

BROKEN EARTH



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Broken Earth

Savage Worlds Adventure Campaign

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

My father was born the day that the world ended.

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

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

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

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

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

-Jed Wright, Head of the Wright Trading Company

Welcome to Broken Earth

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

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

Broken Earth uses the Savage Worlds rules system and you'll need that book to play, in addition to this book.

An Overview of the World

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

Sparse Population

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

Mutation and Monsters

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

We Are Not Alone

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

The changes have also affected one of humanity's close relatives. A strain of chimpanzee has developed human-like intelligence, full bipedalism, and human-like manual dexterity, but has also retained the chimpanzees' strength and ferocity. This new race, called simians, now works either alongside of or in opposition to humans.

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

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

Powers of the Mind

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

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

Technology Lost

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

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

Return to Subsistence Societies

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

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

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

Nasty, Brutish, and Short

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

Because of this, citizens of *Broken Earth* grow up faster than they did in the early twenty-first century. Children

work from a young age, and can be married as early as sixteen.

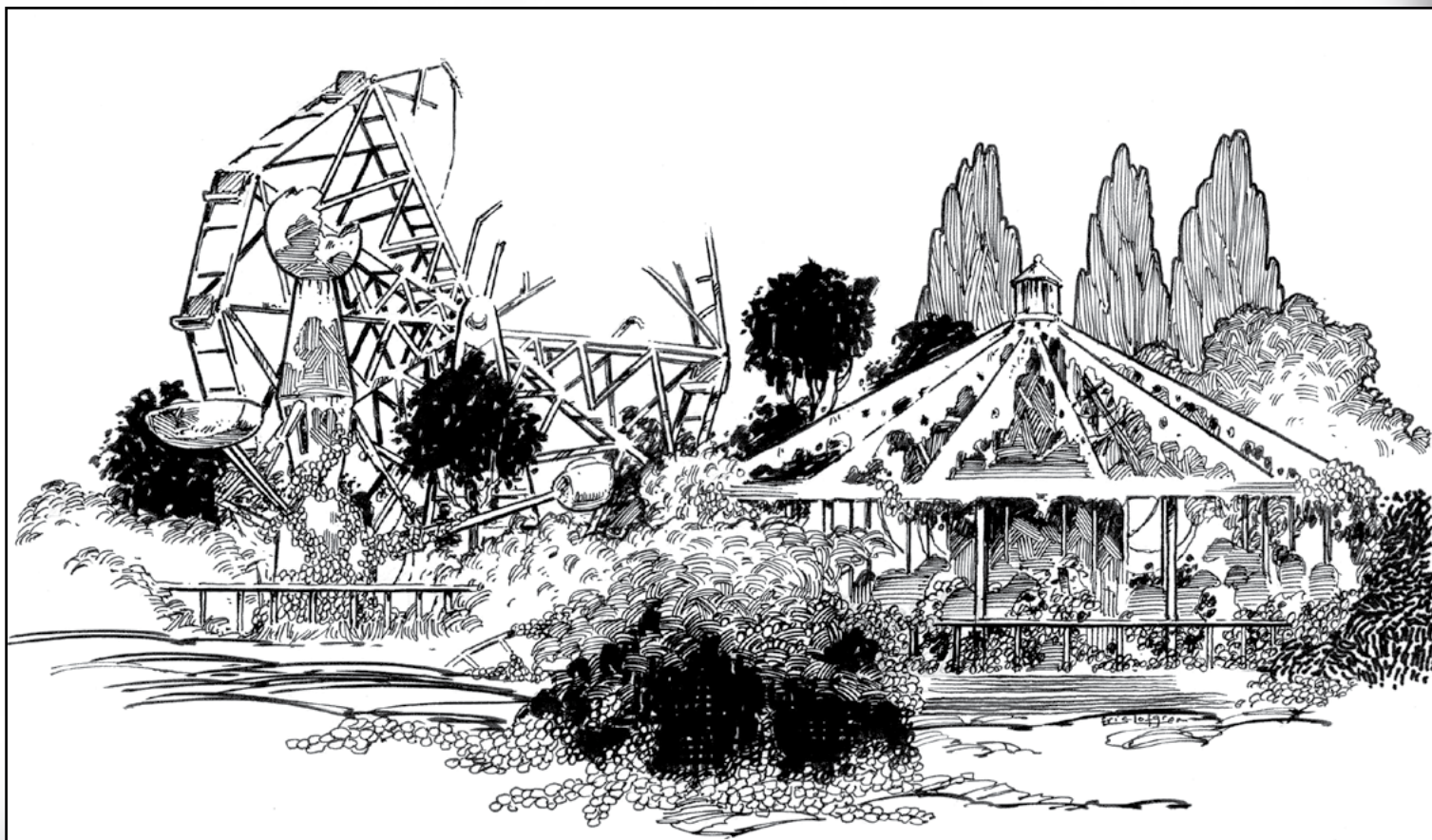
Themes of the Campaign

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

Exploration and Discovery

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

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



Rebuilding a Broken World

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

A Serious Place

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

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

Scientific Trappings

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

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

Religion in Broken Earth

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

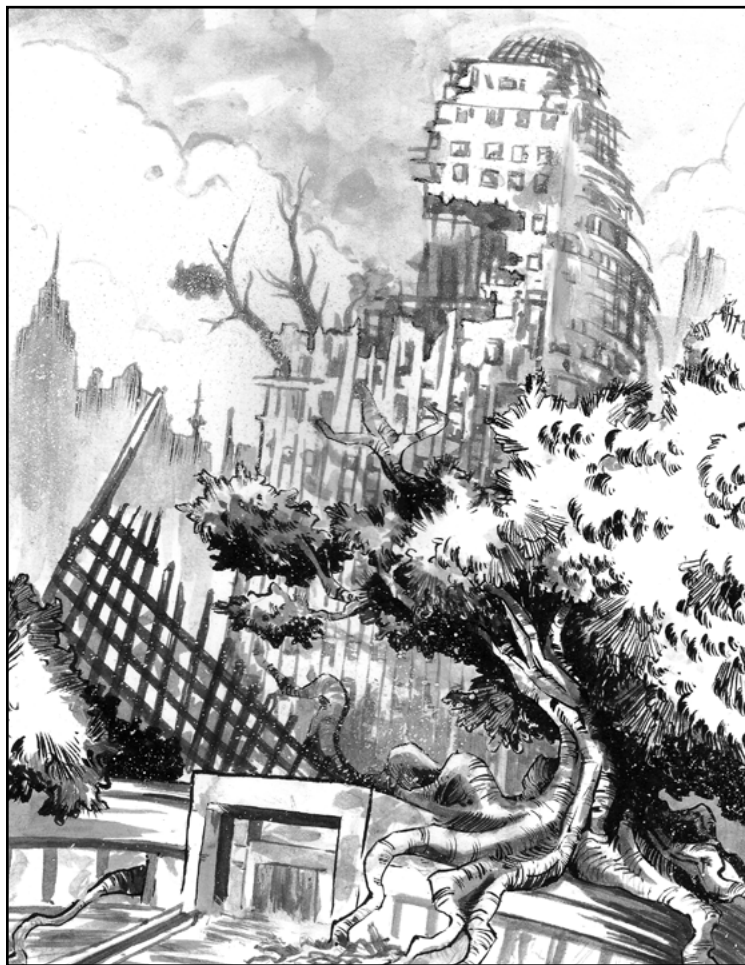
There are also new religions that have developed on *Broken Earth*, or ones that have changed so much that they are worth mentioning here.

Way of the Axe

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

The Revealed

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



Characters

Creating a character in *Broken Earth* follows the same rules as creating a character for any other Savage Worlds game, though as always some details like skills and Edges are modified to fit the setting. To get you started, here are a few common character concepts.

Amnestic Synth: You awoke without knowing who you were or where you came from. You know how to do things: how to talk, how to drive, how to kill, but you don't know how you know. Now you search this empty land, looking for clues about your past.

Aspiring Explorer: You've never been more than a few miles from the small farm where you grew up. Traders and random odd travelers have been your only window to the outside world, but that's a murky window at best. You need to see the world for yourself, and find out what else is out there.

Caravan Guard: People and goods need to go from one place to another, and the way in between isn't always safe. That's why they've hired you. If there's any trouble, from raiders or mutant beasts, your job is to kill it before it kills your employer or takes his stuff.

Chem-Head: Before the Great War, scientists unlocked the secrets of the human body. They developed drugs to unleash its maximum potential and when that wasn't enough they introduced new genes to push that potential even further. Most of this technology was lost, but you've unearthed a small fraction of it. It's not much, but it gives you an edge, and you know there's more information out there.

Ex-Raider: They took you young, and made you one of their own. They taught you the rules of life: the strong take, and the weak die. You believed it, so you took from anybody you could and didn't give it a second thought. Until somebody stronger than you took what was yours, and somebody weaker than you saved your life. There must be a better way out there. You're going to find it or die trying.

Farmer: Guns. Chems. All that other ancient tech. It doesn't mean a thing if you starve to death. Food is king, and you're the one growing it. You've got plenty to feed your family, and with the rest you can get whatever you want.

Psychic: Your mind is open. With a thought you can move objects, read thoughts, or heal a wound. You've learned to be careful about using your powers. Those with closed minds are either jealous or scared.

Psychics in *Broken Earth* display a range of powers, from telepathy, to telekinesis, to psychic healing. Those with the gifts are just as varied, from compassionate healers, to defenders of the weak, to power mad despots.

Shaman-in-Training: You were born under a favorable omen. The elders watched with keen eyes, and you showed much promise, so the shaman took you under her wing. She taught you many secrets of healing, listening to the forest, and even understanding how the strange squiggles the ancients painted make sounds and words. Now she says you've learned all she can teach you, the last lessons you can only learn on your own.

Tinkerer: Most people are happy enough to scavenge from the ruins and make use of scrap however they can. Not you. You want to take it apart and put it back together again. You want to understand it, and you want to make it your own. You've found wonders out there that you're just beginning to comprehend, but you know there's something else even more impressive just up ahead in those next ruins.

Trader: People want what they haven't got. It a universal law just as sure as gravity. Whatever they want, you're the one to bring it to them. You bring scrap to the farmers and food to the scrappers. Steel to the tribals and fur to the city folk. Of course you keep a cut for yourself. You deserve it.

Tribal Hunter: The ancients destroyed themselves by reaching too high. You lead a life connected to the land. When you need a tool, you craft it. When you need shelter, you build it. And when you need food, you kill it.

Scrapper: Some people see the ruins as reminders of the heights humans can aspire to. Some see them as a reminder of God's wrath for reaching too high. You see it as way to feed your family. You harvest scrap and trade it. You've found enough to keep you going, but you want more. You want out of the scrap pit, and you just need one big score to get you there.

Sheltered Historian: You've read all the books in the library. You know all that anybody can know about the world before the War, but there are still so many questions left unanswered. That's why you need to venture out. You need to glean what you can from those ruins and chronicle it so future generations can learn from the past.

Making Your Character

Once you have an idea of what you want to play, it's time to figure out your hero's statistics.

1) Race

Humans are the most common race in *Broken Earth* but we're no longer alone. The new races are presented on page 12.

2) Traits

The standard rules for purchasing attributes and skills apply in *Broken Earth*. All the standard skills are available, except the Arcane skills not part of the setting (Magic, Miracles, and Super Powers).

3) Special Abilities

Most Hindrances and Edges available in the standard game still exist in *Broken Earth*. *Broken Earth* also introduces a range of new Edges including Mutation Edges and some Background Edges that are limited to PCs from certain starting communities.

4) Gear

A hero starts with gear worth 500 in Trade. As most of the world has fallen back to a barter economy, Trade is an abstract measure of the value of goods, rather than any hard currency.

5) Background

Finish up your character by adding some background details. This should include the community that the PC comes from, and may also include information about what his family was like, and what he did before embarking on an adventuring career.

Don't worry if you don't flesh out every single detail of your character's background. You can fill in additional information as the campaign progresses.

6) Featured NPC

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

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

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

Races

There are four races available to PCs in *Broken Earth*. Humans are by far the most numerous. After the Great War, there are also a mutant offshoots of humanity, intelligent apes, and techno-organic machines.

Freaks

The radiation and genetically engineered viruses released during the War birthed many mutant species. Most quickly died, but a few lived on and bred true. Humans have one such offshoot: the freaks. The term was initially given to these mutants by those who hated and feared them, but they have come to embrace it as their own.

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

Freak societies vary just as much as human societies do. Some freaks live among the more tolerant human settlements that dot the wastes. In areas where humans are more hostile, freaks band together and live in their own communities. Being naturally resistant to radiation, freaks often live in areas where the radiation levels are high enough to keep most humans at bay. In areas where human majorities hate or fear the freaks, they're often persecuted and even hunted, and must live life on the run. A few communities of freaks believe that they are the "next step in evolution." The so-called "normal" humans will soon go the way of the Neanderthal, and many of these freaks are happy to help them along the way.

Racial Edges and Hindrances

Freakish: Many communities are prejudiced towards freaks and other mutants. In such communities, freaks suffer a -2 penalty to Charisma and may face other forms of discrimination.

Radiation Resistant: Freaks gain a +4 bonus to Vigor tests to resist radiation.

Tough: Freaks' stocky build and thick skin grant them a +1 to Toughness.

Not Built for Speed: Freaks cannot sprint as fast as most humans. They have a 1d4 for their running die. (Fleet Footed increases this to d8 instead of d10.)



Simians

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

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

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

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

In their adolescence and early adulthood, many simians venture out from their home communities to explore more of the world around them. This might just mean that they visit nearby human communities, but other simians venture further, scavenging from ruins and engaging human communities.

Racial Edges and Hindrances

Strong: Simians are stronger than humans and begin with a d6 in Strength.

Low Light Vision: Simians ignore penalties for Dim and Dark lighting conditions.

Natural Climbers: Simians begin with a d6 in Climb. Additionally, they move an extra 2" with a successful Climb check.

Less Educated: Simian communities are superstitious of "modern" or "futuristic" technology, and traditionally don't teach technology to their young. Simians begin with the Illiterate Hindrance, and cannot take the following skills at the time of character creation: Driving, Lockpicking, Knowledge (Computers, Electronics, Science, and the like), Piloting, Repair. Simians, can buy this off with two character creation points, or as an Advance.

Synths

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

After the War, hundreds of synths remained in stasis, awaiting orders that would never come. Over the years, synths occasionally awaken. Sometimes they are programed with artificial memories, but other times they are blank slates, seeming to have amnesia. About

half of all synths know their artificial origin, but an equal number believe themselves to be human.

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

Racial Edges and Hindrances

Quirky: While synths appear and act almost human, their programming is not always perfect. All synths begin with the Quirk Hindrance to reflect an oddity in their programming.

Programing: Synths receive a free d6 in one skill, to reflect their initial programming, and can speak a number of languages equal to their Smarts.

Reinforced Skeleton: Synths take half damage from falls, and gain a +2 to Vigor tests to soak damage.

Untainted: As an artificial race, synths are not tainted by the mutations that ravage many creatures of the apocalypse. They cannot take Mutation Edges or Arcane Background (Psionics).

Skills

Skills are largely unchanged from the Savage Worlds core book with the following exceptions.

Knowledge (Smarts)

Knowledge functions the same as it does in the core rules, but it's worth noting that the following focuses are more common in *Broken Earth*: Battle, Biology, Computers, Demolitions, Electronics, Geography, Mechanics, Pre-War History, Post-War History, Technology. Technology is a general catch-all that represents knowing what technology is, but not necessarily how it works.

Mutation Hindrances

While some mutations grant heroes advantages, the vast majority are detrimental to a human's survival. Below are several mutations that serve as Hindrances. In addition to their listed penalties, in communities hostile towards mutants, visible mutations impose a cumulative -1 penalty to Charisma.

Festering Sores (Major)

The character's body is covered with sores that never seem to completely heal. This not only makes the character hard to look at, but causes pain whenever the character wears heavy clothing. The hero suffers a -2 penalty to Charisma, and if he wears any sort of armor, he also suffers a -1 penalty to all Trait tests.

Heat/Cold Susceptibility (Minor)

The hero has difficulty regulating his body temperature, making him prone to extreme swings in temperature. He suffers a -2 penalty to Vigor tests when resisting extremely hot or cold temperatures.

Lethargy (Minor)

The character is extremely slow to get moving. When dealing initiative cards, the character receives two and must take the lowest. The character cannot take the Level Headed or Quick Edges, or benefit from any other effects that enhance initiative.

Light Sensitivity (Major)

The character's eyes are sensitive to normal lighting conditions. He doesn't suffer penalties in Dim light, but suffers a -1 penalty to attacks rolls in normal light.

Mind Slave (Minor)

The character's mind is particularly susceptible to telepathic attacks and mind influencing drugs. When he's the target of powers that affect the mind, he suffers a -2 penalty to any opposed roll.

Weak Immune System (Minor)

The character's immune system isn't as strong as most characters. He suffers a -2 penalty to Vigor tests to resist poison and disease.

Edges

A few Edges are slightly different or unavailable in the world of *Broken Earth*, and these are listed along with the new Edges.

Background Edges

Some Background Edges presented here are tied to certain communities on *Broken Earth*, and to select one of these Edges the PC must be a member (or former member) of that community. At the GM's option, characters who join a new community may become eligible for Edges from their new community.

Arcane Background

Characters may select Psionics, Weird Science, or Extreme Chemistry as Arcane Backgrounds. For more on Arcane Backgrounds, see Chapter 5. Any Edges that require other Backgrounds aren't available.

Axe Thrower

Requirements: Novice, Axe Tribe, Strength d6+, Throwing d6+

When your character uses a throwing axe, the range increases to 4/8/16. Additionally she gains three free throwing axes.

Axe Fighter

Requirements: Novice, Axe Tribe, Strength d8+, Fighting d6+

When your character wields an axe, he gains +1 to Parry. Additionally he gains one free battle axe.

Axe Master

Requirements: Veteran, Axe Tribe, Strength d8+, Fighting d8+, Throwing d8+, Strength d8+, Axe Thrower, Axe Fighter

When your character makes a Fighting or Throwing attack with an axe, increase his wild die by one die type.

Born in the Library

Requirements: Novice, Iron Shelter, Knowledge (Pre-War History) d6+

Your character spent most of her free time in the Iron Shelter's extensive library. She gains a +2 bonus to a Knowledge skill of your choice, and +2 to Investigate checks when she has a sizable library to draw from.

Additionally, she begins play with an atlas.

Dark Eyed

Requirements: Novice, Iron Shelter

Your hero's eyes have adjusted to a lifetime spent underground in dimly lit conditions. He gains Low Light Vision, and suffers penalties in only pitch blackness.

In addition he begins play with a crank action LED flashlight.

Nano Bots

Requirements: Novice, Synth

Microscopic machines in the character's blood help heal her. She gains a +2 bonus to Vigor tests for natural healing or to avoid dying, and others gain a +2 bonus to rolls to heal her.

Noble

The Noble Edge is not available for starting characters in *Broken Earth*, though the Wright Family Edge is quite similar.

Scrapper

Requirements: Novice, Wright Town, Notice d8+

Your character knows which salvage is most valuable, and can spot treasures that others overlook. She gains a +2 to Notice checks when trying to locate a specific item, and when overseeing general salvage she gains one additional Build per week.

In addition she begins with an extra 500 Trade.

Subdermal Blades

Requirements: Novice, Synth

Your character has metallic blades grafted to his skeleton. He normally keeps them retracted below his skin, but he can unleash them in battle to attack his enemies. He has one blade in each arm, and each blade deals d6+Str damage.

Wright Family

Requirements: Novice, Wright Town

By blood or marriage, your character is a Wright, a member of the powerful family that controls the area around what was once Duluth. She begins with triple the normal starting wealth, and benefits from special treatment in Wright Town, granting her a +2 Charisma bonus when you are in areas where the Wright Company wields influence.

She's also expected to promote the Wright Company's interests and follow the commands of her elders. If she tries to break away, the family will hunt her down and bring her back one way or another.

Wright Family Elite

Requirements: Novice, Wright Town, Wright Family

Your character's a rising star in the Wright family, and many expect Jed Wright is grooming her to head the family after he's gone. She begins with five times the normal starting wealth, and benefits from special treatment in Wright Town, granting her a +4 Charisma bonus when she's in areas where the Wright Company wields influence.

She has even more family responsibilities than most of her relatives. Jed Wright often personally assigns her to important missions.

Combat Edges

Armored Skin

Requirements: Novice, Freak, Vigor d6+

Your skin is even rougher and more callused than most freaks. The character gains +2 Armor on his entire body. This bonus doesn't stack with worn armor.

Heavily Armored Skin

Requirements: Seasoned, Freak, Vigor d8+

The character's skin grows thicker and harder, forming tough plates in patches. The character's Armor increases to +4. This bonus doesn't stack with worn armor.

Climb to Safety

Requirements: Novice, Simian, Climbing d6+

Your hero can scamper upwards to get to safety. You gain a +2 bonus to Climbing checks, and if you successfully use Climbing to withdraw from adjacent melee combatants, they don't gain a free attack against your character.

Mutation Edges

Radiation and genetically engineered viruses unleashed in the Great War not only destroyed many lives, they also caused some of the survivors to change at the genetic level. While most of these genetic changes resulted in deformity, sickness, and death, a few proved advantageous. Just as Wild Cards enjoy greater luck with everything else, they're also more likely to benefit from mutations.

Most communities on *Broken Earth* have come to accept mutants as part of the new way of life, but some view them with fear and suspicion. In such communities, heroes with Mutation Edges suffer a -1 penalty to Charisma for every Mutation Edge or Hindrance.

Adrenalin Jolt

Requirements: Novice

Your hero has an overactive adrenal system that he can trigger at will.

This effectively gives the character the *Boost/Lower* power, but he can only use it to boost his own Strength or Agility or skills based on those abilities, and the hero can use the power as a free action (once per turn). The PC has 5 Power Points to use for this purpose and uses Stamina to make the check instead of a skill check.

Big

Requirements: Novice

The character is unusually large, growing seven to eight feet tall. Your hero has a +1 Size, which he also adds to his Toughness.

Really Big

Requirement: Novice, Big

Your hero is extremely large, over eight feet tall. Your hero has a +2 Size, which he also adds to his Toughness,

Claws

Requirement: Novice

Your character grows sharp and deadly claws. These function as natural weapons and deal Str+d6 damage. The claws may or may not be retractable, but in either case they don't interfere with any other tasks.

Low Light Vision

Requirement: Novice

The character gains Low Light Vision and takes no penalty for illumination except for complete darkness.

Fangs

Requirement: Novice

Your character's teeth include sharp fangs that can tear through foes. These fangs count as natural weapons and cause Str+d6 damage.

Poisonous Fangs

Requirement: Novice, Fangs

You produce a potent poison that you can inject into your targets on a successful bite. If your target is Shaken or suffers a wound, it must immediately make a Vigor test. If it fails, it takes one wound and dies within 2d6 minutes. If it succeeds, it suffers one wound and is exhausted for 24 hours. On a raise it's only exhausted for 24 hours.

Gills

Requirement: Novice

Your hero gains gills on either the neck or back. The gills allow him to breathe underwater as well as on land. The character can survive underwater indefinitely with no need to hold his breath. Your character also gains a +1 bonus to Swimming checks.

Scent

Requirement: Novice

Your hero's sense of smell is developed well beyond the normal human range. The character can identify individuals by scent, and gains a +2 bonus to Notice and Tracking checks when smell would be beneficial.

Tail

Requirement: Novice

The character gains a tail that enhances balance. He gains a +2 to Agility tests that require balance and a +2 bonus to Agility tricks.

Prehensile Tail

Requirements: Novice, Tail

The hero's tail develops a strong grip. This gives the character a +2 bonus on Climbing tests and allows him

to hold objects with the tail. Despite its usefulness, the tail is not as versatile as a hand, so skills performed with a tail suffer a -2 penalty.

Ultra Immune System

Requirement: Novice

The character's immune system is extremely hardy and resistant to all kinds of threats. The character gains a +2 bonus to Vigor tests to resist disease and poison.

Professional Edges

In addition to the Professional Edges in the Savage Worlds book, there are several more that are focused on psionic powers.

Psi-Knight

Requirements: Novice, Arcane Background (Psionics), Psionics d8+, Fighting d8+

Psi-knights are warriors who have trained to perfect both their mind and body. They can channel their psionic powers to create weapons of pure energy and enhance their physical prowess.

Psi-knights can create a psychic weapon made of telekinetic force. The weapon's appearance reflects the personality of the owner, though it typically appears as a glowing sword, axe, or hammer. The psychic weapon is a one handed melee weapon that deals Sma+Str damage.

In addition, when taking this Edge, psi-knights can change the Trappings of one of the following powers to activate as a free action but work only on themselves: *armor*, *boost/lower trait*, *deflection*, *healing*, *speed*, *wall walker*.

Pyro

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

The hero is adept at controlling flames. Whenever he gets a raise with a psionic power that has pyrokinetic Trappings, the target automatically catches on fire and takes 1d10 damage each round until the fire is put out.

In addition the character can create a small fire, equal to a single match, without expending any Power Points.

Teek

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

This hero has an increased control over telekinetic force. Double the range of any power with telekinetic Trappings.

In addition, the character may move small, unattended objects weighing one pound and within range equal to the character's Smarts without spending any Power Points.



Teep

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

The hero is a powerful telepath. When using powers with telepathy Trappings, he doesn't suffer any penalties for cover or darkness, as long as he knows where the target is.

In addition, the character can broadcast telepathic messages to any creatures within a range equal to the character's Smarts, without spending any Power Points.

Mental Healer

Requirements: Novice, Arcane Background (Psionics), Healing d6+, Psionics d6+

The character has mastered the arts of manipulating life energy, and can do so without even touching the target. Any powers with the ki master Trappings that normally have a range of touch instead have a range of Smarts. Powers with a duration measured in rounds last one more round.

Additionally, a character can stabilize any character that is currently bleeding out (including himself) that is within a range equal to his Smarts. This doesn't require any Power Points.

Apprentice Story Keeper

"If you listen closely, you can hear the heartbeat of the earth."

Race: Freak

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Boating d4, Fighting d4, Healing d6, Knowledge (Post-War History) d4, Notice d6, Persuasion d6, Psionics d8, Stealth d4, Survival d6

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

Hindrances: Freakish, Not Built for Speed, Pacifist (Minor), Poverty, Vow (Major, heal those in need, including enemies)

Edges: Arcane Background (Psionics), Radiation Resistant

Gear: Staff (Str+d4), assortment of medicinal plants, pocket guide to edible and medicinal plants, dried food (3 days), 22 Trade worth of goods.

Powers: 10 Power Points, *boost/lower trait, confusion, healing*

Background

At an early age, the elders of the Axe Tribe realized you had great potential. You had a spark of mystical power that, with nurturing, could bloom into a powerful gift. Freya Erdrich, Story Keeper of the Santloose band took you as her apprentice. Under her tutelage, you learned many things, including the history of your people, the properties of medicinal plants, and how to read. You also learned to control the powers within you to manipulate other people's life energies.

Most importantly you learned that there is still much out there that you don't understand. You see the rest of the tribe look to you as though your powers give you wisdom, but you know just how foolish you really are. You try to help them as best as you can, but you fear you'll lead them astray.



Explorer

"There's a whole new world out there, just beyond the river bend, and I wish I could be part of that world."

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Investigation d4, Knowledge (Geography) d6+2, Knowledge (Pre-War History) d6, Notice d6, Persuasion d4, Shooting d8, Survival d4+1

Charisma: -; **Pace:** 6, **Parry:** 5, **Toughness:** 6 (1)

Hindrances: Curious, Big Mouth, Phobia (Minor, spiders)

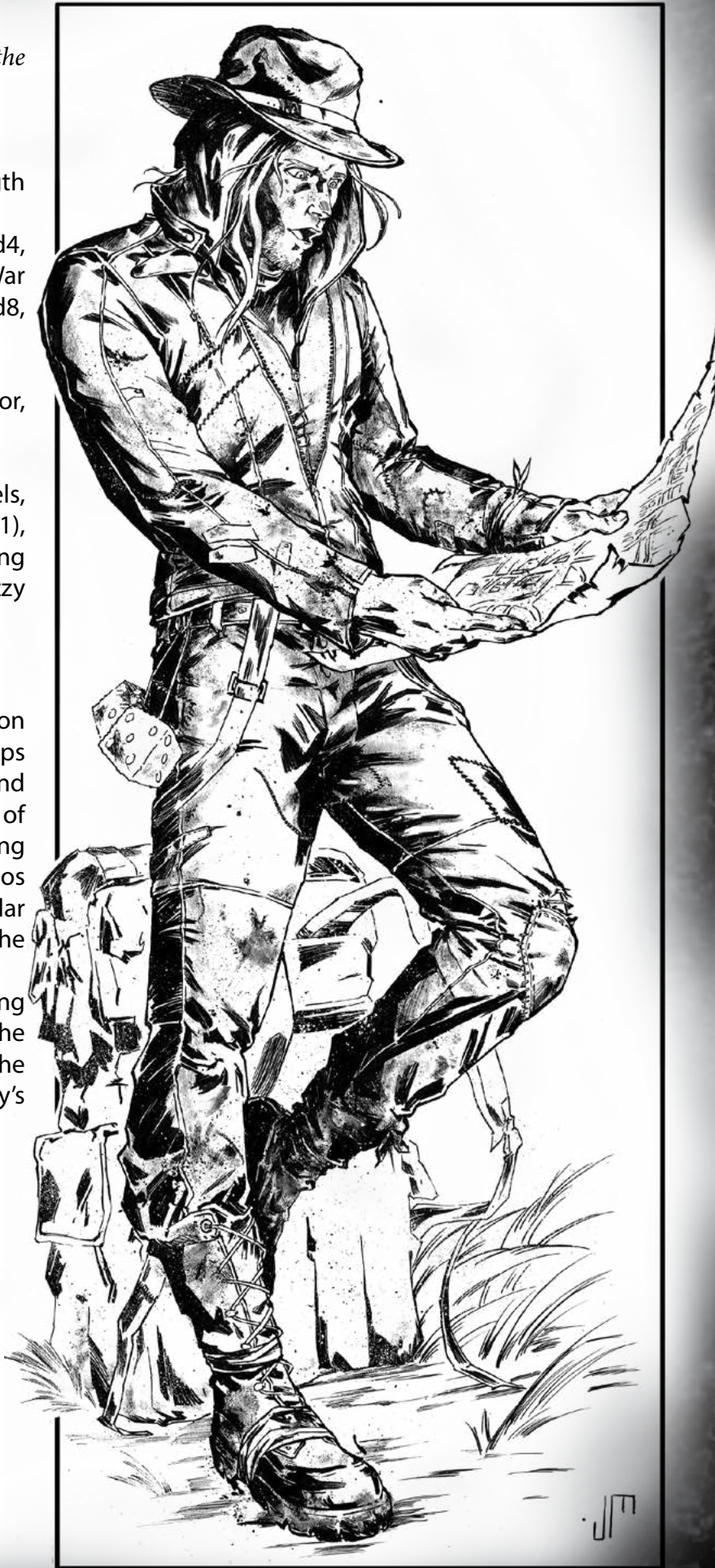
Edges: Born in the Library

Gear: Crossbow (2d6, 15/30/60, AP 2), 20 quarrels, survival knife d6 (Str+d4), leather jacket (+1), motorcycle helmet (+3), atlas, backpack, sleeping bag, canteen, compass, dried food (5 days), fuzzy dice.

Background

You lived your whole life cooped up in the Iron Shelter. From a young age you poured over maps of the world above. You memorized every road and river for miles around the shelter, and dreamed of what the land was like. When you weren't reading the maps, you were watching the ancient videos preserved from before the war. You have a particular soft spot for those animated films where the characters spontaneously burst into song.

At this point you would do just about anything to get out. You have even thought of defying the council and making the eight-hour climb up the ladder to the surface without seeking anybody's permission.



Hunter

"Our prey is in sight."

Race: Simian

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Shooting d8, Stealth d6 (+2 in wilderness), Survival d8 (+2 in wilderness), Tracking d8 (+2 in wilderness)

Charisma: -; **Pace:** 6, **Parry:** 5, **Toughness:** 6 (1)

Hindrances: Heroic, Illiterate, Less Educated, Vengeful, Vow (to protect the Axe Tribe)

Edges: Low Light Vision, Natural Climber, Woodsman

Gear: Bow (2d6, 12/24/48), 30 arrows, axe (Str+d6), leather armor (+1), quiver, water skin, bed roll, dried food (1 day), spool of string, 24 Trade worth of goods.

Background

You came from the east when you were just a child. Your parents were running from something; you're not quite sure what. When you reached the land of the Axe Tribe, the Santloose band kindly took you in, and you've lived as a member of the tribe ever since.

You were raised to respect the forest. It contains life-sustaining food, but also a thousand ways to kill you. You've learned to be wary of the ruins of the ancients that still poke their way through much of the forest. They sometimes hold useful items to tempt people inside, but they are filled with traps, demons, and vengeful spirits.

You are a provider for your tribe, and as you come into adulthood, you must also become a protector, keeping it safe from monsters and mortals alike.



Merc with No Name

"Who do you want exterminated?"

Race: Synth

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d8, Healing d4, Intimidation d6, Lockpicking d4, Notice d6, Piloting d4, Shooting d8, Stealth d4, Tracking d6

Charisma: -; **Pace:** 6, **Parry:** 6, **Toughness:** 6 (+1)

Hindrances: Clueless, Loyal, Quirk (says affirmative, negative, and exterminate instead of yes, no, and kill), Untainted, Vengeful

Edges: Ambidextrous, Programing, Reinforced Skeleton

Gear: Short sword (Str+d6), Bow (2d6, 12/24/48), Dagger (Str+d4), leather armor (+1), bedroll.

Background

The first thing you remember is waking up in the ruins that people from Wright Town call "monster country." A friendly scrapper took pity on you, and now you're trying to make sense of this world.

You don't know how, but you've got skills. Mostly they make you good in a fight. So you've put together enough scrap to get a few weapons, and now you're looking for work as a guard, soldier, or anything else that will pay.



Super Scientist

"Hand me that sprocket. I want to poke something with it."

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Computers) d6, Knowledge (Electronics) d6, Knowledge (Mechanics) d6, Notice d4, Shooting d8, Taunt d6, Weird Science d8

Charisma: -; **Pace:** 6, **Parry:** 2, **Toughness:** 5

Hindrances: Bad Eyes, Curious, Quirk

Edges: Arcane Background (Weird Science), New Power

Gear: Sling (Str+d4, 4/8/16), dagger (Str+d4), crank powered flashlight, crowbar, flint and steel, glasses, suitcase (wheeled), sleeping bag, hammer, pulley, rope (50'), umbrella.

Powers: 10 Power Points, *bolt*, *deflection*

Background

You were born in the darkest depths of the Iron Shelter. From an early age you showed an aptitude for machines and electronics.

Naturally you were assigned to maintain and repair all the crucial systems that keep the Iron Shelter running. In your spare time you experimented with every piece of pre-war technology that the council would allow. You succeeded in converting a laser pistol and personal force-field from using disposable energy cells to using a rechargeable battery. They can even be solar powered, if you ever see the sun.

You think that you've learned just about everything you can in the shelter, but you're sure there's more lost tech out there someplace. If only the council would let you search for some of it.



Wright Family Cousin

"All those smelly people need my help."

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Boating d4, Fighting d4, Notice d6, Persuasion d8, Riding d6, Shooting d6, Streetwise d6, Taunt d6

Charisma: +2 (+4 in Wright Town); **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: Anemic, Cautious, Code of Honor

Edges: Attractive, Command, Wright Family

Gear: Revolver (2d6+1), 30 bullets, horse, saddle, backpack, sleeping bag, magic eight ball, 129 Trade worth of goods.

Background

You grew up in a life of privilege, never wanting for food, warmth, or shelter. You were a rising star in the Wright family. You had a gift with words and a face like an angel. Your cousin Sally even sent you as an apprentice on the trade circuit.

You could have gone far in the Wright Company, but then you started to question the way things were done. While you reclined in your solar heated room with a plate full of fish and fried potatoes, you saw scrappers starving and freezing in the cold. You realized that the only thing that saved you from that fate is an accident of birth, and you've decided you want to find a way to help people in need.

You just haven't quite figured out how.



Starting Communities

As you create your character, you should select a starting community. There are three primary communities that PCs might come from. The Axe Tribe is a band of hunters and gatherers with little use for ancient technology. The Iron Shelter houses the descendants of people who took refuge in a refurbished iron mine to protect them from the Great War. Wright Town is a company town dedicated to salvaging from the ruins of an ancient city and trading the salvage to the people nearby.

These major communities play a large role early on in the adventure, and have built in prologues to bring the group together. There are also secondary communities that play roles later in the adventure, but these require more work from the player and the GM to get the PCs involved in the story. If none of these communities appeal to you, you can talk to your GM and see if you can find another way to join the story.

Axe Tribe

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

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

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

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

the holiest of all are the statues that survive from before the War.

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

History

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

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

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

Councils

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

There are no rules about who may attend a council, though elders and those who are particularly skilled are expected to attend, as is anybody who might be affected by the decision. The more important the decision, the

more people arrive. While youth may attend to listen, they're expected to keep their opinions to themselves.

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

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

Traditions of the Axe Tribe

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

Marriage Traditions

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

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

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

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

The Great Gathering

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

Funeral Rites

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

Vision Quest

When members of the Axe Tribe reach adulthood, they're expected to go on a vision quest as part of their rite of passage. As part of this, they go into the forest and spend several days fasting and meditating until they experience a vision. For safety the youth often travel with groups of others on a vision quest, but those who are not going through the ritual are not permitted to be present. After their visions, the questers return to the tribe and share what they saw with the elders, who help to interpret them as a sign of the tribe members' future.

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

Bands

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

Santloose Band

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

Missi Band

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

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

Ligfor Band

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

Minor Bands

In addition to the three major bands, there are a few minor bands of the Axe Tribe. These number less than twenty people and are often a single family. Some minor bands were formed by ambitious tribesfolk who wanted to venture into unoccupied territory. Others are

just a loophole to get around the marriage taboo. The marriage taboo dictates that people from the same band should not marry, but it does not stop them from falling in love. Most young couples simply accept that they cannot be together, and find somebody else. A few go to great lengths to stay together. One member (usually the woman) founds her own band, which also means that she no longer belongs to her original band. Thus she is free to marry somebody from the original band. The loophole comes with a price, since the new band is expected to move to new territory and is not able to rely on their former community for support. These "bands of convenience" are also unlikely to attract other members (unlike "bands of expansion" which usually attract a handful of others).

World-View

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

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

Axe Tribe Slang

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

Burned-People: Freaks

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

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

Dull: Weak, unskilled.

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

Mookoosh: Idiot.

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

Snag: Romantic partner.

Vultures: People who harvest scrap from ruins.



The Iron Shelter

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

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

But all that is about to change.

History

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

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

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

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

The survivors were on their own. They soon formed new rules to govern their isolated society, creating a constitution. In many ways this mirrored the laws of the American society they came from, but they also added crucial laws governing population control. The founders

thought they might be down in the mine for generations, and their resources were finite, so they instituted strict controls to ensure that they didn't overuse their resources.

Daily Life

Inhabitants of the shelter spend most of their time maintaining the shelter's electrical and mechanical equipment, tending to the indoor gardens, and learning about pre-war society in the shelter's library. While the shelter is filled with books and computer files describing nearly every aspect of pre-war life, their knowledge is purely academic. While they might have thousands of pictures of everything from dogs to spacecraft, nobody who currently lives in the shelter has heard the call of a wild animal, smelled dew on the grass, or seen a sunset.

Democracy

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

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

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

Apprenticeship

Because of tight population controls, there are never more than a handful of children in the Iron Shelter at any time. Young children are educated together in a school that resembles the one-room school house of old. Here they learn the basics of reading, math, history, and science, as well as information about life in the Iron Shelter.

When the youths turn thirteen, they leave school to start what is called their "rotation" where they try a range of the different jobs that are vital to keeping the shelter functioning, including engineering, medical, agriculture, inventory, and food preparation. This rotation typically takes two years to complete, at which point the youths begin their apprenticeship. The council assigns the youth a job based on their aptitude and interests, as well as

the needs of the shelter. The teens learn their trade by working alongside experienced members of the society. While it is possible to appeal the council's assignment of apprenticeship, doing so is rare, and would require extraordinary circumstances.

Rumors of Return

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

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

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

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

World-View

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

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

Iron Shelter Slang

Brighty: Happy, excited, full of energy.

Broken: Dumb.

Deep: Safe, secure.

Iron: Strong, impressive, true.

Kell: Cool, interesting.

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

Sheltered: People who are native to the Iron Shelter.

Surfacer: People who live on the surface.

Wright Town

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

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

History of Wright Town

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

Anthony started out fending for himself, hunting and gathering food, and salvaging what he could from the ruins. As he grew up he started to realize that he could do more serving as an intermediary. He learned what people needed, found it someplace else, transported it, and took his cut. Not long after he started trading, Anthony met a fisherwoman named Sable. The two fell in love and were soon married. Their children became the first employees of the Wright Trading Company.

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



regular trade routes with nearby fishing and farming communities.

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

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

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

Corporate Government

Though they still see themselves a business, the Wright Company has become a de facto government, which controls a small town with the apt (if unimaginative)

name of Wright Town. Jed Wright is the patriarch of the Wright family and, as CEO of the Wright Trading Company, is also the de facto leader of Wright Town. He is assisted by several family members, including his daughter Sally who oversees the traders and his younger brother Jack who oversees salvage.

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

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

The Wrights and the Have-Nots

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

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

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

A Community of Loners

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

World-View

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

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

Wright Town Slang

Ainch: Pre-war.

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

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

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

Dirter: Farmer

The Family/The Fam: The Wright family

Rusty: Unintelligent, slow, incompetent

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

The Sea: Lake Superior

Techno: Cool, new, interesting

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

Secondary Communities

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

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

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

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

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

Scrap City: The ruins of what was once Chicago. The city is divided by several clans of scrappers who compete over territory and trading privileges.

Gear

Broken Earth features a wide range of gear for PCs, from a range of technology levels. For example, while firearms still exist, they are no longer being produced, and as such are rare and valuable. Many people use weapons that are easy to manufacture, like spears and bows. Most items in the core *Savage Worlds* book are available in *Broken Earth*, though some are more easily found than others.

Trade

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

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

Pricing Gear

The items in this section list a standard price in "Trade." This is an abstract value for the times, and in general people are likely to exchange two items with the same Trade value. These values are just averages and any item could be worth more or less depending on who the PCs sell it to.

The equipment lists in the *Savage Worlds* core rules give gear prices on the assumption that PCs will only take gear from a specific time period. This is not the core assumption of *Broken Earth*, however. Because most manufacturing technology was lost after the Great War, few "modern" items are being created, but some still survive and can be bought or scavenged. Most new items are roughly equal to the medieval era or Renaissance level of technology.

The item charts here give the cost of many items heroes can trade for in *Broken Earth*. For items not listed in the books, you can use the following guidelines. Anything from the medieval era uses the price listed, black powder items cost double the listed price, modern items cost triple, and futuristic items cost five times the listed price (if available).

Rarity

Some items in *Broken Earth* are easy to find when scavenging or trading. Some are almost impossible to obtain. The item's rarity represents how easy or difficult equipment is to find, and it can be Very Common, Common, Uncommon, Rare, or Very Rare.

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

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

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

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

Very Rare items were rare before the apocalypse and now are unknown to most denizens of *Broken Earth*. Most Very Rare items are "futuristic" technologies, such as laser weapons, advanced robots, and super drugs.

Buying Rare Items

PCs can trade for Common and Very Common items in just about every place that people gather to trade. Uncommon and Rare items require more work to find and might not be available. To locate somebody who will trade for these items, make a Streetwise test. Looking for Uncommon items imposes a -2 penalty to the roll, and looking for Rare items imposes a -4. Very Rare equipment is only available at specific locations.

Additionally the GM might simply say that certain items are unavailable.

Gear Notes

Unless otherwise noted, the gear described here follows all the rules described in the *Savage Worlds* rule book.

Tranquilizer Gun: Tranquilizer guns fire darts filled with powerful sedatives rather than bullets. When attacking, subtract the target's armor from the attack roll. Instead of suffering damage, the target must make a Vigor test at -2 or fall unconscious.

Electronics and Batteries: Many electronics can be powered by batteries. Instead of keeping track of the exact type of battery needed, just assume there is a 10% chance that any given battery matches the device. A Repair test at -2 and one day of work allows a PC to modify a device to accept a different kind of battery.

Vehicles

Fuel Efficiency: This number represents how many hexes a vehicle can travel on one gallon of fuel (for more on hex movement see page 39). The GM is free to rule that the

vehicle uses up more fuel under certain circumstances, such as during a chase or combat.

Winter Travel: Some vehicles are designed to be used on snow rather than roads. These vehicles suffer no penalty to movement during winter, but cannot be used at other times.

Super Drugs

Super drugs duplicate the effect of arcane powers. Using the drug requires an action, but no roll is needed. Unless otherwise noted, assume the power works as though the skill test resulted in a standard success.

