it over completely. Manskeeters are very rare and loners, only purposely seeking out another Manskeeter once in a lifetime to mate. Manskeeters prefer to lair in damp cave complexes. These caves are usually filled with artifacts and other objects of interest. Manskeeters can use weapons, but usually rely on their natural weaponry and abilities.

Manskeeter

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D8, Guts D8, Intimidation D8,

Knowledge/Artifacts: D8, Notice D10+2, Repair D6, Shooting D6, Stealth D8 (Unless flying), Survival D6, Taunt D8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities: *Arogant*, *Alert* [+2 Notice], *Fly* (Pace 10, makes a loud buzzing noise that negates any Stealth attempts), *Hypnotic Buzz* (When on the ground, the Manskeeter can use it's wings to make a hypnotic buzzing noise. This works the same as the spell Puppet [Page 84 in the *Savage Worlds* rule book. The Manskeeter uses his Intimidation skill instead of any arcane skill. The Manskeeter can only use this ability once per battle, targeting one specific opponent.), *Summon Giant Mosquitoes* (The Manskeeter can emit an odor once per day that will attract 1D4 Giant Mosquitoes the next round), *Wall Walker*, *Blood Sucker* (The Manskeeter can attack by stinging [Str+3] and sucking blood. Once he hits the first time it has sunk its stinger into the victim and remains so until either it, or the victim are dead. The sting does Str+2 damage each round automatically as the mosquito begins to suck blood. Characters who have taken a shaken result or a wound from a mosquito suffer a -1 fatigue for 24 hours from the pain, discomfort, and itching of the wound.)



2.8.5 Giant Mosquito

Manskeeters usually keep several dozen giant, 2ft. long, mosquitoes around their lairs as guards and pets. They are loud when flying and the buzzing hum can be heard for some distance.

Giant Mosquito

Attributes: Agility D10, Smarts D4 (A), Spirit D6, Strength D4, Vigor D4

Skills: Fighting D6

Pace: 4; **Parry:** 5; **Toughness:** 2

Special Abilities: *Fly* (Pace 9), *Small* [-2], *Sting* (The mosquito attacks by stinging [Str+1] and sucking blood. Once the mosquito hits the first time it has sunk its stinger into the victim and remains so until either it, or the victim are dead. The sting does Str+1 damage each round automatically as the mosquito begins to suck blood.

Characters who have taken a shaken result or a wound from a mosquito suffer a -1 fatigue for 24 hours from the pain, discomfort, and itching of the wound.), *Wall Walker*

2.9 Mutated Animals

While several of the creatures on *Erth 3000* are still familiar, many more have been changed and mutated from the radiation that the Great Destruction left behind and the strange terraforming of the Grays. In order to survive this hostile world many animals have mutated in a number of ways, most of them deadly to their prey.

Not to be confused with Smart Animals (PC and NPC races), Mutant animals are those beasts of animal intelligence that have adapted to *Erth 3000's* savage environment. A complete bestiary of the mutant beasts inhabiting the world of *Erth 3000* is beyond the scope of this campaign. All the creatures you encounter will be detailed in the adventures themselves as they appear.

If you are going to create mutated animals for your own adventures, simply follow the guidelines in chapter seven of the *Savage Worlds* core rulebook. I've provided some basic templates to create quick beasts based on the size of the creature. You can simply add to or modify these templates to create quick mutant animals as needed.

2.9.1 Small Mutant Animal

Small mutant animals are generally the size of squirrels, domestic cats, raccoons, and such. They are generally quick and agile and often attack in packs.

Small Mutant Animal Template

Attributes: Agility D10, Smarts D4 (A), Spirit D6, Strength D4, Vigor D4

Skills: Fighting D6

Pace: 8; **Parry:** 5; **Toughness:** 2

Special Abilities: *Bite* [Str], *Hard to hit* (These creatures are small and quick, all attacks against them by creatures man sized or larger are at -2 to hit), *Small* [-2],

Sample Small Mutant Animal, Killer Unicorn Squirrels:

These vicious green colored squirrels have a single sharp horn growing out of their forehead. They wait on tree branches in small packs (1d4) for prey to pass below and then dive at them head first. If the initial attack doesn't kill they usually run away.

Skills: Climbing D10, Stealth D8

Special Abilities: *Horn Dive* [Str+2]

2.9.2 Medium Mutant Animal

Medium sized mutant animals are generally the size of a dog, wolf, bobcat, deer, and such. They usually have territorial hunting grounds and sometimes travel and attack in packs of 1d6+3.

Med. Mutant Animal Template

Attributes: Agility D8, Smarts D6 (A), Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities: *Bite* [Str+2]

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Sample Medium Mutant Animal, Rabid two-headed Porkycoon: This Raccoon creature is about the size of a Golden Retriever. It is black in color, has two heads with large slobbering mouths, and is covered with quills that it can launch at its prey.

Skills: Notice D6, Shooting D6

Pace: 6

Special Abilities: *Bite x 2* [The Porkycoon can bite twice, Str+1], *Shoot Quills* [The Porkycoon can shoot it's quills at a single target if it desires, Str+1, Range: 3/6/12], *Rabid* [If Shaken or wounded by a Porkycoon, the victim must make a Vigor roll or suffer a level of fatigue for 24 hours while battling the infection]

2.9.3 Large Mutant Animal

Large Mutant animals are the size of Elk, Bears, gorillas, and like creatures. They are generally loners but sometimes live in family units with another adult and several young (use Small Mutated Animal template for young).

Large Mutant Animal Template

Attributes: Agility D8, Smarts D6 (A), Spirit D8, Strength D10, Vigor D10

Skills: Fighting D8

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities: *Bite* (Str+3), *Claws* (Str+3), *Size* (+2).

Sample Large Mutant Animal, Giant Purple Man Eating Toad:

This large smelly toad waits in hiding by riverbeds and in swamps. It attacks creatures of man size or smaller by shooting its long tongue at them and dragging them to its large maw for consumption.

Skills: Shooting D8

Pace: 4

Special Abilities: *Hop* [this toad can make giant (Pace 8) leaps], *Poisonous Skin* [The Toads puss filled warty skin is poisonous. When it is wounded anyone standing adjacent stands a 1 in 6 chance of being splattered with the gross ichors. This does an immediate 1D6 damage and can Ace], *Tongue Lashing* [The Giant Purple Man Eating Toad likes to attack from hiding by lashing out with its long (reach 4) tongue. A successful hit on a creature man sized or smaller means that the tongue has wrapped around a limb. The tongue contains a mild toxin and the victim must make a Vigor roll or be Shaken, and cannot attempt to recover for 1D6 rounds. The Toad then drags its victim to its awaiting maw the next round, and can attack the helpless being the round after that, hitting automatically. Once dead or incapacitated the Toad consumes its meal. The tongue itself can be attacked as a called shot [-2], with a successful Shaken or wound result causing the Toad to let go of its prey.]

2.9.4 Huge Mutant Animal

Huge mutant animals are those that have grown to mammoth proportions. They are the size of Giraffes, Elephants, or Rhinoceroses. They are territorial and require a lot of food. PCs make nice little morsels.

Huge Mutant Animal Template

Attributes: Agility D8, Smarts D6 (A), Spirit D10, Strength D12+5, Vigor D12

Skills: Fighting D10, Guts D12, Intimidation D12

Pace: 10; **Parry:** 7; **Toughness:** 13

Special Abilities: *Bite* (Str+3), *Claws* (Str+2), *Size* (+5),

Sample Huge Mutant Animal, Croxisaurus: The Croxisaurus looks like a cross between a Crocodile and a Tyrannosaurus Rex. It is a fearsome lone predator that hunts in swamps and along marshy rivers and lakes.

Toughness: 15

Special Abilities: *Thick Skin* [the Croxisaurus has incredibly thick skin that acts like Armor +2], *Swallow Whole!* [The Croxisaurus has a huge mouth and can swallow its prey whole. If an attack causes a wound, the victim is also swallowed! Swallowed beings are at -4 to all rolls, and suffer 2D6 points of damage per round from digestive juices and suffocation (Armor offers no protection)]

2.10 Mutated Plants

Even the plants of *Erth 3000* are a force to be reckoned with. With the changes in soil composition and the change of atmosphere and weather conditions many plants have been forced to adapt. This has resulted in a plethora of new and bizarre fruits and vegetables. It has also resulted in a wave of meat eating plants that make travel in the wilderness particularly dangerous.

Most plants are stationary, finding ways to lure prey into their grasp. More fearsome are plants that have gained mobility, actively attacking prey like carnivorous animals. There can also be found intelligent plants, although these have proven to be few and far in-between. Below are the three most common plants to be avoided. This list is by no means complete, and you should create new and unique plants to oppose, and possibly eat, your PCs.

2.10.1 Creeper vines

Creeper vines are long (up to 40 feet) thick vines that attack by wrapping around its victims and attempting to constrict. This constriction causes suffocation or smashes bones and internal organs. The Creeper vine then inserts several thorny spines into its food and begins sucking out the tasty juice until only a dried husk remains. This husk is usually carried off, or eaten, by some other animal or insects leaving no evidence of the Creeper Vines territory. The Vine has deep roots and isn't mobile beyond its 40 ft. reach (8").

Creeper Vine

Attributes: Agility D6, Smarts D4 (A), Spirit D6, Strength D8, Vigor D6

Skills: Fighting D6, Notice D12

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities: *Constrict* [With a successful Fighting roll the Creeper Vine has wrapped itself around its victim. With a raise, it has also pinned the weapon or weapon arm of this victim. Once entangled the Creeper starts constricting for Str+1 damage every round. The prey may attempt to escape by getting a raise on an opposed Strength roll.]

2.10.2 Singing Flower

The Singing Flower is a meat eating flower that attracts prey with a hypnotically alluring "song". Once the victim is within range it releases several symbiotic spider-like plants from its gullet. These fist-sized green plant-spiders with yellow spots swarm over the victim consuming it. The spiders then crawl back into the flower and eventually begin to excrete a waste that the flower feeds off of.

Singing Flower

Attributes: Smarts D6 (A), Vigor D4

Parry: 2; **Toughness:** 4

Special Abilities: *Hypnotic Song* (The song of the Singing Flower can be heard for up to 50 feet away. Any who hear it must make a successful Spirit roll or go into a trance that draws it helplessly to the lower.), *Plant-Spider Swarm* (Once the Singing Flowers victim gets close enough, it releases its spiders. Use the statistics for a Swarm in the *Savage Worlds* core rule book page 131)

2.10.3 Huge Man-Trap

What would a post apocalyptic setting be without a giant man eating Venus Fly Trap? Well we aren't going to find out! The Huge Man-Trap is just that. It stands about 10 feet tall and is mobile (although slow). It often waits in hiding to pounce on prey and attempt to swallow it whole.