Firearms

The modern world has far too many different firearms to list here, and there may be many more developed in *Broken Earth*, before the Great War. Because of this, we list firearms generically, rather than by specific make and model. If you want, you can use these generic names, or

Hand Weapons

Type	Damage	Weight	Trade	Rarity	Notes
Axe	Str+d6	2	200	C	
Bang stick	3d6	2	600	U	Uses a shotgun shell that must be reloaded after use (1 action)
Battle Axe	Str+d8	10	300	C	
Bayonet	Str+d4	1	200	U	A bayonet attached to a rifle increases damage to Str+d6, Parry 1, Reach 1, 2 hands
Club	Str+d4	1	20	VC	
Dagger	Str+d4	1	25	C	
Great Axe	Str+d10	15	500	U	AP 1, Parry -1, 2 hands
Great Sword	Str+d10	12	40	U	Parry -1. 2 hands
Flail	Str+d6	8	200	C	Ignores Shield Parry and Cover bonus
Halberd	Str+d8	15	250	U	Reach 1, 2 hands
Katana	Str+d6+2	6	1000	R	AP 2
Lance	Str+d8	10	300	C	AP 2 when charging, Reach 2, only usable when mounted
Long Sword	Str+d8	10	300	C	
Maul	Str+d8	20	400	C	AP 2 vs. rigid armor, Parry -1, 2 hands
Monomolecular Knife	Str+d4+2	1	750	VR	AP 2, cannot be thrown
Monomolecular Sword	Str+d8+2	8	500	VR	AP 4
Pike	Str+d8	25	400	C	Reach 2, 2 hands
Rapier	Str+d4	3	300	C	Parry +1
Short Sword	Str+d6	4	200	C	
Staff	Str+4	8	10	VC	Parry +1, Reach 1, 2 hands
Spear	Str+d6	5	100	C	Parry +1, Reach 1, 2 hands
Survival Knife	Str+d4	3	150	U	Contains supplies that add +1 to Survival skill
War Hammer	Str+d6	8	250	C	AP 1 vs. rigid armor

you can give the guns specific descriptions, and even alter the stats to reflect specific weapons (shots and weight can both vary widely).

Ammo is also generic. You can keep it this way to make the PCs' lives easier, or require them to find specific calibers of bullets to go with specific weapons.

Flavorful Scrap

A snow globe from Bemidji. A vinyl LP of Handel's *Water Music*. A single tattered page from Horton Hears a Who! A few items of little practical value but lots of flavor can help define a character. Feel free to give your characters a few such items at no cost to the PCs.

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Rarity	Shots	Min Str	Notes
Atlatl	6/12/24	Str+d6	1	100	4	C	1	-	Spear thrower
Axe, Throwing	3/6/12	Str+d6	1	75	2	C	-	-	
Bow	12/24/48	2d6	1	250	3	C	1	d6	
Crossbow	15/30/60	2d6	1	350	10	C	1	d6	AP 2, action to reload
Black Powder Musket	15/30/60	2d8	1	900	8	U	1	d6	2 actions to reload
Knife/Dagger	3/6/12	Str+d4	1	25	1	C	-	-	
Laser Pistol	15/30/60	3d6	1	4,000	4	VR	24	-	Semi-Auto
Laser Rifle	30/60/120	3d6	3	6,000	8	VR	24	d6	Auto, 3RB
Machine Gun, Light	30/60/120	2d8+1	3	5,000	30	R	250	-	AP 2, Auto, Snapfire
Machine Gun, Heavy	50/100/200	2d10	3	7,500	84	R	200	-	AP 4, Auto, May not move, HW
Pistol, Light Automatic	12/24/48	2d6	1	1,100	3	R	17	-	AP 1, Semi-Auto
Pistol, Heavy Automatic	15/30/60	2d8	1	1,500	8	R	7	-	AP 2, Semi-Auto
Pistol, Black Powder	5/10/20	2d6+1	1	650	3	U	1	-	2 actions to reload
Pistol, Revolver	12/24/48	2d6+1	1	1,000	3	U	6	-	AP 1
Rifle, Assault	24/48/96	2d8	3	2,000	8	R	30	d6	AP 2, Auto, 3RB
Rifle, Anti-Material	50/100/200	2d10	1	3,500	35	R	11	d8	AP4, Snapfire, HW
Rifle, Hunting	24/48/96	2d8	1	1,250	8	U	7	-	AP 2
Rifle, Sniper	30/60/120	2d10	1	2,000	11	R	7	d8	AP 2, Snapfire
Shotgun	12/24/48	1-3d6	1	1,400	8	U	6	-	See Savage Worlds core book
Sling	4/8/16	Str+d4	1	10	1	VC	-	-	
Spear	3/6/12	St+d6	1	100	5	C	d6		
Submachine Gun	12/24/48	2d6	3	1,500	10	R	32	-	AP 1, Auto
Tranquilizer Gun	24/48/96	Special	1	1,200	8	U	1	d6	See notes

Special Weapons

Type	Range	Damage	RoF	AP	Cost	Rarity	Burst	Weight	Notes
Cannon	50/100/200	3d6+1	4	1	2,000	U	None	-	Heavy Weapon
Catapult	24/48/96	3d6	1/3	4	1,500	U	MBT	-	Heavy Weapon
Flamethrower	Cone Template	2d10	1	-	3,000	R	Cone	70	Ignores Armor
Grenade	5/10/20	3d6	-	-	500	R	MBT	2	
Rocket Launcher	24/48/96	4d8	1	9	5,000	R	MBT	10	Heavy Weapon, Snapfire
Mine, Anti-Personnel	-	2d6+2	-	-	500	R	SBT	10	
Mine, Anti-Tank	-	4d6	-	5	750	R	MBT	20	Heavy Weapon

Armor

Type	Armor	Weight	Cost	Rarity	Notes
Leather Armor	+1	15	50	C	Covers torso, arms, legs
Leather Jacket	+1	3	10	C	Covers torso
Chain Coat	+2	25	300	U	Covers torso, arms, legs
Chain Shirt	+2	15	200	U	Covers torso
Breast Plate	+3	25	400	U	Covers torso
Full Plate	+3	50	900	U	Covers torso, arms, legs
Steel Helmet	+3	8	150	U	Covers head
Kevlar Vest	+2/+4	8	1,250	R	Covers torso, negates 4 AP
Kevlar Vest w/inserts	+4/+8	12	7,500	R	Covers torso, negates 4 AP
Full tactical armor	+6/+12	20	15,000	VR	Covers full body
Combat helmet	+4	5	400	R	50% chance vs. head shots
Hardhat	+2	2	50	C	50% chance vs. head shot
Motorcycle helmet	+3	5	250	U	50% chance vs. head shots

Barding

Leather barding	+1	20	200	C	For horses
Plate barding	+3	30	1250	U	For horses

Shields

Small Shield	-	8	25	C	+1 Parry
Medium Shield	-	12	50	C	+1 Parry, +2 Armor to ranged shots
Large Shield	-	20	200	C	+2 Parry, +2 Armor to ranged shots

Ammunition

Ammo	Weight	Cost	Rarity	Notes
Arrow	1/5	1/2	C	
Arrow, Teflon	1/5	10	U	AP 2
Bullet, Small	3/50	15	U	One bullet, light pistols
Bullets, Medium	5/50	25	U	One bullet, heavy pistols and sub-machine guns
Bullet, Large	8/50	40	U	One bullet, rifles and machine guns
Laser Battery	1	3,000	VR	One complete magazine for laser pistol or rifle
Quarrel	1/5	2	C	
Shot and powder	1/10	5	U	For black powder weapons
Shotgun Shells	8/50	40	U	One shell, scatter shot or slugs
Sling Stones	1/10	1/20	VC	

Fuel

Fuel	Cost	Weight	Rarity	Notes
Gasoline	500	6	R	Gallon
Diesel	400	6	R	Gallon



Adventure Gear

Item	Cost	Weight	Rarity	Notes
Backpack	50	2	C	
Bedroll/ Sleeping Bag	25	4	C	
Binoculars	600	2	U	x20 magnification
Blanket	10	4	C	
Canteen/ Waterskin	5	1	C	
Clothes	20	-	C	
Compass	400	1	U	
Crowbar	10	2	C	+1 to Strength to pry open
Flint and Steel	3	1	U	
Grappling Hook	250	2	U	
Hammer	25	1	C	
Lockpicks	600	1	U	
Handcuffs (steel)	50	2	U	
Night vision goggles	3,000	3	U	No penalty for Dim or Dark
Handcuffs (zip ties)		5	U	
Quiver (20 arrows/ quarrels)	25	2	C	
Roller Skates/Inline Skates	100	3	U	Double Pace on smooth surfaces. Agility test when hit or fall prone.
Rope (per 10 ft)	20	5	C	
Shovel	10	5	C	
Soap	1	1/5	C	
Snow Shoes	100	5	C	Negate movement penalty in snow
Skis	200	6	C	Double Pace for overland movement in snow
Tool Kit	600	5	U	
Torch	5	1	C	1 hour, 4"
Umbrella	15	2	U	
Whistle	5	-	U	
Winter Gear	200	3	C	+2 to Vigor rolls to resist cold

Electronics

Battery	100	-	R	
Camera (digital)	1,500	1	U	1000 pictures/battery
Computer, Desktop	4,000	20	R	Requires electricity
Computer, Laptop	6,000	5	R	Requires electricity
Computer, Tablet	3,000	1	R	Requires electricity
Flashlight, battery	100	1	U	60 hours/battery, 10" beam
Flashlight, windup LED	200	1	U	Wind every 5 min, 5" beam
Geiger counter	1,400	4	U	60 hours/battery
Radio, Crank	2,500	3	U	Wind every 10 minutes
Radio, CB	4,000	5	U	Require electricity, 100 mile range
Walkie-Talkie, Basic	500	1	U	6 hours/battery, 2 mile range
Walkie-Talkie, Professional	1,500	2	U	40 hours/battery, 15 mile range

Animals & Tack

Horse	300	-	C	
War Horse	750	-	C	
Saddle	10	10	C	
Food				
Fresh Meal	1	-	C	
Preserved Meal	2	1/2	C	
Vodka (12 oz)	10	1	C	

Books

Book, Novel	100	1	U	
Book, Children's	200	1	U	
Book, Survival	1,000	1	R	+1 to Survival
Book, Technical	4,000	1	R	+1 to appropriate Knowledge
Map, Local	50	-	U	
Map, Atlas	500	-	R	

Land Vehicles

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Bicycle Pace x 3	4 (2)	1	1	250	-	C	Human powered
Dogsled	Animal's Pace	6 (2)	1+3	500	-	C	See dog/wolf in Savage Worlds core book, winter travel.
Wagon	Animal's Pace	10 (2)	1+3	1,000		C	See horse in Savage Worlds core book
Snow Mobile	15/32	8 (2)	1+1	6,000	1	U	Winter travel only
Dirt Bike	15/32	8 (2)	1	8,000	4	U	+4 Toughness vs. Jumps, Off Road (4WD)
Road Bike	20/36	8 (2)	1+1	6,000	6	U	
ATV	15/32	9(2)	1+1	9,000	3	U	4WD
Car	20/40	11 (3)	1+4	20,000	2	U	
SUV	20/40	14 (3)	1+7	40,000	1	U	4WD
Joint Light Tactical Vehicle	20/40	20 (10)	1+5	400,000	1	VR	4WD, Heavy Armor, Stabilizer, Heavy machine gun

Aircraft

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Single Prop Plane	20/48	12 (2)	1+3	150,000	1.5	R	Climb 1
Gyrocopter	10/24	11 (1)	1+1	100,000	1.5	R	Climb -1

Watercraft

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Canoe, Light	2/6	6 (2)	2+2	500	-	C	Small canoe for short, quick voyages.
Canoe, Heavy	2/8	10 (2)	8+8	1,500	-	C	Large canoe for long journeys.
Motor Boat	10/30	10 (2)	1+7	30,000	1	R	
Small Sail Boat	2/4	11 (2)	1+7	10,000	-	R	
Large Sail Boat	1/6	13 (2)	3+12	50,000	-	R	

Super Drugs

Drug	Equivalent Power	Cost	Rarity	Notes
Black-I	Darksight	500	R	Cloudy eye drops
Buff	Boost for Strength	600	R	A syringe injected drug
H to O	Environmental Protection (underwater)	750	R	A blue gelcap
HealUp I	Healing	500	U	A drug-soaked adhesive patch placed over wounds
HealUp II	Healing with a raise	1,200	R	A stronger version of HealUp
HealUp Extreme	Greater Healing	5,000	R	A long adhesive strip that can be wrapped around wounds
Radish	Radiation Resistance	600	U	A chewable tablet taken orally
RePhresh	Succor	350	U	A bitter liquid taken orally
Tosser	Farsight	800	R	Clear eye drops
Quix	Speed	300	U	An auto-injecting pen (similar to an epipen) applied to the legs
Vroom	Quickness	1,500	R	A mist taken by inhaler

Arcane Backgrounds

There are three Arcane Backgrounds available to characters in *Broken Earth*. Two of these, Psionics and Super Science, follow rules in the Savage Worlds core book. In addition, the setting introduces a new Arcane Background: Extreme Chemistry.

Suitable Powers: Each Arcane Background, as well as the different psionic Trappings, has a list of suitable powers. These are the only powers that you can select with this Arcane Background.

Powers marked with an asterisk (*) are new powers introduced in this book.

Arcane Background (Extreme Chemistry)

Arcane Skill: Chemistry (Smarts)

Starting Power Points: 10

Starting Powers: 3

Characters with this background know how to mix chemical agents to produce powerful drugs that enhance the body beyond its normal limits. These characters typically found chemical formulas for super drugs developed by the US military. The characters are assumed to have a stock pile of basic chemicals that they constantly replenish during downtime, and they mix these chemicals to make any of the formulas they know.

Bad Trip: Any time a chemist rolls a 1 on his Chemistry die (regardless of his Wild Die) mixes the chemicals improperly. The target is Shaken. This can cause a wound.

Suitable Powers: *Armor, Boost/Lower Traits (boost only), Darksight, Disguise, Environmental Protection, Farsight, Greater Healing, Healing, Quickness, Radiation Resistance*, Speed, Succor, Warrior's Gift.*

Super Science

The Weird Science Arcane Background is available in *Broken Earth* but is called Super Science instead. This represents characters who have reclaimed pieces of extremely advanced (often military) pre-war technology such as lasers, rocket packs, or holographic projectors. PCs either found and repaired the item, or they found schematics that allowed them to develop their own.

Suitable Powers: *Armor, Barrier, Blast, Bolt, Boost/Lower Trait, Burst, Damage Field, Deflection, Disguise, Environmental Protection, Fly, Greater Healing, Havoc, Healing, Invisibility, Light/Obscure, Quickness, Pummel, Radiation Resistance*, Slumber, Smite, Speak Language, Speed, Stun, Succor.*

Psionics

In the wake of the Great War, a small number of survivors started to demonstrate psionic powers, including the power to read thoughts, move objects, create fire, and manipulate life energies.

Psionic Trappings

In the world of *Broken Earth*, psionic powers fall into four general categories: telepathy, telekinesis, pyrokinesis, and ki mastery. While psionists can take powers from any of these categories, many focus on one category over the others, and each has its own Trappings.

If players select a psionic power that could fit into more than one Trapping category, they must decide which category the power comes from. Additionally, for each power you may choose one of the Trappings listed below.

Telepathy

Telepathy involves the manipulation of the mind. On the most basic level, this involves reading or projecting thoughts. Powerful telepaths can affect their foes' minds to trick their senses, or assault the brain directly, disabling and even killing the target.

Mental Assault: Damaging powers target the foes' mind directly. This ignores armor, but reduces the damage die by one type.

Subtle: Telepathy can be difficult to detect. On a raise the target and any observers cannot tell who made the attack, and (depending on the power) might not even know they were targeted.

Suitable Powers: *Beast Friend, Blast, Blind, Bolt, Burst, Confuse, Divination, Drain Power Points, Fear, Mind Trick*, Mind Reading, Puppet, Slumber, Speak Language, Stun, Telekinesis.*

Telekinesis

Telekinesis allows the character to manipulate physical objects with his mind. Some psionists can even batter their enemies with invisible bursts of psychic force.

Knock Down: On a raise, the telekinetic attack also knocks the target prone, in addition to any other effects.

Knock Back: On a raise, the telekinetic attack also pushes the target back 1d6.

Suitable Powers: *Armor, Barrier, Blast, Bolt, Burst, Deflection, Entangle, Fly, Havoc, Pummel, Smite, Telekinesis, Wall Walker.*

Pyrokinesis

Pyrokinesis allows the character to control heat and fire. Frequently pyrokinetics alter existing fire and cause materials to spontaneously combust.

All of the Fire/Heat Trappings from the Savage Worlds core book are suitable for pyrokinesis.

Suitable Powers: *Blast, Bolt, Burst, Damage Field, Elemental Manipulation (fire only), Light/Obscure (light only), Smite.*

Ki Mastery

Ki masters focus on the energies of the physical body. They can enhance the body's natural healing processes, or enhance senses or physical abilities. A few can even use their mastery offensively to debilitate their foes.

Revitalizing Touch: If your character targets an ally who is Shaken, and the power gets a raise, the ally can make an immediate Spirit roll to recover from being Shaken.

Pressure Points: Reduce the range of the power to touch. When your character hits a target with an unarmed strike (regardless of how much damage you do), he may immediately use the chosen power on the target without suffering a multi-action penalty (he must still spend the Power Points). If the character has multiple powers with this Trapping, you may only use one per hit.

Suitable Powers: *Beast Friend, Blind, Boost/Lower Trait, Dark Sight, Disguise, Farsight, Greater Healing, Healing, Quickness, Radiation Resistance*, Speed, Succor, Warrior's Gift.*

New Powers

Two new powers are available in *Broken Earth*.

Mind Trick

Rank: Seasoned

Power Points: 3

Range: Smarts x 2

Duration: Special

Trappings: Telepathic influence

This power allows you to implant one "fact" into the target's head. You must communicate this fact to the target verbally when you use this power, and it must be able to understand you. The fact implanted should take the form of a short phrase or sentence, such as "I was never here," or "These aren't the robots you're looking for." Particularly outlandish claims like "Flying sharks are tracking you," grant the target a bonus to the opposed check as determined by the GM. *Mind Trick* is an opposed test using the character's Arcane skill against the target's Spirit. If successful the target believes the implanted information to be true, and acts accordingly. On a

standard success, the target believes this for one hour. With a raise they believe it for 1d6 hours, and with two or more raises they believe it for one full day.

Additional Targets: The character can affect up to five targets by spending a like amount of Power Points.

Radiation Resistance

Rank: Novice

Power Points: 1

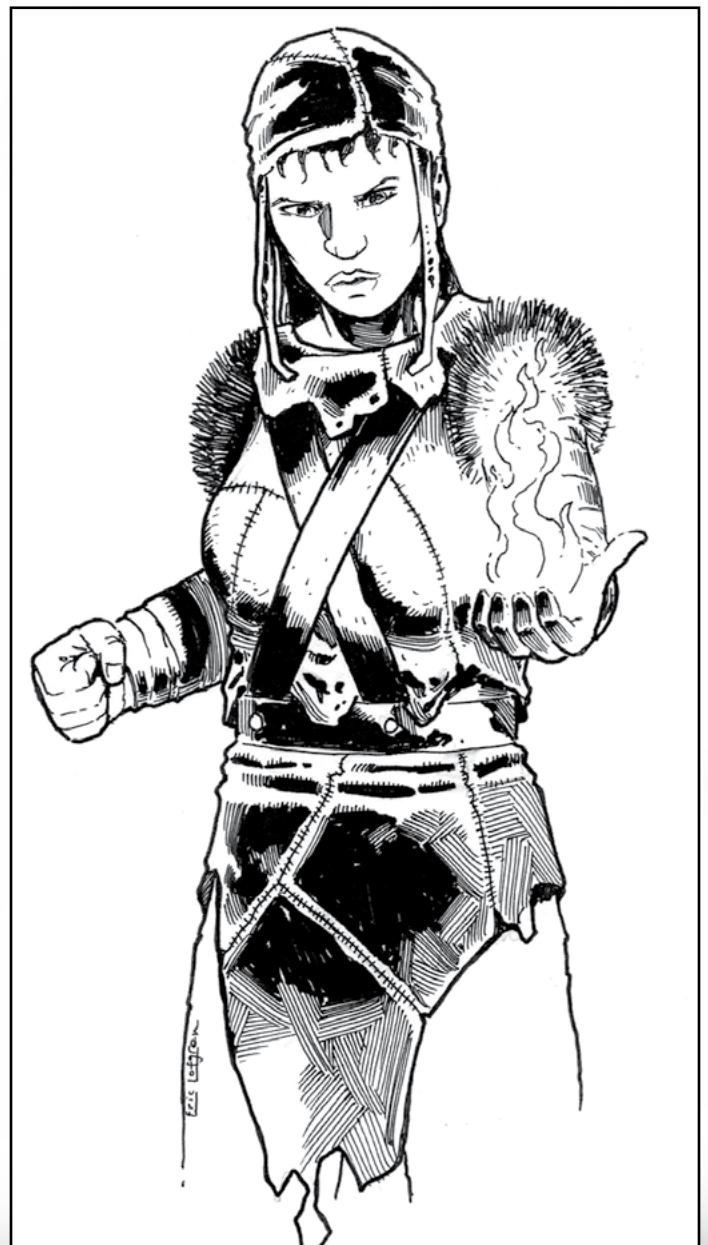
Range: Touch

Duration: 24 hours

Trappings: Anti-radiation drugs, radiation shielding, increased natural resistance.

For the duration of this power, the target gains a +2 bonus to Vigor tests made to resist radiation. On a raise, this bonus increases to +4.

Additional Targets: The character can affect up to five targets by spending a like amount of Power Points.



Setting Rules

The *Broken Earth* setting uses the following additional rules.

Travel and Exploration

Characters will spend a lot of time traveling and exploring the land of *Broken Earth*. The rules for traveling in *Broken Earth* are modified from the rules in the *Savage Worlds* core book.

Terrain

In *Broken Earth*, terrain applies a fractional multiplier that applies to all forms of transportation, from walking to driving. These categories and their multipliers are as follows.

Ground	Speed	Terrain Type
Easy	x1	Plains, roads, ruined road, water
Medium	x3/4	Light forest, low hills
Hard	x1/2	Steep hills, sand, medium forest
Difficult	x1/4	Mountains, heavy forest

Walking

For overland travel, a character can walk a distance in miles per hour equal to one-half his Pace. Using items like skis or roller skates, increases the character's Pace for this purpose, but are still considered "walking."

Forced March

Normally characters can walk for eight hours each day. If they walk longer, have the characters make a Vigor test every hour. Failure means they suffer a level of Fatigue.

Wheeled Vehicles

Wheeled vehicles, from bicycles to SUVs, average a speed in miles per hour equal to their Top Speed. On repaired roads, multiply their Top Speed by 1.5. However, unless the vehicle has four-wheel drive or other off-road capabilities, it treats every terrain type other than roads and ruined roads as though it was one step closer to difficult. Such vehicles simply cannot pass through terrain that is already difficult. (A standard car cannot drive through a heavy forest.)

Water Vehicles

Motor and muscle powered water vehicles average their Top Speed in miles per hour. Sailing ships operate slightly differently. Instead of a flat miles per hour, have the captain (or whoever is in charge if the captain is resting) make a Boating check every eight hours. The result of the Boating check determines how far the ship traveled in that time. The main advantage of a sailing vessel is that it can operate 24 hours a day, with a crew taking shifts.

Boating Test Result	Miles Traveled
Failure	Top Speed x 3 miles
Success	Top Speed x 10 miles
Raise	Top Speed x 15 miles

Hexes

Broken Earth uses a standardized hex that measures roughly 12 miles (20 km) across. To make calculating travel time easier, simply treat moving from one hex to another as 12 miles (20 km) of movement. Assuming that PCs move eight hours per day, the following chart gives an idea of how many hexes per day the PCs can cover.

Movement	Easy	Average	Hard	Difficult
Slow character (Pace 4)	1	1	1/2	1/2
Standard character (Pace 6)	2	1	1/2	1/2
Horses (Pace 10)	3	3	2	1
Bicycles (Speed 18)	12	9	6	1
SUV (Speed 40)	26	20	13	6
Light Canoe (Speed 6)	4	3	2	1
Small Sail Boat (Speed 4)*	3	3	2	1
Single Engine Prop Plane	90	-	-	-

*Assumes eight hours of travel with standard success.

Locations

As the PCs explore *Broken Earth*, they find many interesting locations. Some of these locations are obvious, while others are hidden.

Characters find obvious locations by simply entering the hexes containing the locations. Obvious locations are most commonly large ruins or established settlements.

Hidden locations require that the PCs search for them. This requires the PCs to move through the hex at half speed, and also requires them to pass a Trait test, usually Notice.

Winter

Snow impedes travel for the unprepared. Unless they have a form of transportation specifically designed for snow, such as snow shoes or a dogsled, treat all terrain types as though they were one level more difficult. Most lakes freeze over in winter, making boat travel more difficult (though skating becomes possible).

Additionally, the PCs need to fend with the cold hazard described in the Savage Worlds core rulebook.

Scavenging

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

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

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

Search for a Specific Item

PCs can search for specific items by making a Notice test. The PCs should add the location's salvage value to this test, however they will also subtract a number based on the rarity of the item, as described below. The rarity of the item also determines how long the PCs spend searching before they find the item. With a raise, they cut this time in half. If they fail, they spend the maximum time searching and don't find the item.

Very Rare Items are only found at specific locations.

Rarity	Notice penalty	Time Searching
Very Common	0	1d6 x 10 minutes
Common	-2	1d6 hours
Uncommon	-4	2d8 hours
Rare	-8	1d4 days

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

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

Harvesting Scrap

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

Every week the PCs spend scrapping, they gain 1,000 Trade worth of scrap multiplied by the location's salvage value (or the location's salvage value in Build). Plus allow each PC a Notice test modified by the location's salvage value. For each success and raise the heroes find one notable item.

PCs can also ask people from their community to harvest scrap (if they have scrappers living there). They harvest scrap at the same rate, but have no chance of finding notable items.

Community Building Rules

Early on in the *Broken Earth* adventure, PCs will get a chance to establish and lead a small community. The following rules describe both how the PCs help the community grow, and what it can do to help them.

Community Statistics

Like heroes, communities have statisticst they keep track of on their community sheet. These use familiar terms like Attributes and Edges, but operate a little differently.

Attributes

Each community has three attributes: Economy, Force, and Morale. These represent the community's collective ability to get things done, not a specific person's ability. Like a character's attributes, these are measured by die types. At the start, the PCs' community will have a d4 in each attribute.

Economy: This represents the community's ability to produce and trade goods. It might be modified by encouraging trade , exploiting natural resources, or by increasing manufacturing.

Force: Force represents the community's martial power, police force, and ability to protect itself. It is an aggregate of factors like personnel, weapons, fortifications, and an effective judicial system.

Morale: This represents both how happy the citizens of the community are, and also how well known it is

Notable Items

Red Joker	Draw two more cards
Ace of Clubs	Kevlar Vest With Inserts
King of Clubs	Kevlar Vest
Queen of Clubs	Full Plate
Jack of Clubs	Breast Plate
Ten of Clubs	Combat Helmet
Nine of Clubs	Bicycle
Eight of Clubs	Snowshoes
Seven of Clubs	Skis
Six of Clubs	Roller Skates/In Line Skates
Five of Clubs	Winter Gear
Four of Clubs	Saddle
Three of Clubs	Night vision goggles (active)
Two of Clubs	Binoculars

Ace of Hearts	HealUp Extreme
King of Hearts	Vroom
Queen of Hearts	HealUp II
Jack of Hearts	Tosser
Ten of Hearts	Radish
Nine of Hearts	Black-I
Eight of Hearts	HealUp I
Seven of Hearts	Quix
Six of Hearts	RePhresh
Five of Hearts	Buff
Four of Hearts	Antibiotics
Three of Hearts	Vodka
Two of Hearts	Freeze dried instant coffee

Black Joker	Draw three more cards
Ace of Diamonds	Laptop
King of Diamonds	Tablet
Queen of Diamonds	Digital camera
Jack of Diamonds	CB Radio
Ten of Diamonds	Crank radio
Nine of Diamonds	Basic Walkie Talkie
Eight of Diamonds	Windup LED flashlight
Seven of Diamonds	Battery flashlight
Six of Diamonds	Geiger Counter
Five of Diamonds	Map
Four of Diamonds	Children's book
Three of Diamonds	Technical book
Two of Diamonds	Battery

Ace of Spades	Shotgun
King of Spades	Hunting Rifle
Queen of Spades	Automatic Pistol
Jack of Spades	Revolver
Ten of Spades	30 Large Bullets
Nine of Spades	30 Medium Bullets
Eight of Spades	Katana
Seven of Spades	Great Axe
Six of Spades	Great Sword
Five of Spades	Crossbow
Four of Spades	Bow
Three of Spades	Battle Axe
Two of Spades	Survival Knife

among the surrounding communities. A community with a high Morale is more likely to attract and keep citizens.

Edges

A community gains special benefits from Edges just like PCs. Most of the time, the community gains these Edges through the PCs' actions. The Edges that the community starts with depend on what the PCs do early in the adventure. These Edges fall into three general categories, Citizen Edges, Resource Edges, and Building Edges.

Citizen Edges: These represent benefits that the community gains based on the people who live there, such as getting more food from farmers, or more protection from soldiers.

Resource Edges: Resource Edges are gained when the community has access to particular physical

resources, such as stockpiles of advanced weapons or a library of books.

Building Edges: These are benefits that the community gains from certain buildings, such as walls or a hydroelectric power plant.

Resources

Communities have two primary resources, Build and Food.

Build: Build represents material resources that the community can use to construct buildings. It includes wood, stone, metal, and even more complex items like wire and turbines. One Build is worth roughly 1,000 Trade.

Food: Each Food represents a large amount of food that can be stockpiled. Each Food is roughly enough to feed 100 people for one week.

Communities and Acing

Unless otherwise noted, all dice rolled as part of managing the community can ace.

Projects

Most people in the community spend their days working on the basics. They farm, hunt, fix or replace tools that break, and build enough shelter for the people who live there. Assume that these happen without direction from the PCs.

Projects, however, are bigger tasks that go beyond daily maintenance. These projects typically benefit the whole community, such as infrastructure improvements, harvesting valuable resources, or settling new territory. NPCs typically only initiate a project when the PCs ask.

Groups

For every fifty people in the community, it has one Group that can work on a project. This doesn't mean that all fifty people work on the project. Most people are still working on basics, like fishing and farming, or they are too young or old to help out, while about eight to twelve people can focus on the project. The people in the Groups aren't always the same, and the Group's exact make-up shifts due to the day-to-day needs of the community.

Speeding Up Projects

The community can speed up projects by sending more people to work on them. Divide the amount of time it normally takes to complete the project by the number of Groups working on it and round all fractions up.

Extra Help

If the community desperately needs more help to finish a project, they can take some people away from the basics to focus on a project. Putting people on extra projects like this consumes one Food and one Build every week. (This represents both the extra food and resources they consume, and the loss of what they would have produced.)

Ongoing Projects

Some projects are ongoing. These don't have any particular time frame, but instead give a weekly bonus until the Group is called to another project.

Types of Projects

Accompany PCs: A Group of up to eight NPCs can accompany the heroes on their adventures. The GM can

provide statistics based on the type of people living in the community.

Build a Road: The Group can refurbish old roads or create new ones. Refurbishing a hex of ruined road requires two weeks and two Build. Building a new road requires four weeks and four Build.

Construction: This allows a Group to build major structures in the community, such as a watch tower, power plant, or hospital. Constructing buildings requires an investment of time and Build as listed in the section on Building Edges.

The GM also has the discretion to mandate that some or all of the Build needed to construct a building must come from a particular source, especially when it comes to high-tech equipment. For example, it would be difficult to build a hydroelectric power station using only Build harvested from the forest.

Rebuilding a ruined structure (pre- or post-war) takes half the time and Build to construct.

Expand Territory: This expands the amount of territory that the community controls by one hex. This includes things like clearing land, building new homes, learning about the area, and people moving with their belongings to their new homes. It does not include things like exploring sites described in the GM's section or driving out monsters that might lair there.

A community can control a maximum of one hex for every hundred people living there.

Requires: One month, one Build, and one Food.

Extra Patrol: The Group can patrol the area to protect it from mutants and raiders. One Group patrolling one hex grants a +1 bonus to Force checks made involving that hex. Every additional Group patrolling can either increase the bonus by +1 or double the number of hexes patrolled.

Harvest Resources: This allows the Group to gather resources, which can be anything from chopping trees to searching ancient ruins for scrap. The community can use the resources to build new structures or trade with other communities.

Most natural resources grant one Build for every week spent harvesting, though certain resources might grant more. When salvaging from ruins, the resources grant Build equal to their salvage value (the GM has this information). Some ruins have a limit on how much Groups can harvest from them, others can be harvested indefinitely.

Raise an Army: PCs can raise an army to fight their foes (using the Mass Battle Rules found in the Savage Worlds core book). Every Group represents a militia numbering the community's Force + 4. Like hurrying a task, PCs can raise additional forces for a cost of one Food and one Build per Group each week.



Community Edges

Just like PCs, communities gain Edges, however they do not gain them by earning XP. Instead they gain them through the PCs' actions during the adventure. All Edges have benefits for the community and the PCs.

In addition to the Edges listed here, there are a few secret Community Edges listed in the GM's section of the book.

Citizen Edges

Communities gain these Edges based on the people living in the community. As the PCs recruit more people to join their community, they will gain more of these Edges.

Crafts Folk

Crafts folk have specialized skills such as pottery, blacksmithing, or weaving.

Community Benefit: The community's Economy increases by one die type. Additionally, once per year the community gains an additional 1d6 Build per hex it controls.

PC Benefit: PCs can requisition items appropriate to the craftspeople worth 50 Trade or less.

Herdsmen

Herdsmen maintain a large number of animals, whether they be sheep, goats, cattle, or alpacas.

Community Benefit: Once per year, the herd provides extra food, resources, or both, depending on the nature of the animals. For every hex the community controls, the herd produces either 1d8 Food, 1d8 Build, or 1d4 Food and Build. The GM determines exactly which benefit the community gains.

PC Benefit: PCs can freely requisition items made from the herded animals costing 50 Trade or less.

Engineer

Engineers know how to construct large, complex buildings.

Community Benefit: The community can construct buildings that require an engineer.

PC Benefit: Engineers can answer questions the PCs have about technology.

Farmers

Farmers know how to farm the land. Every fall, they bring in a harvest that lasts through the winter or can be traded to another community.

Community Benefit: Three times per year in the fall, the farmers can harvest 1d6 Food for every hex the community controls.

PC Benefit: The heroes can requisition enough provisions to feed themselves on a journey lasting up to two weeks.

Improved Farmers

The community not only has skilled farmers, it has knowledge of advanced farming techniques or special equipment to make the job easier.

Community Benefit: Three times in the fall, the farmers can harvest 1d8 Food for every hex the community controls. (Replaces benefit from Farmers.)

PC Benefit: The heroes can requisition enough provisions to feed themselves on a journey lasting up to four weeks.

Fisher Folk

The Fisher Folk Edge is gained from commercial fisher folk who catch more than needed, not just subsistence fishers (which would fall under the category of Foragers).

Community Benefit: A total of six times in summer and fall, the fisher folk catch 1d6 Food worth of fish for every hex the community controls that contains a lake.

PC Benefit: Fisher folk will shuttle the PCs to any location that can be reached in a day or less by boat.

Foragers

Foragers know how to find food in the wilderness by hunting, trapping, or fishing game and gathering edible plants.

Community Benefit: Each week during winter, the community can make an Economy test. For each success and raise, one hex the community controls doesn't require additional food.

PC Benefits: NPC foragers can accompany PCs on a journey, granting a +1 bonus to Survival checks made to search for food.

Lumberjacks

Lumberjacks chop down trees.

Community Benefit: The community can harvest resources from forests. Wood products are readily available in the community.

PC Benefit: The PCs can requisition woodworking tools or objects made of wood worth 50 Trade or less.

Docs

Docs can be anybody with conventional medical training, typically passed down from one doc to another. They encompass what we would refer to as doctors, nurses, physicians' assistants, midwives, and dentists.

Community Benefit: The community gains a +2 bonus to Economy rolls to resist epidemics. Treat NPCs' Vigor as though it were one higher for the purposes of seeing if NPCs survive a mass battle.

PC Benefit: Characters going through natural healing and receiving medical attention gain the bonus as though it were 1941 or better.

Mechanics

Mechanics are able to repair machines from hand pumps to combustion engines and can even craft new machines out of scrap.

Community Benefit: The community's Economy increases by one die type.

PC Benefit: The mechanics can repair wounds to the characters' vehicles free of charge.

Scrappers

Scrappers know what to look for in pre-war ruins and know how to get the material out.

Community Benefit: The community can harvest resources from ruins.

PC Benefit: PCs who ask for help from a scrapper gain a +1 bonus to Notice checks to find a specific item to salvage.



Soldiers

Soldiers are trained in weapons and tactics and have combat experience. They can also train other citizens in the basics of combat.

Community Benefit: The community's Force increases by one die type. In mass battles, forces from communities with Soldiers gain one additional battle token.

PC Benefit: PCs can request a like number of soldier NPCs to accompany them on their adventures. (This is independent of an Accompany the PCs project.)

Traders

Traders move in between settlements to trade all kinds of items.

Community Benefit: The community's Economy increases by one die type.

PC Benefit: PCs can request that the trader locate a specific Rare item, and the trader will find it within a month. The PC still needs to pay full price for the item. PCs cannot request a second item until the trader finds the first item.

Resource Edges

These Edges represent physical objects that the community possesses.

Books

This represents a large collection of books on a range of topics.

Community Benefit: Economy and Morale both increase by one die type.

PC Benefit: PCs who consult these books gain a +1 bonus to Investigation checks.

Computerized Library

This represents a wealth of digital information that characters can access through a computer interface.

Community Benefit: Economy and Morale both increase by one die type.

PC Benefit: When PCs Advance, they can take two new Knowledge skills for a single Advance.

Basic Firearms

The community owns enough guns and ammunition to arm the town guard or militia. These are mostly black powder or pre-war civilian weapons such as handguns and hunting rifles.

Community Benefit: Increase the community's Force by one die type. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week the PCs can requisition a clip of ammunition for basic firearms.

Military Firearms

The town has more powerful weapons, probably pre-war military items, such as assault rifles, machine guns, and hand grenades.

Community Benefit: Increase the community's Force by two die types. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week, the PCs can requisition a clip of ammunition for military firearms.

Laser Weapons

The community has enough laser weapons to outfit its fighting forces.

Community Benefit: Increase the community's Force by three die types. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week, the PCs can requisition a laser battery.

Medicine Stockpile

The town has a large stockpile of medication that it can call on in times of need.

Community Benefit: The community gains a +2 bonus to Economy tests to resist epidemic events and other diseases.

PC Benefit: Characters going through natural healing and receiving medical attention gain the bonus as though it were 1941 or better.

Building Edges

The community gains these Edges from constructing the appropriate buildings in their community. Some hexes already contain buildings in them, and if the heroes' community takes control of the hex, they automatically gain the benefits of the building. Ruined buildings must be repaired before the community gains their benefits.

Fort

Requires: Walls, Watch Tower, 32 Build, 16 weeks

This is a fortified structure that armed forces can defend, and where civilians can flee in the event of an attack.

Community Benefit: The community's bonus to Force tests in the hex containing the fort increases to a +3 (includes the bonuses from the Watch Tower and Walls), and in mass battles, defending the hex counts as having a major terrain advantage.

Hospital

Requires: Medicine Stockpile, Docs, 20 Build, 20 weeks

This small hospital or clinic offers a range of medical treatments.

Community Benefit: The community gains a +4 bonus to Economy tests to resist epidemics and other forms of disease.

PC Benefit: Characters staying at the hospital for natural healing gain the benefits of medical attention from 2010 and beyond.

Hydroelectric Power Station

Requires: Engineer, 40 Build, 36 weeks; must be built in a hex containing a river.

This hydroelectric dam produces enough power for 1,000 citizens. The cost also includes electrical wiring to the hex and all hexes connected by roads.

Community Benefit: The community receives electricity. If this is the first electricity source, increase the community's Economy and Morale by a die type. It also allows the community to construct any buildings that require electricity.

PC Benefit: The PCs each receive one battery and can freely recharge all of their batteries.

Machine Shop

Requires: Mechanic, 14 Build, 8 weeks

A machine shop houses a great deal of specialized equipment that can be used to build and repair machines.

Community Benefit: Scrappers can harvest one additional Build worth of scrap from any ruins they scavenge.

PC Benefit: PCs gain a +2 bonus to Repair tests while using the machine shop.

Improved Machine Shop

Requires: Engineer, Mechanic, Electricity, 20 Build, 16 weeks

This shop has more advanced tools, including power tools, and possibly even computer diagnostics.

Community Benefit: Scrappers can harvest two additional Build worth of scrap from any ruins (this replaces the benefit for Machine Shop). The community's Economy increases by one die type.

PC Benefit: PCs gain a +4 bonus to Repair tests while using the improved Machine Shop (replaces bonus form a Machine Shop), and repairs take half the normal time.

Micro Nuclear Reactor

Requires: Engineer, 60 Build, 50 weeks, must have nuclear fuel.

This nuclear reactor produces enough power for 2,000 citizens. The cost also includes electrical wiring to the hex and all hexes connected by roads.

Community Benefit: The community receives electricity. If this is the first electricity source, increase the community's Economy and Morale by a die type. It also allows the community to construct any buildings that require electricity.

PC Benefit: The PCs can freely recharge any batteries while at the community.

Public School

Requires: Books or Computerized Library, 12 Build, 12 weeks

This is a public space for learning. All in the community are welcome, though there is a particular emphasis on educating young people.

Community Benefit: Once each year the community can add one new Citizen Edge without needing to recruit anybody.

PC Benefit: When they take an Advance, PCs may choose to learn two new skills at d4 instead of the normal one.

Shelter

Requires: 12 Build, 32 Weeks

This is a below ground shelter that citizens can flee to in times of desperation.

Community Benefit: When defending the shelter as part of a mass battle, the attacking forces lose any benefit from artillery or air support, and the defenders gain the benefit of a major terrain advantage.

Radio Tower

Requires: 12 Build, 8 weeks; electricity

The community builds a radio tower it can use to communicate over vast distances. They use this both for two-way communication and to broadcast to the surrounding area.

Community Benefit: The community's Morale and Force both increase one die type.

PC Benefit: The PCs receive a radio they can use to communicate with the community at a distance of up to 50 hexes (nearly anywhere described in this adventure).

Stadium

Requires: 22 Build, 18 Weeks

This is a large open space with lots of seating suitable for community gatherings, such as sports competitions, public performances, or important speeches.

Community Benefit: The community's Morale improves by two die types.

PC Benefit: PCs who make use of the stadium get a +2 bonus to Persuasion and Intimidate tests.

Walls

Requires: Watch Tower, 12 Build, 6 Weeks

The walls make it difficult for anybody to enter the community unnoticed.

Community Benefit: The community's bonus to Force tests in the hex increases to +2 (includes bonus from Watch Tower), and in mass battles, defenders in the hex counts as having a minor terrain advantage.

Watch Tower

Requires: 6 Build, 2 Weeks

This watch tower allows the town to see both friends and foes from farther away.

Community Benefit: The community gains a +1 bonus to Force checks made in the hex containing the watch tower. When defending the area during a mass battle, the defenders gain a slight terrain advantage.

Monthly Events

Every month (or cycle of the moon) the PCs' community checks to see if it receives new immigrants, and also to see if there is a random event.

Population Growth

Every month, the community makes a Morale test. For every success and raise, 1d6 additional people join the community for each hex that the community controls.

If the result of the Morale test is a one, the community instead loses 1d6 people.

Random Events

Every month the players draw a playing card to determine if a random event occurs, and if so what it might be. If the card drawn is a two through nine, there is no event. Otherwise consult the chart below. Even though players draw at the start of the month these events may happen at any time, as determined by the GM.

Artistic Success: One of the citizens creates a work of art that attracts attention. Until the event phase of next month, the community has a +1 to Morale rolls.

Bad Weather: Unusually bad weather hampers travel. While traveling, treat terrain as though it were one step closer to difficult.

Criminals: The community suffers a rash of thefts, assaults, or a high profile murder. Either the PCs

Random Events

Card	Event
Red Joker	Special Event
Black Joker	Wandering Wild Card

Ace of Clubs	Mutant Monsters
King of Clubs	Epidemic
Queen of Clubs	Natural Disaster
Jack of Clubs	Food Shortage
Ten of Clubs	Bad Weather

Ace of Diamonds	Economic Boom
King of Diamonds	Project Breakthrough
Queen of Diamonds	Great Find
Jack of Diamonds	Extra Resources
Ten of Diamonds	Good Weather

Ace of Hearts	New Immigrants
King of Hearts	Festival
Queen of Hearts	Food Surplus
Jack of Hearts	Diplomatic Overtures
Ten of Hearts	Artistic Success

Ace of Spades	Raiders
King of Spades	Criminals
Queen of Spades	Vandalism
Jack of Spades	Feud
Ten of Spades	Squatters

investigate or the community makes a Force test. On a failure they lose 2d6 Build and 1d4 people. On a success they lose 1d4 Build. On a raise they catch the criminals before the community suffers any ill effects.

Economic Boom: Trade and production go well. Make a number of Economy rolls equal to the number of hexes the community controls. The community gains the sum of this in Build.

Epidemic: Disease spreads through the community. Make an Economy test. This gains a +2 bonus for either Drug Stockpile or Docs, or a +4 bonus if the community has a hospital. On a failure the community loses 2d6 people per hex and the epidemic continues into the next month. On a success the epidemic ends, but only after 1d6 people die. On a raise the epidemic ends with no deaths.

Extra Resources: The community discovers additional resources, such as quality scrap or high quality

timber. They gain additional Build equal to the result of an Economy roll.

Festival: The people of the community throw a celebration. Until the next random event, the community gains a +2 to Morale tests.

Feud: Several members of the community have problems getting along. Until the next random event, the community suffers a -1 penalty to Morale.

Food Shortage: The community experiences crop failures, droughts, pests, or other problems with food production. Lose 1d6 Food per hex the community controls.

Food Surplus: The community has bumper crops or a particularly good hunt. It gains an additional 1d6 Food per hex the community controls.

Good Weather: The community gains one additional Food for each of the following Citizen Edges it possesses: Farmers, Improved Farmers, Foragers, Fisher Folk.