Huge Man-Trap

Attributes: Agility D6, Smarts D6 (A), Spirit D10, Strength D10, Vigor D8

Skills: Fighting D10, Guts D12, Notice D10

Pace: 4; **Parry:** 7; **Toughness:** 8

Special Abilities: *Bite* (Str+2), *Size* (+2), *Swallow Whole!* (The Huge Man-Trap has a huge mouth and can swallow its prey whole. If an attack causes a wound, the victim is also swallowed! Swallowed beings are at -4 to all rolls, and suffer Str+1 points of damage per round from digestive juices and constriction.)

2.11 Weather and Radiation

The changes to the world's atmosphere from the terraforming and radiation left by the Great Devastation make for some interesting hazards and weather conditions.

Some game effects are listed below, but weather can also be used as a game tool to steer players or to add drama to the setting. Multicolored electrical storms, purple clouds, or spontaneous ice shard storms show how different the PCs world has become.

2.11.1 Weather

The world of *Erth 3000* isn't as predictable as ours. Intense electrical storms, monsoon level winds, and baseball sized hail can pop up at a moments notice. These storms can be deadly, so the GM should only use them if there is a particular reason, or the PCs have a reasonable chance of finding shelter. Getting caught in one of these storms causes 1 level of fatigue every 30 minutes unless a Vigor roll is made. To recover, one simply needs to find some shelter and rest for a few hours.

2.11.2 Radiation

There are intense pockets of harmful radiation left from the war in some locations. At times, PCs may desire to enter these locations, or may simply enter one by accident. While these areas are hazardous, they aren't as deadly as described on page 95 of the *Savage Worlds* rule book. This is partially because the radiation is hundreds of years old and partially because the residents of *Erth 3000* have build up some immunity to radiation. Those who enter a radioactive zone immediately start to feel ill and must make a Vigor roll every 2 hours or suffer -1 level of fatigue. Once the radioactive area is left, fatigue recovers at a rate of 1 level every hour. There are no other adverse effects and no radiation sickness.

Fleshy Headed Mutants are immune to radiation and often make these areas their homes. They are often a greater obstacle than the radiation itself.

2.12 The Campaigns Basic Plot

Part Three: The God of the Fleshy Headed Mutants is the first part of the *Savage Erth 3000* scripted campaign. It is an introduction to the world and the strangeness it holds. At the end of the adventure, the Player Characters (PCs) return to their home village, expecting to be big heroes, only to find a smoldering ruin. Most of the occupants have been slain, or have run off never to return.

A sole dying survivor informs the PCs that the village was attacked by strange men covered completely in metal armor (P13 Robots led by a PDEV). They came in shooting magic weapons of fire and killing everyone. They only spared the youngest children (those 5 years and younger) and took those away in cages. Two of the young prisoners are the Player Characters little brother and sister.

The overarching storyline is the PCs quest to rescue their siblings and hopefully get some revenge for their people. Curiosity about the "armored" men and the reason for the attack may be another motivating factor. Some PCs may be fascinated by the amount of technological goods the attackers used.

2.13 The Campaign Back-story

Even in the savage years of *Erth 3000* a genius is sometimes born. Nicodemus was one such man. He had an unnatural understanding of Ancients' technology, and his search for knowledge sent him questing at a young age.

Years later Nicodemus came upon one of the aliens' domed cities on what was once Washington Isle, Wisconsin, USA. He noted that part of the dome was cracked and found the city itself to be deserted. In a data library he was amazed to find computer disks full of knowledge about science, technology, and the world long lost.

Strangely, among all this knowledge, the thing he found most interesting was the fact that human skin used to be

tan in color (by the time of the Great Destruction Earth's many races had happily melded into one race with a mixture of all features. Skin color was generally a deep tan). With the advanced medical labs of the aliens and several powered down medical robots at his disposal, he began a personal mission of finding out why this was so.

In time he learned how to isolate the chromosomes that caused the spectrum of colors in new humans. Once he did this he found he could eliminate these chromosomes and the skin would turn a beautiful deep tan color. What's more, the offspring of two such tan skinned people would produce a tan skinned baby. Unfortunately, he could only get the procedure to work in children of the age of around 5 years old or younger.

Nicodemus began slowly searching the surrounding countryside for young children. Some parents willingly gave up their children at the prospect of the better life that Nicodemus promised, some sold them. In time he had a thriving little community of children living in his domed city. He began educating these children in the ways of technology and science, but also in the ways of art and philosophy. Above all he taught them that peaceful coexistence was the only way to live and bring back the days of the Ancients. He did this for 10 years before dying suddenly of heart complications.

Now this community may well have gone on to lead man out of barbarism except for one factor...Zeer O-1. Nicodemus had long ago found a dysfunctional PDEV robot with the serial number Zeer O-1. He had repaired and restored the robot, and a bizarre friendship was born. Zeer O-1 had helped Nicodemus find children and also organized a squad of P13s to protect the domed city from intruders.

When Zeer O-1 found Nicodemus dead he was devastated. Without his only friend his fragile AI mind snapped. He vowed to continue with Nicodemus' dream, and continue with his own mission. Unfortunately his flawed mind fell back on his war programming. He took children by force, destroying all who stood in his way. He became overprotective of the community, not allowing anyone to leave or enter the dome. Without Nicodemus and his coaxing the humans grew tired of the intensive scientific and technological studies and began concentrating only on art and philosophy while the robots took care of all their needs.

On Washington Isle, in a domed city, a race of naive tan skinned humans live in ignorant utopian bliss while an insane robot scours the countryside for young children. But all this is about to change.

2.14 Character Death

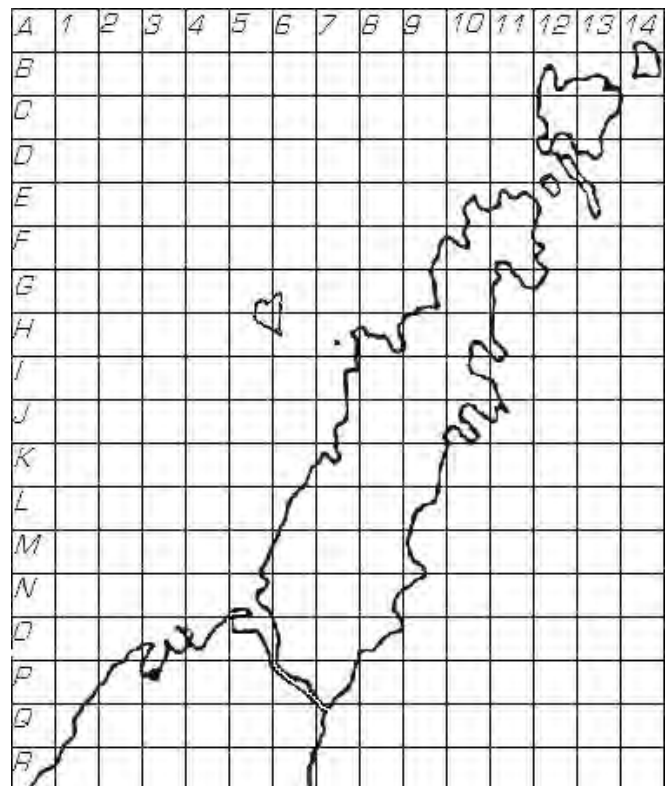
Erth 3000 is a hostile and savage setting, and some characters are probably going to die eventually. Some Game Masters like to go out of their way to keep characters alive. Sometimes they downplay challenges, fudge die rolls, or allow "do-overs". In the *Savage Erth*

3000 campaign, I encourage you to let the dice fall where they may, and let PCs die as the game dictates.

Character death isn't a game killer, as players can simply create new characters. These new characters are easily incorporated into the campaign. They might be from a village also destroyed by Zeer O-1 and be seeking him for the same exact reason as the PCs. Alternately, they might be awed by the robots' power and knowledge of technology, and searching them out to learn more. Better yet, let the players come up with a reason themselves as to why their new character is joining the campaign.

2.15 The Game Masters Campaign Map

The outline map of the campaign area simply shows the master grid for the map. Read the letter first, and the number second (for example: K8). Each part of the campaign will detail the individual grid squares that the adventure takes place in. Use the Campaign map here to see the relation of these squares to each other.



**Keep an eye out for
Part Three: God of the Fleshy Headed Mutants
Coming soon!**

Savage Erth 3000



A Post Apocalyptic scripted campaign for Savage Worlds

By: David Bezio

Illustrations By: David Bezio



Part Three: God of the Fleshy Headed Mutants

adventures

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3.1 Introduction

Welcome to *God of the Fleshy Headed Mutants* adventure. This is the first adventure in the *Savage Erth 3000* scripted campaign. This adventure can be played independent of the campaign, but you will need the first two parts (The Wastelanders Survival Guide and the Mutant Masters Guide) to fully understand the setting. You will also need a copy of the *Savage Worlds* rule book to play the game at all.

STOP! The information in this document is for the Game Masters eyes only! If you plan to play in the adventure do not read any further or you will spoil all the fun and surprises!

3.1.1 Adventure Summary

In this adventure the PCs are introduced to the post apocalyptic world of *Erth 3000* and all its strangeness. Their small settlement is being plagued by disease and death. The source of this problem is contamination of the settlements water source.

The PCs assume the Fleshy Headed Mutants that have a settlement upstream are somehow responsible and journey there to find out how and why. When they get there they find that the Fleshy Headed Mutants are worshipping a "God" that is blessing them with contaminated water and tainted crops.

The PCs find that the "God" is no more than a hoax devised by a greedy mutant bull (Bulltar) who is using the Fleshy Headed Mutants to acquire wealth, food, and artifacts. If all goes well, the PCs stop the scam and the contamination of the river.

The PCs then travel home, expecting to be hailed as heroes, only to find their settlement a smoldering ruin. Most of the occupants have been slain, or have run off never to return. The small children have been taken alive by Metal Men. This begins the PCs quest to rescue their siblings, and is the overarching storyline of the *Savage Erth 3000* campaign.

3.1.2 Game Masters Background

The Mutant Bull, Bulltar, and his two squirrel sidekicks, Fen and Bingo were never the best wasteland scavengers. What little salvage and minor artifacts of the ancients they did find, they usually bartered away for a pittance, moonshine, or one night on the town.

When they came upon a freakish statue half buried in a pile of dirt, rock, and vegetation they thought they might have found something valuable. After fiddling around with it for some time, Bingo determined the 6 foot tall clown statue was some sort of communication device. There was a long cord attached to its back, and another small device on the end of that. When you pressed a button and talked into the small device, it came out blaringly loud and crackling from the mouth of the clown statue. Surely this would fetch a fistful of creds!

They fashioned a makeshift gurney to carry the thing on, and made their way toward the nearest settlement with a tavern. Unfortunately they didn't get far when they were spotted by a group of Fleshy Headed Mutants. They just couldn't get away carrying the bulky artifact, and in the end had to drop it and run. The Fleshy Headed Mutants stopped when they saw the thing, picked it up, and carried it back to their own settlement.

Now the trio didn't want to give up their prize so easily, and they tracked the mutants. When they got to their settlement, they saw that the statue had been set up on some sort of platform. The rest of the Fleshy Headed Mutants were gathering around it and seemed to be worshipping it.

They were already making plans for stealing the statue back when Bulltar noticed a circular metal plate in front of the statue with his binoculars. He had seen one of these before, it was a manhole cover, and sometimes led to secret passages of the ancients. He got a fiendish plot. Why scavenge and just get by, when they could trick the Fleshy Headed Mutants into doing the dirty work for them?

At high noon, when the Fleshy Headed Mutants were all asleep in their hovels, the three snuck into the settlement.

Bullock removed the manhole cover and looked within, and yes, there was a passage! They uncoiled the cord and speaking device from the clowns back and descended into the passage. It was even better than he had hoped for. The passage eventually opened into a large cavern that would serve as a perfect living space. There was a chimney for a fire, a nearby exit to the outside, and, best of all, the nearby river ran underground right through the cavern. In a side passage they found several barrels of poisonous toxic waste, just the bartering chip Bulltar needed.

That night when the Fleshy Headed Mutants came to worship their new idol, it suddenly spoke to them! The God demanded that they offer sacrifices of food and treasures, or feel his wrath! He dumped a barrel of the green toxic contaminant into the river. In moments the river running through the Fleshy Headed Mutants settlement ran green and had an eerie glow to it. Soon the entire river was contaminated, and the mutated corn crop the Fleshy Headed mutants grew in the murky water began to glow green also.

What Bulltar expected to be a warning, the Fleshy Headed Mutants took as a sign of their Gods true power. For little did Bulltar know that the Fleshy Headed Mutants not only are immune to adverse effects of radioactive toxins, they actually thrive in them! The Toxic waste gave their corn crop a euphoric effect when consumed. It mattered little that Bulltar was wrong, he and his lackeys, had the Fleshy Headed Mutants where they wanted them. Now they could live the good life, eating like kings, and collecting what treasures the Fleshy Headed Mutants could find as sacrifices.

3.1.3 Players Introduction

The Players should already have characters, and be familiar with the basic information in *Part One: The Wastelanders Survival Guide*. They should have especially read section *1.11 Starting the Campaign*. When you are ready to begin, read or paraphrase the boxed text to the right:

You know the world is a hostile place, but you have lived in relative safety in your settlement of Rozry with about 100 other Humans and Smart Animals. That is, until about a month ago when people started getting sick. 10 people died before it was determined that the cause of the illness was the settlements water source, the river.

It has always been known that a savage Fleshy Headed Mutant tribe lives about 1 day's journey upstream to the south. Their hunting grounds and yours are far enough apart that your paths rarely crossed, and you would seldom hassle each other. But now, it seems obvious that they are somehow responsible for this illness, and a group of the best warriors was sent to investigate. That was a week ago with no sign of their return.

Now, two of your (pick two of the PCs, one of them has a sick 5 year old brother, and the other has a sick 4 year old sister) siblings are ill and possibly dying. The Elders, old and afraid, are spending too much time debating what to do. You have taken it upon yourself to journey to the settlement of the Fleshy Headed Mutants and put an end to the problem before it is too late.

This morning you grabbed what gear you had, and without a word to anyone else, began a trek up the bank of the river to heading south. The going is rough, and the vegetation overgrown. Thorns poke at your skin and rocks trip you and stub your toes. Still, you are beginning to doubt all the warnings of deadly creatures, as you have journeyed about 3 miles without incident.

Have each of the PCs make a Notice roll at this point. Those who fail are surprised, and aren't dealt into the first round of combat as the party is attacked by Piranha Tree Frogs. Continue with the battle in the next subsection, *3.1.4 Spring Surprise*.

3.1.4 Spring Surprise!

The PCs have just begun their journey when they face their first challenge. They are attacked by 6 vicious Piranha Tree Frogs. These bright green, 1 ft. long, Tree Frogs have

6 Piranha Tree Frogs

Attributes: Agility D6, Smarts D4 (A), Spirit D6, Strength D4, Vigor D4

Skills: Climbing D10, Fighting D6, Guts D6, Stealth D8, Survival D8

Pace: 6 (leap 10); **Parry:** 5; **Toughness:** 2

Special Abilities: *Bite* (Str+1), *Size -2*, *Small* (-2 to hit), *Spring Surprise* (The Piranha Tree Frog makes it's initial attack by launching itself out of a tree with it's powerful back legs. This is a "wild attack" and gives the frog a +2 to its fighting and damage while its parry is reduced by -2 until the frog's next action. In addition to doing an extra D6 of damage, if the frog hits with a raise, he also knocks the victim prone.)



mouths filled with razor sharp teeth. They are meat eaters and hunt by hiding in foliage till prey passes close by. They then launch themselves at their victims with reckless abandon, propelled by their powerful back legs.

3.1.5 The Adventure Area (Map 1)

Below is a map of the area this adventure takes place. It is area R3 on the Mutant Masters Campaign map. The map area is about 10 miles square.

If the river is followed past the settlement of the Fleshy Headed Mutants, the PCs will find that its source is a culvert (a large, 3 ft. diameter, metal pipe used for draining water) sticking out of one of the nearby foothills. The water flows out of the culvert under pressure, and swimming or crawling up it (especially while holding ones breath) is impossible.



- 1A) Rozry, the PCs settlement (starting and ending point)
- 1B) Piranha Tree Frog attack (as detailed in section 3.1.4)
- 1C) Metal Men and the Ambulance (as detailed in section 3.2)
- 1D) Fleshy Headed Mutant Settlement (as detailed in section 3.3)

3.1.5.1 Going Their Own Way

The quickest, and by far easiest, way to get to the settlement of the Fleshy Headed Mutants is by following the river. The forest is extremely thick and going is slow. Not only that, but it is filled with wild beasts and killer vegetation. To top it off, the PCs are unfamiliar with the land, and the only information they have about the location of the Fleshy Headed Mutants settlement is that it lies on the river. But, even knowing all this, some PCs are bound to want to head off into the woods seeking a different path. If so tell then that their progress is reduced to half what it is by the river bank. Roll 1D6 and consult the random event chart to the upper right every mile or so. If the PCs head off the map you will have to improvise.

Random Event Chart

- 1) Nothing notable happens
- 2) PCs must make a Vigor roll (+1) or suffer Bumps and Bruises [SW P.92]
- 3) PCs become lost, If they say they move north, the actually move west, if they say west they move south, if they say south they move east, and if they say east they move north instead.
- 4) Encounter 1D6 Piranha Tree Frogs (see section 3.1.4)
- 5) Encounter 1D4 Two-headed Rabid Porkycoons
- 6) Encounter 1D4 Creeper Vines

Two-headed Rabid Porkycoons

This Raccoon creature is about the size of a Golden Retriever. It is black in color, has two heads with large slobbering mouths, and is covered with quills that it can launch at its prey.

Attributes: Agility D8, Smarts D6 (A), Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Notice D6, Shooting D6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities: *Bite x 2* (The Porkycoon can bite twice, Str+1), *Shoot Quills* (The Porkycoon can shoot it's quills at a single target if it desires, Str+1, Range: 3/6/12), *Rabid* (If Shaken or wounded by a Porycoon, the victim must make a Vigor roll or suffer a level of fatigue for 24 hours while battling the infection)

Creeper Vines

Creeper vines are long (up to 40 feet) thick vines that attack by wrapping around its victims and attempting to constrict. This constriction causes suffocation or smashes bones and internal organs. The Creeper vine then inserts several thorny spines into its food and begins sucking out the tasty juice until only a dried husk remains. This husk is usually carried off, or eaten, by some other animal or insects leaving no evidence of the Creeper Vines territory. The Vine has deep roots and isn't mobile beyond its 40 ft. reach (8").

Attributes: Agility D6, Smarts D4 (A), Spirit D6, Strength D8, Vigor D6

Skills: Fighting D6, Notice D12

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities: *Constrict* (With a successful Fighting roll the Creeper Vine has wrapped itself around its victim. With a raise, it has also pinned the weapon or weapon arm of this victim. Once entangled the Creeper starts constricting for Str+1 damage every round. The prey may attempt to escape by getting a raise on an opposed Strength roll.)

3.2 Vision of Tomorrow

After their run in with the Piranha Tree Frogs the PCs can continue their journey. The safest and easiest way is still along the river. Once they get to the point marked 1C on Map 1 they hear a strange mechanical humming noise in the distance. They can see a valley through the trees to the west, and that seems to be where the noise is coming from. If they investigate, go to the next subsection (3.2.1).

3.2.1 Metal Men in the Valley

If the PCs go to the cliff edge to investigate, read or paraphrase the following:

Below you in the valley you see the strangest sight you have ever beheld! Some type of magical floating machine is rapidly approaching from the south. Riding atop of it are a dozen men encased in metallic armor of the strangest design. At the crafts helm stands a massive figure clearly a foot taller than the rest, and twice as broad. His armor is also metallic, but a dull black. Eerily, none of them move at all as they pass below you. Swaying from the back of the strange craft is an empty cage, and as they pass a huge dust cloud raises. Just as quickly as it approached it is gone, disappearing to the northern horizon.

Give the players a moment to soak it in, and then ask each of them to make a notice roll. If any of the PCs make the roll go to the following section (3.2.2).

3.2.2 The Ruined Ambulance

If the PCs are lucky enough to make their Notice roll, or specifically mention taking the effort to look around, read or paraphrase the following:

Out of the corner of your eye a glint of reflected light catches your attention. As you look closer you see some sort of large metal object on a narrow ledge some 50 ft. below where you are perched. The object appears to be some sort of huge metal box with man-sized doors half buried in the cliff face. It is hard to make out more details from this height and angle.

The cliff face leading down to the ledge is fairly steep. A rope grants a +2 bonus to any Climbing rolls, and tying it to ones waist may just save a PCs bacon.

On the ledge the PCs find the large metal box to be extremely rusted. Yet small flecks of white paint still cling to its shell, and the faint outline of a red cross can be seen on the side. Some other metallic junk (car parts, a tire rim, and some wires) can be found lying around the box. The doors aren't locked, but are rusted shut and require a Strength roll to open. Grant a +1 bonus for each additional character to the PC with the highest Strength, if more than one PC works together to get the door open.

This is the deteriorated remains of an ambulance. The cab has been totally buried centuries ago in the cliff face, and can't be accessed from the outside or inside. The interior of the back end has been retained fairly well. There is a lot of broken junk strewn about and the broken remains of 2 human skeletons (Note: The skeletons are slightly larger than the humans that currently inhabit Erth 3000).

If the ambulance is thoroughly searched, one of the PCs eventually discovers a metal box about a foot square and 4 inches thick. It has a handle, hinges and an unlocked clasp. The box contains a formed

padded lining that protects 10 filled syringes. It takes a Knowledge/Artifacts roll to determine the use and function of these syringes. Any PC with dice in the Healing skill gets a +1 to the roll. The syringes each restore 1 wound or level of fatigue instantly. Only one can be used on a single person per day, additional shots have no effect. The syringes are rather fragile, and must be stored in the carrying case.

3.3 God of the Fleshy Headed Mutants

It is about 8 PM when the PCs near the settlement of the Fleshy Headed Mutants. They are warned that they are getting close when they first hear the grunting and wailing commotions the Fleshy Headed Mutants are making. Second they see the telltale signs of a large bonfire and greasy smoke in the direction of the settlement.