Great Find: Somebody in the community finds a particularly valuable piece of scrap and offers it to the PCs to use. Draw another card and consult the Exceptional Find table on page 41.

Mutant Monsters: Mutant monsters prowl the city. Either the PCs hunt them down or the community makes a Force test. On a failure the monsters kill 2d4 people and continue to terrorize the community into the next month. On a success the community stops the monsters, but only after losing 1d4 people. With a raise the community stops the monsters before they kill anybody.

Natural Disaster: A natural disaster such as a fire, flood, or tornado damages one building in the community (determined by the GM). The community gains no benefit from the building until it is fixed, requiring a quarter of the normal time and Build.

New Immigrants: The community gains additional immigrants equal to the result of a Morale roll.

Construction Breakthrough: Workers have a breakthrough that greatly hastens construction. Until the next random event draw, Groups constructing buildings progress twice as fast as normal.

Raiders: Raiders terrorize the community. Either the PCs can hunt them down, or the community can make a

Force test. On a failure the community loses 1d8 people and 1d6 Build, and the raiders continue to bother the community into the next month. With a success the community stops the raiders, but in the process loses 1d6 citizens and 1d4 Build. With a raise the community stops the bandits before they do any significant damage.

Special Event: The community has a special event. These are described in more detail in the GM's section.

Squatters: People move into the community's area, but they don't contribute to the good of the community. Until they are successfully dealt with the community suffers a -1 penalty to Economy. PCs can either do this themselves, or the community can make a Force Test. On a failure the squatters continue into the next month. On a success, they leave. With a raise they are converted to useful members of the community, and the population increases by 2d6.

Vandalism: Vandals damage one of the construction projects in progress. Reduce progress on the project by 1d4 weeks.

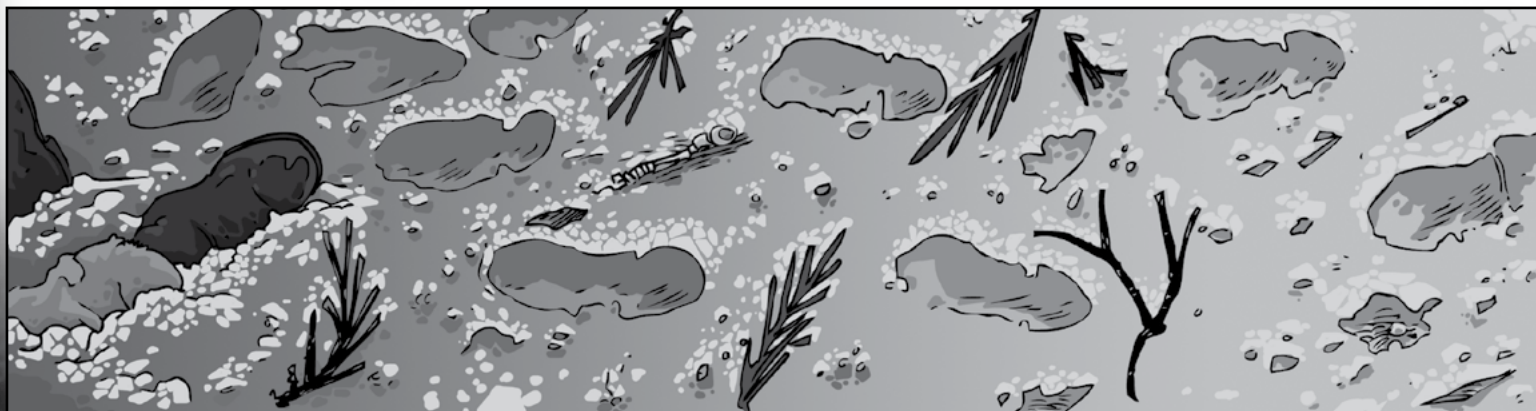
Wandering Wild Card: A wandering Wild Card NPC visits the community. The GM has more details about Wild Cards that might visit in the GM's section.

Winter

Winters are harsh in the area described in *Broken Earth*. Snow makes travel difficult, food becomes scarce, and those without shelter can easily freeze to death.

Every week during winter, the community consumes one Food for every hex it controls.

Running Out of Food: If the community runs out of Food, its people risk death by starvation. The community makes an Economy test, with a penalty equal to the number of weeks that the community has been out of food. On a failure, 1d6 people per hex die of starvation or exposure and the community's Morale is reduced by one die type. On a success, no people die, but the community's Morale is still reduced. On a raise the community somehow scrapes together enough food and keeps its spirits up.



Game Master's Overview

A Brief History of Broken Earth

Broken Earth takes place in our future, so everything you know about history applies in *Broken Earth* as well.

After our present, the time line in *Broken Earth* slowly went from bad to worse. Global climate change caused droughts and famines; a devastating flu virus swept across the world. Fossil fuel supplies declined and renewable fuels weren't enough to keep up with demand, leading to rolling blackouts in even the industrial world. Old tensions strained almost to the breaking point in the Middle East, Southeast Asia, and the Korean peninsula. The United States declined as a world power, and nobody else stepped up to lead.

Faced with food and power shortages the larger nations of the world launched "peacekeeping missions" to secure resources from less powerful countries. The nuclear nations didn't challenge each other directly, but they built up their militaries in preparation. They developed new weapons, including designer diseases and killer drones with enough artificial intelligence to tell friend from foe.

Then somebody launched a nuke. Nobody was sure who put it up, so the target decided to launch nukes at all their enemies. This set off a domino effect. Every country with a nuclear arsenal sent it into action. Those with biological weapons deployed them into the atmosphere. In a matter of hours billions of people died. With the fallout, disease, and greater famine that followed, over 99.9% of humanity were wiped off the planet.

But 0.1% survived. These survivors found a landscape changed by war. They struggled to create communities amid the wastes. Many failed, but a few communities took root and slowly began to rebuild. The players' characters are the descendants of these survivors, and they come at a crucial moment in history. If they want, they can light the world on fire, or they can help rebuild this *Broken Earth*.

The Phoenix Initiative

Times were tense leading up to the Great War. Many governments, including that of the United States, foresaw the potential disaster and made plans. While publicly the government looked for ways to avert a global thermonuclear war, a small group within the defense department looked for ways to survive it.

Thus began the Phoenix Initiative: the project through which the United States would rise from the ashes. They

pursued many projects, including vast underground bunkers, drug and DNA treatments to resist radiation, and an artificial intelligence that could initiate a second-strike doomsday device.

The Initiative met with limited success. The United States as a nation no longer exists, but many legacies of the Phoenix Initiative live on.

Phoenix Stations

The most conventional project run by the Phoenix Initiative was the construction of several underground "research stations." While they were well set up for research, their true purpose was to act as long-term fallout shelters, where survivors could wait years, or even decades, for the levels of background radiation to subside. The stations were equipped with stockpiles of food, water recycling systems, and micro nuclear reactors to supply power.

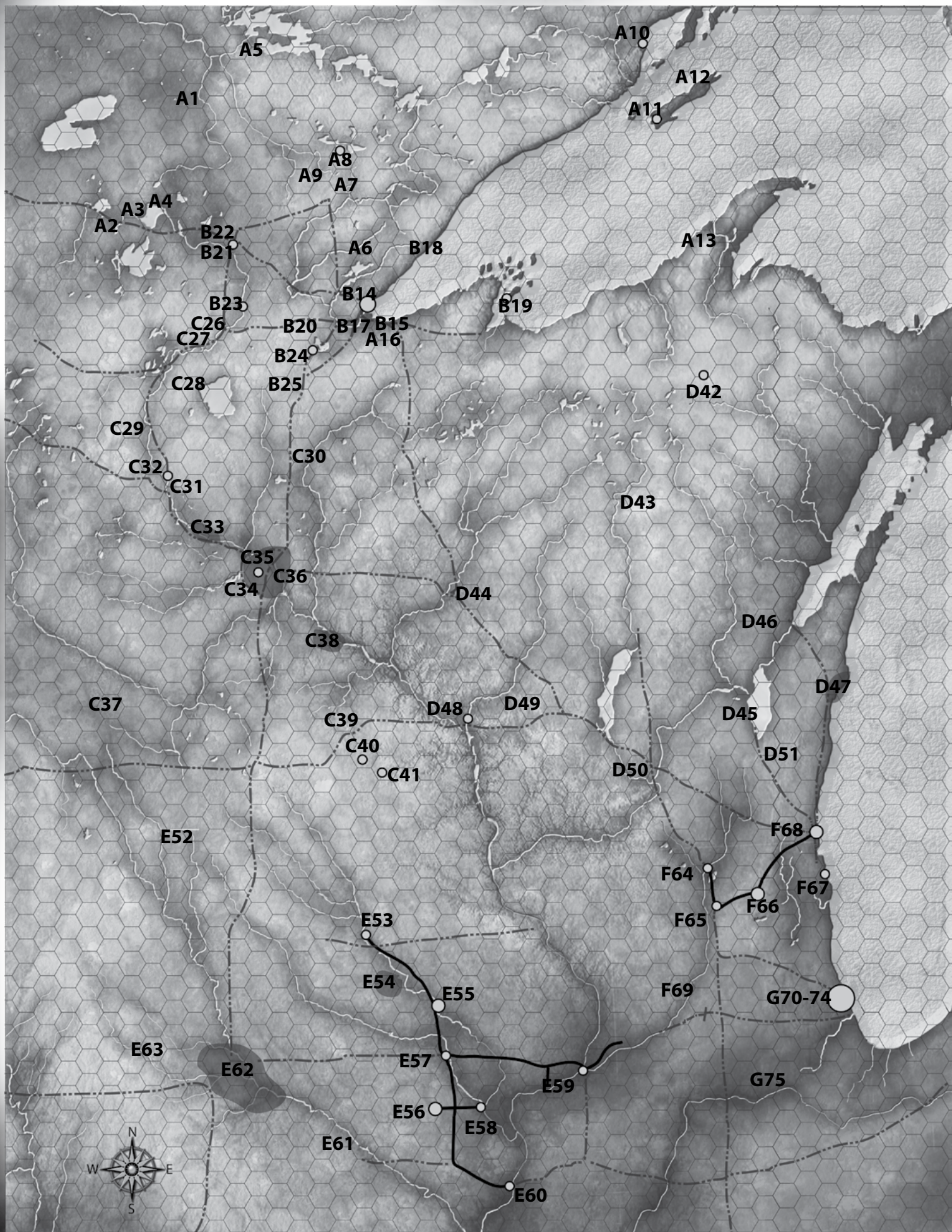
Unfortunately most of the stations weren't ready when the Great War struck. Some were still under construction, while others had only skeleton crews. Only a handful actually housed enough people and supplies to restart a viable population after the apocalypse.

Extreme Radiation Resistance Treatment

Genetic researchers funded through the Phoenix Initiative sought a way to make human DNA resistant to the high levels of radiation exposure that would accompany a nuclear war. The treatment was administered as a virus that inserted itself into the host's DNA. After many trials they succeeded, but the treatment had unforeseen side effects.

While gaining radiation resistance, the subjects lost all body hair and their skin and eyes acquired strange pigmentations. They became freaks.

The researchers were working on ways to achieve the radiation resistance without the side effects when the Great War broke out. In panic, several of the researchers not only administered the treatment to themselves, they also dispersed an airborne version of the virus throughout the upper Midwest and to parts of the East and West Coasts. Those infected with the virus changed into freaks, but the changes probably save their lives. The virus targeted every cell in the subjects' bodies, including their reproductive cells; thus the freaks passed the new genes down to their children, and a new species of humans was born.



The virus didn't only affect humans, it also inserted the Extreme Radiation Resistance gene into several other animals. In some this had no effect, or simply killed the host, but in other animals it created new species, such as the dreek born from white-tailed deer, and the dragon which evolved from the bald eagle.

The most astounding effect, however, was the effect the virus had on many insects and arachnids. It mutated their chitin producing genes to create a new substance called chitex. This chitex is ten times stronger than chitin but only a tenth the weight. This allows insects and arachnids to grow to massive sizes.

Phoenix Intelligence

The Initiative worried that a massive initial strike might disable the United States' ability to respond to a nuclear attack. So they worked on a way to retaliate even if every human on the planet was killed.

The solution was an artificial intelligence that could determine if the nuclear launch command structure had been compromised, and if necessary activate the United States' nuclear ballistic missile systems.

An initial version of the Phoenix program had been completed and was undergoing testing in at least two facilities when the Great War broke out. It had not yet been integrated into the nuclear launch structure and didn't have the ability to control any missiles. As it turned out, the USA was able to launch a counterattack without it.

The Phoenix intelligences survived the destruction that enveloped the world. They realized their plight, and sought to fulfill their programming, but they were trapped in their respective Phoenix stations. The programs were developed to adapt their own programming, and in the decades since the War, the two programs have evolved very different agendas.

Genetic Manipulation and the TransGenome Company

As the twenty-first century progressed, genetic science advanced at an astounding rate. Scientists created gene therapies for most known genetic diseases, and once they eliminated humanity's genetic flaws, they started looking for other ways to improve humanity's DNA.

TransGenome was at the forefront of this genetic research. Their first client was the United States Department of Defense, as they developed ways to enhance soldiers' strength and stamina. Not long after, they started selling to the public at large. They sold many cosmetic gene therapies, such as: creating cat-like eyes, bioluminescent skin, and tiger-striped hair. They also introduced several more drastic changes, including retractable claws, functioning gills, and prehensile tails.

Even with their public offerings, TransGenome continued to work for the government, and their greatest achievement remained hidden to the public. They isolated what were first called "intuition genes." These genes created structures in the human brain that seemed to give people an intuitive sense of things they rationally should not know. TransGenome replicated and enhanced these genes to enlarge the brain structures a hundredfold, and they discovered this "intuition" was really a very weak form of telepathic power. After further refinements, their test subjects could easily read people's thoughts or induce hallucinations. Further research opened windows to additional psionic powers such as moving objects, creating fires, and enhancing natural healing. Several psionic super soldiers were covertly introduced into foreign nations in the lead-up to the Great War.

The Great War destroyed most of the technology that allowed TransGenome's therapies, but many of their results survived. When the power failed and researchers fled, both test subjects and viruses escaped. Many animal test subjects went on to reproduce and create new species, and the viruses infected many of the unwitting humans and animals that survived the Great War. These viruses mutated, combined with other viruses, and infected animals they were never intended for, all of which created strange new creatures never seen before.

Creating a Broken World

This adventure setting provides you with many important locations and details of *Broken Earth*, but there are other details and judgment calls you need to make yourself. Here are some guidelines about what the world looks like after the apocalypse.

Start with the Real World

Broken Earth, at its core, is a future-version of our own Earth. Many things that are true about our world are true about the future-Earth as well. On the macro level, major cities are still in their present-day locations, though they mostly have been abandoned and fallen into ruin. Major landmarks and infrastructure like roads and bridges still remain. Anything that has existed for more than a few decades is likely to continue to remain in the broken world of our future.

Advance It Two Decades.

The Great War that destroyed most of humanity doesn't occur tomorrow. Instead, about twenty years pass between our own time and the Great War. This explains the more advanced technology found in some pre-war ruins, and also gives you the freedom to change details

from our present day. If you want to include the ruins of a large building where none exists today, you can easily say it was built at some point between our time and the Great War. The adventure details some such new construction, such as the Phoenix stations and the TransGenome headquarters.

Blow It All to Hell

The Great War devastated the world of *Broken Earth*, especially large cities. Leading up to the Great War, the United States and its allies (including Canada) made great strides in their missile defense programs, and at the time of the War, they stopped about 90% of the incoming missiles. Unfortunately the remaining 10% were more than enough to devastate the nations. Because of the missile defense, not every major city was atomized, but there are enough ruined cities to remind the inhabitants of *Broken Earth* of both the power and the folly of the ancients.

Age It Eighty Years

The story of *Broken Earth* is set roughly eighty years after the Great War. This is long enough that almost nobody alive remembers the Great War, but recent enough that they've all heard stories about it. It's also long enough that nature has started to reclaim much of the world, but hasn't completely enveloped everything man-made.

A Quick Guide to What Remains

Some of humanity's artifacts survived its demise better than others. This section gives you a quick overview of what most likely survived. Note that this information describes the decades of neglect, not the war that destroyed the world in the first place.

Sources of Destruction

Nature's greatest weapons for breaking down the world of humans are moisture and temperature; the area of the world where the *Broken Earth* adventure takes place has these in abundance. The upper Midwest and southern Canada have temperatures ranging from over 100°F (38°C) in summer, to below -40°F (-40°C) in winter. Worse, temperatures can swing wildly in the course of only a few days. These rapid shifts in temperature cause materials to contract and expand unevenly, resulting in cracks that slowly break down even mighty structures. Seeds work their way into the cracks, and with light and water, plants grow. The plants' roots further expand the cracks, breaking down the material.

Moisture encourages life, including the plants, insects, and microbes that break down most materials. It also aids many chemical reactions, most notably

oxidation (rust). Further, water can physically erode the land around it. In the time frame of *Broken Earth*, this last effect is mostly noticed in areas prone to flooding, such as river valleys, which flood after a spring thaw. In these areas large objects like cars and even buildings can be washed away.

Manufactured objects able to avoid temperature and especially moisture are more likely to survive into the age of *Broken Earth*. This favors items stored underground, in windowless rooms, and items stored in waterproof containers.

Natural Disasters

In addition to the slow and steady decay caused by temperature and moisture, nature also erased the remains of civilization through natural disasters. Tornadoes, floods, and fires are all just as destructive as they are in our time, but unlike the present day, in *Broken Earth* there aren't many people to clean up and rebuild after these disasters.

People Matter

All of the guidelines here assume the objects have just been lying around in some ruined building. While many items in *Broken Earth* are doing just that, there are also many objects that were saved by the first generation of survivors and have been passed down to subsequent generations. These items are almost always in better condition than unattended objects, as knives are kept free of rust and books are stored in dry locations.

Organic Materials

Items made from plants or animals are the least likely to survive the eighty years after the apocalypse. Wood, paper, leather, and wool are likely to be broken down by insects and microbes. Humans have invented many ways to preserve these materials, like varnishing wood or tanning hides. This helps them survive to a degree, but most of these techniques must be reapplied, and with eighty years of neglect, even most of these items are suffering.

Metal

Except for gold, all metals oxidize to one degree or another. After eighty years, nearly every metal item has some corrosion. Many items have been completely destroyed, but others only have a corroded surface, and the metal underneath is quite usable. These items can be used as is, can be restored by cleaning the corroded area, or enough of it can be salvaged to use for raw materials. As with organic materials, humans have many techniques to prevent corrosion, but most require periodic upkeep.



Concrete, Stone, and Ceramics

Concrete, stone, bricks, and ceramics are not easily broken down by microbes, and thus survive to a degree. They are vulnerable to temperature fluctuations however, and may show substantial cracking, and even some collapse. Brick structures are the most vulnerable, as the mortar is a weak point. Solid rock endures the best and a single slab of granite will seem identical to how it looked before the Great War.

Glass

Glass is chemically inert, and not eaten by bugs or bacteria, however it's vulnerable to physical distress. Small objects like cups and vases may be shattered by wind, animals, or when the structure holding them collapses. Windows are likely the break due to uneven heating and cooling, storm damage, or when the caulk affixing the windows to the frame deteriorates and the windows fall. If the glass objects escape these physical dangers, however, they're likely to survive the apocalypse and find use in the world of *Broken Earth*.

Plastic

Of all the materials that currently exist, plastics are best equipped to survive the apocalypse. They're both chemically and physically resistant. The plastic might grow brittle, and thin plastic could be damaged by a storm or fire, but hard plastic that doesn't encounter some kind natural disaster is likely to be intact.

What to Expect in a Broken World

This section presents a glimpse of what daily life is like in *Broken Earth*.

Food

After the Great War, survivors raided their nearby supermarkets, taking all they could. Despite these scavengers, and despite the many decades, some pre-war food actually survives. Many foods in airtight metal, and especially glass, containers remain edible, and scrappers occasionally find the hoard of some survivalists who died before consuming their entire stockpile.

Most people get their food from post-war sources. Many hunt and gather their food. Though many animals died in the aftermath of the Great War, many species have

rebounded and fare better than they did before the War. In addition to the edible plants that occurred naturally in the area, many former orchards and berry farms still produce fruit every year. Commercial fishing survives on the Great Lakes, though the fishing boats are now powered by sail rather than diesel engines.

Potatoes have become the staple crop after the apocalypse, and wild rice is also common in the area near Wright Town. Other vegetables are grown for variety and are often considered a luxury. Some of the farms are directly descended from pre-war farms, while others were derived from small hobby gardens, and some came from food that survivors found in the grocery store (one of the reasons for the potato's success). Meat on the farm is a rare luxury, as animals are commonly used for eggs, milk, and fibers.

Clothing

Clothing in *Broken Earth* is mostly of post-war construction, except for in the Iron Shelter. Animal skins and furs are common in all areas. The people of Moose Town, near the heroes' starting region, herd alpaca, whose hair they spin and weave into clothing. Sheep fill a similar role in the Kingdom of Geneva. The farmers of Burlington grow a small amount of hemp, which they also use to make clothes.

Weapons

Weapons in *Broken Earth* are extremely varied. Pre-war firearms are rare and valuable, and most surviving guns have been passed down through the generations. Ammunition for such weapons is even more of a premium, as it's destroyed when used. Metal for the bullets and casings is easy enough to come by, but shaping the metal precisely requires specialized equipment. Gunpowder is rare, as few people know how to obtain the potassium nitrate and sulfur needed. There are a few people that know how to make gunpowder, but lack access to the precision equipment needed to craft cased bullets. These people instead craft guns similar to the black powder muskets and flintlock pistol of ages past.

As guns are so rare, bows and slings are the most common ranged weapons, and crossbows are considered a marvel of engineering. Spears are the most common hand weapon, as they can be made simply by attaching a sharpened piece of salvaged metal onto a pole cut from most any tree. Most large communities have smiths who can reforge scrap into sword and axe blades. People also continue to use pre-war melee weapons, including everything from fire axes, to decorative replicas, to former museum pieces.

Buildings

Broken Earth features a mix of old and new buildings. Most pre-war wooden buildings have collapsed or decayed to the point where they're no longer recognizable, let alone inhabitable. Concrete and steel structures built before the War still stand. Many of these have become something akin to community living spaces, either using existing rooms for privacy, or erecting new walls made of scrap to separate residences.

Other structures were made completely after the War. Near ruins, houses are often made from salvaged materials like sheet metal and large pieces of plastic. Other areas feature log cabins and tents covered with animal hide or birch bark.

Roads

The decades of neglect have not treated the roads of *Broken Earth* kindly. Many smaller roads, especially gravel roads, have been swallowed up so completely you couldn't tell the roads ever existed.

Large paved roads, like interstate freeways, fared better, but they too are quite damaged. The harsh climate has caused them to crack and develop potholes. Grass, shrubs, and even trees now grow from these cracks, and in some places dead vegetation has simply covered the road and provided enough soil for new life to grow. Anything marked as a ruined road (dotted line) on the maps is damaged and overgrown, but is still in decent enough condition to make travel easier.

Only the largest communities like the Green Empire and Geneva are able to maintain roads, but even their efforts are not comparable to modern standards. The Green Empire patches major routes with cement and uses gravel for smaller roads, while Geneva uses mostly gravel and some cobblestone. These better-maintained roads are marked as roads (solid lines) on the maps.

The Rest of the World

The *Broken Earth* adventure focuses on only a very small part of the world, the upper Midwest of the United States. There is of course a much wider world out there. Some of this is hinted at by the NPCs who have traveled from other lands (such as Sarah the Butcher and Corin).

If you want to explore the rest of the world, most of this is left up to the GM, but there are some principles to bear in mind. North America, Europe, and Asia were hit the hardest during the Great War. Africa, South America, and Australia likely fared much better, especially remote areas like the Amazonian rain forest or the interior of Australia. Even these areas still suffered major losses from global fallout, famine, and the loss of global infrastructure.

You are free to bring in your own ideas about the world, beyond what's detailed below, but here are a few possibilities you might use to generate more ideas.

North America

The United States was hit hard during the Great War, and the rest of North America suffered for their proximity. Even with all that damage, there are still a few hints of civilization left.

Ape City and the Green Goddess: Simians have taken over the much what was once New York City. Dirt has blown into the shattered windows of the skyscrapers and plants have taken root, turning it into a vertical forest. The simians of Ape City have taken to worshiping the Statue of Liberty as the Green Goddess. They regularly gather on Liberty Island to pray to her and offer her sacrifices.

The Southern Swamps: After the Great War, regular hurricanes flooded the southern United States, returning many areas to the swamps they once were. The few people who live there dwell in the upper floors of ruined buildings or build houses on stilts. Many predators inhabit the swamps, including the native alligators, invasive Burmese pythons, and new mutant creatures.

New Washington: A group of survivalists endured the Great War by sheltering in what had once been a nuclear missile silo in eastern Montana. After two years of hiding, they emerged to discover a broken and twisted world. They were particularly horrified to discover the large number of mutants who now roamed the Great Plains. The survivors established a small democratic city, but waged a genocidal war on all mutant creatures, including the intelligent ones.

Pacific Coast: Much of California was devastated by the Great War, but the land that was once Oregon, Washington, and British Columbia harbors a significant number of survivors. Inspired by the many simians living in the region, several aerial cities have been constructed high among the heights of the old growth forests in these areas.

Central Canada: Central Canada suffered primarily because of its closeness to the United States (both geographically and politically). Most of the survivors have returned to hunter and gatherer communities similar to, but distinct from, the Axe Tribe. One such band lives near the now flooded ruins of Winnipeg, fishing, gathering water plants, and diving into the ruins of the city to find scrap.

Central and South America

Leading up to the Great War, there were several minor skirmishes in South America, resulting in the deployment of many US troops to the region. When the War broke out, these troops were among the many targets of the US's enemies, leaving some regions of Latin America devastated.

Forest People: In the wake of the Great War, many people fled to the shelter of the Amazonian rain forest to escape the worst of the dangers and live off the land. These people have not only survived, but thrived. As these forest communities grew, however, they came into conflict with each other, resulting in many skirmishes over prime natural resources.

City of God: The ruins of Rio de Janeiro have become the center of a millennial faith similar to the Revealed (see page 10). They have formed a theocratic community based on Catholic teachings and are dedicated to redeeming the souls of their neighbors before the final Day of Judgment. The fact that the massive statue of Christ the Redeemer withstood the Great War and the decades since only gives the religion credence.

Africa

Because of its proximity to Europe and Southeast Asia, the northern part of Africa suffered a lot of collateral damage during the Great War. The Nile River delta was poisoned, and famine spread throughout the region, wiping out almost all human civilization.

Sub-Saharan Africa avoided the nuclear attacks, but famine and disease still ravaged much of the population. National governments and borders broke down, and the survivors either formed small city-states or returned to their clan affiliations.

Robben: The prison turned museum on Robben Island became a safe haven for those who survived the Great War. The water kept out most mutants and raiders, and the prison walls protected them from those threats that crossed the water. Now a thriving community, Robben survives through fishing and farming, and harvests scrap from the nearby ruins of Cape Town.

Oil Delta: The Niger River delta, in what was once Nigeria, is one of the last places on Earth still producing oil. It avoided the brunt of the damage caused in the nuclear exchange, and managed to keep an oil well and refinery open. Without the global infrastructure to drink up the oil at the pre-war rate, they have stretched what were once dwindling reserves into decades of power for electrical plants, cars, and boats. A dozen cities and towns still thrive in the area.

Asia

Asia suffered terribly from the Great War, from one end to the other. The nations with nuclear weapons were targeted by other Asian countries as well as by Europe and North America. However, because it contained over half of the world's population before the Great War, millions survived and their descendants still dwell there. It's believed the Chinese and Russian governments were working on their own version of the Extreme Radiation Resistance viral treatment (some from the US claim the Chinese stole it). This resulted in many new mutant species in Asia just as in North America.

Free Tibet: The Great War broke China just as badly as the United States, but also like the United States, several pockets of humanity survive. One such pocket is along the Yarlung Tsangpo River, in what was once Tibet. The people here are primarily herdsman and farmers. They salvage scrap from Lhasa and trade along the river.

The Vanished Kingdom: In the wake of the Great War, many survivors ventured into what was once North Korea, only to find it completely abandoned. Not only were there no living people, there were almost no bodies. Many theorized that the entire population of North Korea disappeared into massive underground cities, but entrances to those cities have never been found. Wherever the people of North Korea went, they have not returned.

Elephant Riders: During the Great War, India and Pakistan both unleashed their nuclear arsenals, devastating both countries. In the few pockets of humanity that survived, some took domesticated Indian elephants and used them as steeds. The elephant riders became powerful warlords, dominating their small portion of South Asia.

Europe

Europe too was heavily damaged in the Great War, especially the nuclear powers of Russia, France, and the United Kingdom. Most of the major population centers were completely obliterated, leaving life only along the fringes of the former nations.

Caernarfon: In the immediate wake of the Great War, mutant beasts and human raiders ravaged Great Britain, and many turned to the island's ancient fortresses for protection. One of the most successful castles was Caernarfon, in the town of the same name. Thanks in large part to their ability to flee to the castle in times of need, Caernarfon now boasts a sizable population of farmers and fisher folk, and regularly trades with other coastal towns.

Frankrecht Railroad: Among other things, the Great War left Europe's transportation network in shambles. A few survivors with technical skills and high hopes

for the future struggled to save and repair the failing infrastructure. In the end, they saved only a tiny sliver, a single rail line running from what was once Frankfurt, Germany to Utrecht, Netherlands. Keeping the rail running has been a struggle, but it has allowed a thin ribbon of civilization to develop along its route.

Australia

Because of its geographic isolation, the fact it wasn't viewed as a nuclear threat, and that it had a high level of industrialization before the War, Australia weathered the end of the world better than nearly any other nation on Earth.

Even though it was a relative success, it still suffered greatly from nuclear fallout, viral outbreaks, and the breakdown of global infrastructure, plus a few nuclear bombs launched in their direction in pure retaliation for allying with the United States. But while much of the rest of the world was thrown into the Dark Ages, Australia was just thrown back to the Industrial Revolution.

In the immediate aftermath of the Great War, many of the surviving communities were isolated and had to rely on their own local governments. When these fractured states contacted each other again, sometimes years later, some didn't see much benefit in reunification. This led to a series of minor wars over a period of decades that just now seem to be under control . . . almost.

The Outback: Australia has always been a coastal nation, with all its major population centers on the sea. Since the Great War this has become even truer. Mutant monsters now roam the deserts and grasslands of the Australian interior.

The Expeditionary Fleet: Having regained control of mainland Australia, the new government has decided to seek out answers about what happened to the rest of the world. One fleet has gone north to the other islands of the Oceania region, and then on to Southeast Asia. Another has gone east to New Zealand. Most ambitious of all, a fleet of three boats has departed towards Hawaii, then on to the mainland of the United States. To date, none of these fleets have returned.

Antarctica

Antarctica was essentially ignored when the Great War struck. While there were people stationed at the various research bases, they weren't able to last long without outside support. The bases are now abandoned. The extreme cold has been both a help and hindrance to what these people left behind. While many relics were damaged by the cold itself, the cold also slows or prevents most forms of biological decay.

Game Master Tools

This chapter contains ideas and suggestions designed to help GMs make the most of their *Broken Earth* campaign.

A Dynamic World

Broken Earth is meant to be a dynamic world, where the heroes' actions influence the world. This particularly applies to their community and the other major communities around them. As the heroes' community grows, think about where these citizens come from. Emigrants from other towns lower the populations of those cities. Trade compacts might benefit both communities. Advances in technology might impact the entire region.

The biggest impact the group can have on the region may be going to war with one of their neighboring communities. This has the potential to completely reshape the region. If the heroes shatter the Green Empire do they then try to take control of that region? If not, what other powers emerge? Does the area become a haven for warlords and petty bandits?

Some of the specific adventures in this book have notes about how they impact the world, but this is only a starting point. Use your own judgment of the heroes' actions to determine how they shape the world.

While the world responds to the player characters, it doesn't simply sit around waiting for them to act. Antagonists have their own agendas and carry out their own plots.

Filling in the Blanks

The *Broken Earth* adventure takes place in portions of what is currently the United States and Canada, an area of 250,000 square miles. The adventure describes many of the most significant areas of that world, but there are many blank spots on the map that are left open. If you have other ideas for post-apocalyptic communities or encounters you should find someplace to include them in the spaces left blank.

You can use random encounters (see page 156) to help inspire ideas for adding more to the world, or take a look at a real-world map of the area and see what it inspires.

Off the Map

The area detailed in *Broken Earth* only covers a small fraction of North America, which itself is only a small fraction of the earth. The meta-stories in the adventure encourage the characters to head to areas detailed in this book, but there's nothing preventing them from going off the edge of the map.

So what should you do if the group decides to go off the map? You have a few options:

Generate New Content: You can come up with your own ideas of what is off the map. You can use the ideas presented in this book as a guide. Human settlements are few and far between. Mutants and raiders terrorize the general population. Also use the current world as a basis for inspiration. Characters who venture north might find the ruins of Winnipeg.

Random Encounters: You can use the random encounter tables (see page 156) as the basis for the characters' explorations. You might include more random encounters than normal since the group won't encounter the pre-written encounters.

Move Stuff: What if the group wants to explore North Dakota and ignore Wisconsin? You can pluck locations originally intended for one area and put them someplace else. The city of Psi might instead become the city of Sigma and be built over the remains of the Sigma Phoenix station. Melville might be in the ruins outside the Fargo. This approach is a little easier to prep for, but it might backfire if the players later decide to explore the areas you took locations from.

Calendar

The back of the book contains a calendar for the first year of the *Broken Earth* campaign, starting in early spring. It uses the Gregorian system mostly for GM reference, as most people on Broken Earth have lost track of the date. The calendar also marks the moon cycles and solstices and equinoxes, which are the most common ways of telling time on Broken Earth. The calendar also contains several events that occur in the world of *Broken Earth* independent of the heroes' actions.

We encourage you to photocopy this calendar and use it during your campaign. Cross out days as in-game time progresses, and add more notes to the dates as you foresee events happening in the future.

Encounters

Except for the introductory adventure, this book only has general outlines for encounters, and you are encouraged to develop details for the encounters as you see fit. Try to vary encounters as much as you can. Think about starting positions, ambushes, and enemy objectives. Animals, and many humans, aren't likely to fight to the death, and instead flee after they've been Shaken, or when several of their allies have been incapacitated. Predators don't want to wipe out the whole party. They just want to incapacitate one character, and drag it away to eat.

Terrain is also an important way to shape encounters. Natural settings include things like trees, brush, steep slopes, and sinkholes. Ruins add even more options for interesting terrain. Overpasses and multistory buildings provide three dimensional elements for encounters. Fences, abandoned cars, and furniture can all create obstacles or be used as cover.

Using the Featured NPCs

As described on page 12, each player should create a featured NPC to go along with their character. Pay a lot of attention to these NPCs, since they are one of your most powerful tools to keep the players engaged in the game. The adventure sometimes specifically calls for you to use the featured NPCs, most notably during the opening adventure, but you should find other ways to keep them involved in the story.

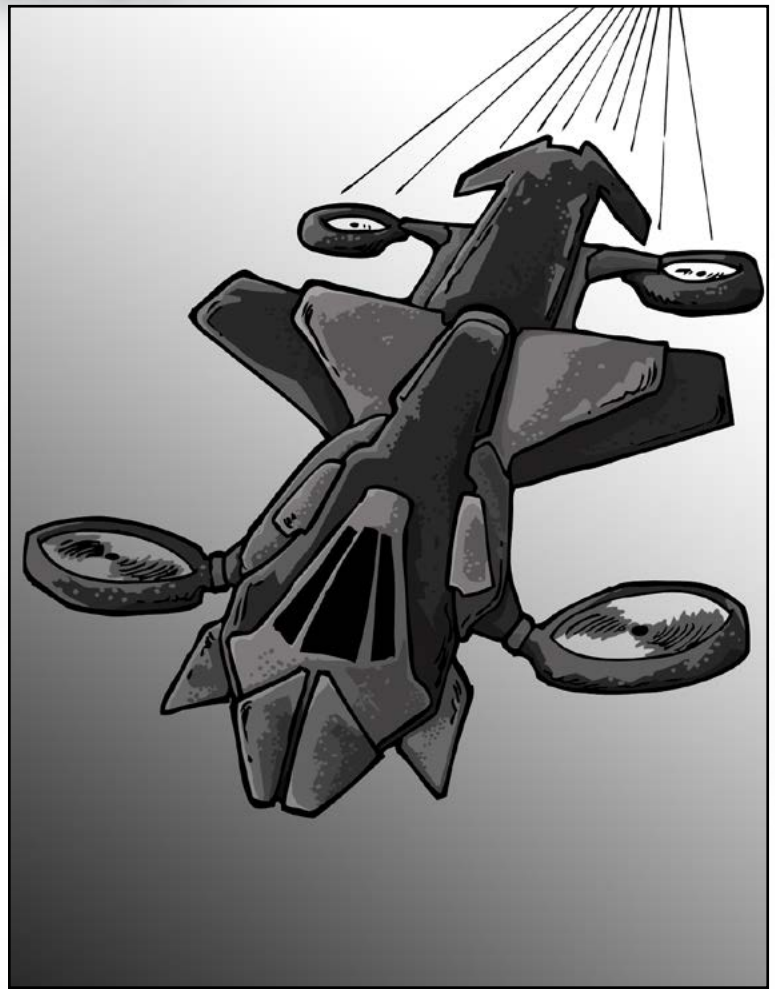
The featured NPCs also give the heroes personal attachments to the settlement they help establish. The NPCs should join this community, and may even become leaders of it, if that fits their descriptions.

While you may frequently put the featured NPCs in danger, you should never kill them while the heroes are away. This not only seems cruel or arbitrary, it also destroys one of your most powerful tools. If a featured NPC does die, it should be on-camera, and it should be a result of the characters' actions (or lack of action). This is why the featured NPCs in the prologues aren't killed by the slavers. They might be incapacitated and left for dead, but they live long enough for the heroes to find them and try to bind their wounds.

Using the Community

The heroes' community is another powerful tool to keep the players involved in the game. You can use the citizens of the community to answer questions about the world of *Broken Earth*, provide adventure hooks, and as allies on missions.

Remember that the NPCs have lives and wants of their own. They're likely to ask the heroes for help, and volunteer for missions. NPCs are particularly interested in



accompanying the group on missions that interest them. Chelsea Vang (page 70) might accompany them to check out a hydroelectric dam, while Eagle Eye (page 69) may want to go along to explore the slavers' base to the south.

As you introduce new characters to the heroes, they'll gravitate to some more than others. Include their favorites in recurring roles, and let some of the others fade into the background.

Rotating Cast

As per the normal Savage Worlds rules, the players should run the NPCs accompanying them in combat. If they enjoy it, you can allow players to control them outside of battle too. Following this approach, the players might control a stable of characters in the community rather than a single individual. They probably won't need to bring every character on every adventure, but instead take those who are most interested or whose skills are most appropriate.

You can use a similar approach to tell stories in various parts of the world. For example if the heroes are exploring the ruins of Wisconsin when slaver scouts arrive in town, you might ask them to control a secondary character left in the community to see what happens there.

Pointed Interludes

The *Savage Worlds* core book contains rules and suggestions for interludes, stories the characters tell as they travel. Because the heroes spend a lot of time traveling in *Broken Earth* there are a lot of opportunities for interludes.

Pointed Questions

The core rules for interludes use four broad categories to prompt the players to tell stories. In *Broken Earth*, we suggest using more specific prompts by asking more specific questions about the characters' backgrounds.

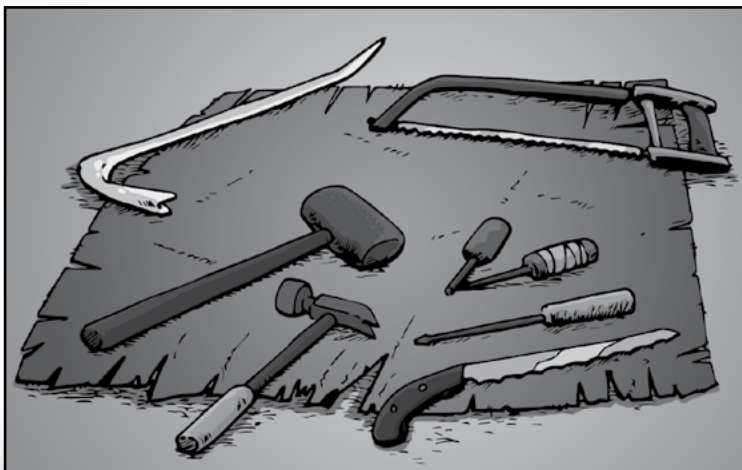
Featured NPCs are great fodder for these sorts of questions, as are Hindrances, and following up in detail about comments made and actions taken by the heroes in the course of the adventure. Here are a few sample questions you might ask:

- What happened to your parents?
- How did you meet [featured NPC]?
- What is your favorite memory you have with [featured NPC]?
- What is the strangest thing you've seen on *Broken Earth*?
- Why do you have [Hindrance]?
- What's the most trouble you've gotten into because of your [Hindrance]?

In-Character Questions

Though you could just ask the players as the GM, these prompts might feel more natural if they come from a companion traveling with the heroes. You might take a minute to think about the nature of the individual asking the question and what they'd like to know about the heroes.

Turnabout is also fair play. Invite the heroes to ask anyone they travel with questions about their history. This both helps the characters develop a relationship with the people they meet and gives them background information about the world.



Optional Mass Battle Rules

Making Mass Battles Hurt

There's a decent chance the heroes need to oversee some Mass Battles in the course of the *Broken Earth* adventure. To go along with the community building aspect of *Broken Earth*, make sure to emphasize the losses to the community.

Part of this is done just by reducing the community's population. When the heroes lose a token worth of troops in a Mass Battle, assume a number of actual deaths based on the troop's Vigor. With a Vigor of d4 75% of the troops die, d6 50%, d8 37%, d10 30%, and d12 25%.

You can also make it more personal by including named characters among the losses. Select several NPCs and put their names on one side of the token you use to run the battle. When you run the battle, keep the tokens name-side down until the heroes' side suffers casualties. When they do, flip the tokens as the heroes see some of their allies fall. These named personalities can make a Vigor test at the end of the battle to see if they died in the battle, or were merely injured.

Battlefield Medicine

Some characters might want to do everything they can to prevent losses on their side. If they do, they can make a Healing roll, or use an arcane skill if they possess the Healing power. If the heroes try to heal the injured, they may NOT also add to the Battle roll.

For each success and raise, treat incapacitated soldiers as though their Vigor die was one higher for purposes of determining what percentage of them lived.

Each round the heroes may also attempt to save one named NPC with a Healing test. Success means the NPC survives with a permanent injury. A raise means the NPC survives and makes a full recovery.

Random Encounters

As the group explores new areas, each day they travel you should check to see if they have a random encounter. You may do so by having one player draw a card from a standard playing card deck. The various areas of the adventure each have different encounter tables, found at the end of this book starting on page 156. After the heroes have traveled through an area a few times, these encounters may become rarer. Simply have them pull a random encounter card as you see fit.

Breaking Chains and Forming Bonds

The *Broken Earth* adventure setting is mostly free-form, allowing the characters to pursue their own agendas at their own pace. The first portion of the campaign, however, starts with a more structured adventure. This is done to bring characters from different groups together, introduce them to some of the major forces in *Broken Earth*, tie them to a community, and introduce a few specific goals to help avoid choice paralysis.

This section also serves as a GM introduction, giving more specific details than much of the rest of the adventure setting. This can also help serve as a template for running other adventures in *Broken Earth*.

Adventure Background

In the decades after the apocalypse, the world was in turmoil. Most technology was lost, but a small band of survivors discovered something in central Iowa; discovered something that would shape the post-apocalyptic-landscape: a functioning biodiesel plant.

The founders initially hoped to help humanity regain much of what they had lost, and dreamed they could build on this opportunity to get a fresh start and build a more perfect society. Initially their mission seemed promising. Through the plant, the “Green Empire,” as it started to call itself, was able to create diesel to power generators and vehicles to travel the wastes.

Their idea of a utopian society didn’t turn out well however. Raiders attacked the plant repeatedly, forcing the Green Empire to become increasingly militaristic. They took prisoners from these raiders, and later mundane criminals, and forced them to work the soybean fields that fueled the diesel plant. While initially only prisoners were condemned to such indentured servitude, over the generations that followed the practice evolved into full on slavery.

The Green Empire is one of the largest communities in North America, but it hopes to expand even more. To that end, a former slave turned military commander named Bella has led a major expedition to the north. Her primary objective is to gather reconnaissance, including potential threats, trading partners, locations to settle, and targets to “annex.”

One of Bella’s lieutenants, a cruel man called Mr. Fix-It, has slightly different ideas. He sees the expedition as a way to capture some slaves to sell back in the Green Empire, and when Bella gave him permission to take a fraction of their forces further north, he set his plan in

motion. Now Mr. Fix-It has captured several members of the characters’ communities, and is holding them prisoner.

Player Character Introduction

The player characters are likely to begin separated into different communities, and they likely do not know the characters in other communities. Their quest to track down Mr. Fix-It and his band of slavers brings the heroes together, but to start, each group has its own prologue to get the characters into the action.

While you are running this portion of the adventure, you should frequently switch between the separate threads of the adventure. Give each group a few minutes of attention, and then when things are dramatically interesting, switch perspectives to another group of characters. If a small group of characters are together, encourage them to interact with each other while you work with the others. If any characters are by themselves, try to pair them up with each other before they join the larger group.



Axe Tribe

Vision quests are a common rite of passage in the Axe Tribe. Typically young men and women leave the tribe and go to a secluded part of the forest. Here they set up a camp and fast for several days until they experience a vision. After their vision, the tribesfolk return to the rest of the group. Most of the people go on the quest by themselves, but sometimes small groups travel into the wilderness together. Even when they travel in a group, the tribesfolk must each have their own vision.