There are 20 Fleshy Headed Mutants living at the settlement, and one Shaman Leader. They generally sleep during the daylight hours, and are active at night from 6 PM to 4 AM. During these hours they can be found fighting, cooking, hunting, and even playing (although playing usually involves something gruesome). At meal time, they eat whatever they have available (which is also usually involves something gruesome).

Lately, they have taken to spending a lot of time "worshipping" the Clown Idol. They light a Huge Bon fire, dance around it, offer sacrifices, and hope their God speaks to them. The ceremony also includes popping corn taken from the tainted river (area 2B on the map). The Popcorn makes the Fleshy Headed Mutants euphoric



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(stoned) and makes the revelries that much more fun (and savage). The Fleshy Headed Mutants never get so wasted that they don't instantly sober up if they are attacked, or if their settlement is invaded.

20 Fleshy Headed Mutants

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigor D4

Skills: Climbing D6, Fighting D8, Guts D6, Intimidation D6, Shooting D6, Stealth D6, Survival D6

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities: *Extremely Ugly* [-4 Charisma], *Natural Weapons* [can attack with claws and teeth Str+1], *Immunity to radiation*, *Sensitive to daylight* [-1 to all trait rolls]

Shaman

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D6

Skills: Climbing D6, Fighting D8, Guts D6, Intimidation D6, Shooting D6, Stealth D6, Survival D6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: *Scepter* (staff with spiked clown head, Str+2)

Special Abilities: *Extremely Ugly* [-4 Charisma], *Natural Weapons* [can attack with claws and teeth Str+1], *Immunity to radiation*, *Sensitive to daylight* [-1 to all trait rolls]

3.3.1 The FHM settlement (Map 2)

Unless the PCs have made different travel plans, they approach the settlement of the Fleshy Headed Mutants along the western bank of the River. Map 2 shows the settlement layout, get familiar with the keyed locations and explain what the PCs see. Let the PCs explore and observe the settlement and proceed to section 3.3.2 when you feel it is dramatically appropriate. Each square on the map is approximately 25 ft. square.

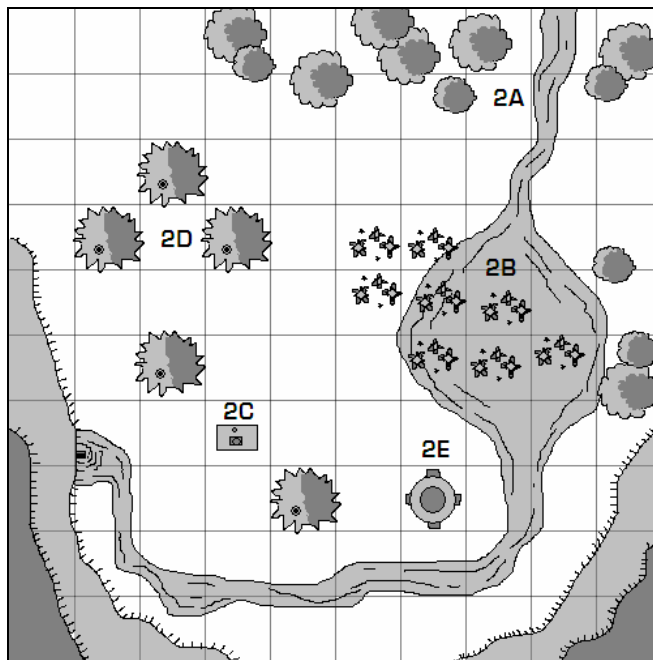
2A) Crucified Human: At this point the PCs come across a gruesome sight. One of the members of their settlement who previously came to investigate the situation is nailed to a large dead tree. He has been dead for several days, and insects and birds of prey have been picking at the corpse.

2B) Green Corn: The River opens up into a swampy pool here, and several stalks of a mutant corn strain grow both in the water and along the banks. The pool has some toxic sludge in it, and the corn itself gives off a dull green glow. This corn has absorbed the toxic waste Bulltar has released into the river. It is deadly to anyone who consumes it other than Fleshy Headed Mutants, who get euphoric when they eat it. The corn is about 6 feet tall, and is growing rather thick. It is easy to hide in.

2C) The God of the Fleshy Headed Mutants: At this point is a large raised concrete platform. Atop it sits the clown idol, with a covered manhole at its feet. Next to the idol stands the settlements shaman. Behind the platform a huge bonfire burns casting eerie shadows. In front of the platform some of the Fleshy Headed Mutants are dancing around it in a sporadic fashion, while others eat greasy meat (that looks remarkably like human body parts) and green glowing popcorn.

2D) Hovels: these are ramshackle huts that the Fleshy Headed Mutants retire to during the daylight hours. There is nothing of real value in any of them. Most contain several smelly furs, piles of feces, and some bones. You can also roll for some random "junk" on the table given on page 9 of the Mutant Masters Guide.

2E) Watch Tower: During the day, a lone sentry keeps watch over the settlement from this shaded watch tower made of metal pipes and wood. He is armed with an Uzi 9mm [Uzi (12/24/48, Dmg 2D6, RoF 3, AP1, Auto), 2 clips with 10 rounds each]. *[Note: The PCs have never seen an automatic weapon before, so don't just tell them what it is].*



3.3.2 The God Speaks

When a dramatically appropriate time arises (or the PCs are at a loss of what to do...or about to do something really stupid), read or paraphrase the following. Make sure to use your best "God" voice when imitating Bulltar, and your best "barbaric savage" voice when imitating the Fleshy Headed Mutants:

Suddenly the Shaman starts to wave his scepter about, and all the Fleshy Headed mutants go immediately quiet. From the Idol a deep crackling voice projects over the settlement.

"I am your great and powerful God Beeezlehub! I demand my sacrifices! I want food, meat...and nuts, I want nuts too! And bring me your treasures! Be quick and you shall receive my blessing! The water shall run green!"

At this point several Fleshy Headed Mutants approach the platform and remove the heavy metal lid that covers a hole in front of the Idol. More approach and toss down some dirty sacks. Then the lid is closed.

Cont...

The Shaman walks to the front of the platform and speaks, "Let us pray the prayer given to us by our fathers!" The rest of the Fleshy Headed Mutants raise their hands and say, "Almonds!" before beginning a responsive prayer.

Shaman: *"Spare him his life from this monstrosity! Easy Come easy go, Will you let him go? Bismillah!"*
 Fleshy Headed Mutants: *"No we will not let him go! Let him go let him go!"*
 Shaman: *"Beezlebub has come to save me!"*
 Fleshy Headed Mutants: *"Save me! Save meeeeeeeee!"*

After reciting the prayer they start nodding their heads back and forth in unison and then start dancing around again, smashing into each other while chanting, "Oh-ree-oh Coooookie, Oh-ree-oh Coooookie!"

As silly as it might seem to us, this is all bizarre and frightening to the PCs. Have them make a Fear roll (SW page 91). If they fail they are at -1 penalty to all actions within sight of the "God" of the Fleshy Headed Mutants. A natural 1 on the guts roll means that PC is terrified of the talking idol and won't approach it without some serious persuasion or intimidation rolls on the part of the other PCs.

3.4 Halls of the Ancients

Chances are the PCs are going to want to investigate where all the sacrifices are going to, assuming it will lead them to the source of the poisoning of the river.

The manhole leads to an old sewer system of one of the Ancients' Cities. Most of it has collapsed, and several weak areas have been braced with old pipes by Bulltar and the Squirrel Brothers. Many areas are dry and crumbling and look as if they could cave in at any moment (and any concentrated effort would probably make it do just that.). It is cold and damp, pitch black, and smells like musty rot and metallic rust.

Most of the side tunnels lead to nothing but cave-ins. One leads to a concealed exit to the outside, and one leads to the hideout of Bulltar.

Unless the PCs enter the tunnels immediately after the sacrifices have been made, Bulltar and the Squirrel Brothers are in their hideout.

3.4.1 The Sewer/Bultars' Hideout (Map 3)

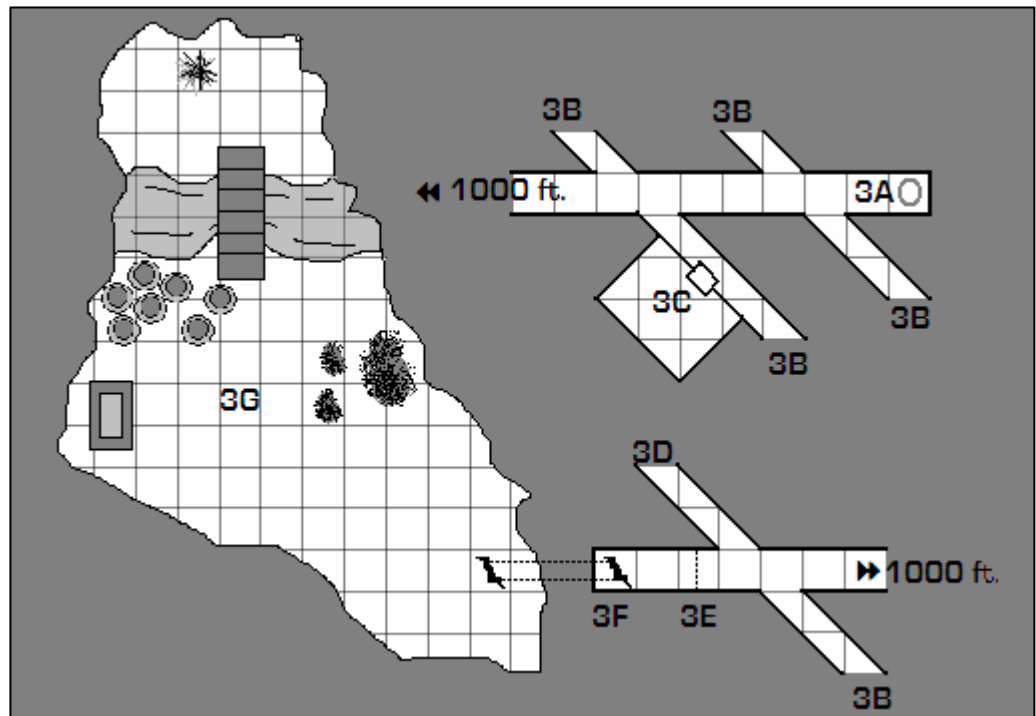
The map is divided into three parts. The first is the

section directly under the Fleshy Headed Mutants settlement. The PCs will most likely enter this section via the manhole in front of the Clown God (3A). The main tunnel from the first map goes on about 1000 feet before connecting to the second map, which details the area immediately around the entrance to Bulltars' Hideout. The un-shown stretch of passage is unremarkable, with most of the side passages being caved in 20 ft. or less. The third part of the map details Bulltars Hideout itself (area 3G). Each Square on the map is 5 square feet.

3A) Manhole: This is the location of the manhole in front of the Clown God. The lid weighs about 50 lbs, and will take a Strength of at least D6 to move (unless more than one PCs work together). It will take some sort of "tool" to pry the lid up. The drop from the manhole is 10 ft., and will require a Dexterity Roll to land properly, or the PC will twist an ankle (-2 pace for two days). This roll will be at +1 unless the player is rushed, in which case it will be at -1. Once on the floor of the sewer, the PCs will see a wire runs from the manhole opening along the wall and leads to a small black object lying on the floor (a microphone). It takes a Knowledge/Artifacts roll to determine the function of the microphone.

3B) Caved in Side Passages: At this point are one of the many caved in side passages. These are mostly unremarkable. They continue for 3D4x10 feet before ending in rubble and dried mud. You can make the PCs paranoid by mentioning lots of large ugly insects crawling about, but they are relatively harmless if ignored.

3C) Utility Closet: This is an old utility closet that has remained locked since before the great destruction. It shows signs of being battered, as Bulltar couldn't unlock it, or bash it down. The lock is complicated, but can be picked without penalty. Inside the closet is a set of shelves and a



work table. On the table are moldy blueprints of the sewer, a tape measure, and a pencil. On the shelves are several cut pieces of PCV pipe, a roll of pipe tape, a huge wrench (Str+2), a small tool set (+1 to repair rolls on Artifacts of the Ancients), a Flashlight (requires a Knowledge/Artifacts roll, but at +1), and a small propane torch (The torch requires a Knowledge/Artifacts roll. If failed by 3+ there is a 1 in 4 chance of it exploding. Everyone under the Medium Burst Template takes 3D6 damage. If the PCs figure the torch out, it is self lighting and there is enough propane left to use it for about 1 hour. It can be used as a fairly ineffective (but scary looking) melee weapon that does 2D6 damage. If used as a weapon, it is good for 1D6+1 combats before being used up.)

3D) Exit Tunnel: This branch of the tunnel has caved in, but rather than sealing off the tunnel, it has opened it up to the outside. The tunnel goes about 300 feet, turning a few times before a rough opening about 3 foot square opens up onto a hillside. The opening has been heavily camouflaged with tree branches, but still lets in a bit of light. This tunnel actually has a small stream of water trickling down it when it rains, so it has left a stain on the floor that leads to the main tunnel. Anyone will see the stain if actively looking, or with a Notice roll (+1).

3E) Trip Wire: At this point in the sewer tunnel, Bulltar has rigged a warning and deterrent device. A trip wire spans the tunnel at about a 1 foot height. The trip wire leads to the east wall of the tunnel, where an Mk64 Pineapple grenade [5/10/20 thrown, 3D6 Medium Burst Template SW page 39 & 44] is concealed in a small pile of rubble. The trip wire can be detected with a Notice roll (only the first two PCs in the tunnel can attempt the roll) and a PC with a Stealth skill of D8 or better can add +1 to the roll. Once the trip wire is triggered, the offending PC will be instantly aware of what he has done, and has 10 seconds to react (give the PC 10 seconds real time to declare his action, to build some tension). The grenade is ancient, and there is still a 1 in 6 chance that it is a dud, even if triggered. If the grenade does go off, it fortunately doesn't cave the tunnel in, but it does warn Bulltar and the Squirrel brothers that they are about to have company.

3F) Bulltars' Hideout Entrance: The main tunnel ends here. There is a crevice in the ceiling and one can see the flickering light of a fire from somewhere above and hear indistinguishable mumblings of several voices talking (unless the Trip Wire trap (3E) has been activated, in which case it will be quiet). The crevice is large enough to crawl up. There are plenty of hand holds and a climbing roll is made at +1. A failed Climb roll means the PC slips, doesn't fall, but does yell out in surprise as he grabs for handholds. If Bulltar isn't already aware of the PCs from the trip wire trap, he will be now. The crevice leads 25 feet up to area 3G, and Bulltars Hideout. At the top of the crevice a spike is pounded into the rim, and a 30 foot rope is tied to it but currently pulled up and coiled around the spike. Using the rope makes a climb roll unnecessary.

3G) Bulltars Hideout: This large cavern has become the home and hideout of Bulltar, Fen, and Bingo. If they aren't warned of the PCs approach Bulltar will be cooking meat



3.4.2 Bulltar

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D12, Vigor D8

Skills: Fighting D12, Guts D10, Intimidation D10, Notice D6, Shooting D6, Survival D8, Taunt D8, Tracking D8

Pace: 8; **Parry:** 8; **Toughness:** 9

Special Abilities: *Mean* [-2 Charisma], *Brawny* [+1 Toughness], *Bite* (Str), *Combat Reflexes* [+2 to recover from being Shaken], *Command* [Troops under command +1 to recover from being Shaken within 5"], *Gore* [If he can get a 6" running start he can add +4 to damage total], *Level Headed* [acts on the best of 2 Initiative cards], *Size* [+2]

3.4.3 Fen & Bingo

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D4, Vigor D4

Skills: Climbing D12, Fighting D6, Gambling D6, Guts D6, Knowledge (Nuts): D12, Stealth D8

Pace: 6; **Parry:** 5; **Toughness:** 3

Gear: *Zap Glove* [Each of the Squirrel Brothers wears one of a set of Zap Gloves. These boxing gloves deliver an electric shock when they make contact, and were the tools of the trade for the sport of Zap Boxing. Each glove does Str+2 Dmg. They can be used as a pair by one person, but the two weapon penalty [SW Page 66] applies.

Special Abilities: *Claws* (Str), *Loyal* [To Bulltar], *Size* [-1], *Dodge* [-1 to hit with ranged weapons]

on the fire to the north, and Fen is rummaging around in the dumpster for some spices while Bingo holds the lid open.

The cavern is about 45 feet wide and 75 feet long. There is a small hole in the northern ceiling that serves as a natural chimney for the fire that is roaring below it. Next to the fire are several slabs of undistinguishable meats, and several piles of nuts of all sorts. There are also piles of old bones (some human). The river travels through the cavern here. A rickety wooden bridge spans the river, while seven barrels marked with a biohazard symbol sit on the southern bank. In the middle of east wall are 3 straw stuffed mattresses, two small ones, and one huge one. In the middle of the west wall is an old rusted dumpster, where the trio put all their "treasure". The southern portion of the room is riddled with stalactites and stalagmites.

The dumpster contains 4 old rubber tires, a pair of binoculars (with one broken lens), a broken calculator, a sack with 34 creds, 10 random items (roll on the junk table in the Mutant Masters Guide), 4 good shotgun shells, 6 rounds of generic ammunition, and another Mk64 Pineapple grenade.

3.5 Going Home

After the PCs take care of the problem Bulltar has caused, they are most likely going to head home. They are probably expecting to be hailed as big heroes.

When the PCs get about a mile away from their settlement have them make a notice roll (+1). Those who make the roll see a billow of black smoke filling the sky in the direction of their village.

While the PCs were away, the Metal Men led by Zeer O-1 (that the PCs saw in section 3.2.1 *Metal Men in the Valley*) fell upon the settlement, killing anyone who fought back, and taking all the Human villagers ages 5 or younger (this includes the 2 PCs who had young siblings). The village is destroyed, with several of the building being in flame, and Humans and Smart Animals laying dead all around.

3.5.1 A Survivor Speaks

Once the PCs have looked around a bit, and are wondering what the hell happened, they hear a moaning sound. Under several smoldering boards the PCs will find one of the Elders, a Smart Animal Fox, bloodied and barely holding onto life. Anyone who attempts to make a healing roll can see that death is imminent no matter what. Before he passes on the Elder speaks. Read or paraphrase the following:

They came quickly...men, men of metal...they had magic fire sticks and everything they touched died. Fire, death...we tried to fight...run...they killed without mercy. They...they...took the children, only the humans! They herded them into metal cages...took them away crying...you are their only hope...you must save...save them...

3.6 Awarding Experience

Once the PCs have made a decision to follow the trail of the Metal Men and rescue their siblings it is time to bring the game session to a close. Reward the players their experience and let them advance their characters for the next session.

It is my suggestion that you reward the players 5 experience points for the entire adventure, regardless of how many hours or sessions it took to complete (unless they really bombed out, or had a really bad attitude). This will give the PCs an advance and something to look forward to. It will also prepare them for the next adventure in the *Savage Erth 3000* Campaign.

Alternately, if you plan on running your own side treks before the next adventure, you may want to award 2-3 experience points for this adventure and 2-3 for your own adventure. In any case, the PCs should have enough experience to take an advance before the next part of the campaign.



**Keep an eye out for
Part Four: Cave of the Flytrap People
Coming Soon!**

Savage Erth 3000



A Post Apocalyptic scripted campaign for Savage Worlds

By: David Bezio

Illustrations By: David Bezio



Part Four: Cave of the Flytrap People

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4.1 Introduction

Welcome to the *Cave of the Flytrap People* adventure. This is the next adventure in the *Savage Erth 3000* scripted campaign. This adventure can be played independent of the campaign, but you will need the first two parts (The Wastelanders Survival Guide and the Mutant Masters Guide) to fully understand the setting. You will also need a copy of the *Savage Worlds* rule book to play the game at all.

STOP! The information in this document is for the Game Masters eyes only! If you plan to play in the adventure do not read any further or you will spoil all the fun and surprises!

4.1.1 Adventure Summary

In this adventure, the PCs begin their pursuit of Zeer O-1 only to quickly loose the trail. They come across a cavern populated by a group of intelligent plants mutated from the Venus Flytrap. The Flytrap People are a humble and pacifistic group that has been plagued for years by kidnapping raids from Hoomantz. Over the years their population has dwindled and they are near extinction. They have information for the PCs concerning the metal men, but will only give it if they agree to help them end the raids once and for all. The PCs must organize the Flytrap people into a fighting force, and fend off the Hoomantz raiders in a climactic skirmish level battle. The information they garnish if they succeed will lead them to the next adventure.

4.1.2 Game Masters Background

The Flytrap People have lived happily in their cavern since the beginning of their mutation and evolution. They are a peaceful race with simple lives. They are pacifistic simply because they don't understand the concept of fighting, and have never been exposed to natural predators. Their cavern home offers them everything they need, a colony of flies for food, and a river that flows from a crack in the cavern wall provides water.

About a year ago they got a surprise. A group of Hoomantz in motor boats burst into their cavern from the

river cave. They quickly assembled the Flytrap population, and then herded a dozen of them off into one of their boats and returned up river. Those taken were never seen or heard from again. About a month later the Hoomantz returned and took another dozen, and have been doing so every month since.

Not used to dealing with this sort of thing, the Flytrap People have been very confused as to what to do. Their population has dwindled to 16 and, at this rate, will soon be extinct.

Recently, a young impetuous Flytrap Person named Rosemary has been trying to rally her people to "fight back". The rest of the colony realizes they have to do something, but lack the skill and understanding to organize such a defense. The new month is about to start, and the Hoomantz will return shortly. Rosemary has elected to leave the cavern in search of someone who will help. She didn't make it very far before being captured by 2 Fleshy Headed Mutant Ogres. Usually meat eaters, the Ogres are about to turn vegetarian. Enter the PCs.