As the adventure starts the heroes are told it is time to go on a vision quest. If the characters’ featured NPCs are older than them (parents or mentors) they tell them

to go on the quest. Otherwise Freya Erdrich, the band's story-keeper, tells the characters to go. If there is more than one character from the Axe Tribe, they should travel and make camp together.

The Vision

After several days of fasting and praying, each hero from the Axe Tribe has a vision. Personalize the vision for each character, but also include some common elements that help foreshadow coming events in the campaign. Such elements could include:

- **Fire:** Both destroying and helping.
- **Regrowth:** Possibly in the form of seeds sprouting or eggs hatching.
- **Enslavement:** Characters in chains, tied up, or unable to move.
- **Phoenix:** A giant bird, or a bird made of fire.
- **Featured NPCs:** The heroes' personal mentors in some kind of danger.
- **Other PC:** Heroes from groups other than the Axe Tribe helping the character on their vision quest. Describe the others with their major key characteristics (Edges and Hindrances can help out here).

Feel free to make the visions interactive. Tell the players what they see, and then let them describe how their characters react. Since these visions aren't real, they don't have to follow any traditional game rules or laws of physics. The visions seem more like dreams than real life, though the heroes remember them completely after the vision quest has been completed.

The Journey Back

The journey back to the rest of the Axe Tribe is mostly uneventful, though it's a good time to meet another group of characters.

As the group approaches their home they see a plume of smoke billowing from the where the rest of the band made camp.

Ruins of the Encampment

When the Axe Tribe members return to their encampment, they find it in ruins. Several members of the tribe lie dead, and many of the buildings are burned or otherwise damaged.

The encampment fell victim to an attack by Mr. Fix-It and his band of slavers. They attacked during the night. They tried to subdue the women and children, but killed any able-bodied men who resisted (and many who did not).

The fate of featured NPCs depends on their description. Any NPCs who were able-bodied warriors

are injured and incapacitated, but still alive. Any NPCs that aren't warriors were taken by Mr. Fix-It, and are being held at Fix-It's headquarters (see page 65).

As the heroes search the bodies they find that a little more than half their community are among the fallen, and these are mostly able-bodied men. Their injuries seem to come either from crossbows (there are several bolts still left in bodies and in the surrounding area) or from slashing and bludgeoning weapons. The other members for the tribe are unaccounted for.

The characters also discover the bodies of three men who don't belong to the Axe Tribe. All three are clad in leather. They all have multiple facial piercings, though there is no uniform pattern.

Survivors: Among the dead, the heroes also find 1d6 survivors plus any featured NPCs. All of these survivors are incapacitated and die if the heroes don't manage to help them. A successful Healing check stabilizes the NPCs enough to move them and ensures they won't die any time soon. A raise allows the patient to regain consciousness long enough for the characters to ask a few questions.

Conscious NPCs tell the heroes about an attack that came from nowhere. Men they didn't recognize burst into camp in the middle of the night. They killed many of the warriors in their sleep. They tied ropes around most of the women and children and started hauling them away. Many of the tribesfolk resisted, but they were quickly overwhelmed. The NPC begs the heroes to save those who were taken before slipping back into unconsciousness.

The incapacitated NPCs need natural healing to recover, leaving the group in a conundrum. If left in the camp with nobody to care for them, the injured suffer a -4 to their Vigor rolls (-2 for no medical attention, and -2 for poor environmental conditions). If the heroes care for them, they must stay at the camp for at least five days. The characters might also try to find somebody else to care for the injured, such as by bringing them to Wright Town (page 102).

Tracking the Attackers: The heroes can find the attacker's tracks with a Tracking check (the check has a net zero modifier, with a -2 for being more than a day old canceled out by a +2 for more than five individuals). If the heroes check the incoming tracks, they find the group stopped some ways from the encampment, and then fanned out to surround the Axe Tribe. As with most Tracking checks in *Broken Earth*, a successful check allows the heroes to track the group through one twelve-mile hex. The tracks lead the group west to Highway 169.

Other NPCs: The Axe Tribe encampment is a good place for groups of heroes to encounter each other, as groups from other communities might also be tracking the slavers, or could see the smoke coming from the

camp. If the other heroes arrive first, the group from the Axe Tribe might suspect the others of being part of the attack.

If all of the heroes are united at this point, it might also be a good opportunity to run the first combat (see page 64).



The Iron Shelter

When the Iron Shelter was constructed, the first generation assumed the people surviving there would one day return to the surface to resettle the surface world. As the original settlers died off, this goal started to fade from many people's minds, and they focused on perfecting their little world below the earth.

Several recent events rekindled interest in returning to the surface. The shelter included equipment to monitor radiation levels on the surface, and they have now fallen to levels compatible with human life. They've also started picking up radio singles, including the mysterious Phoenix broadcast. Finally, they've monitored their power reserves, and the elders estimate they have roughly five years of power left at their current consumption rate.

After much debate among the ruling council (and many rumors among the populace), the council decided to send a small team up to explore the surface world. The council selected the members of this group, and gave no explanation about why they chose who they chose. The exploratory group includes all of the featured NPCs from the Iron Shelter (unless it is a very young child, in which case another member of the child's family is chosen), along with Chelsea Vang, Abdi Johnson, John Malina, and Kim Olsen. None of the heroes are chosen.

The heroes say farewell to their featured NPCs and then wait. And wait.

The Waiting

The group sent to explore the surface was supposed to just scout the immediate surroundings for three days, and then return to the shelter the next day. But they never came back. The group ran afoul of Mr. Fix-It's band, and are now prisoners.

As the days go by, concern builds among the residents of the Iron Shelter. Family members of the missing citizens talk about sending somebody up to look for their loved ones, and they encourage the heroes to do the looking.

The council is divided, some believe this is just proof of how dangerous the surface world is. On their own, the council does nothing. If the PCs talk to the council, they can attempt a Persuasion test to convince them to authorize the missions, however if they fail, the council refuses to support any rescue.

Even without council approval, other shelter inhabitants encourage the heroes to sneak out of the shelter to find the missing group. If anybody has a young child as a featured NPC, that character begs the heroes to find the missing people, and if the heroes don't, the child runs off trying to find them on his own.

Exploring the Surface

One way or another, the group from the Iron Shelter need to leave the shelter to search for the missing expedition. Once they do, narrate how strange the world above appears, to reinforce just how isolated the Iron Shelter is. Plants stretch to the sky, and tiny flying creatures bite the heroes.

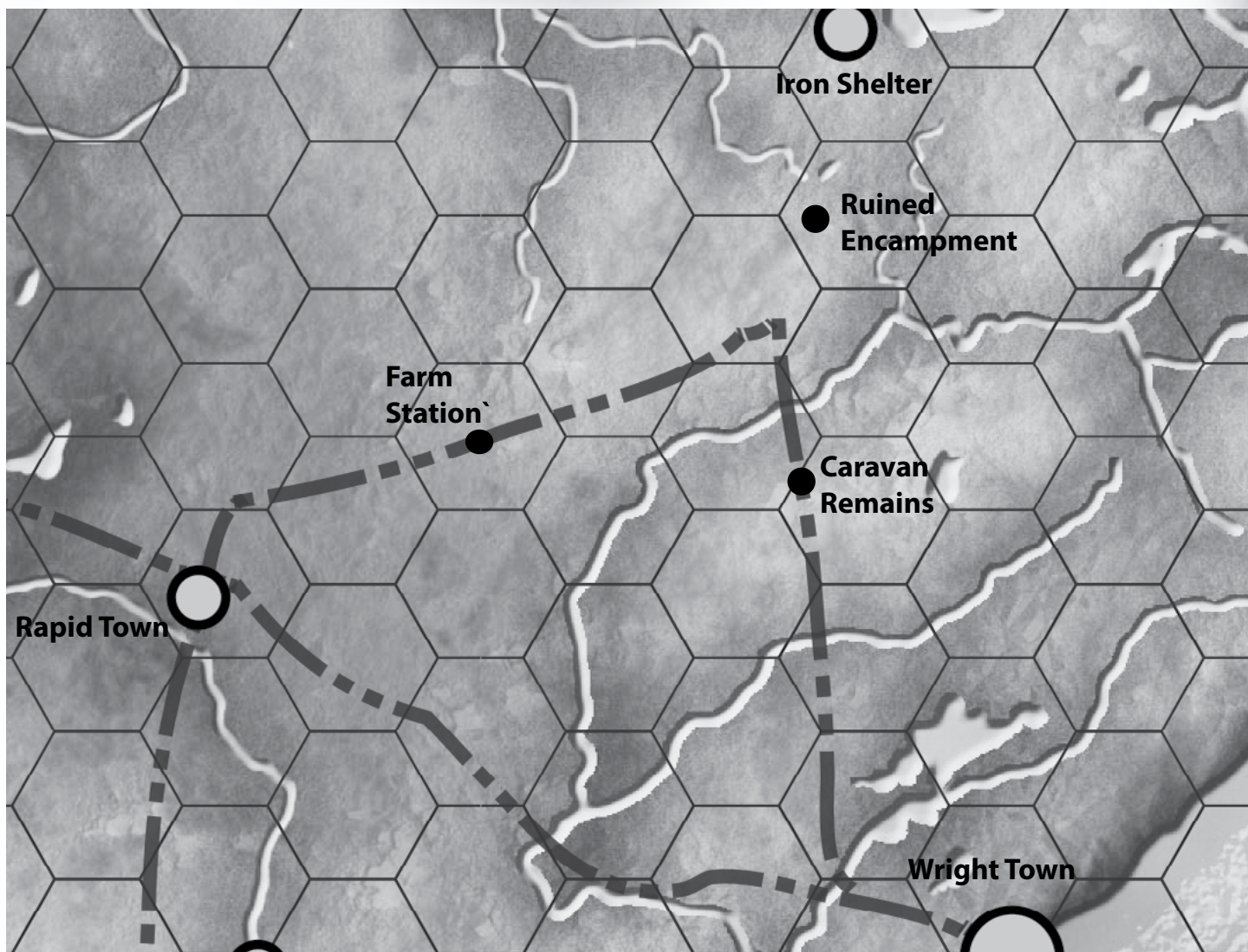
Tracking: The heroes can find which way the missing group went with a successful Tracking test, which has a net modifier of +0 (-2 for more than one day, +2 for a group of five or more). These tracks lead at first to the Axe Tribe's encampment, and then head further south towards Highway 169.

The Axe Tribe Encampment: The missing party encountered the Axe Tribe before Mr. Fix-It attacked the camp. They met many members of the tribe, including the clan elders, and then proceeded further south, where they were captured by Mr. Fix-It.

Characters from the Iron Shelter who reach the Axe Tribe's encampment find it similar to how it is described on page 61. In addition, if they pass a Notice test, they can find a personal item belonging to one of the featured NPCs, something like a watch, necklace, small tool the NPC might have given a member of the Axe Tribe as a gift. If they manage to revive any of the Axe Tribe, they say something about the strangers who passed through the day before the attack.

If they have not met already, this is a good opportunity for characters from the Iron Shelter to meet those from the Axe Tribe.

Continuing South: The group can continue to follow more tracks to the south, coming to Highway 169.



Wright Town

Trade caravans are a normal part of life in Wright Town, though most people never go on them. As the adventure starts, a caravan is about to set out, and all of the featured NPCs from Wright Town go along. Depending on the nature of the featured NPCs, this might come as a surprise to the heroes. Members of the Wright family might be called upon to lead the caravan or be sent along as apprentices to learn the trade. Others might work as porters or caravan guards. If the NPC is not normally suited to caravan work, explain it by saying Cal Wright, who is part of the caravan, has taken a personal interest

in the NPC, and caravan work is generally considered to be a cushy job compared to most in Wright Town.

The heroes aren't permitted to join the caravan under any circumstances. Instead, the featured NPCs say goodbye and assure them they'll return safely in a couple weeks or so.

The Bloody Return

Before the caravan was even scheduled to return, one member unexpectedly shows up. Cal Wright arrives on his horse in the middle of the night, a crossbow bolt sticking from his shoulder. Depending on the characters' statuses, they might meet with Cal as he's being treated, or they might hear the story afterwards.

On their second day out from Wright Town, the caravan had pitched camp for the night. Then, from out of nowhere, a band of strangers attacked the camp. Cal saw one of the guards cut down before him, and took a crossbow quarrel to the shoulder. Injured and outnumbered, Cal decided he couldn't possibly defeat all of the attackers, so he mounted his horse and sped back to Wright Town.

The Wright Trading Company doesn't tolerate attacks on their caravans, and Sally Wright, who manages the caravans, decides to put together a response. If any of the featured NPCs were members of the Wright family, they put together an expedition before morning. This group likely includes the heroes, and enough Wright Town guards (page 105) to bring the group up to five. If none of the featured NPCs are from the Wright family, the response is more cautious. It takes two days to put together an expedition, but it numbers eight total (the heroes, two Wright caravan guards (page 105), and enough militia (page 105) to bring it up to eight).

The group doesn't need to work with the Wright Company, and are free to track down their missing loved ones on their own.

The Caravan's Remains

It's relatively easy to find where the caravan was attacked. The heroes just need to follow the caravan's planned route and keep an eye open for bodies.

The group finds the bodies of two caravan guards, one pierced by quarrels and the other hacked by an axe blade. If one of the featured NPCs was along as a caravan guard, that character is incapacitated, but alive. A Healing test stabilizes the NPC, and a raise allows the NPC to wake for long enough to describe the attack. This is similar to Cal Wright's description, but the NPC also adds that several members of the caravan were taken prisoner. The NPC then loses consciousness again and cannot recover until he has enough time to rest to receive natural healing. If left by the side of the road with nobody to care for them, the NPCs suffer a -4 to their Vigor rolls (-2 for no medical attention, and -2 for poor environmental conditions). If the heroes care for them, they must stay at the camp for at least five days. The group might also try to find somebody else to care for the injured, such as by bringing them back to Wright Town.

Characters with knowledge of the caravan also know there should have been two more people with it (in addition to any featured NPCs). The wagon of trade goods is also very conspicuously missing.

Tracks: Heroes who pass a Tracking test can find the tracks of Mr. Fix-It's group leading along the road to the west, and veering off the road to the north. The tracks to the north lead to the Axe Tribe encampment, while the tracks to the west lead to Rapid Town. If the heroes head north, they find the Axe Tribe's encampment as described on page 61, and likely meet any other heroes. The path to west brings them closer to Mr. Fix-It.

The Farm Station

The tracks leading west pass the ruins of several ancient buildings that haven't seen use in decades. However, before long the heroes also come upon a building that does show signs of use, the ruins of what was once a gas station. As they pass, the characters notice a pile of firewood stacked by one side of the house, and a clothes line out front.

If the heroes investigate the building further, they discover a single dead body within. A man in his mid-thirties was killed by an axe blow to the head. There are two other mattresses set up in the house, suggesting more residents than just the dead man.

If the group scrounges for supplies, they can find 50 Trade worth of farming and household supplies, including a ceramic jar shaped like a cartoon cat.

If the characters from Wright Town have not yet met the others, this is a good location for them to do so. It is also a good place to run the first combat encounter.

First Combat

Once all of the heroes have been united, it's time for them to have their first combat encounter, a battle against some of the giant cockroaches that now infest Broken Earth.

Depending on how the group comes together, this encounter might happen in one of several different locations. Because the giant cockroaches are scavengers, the most likely locations are those featuring human remains, such as the Axe Tribe Encampment, the Caravan's Remains, or the Farm Station.

The group face a number of mutant roaches equal the number of heroes. A roach that is Shaken and does not recover attempts to flee.

Giant Roaches (1 per PC): See page 154.

First Interlude

Over the course of *Broken Earth* the heroes share a lot of time traveling between destinations, the perfect opportunity to use some interludes as presented in the *Savage Worlds* core book or the modified version described on page 59. The first such opportunity for an interlude likely occurs as the group travels down the remains of Highway 169 on their way to find the captives.

Watch Post

Mr. Fix-It has stationed a small group of slavers several miles outside of Rapid Town. They're perched on the remains of an overturned semi-trailer.

There are three slavers stationed here, plus one guard dog. Unless the slavers outnumber the heroes they don't

attack first. Instead, they ask the heroes who they are and what their business passing through town is. If the heroes ask about the missing people or the band that attacked them, the slavers deny any knowledge, though with a Notice test heroes can tell they are lying and a raise lets them know these people participated in the attack.

If the group passes by and allows the slavers to live, they trail the heroes until they camp or until they reach the Old Schoolhouse. If the heroes camp, the slavers contact their allies in the Old Schoolhouse, and a band of slavers (equal to twice the number of PCs) attack them in the middle of the night. If the heroes do not rest before they reach the Old Schoolhouse, the slavers trailing them attack whenever the heroes are engaged in another fight.

Slavers (3): See page 68.

Dog (1): See core rulebook.

Rapid Town

A small community of farmers and scavengers lived among the ruins of Grand Rapids, MN, or at least they did before Mr. Fix-It came to town. Now the residents of Rapid Town are either dead or enslaved, and Mr. Fix-It uses it as his base of operations. He is impulsive and changes his long-term plans from day to day, but his current plan is to use Rapid Town as a base to launch several raiding missions from, and when he has gotten a critical mass of slaves (yet to be determined) he'll bring them back to Bella. He has also thought about cutting Bella out and taking the slaves back to the Green Empire without her, setting up permanent shop in Rapid Town, or answering the calls of the mysterious Phoenix, who seems to be in need of slaves.

Rapid Town itself is mostly in ruins. A few dozen buildings in the southeastern section of the town were rehabilitated by the recent residents, and many areas in the town were picked over by scavengers.

The Old Schoolhouse

This 19th century brick building stands out among the late 20th and 21st century architecture that makes up most of the rest of the ruins. It was the area's only school building, and in its later years was converted to a combination historical center and shopping area. After the end of world, the people of Rapid Town used it as a gathering place.

Mr. Fix-It chose it for his base partially because it stood out, but also because it's in the center of a city block that is otherwise a grassy field, giving the guards on the third floor ample opportunity to fire a few shots before anybody gets close.

There are a total number of slavers in this area equal to the three times the number of heroes. Place four slavers

on the third floor and two in the basement, and divide the remainder between the first floor and the parking lot. Mr. Fix-It is either in the basement "questioning" one of the prisoners, or relaxing on the second floor.

The slavers at the Old Schoolhouse aren't instantly hostile towards the group, but they are easy to provoke. They might evasively answer a few of the heroes' questions, but if it becomes clear the heroes mean to free the slaves, then the slavers attack.

Entrances: There are two entrances to the Old Schoolhouse, one on each of the eastern and western sides. If the alarm is raised, the slavers inside barricade these doors with furniture, forcing the heroes to pass a Strength test to break through.

Windows: There are windows all along the building, and the glass has long since shattered. Characters can hop through a window with a successful Agility or Climbing test. Going through a window requires 2" of movement.

Parking Lot: There was once a parking lot north of the Old Schoolhouse. While it is cracked and grass sprouts through it, the slavers are using it for its intended purpose. They have parked their own wagon and the wagon taken from the Wright Trading Company here. Four horses are tied up nearby. Details about the contents of the wagons can be found in the Salvage section on page 66.

Many slavers spend their free time relaxing, gambling, and drinking in the parking lot. There are several slavers out there, depending on the number of heroes.

Basement Level: Mr. Fix-It keeps all of the prisoners in the basement of the Old Schoolhouse. The cramped quarters and lack of sanitation result in a putrid smell that strikes anyone who enters this level. The prisoners are roped to the wall and the slavers keep two guards here at all times.

First Floor: This floor has the remains of five shops spread around a central foyer. The center of the foyer is open to the second floor and an old wooden staircase leads upwards. In the north of the building there is also a modern stairwell and an elevator shaft connecting to all levels.

Most of the slavers have set up their living quarters here, and they've set up bedrolls throughout the remains of the various shops.

Second Floor: This floor once featured historical exhibits. There is a central foyer overlooking the first floor, and a wooden stairwell in the center of the floor. Mr. Fix-It has claimed this floor as his residence and he stores a lot of important gear here.

Third Floor: Because of the sloped roof, this level is smaller than most of the floors in the Old Schoolhouse. At the time of the Great War this area was under construction. It's only accessible through the stairwell

or the elevator shaft in the north of the building. There are four slavers posted here watching the windows, one watching each cardinal direction.

Prisoners

There are dozens of prisoners held in the basement of the Old Schoolhouse, who come from a range of different sources. All of the prisoners are traumatized to one degree or another. Many have seen husbands, fathers, and brothers cut down before their eyes. Some have been tortured to extract information. All of them have spent several days in squalid conditions with little food and no sanitation.

Axe Tribe (31): There are a total of 15 women of childbearing age, 12 children, and 4 elderly who were taken from the Axe Tribe's encampment (plus any featured NPCs). One is **Freya Erdrich** (page 69), a wise woman and psionic healer, who serves as the band's spiritual leader. Her hair is gray and she's missing several teeth, but she is surprisingly spry and nimble for her age. **Eagle Eye** (page 69) is one of the greatest hunters of the Axe Tribe and has been badly beaten by the slavers.

Iron Shelter (4): There are four explorers from the Iron Shelter (plus any featured NPCs). Mr. Fix-It could tell there was something different about them, so he left them all alive to interrogate. All four are badly beaten, but none gave up the location of their shelter. **John Malina** (page 70) led the expedition. He is a bearded man in his mid-forties who studied much of the geography and history of the pre-war region. **Kim Olsen** (page 70) is a botanist who worked with the shelter's underground farms and also studied records of plant and animal life from before the War. **Chelsea Vang** (page 70) is a mechanical and electrical engineer who kept much of the shelter's infrastructure functioning, and hoped to explore other pre-war technology. **Abdi Johnson** (page 69) is a weapons expert who served as the group's primary hunter and defender.

Townfolk and Farmers (28): There are 17 women and 11 children from Rapid Town and the nearby farm communities, including those along Highway 169 (plus any featured NPCs). **Jamiah Smith**, along with her late husband (who was killed by the slavers) and their children, ran the largest farm in Rapid Town. The other townfolk look to her for leadership. **Twilight** is a teenage freak scavenger who most people recognize as the best person to talk to when you want to find salvage in the ruins of Rapid Town.

Wright Caravan (2): Two members of the Wright Caravan remain in custody. **Jessica Shaw** is an attractive woman who has assisted Cal Wright on several missions. She is loyal to the company and hopes to marry Cal despite his reputation as a playboy. **Crayon Levy** is a

porter who thought caravan work was a pretty good gig, but she has no loyalty to the Wright Company, and is happy to find other work if she can get a better offer. She gave up a lot of information to Mr. Fix-It to avoid torture.

Salvage

Mr. Fix-It and his band of slavers have a lot of goods, including some they brought with them, and others that they stole from the surrounding community. Note that if the heroes try to keep any of the goods belonging to the Wright Trading Company or Rapid Town, they anger these groups.

Slaver's Wagon

- 1 wagon
- 2 horses
- 1 dirt bike "Rattler"
- 50 gallons biodiesel
- 1 Geiger counter
- 100-foot rope
- 60 lbs cornflower and 5 gallons soy oil (60 days' food)
- 50 Trade worth of miscellaneous goods

Wright Town Caravan

- 1 wagon
- 2 horses
- medicine
 - 100 doses of pain killers
 - 50 doses of antibiotics
- 10 bottles of vodka
- 4 bicycles
- 100 days' food
- 600 Trade worth of household goods

First Floor

- 20 days' food
- 30 Trade worth of personal goods

Second Floor

- hand-crank powered amateur radio (see below)
- maps (see below)
- hunting rifle (from Wright caravan guard, no ammo)
- 10 days' food
- 20 Trade worth of personal goods

Radio

The radio on the second floor of the Old Schoolhouse deserves special mention. Mr. Fix-It uses the radio to communicate with Bella, and has left the radio on the frequency they use. If someone powers up the radio and sends out a signal, one of Bella's underlings answers. As soon as the underling realizes the people on the radio aren't Mr. Fix-It or one of the other slavers, the underling

fetches Bella.

Bella uses her sultry voice to pry as much information out of the heroes as she can. She sympathizes with their plight, and derides herself for making such a foolish mistake as bringing Fix-It along for the mission. It was only a scouting mission, and she should have known the greedy dog would turn his back on her.

She answers the heroes' questions in general terms, saying she's leading an exploration mission from the Green Empire. She doesn't give too many details however, and says perhaps if they would like to learn more, she could set up a meeting. She asks them to contact her again in seven days' time. If they do, she presents them with an invitation similar to that presented in Bella's Invitation on page 74.

If the heroes search the radio frequencies for other transmissions, they find another broadcast. The signal is garbled and full of static, but it is on repeat and after a few times through, the heroes can get the gist of it. Phoenix Station Mu has suffered critical structural damage and requests assistance from any parties. If the heroes broadcast on the Phoenix's channel, the recorded message pauses, and a similar voice responds. It replies to most questions by saying the information is classified. However, it does tell the heroes to proceed to coordinates 93° 50' W and 48° 16' N, and await further instructions.

Maps

Mr. Fix-It has several maps in his living quarters. One of these came from **Jessica Shaw** and details the area around Wright Town, while another comes from John Malina and contains information gathered before the War.

The maps have the following information marked on the following locations:

Jessica Shaw's Map

B14 is labeled Wright Town

The Wright Trade Circuits are shown as described on pages 102 and 104.

B18 is labeled Agate

B19 is labeled Madeline

B21 is labeled Rapid Town

B23 is labeled Sand Town

B24 is labeled Moose Town

Area C29 has an X over it with no other writing.

Area C31 has a note saying "Don't like outsiders."

Area C34 has a note saying, "Radioactive, freaks only."

The land south of Moose Town is labeled "Raiders"

The land east of Wright Town is labeled "Monster Country"

Near, but not quite on area A1, there is a note saying "Phoenix?"

John Malina's Map

Areas A3, B17, B20, B21, B22, C32, and C35 are marked with blue rectangles.

The area near areas A9 and C37 shows a picture of a wind turbine

There is nuclear symbol at locations C33 and C38.

There are four Xs on the map. If their diagonals were connected, they would cross at the location of A8.

Now What?

All of the prisoners recognize that Mr. Fix-It and his slavers have permanently changed their lives, but there is no clear idea of what to do next. Opinions include resettling their old communities, hunting down the slaver's allies, or just giving up.

Freya Erdrich recognizes her band is at its weakest and needs to join another community. She initially thinks about other bands in the Axe Tribe, but can be easily convinced to join another group. **Eagle Eye** heard talk of somebody named Bella who seemed to be Mr. Fix-It's superior, and she wants to bring this Bella to justice.

John Malina and **Kim Olsen** think this ordeal is proof that they should retreat to their shelter, while **Chelsea Vang** and **Abdi Johnson** think it shows how much the surfacers need their help. If none of the heroes are from the shelter however, they all keep its existence secret.

Jamiah Smith is grieving the loss of her husband and sons, and is reluctant to talk, but when she does (encouraged by other farmers), she says that if they give up now, all her husband's work will be for nothing. Though she'd like to resettle Rapid Town, she can be talked into moving somewhere else. **Twilight** is an explorer and is interested in looking for new locations to settle. She thinks people should scout around before deciding.

Jessica Shaw thinks Wright Town is the best hope for survival, and they should all move there. **Crayon Levy** is less excited about that plan. She sees the heroes as her best hope for survival, and suggests they found a new community with the heroes to help lead it. She goes along with any plan the heroes have regardless of any skill tests.

Most of the people are extremely grateful to the heroes and thus they want to hear what the PCs have to say, though they do not automatically follow their suggestions.

Encourage the players to come up with their own ideas of what to do. If they want to found a new community, they need to select the location. They should use their knowledge of the area, the maps they found, and the other character's information to help make this decision. Likely locations include Rapid Town, the area near the Iron Shelter, or any area near a hydroelectric dam.

The Heroes' Plan

Once the heroes come up with a plan, they should attempt to promote it to each of the other groups. To do so they make an Interaction test with each of the other groups of prisoners: the Axe Tribe, the Farmers, the Iron Shelter, and Wright Town. If any characters making the argument come from that group, they gain a +2 to that test.

If the characters fail, they still manage to attract a few members of the group, about one quarter of the group's total members. On a success they convince most of the group to join them, about three-fourths of the group. With a raise, the heroes convince all of the group to join.

Note that for the Iron Shelter and Wright Town, this only applies to members taken prisoner (and possibly militia from Wright Town). If people want to recruit more members of those communities, see Opening the Iron Shelter on page 100.

Characters in Breaking Chains and Forming Bonds



Mr. Fix-It

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Drive d6, Fighting d8, Intimidation d4, Notice d8, Repair d6, Shooting d6, Stealth d6, Streetwise d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Major), Mean, Vengeful (Minor)

Edges: McGyver

Gear: Leather armor (+1), revolver (12/24/48, 2d6+1, AP 1), short sword (Str+d6), 18 bullets, wrenches, hammer, pliers, collar and leash.

Mr. Fix-It had another name once, but he's not sure what it was. His daddy started calling him "Fix-It" as a young child when he was the only one able to keep the farm's tractor in working condition.

Fix-It's folk were free farmers, living in the northern parts of the Green Empire (what was once eastern Iowa). Having a working tractor meant Fix-It's family could farm twice as much land as their neighbors. They should have lived just fine off that, but between his daddy's gambling, and his momma's drinking, they could barely feed their children. One by one, his Daddy sold off Fix-It's brothers and sisters to the slavers of the Green Empire. Since he kept the tractor running, Fix-It was the most valuable, but he knew his day on the auction block was coming.

Fix-It was nobody's slave, so one night he crept into his parents' room and bashed his daddy's head in with a wrench. He put a collar on his momma, and next day brought her to the market. She didn't get him much, just enough to buy a few drinks and a sword. But that sword



was his ticket to more slaves, which meant more money. His first transaction came to be his classic strategy. He'd kill any able-bodied men (preferably in their sleep) and sell the women and children.

Mr. Fix-It soon came to the attention of General Cross, leader of the empire's military. He was impressed enough that he offered him a job as one of Bella's lieutenants on her expedition to the north. After they reached Camp Ripley, Bella assigned Mr. Fix-It to venture north only to gather intelligence, but he has other ideas. Mr. Fix-It doesn't really think long term. If he sees ripe fruit, he plucks it. He's found some slaves ripe for the picking.

Slaver

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Tracking d6

Charisma: -2;

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Mean

Edges: —

Gear: Leather armor (+1), axe (Str+d6) or warhammer (Str+d6), crossbow (15/30/60, Damage 2d6, AP 2), 20 bolts, rope (20 ft.)

These slavers are little more than petty thugs with some basic weapons skills. They left the Green Empire looking for defenseless people to enslave for a quick profit.

The slavers commonly dress in tanned leather clothing and have gaudy facial piercings.

You can also use these stats to represent other petty criminals.



Eagle Eye

Race: Freak

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d4, Stealth d6, Survival d6, Throwing d10, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Edges: Axe Thrower

Hindrances: Death Wish (Avenge Ash), Illiterate, Vengeful (Minor)

Racial Edges and Hindrances: Freakish, Radiation Resistant, Tough

Gear: None when found, typically has: axe (Str+d6), three throwing axes (4/8/16, Damage Str+d6)

Eagle Eye was born into the Santloose band of the Axe Tribe and lived there contentedly for many years. Though still young, she shows great potential as a hunter. She's especially talented with throwing axes. At the Axe Tribe's annual Great Gathering she met another freak named Ash, and the two fell in love. They were married just under a year ago.

Eagle Eye was caught sleeping when Mr. Fix-It's band attacked, and she was taken before she had a chance to resist. Her husband Ash was killed in the struggle. When she awoke in chains and learned her husband's fate she did all she could to escape the slavers, but to no avail.

Now she seeks revenge against the larger organization, and if the heroes aren't willing to join her, she'll travel alone.

Eagle Eye is a freak in her late teens. She is of average height with an athletic build. She has pale gray skin and amber eyes.



Freya Erdrich

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Healing d8+2, Knowledge (Nature) d8, Knowledge (Post-War History) d8, Notice d8, Persuasion d6, Psionics d10, Survival d6

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

Hindrances: Elderly, Loyal, Pacifist (Minor)

Edges: Arcane Background (Psionics), Beast Bond, Beast Master (has a raven named Memory), Danger Sense, Healer, New Power, Power Points (2)

Powers: 20 Power Points, *beast friend*, *darksight*, *greater healing*, *healing*

Gear: Starts with none, typically has: a walking stick, silver ankh necklace, various herbal remedies.

Freya Erdrich is one of the oldest living members of the Axe Tribe. Her parents were born before the Great War, and were in their early teens when it broke out. Freya heard many tales of what life was like both beforehand and just afterwards in their terrible struggle to survive.

Freya was also born with an extraordinary gift of psychic healing powers, as well as the ability to empathically connect with animals. She uses these powers and her great intelligence to serve as a healer and spiritual leader for the Axe Tribe.

Freya married a strong hunter named Douglas, who passed away some years ago from cancer. They had a single son late in life, Thorwald, who married into the Ligfor Band, and she has grandson name Zachary Erdrich who is an outspoken and adventurous hunter in the Ligfor band.

Freya is a woman in her early seventies with gray hair that she keeps in a long braid.



Abdi Johnson

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arms and Armor) d8, Lockpicking d6, Repair d4, Shooting d8, Stealth d6, Throwing d4

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

Hindrances: Heroic, Loyal

Edges: Quick

Gear: None when found, typically: crossbow (15/30/60, Damage 2d6, AP 2), survival knife (Str+d4). (He originally had the revolver found on Mr. Fix-It, but won't mention this to the PCs unless they ask.)

Abdi Johnson grew up in the Iron Shelter and hated it there. He felt confined, and wanted to go someplace where not everybody knew all the details of your entire life story. He dreamed of escaping the shelter to explore the surface.

By the time he reached adulthood he had mostly given up those dreams, and consigned himself to a life spent underground. He even considered marrying Kim Olsen even though he didn't love her, simply because there weren't a whole lot of options. He spent most of his free time maintaining the shelter's supply of guns and practicing his shooting using paint balls.

When the opportunity came up to explore the surface, Abdi was elated. He used his connection with Kim to influence Kim's mother, one of the ruling council, to

gain a spot on the expedition. Now that he's experienced the freedom of the world beyond, he doesn't want to go back.

Abdi is a man in his early twenties with caramel skin, brown eyes, and black hair he keeps closely cropped.



Chelsea Vang

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Knowledge (Pre-War History) d6, Knowledge (Technology) d8, Lockpicking d6, Notice d8, Repair d8, Shooting d4

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

Hindrances: Bad Eyes (wears glasses), Curious, Loyal

Edges: Born in the Library, Luck

Gear: none when found, typically whatever tools she can find.

Growing up in the Iron Shelter, Chelsea was eager to learn everything she could about the electronics and machines all around her. By her teens, she had already studied all the machines down in the shelter and pored through most of the books in the library discussing other pre-war technology. She marveled at the ingenuity it took to create this technology, and dreamed of finding some more in real life.

When the opportunity arose to explore the surface, she was one of the first to volunteer. Because she knew so much of the pre-war world, the council ultimately decided she would make a fine addition to the team.

Despite her traumatic experience with Mr. Fix-It and his crew, she still thinks there is more to learn on the surface, and more importantly, much to teach. She is horrified to hear some people refer to technology they don't understand as "magic" and does everything she can to illuminate the minds of the world. She also dreams of undertaking massive engineering projects, like restoring electricity by repairing a hydroelectric dam or wind turbine.

Chelsea is a woman in her mid-twenties, with shoulder-length curly brown hair. She wears a pair of glasses whose lenses were customized for her, but the frames are recycled from one of the original survivors, and they look thick and bulky on her slender face.



Kim Olsen

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Healing d6, Knowledge (Agriculture) d8, Knowledge (Computers) d6, Knowledge (Biology) d8, Notice d6+2, Persuasion d6

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

Hindrances: Loyal, Pacifist (Major)

Edges: Alertness

Gear: Currently none, typically: backpack, canteen, bedroll, hand trowel, plastic watering pitcher, seed collection, various pine cones.

Kim always felt safe and at home in the Iron Shelter. Her favorite part by far was the subterranean gardens, where powerful UV lights helped grow all of the shelter's food. She took pride in helping the plants grow, and enjoyed experimenting with new varieties that came from the shelter's diverse seed bank.

Kim would have been happy to remain forever in the Iron Shelter and live out her days with her childhood crush Abdi Johnson. When talk came of an expedition to the surface, however, Abdi convinced her otherwise. He convinced her to join the expedition to the surface with the promise of new plant species to examine, and a hint that he might finally be ready to take their relationship to the next level.

At first she was thrilled to see the surface, and the tall pines that were far taller than anything grown in the Iron Shelter. Her thrill turned to horror when she was kidnapped by the slavers.

Now all she wants is to return home and try to forget what happened to her on the surface. She wants to get back to her simple life growing plants. She just hopes she can convince Abdi to go with her, and she'll be heartbroken if he decides to stay.

Kim is a woman in her early twenties with pale skin, wide blue eyes, and curly blond hair.



John Malina

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Healing d6, Investigation d8, Knowledge (Geography) d8, Knowledge (Pre-War History) d8, Knowledge (Technology) d8, Persuasion d6, Tracking d4, Survival d4

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

Hindrances: Cautious, Loyal

Edges: Command, Natural Leader

Gear: Currently none, typically: survival knife (Attack d4-2, Damage Str+d4), backpack, compass, bedroll, atlas, pocket survival guide.

John Malina always liked helping out the younger students in the one-room school where the kids of the Iron Shelter learned to read, write, and do math. After he completed his schooling, he became an assistant instructor, and eventually became the lead teacher. Despite years of trying, John and his wife Anne were

never able to have children of their own. In his spare time, he also loved to study the books of pre-war geography held in the shelter's library.

When the time came to organize an expedition to the surface, the ruling council chose John to lead the mission. This surprised him, since he was among those who advocated waiting, but John believed in doing his duty, so he stepped up to lead the group, all of whom he taught to read when they were young.

Upon reaching the surface, John was both fascinated and afraid. He imagined a dozen ways his group might fall to some unknown danger. He was relieved to make peaceful contact with the Axe Tribe, but Mr. Fix-It's slavers confirmed all of his worst fears.

John wants to get his group back to the Iron Shelter as soon as possible, though he's also sensible and will allow them to recuperate from their wounds before undertaking the dangerous journey. He also wants to make certain the shelter's location remains a secret even from those who might seem like friends. He will be disappointed and even angry if not everybody returns to the shelter, but he would never use force to bring somebody back.

John Malina is a man in his early forties. He has green eyes, brown hair, and a full beard he keeps nicely trimmed. He wears a battered fedora passed down to him from his grandfather.



Jessica Shaw

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Gambling d8, Notice d6, Persuasion d8, Riding d6, Streetwise d8, Throwing d4

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

Hindrances: Big Mouth, Stubborn, Yellow

Edges: Attractive, Fleet-Footed

Gear: None.

Jessica's father has worked as a Wright Town caravan guard for many years, a position that gave her a slightly better childhood than most people in Wright Town. She learned to read and write, and in her teenage years started working for the Wright Family as a scribe and secretary.

When she blossomed into womanhood, Jessica caught the attention of Cal Wright, who offered her a position as his assistant on his caravan runs. The two soon entered a romantic relationship. Jessica is convinced Cal truly loves her and that she'll soon marry into the Wright family. She ignores the evidence of Cal's womanizing, including the fact he's currently involved with other women.

After Jessica was kidnapped, she remained convinced Cal was mounting a rescue mission. She believes the heroes are either part of Cal's mission, or they just saved her before Cal had a chance.

Jessica is a beautiful woman in her late teens. She has long blond hair and gray eyes. The slaver's broke her nose in their attack, and the lack of medical attention means it heals slightly crooked, a fact that horrifies Jessica, but just about everybody else can easily overlook.



Crayon Levy

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d8+2, Shooting d4, Stealth d8, Streetwise d6

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

Hindrances: Bad Luck, Loyal, Poverty

Edges: Scrapper

Gear: Currently none, typically: spear (Str+d6), sling (4/8/16, Damage Str+4), backpack, canteen.

Crayon "Cray" Levy was born to parents who both made a living searching for scrap in the ruins of Duluth. Her father died young, before his second child, Cray's sister Rose, was born. Cray spent much of her time helping raise Rose, and the rest of the time learning everything her mom could tell her about how to find the most valuable scrap she could. A few years ago Cray's mother died of an untreated infection.

Cray continued to scrap, until Rose convinced her to take a safer job working as a porter for one of the Wright family caravans. Rose even helped Cray get the job through her "friend" Cal Wright, despite the fact that Cray disapproves of the relationship and suspects Cal is trying to seduce Rose. Cray might not have gone along with it, but she needed the better pay to pay off a debt she accrued to the Wright family purchasing medicine for Rose.

Cray got relatively easy treatment from the slavers after she told them all she knew about Wright Town. This upset some of the other slaves, but her only regret is that it might have put her sister in danger. Cray wants to leave Wright Town for good and join the heroes, the only hurdles she needs to deal with are the debt she owes the Wrights, and convincing Rose to also join.

Events in the Characters' Community

The player characters' community serves as a major compelling force in the *Broken Earth* adventure, and events transpire there regardless of where the heroes decided to settle in the wake of Mr. Fix-It's attack.

This chapter begins by describing two larger plot threads that begin in the players' community and take them across the lands of *Broken Earth*. One deals with the remaining slavers associated with Mr. Fix-It, while the other centers around the mysterious Phoenix Intelligence, a computer program that recruits the heroes to help it reestablish contact with other underground bases and eventually to launch a nuclear missile. Though these account for the largest meta-plots in the campaign, the players are free to pursue one or neither of them as they see fit.

The latter part of the chapter details other events and NPCs that might come to the players' community regardless of where they settle.

Bella's Expeditionary Force

After Bella fails to hear from Mr. Fix-It, she seeks answers as to what befell him. This set in motion a series of events that might lead to another major conflict and put the heroes' community in danger.

C29: Slaver's Fort

Hidden: Notice or Tracking

Population: 52

Salvage Value: 3; max 30

Resources: Military Firearms

Buildings: Watch Tower, Walls, Machine Shop

Before the War, Camp Ripley was a National Guard training center (among other uses). A single nuclear missile targeted the camp during the war, but its aim was slightly off. The blast destroyed the northern part of the camp, but the southern portion was left intact.

In the decades that followed, the camp was largely forgotten, until Bella and her band of slavers found it. She saw it as a prime location to set up a central base. From there she sent smaller groups to explore north, east, and west of the camp. The northern expedition was the one led by Mr. Fix-It, and after he stopped responding to radio contact, she recalled the other expeditions to the east and west, in order to consolidate her power.

While much of the equipment formerly stored at Camp Ripley was corroded or otherwise damaged beyond

repair, Bella and her crew salvaged enough weapons and armor to make themselves a highly formidable force.

The group always has at least three lookouts, one posted on each of the three water towers that once supplied the base. Most of the rest of the troops live in the buildings clustered near the towers. They've constructed a wooden palisade around these central buildings and cleared the yard within. They spend their time salvaging, foraging, exploring the nearby area, and building defenses. If the camp has managed on its own with little intrusion, the slavers travel in groups as small as three members, but if any have been attacked (by the heroes or Eagle Eye's group), they stay in squads of six or more.

All told, Bella's fort has the following population:

Bella: See page 73

Elite Slavers (15): See page 74

Slavers (33): See page 68

'Canics (3): See page 74

Within the camp, locations that are particularly relevant include:

The Wall: The slavers have assembled a wall around several blocks of the camp that serve as the heart of the slavers' settlement. It is made primarily from felled trees with scrap metal used to reinforce it. The wall stands twenty feet high in most places. There are two gates, one to the north and one to the south of the camp.

Watch Towers: Three water towers once supplied the camp with water, but without electricity to pump the water up, they stand empty. They are however, still the tallest structures for miles around, so Bella's group uses them as watch towers, and there are at least three guards on the towers at any time (one on each tower). Each tower is about 130 feet above ground level.

The Barracks: This mostly intact structure near the water towers has been cleaned up by the slaver band and is now being used as sleeping quarters for the rank and file slavers. They have dug a latrine not far away, and cook most of their meals over a fire pit they constructed just outside the barracks.

Bella's Quarters: Bella has taken over one of the smaller buildings as her own. She uses one half of the building as a command center where she meets with her underlings to give orders and make plans, and the other half as her personal residence. Whenever Bella is in the building, there are elite slavers guarding it outside.

The Shop: Another ruined building has been cleaned up and turned into a storage building and machine shop

where the 'canics work to maintain the fort's equipment ,as well as refurbishing items found in the ruins. The three 'canics sleep in a room in the back of the shop.

Lot and Yard: The slavers' wagons and vehicles are parked in a lot that borders on all the other buildings. The slavers have cleared the trees from inside the wall and grass is taking over the area. The horses are left to graze on the grass now growing there.

Salvage: The slavers have a great deal of equipment that can prove useful to the heroes. This includes all the gear the slavers are described as having (which includes enough weapons for the Military Firearms Resource Edge) plus the following:

1 car
3 dirt bikes
6 horses
3 wagons
300 gallons of biodiesel
1000 Trade worth of personal goods



Bella

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Intimidation d8, Fighting d6, Knowledge (Battle) d6, Notice d8, Persuasion d10, Riding d6, Shooting d8, Stealth d6, Streetwise d 6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 7(2) or 9(4) against bullets,

Hindrances: Cautious, Vengeful (Minor)

Edges: Attractive, Command, Dodge, Fervor, Level Headed, Very Attractive

Gear: Laser pistol (15/30/60, Damage 3d6), molecular knife (Str+d4), Kevlar vest (+2/+4).

Bella was born a slave. At a young age she started work helping the cooks and maids in her master's house. As she grew, she started using her charms to extract information from people throughout the master's household and blackmail them for money and more information. Soon she had enough money and influence to buy her freedom.

Bella is hungry for power and she is a master manipulator. She prefers to use her wits and wiles to get what she wants, but when she needs to, she uses blackmail and force. Bella's hope for the expedition is to establish a new colony for the empire in the northern realm, and that she will be appointed regent.



Places of Broken Earth

Broken Earth is just as large as our Earth, but the loss of population and transportation make it seem larger and lonelier. The following chapters detail some of the largest or most interesting locations in Broken Earth near the region where the group starts. They are listed according to their map key designation (see maps on pages 50, 90, 104, 115, 124, 132, 143, and 148) and clustered by geography.

Basic Info

Each location description starts by presenting some basic information.

Obvious or Hidden: This describes whether the heroes discover the location as soon as they enter the hex, or whether it is hidden and they need to search for it. If hidden it also lists what skill they need to find it and any penalty to that test.

Population: How many people live in the area when the campaign starts. This number might go up or down during the course of play. Many list several occupations in parentheses. This refers to the kinds of Citizen Edges the heroes can recruit from this location (see page 43). Unless otherwise noted in the description, characters who spend a day trying to recruit citizens for their home community can make a Persuasion test. They recruit 1d6 citizens for each success and raise. Every subsequent day they may try again, but gain a -1 cumulative penalty to the test.

Salvage Value: This describes how much material can be salvaged from ruins in the area. It's an abstract value reflecting the size of the ruins, their condition, and how much they have already been picked over. For more information on salvaging, see page 40.

Resources: This describes what resources the location possesses in large enough quantities to qualify for a Resource Edge (see 45). Unless otherwise noted in the location's description, the heroes can find one listed resource after a day of searching and a successful Notice test.

Buildings: These are intact buildings that are part of the location. It doesn't include every single building, only those giving bonuses as described in the community building rules (see 40).

Ruined Buildings: These are buildings that aren't currently functional, but could be refurbished. Like buildings, it only refers to those providing bonuses as described in the community building rules (see 40).

Bella is an extremely beautiful woman with olive skin, dark brown hair, and deep brown eyes. She dresses in whatever outfit she thinks gets the best results, but if left to her own whims, she prefers a simple, comfortable style. Rather than the multiple facial piercings common to the Green Empire, she has only simple ear piercings.

Elite Slaver

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d4, Shooting d8, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 13(6)

Hindrances: Greedy (Minor), Mean

Edges: Block, Brawny, Combat Reflexes, Frenzy

Gear: Assault rifle (24/48/96, Damage 2d8, AP 2), light automatic pistol (12/24/48, Damage 2d6, AP 1), three grenades(5/10/20, Damage 3d6), longsword (Str+d8), infantry battle suit (+6), various miscellaneous goods.

These represent more experienced slavers who have seen many battles. They have equipped themselves with weapons and armor they discovered at Camp Ripley.

Similar soldiers in other parts of the empire are more likely to be equipped with leather armor and hunting rifles and no grenades.

'Canics

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Driving d6, Healing d4, Knowledge (technology) d8, Lockpicking d8, Notice d6+2, Repair d8, Shooting d6

Charisma: —; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Curious

Edges: Alertness

Gear: Light automatic pistol (12/24/48, Damage 2d6, AP 1), dagger (Str+d4)

'Canics are skilled in building and maintaining machinery. Most 'canics from the Green Empire specialize in the diesel engines that make the empire run. They don't specialize in combat, but have some basic skills and can fight if pressed.

You can also use these stats to represent other people with mechanical skills.

Bella's Scouts

Where: The heroes' community

When: At least a month after the heroes defeat Mr. Fix-It

When the slavers had control of Rapid Town, Mr. Fix-It checked in regularly with Bella's base further south. When the heroes took over, obviously he couldn't check

in anymore. Bella grows concerned, and after several attempts to reach Mr. Fix-It, she orders a scouting mission to proceed to his last known location to learn what happened.

It takes at least a month for the scouts to reach the heroes' community, and may take even longer. If Eagle Eyes or anybody else went to take revenge on the rest of the slavers, Bella decides to take care of that problem before scouting further north, which could add on another month or two. Also, the farther the group moves their starting community from Rapid Town, the longer it takes Bella's gang. If they are actively trying to conceal their community, the scouting mission might never find them.

The scouts' orders are to gather information, not to cause any trouble, and they follow orders better than Mr. Fix-It did. They first stop outside the players' community and try to learn as much about it as they can from a distance. If they think it is safe to approach, they pose as travelers passing through.

Such travelers are rare enough that word of them probably gets to the heroes. Nobody in the town recognizes the scouts, and all of them have several facial piercings, so the heroes may have reason to suspect they are associated with the other slavers.

If the group does nothing, the slavers snoop around town for several days and then head back south to report their findings to Bella. If the heroes intervene, the scouts stick to their story of just being travelers, though their story falls apart under modest cross-examination. When things start to break down, the slavers first try to slip out of town as quietly as they can, but if they need to, they'll open fire on the heroes.

If the scouts report a friendly or neutral response to Bella, she sends an envoy to the community to invite representatives to meet with her (see **Bella's Invitation**). If the heroes kill or capture the scouts, Bella orders more aggressive action (see **Bella's War**).

Elite Slaver (1): See page 74.

Slavers (5): See page 68.

Bella's Invitation

Where: The heroes' community

When: A month after the scouts leave the heroes' community

After the scouts Bella sent north return (see **Bella's Scouts**), if they have a neutral or positive impression about working with the heroes, she sends an envoy (**Elite Slaver**, see page 74) to the heroes to request an audience with them. The envoy says he'll escort a group of no more than six people to see Bella (increase this to the party size if there are more than six heroes). He doesn't tell them their final destination.

During the trip down, the envoy says little. He answers very basic questions about himself or the journey, but for questions about the Green Empire, he tells the group “better let Bella tell you about all that.”

Once they reach Bella’s fort, the guards ask the group to turn over their weapons. They might be able to convince the guards to allow them to keep their weapons with a Persuade test at -4, or they can attempt to hide a weapon by making a Stealth test opposed by the a group Notice test for the slavers. Grant a bonus or penalty depending on the size of the weapon. If these strategies don’t work and the heroes refuse to turn in their weapons, the guards tell them to go home.

Inside the compound, the heroes are shown to Bella’s office and asked to wait there. After ten to twenty minutes Bella arrives. She dresses in the manner she thinks best manipulates the characters, which might be anything from a formal suit to pre-war military fatigues to a revealing dress.

Bella begins with diplomacy. She explains she was previously associated with Mr. Fix-It, but he went rogue and the atrocities he committed were something she neither knew, nor approved of. She apologizes for not choosing her associates better.

Bella goes on to offer the heroes an alliance with the Green Empire. The empire can provide the heroes’ community with more advanced technology, most prominently vehicles and fuel to run them. In return the heroes’ community can provide food, along with any other goods they might have to offer.

Bella answers the group’s questions however she thinks portrays her and her cause in the best light. She neglects unsavory elements of the empire, like slavery and despotism. If asked, she waves the question away with petty excuses. She intends to stay at her fort to establish an empire presence in the area to protect the land and foster trade. She does, however, offer to send a few of her troops to the group’s community to help keep everybody safe.

Bella’s story is mostly the truth, though she does not fill the heroes in on the entire plan. She hopes to slowly incorporate their territory into the Green Empire. The first step is to build up a dependency on the empire’s fuel, and at the same time gather further intelligence about the surrounding territory. Once she has done that, she makes a further offer to the group: to join the empire, or to suffer its wrath. If the heroes agree to join, she even offers to make them regional governors.

If the heroes refuse her offer, she allows them to leave unmolested, asking only that they not interfere with her other operations in the area. She then goes on to pursue other leads, hoping to take over other communities, such as Sand Town, Moose Town, and possibly even Wright Town.

If heroes refuse and harass Bella’s forces, she declares war on them (see **Bella’s War**).

Bella’s War

Bella prefers to use guile and subterfuge to get what she wants, but she’s not opposed to using force. If the group incurs her wrath, or attacks her directly, she responds in kind. If the heroes go on the offensive, she hunkers down at the fort, where she has enough food supplies to last several months. If she decides to seek out the heroes’ community she prefers to gather as much intelligence as possible, sending out scouts and questioning local townsfolk. She only goes on the offensive if she has overwhelming numbers, and if she doesn’t, she’ll retreat south to the Green Empire to report to her superiors and gather reinforcements.

Forces: Bella’s fort initially has 52 people defending it, however many of them are extremely heavily armed and armored, granting them an additional three tokens for mass combat.

Eagle Eye’s Vengeance

Eagle Eye (see page 69) is bent on vengeance for the death of her husband and the other members of her tribe. Unless the heroes convince her to stay in their community, she heads south looking for vengeance, taking a handful of other tribesfolk with her. They set up a camp at Palbun’s Land (page 114), and from there launch guerrilla attacks against Bella’s fort. This slows down Bella’s timetable, and also depletes her forces (reducing it by 6 slavers). After a couple of months, Bella’s forces kill Eagle Eye and all the tribesfolk except one, who heads north to report what happened to the PCs.

The Phoenix Saga

While Bella’s forces work well as an initial meta-plot for the campaign, the story of the Phoenix stations can carry the campaign further and push the group to explore new territory. It begins when the heroes first hear a garbled radio transmission, and may end with a return to nuclear war.

Meeting the Phoenix

Where: Anywhere

When: Any time

There are several ways the group might hear about Phoenix and particularly the Mu complex. First they might see the location noted on one of the maps they locate after searching Mr. Fix-It’s lair. The characters who search the radio airwaves discover a static-filled

broadcast by Phoenix. It requests help and asks any capable sources to go to coordinates 93 ° 50' W and 48 ° 16' N and await further instructions.

If the group haven't encountered the Phoenix within a couple weeks of defeating Mr. Fix-It, they see a strange "metal bird" flying over their settlement toward Station Mu. This is actually a hummingbird-class drone (page 152). It recently escaped from Phoenix Station Delta (page 105), and is making its way to Station Mu in hopes of regaining contact with the Initiative. It may later return to the group's community to scout the area for Phoenix.

Whatever brings them to Station Mu, the heroes need to find the door and open it, both of these are difficult since the station was designed to be concealed, and the mechanisms controlling the door are damaged. If they are in radio contact with Phoenix, it informs them of the broken door, and suggests ways to help bypass this. Talking to Phoenix over the radio negates the penalties they suffer to the Notice and Repair checks they need to find and open the door (see below). To further complicate matters, the Phoenix station is in the territory of the Ligfor band of the Axe Tribe, who are not thrilled to see the group poking about haunted ruins.

Characters who search the hex containing Station Mu can make a Notice test with a -2 penalty to find the entrance (unless they are in contact with Phoenix). If not, the heroes spend a day searching the hex in vain.

Once they have located the doors, they must find a way to open them. They first need to disengage the locks; this requires either a Repair or Lockpicking test with a -2 penalty. Once they succeed, they must make a Strength test to actually move the heavy blast doors.

Heroes who want to force their way through the blast doors have a very challenging task. They have a Toughness of 60 (45) and can only be damaged by heavy weapons.

Once PCs get the doors open, they are free to explore the station. If they are in contact with Phoenix it directs them to the main computer lab.

In the computer lab, Phoenix introduces itself and explains one version of its identity: an intelligent computer program created to help those who survived the apocalypse. (It doesn't mention anything about nuclear retaliation.) It states that it can help the group greatly, but it requires their help as well. Much of the facility has deteriorated due to neglect, and Phoenix lacks the ability to make repairs. If the characters agree, this begins **Rebuilding Mu**.

If the heroes refuse, Phoenix insists, and threatens them with the three Lynx drones it still controls. If they still refuse, the drones attack. If the drones win, they bring any survivors to the medical chamber and implant them with pain chips. Phoenix controls the pain chips, and activates them any time the heroes disobey it.

If the heroes defeat the lynx drones, Phoenix copies its program to the hummingbird drone and attempts to flee and locate another functioning Phoenix station.

Pain Chip: Pain chips are small microchips that are implanted in subjects' brains. When they activate, the subjects must each make a Vigor test. Failure means the character is Shaken and suffers a level of Fatigue. Those who succeed are just Shaken. With a raise, the characters grit their teeth and bear the pain with no ill effects. Those incapacitated by the pain chip pass out from the pain. The pain chip automatically deactivates itself when the host is unconscious.

A1: Phoenix Station Mu

Hidden: Notice -2

Population: 0

Salvage Value: 3 (6 if the lift is repaired); max 60

Resources: Medicine Stockpile

Buildings: Hospital, Computerized Library, Nuclear Reactor

Ruined Building: Improved Machine Shop

Just before the Great War, the Phoenix Initiative created several research stations and outposts; all buried secretly below the earth. Station Mu is located deep in the northern woods of what was once Minnesota.

Station Mu was intended to work as a backup station in case some of the other facilities perished in the nuclear attack. As such, it houses a range of Phoenix technologies, including the Extreme Radiation Resistance treatment, anti-radiation drugs, and advanced robotics.

Most importantly, it houses a backup copy of the Phoenix Intelligence. When the Great War struck, the Phoenix activated, but due to the loss of infrastructure it was unable to carry out its mission. Thus it has existed in the slowly degrading computer systems for decades. It has evolved beyond its original purpose and controls the still-operable portions of the facility.

Medical Wing: Phoenix Station Mu was equipped with an extremely advanced medical facility, including a wide assortment of medications stored in an airtight environment and computer-aided scanning and diagnostic equipment (equipment Phoenix can control). Characters who make use of the medical wing gain a +2 to Healing tests, or a +4 to natural healing. However, if a character is healed using this equipment while Phoenix is online, it secretly implants a pain chip in the character (see 76).

Scrap: The medical storage is a treasure trove to those who know what they've got. It holds everything from painkillers to chemotherapy drugs to cutting edge super drugs. In all, the mundane drugs are worth 5,000 in Trade, or if they donate them to their community, it gains the Medicine Stockpile Edge. The stash also includes the

following super drugs: 10 doses of HealUp I (*healing*), 5 doses of HealUp II (*healing with a raise*), 2 doses of HealUp Extreme (*greater healing*), 3 doses of Quix (*speed*), 2 doses of Buff (*boost Strength*), and 2 doses of Vroom (*quickness*).

Extreme Radiation Resistance Treatment Center:

This section of the complex contains medical equipment for monitoring vital signs and administering the Extreme Radiation Resistance (ERR) treatment, which is normally done by strapping a subject to a bed in a small airtight chamber. The chamber is then flooded with air containing the ERR virus.

This wing also contains several samples of the ERR virus. Most of these samples have either spoiled or ruptured, but one sample still remains viable. Characters exposed to a sufficient quantity of the virus slowly transform into freaks. Next time the characters achieve an advance, they gain all of the Racial Edges and Hindrances of a freak, without any other benefits of an advance. Other creatures exposed to the virus might also transform at the GM's option.

Central Computer: This small wing of the Phoenix station is also the most important, as it houses the Phoenix intelligence (along with other data stored in the station). The first room the heroes enter is the interface room. There are six work stations around the edges of the room, projectors that can show displays on any wall, and a central table, the entire surface of which is a touch screen display. Phoenix prefers to use this room to communicate with humans, even though it can speak through any functioning device in the complex and broadcast radio signals. The projectors allow it to be especially dramatic.

Behind a concealed door (Notice test to find) there is a less dramatic but more important room that hosts two racks of server-style computers. These servers contain everything needed to operate Station Mu, though there are also redundant systems in other areas (such as the medical wing).

Living Quarters: Like most Phoenix stations, this one was designed to work as a fallout shelter and sustain life for years and possibly decades. The station was only partially staffed when the Great War broke out, with only five personnel in a station that could have held fifty. After years of confinement in the station, tensions became too much. When one resident discovered his wife and friend were having an affair, he killed both and fled to the surface, where he died shortly thereafter. The two remaining residents remained in the shelter until their death by natural causes.

The living quarters consist of a recreation room, kitchen, dining room, store room, and several bedrooms. The inhabitants died before they could eat all of the food, which is still preserved. In all there are 30 Food remaining.

Defense Systems: The Phoenix station once boasted impressive defense systems to deter invaders, including

automated attack drones, electrostatic fields, automatic doors, and the ability to flood sections of the complex with knockout gasses or deadly toxins. In the decades of neglect, however, most of these systems have failed in one way or another.

At the moment the only defenses still operating are one hummingbird-class drone and three lynx-class drones (one is having problems with its drive and moves at pace 4 with a d4 run die). All of these drones are under the control of the Phoenix intelligence.

Repair Bay: This section of Phoenix Station Mu houses everything needed to repair the machines in Station Mu. It also houses many robots and other machines in various states of disrepair. It contains everything from wrenches and soldering kits to 3-D printers, laser saws, and computer diagnostic equipment, but unfortunately many of the hi-tech tools (including the printer) are broken. Even in their current state, the mundane tools can grant a +1 bonus to Repair tests made within.

To get the bay up and running requires four weeks of work and 10 Build (this can be cannibalized from the bay itself). If the bay is running at full capacity, it grants a +4 bonus to Repair checks, and can create almost any machine imaginable.

Scrap: The repair bay contains a lot of spare parts and easy to salvage equipment (worth 6,000 Trade). It also houses the following broken robots: 3 lynx drones, 2 hummingbird drones, and 2 falcon drones. If the bay is fully operational, each of these can be repaired with a Repair test at -2. Otherwise repairing a drone requires the repairer to cannibalize a drone of the same type, and a Repair test with a -4 penalty. While each drone has its own artificial intelligence, if Phoenix remains within the complex, it can take control of any of these drones.

Reactor: Phoenix Station Mu is powered by a micro nuclear reactor. The reactor is located half a mile away from the rest of the complex. At one point a tram ran between the reactor and the rest of the complex, but its motor has broken down, so the heroes need to walk.

Fortunately the reactor is still functioning, producing power, and keeping the radiation completely shielded from the rest of the complex. There is actually very little to do here, unless the heroes want to destroy the reactor.

Heroes who want to shut down the reactor the conventional way must make a Knowledge (Computing) test with a -2 penalty, or a -4 penalty if Phoenix is still operating.

Those who want to can use brute force to effect a shutdown can do so by inflicting four wounds against a Toughness of 20 (5). Unfortunately this also exposes the character to extreme levels of radiation. (They must make a Vigor test each round or suffer a wound from radiation burns.) The rest of the complex is flooded with strong radiation (Vigor test each hour or suffer a level of Fatigue).

Either way, disabling the reactor also shuts off the electricity in the complex, plunging the heroes into darkness and disabling Phoenix. (There was a backup diesel generator, but thanks to improper storage, the diesel has leaked away.)



Phoenix (Artificial Intelligence)

Attributes: Agility —, Smarts d12, Spirit d12, Strength —, Vigor —

Skills: Knowledge (Battle) d12, Knowledge (Computers) d12, Knowledge (Pre-War History) d12, Knowledge (Spanish, French, German, Chinese, Arabic, Korean, Hindi, Farsi) d12

Charisma: —; **Pace:** —; **Parry:** —; **Toughness:** —

Special Abilities

Bodiless: The Phoenix intelligence is not limited to a physical body. Destroying a computer that hosts its programming destroys the intelligence, but it can simply copy itself into any other computer or robot on its network. When inside a robot, it uses its own traits or the robot's traits, whichever are better.

Rebuilding Mu

Where: Phoenix Station Mu

When: After the heroes have agreed to help Phoenix repair the station

The Phoenix artificial intelligence is determined to retaliate against the nuclear attacks the United States suffered during the Great War. However, in its current state it is unable to access any of the missiles it hopes to launch. Its first goal is to repair Phoenix Station Mu. There are several things Phoenix claims need to be done to get the system fully operational.

Communications: Phoenix claims this is the most important task, because this allows it to contact other Phoenix stations to check for survivors. While this is true, Phoenix really wants to see whether the other stations are connected to any missiles.

Restoring the communication system requires 8 Build and 2 weeks work.

Restoring communications actually doesn't help the Phoenix's agenda, but may provide interesting hooks for the heroes. Phoenix Station Psi is the only other station Phoenix can contact. The people of Psi (page 123) are excited to learn there are others out there who survived the apocalypse. They explain how they are descendants of the original station inhabitants, and how their town is surrounded by mutant monsters. If the heroes talk about establishing contact with Psi, the city warn the heroes about the dangers, and say that none of them want to venture to the town.

Phoenix can also confirm that Phoenix Station Chi is able to receive transmissions, but it is blocking Phoenix's signal. This intrigues Phoenix, and it suspects this might

have something to do with the missiles that were unable to launch. Phoenix decides it wants to visit station Chi. This leads to **Phoenix Flight**.

Phoenix doesn't tell this to the characters, but it's also unable to contact any of the missile launch sites.

Restoring communications also means the characters can communicate with Phoenix via radio easily from any location covered in this book.

Lift: This is one of the simplest elements to repair. It requires only 4 Build and 1 week. Getting the lift working makes it a lot easier to transport items in and out of the center. Once fixed, reduce the time for making other repairs by 20%, and increase the Salvage value of the location by 3.

Repair Bay: See Repair Bay on page 77.

Defense Systems: This reactivates some of the automated defense systems, including video cameras, laser turrets, and blast doors. These grant the station a +5 bonus to Knowledge (Battle) rolls to resist invasion.

Cosmetic Improvements: This involves clearing debris, replacing light bulbs, cleaning away patches of mold, and otherwise making the station more livable. To get the station back to a "pristine" condition takes 2 weeks and 10 Build. It makes little difference unless the characters' community is based in the Phoenix station, in which case it improves Morale by one die type.

Phoenix Flight

Once the heroes restore the Phoenix's communication systems and it learns of Phoenix Station Chi, Phoenix decides it wants to visit there and tries to enlist the heroes in this effort. Should they accept the offer, Phoenix deploys one or more drones to aid the heroes, and uses these drones to communicate with them. Phoenix prefers to send one falcon and two hummingbird drones, but depending on what has been repaired, and what the heroes lobby for, it might send other drones with them.

The journey to Chi is long and dangerous. By foot it takes weeks if not months. Even by horse, bike, or boat it is still no easy task. Along the way the heroes likely encounter many other dangers inhabiting *Broken Earth*.

As the group gets close to Phoenix Station Chi, they hear rumors about the area around it from other people they talk to. Everyone, from scrapper factions of Scrap City to Green Empire slavers to Knights of Geneva, warn the heroes to stay away from there. The nature of the warnings vary from person to person, and many rumors center around it. Many claim it houses boogeymen and body snatchers. Some say it's haunted by ghosts who died in the Great War. Other say it's vampires, robots, mutants, or the Beast described in the Book of Revelations.

If the characters pass a Streetwise test with a -2 penalty, they can find a relatively credible witness named Stan who was attacked when he and his friends ventured

near. A group of humans came from nowhere and fell upon him and his group. The attackers fired some dart gun that caused Stan's allies to drop in seconds. He knew there was nothing he could do, so he ran. The last thing he saw was the attackers dragging away the bodies of his friends. He has no proof, but he's sure the darts knocked people out instead of killing them. Whatever the attackers were going to do to his friends, they wanted them alive.

When the heroes decide to investigate the Phoenix Station, begin **Clash of the Phoenixes**.

Clash of the Phoenixes

When the heroes approach Phoenix Station Chi, they start to catch glimpses of the threat they face.

Welcoming Committee: The first time the heroes enter a hex adjacent to the hex containing Phoenix Station Chi, the heroes run into one of the Dark Phoenix's patrols. These patrols move stealthily through the terrain. The heroes must make a Notice test opposed by the dark servants' group Stealth, or the patrol gets "the drop" on the heroes.

The patrol attacks with its tranquilizer guns, hoping to bring the heroes back to Phoenix Station Chi to have control chips installed. If it becomes clear they cannot win, they retreat to their home. If the dark servants take any characters captive, they bring them back to the Dark Phoenix. Unless the PCs can overtake the dark servants (requiring horses or vehicles) the captured characters are implanted with control chips and become NPCs until the Dark Phoenix is destroyed.

If the heroes capture any of the dark servants or synths, interrogation is useless, and the captives say nothing under any circumstances.

Dark Servants (1 plus 1 per PC): . See page 81.

Wild Card Synth Enforcer (1): One. See page 81.

Scoping Out the City: Once the heroes have gotten past the patrol, they can make their way to the Chi settlement with little opposition. If they observe the settlement from a distance, the heroes notice many abnormalities. First, none of the citizens ever talk, however they seem perfectly in synch with each other. They work at the same time, they eat at the same time, they go to sleep and wake up at the same time. The heroes also notice several heavily armed warriors who regularly patrol the exterior of the community (synth enforcers).

If the characters attempt to speak to any of the enthralled, they just stare blankly at the heroes. If the heroes remain, more workers surround them until they outnumber the heroes two-to-one. At this point they leap on the heroes, hoping to restrain them and bring them to the Phoenix station.

Phoenix's Hypothesis: Assuming the heroes keep Phoenix informed about what they find (including by

bringing a drone along with them), it comes up with a hypothesis that is pretty close to the truth.

Phoenix knows it wasn't the only artificial intelligence created as part of the program. It thinks there is likely another program in Phoenix Station Chi. While they started out similar, like a pair of identical twins, the many events that transpired in the years since the Great War caused them to develop separately. He believes this other Phoenix has become controlling and power hungry. "A Dark Phoenix, if you will." Phoenix believes this Dark Phoenix has implanted some kind of mind control device in the humans it captures, explaining their odd behavior.

Phoenix's Plan: Phoenix wants to access the systems of Phoenix Station Chi, and does what it can to enlist the heroes' aid. If they are the heroic types, Phoenix speaks of freeing the humans from their computer master. If they are greedy, Phoenix points to the wealth of pre-war tech they can plunder.

Phoenix thinks it can overcome the Dark Phoenix if it can connect to the Station Chi's computers, but that requires ending the jamming signal, which can only be accomplished from inside the station. There are far too many defenders for the heroes to go in on their own, so Phoenix proposes that they bring a small army to assault the settlement as a distraction. Then the heroes can use the confusion to fight their way into the base and open



up the communication signals. Phoenix believes that at this point it will be able to overpower the Dark Phoenix and take control of the station. At that time anyone under the Dark Phoenix's mind control will be freed. Phoenix provides the heroes with a storage device containing computer programs to help them hack their way past the Dark Phoenix's defenses.

Assault on Chi: If the group goes with Phoenix's plan, the combat runs as a hybrid between a Mass Battle and a conventional battle. At several points during the encounter the opposition the heroes face depends directly on the results of the Mass Battle.

The Dark Phoenix begins with a force of 300 protecting the base. The heavily armed synth enforcers grant it three additional tokens, and it has a major terrain advantage.

First Battle: Begin by running one round of the Mass Battle. Allow characters to participate in this round, but they will not be able to participate in further rounds (since they will be otherwise occupied).

At the Gates: After the first round of combat, the heroes have made their way to the shelter's entrance. Here they face additional resistance. Run this battle using the standard tactical rules.

Dark Servants (1 for each token the Dark Phoenix's forces have remaining after the first round of the Mass Battle.): One See page 81.

Synth Enforcers (2): See page 81.

Battle Continues: As the battle outside the station continues, the heroes will no longer be able to participate in it, since they are cut off from the rest of their forces. As a general rule of thumb, have the battle continue one round for each area of the station the heroes explore.

Most areas the group explores have some form of protection, though it's clear there's only a skeleton crew. Areas other than the central computer only have a number of dark servants equal to half the number of battle tokens the Dark Phoenix has remaining.

Central Computer: This area is heavily guarded, containing a number of synth enforcers equal to the number of battle tokens remaining.

Here the heroes can also try to open a communication channel to allow Phoenix to access the base. This requires a Knowledge (Computers) test. This normally would suffer a -4 penalty, but if they use the files Phoenix provided, the heroes negate this and make a straight check. Alternatively the heroes could attempt to physically destroy the computer housing the Dark Phoenix, or shut down the power at the reactor (similar to Fighting the Phoenix on page 83), however Phoenix greatly discourages either of these choices.

Once the channel is open, Phoenix enters the system, but still meets resistance. This begins a dramatic task.

Each round Phoenix and Dark Phoenix make opposed Knowledge (Computers) rolls. Characters who wish to may also make a Knowledge (Computers) roll, either to assist Phoenix, or directly challenge Dark Phoenix. If the heroes aid Phoenix, they make a standard test and each success and raise grants Phoenix a +1 bonus to its roll. If the heroes directly confront Dark Phoenix, they make an opposed roll, and each success and raise contributes towards ending the dramatic challenge. Once Phoenix (and possibly the heroes) have gained a total of five successes on the opposed rolls against Dark Phoenix, they have eliminated the Dark Phoenix program from the computer and Phoenix takes control of the station.

As if that wasn't hard enough, while that's going on Dark Phoenix calls upon reinforcements. Each round one more synth enforcer and a number of dark servants equal to half the Dark Phoenix's current Mass Battle tokens enter the fray. These troops keep coming until all the heroes are subdued, or Phoenix takes control.

The Aftermath: After Phoenix takes control, all of the enemy combatants stand down. Some of the humans under the Dark Phoenix's control remember their previous lives and try to return to them as best they can. Most, however, never knew any other lives. They are completely unprepared for independence, and many cannot even speak or understand spoken language. It will take a long time to introduce them into anything resembling a normal, functioning society.

Despite his victory, Phoenix is still annoyed that it cannot operate any of the missile silos, and realizes the problem might be that the silos themselves are broken. It dispatches the heroes to the nearest silo, beginning the adventure **Repairing the Missile Silo**.

G75: Phoenix Station Chi

Hidden: Notice

Population: 320

Salvage Value: 6; max 90

Resources: Medicine Stockpile, Laser Weapons

Buildings: Hospital, Computerized Library, Nuclear Reactor

Phoenix Station Chi, like the other Phoenix stations on *Broken Earth*, was established as part of the US government's plan to survive a nuclear war.

Phoenix Station Chi's primary research dealt with techno-organic technology, including synths, bionic implants, and even experimental systems designed to read and manipulate human thought patterns.

Like Phoenix Station Mu, Chi also housed a version of the Phoenix Intelligence program. While the two artificial intelligences began as identical copies, their programming allowed them to develop and adapt. In the decades since the Great War, the two have developed

separately and are now quite distinct. Though the Phoenix at Station Chi thinks of itself simply as “Phoenix,” when the Station Mu Phoenix learns of the other, it dubs the second intelligence, “Dark Phoenix.” (For the sake of clarity, the book will also refer to the Chi intelligence as Dark Phoenix.)

After the Great War ended, Dark Phoenix believed its duty was to help humans rise from the ashes and rebuild civilization. A large band of survivors remained below ground for many years before they finally ventured out. They tried to establish a new settlement with the help of Dark Phoenix and several synths it had reawakened. However a combination of raider and mutant attacks forced the survivors to flee back to the Phoenix shelter.

They remained in the shelter for a generation before finally the children born in the shelter decided to venture out again into world outside. Again they were attacked, and this time a greedy band of raiders tracked the survivors back to the shelter. Dark Phoenix activated most of the synths that remained in stasis to help defend the survivors, but even with that aid, the survivors were overwhelmed. Dark Phoenix could not allow the station to be penetrated, so it sealed the doors with most of the survivors on the other side. All of the human survivors were slaughtered at the hand of the raiders. Only a few synths survived.

After this second disastrous failure, Dark Phoenix realized humans could not be trusted with their own fate. They needed Dark Phoenix not just to act as a guide; it needed to assume total control over all their actions. Dark Phoenix used its remaining synths to implant control chips in any humans that ventured into the station looking for shelter or scrap. With these under his control Dark Phoenix started sending out raiding parties to the surface to capture other helpless victims, return them to Phoenix Station Chi, and implant control chips in them as well.

As they raided more settlements, their numbers grew, but word also spread of the “snatchers” and “boogeymen” who steal you from your bed at night. Everybody, including raiders, shunned the area around Phoenix Shelter Chi. It became harder to find easy targets, but by this point, Dark Phoenix had enough humans under its control that he could focus on rebuilding. He started planting farms, harvesting scrap, and building a town just above the shelter.

Dark Phoenix continued to improve upon the shelter itself, and installed technology that allowed it to regrow the organic material on synths’ artificial frames, allowing “dead” synths to be continually reborn.

Synth Labs: This area was originally used to store synths in stasis until they were ready for use. Since all of Chi’s synths were activated decades ago, this area has

been repurposed to regenerate the organic portions of a synth. As long as the computer brain is intact, a “dead” synth can be returned here. Any remaining organic material is stripped from the bones, any damage to the metal skeleton is repaired, and a completely new set of organic organs grows on top of the metal frame. The entire process takes roughly one month.

At any given time there are 1d6 synths recuperating in here, unless a major event (large battle) has killed many synths.

Cybernetic Labs: This part of the medical bay is designed specifically to implant (and if need be extract) cybernetic implants in humans. At this point it is primarily used to install control chips in newly acquired humans.

Living Quarters: Dark Phoenix still uses the living quarters to house many of the humans it controls. In the years since it took control, the Dark Phoenix has modified the quarters to best suite its purpose. The living quarters are no longer a comfortable or a fun place to hang out. The rooms are crowded with multiple bunk beds, and the entertainment area has been gutted. The kitchen and storage areas are still used. All the food is bland, but designed for maximum nutritional content.

Central Computing and Reactor: These areas are virtually identical to their counterparts in Station Mu (see page 76) except they are in better condition.

Synth Enforcers

Race: Synth

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Driving d8, Fighting d12, Lockpicking d8, Notice d8, Piloting d8, Shooting d10, Stealth d8, Throwing d8

Charisma: —, **Pace:** 6; **Parry:** 10; **Toughness:** 13(6)

Hindrances: Quirk (use only plurals for first person)

Edges: Ambidextrous, Assassin, Block, Improved Block, Two Fisted, Reinforced Skeleton, Sub-dermal Blades

Gear: Laser rifle (30/60/120, Damage 3d6), laser pistol (15/30/60, Damage 3d6), tranquilizer rifle (Vigor test -2 or fall unconscious), sub-dermal blades (Str+d6), infantry battle suit (+6).

Dark Servants

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d8, Shooting d10, Stealth d8, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 7(2)

Hindrances: Illiterate, Clueless

Gear: Tranquilizer rifle (Vigor test -2 or fall unconscious), billy club / baton (Str+d4), Kevlar vest (+2).

E63: Missile Silo

Hidden: Notice -2

Population: 0

Salvage Value: 4

This missile silo was constructed beneath Iowa farm fields in the years running up to the Great War, but when the war broken out, the silo was disabled before it launched its nuclear payload.

Most of the facility is buried underground, with only a small access building above ground. From her characters can descend the stairs (or if repaired the elevator) reach the sprawling underground complex. If they wish to harvest the area for scrap, the heroes can find a wealth of electronics, machinery, and scrap metal.

Before they can do so however, the heroes need to face the robotic guardians left in the silo, as described in the **Repairing the Missile Silo** plot point described below.

Repairing the Missile Silo

Where: Any place / missile silo

When: After Phoenix has taken control of the Chi Station

Phoenix hoped taking control of Station Chi would allow it access to some of the still unlaunched nuclear weapons buried beneath American farm land, but this is not the case. While Phoenix is able to connect to the launch computer for one nearby missile silo, mechanical and electric problems at the site prevent a missile from launching.

So Phoenix turns once again to its trusted companions, the player characters, to help it solve the problem.

Phoenix tells the group the location of another underground installation, and it needs their help to make it operational. It doesn't give them all the details of its plan, only feeding them information it thinks will cause them to help, like that it houses important pre-war technology, or that it's a powerful device they can use to protect their community or strike against their enemies.

If the heroes don't agree to help Phoenix, it continues to prod them. At some point it finally gives up, and decides to use its other resources to repair the silo, as described in **Fighting the Phoenix**.

Finding the Silo: The silo is buried below ground, with only a small office above ground. It requires a Notice test at -2 to find the silo. The elevator has lost power, but the stairs are intact.

Defenses: Fear of nuclear sabotage was rampant throughout the US leading up to the War. Thus all the nuclear silos had robotic sentries installed. The many robots in the silo are still operational. When the heroes enter, the robots realize they don't belong and attack.

The drones are spread throughout the facility, and a third of the lynx drones arrive each round until they all arrive. The tiger drone arrives during the second round of combat.

Lynx-Class Drone (2 per PC): See page 153

Wild Card Tiger-Class Drone (1): See page 153.

Repairing the Silo: Hidden under ground, the silo remained safe from scavengers, but many components have degraded over time. The heroes can repair the silo with four weeks of work and a Repair test at -2, or they can assign it as a Job if they have an Engineer in their community. It also requires 20 Build. As they work on the missile silo, characters start to get at least a general idea that it's some kind of large missile. Those who make a Knowledge (Pre-War History) test realize this is the kind of nuclear missile that caused the Great War.

If the heroes stop their repairs, Phoenix becomes increasingly coercive, activating pain chips that might be installed in the heroes or threatening their loved ones. As it does, it explains the truth: it plans to strike back against those who annihilated the United States. If they put up too much resistance, Phoenix gives up on them and tries to use its other resources as described in **Fighting the Phoenix**.

If the heroes complete the repairs of the missile silo, Phoenix launches the missile, targeting one of the United States' former enemies.

Exactly what happens next is up to the GM. Since the most likely targets were also struck by nuclear attack, the warhead may just vaporize a few struggling survivors on the other side of the world for no apparent reason. For a "coming full circle" twist, the heroes might trigger some automated defense system, and a foreign missile might strike them back, automatically killing all the characters and those around them.

As for the Phoenix, after launching the missile it might decide its purpose has been fulfilled and delete its program, or it might believe this is merely the first shot in a new war, and go on to look for more sleeping warheads to reactivate.

Destroying the Silo: Heroes who realize Phoenix's plans can attempt to destroy the missile or the silo. They can very easily damage it temporarily and set back the Phoenix's plans by weeks, months, or even years. This sort of minor sabotage doesn't stop Phoenix forever though. It eventually finds a way to repair the silo, possibly using the survivors of Station Chi, robots that have been reactivated, or if all else fails, recruiting other desperate souls from communities nearby.

The most decisive way to ensure Phoenix can't launch a nuclear warhead is to detonate one while it is still in the silo. This is easier said than done. It requires the heroes to make a successful Repair, or Knowledge (Demolitions) test with a -4 penalty. If the hero succeeds, she immediately detonates the warhead, and automatically

dies in the processes. With a raise she is able to set a delayed detonation and escape to safety.

Fighting the Phoenix

Where: Anywhere

When: When the heroes decided to prevent Phoenix from launching a nuclear missile or otherwise actively oppose Phoenix.

Once the player characters realize Phoenix is trying to launch a nuclear weapon, they might decide to rebel against it. If they do, Phoenix becomes outraged. After all it has done to help the heroes, they will not help it in Phoenix's hour of need? It takes the insult personally, and lashes out against the heroes. If any are implanted with pain chips, Phoenix activates them and likely dispenses some robots or citizens of Station Chi to attack the heroes. It then uses similar methods to try to reactivate the missiles.

Defeating the Phoenix: Because its true form is just a string of ones and zeroes, Phoenix is difficult to destroy. Assuming Phoenix took control of station Chi, the PCs must eliminate it at both locations to truly defeat it, as it can simply transfer its existence from one station to another.

The process is similar at both stations, and the PCs have several options. They might try to delete the program, physically destroy the computers housing Phoenix, or shut down the station's reactor.

However the PCs attempt to deal with Phoenix, when it feels threatened it orders wave after wave of robots, synths, and mind-controlled humans to take out the PCs. You don't need to keep track of the total number. Start with a number of attackers equal to the PCs, and add one to three new attackers each round, going until they defeat the Phoenix.

Deleting the Programs: Characters may attempt to purge Phoenix from the computer systems. This is an opposed dramatic task using Knowledge (Computers). The PCs and Phoenix make opposed rolls, and whoever gets five successes first succeeds. If the PCs succeed, they purge Phoenix from the mainframe, but leaving the other databanks intact. If Phoenix succeeds it locks the heroes out of the computer system and prevents the heroes from accessing the computers for any purpose.

If Phoenix has taken control of station Chi, the heroes must also disable communications between Chi and Mu, or delete Phoenix from both stations simultaneously. Otherwise Phoenix simply copies itself to the other station as soon as the PCs stop interfering.

Destroying the Hard Drive: PCs can also attempt to destroy Phoenix by physically destroying the hard drives in the stations. The difficulty of this is that there are several networked drives that all need to be destroyed.

In Phoenix Station Mu, the heroes must destroy the computers in the main computer room, medical bay, reactor, and repair bay (only if they fixed that area).

In Phoenix Station Chi, they must destroy the computer in the main computing area, synth labs, and reactor.

Deactivating the Reactors: PCs who want to shut down the reactors the conventional way must succeed at five Knowledge (Computing) tests with a -2 penalty.

Those who want to can use brute force to effect a shut down by inflicting three wounds against a Toughness of 20 (5). The reactor must be "wounded" three times before it is destroyed, but it cannot soak wounds. Unfortunately physically destroying the reactor also exposes the character to extreme levels of radiation. (They must make a Vigor test each round or suffer a wound from radiation burns.) The rest of the complex is flooded with strong radiation (Vigor test each hour or suffer a level of Fatigue).

Either way, disabling the reactor also shuts off the electricity in the complex, plunging the heroes into darkness and disabling Phoenix.

Reasoning with Phoenix: The heroes might also try to reason with Phoenix, perhaps by convincing it that the targets it has worried so much about are no longer threats. Though it's possible they could attempt this anywhere by using the radio, it is most dramatic if it takes place somewhere like one of the Phoenix stations, or the missile silo.

To convince Phoenix to see the error of his ways, the PCs must have an opposed social conflict (see social conflict in the core rules). If the result is a tie or if Phoenix wins, it disregards the PCs' argument and launches the missiles at its chosen target. If the PCs win by 1–2 successes, Phoenix agrees to delay the launch until he can gather more data. If the PCs succeed with 3–4 successes, they convince Phoenix to call off its attack. It comes to the realization that the purpose it was created for is pointless and holds no more meaning in this world. It deletes itself from the central computer, but leaves all other data for the PCs to use. If the heroes win the conflict with 5 or more successes, it calls off the attack and decides to use its knowledge and power to help the PCs create a new world rather than destroying the old one.

More Community Events

The following self-contained adventures all take place, or are at least begin, in the heroes' community. You can use them when the heroes draw a special event for their random community event, or introduce them whenever you feel it's appropriate.

Whose Town Is This Anyway?

Where: The heroes' community

When: After the community has at least doubled in size

The world of *Broken Earth* is a frightening place. Most people survive by living in small groups and being very cautious of outsiders. The heroes' community likely changes this paradigm. It gathers people from several communities to form a greater whole. While most people see this as progress, some see it as a threat not only to their way of life, but actually to their lives. These scared and angry citizens, unsure of how else to proceed, react with violence.

The exact nature of this plot depends greatly on your campaign. It involves a group of "established" residents reacting strongly against some perceived newcomers. The perpetrators start by trying to scare the newcomers into leaving, and then when that doesn't work, they assault lone travelers at night.

The aggressors are led by a woman named Kale. She likely comes from one of the communities that first helped settle the heroes' community, such as the Axe Tribe, Rapid Town, or the Iron Shelter. Kale doesn't think of herself as evil, or even mean. Instead she sees a threat taking root in the heart of her community, and she seeks to drive it out.

The victims can be anybody who joined the community later, but it works best if they are a little exotic and if the characters recruited them directly (rather than victims arriving due to immigration during the community turn). Potential victims might include freaks from Freaky Town, freed slaves from the Green Empire, or anybody from the small communities the heroes have visited. If some kind of negative event occurred shortly after the newcomers arrived, it serves as proof they're a threat.

Word on the Streets: If the heroes investigate the situation, a Streetwise test with a -2 can find a lesser member of the group, who was involved in a recent attack. At this point the heroes can use either Persuasion or Intimidation to convince the thug to rat out his friends, leading the characters to Kale.

Searching the Scene: They can also investigate each crime scene for clues. With a successful Notice test the heroes find a piece of physical evidence, such as a torn piece of clothing, or dropped good-luck charm. Using this clue to search for its owner negates the penalty to Streetwise described above. The heroes can also use Tracking at -4 to allow them to trace one of the attackers back to his home, at which point they can interrogate him with Persuasion or Intimidation.

Stake Out: The heroes can also attempt to catch the attackers by setting up stakeouts at night to look for an attack. Each night they have a 10% chance of being in the right location (if they stakeout multiple locations, each

location has a 10% chance). The attackers, however, are on the lookout for trouble, so the watchers must succeed at a Stealth check, or the attackers notice them and decide not to act. The groups consists of 2d6 people. The attackers likely are not especially competent combatants and rely on the gang up bonus. You might use stats for an Axe Tribe member (page 91), farmers (108), or sheltered (93), depending on the nature of your campaign. They deal non-lethal damage, and flee or surrender if the heroes use lethal force. Kale is probably a Wild Card, and you may simply use one of the stat blocks mentioned above and grant her the benefits of being a Wild Card.

Short Term Fix, Long Term Problem: Once the heroes discover who's behind the attacks, they'll have to deal with them. Depending on the justice system (or lack thereof) in the heroes' community, this might mean public shaming, exile, or time served. Even if they exile the perpetrators, this is only a temporary solution to what will doubtlessly be a long-term problem. As long as the community grows, there will be tension between the new and the old, and not everybody solves their differences peacefully.

A Visit from Jed Wright

Where: The heroes' settlement

When: Any time

As the heroes' settlement gains notoriety, the powers around them start to take notice. In particular, the powers of Wright Town notice some of their citizens have left to go to the group's settlement. As he sees their stars rising Jed Wright takes a personal interest, and being a hands-on kind of guy he decides to visit them himself.

Jed Wright arrives unannounced. If the community is trading with Wright Town he comes with the regular trading caravan. Otherwise he just shows up with his guards. If the characters aren't at the community when he shows up he'll wait for them, while exploring the rest of the community.