4.1.3 Players Introduction

This adventure picks up where *Part Three: The God of the Fleshy Headed Mutants* left off. The PCs have taken a few days to bury the dead at their settlement, and to heal any wounds they may have sustained. After you have informed them of this and are ready to begin, read or paraphrase the following:

Vowing to rescue your siblings and avenge your settlement, you have begun tracking the strange Metal Men. The trail is heading northeast and the going in this unfamiliar territory has been extremely slow. At high noon you traveled through sweltering heat and now, at dusk, a lightning and ice blizzard is causing temperatures to fall dramatically. You have lost the trail you were originally following, but have tried to remain on course.

You have been traversing a jungle that has been getting gradually thicker while a misty haze is beginning to make travel even more difficult. You are wet, cold, and

Cont...

miserable, and need to seek shelter soon or suffer the consequences of the storm [see section 2.11 Weather and Radiation of the MM P. 16].

Suddenly, ahead of you in the mist and tangled trees you see the flickering glow of a light of some sort. As you approach you begin to make out the shape of some sort of dilapidated stone tower. It is about 30 feet tall, constructed of solid crumbling stone, and topped by a thatched roof. A makeshift door covers an irregular opening in the base, and rickety metal ladder rungs built right into the stone wall lead up to a small window high in the top. The window is the source of the glow and it looks as if some sort of fire burning within.

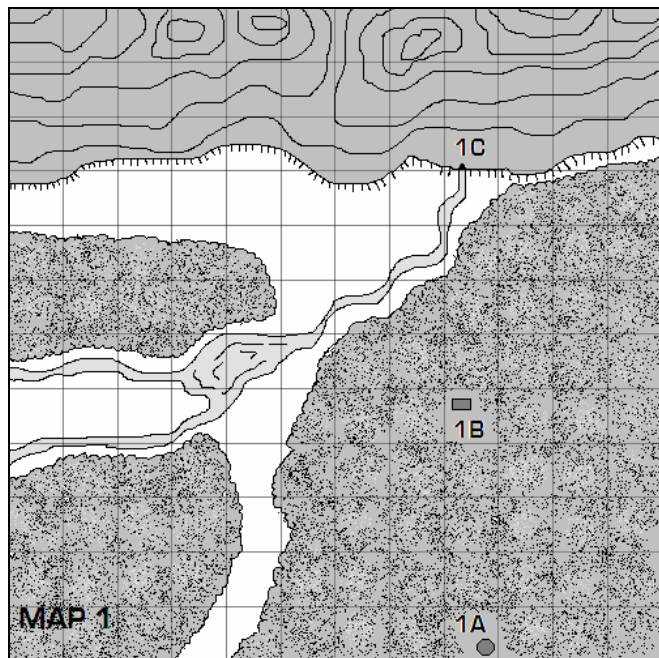
After reading this you can proceed to section 4.2 Tower in the Jungle.

4.1.4 The Adventure Area (Map 1)

Below is a map of the area this adventure takes place. It is area Q4 on the Mutant Masters Campaign map. Each Square on the map is about 1/4 mile.

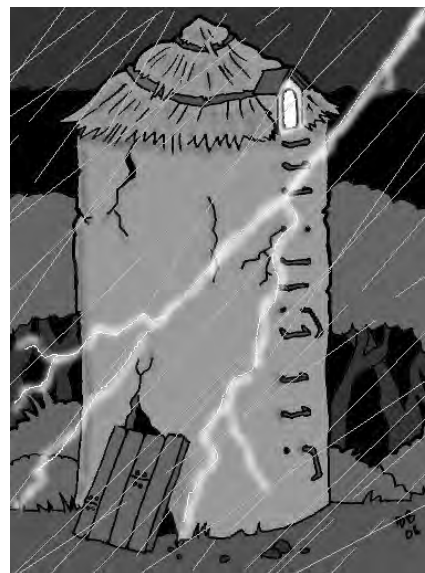
It is important that the PCs meet Rosemary (in section 4.2) to continue with this adventure. To this end, if they choose not to investigate the tower they will start to suffer the fatigue effects of the storm. They will not be able to find any other shelter, and sooner or later will have to return to the tower or die in the elements. If they investigate the tower, you can ignore the fatigue effects of the storm.

- 1A)** Tower in the Jungle (section 4.2)
- 1B)** The Bomb Shelter (Section 4.3)
- 1C)** The Cavern of the Flytrap People (Section 4.4)



4.2 Tower in the Jungle

The tower in the jungle is actually the remains of an old farm silo converted by the Fleshy Headed Mutant Ogres into a filthy living space.



4.2.1 The Tower (Map 2)

The tower has 2 floors. There is nothing else of interest outside. If the area around the tower is thoroughly searched, the PCs will come across several large piles of feces and some carelessly tossed bones from various creatures.

The ladder rungs to the second floor are extremely rusted, and anyone attempting to climb them must make a successful Climbing roll or one of the rungs breaks off, sending the PC tumbling to the ground. If climbed successfully, the PC can view the second floor from the narrow little window. The window is only about a foot wide, and 2 feet tall and too narrow for a person to easily enter through.

2A) Ground Floor: Sleeping Chamber

The door is merely placed across the opening and can be easily moved aside. The room beyond is as dark as the night, save for a faint glow coming from the trap door in the ceiling.

The ground level of the tower is dark and smells of body odor and crap. There are two piles of moldy straw lining the west and southeast walls (the Fleshy Headed Mutant Ogres beds). Littered about the floor are stones, a few worthless trinkets, the bones of some unrecognizable animals, and several large piles of fecal droppings, some having been obviously stepped in and kicked around. In the center of the room a large tree trunk has been braced between the floor and the ceiling. Muffled talk can be heard from above, and large forms are moving about. As they move around, dust and small stones fall from the ceiling. A rickety wooden ladder on the east wall leads up to a closed trap door in the ceiling.

Each of the Fleshy Headed Mutant Ogres thinks he is quite clever hiding a bit of treasure from the other in their beds. Each bed has a small rag wrapped around 1d4 Creds. One pouch also contains a box of 12 wood matches.

The tree trunk is the second floors main support. If this support is jarred, kicked, chopped, pushed, or pulled (A

Strength roll with a raise while a combined effort adds +1 for each additional PC helping) the second floor will come crashing down in 1D6 seconds. Characters that aren't smart enough to *immediately* vacate the area are allowed an Agility roll to dive out the doorway when the ceiling comes tumbling down.

Anyone on the second floor, or still on the first floor when the ceiling comes down, will suffer 3D6 points of Damage.

2B) Second Floor: The Fleshy Headed Mutant Ogres

This floor can be entered by the trap door, with rusty hinges, from below. PCs must specify they are trying to open them silently (a Stealth roll) or they make a terrible squeak that will be heard by the ogres on a Notice roll (+1).

This floor is almost as dirty as the first and littered with piles of bones and rotted meats of every type. The walls are black with greasy soot, and the entire room is smoky. Water from the ice melting on the thatched roof drips relentlessly through holes and cracks in the ceiling. In the center of the room a large fire roars, the smoke filling the room and trailing out the single small window. There are two grotesque Fleshy Headed Mutant Ogres sitting around the fire sharpening some sticks with machetes (mere pocket knives to them) and arguing about how to roast a plant. On the west wall two nails are hammered into the wall, from which two grimy burlap sacks hang. One of the sacks is squirming wildly and a muffled screaming can be heard from within

If the floor falls away, the walls remain standing, if a bit shaky. The sacks remain suspended from the wall. One sack contains 2 bottles of a foul moonshine, some squashed berries wrapped in a stained rabbit pelt, 3 dead mice, 3 rounds of ammunition (the PCs can use), and 2 Creds. In the other is the bound and gagged form of Rosemary.

2 Fleshy Headed Mutant Ogres

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D10, Vigor D10

Skills: Climbing D6, Fighting D8, Guts D8, Intimidation D6, Shooting D6, Survival D8

Face: 6; **Parry:** 6; **Toughness:** 9

Gear: *Huge Club with nails and screws sticking out (Str +4)*

Special Abilities: *Extremely Ugly* [-4 Charisma], *Immunity to radiation*, *Natural Weapons* (can attack with claws and teeth Str+2), *Sensitive to daylight* [-1 to all trait rolls], *Sweep* (may attack adjacent foes at -2), *Size +2*

4.2.2 Rescuing Rosemary

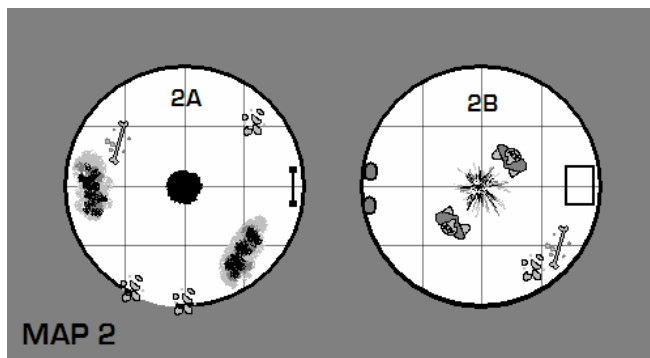
Rosemary is bound and gagged in one of the sacks hanging on the wall. She has the same statistics as the other Flytrap People (see section 4.4.2 and 4.4.2.1), and other than a bow in her "hair" woven out of dried grass, she looks identical. She is thrilled to be rescued, and even more thrilled to see the PCs. After some introductions and small talk, she gets right down to business. When Rosemary is ready to launch into her story, read or paraphrase the following:

I come from a small peaceful village of Flytrap People. All we've ever wanted to do is play in our cavern, eat flies, and share poetry and stories. My father, their fathers, and the fathers before have always lived in the cavern without trouble. But then came the dark times! About one full rotation ago, we were attacked by strange bugs. They came into our village and took some of our people away. Being peaceful, we didn't even know how to fight back. Each cycle, they come back for more, and now our population is nearly extinct!

I've convinced my people that we must fight back...but we don't know how. I left the cavern to find someone to help us.

If payment is mentioned, Rosemary looks confused as this is a foreign concept to her people. If explained, she offers flies, poetry, and healing from Priest (one of the other Flytrap People) as payment.

If the PCs mention the Metal Men, or their mission at all, Rosemary will mention that she has heard Priest tell tales of Metal Men before, and he probably knows where they come from. If the PCs are leery about going to the Flytrap Peoples Cavern, or are anxious to get on with their mission, this will be a good hook to get them to go there. If they don't plan on helping the Flytrap people, Priest will use this as a bargaining chip (see 4.6.2 *Priests Tale* for the full story).



4.3 The Bomb Shelter

When the PCs get close to this point read or paraphrase the following:

As Rosemary leads you to her home, you suddenly see a strange sight in the near distance. Jutting from the jungle are several large metallic poles and cross-poles forming a rusty looking grid in the shape of a large square. Could this possibly be one of the skeletal ruins of the Ancients' city you have heard tales of?

This is in fact the I-beam remains of one ancient office building. The beams are old and extremely rusted and covered with vines. It is an awesome and fascinating site for the PCs, but holds little of actual interest or value.