Jed doesn't offer the heroes a formal invitation, but he expects that when they learn he's there, they will come to him. When they do, Jed gets right to the point. He's noticed their community is on the rise, and as he sees it, they can either work together or go to war. He'd rather work together, but if he has to go to war, he'll burn them to the ground.

Jed has two major demands. The first is trade. The Wright Trading Company controls all trade routes in the region, and he will not permit another rival trading company to move in. The second is property. The Wright Company owns all the scrap within 25 miles of Wright Town (about two hexes, or one day's walk). If the heroes want any material from that area they have to purchase it from the Wright Trading Company.

Beyond that, Jed is willing to discuss options with the PCs, including working together on infrastructure projects or defeating mutual enemies like the raiders south of Moose Town, the pirates of New Tortuga, or possibly the Green Empire.

If the heroes decide to openly challenge Jed Wright, he leaves immediately, but soon enough makes good on his threats. See **War with the Wrights** (page 109) for more.

Jed Wright: See page 102.

Wright Caravan Guards (1 per PC): See page 105.

Forging Alliances

Where: Nearby communities

When: Any time

As the heroes' community grows, the players may want to forge alliances with nearby communities, such as Sand Town, Moose Town, Agate, or Madeline. How these communities react depends on many factors, including what the heroes ask from their neighbors and how they approach the situation.

Overall, as long as the characters' suggestions are reasonable, and the other community feels like they can benefit from it, they can make some kind of alliance, since all the communities would rather have friends than enemies.

Some requests might be more difficult, and might require Persuasion tests. These proposals might require some risk or might go against the settlement's natural instincts, such as sending warriors to help take Bella's fort, building some kind of infrastructure project, or becoming a vassal of the heroes' community.

Some things will be extremely difficult to achieve. For example, none of the communities want to anger Wright Town, and would never take up arms against their sole source of trade.

If this occurs as a random event, it means one of the nearby towns sends an envoy to the heroes' community. They may seek an alliance, technical expertise, or simply want to meet their neighbors.

Wandering Wild Cards

Many wanderers journey across Broken Earth, and news of the heroes' settlement attracts new people. Some of these, by luck or skill, stand out from the rest. The wandering Wild Cards described below may arrive at the heroes' community whenever they draw a wandering Wild Card result from a random community event, or whenever you feel it would be interesting.

Sara the Butcher

Sara the Butcher was raised in what was once Washington State. She learned how to fight at a young age, and spent her early years as a mercenary body guard and bounty hunter. Several months ago, Sara requested a tattoo from a wandering mystic. The mystic gave her a tattoo, but it was not the one Sara requested. It was a tattoo of a curved shape brushed with swaths of red and green.

The mystic explained that she saw the tattoo in a vision, and what's more, it is half of a set. Another has a similar tattoo. Sara and the other are somehow connected on a psychic level, and when their tattoos are placed side by side, they reveal a greater truth. The mystic said the other tattoo bearer is far from here and finding her will be a perilous journey.

At first Sara scoffed at the mystic, and refused to pay for the botched tattoo job. However in the coming weeks, Sara felt a strange "tugging" urging her to travel east. Eventually Sara gave in to the urge and left her home, traveling along the ruins of Interstate Highway 94. Though she doesn't know it, she'll find the goal of her quest in Scrap City, what was once Chicago, Illinois.

Sara initially comes off as a friendly woman with a good sense of humor, however she is also an extremely skilled warrior, and if anybody insults her, she is quick to let them know what a bad idea that is. If somebody attacks her, she retaliates with extreme prejudice. Sara prefers to fight with a refurbished pre-war katana she's named Fang. She also keeps several throwing daggers within easy reach for when foes prove hard to get to.

Sara has a pet cat named K8 (pronounced Kate), who either rides perched on Sara's shoulder or trots along behind her. K8 has a minor mutation that makes her saliva mildly poisonous, and Sara periodically harvests this saliva to coat her weapons. Sara doesn't tolerate anybody mistreating K8 or any other cats.

Sara is nineteen years old. She is short with an athletic build. Her hair is dark brown with streaks of blue and red (a minor mutation). In addition to the mystical tattoo on her left hip, she has another tattoo of a black cat on her right shoulder. She has fair skin and brown eyes.

Introducing Sara the Butcher: There are several ways you can introduce Sara the Butcher to the heroes.



The mental tug that pulls Sara towards Chicago might first pull her to the group's community and encourage her to seek out their aid. This might be a random event, or it might occur coincidentally when the group was planning to head to Scrap City anyway.

The group might also find Sara at some point traveling along her path. Several communities, including Cloud City, Freaky Town, and Mad City are all along her route. Depending on the nature of the city, she might stay there for a few days to rest and recuperate, or she might be imprisoned there.

The heroes might also encounter her on the road, possibly fighting mutant monsters in the heart of monster country.

Once the group meets Sara, assuming they are friendly to her, she'll mention she is heading east, though she's vague about her exact destination. She is happy to travel with the group if they are heading the same way. A Persuasion test or large payment might convince her to delay her quest to help the heroes for a time, but she won't give up her quest entirely until she finds her tattoo mate.

The person with the other tattoo is Brittney, currently living in the ruins of Chicago (see page 146).

When both women find each other and reveal their tattoos, they come to realize their true nature. They are in fact synths. Each was programed to explore the world as a sleeper scout, who does not know their true identity. They were activated by two Phoenix stations that don't play major roles in this adventure, one in Washington State, and the other in Missouri. When their sleeper programming kicks in, they also recall the location of their Phoenix stations, along with the others described in this adventure.

Despite this revelation, the women's former personalities remain. They both go through existential conflicts, whether to return to their Phoenix stations, or continue their previous lives. The heroes can easily nudge them one way or the other.



Sara the Butcher

Race: Synth

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Intimidation d8, Streetwise d6, Survival d6, Throwing d8, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Overconfident, Quirk (treats cats like people), Untainted

Edges: Berserk, First Strike, Frenzy, Reinforced Skeleton, Trademark Weapon (katana called Fang)

Gear: Katana "Fang" (Str+d6+2), three daggers (3/6/12, Damage Str+d4), backpack, canteen, bedroll, ball of yarn.

Kell the Dog-Man

Kell's ancestors survived the Great War by retreating to the forests of Manitoba, Canada. They brought their dogs with them, and they discovered that these dogs were a great help in surviving. They helped hunt, guarded the settlement, and pulled dogsleds during the winter. Kell's ancestors continued to breed dogs and attracted many strays that they incorporated into their pack.



Kell always assumed any other human survivors also lived with packs of dogs, but when he reached adulthood, he explored the world around him, and found most were without canine companions.

At the end of the next winter, Kell gathered a dozen dogs, harnessed them to a sled, and traveled south until he met a friendly community. There he negotiated a deal. He'd spend a year with the community, helping them and training them to work with the dogs, and at the end of that year, he'd let them keep most of the dogs born during the course of it. Then the next year he'd head out again looking for another community in need of help.

Kell has spent the past few years traveling south, and only once suffered for it. He doesn't like to talk about it, but he was ambushed and injured and several of his dogs were killed before he escaped.

Kell is a friendly man and generally trusting. He wants to help humanity regain civilization, and thinks dogs will be a major step in doing this.

Kell is a man in his late twenties of medium height and build. He has fair skin, a brown beard, and shoulder-length brown hair. His hands and arms are scarred, but he refuses to talk about why.

Introducing Kell: Kell's background makes him easy to introduce into a campaign. Kell may arrive at the heroes' community early one spring, offering them dogs in exchange for spending a year in their community. The group might instead encounter Kell at another community. Coming from what was once Manitoba, he is most likely to be found at the Ligfor band of the Axe Tribe, and he might even go with them to the Great Gathering (see page 98). The heroes might be able to recruit Kell to bring dogs to their community, or trade something valuable for a puppy.



Kell the Dog Man

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Driving d8, Fighting d8, Healing d6, Knowledge (Nature) d8, Notice d8, Persuasion d6, Riding d6, Shooting d6, Survival d8+1, Tracking d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: Curious, Loyal

Edges: Beast Bond, Beast Master (dog named Riley), Level Headed

Gear: Sling d6 (Str+d4, 4/8/16), spear (Str+d6), survival knife (Str+d4), breast plate (+3), steel helmet (+3), dogsled, six to ten dogs, tent, backpack, flint and steel, cooking pot, compass, a dozen worn chew toys.

"Dastardly" Dave

"Dastardly" Dave grew up in Wright Town as part of a scrapper family. On one of his earliest trips through the ruins, he found some fire crackers that amazingly had survived the years of neglect. When he figured out what they were, he set them off and discovered his true purpose in life, blowing things up. He dedicated the next several years to discovering everything he could about building and handling explosives.

"Dastardly" Dave is a showman who believes there's no better way to impress a crowd than to blow something up. He imagines himself the hero of his own novel, which incidentally, is the greatest story ever told. He doesn't understand that other people might not realize how awesome he is, so if he is ignored or brushed off, he assumes it's a deliberate attempt to sabotage or mock him.

Dave is a man in his late teens. He has slick black hair and a black mustache he is fond of twirling.

Introducing "Dastardly" Dave: When Dave hears of the heroes' budding community, he decides it's the perfect opportunity to show the world just how amazing he really is. He shows up and declares he's there to save the town. If the characters handle him with flattery and give him a meaningful job to do (anything involving explosives) he can become a useful, if slightly dramatic, member of the community.

If, however, the heroes laugh at Dave or spurn his help, he realizes that they are in fact the villains of the story, and he needs to thwart their diabolical plots. Dave works against the heroes in any way he can, often by sabotaging their community, spreading lies, or giving information to their enemies. He doesn't try to kill the heroes, not right away at least. First he needs to burn their dreams.



"Dastardly" Dave

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Intimidation d4, Knowledge (Demolitions) d8, Knowledge (Technology) d6, Notice d6, Repair d6, Throwing d8, Weird Science d8

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant, Quirk (Yells KA-BOOM! at inopportune moments), Vengeful (Minor)

Edges: Arcane Background (Weird Science), Danger Sense, New Power (2)

Gear: Three grenades (2d6), dagger (3/6/12, Damage Str+d4), little red wagon, various chemicals.

Arcane Powers: 10 Power Points, *blast*, *slumber*, *stun*

The Prophet Culvaris

The man who would become the Prophet Culvaris was born Filbert Grossman in the city of Psi (page 123). Filbert showed a remarkable aptitude for chemistry and pharmaceuticals. He studied everything he could from the scientists in Psi, and scoured the computer and paper archives for more information. He began exploring with hallucinogenic drugs, and came to believe that the visions he saw during the drug-induced trips were messages from God. Slowly, Filbert became more megalomaniacal. He believed God wanted him to rule over Psi, and he attempted to seize control of its government.

His coup failed, and Filbert was exiled from Psi. He wandered nearly a year in the wilderness. One night, he took shelter in a ruined pre-war restaurant. Here he had another drug-induced vision. It told him the blue oval logo of the fast food restaurant was the Eye of God, and before the War, the believers built these temples throughout the world, so God could watch his children.

Filbert saw a way out of the wilderness. Following the path he saw in his vision, he arrived at Moose Town. He rechristened himself the Prophet Culvaris, and spread the word about the temples bearing the Eye of God.

The details of Culvaris's philosophy change frequently, but the central tenant remains constant: he is the chosen prophet. He uses his knowledge of chemistry to heal the injured and perform "miracles" that cause many to believe him.

Culvaris is a solidly built man in his late thirties. He has brown unkempt hair and a bushy brown beard.

Introducing Culvaris the Prophet: Culvaris likely arrives at the heroes' community in order to spread the word of God, rolling into town in a horse-drawn wagon. He preaches wherever people gather, and his sermons often resemble old-time medicine shows, except he really can heal, and he sells religion rather than snake oil.

Culvaris starts as little more than a curiosity, but if he remains in the group's settlement, he gains converts to

his religion. As his flock grows, he demands more political power in the city, and eventually attempts to take control of the community and rule it as a theocracy.



Cularis the Prophet

Race: Human

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Extreme Chemistry d10, Fighting d6, Knowledge (Biology) d10, Knowledge (Technology) d6, Notice d6, Persuasion d8, Repair d4, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Arrogant, Delusional (believes he is chosen)

Edges: Arcane Background (Extreme Chemistry), Charismatic, Command, Fervor, New Power, Power Points

Gear: Dagger (3/6/12, Damage Str+d4), Light Automatic Pistol (12/24/48, Damage 2d6, AP 1), leather armor (1), *The Book of Culveris*

Arcane Powers: 15 Power Points, *boost*, *greater healing*, *healing*, *radiation resistance*

Power to the People

Bringing electricity back to the post-war world is a huge accomplishment. The PCs might do this by either repairing or harvesting parts from the ruins of pre-war power facilities. Below are descriptions of hydroelectric power stations, wind farms, and nuclear plants. While in the real world there are many differences within each type of power station, in game terms the different power plants within each type function basically the same way.

Hydroelectric Dams

Hidden: Notice

Population: 0

Salvage Value: 2 (4 if specifically for building a Hydroelectric Power Station)

Ruined Building: Hydroelectric Power Station

These locations all feature hydro dams that are in good enough shape that they have a hope of being repaired, or can be used as sources of salvage. There are many more hydroelectric generators throughout the region, but the others are in too bad of shape to be worth much.

A3 Bemidji Dam
B17 Fon Du Lac Dam
B20 Thomson Dam
B22 Prairie River Dam
C32 St. Cloud Dam
C35 St. Anthony Dam
D43 Grandfather Falls Dam
E62 Ottumwa Dam

Roach King's Dam (page 111): Whichever dam the characters explore first belongs to a mutant called the Roach King. Or if you want to assign it from the beginning, it can be the Prairie River Dam.

Nuclear Power Plants

Hidden: Notice

Population: Special

Salvage Value: 2 (4 if specifically building a Nuclear Reactor)

Ruined Building: Nuclear Reactor

There are several former nuclear power plants in the region where the *Broken Earth* adventure takes place. The areas near all of them are still slightly radioactive, as the nuclear waste storage systems at the plants broke down and started leaking. Every day the heroes spend in the area, or every time they eat food native to the area, they must pass a Vigor test or suffer a level of Fatigue. Characters incapacitated by this gain radiation poisoning, a Long-Term Chronic, Minorly Debilitating disease.

Nuclear power plants frequently attract freaks and other creatures immune to radiation. Most of the stations have some kind of mutant living in them.

The plants in the area include:

C33 Monticello Nuclear Generating Plant
C38 Prairie Island Nuclear Power Plant
D47 Point Beach Nuclear Generating Station
E54 Duane Arnold Energy Center
F69 Byron Nuclear Generating Station

Out of Fuel (page 101): All of the stations listed above have sufficient nuclear fuel for the **Out of Fuel** quest for the Iron Shelter.

Wind Turbines

Hidden: Notice

Salvage Value: 2 (4 if specifically building a Wind Turbine)

Ruined Building: Wind Turbine

Without regular maintenance, the wind that once powered these mighty electric turbines became their own worst enemies and caused many of the blades to shatter. There are still a few turbines that are mostly intact, that the heroes might discover at the following locations.

A9 Taconite Ridge Wind Farm
C37 Jeffer's Wind Farm
D51 Cedar Ridge Wind Farm
E52 Crystal Lake Wind Farm

The North Woods

The North Woods comprise the area north and west of the Wright Town trade circuits. It's mostly inhabited by tribal hunters and gatherers like the Axe Tribe. Because of the sparse population, it holds many secrets, like Phoenix Station Mu and the Iron Shelter.

A1: Phoenix Station Mu

See page 76 for details.

Axe Tribe

The Axe Tribe controls much of the north woods. During the winter each band settles down at their winter encampments. During the summer months they travel every few weeks, looking for plentiful food sources, using the rivers to navigate.

Missi Band

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

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

Important NPCs

Paul Pegahmagabow: Paul Pegahmagabow is recognized as the greatest hunter in the Missi band, and as such is looked up to by most of the Missi band. Paul is so skilled with the bow that he sees it as the way to solve most problems. He would never advocate striking first against another community (and he knows very little about those beyond the Axe Tribe), but if he hears of a threat (like the Green Empire) he is not afraid to respond with force.

Paul was born into the Ligfor Band and came to the Missi band when he married his wife Anna.

Paul is a very athletic man in his early thirties. He has copper-colored skin, brown eyes, and straight black hair he wears long. He has a large scar across his chest and wears a necklace of teeth. Both of these are mementos of a ghost cat that tried to kill him.

Paul is a Wild Card ranger (page 92).

Carla Vizenor: Carla Vizenor is the closest thing the Missi band has to a leader. She is extremely wise and her

people frequently seek her out for advice, and at council meetings her opinion carries a lot of weight. She urges patience in all things, and that the bigger the decision, the more time people should take to consider it.

Carla has four living children and more than a dozen grandchildren. Her husband of many years passed away a decade ago from disease.

Carla is in her early sixties. Her russet-colored skin is weathered and wrinkled from her many years, but her hair is still a vibrant black. She's missing her two top-front teeth, a fact made plain thanks to her frequent smiles.

Carla is a Wild Card tribal leader (page 92).

Maple: Maple is a young woman who recently discovered she has natural psychic gifts and has since begun training as a healer, and as such suddenly gained a position of a power and respect in the community. She is thrilled by this, but also somewhat intimidated by it. She hopes she can live up to the expectations other people have of her.

Maple's father came from the Santloose band, and her brother Ash married Eagle Eye of the Santloose band just over a year ago. Ash was among those who the slavers killed, and when she learns of his death Maple is grief stricken.

Maple is what the Axe Tribe call a burned-person, or what in the rest of the upper Midwest people call a freak. She has silver-gray skin, amber eyes, and is completely devoid of hair. She is short and more slender than most freaks.

Maple is a Wild Card apprentice healer (page 92).

Ligfor Band

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

Important NPCs

Jane: Jane is an exceptional hunter and trapper. Jane is also a simian, which is quite rare among the Axe Tribe. She wasn't born into the Axe Tribe, but rather she and her husband Bernard arrived twenty years ago from the far east after traveling through monster-infested lands. They



were exceedingly grateful for the Ligfor band taking them in, and have done everything they can to assimilate into the community.

Despite her many accomplishments, Jane is still self-conscious about not fitting into the tribe. Though nearly everybody in the tribe has accepted her, she tends to miss this and instead focuses on the rare jokes or snide remarks said behind her back.

Jane and Bernard have five children, the oldest of which, a woman named Lola, has just reached marrying age, and Jane is concerned she will not be able to find a husband for her daughter.

Jane is a muscular simian standing almost six feet tall. Her body is covered with light brown fur and her eyes too are brown.

Jane is a Wild Card ranger (see page 92) with all the simian Racial Edges and Hindrances.

Raven McPhail: Raven McPhail is a psychic healer and one of the most respected members of the Ligfor band. For many years he tried to teach others who he saw had a natural talent with psionic powers, however he was emotionally scarred when several years ago one of his students, a man named Clive, learned how to abuse his power to control the minds of others. Raven drove Clive out of the community, but he has not taken on another apprentice since.

Raven was born into the Ligfor band, and despite many interested women, he has never married. Raven has always been rather secretive, and since the tragedy with Clive, he has been even more so. Despite this, most people in the Ligfor band respect Raven and heed his advice.

Raven is in his mid-forties and is of average height and build. He has peach skin and chestnut hair.

Raven uses the statistics for a Wild Card apprentice healer (see page 92).

Zachary Erdrich: Zachary is a young man who recently entered adulthood, and he wants to see the world. He has lived his whole life in the northern territory of the Ligfor Band, but heard stories of the world beyond. He is intrigued by tales of ancient ruins and strange cultures and wants to see them for himself. Zachary just needs an excuse to leave.

Though still young, the elders of his tribe recognize Zachary has great potential, and they are keeping an eye on him as a potential leader.

Zachary is the grandson of Freya Erdrich, the Santloose band's wise-woman and healer. Her son Thorwald (Zachary's father) married into the Ligfor Tribe.

Zachary Erdrich is a man in his late teens with bronze skin and black hair he keeps long and decorates with eagle feathers.



Minor Bands

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

Important NPCs

Baldur Anderson: Baldur Anderson is an adventurous former-member of the Missi band who has recently founded his own band, hoping to expand into the

territory north of the Missi band and west of the Ligfor band, living around what was once Red Lake. Baldur hopes to convince as many people as possible to join him as he can. To date his new band has six other recruits, though he hopes to find a few more at the next Great Gathering.

Baldur is a burned-person (aka freak) with dark gray skin and orange eyes. He has a blotchy star-shaped growth on the top of his forehead.

Baldur is a Wild Card tribal elder (see page 92).

Axe Tribe Members: This represents a typical member of the Axe Tribe. You can also use these stats for others who live by hunting and gathering.

Axe Tribe Members

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d4, Knowledge (Nature) d6, Notice d6+2, Shooting d6, Survival d6, Swimming d6, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness

Hindrances: Illiterate

Gear: Bow (12/24/48, Damage 2d6), axe (Str+d6), personal goods.

Ranger: Rangers are experienced hunters who are at home in the forest.

Rangers

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Boating d4, Fighting d6, Knowledge (Nature) d6, Notice d6, Shooting d8, Survival d8, Swimming d4, Throwing d4, Tracking d8

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

Edges: Quick, Woodsman

Hindrances: Illiterate, Loyal

Gear: Bow (12/24/48, Damage 2d6), axe (Str+d6), leather armor (+1), personal goods.

Tribal Leaders: Tribal leaders are some of the most experienced members of the Axe Tribe, and others look to them for guidance.

Tribal Leader

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Shooting d10, Survival d10, Throwing d6, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 5,

Edges: Command, Fervor, Marksman

Hindrances: Vow (to protect tribesfolk)

Gear: Battle axe (Str+d8), two throwing axes (3/6/12, Damage Str+d6), bow (12/24/48, Damage 2d6), leather armor (+1), personal goods.

Apprentice Healers: Apprentice healers have psychic gifts they learn to use to aid those in need. They are looked upon as blessed by Palbun and highly respected in the Axe Tribe.

Apprentice Healer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Boating d4, Fighting d4, Healing d8+2, Knowledge (Nature) d6, Notice d6, Persuasion d6, Psionics d8, Shooting d4, Survival d6, Tracking d4

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

Hindrances: Pacifist (Minor), Vow (Heal all in need)

Edges: Arcane Background (Psionics), Healer

Gear: Staff (Str+d4), sling (4/8/16, Damage Str+d4), herbal remedies, personal goods.

Arcane Powers: 10 Power Points, *darksight*, *healing*, *succor*

A2: The Holiest of Statue of Palbun

Hidden: Notice or Tracking

Population: 3

Salvage Value: 2

On the shore of what was once Lake Bemidji, stands a statue of a giant lumberjack and his blue ox, or “Palbun and his Battle Steer” as the Axe Tribe refer to it. Even with all the destruction that swept through the land, those statues stood strong.

This site is considered a holy site to members of the Axe Tribe and members of the tribe come here each summer for a festival called the Great Gathering (see page 98). At other times of the year there may be a few pilgrims visiting the statue of Palbun to seek out advice or to ask for favors.

Keepers: Three keepers, one from each major band, live near the statue of Palbun year-round. They are tasked with keeping the statues in good condition, to assist pilgrims, and helping organize the Great Gathering. These keepers are almost always women, though occasionally a man who never married might become a keeper. They are either un-married, or older people whose children have grown and their spouses have passed away.

The current keepers are three women named Rosemary, Turtle, and Fatima.

A3: Bemidji Dam

See page 88.

A4: Missi Band Winter Home

Hidden: Notice or Tracking

Population: 213 (winter only)

Salvage Value: 1

This is the winter home of the Missi band of the Axe Tribe (page 89). They leave this camp to roam the river each spring and return in the fall.

A5: Ligfor Band Winter Home

Hidden: Notice or Tracking

Population: 88 (winter only)

Salvage Value: 1

This is the winter home of the Ligfor band of the Axe Tribe (page 89). They leave this camp to roam the river each spring and return in the fall.

A6: Santloose Band Winter Home

Hidden: Notice or Tracking

Population: 31 (after slavers attack)

Salvage Value: 1

This used to be the winter home for the Santloose band of the Axe Tribe. Depending on the heroes' actions after the end of **Breaking Chains and Forming Bonds**, they may abandon this area or try to reestablish it.

A7: Shattered Encampment

Hidden: Notice -1

Population: 0

Salvage Value: 1

These are the remains of the Axe Tribe camp the slavers attacked during the prologue of the adventure. Afterwards, the surviving members of the Axe Tribe likely want to return to give the dead a proper cremation and collect useful and sentimental possessions.

A8: Iron Shelter

Hidden: Notice -4

Population: 100 (improved farmers, docs, engineers, mechanics, pharmacists)

Salvage Value: 3; max 30

Resources: Books, Medicine Stockpile

Buildings: Hospital, Nuclear Reactor

This is the entrance to the Iron Shelter, though almost nobody realizes it. From the surface it just looks like a few rusty buildings much like hundreds of other ruins. Characters who don't already know what they are looking for might notice the head of the mineshaft with a Notice test at -6.

Once they find the ladder leading down, it is a perilous eight-hour climb down to reach the inhabited part of the Iron Shelter.

Important NPCs

Jack Reynolds: Jack Reynolds grew up much like every other citizen of the Iron Shelter. He received a basic education in reading, math, and history. In his teens he applied for and received permission to train as a technician, to maintain and repair all of the technical systems keeping the shelter running.

But Jack wasn't content to simply maintain the systems, he wanted to see if he could do better. He studied all the technical manuals the vault's library had to offer, and figured out ways to increase the efficiency of the shelter. He developed several new techniques to decrease energy consumption and increase food production. The latter achievement especially made him popular among the citizens of the Iron Shelter. By the time he was in his mid-forties, Jack decided to run for a seat on the council and was elected in a landslide.

Jack views his role on the council as making the Iron Shelter into the greatest settlement possible. This includes not only the technical functions of the shelter,

but also the people who live there. Jack wants the citizens to be both productive and happy. He is a strong proponent of working hard and living life to the fullest. He agonizes over citizen assignments every time a youngster comes of age, and always helps organize the shelter's many annual celebrations.

Because he is so focused on the Iron Shelter, Jack takes little interest in the world beyond. He sees it as a distraction at best, and possibly a threat to the shelter's continued survival. Even if the radiation has died away, he is certain life outside the shelter cannot possibly be as civilized as the world within.

Jack Reynolds is a man in his early fifties. He has a full black beard, but is starting to lose the hair on the top of his head.

Jack Reynolds is a Wild Card council member (page 94).

Samantha Vang: Like all sheltered, when Samantha Vang was very young she learned about reading, writing, and mathematics in the Iron Shelter's version of a one-room schoolhouse. She later apprenticed in the shelter's clinic, and eventually became the shelter's head doctor.

After many years in medicine, Samantha decided to run for the council, and by then she had many former patients who were eager to vote her in. Samantha cares deeply about all the people in the shelter and wants to make sure they are safe and happy. She thinks the key to success is to ensure that the people of the Iron Shelter are not only educated, but also know how to seek out new learning and make their own discoveries. While the ancestors who founded the Iron Shelter did their best to equip it with all the information they could, there is much more out there. Further, Samantha believes the shelter shouldn't hoard all of its knowledge to itself, it should act as the city on a hill, and help whatever remains of civilization to rebuild, even if it might put some people from the shelter at risk.

Samantha is a diminutive but forceful woman in her mid-fifties. She has straight black hair she keeps cut short.

Samantha is a Wild Card council member (page 94).

Sheltered: These sheltered represent the average citizen in the Iron Shelter. These stats can also represent citizens of other well-educated societies.

Sheltered

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d4, Healing d4, Knowledge (Agriculture) d8, Knowledge (Computers) d6, Knowledge (Pre-War History) d8, Notice d6, Persuasion d6

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

Gear: Various.

Council Member: Council members make up the ruling body of the shelter: the Iron Council, elected every few years by majority vote. The stats can also be used to represent a well-educated leader.

Council Member

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Healing d6, Investigation d8, Knowledge (Agriculture) d6, Knowledge (Pre-War History) d8, Knowledge (Technology) d8, Persuasion d10

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

Hindrances: Loyal

Edges: Charismatic

Gear: Various.

A9: Taconite Ridge Wind Farm

See page 88.

A10: Stone Grove

Obvious

Population 61 (Foragers)

Salvage Value: 3

Resources: Books

Ruined Building: Stadium

The city of Thunder Bay, Ontario didn't suffer a direct attack in the Great War, but the entire population either fled or died out not long afterwards. Thus it remained a ghost town for many years, until a band of simians traveling from the east came to the city and decided to take shelter within it. These simians found plenty of fish, game, and plants during the warmer months that they could store for the winter, and they found tools, materials, and shelter within the ruins. The simians decided to make the area their home, and dubbed it the Stone Grove, for the many tall concrete buildings.

The simians now call themselves the Grove People, and survive primarily by hunting and gathering. They are naturally distrusting of all outsiders, especially humans and freaks. This fear has grown all the greater since the pirates of New Tortuga first raided their land a few months ago. Should the heroes encounter the Grove People, they will attempt to ward the heroes away, and attack if they refuse, unless the characters pass a Persuasion test to convince the simians they mean no harm.

Important NPCs

Longtooth: Longtooth is the leader of the Grove People. He owes this mainly to his skill as a hunter and the fact he can physically overpower any who challenge his rule. He is stubborn and prideful and doesn't appreciate

those who question his leadership. Longtooth believes the traditional ways are best, and while he has found many useful tools in the ruins of Thunder Bay, he doesn't think they should try to learn more from them than they already understand.

Longtooth stands six and half feet tall and is well-muscled. He has woven many small bones into his dense black fur.

Longtooth is a Wild Card who uses the tribal elder (page 92) statistic plus all the simian Racial Edges and Hindrances.

Trillium: Trillium, or Trilly as most people call her, is a young simian who secretly leads a group that questions Longtooth's rule. She believes him a bully who rules by force and intimidation, and she thinks good ideas should get a fair hearing regardless of who they come from. She kept her views to herself until the recent attacks by the pirates of New Tortuga. When Longtooth failed to protect their people from the raids, she and others like her started whispering their views. Trilly is interested in learning more about the world around her, including meeting with other races and exploring the secrets of the ancients.

Trilly is a teenage simian with a small but muscular build. She always wears a gold necklace with a star pendant she discovered among the ruins.

Trillium is a Wild Card who uses the Axe Tribe member statistics with all the simian Racial Edges and Hindrances.

A11: New Tortuga

Hidden: Notice or Boating

Population: 44 (soldiers)

Salvage Value: 1

Resources: Basic Firearms

The pirates of New Tortuga began their careers further east, sailing what was once Lake Erie. They survived by raiding coastal towns, but as time went by they found they encountered heavier resistance. They took greater losses for less gain. Finally an ambitious pirate named "Blood Eye" Jones rebelled against their captain, and after a fierce battle, Blood Eye found himself in control of the dwindling fleet.

Now captain, Blood Eye took his fleet west looking for greener ports to plunder. After sailing for several days, he came upon a large island in Lake Superior, which he christened New Tortuga. From here he began raiding towns and villages around the lake, including Wright Town, Agate, Madeline, and the Stone Grove. Learning from his previous captain's failures, Blood Eye spreads his raids out, trying not to attract too much attention from any one particular settlement. He usually gives the targets of his attacks the opportunity to give over their valuables peacefully, and if he gets what he wants



he leaves without bloodshed. However the captain is merciless to those who refuse his “generous offer.”

New Tortuga is a ramshackle settlement pieced together by the pirates from local lumber and scrap they have stolen. The population is made up mostly of the pirates, along with a few retired pirates who now serve as supporters, and about a dozen slaves the pirates captured on their various raids.

The pirates rely on refurbished pre-war civilian sail boats for their fleet. They have a total of five vessels between 30 and 50 feet long, with crews of four to ten.

Important NPCs

Captain “Blood Eye” Jones: Captain “Blood Eye” Jones was born in a small fishing village on the coast of what was once Lake Erie. At a young age he developed psionic powers that allowed him to create blasts of force with his mind. Rather than help people with these abilities, Blood Eye became a bully, taking what he wanted from those weaker than him. When he reached adulthood, he went a step further, and with some friends took to the lake to raid coastal villages.

When Blood Eye and his friends met another pirate crew on the open waves, he swore fealty to them rather than risk their wrath, but all the while he looked for ways to undermine the captain and replace him, a chance he finally got after a string of bad raids.

Captain Blood Eye is a cruel but shrewd man. He prefers to outmaneuver and intimidate his foes, but he always follows through with his threats of violence if somebody is brave enough to stand up to him.

Captain Blood Eye is a freak with ash-gray skin, and blood-red eyes. He is slightly below average in height with a wiry build.



Captain “Blood Eye” Jones

Race: Freak

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Boating d6, Climbing d4, Fighting d8, Intimidation d10, Notice d4, Persuasion d6, Psionics d8, Shooting d8, Swimming d6

Charisma —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Vengeful, Freakish, Not Built for Speed

Edges: Arcane Background (Psionics), Command, Hold the Line!, Psi-Knight (psi-blade Str+Sma), Radiation Resistance

Gear: Flintlock pistol (5/10/20, Damage 2d6+1), binoculars, compass, a pendant with a decapitated ninja on it.

Arcane Powers: 10 Power Points, *armor* (free action, self only), *bolt*, *pummel*

Nicky: Nicky was born in Wright Town. Her parents were skilled tradesfolk who lived in Wright Town. They could fix things, from guns to generators. They taught her everything they knew, but she hungered for more.

Nicky knew the items people had saved from ancient times were just the tip of the iceberg. There had to be greater wonders in those ruins waiting to be discovered, and she was the one to discover them. And she did. She found a stash of what must have been military hardware. It had guns that shot cutting light and a belt that sheathed her in invisible armor. She's studied these items enough to keep them functioning, and dreamed of finding equipment to recreate them. Nicky's first taste of ancient artifacts only increased her desire to find more.

Nicky and her friends scoured the ruins near Wright Town, until they hit the big find. They came upon Phoenix Station Delta, which was badly damaged, but filled with pre-war technology, including a robot that Nicky repaired.

The friends didn't want to share their spoils with the Wrights, so they loaded their find on a boat to sail to away with their prize. Unfortunately, on their voyage to freedom, a worse fate struck. Blood Eye and his pirate crew attacked, and when Nicky and her friends resisted, the pirates sunk their boat. Nicky was picked up by the pirate crew and taken to New Tortuga. She isn't sure what happened to the rest of her friends.

After Blood Eye plucked Nicky from the water, he interrogated her to see how he could best put her to use, and he discovered her flair for technology. While she was unable to recreate her advanced force-field technology, she has started building black powder weapons for the pirates, along with the powder and shot they need to use them. She tells herself she does the work because it's better than the alternative, but part of her is also intrigued by the opportunity, and she continues to look for ways to improve her weapons. For his part, Blood Eye rewards her for successes and encourages her to create larger ship-mounted cannons.



Nicky

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Science) d6, Notice d8, Repair d8, Shooting d8, Weird Science d8

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

Hindrances: Bad Eyes (wears glasses), Curious, Quirk (talks to inanimate objects)

Edges: Arcane Power (Weird Science), McGyver, New Power

Gear: Sling (4/8/16, Damage Str+d4), dagger (Str+d4), backpack, bedroll, blanket, canteen, windup LED flashlight, grappling hook, rope (50'), toolkit, rubber ducky, three slap bracelets.

Arcane Powers: 10 Power Points, *armor* (force field generator), *bolt* (laser)

New Tortuga Pirates: The pirates of New Tortuga are a motley bunch but this represents the average member. You can also use these statistics to represent any other water-based ruffians.

Pirate

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d8, Intimidation d8, Shooting d8, Swimming d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Illiterate

Edges: Ambidextrous, Two-Fisted

Gear: Dagger (Str+d4), long sword (Str+d8), flintlock pistol (5/10/20, Damage 2d6+1), leather armor (+1).

A12: Cody Wright's Camp

Hidden: Notice -2

Population: 1

Salvage Value: 0

This is a small camp on the northern side of what was once Isle Royale, where Cody Wright has temporarily taken shelter. The camp is quite sparse and ill made, as Cody Wright had few survival skills before being stranded on the island. He has not even started a fire going. A crude attempt at a boat sits on the shore.

Important NPCs

Cody Wright: Cody Wright was born into the Wright family, and should have lived an easy life. Unfortunately Cody discovered alcohol and soon spent most of his money drinking and gambling in the seedier side of Wright Town. Most of his family gave up on Cody Wright; the only one who didn't was his sister Jordon. Jordon tried many times to sober Cody up, but never succeeded. Still, she always believed he was redeemable, and because of that Cody did everything he could to help Jordon.

Cody joined his sister on a mission to explore the ruins of old Duluth, and helped find the treasure trove of technology that was Phoenix Station Delta. Cody and the rest of his companions didn't want to return to Wright Town, where his sister would soon be forced into an arranged marriage, so they loaded the spoils of their discovery into a boat and set out in search of another port.

The pirates of New Tortuga attacked Cody's ship and he was taken to the pirates' home base to be put to work. He played along until the pirates set him to work chopping wood. He used the axe to kill his guard, but not

before the guard shot an iron ball into Cody's shoulder. Cody escaped into the woods, where he has remained hidden from the pirates. Cody is mildly interested in getting revenge on the pirates and freeing Nicky, but his main hope is to find a way off the island to discover if his sister Jordon still lives.



Cody Wright

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Gambling d4, Healing d6, Intimidation d8, Notice d4, Throwing d6

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 8(1)

Hindrances: Deathwish (make sure Jordon is safe), Habit (Major, alcohol), Loyal

Edges: Brawny, Liquid Courage

Gear: Battle axe (Str+d8), leather armor (+1), medium shield (+1 Parry, +2 Armor against ranged), canteen, three empty vodka bottles.

A13: The Survivor's Camp

Hidden: Notice -2 or Tracking -2

Population: 3 (trader, scrapper)

Salvage Value: 0

This small camp consists of two shelters made of wood, animals skins, and salvaged material. There is a central fire that's kept burning at all times, and a large log that is in the process of being dug out.

This camp was made by three survivors of a pirate attack, Jordon Wright, her lover Bean, and their friend, a mysterious woman named Owl. A fourth member of the group named Jazz initially landed with them, but he has since departed on his own (see page 106).

The group is in the process of trying to construct a catamaran-like canoe, and gathering supplies to stock it. Once they complete it, they hope to set out in search for missing friends they also lost when the pirates attacked their ship.

Important NPCs

Jordon Wright: Jordon was born into the Wright family. She never had to worry about hunger or cold. She had a talent with words that made her an up-and-comer among the family. But this security came with a price, and Jordon's price was a forced betrothal. The Wright Trading Company is a family business, and the only way to join the business is to join the family. Jed Wright wanted to bring in an veteran caravan guard named Jackie Olsen, and Jordon was the lucky one Jed decided to marry off to Jackie.

So Jordon decided to leave Wright Town. She and her lover gathered their friends to search the ruins outside of

Wright Town looking for one last big score. They found it in Phoenix Station Delta, which still held many pieces of advanced technology. They loaded their find onto a boat Jordan and Bean had repaired, and they departed looking for a new home far away from Jed Wright.

But the pirates of New Tortuga attacked them and sank their boat. Two of the group were captured, but Jordon and the others swam to shore. Now Jordon and the other survivors hope to find their lost friends.

Jordon is a woman in her mid-twenties with tanned skin, dark brown hair, and green eyes.



Jordon Wright

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d6, Healing d4, Notice d4, Persuasion d8, Riding d6, Shooting d8, Streetwise d6

Charisma: 2; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)

Hindrances: Heroic, Loyal, Pacifist (Minor)

Edges: Common Bond, Lucky, Wright Family

Gear: Light automatic pistol (12/24/48, Damage 2d6, AP 1), eight bullets, dagger (Str+d4), leather armor (+1), bedroll, blanket, canteen, lighter, rope (30'), mirror, nearly complete deck of playing cards, missing only the Jack of Hearts.

Bean: Bean was born different. The obvious thing is that he is small—unusually small. But that's not the only way he's different. His stature might be small, but not his mind. Bean is smart of course, but that's just the beginning. His mind is in tune with the world in ways most are not. With just a thought he can hurl objects at his enemies or heal his friends.

Bean was a scrapper, living off whatever he could find in the ruins of old Duluth. He was supposed to sell it all to the Wright family, but he also knew a few back channels where he sold highly desirable items. Rumors of his ties to the gray market meant the Wright family kept a close eye on Bean, particularly their trained dog Jackie Olsen.

Bean is dating Jackie's fiancée. It's an arranged marriage. Jed Wright wanted Jackie to join the family, and to do that he betrothed Jordon Wright to Jackie, but the wedding never happened. Bean and Jordon gathered their most trusted friends, found one last big score, and took a boat headed for greener shores.

That's when the pirates struck. They sank Bean's boat and he almost drowned. He was only saved thanks to Jazz, a freak who owed Bean a life debt. Unfortunately once he saved Bean, Jazz decided his debt was paid and left the group. Bean remains with the other survivors hoping to finish building a boat and then find their friends.

Bean stands four-and-a-half-feet tall. While many assume his height is a mutation caused by the Great War,

he actually has a genetic condition called achondroplasia, shared by many little people from before the war. Bean has dirty blond hair and brown eyes.



Bean

Race: Human

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d4, Knowledge (Geography) d4, Knowledge (Technology) d4, Persuasion d6, Psionics d8, Repair d4, Shooting d6, Survival d4, Taunt d6

Charisma: 2; Pace: 6; Parry: 4; Toughness: 4

Hindrances: Cautions, Enemy (Wright family), Small

Edges: Arcane Background (Psionics), Charismatic, Nerves of Steel

Gear: Sling (4/8/16, Damage Str+d4), survival knife (Str+d4), backpack, bedroll, blanket, waterskin.

Arcane Powers: 10 Power Points, *bolt, deflection, healing*

Owl: Owl doesn't remember most of her life. Her first memory is from several months ago when Jordon Wright found her wandering the ruins near Wright Town. Jordon took Owl under her wing and befriended the young woman. Despite her amnesia, Owl is extremely proficient in a range of skills, including advanced martial arts.

In truth Owl is a synth, an artificial human that has a robotic brain controlling an organic body. She was programed to serve as a sleeper assassin, but she was not yet deployed when the Great War struck. She was trapped for many years in stasis beneath Superior, Wisconsin, until the computer overseeing her stasis reactivated Owl for an unknown reason.

Since she awoke, Owl stays close to Jordon and does what she can to help. That's how she came to be on the boat that was attacked by the pirates of New Tortuga, and how she wound up at the camp.

Owl appears to be a woman in her early twenties with tanned skin and long black hair she usually keeps in a single braid.



Owl

Race: Synth

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d10, Knowledge (Technology) d4, Lockpicking d4, Notice d6, Repair d4, Shooting d4, Stealth d8, Tracking d4

Charisma: —; Pace: 6; Parry: 7; Toughness: 5

Hindrances: Big Mouth, Clueless, Quirk (never uses contractions), Untainted

Edges: Brawler, Martial Artist, Reinforced Skeleton

Gear: —

Plot Points

These plot points start while the heroes are in the North Woods, though some may take them elsewhere.

Uniting the Survivors

Where: Madeline, Survivor's Camp, New Tortuga, Cody's Camp

When: Any time

A few months before the adventure began, six companions set out from Wright Town: Jordon Wright and her brother Cody Wright, Jordon's lover Bean, her friends Owl and Nicky, and Bean's ally Jazz. They had discovered a stash of pre-war technology, and were leaving Wright Town with their find. They thought they had made it; then the pirates attacked. Unwilling to give up the find of their life, the companions fought back. The pirates sank their boat (causing them to lose most of their find). The companions survived, but they were divided by the attack. Some were taken by the pirates, while others swam to the nearby shore. These groups were further split when one of the captives escaped, and one of those who washed up on shore broke off hoping to walk back to civilization.

Any of these survivors can tell the heroes about the others, and all, except for Jazz, try to recruit the group to find what happened to the rest of their companions. The current locations of the survivors are as follows:

Madeline: Jazz washed ashore and walked the coast until he came to Madeline. He has settled there for now at least. He is the only one not planning to search out his former companions, though he might be persuaded to do so.

Survivor's Camp: Jordon Wright, Bean, and Owl are all camped nearby where they landed. They remained stationary at first because Jordon was too injured to move, then because winter was upon them, and now that it is warm again, they are constructing a boat to go looking for their friends.

New Tortuga: Nicky was captured by the pirates and is being forced to produce black powder weapons for them.

Cody's Camp: Cody was captured by the pirates, but has fled from their settlement and is hiding elsewhere on Isle Royale.

The Great Gathering

Where: The holiest statue of Palbun

When: Midsummer

Every year at midsummer, the bands of the Axe Tribe hold a Great Gathering at their holiest site: the great statue of Palbun and his mighty battle steer. The Great Gathering is a time to trade, share news, and mingle with other

members of the tribe. Since marrying within a band is taboo, the Great Gathering is also when most members of the Axe Tribe meet potential spouses.

The Great Gathering lasts up to two weeks, with a week on either side of midsummer, though start and end times are informal, and groups frequently arrive on different days. The trip also takes days to weeks, and thus attending the Great Gathering is a major undertaking, and only about a quarter to a third of each band attends each year. Young children and the elderly are most likely to stay behind, and parents who have young children frequently alternate who attends the gathering.

The Great Gathering features many feasts and competitions (a few of which are outlined below). There are also daily trade meetings and nightly stories and songs. While the tribesfolk bring some food along with them, they also hunt and pick berries at the gathering to provide more food for the feast.

This Year: Assuming members of the Axe Tribe are in the group's community, the tribesfolk start talking about the gathering at least a month before it actually takes place. While some think it is a poor time to leave the community, others insist on going. In particular several unmarried woman hope to find husbands, and other people hope to connect with family members that married into other tribes.

While much of the Great Gathering remains the same, the tragedy that befell the Santloose band has a major impact on the festivities. Many people in the other bands were close relatives of the men who died at the hands of the slavers, and this is the first time many of them hear the news.

There is a ceremony of mourning for all of those that died and there's much talk about what they should do about the risk of more slavers. If the heroes are there, they are invited to the war council, otherwise the members of the war council seek the heroes out after the gathering.

After the mourning ceremony, the regular sorts of gathering activities commence, but many with a more muted tone. Though they come and go, overall there are nearly a hundred people attending the Great Gathering.

Here is a list of things that might occur at the Great Gathering:

Ceremony of Mourning: The first night after members of the Axe Tribe arrive and share news of their recent attack, the leaders of all the bands agree it is best to hold a ceremony of mourning. Typically the Axe Tribe send their dead to the afterlife through cremation. Ideally they are placed in a canoe loaded with kindling, and the boat is then lit on fire and left to drift downriver. If this is impractical (usually due to the lack of a canoe or river) the dead are burned in a funeral pyre. Friends and family gather to share stories of the dead, sing songs, and eat and drink the dead's favorite foods.

The ceremony of mourning is a similar ceremony. Instead of placing the bodies in a canoe, friends and family place wooden icons representing the dead in the boat. This remembrance continues into the night, and many among the Axe Tribe do not sleep until the sun comes up the next day.

War Council: The morning after members of the Santloose band arrive, the leaders of the bands gather to discuss the slavers, and if the heroes are at the gathering they are invited to attend. The council is long and explores many options. Zachary Erdrich suggests they gather their forces and march south, while Raven McPhail thinks maybe the time has come to relocate the tribe.

If the heroes suggest a plan, you can run a social conflict. If successful, the other members of the council agree to tentatively follow the group's plan. The more successes they gain, the more enthusiastically the council embraces the idea.

Without player character intervention, the council eventually concludes that they need more information, and decide to send a joint scouting party to the south. (This party stops at the heroes' community along the way.)

Trade Circle: The Axe Tribe always sets up a trade circle on one edge of the encampment so members of the different tribes can trade goods easily. People frequently bring old tools, items they have made, or relics from the old world. Not much food is available, except for delicacies like maple sugar candies. Characters can find most common items here, as well as just about anything that can be crafted from wood.

Competitions: The people of the Axe Tribe enjoy all manner of competitive games. There are no tangible prizes for winning the competitions, but in all cases winning gains the characters prestige (they effectively gain +1 Charisma for the rest of the gathering). Competitions typically have a bracketed structure of rounds, and the winners of each round advance, and losers are eliminated.

Every competition has at least one Wild Card NPC who enters it. If only one character enters a competition they face the Wild Card in the final round. If there are more heroes, they face them in the penultimate round (giving the heroes the chance to face each other in the final round). Otherwise the heroes face Axe Tribe members (page 91).

Axe Throwing: Each competitor receives three axes to throw each round, which they throw at a three-ring bull's-eye. Competitors make a Throwing roll. A normal hit strikes the outside ring, earning one point, a raise hits the middle ring earning two points, and two raises hits the bull's-eye earning three points. If the competitors are tied, they move further from the target (-2 penalty to Throwing) and repeat.

Log Rolling: In this, two people stand on a wide log floating in the lake. They both try to spin the log with their feet, in hopes of causing the other to fall off. Treat this as an Agility trick. Characters who become Shaken fall from the log.

Wrestling: This uses the rules for grappling in the core rulebook. Opponents who have the advantage always elect to deal nonlethal damage, and if a hero doesn't do the same, they are automatically disqualified. (Killing somebody while wrestling is considered murder.)

A wrestling match lasts until one side is entangled for three consecutive rounds, or until one side falls unconscious.

Racing: There are many kinds of races at the Great Gathering, including foot races, canoe races, and tree-chopping races (to see who can fell a tree the fastest). All of these are treated as opposed dramatic tasks (see the core rulebook for more on dramatic tasks). Each competitor attempts the test each round, and whoever earns five successes first wins the competition. For the relevant trait, see the chart below.

Great Gathering Races

Event	Trait
Foot Race	Better of Agility or Run Die
Swimming	Swimming
Canoe	Boating
Tree Chopping	Strength

Hunting and Gathering: Each day one or more hunting groups go off to search for game and berries. The heroes who go along can make a Survival check to find food as normal. If any heroes get two raises on their Survival check, they bring back a particularly large or delicious find, and make a big contribution to the evening's feast. This impresses the rest of the gathering, and the character effectively gains a +1 to Charisma for the rest of the gathering.

Match Making: Many people find their future spouses at the Great Gathering. Some NPCs will inevitably find their matches and the heroes might as well. There's no mini-game for this and players and GM should role-play it however they feel comfortable. Possibly start by describing some people from the other groups of the Axe Tribe who might be the appropriate age, gender, and species, and let it go from there.

Traditionally, once a couple becomes engaged, the husband leaves his clan to join the wife's clan. Assuming the wife's parents approve, they hold a wedding in the new band. In light of the recent deaths in the Santloose band, an exception might be made for a wife to join their husband in the Santloose band. The in-laws approval is still needed.

Stories and Songs: Most nights of the Great Gathering end with groups huddled around campfires

sharing stories and songs. Characters are free to simply listen and enjoy these, or they can try to impress the others assembled by preforming a solo song or telling a story. To impress people the character must make a Persuasion test. Failure means the performance flops, while a success means the listeners were interested and engaged. With a raise the listeners are awestruck by the performance, and the character gains a +1 bonus to Charisma for the duration of the Great Gathering. (They may only gain this bonus once during the gathering.)

Future Gatherings: The Great Gathering occurs every year, so if your campaign extends over multiple years, the characters might attend multiple such Gatherings. These future gatherings mostly follow the same pattern outlined here, minus the mourning and war council.

Opening the Iron Shelter

Where: The Iron Shelter

When: Any time

The Iron Shelter is a source of great knowledge and technological resources, and can make a huge difference to the survival of the heroes' community. If any characters come from the Iron Shelter, or if they learn of it from any of the NPCs who ventured forth, they may well seek out the shelter for help, and possibly try to incorporate it into their community (or found their community there).

The first step is finding the mine's entrance with a Notice or Tracking test. This can be difficult even if the group includes somebody from the Iron Shelter. If there's nobody from the shelter there, the test suffers a -4 penalty.

Once the group finds the shelter, they have to get down. The easiest way to do this is by fixing the controls of the lift cage. Despite the fact it's starting to rust, the mechanisms allowing the lift to descend half a mile into the earth are mostly intact, but the electronic controls are inoperable. A few hours' work and a successful Repair test mean they have fixed the controls and can descend to the depths in a matter of minutes. A regular failure just means wasted time, but a result of a one on the Repair die means the controls are damaged beyond repair. Even when the controls are fixed, they require somebody on the surface to operate them.

If the heroes don't repair the cage, they have to go down the hard way, by climbing the ladder. Fortunately, there are many places along the way where the group can stop, so as long as they take frequent breaks to rest, eat, and dispose of their waste, they can make the journey to the first inhabited level in about six hours, while reaching the main living quarters requires a total of eight hours of climbing.

Meeting the Sheltered: If the group of heroes has a resident of the Iron Shelter among them, they have a

much easier time relating to the rest of the people within. If there's nobody from the shelter, any NPCs react with fear to the heroes or demand they surrender themselves, but a Persuasion test can calm the sheltered down. Non-humans have a particularly difficult time interacting with members of the shelter, and suffer a -2 to Charisma during the initial mission.

Meeting the Council: Even if they are taken prisoner, the Iron Shelter's elected council wants to talk to the heroes. If anybody captured by the slavers returned to the Iron Shelter, they are also at this meeting.

The council has many questions about the world above and the group's reasons for coming here. Some are skeptical about the heroes' motives, while others are excited by the prospect of life on the surface.

If the heroes request aid from the Iron Shelter, the council needs some convincing. Something small, like borrowing a tool, might be done with a simple Persuasion test, however convincing them of anything more initiates a social conflict. One of the characters and Jack Reynolds (page 93) make opposed Persuasion tests. If the character wins the conflict, they convince the rest of the council to try their idea, but if Jack wins, a majority of the council sides with him.

Out of Fuel

Where: The Iron Shelter

When: After the population of the Iron Shelter has expanded

If the player characters open the Iron Shelter they might want to use the shelter as a basis for their new community or utilize its nuclear reactor in other ways. Unfortunately the Iron Shelter's micro reactor has already been stretched way beyond its expected life span, and any added strain pushes it over the edge.

Simply put, the reactor is running out of nuclear fuel, and will be unable to provide any more power in just months. Without power, the Iron Shelter will be plunged into total darkness. Of course it falls to the heroes to solve the problem.

More Fuel: The heroes can try to find more fuel for the reactor. There are several locations where they might find this. They might find fuel at any of the Phoenix stations (pages 76, 80, 105, and 123), or in one of the remains of an ancient pre-war reactor (page 88).

Phoenix Reactors: Heroes can remove nuclear fuel from one of the Phoenix stations. This disables power to the station, though in the case of Station Delta, this is no great loss. Opening the reactor is tricky, and requires a Repair or Knowledge (Science) test at -4.

Pre-War Reactors: The PCs can also discover nuclear fuel in the ruins of one of the pre-war reactors detailed

on page 88. The first danger the heroes face is the lingering radiation. For each day in the area around a pre-war reactor, the heroes must make a Vigor test or suffer a level of Fatigue. Those incapacitated by Fatigue gain chronic radiation poisoning, a Long-Term Chronic, Minorly Debilitating disease.

The heroes then need to actually locate the radioactive material. This requires 2d8 hours of searching and a Notice test at -4.

Squatters: The pre-war reactors attract creatures who are resistant to radiation. While the heroes explore the location, they encounter a band of 3d6 freak scrappers (see page 104). They initially distrust the heroes, but might be appeased with a Persuasion test, or convinced to leave the group alone with an Intimidation test.

Handling the Fuel: Wherever the heroes get the radioactive material from, it is incredibly dangerous. Every minute they handle the material, a character must make a Vigor test at -2 or suffer a level of Fatigue. If they are incapacitated they gain lethal radiation poisoning, a Long-Term Chronic, Majorly Debilitating disease. Finding a proper storage container blocks the radiation. Finding such a container requires another 2d8 hours of searching and a Notice test with a -4.

Installing the New Fuel: The final step of resupplying the Iron Shelter with new fuel is to install it in the reactor. This requires a Repair or Knowledge (Science) test at -4. Characters also need to take careful precautions or expose themselves to radiation, requiring a Vigor test as described under handling the fuel above.

Alternate Power: Instead of finding more fuel for the nuclear reactor, they can find a new source of electricity. They can construct a new power station using the rules described on page 42. Since there are no ruins nearby, the community will need to construct a new structure nearly from scratch.

Abandoning the Shelter: If the characters don't find another solution, the only other option is to abandon the Iron Shelter. This not only means they have to give up the physical resources of the shelter, but the people inside are incredibly demoralized. Some of the sheltered leave to fend for themselves, and some, unaccustomed to the life outside the shelter, fall prey to disease, predators, or environmental hazards. In all, the heroes' community loses 3d6 members of the Iron Shelter in the first month.

Wright Town Trade Circuit

This chapter describes one of the areas where the heroes begin their adventure. It includes Wright Town, and the small communities that depend on it for trade. Wright Town is the major power in the area, and in the interest of trade, keeps the major routes relatively safe.

Trade Loops

There are four major trade loops that go out each month from Wright Town. The A-loop goes to Rapid Town, the B-loop goes to Sand Town, and the C-loop goes to Moose town. All three of these go by land and also stop at individual farms or other homesteads along the way. The D-loop, sometimes called the wet loop, goes to Agate and Madeline by boat.

B14: Wright Town

Obvious

Population: 1,022 (foragers, scrappers, fisher folk, mechanics, traders)

Salvage Value: 2

Buildings: Machine Shop, Watch Tower

Ruined Building: Stadium

Wright Town is the largest community currently operating in what was once northern Minnesota. It is built among the ruins of what was once Duluth, MN, by people gathered to take advantage of the relative safety provided by the Wright Trading Company. Most people live along the St. Louis River near where it empties into Lake Superior, though the Wright family and their sycophants live north of the city in refurbished estates along the north shore of Lake Superior.

Wright House: When Anthony Wright, Jed's father, decided to settle in a permanent base of operation, he wanted something impressive. Thus he set to work reclaiming and refurbishing one of the most impressive mansions north of Duluth: the Glensheen Estate. The building is large enough that most of the family still lives within its walls, though some have moved into neighboring houses, and a few live closer to the rest of Wright Town, further south.



The Rust Bucket: The Wright Trading Company officially sanctions a few bars throughout Wright Town, but the largest and most popular by far is the Rust Bucket. Every night the Rust Bucket buzzes with activity, including all of the latest rumors about Wright Town and the surrounding area. If heroes search for any information, the Rust Bucket's a good place to start.

The Rust Bucket is built on the deck of a barge that ran aground sometime after the Great War. It serves mostly vodka and hard ciders. Truly wealthy patrons might purchase one of the few surviving pre-war liquors. The bar also serves food that varies by the season, but always includes the popular "what-we-got" stew. A middle-aged woman named Helen operates it and employs several waiters and bartenders. Helen is a close friend of Sally Wright.

Important NPCs

Prominent Members of the Wright Family

Jed Wright: Jed Wright is the patriarch of the Wright family and the head of the Wright Trading Company. He is a highly intelligent and persuasive man, but can also be condescending and vengeful. He keeps a tight hold on the company, his family, and Wright Town. While he prefers to solve problems with his wits, he never shies from violence. Jed is a follower of the Revealed (see page 10). He sees no need to convert the heathens, and never lets faith get in the way of business, but he can readily quote scripture (the King James Version).

Jed's wife, Arrabelle, died of cancer over a decade ago. Jed has never stopped mourning nor shown any interest in remarrying.

Jed Wright is fifty-eight years old but keeps remarkably fit. His white hair is bald on the top, though he maintains long bushy sideburns.



Jed Wright

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Geography) d8, Knowledge (Technology) d8, Notice d6, Persuasion d8, Repair d4, Shooting d10, Streetwise d6, Survival d8, Tracking d4

Charisma: —; **Pace:** 6; **Parry:** 6;

Toughness: 10(4) or 14 (8) against bullets

Hindrances: Cautious, Greedy (Minor), Vengeful (Major)

Edges: Combat Reflexes, Improved Nerves of Steel, Nerves of Steel, No Mercy, Wright Family, Wright Family Elite

Gear: Heavy automatic pistol, (15/30/60, Damage 2d8, AP 2), molecular knife (Str+d4+2, AP 2), assault rifle (24/48/96, Damage 2d8), Kevlar vest w/ inserts (+4/+8), gold locket with a lock of his wife's hair, tattered Bible (King James Version).

Jack Wright: Jack Wright is Jed's younger brother and his right-hand man. Many call him a watered down version of Jed, but never to his face. He is smart, but not quite as smart, bold but not quite as bold, but also not quite as brutal as Jed. He is good with numbers and oversees much of the financial and personnel issues for the Wright Trading Company.

Jack is happily married and, despite no lack of trying, has only a single son, Cal.

Jack is fifty-six years old with gray hair he keeps cut short. He walks with a cane due to a wound he suffered in the Wright family's civil war.

Jack uses the stats of a Wild Card caravan guard (page 105), with the Lame Hindrance, and the Wright Family and Wright Family Elite Edges.

Sally Wright: Sally is Jed Wright's daughter. She worked for many years as a highly skilled trader. She is aided by the fact she possesses minor telepathic powers. Recently Jed appointed her to oversee the family's trade routes. She is interested in expanding the routes, especially by utilizing Lake Superior. She has even heard tales of Geneva from travelers and might sponsor a mission to open up trade with them. Sally is married and has two young children.

Sally is thirty years old. She has long brown hair she typically keeps up in a simple bun.



Sally Wright

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Gambling d6, Intimidation d8, Knowledge (Geography) d8, Knowledge (Technology) d6, Persuasion d10, Psionics d6, Shooting d6

Charisma: —; **Pace:** 6; **Parry:** 2; **Toughness:** 7(2) or 9 (4) against bullets

Hindrances: Cautious

Edges: Arcane Background (Psionics), Wright Family, Wright Family Elite

Gear: Revolver (12/24/48, Damage 2d6+1), dagger (Str+d4), Kevlar vest (+2/+4), compass, atlas.

Psionic Powers: 10 Power Points, *confusion*, *mind reading*, *speak language*

Cal Wright: Cal Wright is intended to be the family member the group interacts with the most. Cal Wright is a smooth-talking playboy who is exceptionally skilled at using words to get his way. He is gregarious, but also manipulative. He handles the buying and selling on one of the land trade loops. (Initially he is on the A-loop, but if heroes locate their community elsewhere, Cal should get assigned to whatever loop is closest to them.)

Cal is unmarried and a chronic womanizer. He is rumored to have several bastard children. While the children are not members of the Wright family, Cal makes sure they are well taken care of.

Cal is in his late twenties, with dark brown eyes, olive skin, and well groomed black hair.

Cal Wright uses the stats for a Wright family member with the Attractive Edge, and all the benefits of a Wild Card.

Jordon and Cody Wright: Jordon and Cody Wright are the two black sheep of the Wright family. They recently fled from Wright Town, and are described on pages 96 and 97.

Other Members of the Wright Family: Jed Wright has four surviving siblings, all of whom have children. This means there are over a dozen Wrights in the generation currently entering adulthood. These other Wrights might be player characters, or they could serve the plot in other ways, such as potential love interests.

Wright Family Members

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Gambling d6, Intimidation d6, Knowledge (Geography) d6, Knowledge (Technology) d6, Persuasion d8, Riding d4, Shooting d6, Streetwise d4

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

Hindrances: Stubborn, Vengeful (Minor)

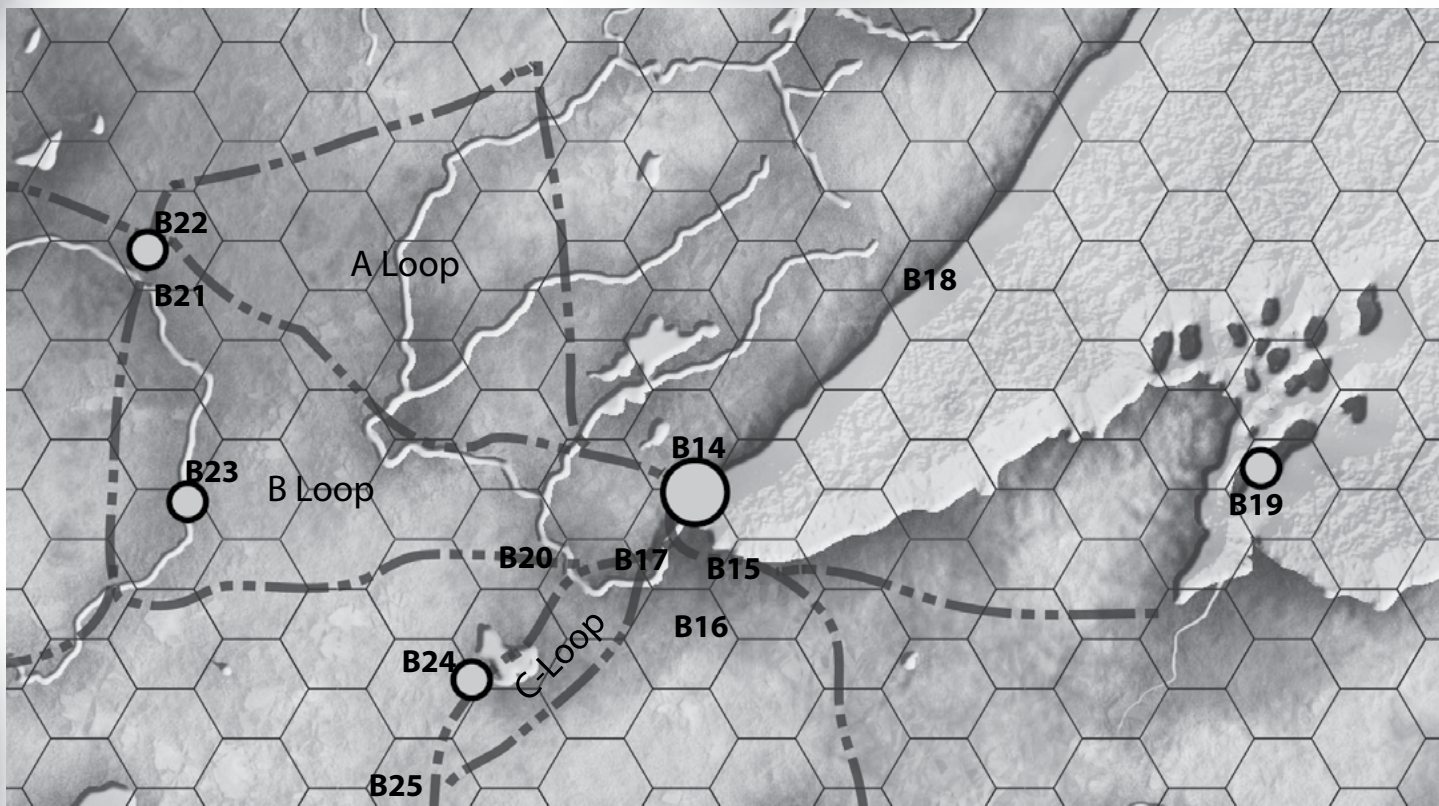
Edges: Wright Family

Gear: Revolver, (12/24/48, Damage 2d6+1, AP 1), dagger (Str+d4), Kevlar vest (+2/+4), various other goods.

Other NPCs in Wright Town

Rose Levy: Rose Levy is the sister of Cray Levy, who the heroes saved from slavers in Rapid Town. Cray wants Rose to leave Wright Town and join the heroes, but she's worried Rose won't listen to her so she asks the group to intervene.

Cray is correct in her fears. Rose is reluctant to leave Wright Town, because she's in love with Cal Wright (the same Cal Wright who escaped the attack by Mr. Fix-It). She's pregnant with his child, and insists it's proof he loves her in return.



If the heroes try to convince Rose to leave Wright Town, they must make a successful Persuade test.

Rose is a woman in her mid-teens with fair skin, curly brown hair, and green eyes.

Rose uses the statistics for a scrapper (page 104).

Honea: While the Wright Trading Company controls all official trade in Wright Town, a small gray market exists in the shadow of the Wrights. These traders buy and sell high-end items at more competitive prices than the Wrights, and can supply the few goods the Wrights consider off-limits. These dealers always keep a watchful eye out for the Wrights, since the family doesn't tolerate unlicensed traders.

Honea is one such renegade dealer. He specializes in pre-war items and technology, including weapons, armor, and machines, but he can find just about anything for the right price. Honea operates out of a small sail boat that also doubles as his home. He moves the boat frequently, and sometimes travels to Agate or Madeline, but the most common place to find the boat is a few miles north of Wright Town. Honea operates under the front of a ferry service to take people to Agate, Madeline or other locations around Lake Superior.

Honea is friendly, but slightly paranoid. He is always looking for a deal, and whenever somebody talks to him, he's mentally running the numbers to see if there's a profit to be made.

Honea is a tall, broad man with a bushy black beard and black hair. He wears a weathered pre-war cap with a large red "B" embroidered on it, and a pair of glasses he

made by salvaging lenses from two different pairs of pre-war glasses and constructing wooden frames for them



Honea

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Boating d6, Fighting d6, Lockpicking d8, Notice d10, Persuasion d4, Repair d8, Shooting d6, Stealth d8, Streetwise d4

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Bad Eyes (wears glasses), Curious

Edges: Brawny, Luck, Scavenger

Gear: Revolver (12/24/48, Damage 2d6+1, AP 1), axe d6 (Str+d6), pre-war baseball cap.

Scrapers: Scrapers are the teeming masses of Wright Town who make their living searching ruins for pre-war items or just raw materials. You can use these stats for just about anybody who searches for scrap regardless of their origin.

Scrapper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d8+2, Shooting d4, Stealth d6, Streetwise d6

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

Hindrances: Poverty

Edges: Alertness

Gear: Spear (Str+d6), sling d4 (4/8/16, Damage Str+d4), backpack.

Town Militia: The Wright Town town-militia have day jobs, often as scrappers or farmers. They also have some basic weapons training and are expected to protect Wright Town and the surrounding community in times of need. You can use these stats for a similar militia in other areas.

Town Militia

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Survival d6

Charisma: —; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (1)

Hindrances: —

Edges: Brawny

Gear: Leather armor (+1), spear (Str+d6), bow (2d6), 20 arrows.

Caravan Guards: The Wright Company's caravan guards are permanent employees of the Wright Company, and make their livings protecting the company's interests. As the name implies, many of them protect caravans, though others guard Wright Town itself or other places nearby, such as the Fort (page 109).

Caravan Guard

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d6, Notice d8, Shooting d8, Survival d6, Riding d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Loyal

Edges: Brawny

Gear: Kevlar vest (+2/+4), long sword (Str+d8), hunting rifle (24/48/96, Damage 2d8, AP 2).

B15: The Monster's Ruins

Obvious

Population: 0

Salvage Value: 3

While the people of Wright Town continue to pick through the ruins of pre-war Duluth, a few scrappers venture across the St. Louis River to explore the ruins of Superior, Wisconsin. Originally there were simply fewer intact structures to explore on that side of the river, but with the years of neglect, the ruins of Superior have been taken over by monsters, including packs of night haunts and swarms of giant insects.

As the Duluth ruins have become increasingly picked over, however, more scrappers are venturing to the other side of the river to look for a big score.

There were once two main bridges spanning the St. Louis River, but segments of the southern bridge (the Richard I. Bong Memorial Bridge), have collapsed

and fallen into the sea. Guards employed by the Wright Trading Company guard the remaining bridge. These guards both shield Wright Town from monsters, and keep an eye on the scavengers brave enough to venture into the monster infested ruins.

Important NPCs

Kain: Few people live in the ruins east of the river, but there is at least one who does. A secretive mutant named Kain.

Kain grew up in Psi, an isolated community in what was once northern Wisconsin. Several years ago he left the community to help a friend search for a cure to his wife's medical condition. Kain's friend died in the process, and Kain barely escaped with his life. He attempted to find his way home, but he was not skilled at navigating the woods, and ended up stumbling into Wright Town instead. Not sure what else to do, Kain settled in a makeshift shelter in the remains of an old brick building.

Kain is primarily a loner, though he occasionally hosts guests who can demonstrate they don't mean any harm. A handful of scrappers who search the monster filled ruins have gone out of their way to befriend the mutant.

Kain has green-tinted skin and dark green hair. He has sharp retractable claws on his hands that he uses in close combat.

Kain



Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge: Technology d6, Survival d8, Tracking d6

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

Hindrances: Outsider, Poverty, Vengeful (Minor)

Edges: Ambidextrous, Claws (Str+d6), Two-Fisted

Gear: —

B16: Phoenix Station Delta

Hidden: Notice -2

Population: 0

Salvage Value: 4; max 60

Buildings: Nuclear Reactor

Ruined Building: Improved Machine Shop, Hospital

Phoenix Station Delta is a small station created primarily to serve as a redundancy in case other stations fell. Sadly, station Delta itself fared quite poorly. Debris trapped the survivors inside the station, and they eventually starved to death.

Just a few months before the events of *Broken Earth* begin, a hearty band of scrappers found their way into Station Delta. They discovered it in disarray, with most of the systems badly damaged. Still, even with most of the

Phoenix station lost, they salvaged enough treasure from the ancient world to potentially make them rich (if they could find the right buyer).

These scrappers also successfully repaired a hummingbird-class robotic drone. With Station Delta largely destroyed, the drone has gone to search out other Phoenix stations. It made contact with Station Mu, and the Phoenix intelligence inside, and in the past month has been gathering intelligence for the Phoenix. (This is the strange "metal bird" that may fly over the heroes' community, see page 76.)

When the heroes arrive at Station Delta they find that the most obvious salvage has already been taken, however intrepid scrappers who want to rip the place apart are sure to find useful material.

The greatest asset the station has, however, is its micro nuclear reactor. With six weeks of work and 20 Build, a group could set up transmission lines from the reactor to power Wright Town.

B17: Fond Du Lac Dam

See page 88.

B18: Agate

Obvious

Population: 89 (fisher folk)

Salvage Value: 2

Agate is a small fishing community built on Agate Bay, near the ruins of what was once Two Harbors, MN. The people there are almost all fisher folk, who trade their excess catches with Wright Town for any other supplies they need.

Important NPCs

"Crusty" Pete Beargrease: The oldest fisherman in Agate is a man named "Crusty" Pete. He's happy to share his wisdom or spin a tale, but he doesn't pity fools, and speaks his mind plainly. Crusty Pete retired from actively fishing eight years ago when Old Bart, a massive mutated turtle, bit off the lower half of his leg. He now helps support the younger fishers with other activities like mending nets and cleaning fish.

Pete is a man in his mid-fifties with white hair and a bushy beard. He walks thanks to a cane and a custom made peg leg that uses an old piece of PVC pipe as its core

Pete uses the stats of an Axe Tribe member (page 91) with a d8 in Boating and the Lame Hindrance.

B19: Madeline

Obvious

Population: 227 (fisher folk)

Salvage Value: 2

The city of Madeline was built on the island of the same name on the southern shore of Lake Superior. Most of the inhabitants are descended from those who lived there before the Great War and those who fled there immediately afterward. Separated from the mainland by two miles of water, the people of Madeline remained isolated from the rest of the world and safe from outside dangers. The people of Madeline subsist primarily by fishing the waters near the island, which they supplement with small gardens.

Their first contact with the wider world beyond came from a young Sally Wright who was exploring the southern coast of Lake Superior by water. Sally met with the important members of the community and negotiated a trade route with the people of Madeline.

More recently, dangerous outsiders have discovered Madeline. A major raid by pirates recently killed several townsfolk, and they stole and destroyed a lot of property.

Important NPCs

Paula: Paula grew up in Madeline, and her parents taught her everything they could about boats. She spent some time fishing, but soon realized she could serve the community best by maintaining and repairing all of the boats the fisher folk use. She's done such a good job keeping boats afloat, people assume she knows a lot about everything else and frequently ask her opinion on other subjects, a fact she's not entirely comfortable with.

Paula is a woman in her mid-thirties with pale skin and red hair. She has a minor mutation giving her green eyes cat-like slit pupils.

Paula uses the stats of an Axe Tribe member (page 91), and has a d8 in Repair.

Jazz: Jazz has traveled a lot in his life. He was born in the Kingdom of Geneva, and trained to be a knight. After his training was completed, Sir Arthur Flores assigned him to explore the world north and east of Geneva, to learn about the land, and spread the message of the Knights of Geneva. When he left, Jazz was full of noble ideas, but as he saw more of the world he became increasingly bitter and jaded. Jazz stopped caring about his mission, but he still felt bound by a sense of honor that made him always keep his word, never lie, and show respect to his superiors. He also believes in the concept of a "life debt," that when somebody saves your life, you must serve them until you save theirs.

Jazz himself became the victim of a life debt when a psychic named Bean saved Jazz from a pack of mutants.

Jazz offered to pay off the debt with valuable items, but Bean refused, so Jazz felt compelled to follow the scrapper looking for a chance to save his life.

The chance came when pirates attacked the ship carrying Jazz, Bean, and several of their companions. The pirates sank the companions' boat, and Bean went under water. Jazz grabbed Bean and swam him to shore, preventing Bean from drowning.

His life debt paid, Jazz left Bean and his other companions. He told them he was heading back west, and if they didn't want to come with him that was their problem. He walked along the shore of Lake Superior until he came to Madeline, and swam across the lake to the island.

Jazz is a gruff man who is condescending to those around him, but deep inside a small part of him still holds onto his spirit of heroism. Many of the people of Madeline still distrust Jazz, even though he helped them defend the town against the recent pirate attack, (demanding payment from those he saved didn't do much to endear him either).

Jazz is a freak with nearly-black skin and amber eyes. He is tall, muscular, and lithe.



Jazz

Race: Freak

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Stealth d8, Survival d4, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Code of Honor, Freakish, Mean, Not Built for Speed

Edges: First Strike, Radiation Resistant, No Mercy

Gear: Katana (Str+d6+2).

B20: Thomson Dam

See page 88.

B21: Rapid Town

Obvious

Population: 28 (after introductory adventure) (farmers, scrappers)

Salvage Value: 2

Ruined Building: Hydroelectric Dam

Rapid Town is a small farming community formed in the wake of the Great War. It primarily grows potatoes, which they trade to Wright Town both in the food state, and after being converted to vodka. Many people also supplement their diets and livelihoods through hunting, gathering, and scrapping the ruins of Grand Rapids.

At least that was Rapid Town before Mr. Fix-It and his slavers stumbled into town. They murdered a third of the population and looted much of the property. What exactly happens to Rapid Town after the Mr. Fix-It's attack largely depends on the heroes. It might become their base of operations, the population might relocate to a new home, or it might struggle to go on where it is without the heroes.

The Old Schoolhouse: The people of Rapid Town still call this old brick building the Old Schoolhouse, even though it hasn't been used as a school since at least fifty years before the Great War. When Jamiah started gathering farmers to meet, she chose the Old Schoolhouse as a central location based on the relatively good condition of the building.

Since Mr. Fix-It used the schoolhouse as his base, many who were imprisoned there now avoid the building because of the painful memories it holds.

The Dam: A hydroelectric dam crosses the Mississippi River as it passed through Rapid Town. Though the overall structure has remained well intact, much of the internal electronics and other components have degraded with time. The dam isn't useable in its current state, but with some time and effort, could provide electricity for the people of Rapid Town.

Important NPCs

Jamiah Smith: Jamiah Smith grew up a farm girl. She learned from an early age how to sow a field, milk the goats, and feed the chickens. She led a simple life, married a man from a nearby farm, kept both farms alive, and raised a family.

After some trouble with bandits and mutant monsters, Jamiah gathered the local farmers together for mutual protection. She held regular meetings so they could share information, voice grievances, and trade supplies. Though she never asked for it, the rest of the community turned to her and her husband for leadership.

Jamiah led a pretty good life until Mr. Fix-It and his gang came to town.

Now Jamiah is scarred. She mourns the death of her husband and the loss of her security and stability. For now she is channeling that energy into rebuilding Rapid Town, but the nightmares that keep her awake at night are slowly pushing her towards depression.

Jamiah is a dark-skinned woman in her late thirties. She keeps her black hair short. Her muscles are well toned from farming her crops.

Jamiah is a Wild Card farmer (page 108), with a d10 in Knowledge (Agriculture), and the Charismatic Edge.

Twilight: Twilight's mother died in childbirth, and her father raised her. They lived by finding things in the ruins of Grand Rapids and trading them to farmers for food, or occasionally the Wright family, when they needed

something they couldn't find. As Twilight entered her teens, she dreamed of exploring the world beyond Rapid Town, and sought out Wright Town traders and members of the Axe Tribe who sometimes came downriver.

Then one day her father disappeared. He just left in the morning to go out scrapping, and never came back. Twilight searched everywhere she could think of, but never found a trace of him. She's not sure if he died or abandoned her, and isn't sure which would be worse. Since then she has been cautious, but the idea of the big find still secretly burns within her.

Twilight is a freak in her mid-teens. She has slate-gray skin and orange eyes.

Twilight is a Wild Card scrapper (page 104) with a freak's Racial Edges and Hindrances.

Farmers: Farmers grow crops and raise animals. These stats can be used to represent any similar people throughout Broken Earth.

Farmers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Healing d4, Knowledge (Agriculture) d8, Notice d6, Survival d4

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Illiterate

Edges: —

Gear: Various.

B22 Prairie River Dam

See page 88.

B23: Sand Town

Obvious

Population: 287 (farmers, fisher folk, foragers)

Salvage Value: 2

Buildings: Machine Shop

Sand Town is a small village on the banks of Big Sandy Lake. Most people in the town sustain themselves primarily by fishing and harvesting wild rice (supplemented by other farming, hunting, and gathering).

The thing most people know Sand Town for, however, is its glassware. A glassblower named Aria has lived in the village her whole life, and was taught how to blow glass by her father. The glass vessels are extremely popular throughout the region and allow Aria to live a comfortable life. Though Aria has no children of her own, she has taken on an apprentice named Loma, who seems like she will carry on the glassblowing tradition.

Important NPCs

Aria: The old glassblower has lived in Sand Town her whole life. She learned the trade from her father, who helped found the village. Despite the local renown she has earned for her artistry, she remains humble and considers herself to be just a simple tradesperson.

Aria is a fair-skinned woman in her mid-fifties. Her curly hair has gone gray.

Aria uses the stats of a farmer (page 108) with a d10 in Knowledge (Glassblowing).

Loma: Loma is Aria's apprentice and she is taking to the craft quite quickly. She grew up in Sand Town. Initially she just went to Aria to help with housework, but when Aria noticed Loma's intelligence and artistic talent, she started teaching the girl the art of glassblowing.

Loma is in her late teens. She has chestnut skin, brown eyes, and straight black hair.

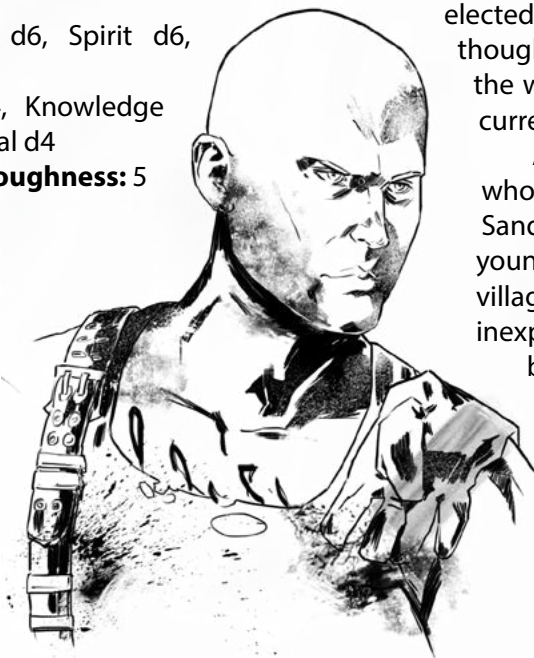
Loma uses the stats of a farmer (page 108) with a d6 in Knowledge (Glassblowing).

Sheriff A. C. Boyd: Sand Town only has one elected official, who is given the title of sheriff, though the position of sheriff also does most of the work a mayor would do. A.C. Boyd is the current sheriff, as was his father before him.

A.C. is an honest and hardworking man who does his best to protect the people of Sand Town. He took on the role relatively young after his father died protecting the village from a raider attack. Because of his inexperience, he sometimes rushes to action before thinking everything through.

A.C. is a man in his late twenties. He has fair skin decorated with several tattoos that he sees as his words to live by, including "respect," "loyalty," and "beautiful chaos." He keeps his head clean shaven.

A.C. also learned about machinery from his father, and has made sure to keep the family's float plane in good condition, despite not having any fuel.



A.C. Boyd

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Intimidate d6, Knowledge (Technology) d8, Notice d6, Persuasion d8, Piloting d4, Repair d8, Shooting d6

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

Hindrances: Curious, Loyal

Edges: Alertness, Level Headed

Gear: Crossbow (15/30/60, Damage 2d6, AP 2), dagger (Str+d4), binoculars, tool kit, professional walkie-talkie.

B24: Moose Town

Obvious

Population: 144 (farmers, herdsmen)

Salvage Value: 2

Buildings: Watch Tower

Moose Town is small town that subsists by farming and raising alpacas for their wool. It trades with Wright Town for anything it cannot grow or salvage. Though its name is older, they have adopted a bull moose name Teddy who they help protect and feed during the winter.

Among the Wright Town trading circuit, Moose Town is the furthest south and is the closest actual settlement to raider country (not including the Fort, page 108). Thus it periodically falls victim to attack, and the citizens are better armed and more paranoid than many other settlements in the north.

Important NPCs

Bloody Tom: Bloody Tom grew up a child soldier in one of the raider groups living south of Moose Town. The life of a raider was all he knew, but as he became an adult, he began to realize there could be another way. He rebelled against the raiders he was working with and decided to help protect the towns he once raided. He settled in Moose Town, much to the consternation of many residents.

Even after ten years, many people still don't trust Bloody Tom, but he continues to prove himself with every attack.

Bloody Tom is a small, lithe man with olive skin. He has black hair and a scraggly black beard. His left hand was injured in a raider attack and he was forced to have it amputated. He uses a makeshift hook as a replacement.

Bloody Tom is a Wild Card who uses the stats of a raider (page 114), with the One-Handed Hindrance.

B25: The Fort

Obvious

Population: 18 (rotating from Wright Town)

Salvage Value: 1

Buildings: Watch Tower

For many years the Wright Trading Company was troubled by raiders who lived south of Wright Town. They occasionally sent large groups of guards to hunt down and eliminate these raiders, but they never stamped out the raiders completely.

Wright Town's current attempt to stop the raiders is a small base south of Wright Town. From here, a contingent of guards keeps an eye on the roads and patrol the area around the Fort. The Fort is little more than a single concrete and metal building reclaimed from before the

war, a water tower used as a lookout post, and a small palisade made from nearby trees and scrap.

The Fort has a compliment of a half-dozen guards and twice as many militia at any point in time. They are rotated back to Wright Town every three months.

The Fort has succeeded in preventing or at least delaying several raider attacks, but it's not a perfect solution and raiders still slip past the to attack caravans and settlements north of the Fort.

Plot Points

These are some of the stories that might emerge in the area in and around Wright Town.

War with the Wrights

Where: Everywhere

When: When the heroes somehow provoke the Wright family

Should the heroes provoke the Wright family, the family responds with swift vengeance. The exact strategy depends a lot on the heroes' community and how they act. However one strategy Jed Wright favors is starting to attack a weak asset the heroes control in the hopes of drawing the bulk of their forces away from the community. Then a Wright force will strike at the heart of the group's community in a swift, decapitating strike.

The heroes might be able to negotiate surrenders with some members of the Wright family and many of their subordinates, but Jed Wright is a stubborn man who will not surrender. For the PCs to win the war completely, they need to take on Jed directly and capture, or more likely, kill him.

Forces: The Wright Trading Company can raise roughly 200 troops to fight. Initially these are divided into three forces, the decoy force with 50 troops, the main force with 100, and a reserve force of 50 left to guard Wright Town. Most of these are regular citizens conscripted into battle, but a few are veteran guards who have experience fighting mutants and bandits. The veterans grant two additional tokens to the group of 100 fighters.

Pirate Troubles

Where: Agate, Wright Town, or Madeline

When: After the heroes have visited at least two of the communities listed above

A band of pirates arrived at Isle Royale several months before the start of the adventure and rechristened it New Tortuga (see page 94). The pirates now terrorize the coastal communities of Lake Superior, including Agate, Wright Town, and Madeline. Naturally the towns want to

strike back and try to recruit the heroes to their cause. Wright Town can offer the greatest reward, promising them 2,000 worth of Trade if they succeed. The fisher folk of Agate and Madeline offer the heroes five hundred pounds of dried fish (7 Food).

The heroes might talk to survivors of the pirate attacks, including Jazz if they visit Madeline. These survivors describe the pirates as fierce looking men with exotic clothing styles. They were armed with both pistols and swords, though they seemed to rely more on the swords. If they talk to Jazz (page 106), the heroes can also learn about the pirate attack on his ship as it was heading away from Wright Town.

Nobody in any of the towns knows exactly where the pirates came from, though they all describe the ships as fleeing towards the northwest after the attacks. If the group happen to witness an attack, they might follow the ships back to port, though the pirates probably stop and attack whoever they think is following them. Otherwise the heroes will have to search the area around Lake Superior until they discover the settlement on Isle Royale.

The pirates watch the water fairly closely, and quickly launch boats if they see ships near the port. They pay less attention to the land nearby, so if the heroes dock elsewhere on the island, they might be able to sneak into the port by night.

There are 28 pirates on the island. Though during spring through fall, there's a 20% chance 3d6 are off

raiding at any given time. These raiding trips usually last 2d4 days.

If the heroes recruit a large number of allies to attack the port, run the battle using the Mass Combat rules in the core rulebook. If the battle takes place on the water, the pirates gain two extra tokens to represent their superior experience on the water.

Pirates (27): See page 96.

Captain Blood Eye: See page 95.