If the PCs actively search around the ruins have them make a notice roll. With a success they see the vine covered entrance to an old bomb shelter. With a raise, they also notice some movement of the large vines that cover the entrance, otherwise they are surprised by the 6 Creeper Vines if they approach within 20 ft. of the bomb shelter.

6 Creeper Vines

Creeper vines are long (up to 40 feet) thick vines that attack by wrapping around its victims and attempting to constrict. This constriction causes suffocation or smashes bones and internal organs. The Creeper vine then inserts several thorny spines into its food and begins sucking out the tasty juice until only a dried husk remains. This husk is usually carried off, or eaten, by some other animal or insects leaving no evidence of the Creeper Vines territory. The Vine has deep roots and isn't mobile beyond its 40 ft. reach (8").

Attributes: Agility D6, Smarts D4 (A), Spirit D6, Strength D8, Vigor D6

Skills: Fighting D6, Notice D12

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities: *Constrict* (With a successful Fighting roll the Creeper Vine has wrapped itself around its victim. With a raise, it has also pinned the weapon or weapon arm of this victim. Once entangled the Creeper starts constricting for Str+1 damage every round. The prey may attempt to escape by getting a raise on an opposed Strength roll.)

4.3.1 Into the Bomb Shelter

The entrance to the bomb shelter is covered with 2 rusty metal doors. They are unlocked and open with little trouble, but do emit a loud squeak.

The bomb shelter itself is little more than a 30 x 30 ft. basement. It has been abandoned long ago, and most of what remains are crumpled pieces of paper and empty cans and wrappers from various food items. There are 4 full cans of Chili with beans on the floor, and an empty shotgun leans in one corner. The Shotgun requires a Knowledge/Artifacts roll to use.

4.4 Cave of the Flytrap People

Once the PCs get near to the steep mountain range they can see that it extends as far as the eye can see in both directions. It looks fairly impassable without taking a long detour. Rosemary heads for the river, and walks along its eastern shore. The river is brown and sludgy looking around the edges, but clear in the middle. The river enters the mountains via a small tunnel with a narrow walkway. After about a mile along the river, the tunnel opens up into a large cavern.

4.4.1 The Cavern at a glance

When the PCs first enter the cavern of the flytrap people you can read or paraphrase the description in the boxed text to the upper right:

As you traverse the tunnel you begin to hear a constant buzzing noise that gets gradually louder while ahead of you a purple glow slowly creeps along the rough stone walls.

The tunnel opens up into a massive Cavern. The ceiling is perhaps a 700 feet high and riddled with large stalactites that probably measure 100 ft. long or more. It looks as if some sort of glowing purple vegetation grows on the stalactites giving the entire cavern a dim light source and coloring everything purple.

The source of the buzzing din becomes apparent as you look to the west of the cavern and see the wall is riddled with small openings, around which dozens, perhaps hundreds, of 1 ft. long flies crawl and fly.

The river you've been following bisects the entire cavern and disappears into a dark tunnel on the opposite side. You can see two small docks on either side of the river, with a small canoe moored to one.

30 small sod and rock hovels dot the eastern side of the cavern, several are in disrepair and have collapsed. Several small patches of bramble like trees and stalagmites jut from the floor at various intervals.

The cavern walls climb steeply to the ceiling, with several small outcroppings and rock formations. You aren't sure, but it appears that there may be a cave or tunnel opening about half way up the northeastern wall.

4.4.2 The Flytrap People

The Flytrap People are a mobile plant race mutated from the Venus flytrap. They stand about 4 to 5 feet tall with a large head that is mostly mouth and contains huge needle-sharp teeth (but not a lot of bite power). They have tentacle-like appendages that they use to manipulate objects and tools and sometimes have leafy growths. Flytrap People are green in color and turn brown as they age.

The Flytrap People in this adventure are a peaceful colony that is untrained and educated in violence and the ways of combat. They spend most of their time doing typical daily chores, capturing flies for the evening meal, and writing and sharing poetry.

They are extremely friendly and thrilled to meet the PCs, happily answering any questions and offering them anything they have (which isn't much the PCs will want).

4.4.2.1 Rosemary

Rosemary has the same statistics as a standard Flytrap Person, but she is a bit more intelligent (Smarts D6) and perceptive (Notice D6). She will undoubtedly be the next leader of the Flytrap People if the colony survives.

4.4.2.2 Priest

The other interesting character in the Flytrap cavern is Priest, the Flytrap Peoples leader. He is ancient and his Vigor is D4 as a result. He, like Rosemary, has a Smarts of D6. He also has a Healing Skill at D10. He also has a mystical ability to heal wounds. Treat this ability as the

Healing spell (*SW Page 83*) using Priests Heal Skill as the casting roll. He can do this 5 times per day before becoming exhausted.



16 Flytrap People

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D4, Vigor D6

Skills: Boating D6, Knowledge/Poetry D8, Shooting D6, Throwing D6

Pace: 6; **Parry:** 2; **Toughness:** 5

Gear: A *Fly Killer*, which is one of the following: *Light Spear* (Str+1, Ranged: 3/6/12), *Light Bow* (2D4, 12/24/48), or *Rocks* (STR, 3/6/12). All of these are used to kill flies for dinner.

Special Abilities: *Clueless*, *Low Light Vision*

4.4.2.3 Typical Flytrap People Poem

*Walking upon a Cavern Floor
 Buzzing in my ear
 A Fly!
 Fly away Fly, Fly away.
 Buzz Buzz
 It flew away*

4.4.3 The Cavern of the Flytrap People (Map 3)

The entire cavern is lit a dull purple by a fungi that grows on the stalactites on the ceiling, and to an extent, on the cavern walls. It is not the equivalent of daylight, but is just bright enough not to accrue any low light penalties. This purple fungus is also cooked down to form Fly Goo by the Flytrap People (see area 3C on Map 3 for the use of Fly Goo). The cavern is cool and moist, but not uncomfortable. The walls are rough with many outcroppings that make climbing easy and any Climb rolls are made at +2.

3A) The River and Docks

The river is about 9 feet deep, flows swiftly, and is extremely cold. It bisects the entire cavern, disappearing into the northern wall via a cave with no walkway.

Swimming across it isn't extremely challenging, but the swift current makes swimming up it near impossible unless the PCs have some scuba gear, or are some form of swimming Smart Animal. There are two docks built on the west and east shore. A rickety canoe made of woven plants is moored on the eastern dock. The Flytrap people use the boat to travel to the eastern shore to hunt Giant Flies. 4 Flytrap People can fit in the boat, or 3 human sized creatures. Rowing upstream isn't impossible, but is extremely exhausting and takes an extremely long time requiring a Boating roll every 100 feet to make progress, and a Vigor roll to avoid gaining a level of fatigue. Once a fatigued, a player must rest for 1D4 hours before being able to row effectively again.

3B) the Flytrap Village

In the center of the village is the roasting pit (for cooking Giant Flies on long spits) and 6 picnic tables (pre-Great Destruction construction, made of metal tubing and plastic). There is also a small stage, made of a large round rock, that the Flytrap People take turns reciting poetry on during readings. There are 30 hovels built out of sod, rock, woven plants, and anything else the Flytrap People had available. Only 10 of the huts are in good repair while several of the rest have collapsed. Most of the huts contain little more than sleeping mats and large dry leaves (to write on) and reed pens (made from river reeds) and an ink made from Giant Fly blood (all used for writing poetry). On occasion a piece of junk flows down the river and is found by a Flytrap Person. If the PCs ransack the huts there is a 1 in 6 chance of it containing a piece of Junk from the random table in the *Mutant Masters Guide*.

3C) The Giant Flies

The entire western wall of the cavern is riddled with small, 1 foot in diameter, holes that lead to a massive complex of narrow tunnels. These tunnels are the home of the Giant Flies that also make the cave their home. Once a day, 4 Flytrap People (who are winners of a lot drawing) cross the river with a large (2 gallon) sealed crock of fly goo. Once on the other side, they place the crock in the center of the floor, open the lid, and step back. The fly goo attracts 1d6 Giant Flies who begin buzzing around consuming it. The 4 Flytrap People then take their fly killer of choice (spear, bow, or rock) and take one shot each. These Giant Flies are then used to feed the rest of the community. The Flytrap person who kills the largest Giant Fly is the hero of the day, and gets to read the first poem at the reading. Anyone who doesn't bring back a fly at all, or the smallest fly, gets stuck cooking and doing dishes while the reading is going on.

Giant Fly

Attributes: Agility D8, Smarts D4 (A), Spirit D4, Strength D4, Vigor D6

Skills: Fighting D6, Locating Dung D12

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities: *Bite* (Str), *Fly* (Pace 12), *Infection* (Flies are grubby little creatures, if Shaken or Wounded by a Giant Fly, the victim must make a Vigor roll. Failure indicates a sickness that causes a fatigue level that can be cured with a day of rest.), *Size -2*, *Small* (-2 to hit)

3D) The Cave of Fritz

About 500 feet up along the eastern wall is a large cave opening. The cave is the source of many stories of dread among the Flytrap People. Most admit to not knowing what lies in it, although all agree that it is some sort of huge Flytrap eating creature. What is really fact is that, generations ago, some adventurous Flytrap People entered the cave never to return.

The cave actually leads to a round tunnel some 500 feet long. The tunnel walls are coated in thick sticky spider webbing, and movement is at -1. Along the tunnel, at various intervals, Giant Flies are wrapped up in webbing in various states of decay (some still buzzing while others are mere dried husks. On occasion PCs who make a Notice roll will see other remains, such as animals, Smart Animals, and even Humans. The tunnel gets lighter as the PCs progress and it eventually opens up into a large cavern, about 50 foot cubed, which is the home of Fritz, a Gigantic, intelligent mutant Garden Spider (Black with yellow spots, bloated body, and sharp pointy legs. Yech!). Another tunnel leads out of the cavern 200 feet to the outside, and a mountain trail that leads to the base of the mountain.

Fritz isn't a bad fellow, despite his fearsome appearance. He is quite happy with his diet of Giant Flies, and won't immediately attack the PCs unless in self defense. He is actually a bit lonely and would love to share in conversation. He is very interested to hear about the Flytrap Peoples situation, and the PCs may even be able to persuade him (via a Persuasion roll) to help in the battle if they think of trying. If the PCs have been friendly and entertaining, he will offer them the treasures in his secret hideaway (see below) to help in the battle.

High in the cavern wall is a small cubby hole concealed by some webbing. This can only be seen if actively searching, and only on a Notice roll with a raise. Inside the cubby hole Fritz has hidden interesting treasures he has obtained from victims of the last couple decades. There is an old CD (Kiss, Destroyer!), a spatula, a frying pan (dented), a talking pull string Mr. T doll ("I pity da fool!"), all in a leather duffle bag. More importantly there is a Flamethrower (Cone Template, Dmg. 2D10, Ignores Armor, Requires a Knowledge/Artifacts roll 9-1), 4 shots left), a Colt 45 pistol (12/24/48, Dmg 2D6+1, AP 1, Semi-Auto, 3 rounds of ammo), and a Long Sword (Str+3).

Fritz, Giant Mutant Spider

Attributes: Agility D10, Smarts D6, Spirit D6, Strength D10, Vigor D6

Skills: Climbing D12+2, Fighting D8, Guts D6, Intimidation D10, Notice: D8, Shooting D10, Stealth D10

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities: *Bite* (Str+1), *Poison* (Instant paralysis to those who fail a vigor roll [-4], lasts for 2D6 minutes.), *Webbing* (cast webs the size of the small burst template 3/6/12. Anyone caught must break free (toughness 7). Webbed characters can still fight, but all actions are at -4.)

4.4.4 The Upcoming Attack

The PCs will probably try to gather as much information about the upcoming attack as they can. All of the raids have been similar so far, so the Flytrap People have a good idea of what to expect. If asked, they will divulge the following information:

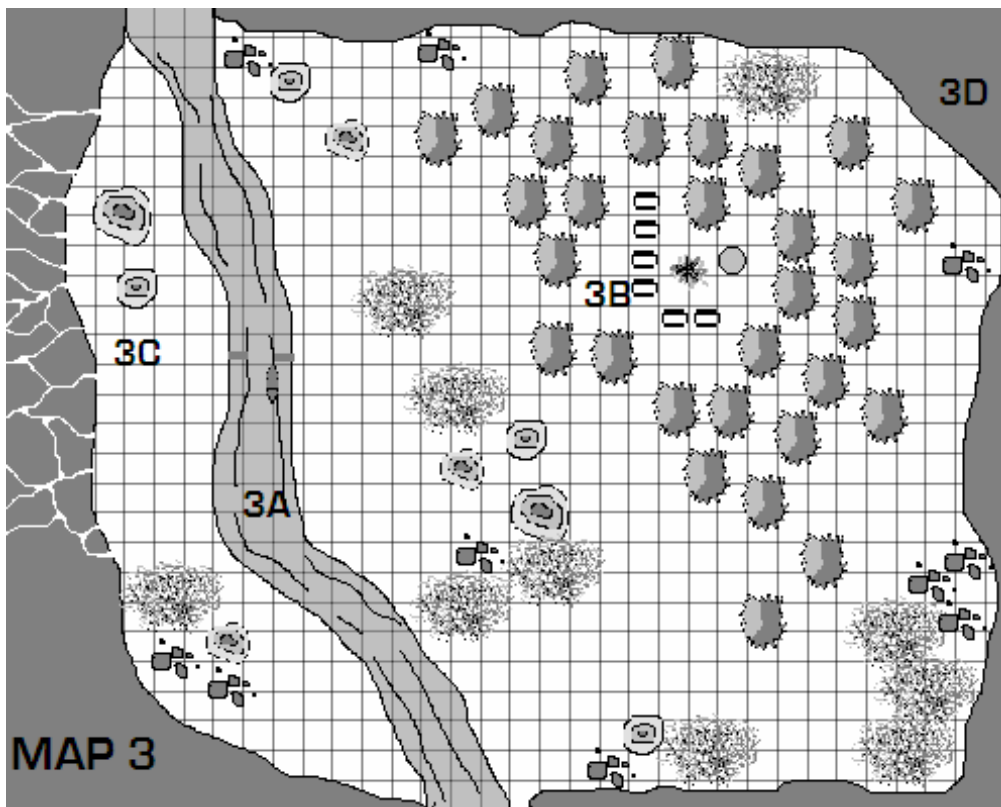
The Hoomantz enter the cavern from the river cave riding on self propelled boats. There are usually 20 or 30 of them, led by a couple of the bigger scarier looking kind.

They carry fly killers (spears). They pull their boats onto the shore and head directly for the village, round up everyone, and then pick 12 Flytrap People of all ages, herd them into the boats, and leave the same way they came.

According to the Flytrap Peoples calendar, the Hoomantz will be returning the day after the PCs arrive.

4.4.5 Preparing for the Attack

The PCs main mission is to prepare the Flytrap People for the oncoming attack in the little time they have. What the PCs do is entirely up to them. The more preparations they make, the more likely they are going to win the battle and survive. All the possibilities cannot be covered here, but some of the more common actions



are detailed below. If it is even mentioned, the Flytrap People will not leave their home under any circumstances, even for a short time.

Teach em how to fight! If the PCs take the time to teach the Flytrap People how to use their spears in hand to hand combat, they all gain a Fighting D4. They already know how to use rocks, spears, and their small bows to kill Flies for food, all it takes is a little explaining to make them understand that they can kill Hoomantz in the same way.

Fly Goo! PCs might get it in their heads to use Fly Goo in the battle. This could make for an interesting and fun situation. Keep in mind that it would have to be used in quantity (like a whole crock) to draw flies, dipping spears and arrowheads in the stuff would do nothing. If a victim is covered in a crock of Fly Goo, it will attract a swarm of 1d6 giant flies (see section 4.4.3, subsection 3C The Giant Flies).

Ambush! There are plenty of ways to set up ambushes and places for the Flytrap People to find cover. You will have to determine if the Hoomantz are surprised or if the Flytrap People get "The Drop". The Hoomantz Sergeants aren't idiots, if the situation seems strangely different from other visits, they will be extra cautious in leading their troops while in the cavern.

Reinforcements! If the PCs visited Fritz, they may have acquired and figured out how to use some of the ancients' weapons to shift the tide of battle. In addition, if they earned Fritz's respect or friendship, he may join the battle (on his own, or if the PCs managed to convince him).

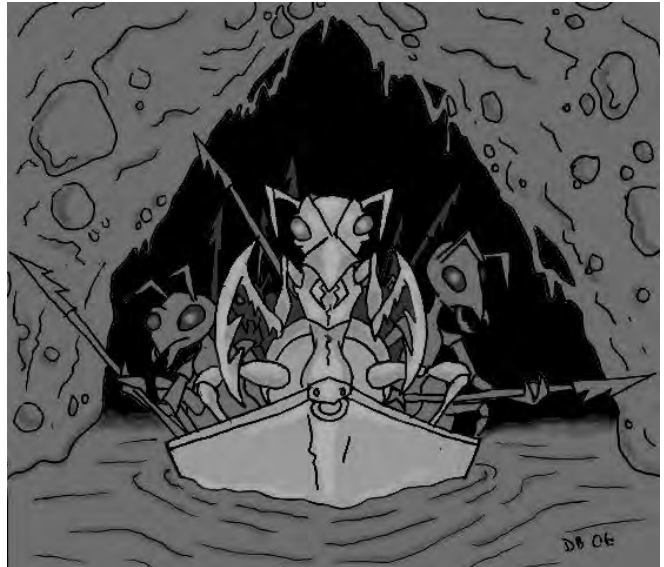
4.5 Attack of the Hoomantz

At around mid-day the Hoomantz attack just as the flytrap people predicted. The PCs have plenty of warning as they hear the hum of the motor boars they are riding in getting louder for about 10 minutes before they burst forth into the cavern. There are 3 motor boats (With 20 horse power motors), each carrying 10 tightly packed Hoomantz and one Hoomantz Sergeant at the bow.

Their standard procedure is to moor at the dock, unload on the shore, and go into the village in 3 squads of 11 to round up the Flytrap People. They may notice a difference and be on guard if anything is *obviously* out of the ordinary. Otherwise, they may be surprised. The reaction of the Hoomantz and how the battle plays out is going to be totally dependant on how the PCs have prepared the Flytrap people and the area for the battle. Have fun!

4.6 Through the Mountain

The battle is the climax of this adventure, and after it is over the game session should be nearing an end. There are some important things the players should do before calling it quits for the night. This is all assuming they won the battle, your session may go very differently and you may need to improvise.



30 Hoomantz Drone

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D6

Skills: Fighting D6, Guts D6, Throwing D6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: *Spear* (Str+2, Ranged: 3/6/12)

Special Abilities: *Armor* (+1 Carapace), *Burrowing 4* (see special rules in the SW rule book Page 121) *Infravision*, *Natural Weapons* (Mandible bite Str+1)

3 Hoomantz Sergeants

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D6, Throwing D6

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities: *Armor* (+1 Carapace), *Burrowing 4* (see special rules in the SW rule book Page 121), *Command* (Troops within 5" of the Sergeant have a +1 chance to recover from being Shaken) *Infravision*, *Natural Weapons* (Mandible bite Str+1 and Spiked forearms Str+2)

4.6.1 Aftermath

Immediately after the battle the Flytrap people will be elated at their victory. They immediately start celebrating and practicing their new found combat skills. Priest tends to the wounded and totally heals the PCs of any damage they have taken (don't worry about rolling, the PCs will need to be at full health for the next adventure).

Any PC who makes a Notice roll will see that Rosemary and Priest aren't joining in the celebrating, and even look worried. If asked, they will explain that they are worried

about more Hoomantz returning, and if they will be prepared to fight them off again if they do.

4.6.2 Priests Tale

Once the threat is past, Priest makes good on his promise to tell the PCs about his knowledge of the Metal Men. When the time is appropriate, read or paraphrase the following, using your best old man voice:

"I heard the tale when I was just a sprout. One summer a Smart Animal Badger staggered into our cavern. He was near death, and it took all the skills of my father to repair him. He only stayed till he could walk again, but while he was recovering he entertained me with the most fantastic of stories.

I remember one story mentioning creatures made of metal. They walked without touching the ground, and had weapons for arms! He saw them near Sturge-bay, which lies northeast of here. They guard a great fortress...but he never made it there because he got hurt by monstrous men who eat other men.

But if you're going northeast, you should know that the mountains are near impassable, and you'll have to go around, and that'll take days, according to the Badger. He believed the river here leads all the way through the mountain and when he left, that was the way he went [using a scuba suit, if the characters probe deeper]. We never heard from him again, so I assume he made it through."

4.6.3 Up the River

The only feasible way to head up the river is via one or more of the motor boats of the Hoomantz. Comprehending the workings of the motor requires a Knowledge/Artifacts roll. If the PCs are unfortunate enough to destroy the first 2 motors, before they can get to the last one, one of the Flytrap people who are messing around with it accidentally starts it up, jumping out of the boat in fear. The Flytrap people refuse to join them, but joyously wave good bye to their heroes as they head up the river in the boat.

Once the PCs have made a decision to head up the river, have been healed, and have figured out how to use the motor boats read or paraphrase the following:

As you head into the tunnel the sound of the boats motors echoes off the walls to deafening proportions. The water bubbles behind you as the purple glow of the Flytrap Peoples cavern dims in the distance leaving you in darkness.

4.7 Awarding Experience

It is time to bring the game session to a close. Reward the players their experience and let them advance their characters for the next session.

It is my suggestion that you reward the players 5 experience points for the entire adventure, regardless of how many hours or sessions it took to complete (unless they really bombed out, or had a really bad attitude). This will give the PCs an advance and something to look forward to. It will also prepare them for the next adventure in the *Savage Erth 3000* Campaign.

Alternately, if you plan on running your own side treks before the next adventure, you may want to award 2-3 experience points for this adventure and 2-3 for your own adventure. In any case, the PCs should have enough experience to take an advance before the next part of the campaign.



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