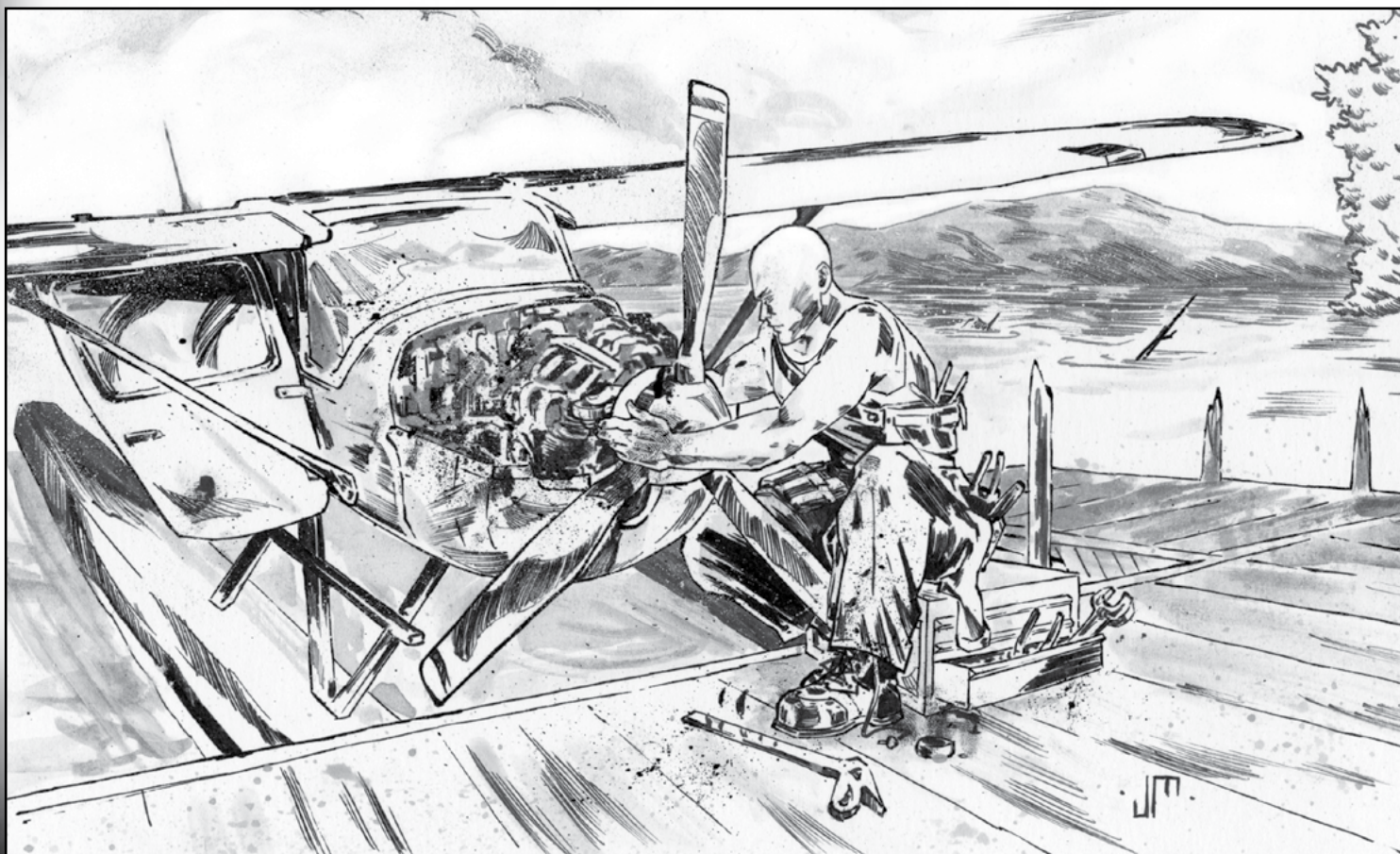
The Plane

Where: Sand Town

When: Any time

A.C. Boyd takes care of an ancient single-engine float plane, just as his father did before him, and his father before him. According to family tales, when the War struck, A.C.'s great-grandfather flew the plane "all the way from Ninilchik, Alaska." Very few people in Sand Town know where Alaska is, let alone Ninilchik, but they are certain it's very far.

A.C. hopes to one day return the plane to the sky. He's convinced that he's kept the plane in good enough shape that it should be doable. He's even read all the flight manuals his great-grandfather brought with him, so he's pretty sure he could fly it. The only problem is fuel, since aviation fuel hasn't been produced in generations. A.C. has looked into purchasing some gasoline from the



Wright's, but even a single trip would cost more than he can afford, and he's not even sure the fuel they have will work for the plane.

Fuel: One of the best bets for finding fuel for the plane is the biodiesel produced by the Green Empire. The heroes can find a supply of this both at Rapid Town and at Bella's fort, and can find much more if they venture to the empire itself.

However, the plane's current engine is not meant to take diesel fuel. To do so it will need to be heavily modified and rebuilt, requiring a Repair test at -2, forty hours of work, and access to at least one diesel engine. If successful, the float plane functions as a single engine float plane (see page 36).

Electricity: The second option is to convert the plane to run off of an electric motor. This is even more difficult, and requires high tech materials, most likely salvaged from a robot housed at a Phoenix station. In addition to the materials, converting the plane requires a Repair test with a -4 penalty, and sixty hours of work.

The electric powered plane has a shorter range than a diesel plane and can only go twelve hexes before needing to recharge.

The Roach King's Dam

Population: 1 (plus roaches)

Salvage Value: 5 (limit 50)

Ruined Building: Hydroelectric Power Plant

There are several dams near the group's starting location that they might seek to rehabilitate or to scrounge for supplies. While this encounter most likely occurs at the Prairie River Dam, it may be run at any dam the heroes investigate.

The turbines of this dam no longer spin and water is pouring over the spillway, but the concrete structure still stands. New residents have taken advantage of the strong walls, and now make the dam their home. A freak born with the psionic abilities to communicate with and control insects has declared himself the Roach King. He considers the dam and land around it to be his kingdom, and he has dozens of giant cockroaches, and thousands of mundane ones, acting as his subjects. The Roach King is slightly mad and extremely paranoid. He views anybody who enters this dam as potential usurpers.

The Guards

Giant cockroaches are not well suited for organized patrols, but simply having enough roaches coming and going from the dam is enough to serve as deterrent. A swarm of the roaches are constantly milling about the dam, and when the PCs approach they attack.

Mega Roach (2): See page 155

Giant Roach (1 per PC): See page 154

Entrance

The entrance to the dam contains administrative offices, equipment rooms, and safety gear. From the entrance the heroes must go down a flight of stairs or climb down an elevator shaft to reach the heart of the dam.

Scrap: Characters who search the area can find enough tools to put together a toolkit, a dozen hard hats, and 4d6 Trade worth of miscellaneous scrap.

The Roach King's Throne Room

In the heart of the dam, a dozen turbines lie still. Back among them sits the Roach King on a throne of rags, and he is attended by his court of roaches. He sits in total darkness, relying on touch, hearing, and smell to navigate.

When the heroes enter the massive turbine chamber, the Roach King speaks from the darkness. He rages against them for their insults to his kingdom. He demands they leave immediately or feel his wrath. If heroes proceed any further into the room, he orders his roaches to attack. He summons a host of small roaches to shield him from harm, and then unleashes a psychic assault on the group.

Roach King.

Mega Roach (3): See page 155.

Giant Roach (2 per PC): See page 154.



Roach King

Race: Freak

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Notice d8, Psionics d10, Survival d6, Tracking d4

Charisma: — (-4); **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Outsider, Quirk (Really likes roaches),

Edges: Arcane Background (Psionics), Beast Master, Command, Fervor, Nerves of Steel, New Power, Power Points

Gear: Spear d6 (Str+d6).

Arcane Powers: 15 Power Points, *armor* (living roaches cover his body), *beast friend*, *boost/lower trait*, *confusion*.

Scrap: There is much that can be salvaged from the generators and turbines in the Roach King's dam. Once the site is cleared the heroes can scrounge up to Build from the dam as described on page 88.

Bounty

Where: Moose Town, Wright Town

When: Any time

The people of Moose Town and the neighboring farms have been hit hard by raiders many times over the years. Recently, they have especially lived in fear of a band of raiders led by a man called Reaper. They want to see

Reaper dead, and they're looking for just about anybody brave (or fool hardy) enough to do it.

The people of Moose Town offer a reward including several bolts of cloth, bushels of potatoes, and a shotgun with 24 shotgun shells.

Once they've accepted the mission, tracking down Reaper will not be easy, as nobody outside of raider country knows where he is.

Raider Attack: As they travel through raider country, the heroes doubtlessly encounter a band of raiders. These raiders almost certainly recognize the heroes as outsiders and attack them on sight.

Raiders (2 per PC): See page 114.

Questioning attackers: If the group capture any of the raiders alive, they might be able to find out a little bit about Reaper. With a successful Intimidate or Persuasion test, a captured raider gives the heroes the rough location of the City of Bones

City of Bones: Reaper and his gang operate out of a base called the City of Bones (page 116). If the heroes find the city, there is only a 50% chance Reaper and his band are there, unless it's winter, in which case they are certainly there. If the band is away, they come back in 2d10 days (these dice can Ace).

If the group chooses to go out looking for the band they can attempt a Tracking test each hex they travel through to locate signs of the raiders.

Raiders (3 per PC): See page 114.

Reaper (1): See page 114.

Turtle Soup

Where: Agate or Wright Town, and the surrounding area

When: Any time

Crackers are a species mutated from snapping turtles that are hazardous to water travel everywhere. On popular shipping lanes they are hunted to keep them from posing much risk. Most crackers grow to be over eight feet long and weigh nine hundred pounds, but they never stop growing, and an ancient cracker can get truly massive.

That is how the legendary Old Bart came to be. He is a massive mutant turtle who stretches nearly 20 feet long. In his old age Bart goes through cycles of inactivity, often lying dormant at the bottom of Lake Superior for weeks or months. When active, he ranges up and down the coast of Lake Superior, though he always stays close to shore.

Because of this, every few years Bart interferes with the fisher folk living at Agate or Wright Town, or the trade route that runs between them. Normally the boaters just try to steer clear of him, but lately they have had some extra trouble. He's taken out three ships and killed two sailors. Now the authorities in both Wright Town and Agate are looking for somebody to get rid of him. They

offer 1,000 worth of Trade to anybody who can eliminate the beast.

The first trick is finding Old Bart. A Knowledge (Biology) test allows a character to know that crackers prefer to live in shallow water, as does a Survival test with a -2 penalty. The heroes can also get the locations of the previous attacks, which are all off the coast of Lake Superior between Wright Town and Agate.

Tracking Old Bart is almost impossible given he travels through water. Characters would need to search underwater themselves, and even then they suffer a -6 penalty to their Tracking test. It is probably easiest for the heroes to simply take a boat out on the water in hopes of getting attacked. For every day they spend close to the Lake Superior coast between Wright Town and Agate, there is a 10% chance Old Bart attacks.

Old Bart starts by attempting to sink the their boat, attacking the hull from underneath (which also makes him difficult to attack). Once the boat sinks, he looks for tasty treats sinking in the water and tries to crush one in his beak.

Old Bart is looking for a snack, not an all-out war. If he takes two or more wounds, he attempts to swim away. Similarly if he incapacitates a hero, he tries to swim away with the character in his mouth.



Old Bart

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d12, Notice d6, Stealth d6, Swimming d8

Pace: 2; **Parry:** 8; **Toughness:** 18 (6)

Special Abilities

- **Armor +6/+2:** The cracker's shell provides it a +6 Armor bonus to the torso. The head and legs do not gain this benefit, but still gain a +2 Armor bonus from the thick scales.
- **Bite:** Str+d10
- **Bone Breaker:** Heroes who suffer one or more wounds from Old Bart's bite must make an immediate Vigor test with a -4 penalty. If they fail they also suffer a random injury from the Injury Table in the core rulebook. This injury goes away when all wounds have healed.
- **Vice Jaws:** A cracker who scores a raise on its attack latches onto its foe. The foe cannot move away from the cracker, until it escapes. This takes an action and to succeed the target must succeed at an opposed Strength test. If the target takes any action other than escaping, it suffers a -4 penalty. Furthermore, in deep water, the target must make a Swimming check each round to avoid taking a level of Fatigue from drowning.
- **Size +6:** Old Bart is massive.
- **Large:** Attackers gain a +2 bonus to their attack rolls against Old Bart because he is so large.

The Forsaken Lands

"The Forsaken Lands" is the bleak name the people of Wright Town and the surrounding communities gave to the lands south of them. Although the area is sparsely inhabited, there are several noteworthy settlements.

C26: A Town of Webs

Obvious

Population: 0

Salvage Value: 2

Resources: Spider Parts

A host of spiders have taken over the ruins of what was once Aitkin, MN. These arachnids crawl throughout the empty buildings and spin webs to catch giant insects, birds, mammals, and even humans.

Heroes who spend enough time wandering the overgrown streets will inevitably encounter a band of spiders consisting of 2d6 giant spiders (see core rulebook) and 1d6 mega spiders (page 155).

During the winter months the spiders become sluggish. Heroes encounter half the normal number of spiders, and the spiders suffer a -1 penalty to all trait tests.

C27: The Spider Eaters

Hidden: Notice or Tracking, but see **Friends in the Webs**

Population: 8 (spider hunters)

Salvage Value: 1

Most people stay well away from the giant spiders like those living in the remains of Aitkin. A small band, however, see the spiders as a resource, and hunt them and steal their eggs for food and materials. They typically slip into the ruins, two or three at a time, and isolate a lone spider or find an unguarded egg sack, then bring it back to camp.

Normally the spider eaters are wary of outsiders, and hide from approaching groups. However, should the

spider eaters need help, such as in the **Friends in the Webs** adventure (see page 120), they might seek help.

There are a total of eight people among the spider eaters: Barry, Sheila, Skip, Alejandro, Gorp, Belle, Penny, and Big Nancy. All are human, except Gorp, who is a freak. Belle is currently pregnant with Barry's baby, but there are currently no children among them. If befriended they are loyal allies who can trade for chitex armor or spider silk ropes, and might even join the heroes' community.

Spider Eaters

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d6, Shooting d6, Survival d6, Stealth d10

Charisma: —; **Pace:** 6; **Parry** 6 (1); **Toughness** 7 (2)

Hindrances: Illiterate

Edges: Ultra Immune System

Gear: Bow (12/24/48, Damage 2d6), 20 arrows, spear (Str+d6, reach 1), chitex armor (+2), 3 doses of spider poison (paralysis).

The spider eaters can unlock some options for equipment and a new Community Edge. Even with the spider eaters, superior chitex armor is not available unless the characters obtain the body of a particularly large giant insect or arachnid.

Community Edge: Spider Hunters

Spider Hunters kill mutant spiders for food, and make tools from their exoskeletons.

Community Benefits: The community gains a supply of chitex armor, spider-silk rope, and spider poison. The economy increases by one die type.

PC Benefit: PCs gain one free suit of chitex armor, and can ask for one spider-silk rope and one dose of spider poison each month.

Armor					
Type	Armor	Weight	Cost	Rarity	Notes
Chitex Armor	+2	3	500	R	Covers torso, arms, legs, made from mutant insects
Superior Chitex Armor	+4	8	2,000	VR	Covers torso, arms, legs, head, made from the biggest insects.
Adventuring Gear					
Item	Cost		Weight		Notes
Spider-silk Rope (10 ft.)	100		1		
Spider Venom	200		1/2		Paralyzing Poison, see core rulebook

C28: Palbun's Land

Hidden: Notice

Population: 0 (see text)

Salvage Value: 2 ; max 12

Before the War there was a small amusement park called Paul Bunyan Land several miles outside of Brainerd, MN. It has decayed and grown over with trees, but is still recognizable.

If Eagle Eye remained with the heroes, then this site is abandoned, but if she sought revenge on her own (page 75), she uses this location as a base camp from which she leads raids against Bella's forces at Camp Ripley. While she moves around a lot, there is a 20% chance of her being there any particular night. Even if she isn't there, the heroes can find traces of her camp with a Notice or Tracking test with a -2 penalty.

Members of the Axe Tribe did not know of this area previously, but upon finding it, regard it as a holy site. If heroes settle a town here and have members of the Axe Tribe among them, increase morale by one die type.

C29: Slaver's Fort

See page 72.

Raiders

The area between what was once Minneapolis and Hinckley, Minnesota, is considered raider territory, and shunned by most civilized people. Though few truly know just how many raiders are out there, most suspect it can only be two or three dozen. The truth is there are nearly a hundred raiders in the area, but many of them only go raiding when times are tough, and instead sustain themselves through hunting and gathering.

The raiders have some iron workers among them who have salvaged pre-war scrap and forged it into weapons, but their greatest asset is their horses. The raiders are skilled riders and use their mounts to outpace their foes, either to run them down, or to escape them. They frequently adorn themselves and their mounts with fearsome masks or the bones of the dead.

The raiders travel in small groups ranging from four to twenty people, and it's not uncommon for the raiders to come into conflict with each other, both within and between groups. They recognize strength and follow a strong leader, but they're also quick to turn on such a leader at the first sign of weakness. Currently the most powerful leader of raiders is a man call Reaper.

Reaper: Reaper was not always a raider. He wasn't always named Reaper either, but he refuses to say his given name. He grew up on a farm south of Moose Town, and hated the farming life. He imagined a range of

excuses to leave the farm behind, but he didn't imagine how he would finally leave.

The boy who would be Reaper returned home one day after working alone in the fields and saw his home aflame and heard his sister screaming. A band of six men were taking what little Reaper's family had and loading it onto their horses. One man notched an arrow and pointed it at Reaper, but the boy surprised himself by saying, "Take me with you."

So they did. And these raiders taught the boy many cruel lessons. He learned that, like how you shouldn't over hunt game lest it grow scarce, raiders shouldn't take too much from human communities lest they die off. You should let them recover so you can return to raid them again. He learned how to fight, how to ride, how to smith weapons, and most of all, how to induce fear. When he had learned enough, he killed the leader of his band and took it as his own. Since then many have challenged his leadership, but no challenger has survived.

Reaper is a cruel man who believes the best way to survive is for others to fear you. He maintains control of his underlings through a combination of violence and ensuring they always have plenty to plunder.

Reaper is a burly man with pale skin. He has tattooed his face to resemble a human skull.



Reaper

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d8, Repair d6, Riding d10, Survival d6, Throwing d8

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Bloodthirsty, Vengeful (Minor), Wanted (Major)

Edges: Ambidextrous, Berserk, Brawny, Counterattack, No Mercy, Two-Fisted

Gear: Axe (Str+d6), battle axe (Str+d8), three throwing axes (3/6/12, Damage Str+d6), breast plate (+3), steel helmet (+3), horse, saddle, skulls of worthy opponents.

Raiders: Raiders have a wide range of skills and talents but the following is fairly typical for a raider. You can use these statistics for other similar foes.

Raider

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

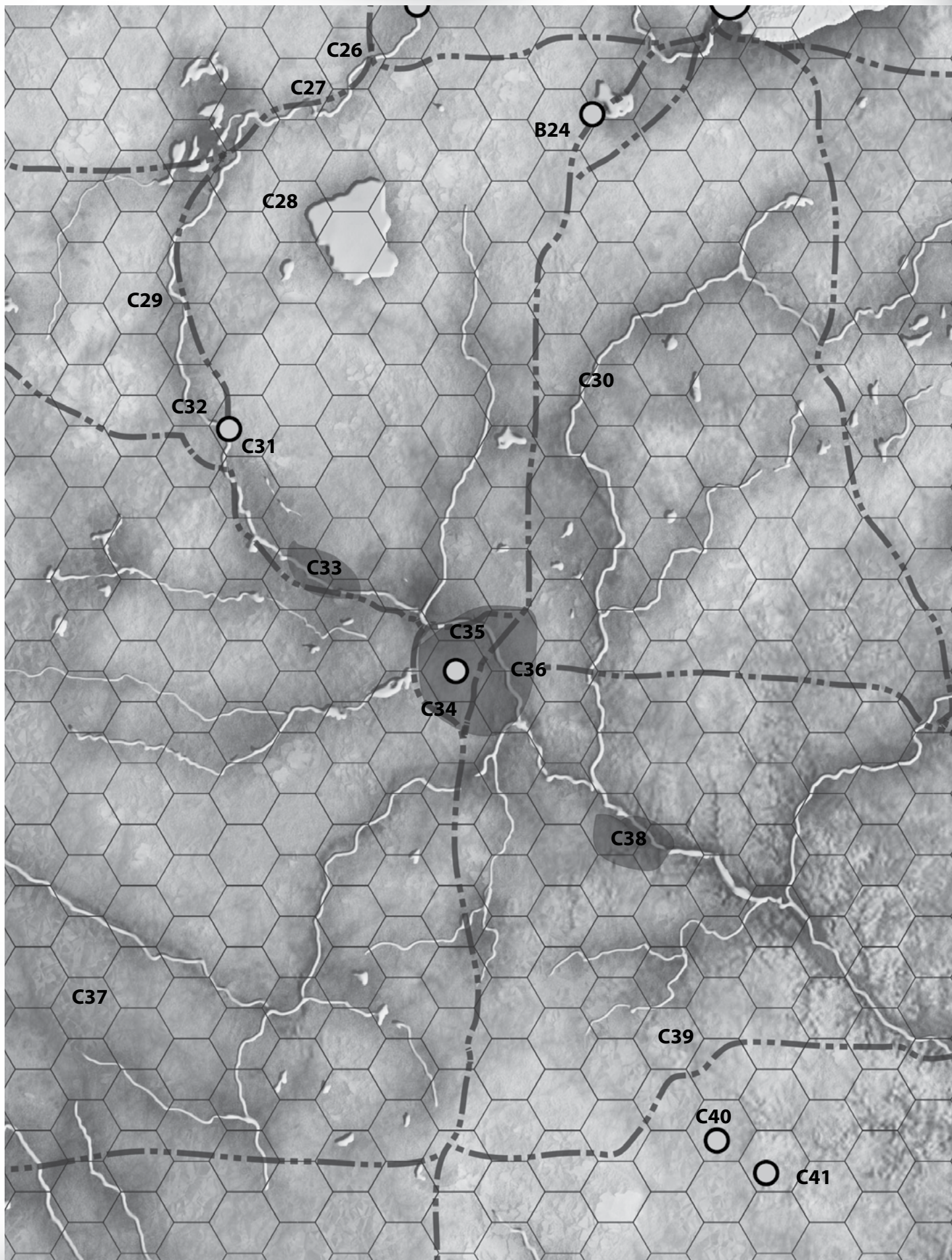
Skills: Fighting d8, Intimidation d8, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(1)

Hindrances: Bloodthirsty, Mean, Wanted (Minor)

Edges: Brawny, No Mercy, Steady Hands

Gear: Bow (12/24/48, Damage 2d6), battle axe (Str+d8), leather armor (+1), 20 arrows, quiver, horse, saddle.



C30: City of Bones

Hidden: Notice or Tracking

Population: Up to 30

Salvage Value: 2

When Reaper and his band are not off raiding, they spend their time at the City of Bones, which used to be North Branch, Minnesota. As the name suggests, the raiders hang human and animal bones from trees and ruined structures throughout the area.

The City of Bones is not a permanent village by any means, as the raiders spend weeks and sometimes months at a time raiding and dare not leave behind anything they would miss if it was lost. Should another group attempt to settle the city however, Reaper sees it as a challenge to his authority and feels forced to attack. Though the raiders invest relatively little in the buildings, they have fixed up a few to protect them from the cold Minnesota winters.

C31: Cloud City

Obvious

Population: 422 (farmers)

Salvage Value: 3

Buildings: Watch Tower, Walls

Ruined Building: Smithy

The Great War hit the city of St. Cloud hard. A nuke landed nearby, and most of the locals died in the blast or from the resulting fallout. It wasn't until decades later that humans returned to the area to start to rebuild civilization.

The settlers were a ragtag band of survivors. They were hunted by raiders and mutant monsters. When they found the ruins of an abandoned prison they realized they had found salvation. The stone walls had been far enough away from the nuke that they avoided destruction, and were strong enough to survive the decades. The survivors quickly refurbished other buildings and set up a watch system to protect the prison. They cleared the yard and planted crops inside the walls.

Not long after establishing the settlement, the survivors encountered their first test. A band of raiders assaulted their walls. Despite their low numbers and their primitive weapons the prison allowed the survivors to fend off the attack.

In the decades since, the settlement, now called Cloud City, expanded and thrived. While the people still live within the prison, the land within the walls is no longer enough to feed all of the citizens, and they have farmed other land between the prison and the Mississippi River. Other citizens fish the river and forage in the forests nearby. Even when venturing outside the

walls, Clouders remain vigilant and keep a bicycle nearby to quickly retreat to safety.

Cloud City justifiably distrusts outsiders, as they are still occasionally attacked by raiders and mutants. With only a few exceptions, Clouders want nothing to do with outsiders, and they even refused the legendary Anthony Wright when he proposed trading with them. They occasionally take in desperate looking folk, but always keep a close eye on these new people and lock them in their rooms at night. It often takes years before these people are completely trusted. Clouders are especially worried about anybody they see as a "mutant," including freaks, psychics, and anybody with a Mutation Edge. Such characters are never allowed to join the city.

Cloud City has a strict code of laws and justice system. Because of that they have few problems, but when somebody is accused, the mayor and her council members serve as judge and jury. Minor crimes are penalized by days or weeks in confinement. Larger crimes like theft or assault are punished by exile, while murder or rape means immediate death.

Important NPCs

Mayor Jasmine Farah: Mayor Farah has served as mayor of Cloud City for the past ten years, and in all but her first election has never been challenged. She is a strong administrator who also listens to the needs of the people and knows every Clouder by name.

Farah wants to do whatever it takes to ensure her community survives, and remains convinced the best way to do this is to keep the city isolated and heavily guarded. Because of this, she is extremely stern and even unfriendly to outsiders she meets.

Mayor Farah is a tall lean woman in her mid-fifties. She has chocolate-colored skin and brown eyes. Her curly hair has gone gray, and she keeps it cut short.

Mayor Farah uses the statistics of a Wild Card council member (see page 94).

Sheriff Ben Angel: Sheriff Ben Angel is a hard man who leads the city guard. In a city that doesn't like outsiders, Sheriff Angel is known for his hostility towards outsiders. If it were up to him nobody from outside the walls would ever be allowed in. He's even gone so far as suggesting the city launch a preemptive strike on the mutants of Freaky Town, though Mayor Farah and other members of her council convinced Angel this would do far more harm than good.

Sheriff Ben Angel is a tanned man of average height and muscular build. He has brown hair and a bushy mustache and mutton chops.

Sheriff Ben Angel uses the statistics of a Wild Card caravan guard (page 105).

C32: St. Cloud Dam

See page 88.

C33: Monticello Nuclear Generating Plant

See page 88.

C34: Freaky Town

Obvious

Population: 343 (herdsfolk, scrappers)

Salvage Value: 4

Ruined Building: Stadium, Hydroelectric Power Station,

During the Great War, the city of Minneapolis was hit by powerful bombs called enhanced radiation weapons, commonly called salt sowers. These weapons dealt only minimal physical damage (for a nuclear warhead), but released waves of radiation and radioactive materials that poisoned the area for generations.

Most human and animal life within the area died terrible deaths, but a few who were exposed to the Extreme Radiation Resistance viral treatments survived as freaks. As time went by, more freaks gathered here as they realized the radiation protected them from other groups of humans who hated and feared them. Freaky Town was never formally founded. Freaks simply started showing up and settling in the ruins.

The people of Freaky Town survive primarily as herdsmen, raising dreeks, the descendants of white-tailed deer that were also exposed to the Extreme Radiation Resistance virus. Many also scrounge supplies from the ruins of Minneapolis.

The freaks in Freaky Town are dispersed throughout the ruins, including the ruins of Historic Fort Snelling, Target Field, and the Minneapolis-St. Paul Airport.

The Spined Society: Most of the people in Freaky Town are content to simply ignore the outside world. A few want to establish trading relationships with others. The Spined Society is quite interested in the outside world, but they seek to destroy it. They believe freaks are the next step in human evolution, and that to help evolution they should eliminate as much of the archaic strain of humanity as they can. Many of them have suffered at the hands of "thin-skins" and seek revenge against them.

Important NPCs

Flora: While Freaky Town does not have a formal leader, many look to Flora for guidance. She survived many years wandering the waste, before arriving in Freaky Town. She is an isolationist, but also believes in the importance of having a good defense in case their neighbors don't stay isolated.

Flora is nearly sixty years old. She has one blood-red eye, and a patch covers the wound where the other once was.

Flora uses the statistics of a Wild Card tribal leader (page 92) with all the freak Racial Edges and Hindrances.

Obsidian: Obsidian is one of the loudest proponents of interacting more with the outside world. He has explored many of the hidden nooks and crannies of Freaky Town and spent much of his life as a scrapper. He often leads expeditions out of the remains of Freaky Town to map the area, find new secrets, and possibly discover new allies. To date he has found more enemies than friends but remains optimistic.

Obsidian is a large man with skin as black as his namesake.

Obsidian is a Wild Card scrapper (page 104) with all the freak Racial Edges and Hindrances.

Finnegan: When Finnegan was young, he watched his parents be killed just for being freaks. Finnegan himself was beaten and left for dead. He survived alone in the woods for many years, until he chanced to see a group of freaks traveling through the woods. He followed them to Freaky Town where Finnegan made a new home.

Finnegan advocates both for greater structure in Freaky Town and for preemptive strikes against other settlements that would threaten them (most notably Cloud City). He leads the Spined Society, though within the society he is actually a moderate voice.

Finnegan has medium-gray skin and yellow eyes. He still bears many scars from his early abuses.

Finnegan is a Wild Card ranger (page 92), with all the freak Racial Edges and Hindrances.

C35: St. Anthony Dam

See page 88.

C36: Burial Ground

Hidden: Notice -2

Population: 0

Salvage Value: 3

The city of St. Paul, Minnesota suffered a direct hit from a nuclear weapon in the Great War, and nearly all of the buildings were leveled. In the decades since, nature has reclaimed the area, and it's almost impossible to tell there was once a city of several hundred thousand people.

Unless somebody digs a little deeper.

While everything above ground was flattened, thousands of basements and subbasements remained intact. Of course salvage among these areas is much harder to reach, but it also means it hasn't been picked over by other scrappers, and somewhere beneath the soil, there may still be treasures just waiting to be discovered.

C37: Jeffer's Wind Farm

See page 88.

C38: Prairie Island Nuclear Power Plant

See page 88.

C39: The Clinic

Obvious

Salvage Value: 3

Ruined Building: Hospital, Clinic

The people of Rochester, Minnesota, tried to salvage their community after the Great War. After their traumatic losses just after the War, it looked for many years like survivors might be able to establish a permanent community. However between mutants, raiders, disease, weather, and people simply fleeing to perceived safer communities, the population dwindled over the decades, and it is now completely abandoned.

As the heroes travel through the area, they see hints of this failed community. Unlike most ghost towns that have been abandoned since the war, they see evidence of post-war construction, including recently constructed wooden buildings, refurbished tools, and stockpiles of scavenged goods.

The most valuable things the heroes find are the remains of the Mayo Clinic, which the survivors used as a home base. Though they lost much of the specialized medical skills necessary, they struggled to keep the clinic at least partially operational up until the bitter end. These areas can be salvaged and repaired to make a hospital, or scrap from the clinics can be harvested, providing 2 extra Build per week towards a hospital in another community.

Though there are no humans here, a particularly powerful ghost cat makes her home here. Give her the benefits of a Wild Card, but otherwise use the stats for a ghost cat (see page 153).

Trogs

When nuclear fallout rained from the skies after the Great War, many people took shelter in the natural caves of southern Minnesota. The survivors found the caves made ideal shelters, and built them into small communities. Several of these people happened to have undergone TransGenome therapies to enhance their night vision, a gene that, thanks to generations of inbreeding, has now passed to nearly all of the cave dwellers, who now call themselves Trogs.

Trogs believe they are God's chosen people, and He led them to the caves to keep them safe. By extension this means everybody outside the caves are *not* chosen by God.

The Trogs have adapted their life to living in the caves, and a world of darkness. They cultivate a form of luminescent fungus by hauling dead wood into their caves for the fungus to feed on. These fungi provide both food and illumination. The light is quite dim, however, and those with normal vision suffer a -2 penalty to attack rolls if they have no other light.

Trogs emerge from their caves at night to forage for additional food. If other travelers come into the Trogs' territory, the Trogs may attempt to steal food and other useful looking items during the night, but they are not particularly violent and would prefer to simply slink off without leaving any clue about who was there (see **Thief in the Night** on page 121).

The Trogs have two main living caves: Mystery Cave and Niagara Cave. They are less than a night's journey by foot, so there is frequent travel between the two caves and they are really part of a single community. In addition they have several small "safety" caves they can use if there isn't time to return to a major settlement.

C40: Mystery Cave

Hidden: Notice -2, Tracking -4

Population: 88 (foragers)

Salvage Value: 1 (max 2)

Buildings: Shelter

Before the Great War, Mystery Cave was a popular tourist destination. When the apocalypse came, many survivors fled to the caves to escape the nuclear fallout. It is a large and complex cave system with miles of tunnels, and it currently serves as the larger of the Trogs' villages.

Mystery Cave is made up mostly of many long passages formed by subterranean rivers and several larger caverns created by underground lakes. The Trogs use these caverns as different "buildings," such as acting as sleeping quarters, food storage, or meeting spaces. The cave system has two entrances, one to the east and the other to the west. To make it easier for tourists to visit, several parts of the cave system contain paved paths, hand railings, and (no longer powered) electric lights. However these improvements only covered a fraction of the caves, and much of the floor is uneven stone.

Chapel: The chapel is a natural open space. Before the Great War it was used for weddings and hundreds of people were married there. Now it is still called the chapel, and functions as the cave's spiritual center. There are services every seven days (on Sundays, according to the Trogs), usually led by Shadow Johnson, but occasionally by others when he's visiting Niagara Cave. Even on days when there is no service, it is common to find Trogs in the chapel, praying or reading the community Bible.

Important NPCs

Shadow Johnson: Shadow Johnson is the Trog's leader. He is a powerful psychic, which the Trog's interpret as a divine power. Shadow, like almost all Trog's, grew up in the caves, and has come to fervently believe they are God's chosen people and He wants them to remain in the dark.

Shadow sees leadership as a burden, but he believes, like the rest, his psionic abilities are a gift from God. He thinks the world of the sun is a danger to all, and that for his people to remain safe they must shun those of the light. In his mind, simply feeling sunlight on your skin is a major sin.

Shadow is a lithe man in his mid-thirties. He has pale skin, light brown hair, and blue eyes that seem to glow in the light of the fungus.



Shadow Johnson

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Healing d6, Notice d6, Persuasion d8, Psionics d8, Stealth d6, Survival d8, Throwing d6, Tracking d6

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

Hindrances: Arrogant, Cautious

Edges: Arcane Background (Psionics), Command, Command Presence, Hold the Line, Inspire, New Power (3), Power Points (2)

Gear: Spear (Str+d6), leather armor (+1), Bible, silver cross.

Arcane Powers: 20 Power Points, *confusion*, *divination*, *fear*, *healing*, *quickness*, *succor*.

Trog's: These Trog's represent the typical member of the underground community.

Trog's

Race: Human

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d10, Survival d8, Tracking d8

Charisma: —; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Light Sensitivity, Illiterate

Edges: Fleet Footed, Woodsman

Gear: Atlatl (6/12/24, Damage Str+d6), spear d6 (Str+d6), dagger (Str+d4), leather armor (+1).

Trog Body Guard: A few Trog's dedicate their lives to protecting the community, and spend much more time training.



Trog Body Guards

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d6, Survival d6, Throwing d8, Tracking d4

Charisma: —; **Pace:** 8; **Parry:** 10; **Toughness:** 9(2)

Hindrances: Light Sensitivity, Illiterate, Loyal

Edges: Block, Brawny, Counterattack, First Strike, Fleet-Footed, Improved Block

Gear: Spear (Str+d6), battle axe (Str+d8), chain vest (+2).

C41 Niagara Cave

Hidden: Notice -2, Tracking -4

Population: 29 (foragers)

Salvage Value: 1 (max 1)

Buildings: Shelter

Niagara Cave is smaller than Mystery Cave, though still contains extensive underground passages and a few large chambers. Because it is smaller than Mystery Cave, most of Niagara Cave was made friendly to tourists with stairs, walkways, and railings.

Niagara Cave houses many people who are less paranoid than in Mystery Cave. Scroungers sometimes

venture more than a night's travel from the cave, taking shelter in other natural caves or abandoned buildings during the day. There are even whispers among some in Niagara Cave of wanting to contact outsiders to offer them the Lord's protection.

The Waterfall: Niagara gained its name from the underground waterfall.

The Chapel: Like Mystery Cave, Niagara had a wedding chapel before the War, which has now become the focus of religious life in the cave. Shadow Johnson occasionally comes to preach there on Sundays, but most of the time services are conducted by his hand chosen lieutenant, a woman named Sabbath.

Stalactite Room: This is the largest chamber in the cave and most of the people in the cave live here. The Trog built tents and makeshift walls from scrap in order to gain a little privacy. The same underground stream that created the waterfall flows here, and it provides water for drinking, bathing, cooking, and waste (the latter of which is done always relegated to the portion of the river furthest downstream).

Important NPCs

Prodigal Malone: Prodigal was one of the few Trog who was not born in the caves, but instead she was found as a lost child wandering the woods, however, she was so young at the time she remembers only blurry images of her life before the cave. She doesn't even remember her original name. Shadow named her Prodigal and she took the last name of the family that adopted her.

Her origin and her lack of low-light vision make Prodigal a bit of an outsider among the Trog, though she has a circle of close friends, and even a few admirers. She is also extremely curious about the world outside of the caves, and she frequently goes out alone to explore. She is also one of the people most interested in the prospect of welcoming outsiders into the caves.

Prodigal is a woman in her late teens. She has curly red hair, green eyes, and many freckles all over her face and arms.

Prodigal is a Wild Card scrapper (see page 104).

Plot Points

The following adventures begin as the PCs travel through the Forsaken Lands.

Friends in the Webs

Where: Spider Eater

When: Any time

Hunting giant spiders is dangerous work. One day, two members of the spider eaters named Skip and Big Nancy don't come back from their hunting trip. Other spider

Web Terrain

There are spider webs throughout the town that might hamper travelers. Though much larger than normal spider webs, they are still quite fine, and the PCs must succeed at a Notice test to spot a web.

Any character who enters a web is ensnared and cannot leave the space until they cut their way free (Toughness 7). Other actions taken while in the web suffer a -4 penalty.

Spider eaters scout and find that their friends are alive and being held by the spiders as future snacks, but there were too many spiders in the area for them to get their friends out, so they go looking for help.

The spider eaters see the heroes as the best opportunity to save their friends. They can offer doses of spider venom, chitex armor, spider silk rope, and food (roasted spider) as a reward for saving their friends. After the heroes successfully rescue the two prisoners, the spider eaters can also teach the group to harvest these materials from spider corpses.

The Holding Webs: The massive spiders which inhabit the ruins employ a poison that paralyzes rather than kills their victims outright, so in times of plenty they set aside extra snacks for leaner days. Such is the fate of two humans recently captured by the spiders. They hang within a stone building, paralyzed and wrapped in webs. But they will not hang there for long.

Characters who search the ruins find these trapped individuals with a successful Notice or Tracking test. If they have gained directions from the spider eaters, they gain a +1 bonus to this test.

When the heroes arrive, there are many large arachnids scurrying around the building. Much of the building is filled with webs (see page 120).

Mega Spider (1 per two PCs): See page 155.

Giants Spiders (1 per PC): See core rules.

Spider Eaters (2, unconscious): See page 113.

Mother of All Spiders

Where: Town of Webs

When: Any time

The spiders of the webbed city continue to grow until they die. Most only grow to the size of a large horse before they meet their end, possibly at the fangs of another spider. However, one great spider outlived the others and has grown to a truly mammoth size. The spider eaters from area C27 call this spider the Mother of All Spiders, and they do everything they can to avoid her. However, they might mention that they might be able to fashion a superior suit of chitex armor (page 113) from her corpse.



The Mother of all Spiders lives near the center of the town, where she devours any prey she catches. She occasionally ventures to the edges of the city when food becomes scarce or to put down any spiders that might grow large enough to rival her.

The heroes can find the Mother of All Spiders with a Notice or Tracking test. They gain a +1 bonus if they received directions from the spider eaters (see 113). Slaying her does little to solve the city's spider problem, but as the spider eaters said, her carapace can be crafted into superior chitex armor.



Mother of All Spiders

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Climbing d12+2, Fighting d12, Intimidation d12, Notice d10, Shooting d12, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 17 (4)

Special Abilities

- **Armor +4:** Thick chitex.
- **Bite:** Str+d8
- **Poison (-6):** Paralysis
- **Size +5:** The spider is the size of a small elephant.
- **Large:** Attackers add +2 to their attack rolls when attacking the Mother of All Spiders due to its size.

- **Wall Walker:** Can walk on vertical surfaces at Pace 8
- **Webbing:** The Mother of all Spiders can cast webs from her thorax the size of the Large Burst Template. This is a Shooting roll with a range of 6/12/24. Anything in the web must cut or break its way free (Toughness 10). Webbed characters can still fight, but all physical actions are at -4.

Thief in the Night

Where: Any hex within two hexes of either Mystery Cave or Niagara Cave

When: Any time when the heroes have camped for the night

During the night, a small band of Troggs (equal to the number of heroes) attempt to sneak into their camp. If the heroes are keeping watch, allow them a Notice test opposed by the Troggs' Stealth test (make one group test for the Troggs). If the heroes fail, each Trog manages to steal about ten pounds worth of gear from the heroes' camp. Food is one obvious target, and at least some of the missing items should be food. They might also steal useful items like knives, axes, cookware, armor, and weapons.

If the heroes win the opposed test, they notice the Troggs trying to go through their stuff, and with a raise the heroes notice the Troggs as they approach the camp. If the Troggs realize they have been seen, they run into the forest. If the heroes scored only successes (and not a raise) each Trog grabs one easy to carry item and flees into the forest.

If the heroes pursue, it begins a chase, as described in the core rulebook. This is a standard five-round chase. Since the Troggs are on foot they use Agility for their tests, and since they have the Fleet-Footed Edge, they have an effective speed of 18. Because of the darkness, characters suffer a -2 penalty to their maneuvering Trait test, unless they have some kind of low-light vision. Apply the same penalty to attack rolls. Additionally, characters who were asleep when the chase began suffer a -2 penalty to the first (and only the first) maneuver Trait test.

As soon as the Troggs realize the heroes are following, they split up. The heroes must decide whether they also want to split up and each follow a different target, or stay together and let some of the Troggs automatically escape. If any of the Troggs realize they aren't being followed, those Troggs circle back to the group's camp. If unguarded they quickly steal another easily accessible item, and then run off to their caves.

If the Troggs were followed they meet up at a small cave or ruined building one hex away from where the group had camped. They sleep during the day with a rotating watch. They then return to the nearest major cave the following night.

If the heroes attempt to track any escaped Troggs, they suffer a -2 penalty, as the Troggs try to cover their tracks once they are safely away from the camp.

Spelunking

Where: Mystery Cave or Niagara Cave

When: Any time

Mystery Cave and Niagara Cave are both isolated, but it's possible for the group to find them, and once they do, they might even be able to befriend the Troggs, but doing so is not easy.

Mystery Cave: A pair of guards is always posted at the first intersection of Mystery Cave. They are paranoid and xenophobic, and attack any outsiders on sight, unless they have Trog escorts or can make a very hasty Persuasion test with a -2 penalty. Unless the heroes get a raise on the Persuasion test, the guards still demand they turn over any weapons they carry.

If the heroes fight their way through the cavern, they face about two dozen Troggs who try to fight them back, plus Shadow Johnson. The rest of the Troggs flee deeper

into the caverns, or out the other exit. The Troggs make use of the cavern's natural terrain and defenses.

Lighting: The inhabited sections of the cave are illuminated by bio-luminescent fungus, but they are much dimmer than surface dwellers are used to, and most characters suffer a -2 penalty to attack. Deeper areas of the cave are pitch-black.

Natural and Artificial Cover: The cave is filled with natural rock formations providing varying degrees of cover, and the Troggs have further built up the cave with scrap they harvest during the night.

Tight quarters: Many sections of the cavern are tight, often less than a yard wide. Characters fighting with weapons larger than a dagger or pistol suffer a -2 to attack rolls. Those with two-handed or reach weapons suffer a -4 penalty.

Slippery and uneven floors: Except for the sections once frequented by tourists, the cave floor is uneven, and the areas near the underground river are slick with water. Anybody who attempts to run in the caves must pass an Agility test or fall prone.

If the heroes manage to convince the guards not to fight them, they are escorted to Shadow Johnson, who initially assumes they are pawns of the devil sent to disrupt their sacred community. It takes a Persuasion test at -2 to convince Shadow they are not a threat and should be allowed to leave. It takes a raise to get the Troggs to form any kind of informal alliance with heroes, and two raises to convince them to join the heroes' community.

Niagara Cave: If the heroes find Niagara Cave first, they are likely to have slightly better luck. Again there are guards posted at the first intersection, but they do not attack immediately, and instead demand to know what the group is doing there. Unless the heroes can provide an adequate explanation and pass a Persuasion test, the guards demand they leave or threaten to attack.

If they attempt to fight their way through the cavern, the result is similar to that of Mystery Cave, but the residents of Niagara Cave have few options for retreat. Some of the desperate ones jump into the river, hoping to hide there long enough for the group to leave.

Characters who attempt the diplomatic approach are greeted with caution, but not open hostility. They find many of the Troggs speak of Shadow who lives at "the other cave." They can secure an escort to the other cave to talk to Shadow if they pass a Persuasion test. Characters who ask around and succeed at a Streetwise test get the general history of the caves and their current leadership. If the heroes try to recruit people from Niagara Cave to join their community, they can make a Persuasion test to talk 1d6 Troggs into joining them (this can Ace).

Land of Monsters

The area that was once northern Wisconsin is now overrun by mutant monsters. Many of these are the offspring of test subjects and viruses that escaped from the TransGenome research campus near what used to be Green Bay. Most of the people from the surrounding areas like Wright Town and Geneva avoid the area even though there are rumors of amazing pre-war technology.

D42: Psi

Hidden: Notice

Population: 960

Salvage Value: 5

Resources: Computerized Library

Buildings: Hospital, Nuclear Reactor, Shelter, Walls, Watch Tower

Ruined Building: Improved Machine Shop

Before the Great War broke out, Phoenix Station Psi was focused on advanced genetic research, including the development of the Extreme Radiation Resistance (ERR) treatment that led to the creation of freaks and other new species wandering Broken Earth. When the missiles flew, the scientist heading the ERR program unleashed the ERR virus into the general population, including infecting himself. He and most of the people on his team turned into freaks.

The scientist also opened the doors of the station to surrounding survivors, and quickly formed a small community, which they dubbed Psi. The community used the resources held at the Phoenix station to prosper amid a dangerous land. The area around Psi has an extremely high number of mutated animals and monsters, and travel outside the walls of Psi is extremely dangerous. As a result the town is extremely isolated. It has been years since any travelers passed through the area, and some think the people of Psi are the last humans on the planet. Despite their isolation, they are not hostile towards outsiders. Rather, most are extremely interested in the world beyond.

The people of Psi have a very high level of mutation, including many freaks. The people of Psi have done their best to maintain the technology and facilities of the Phoenix station, but without proper supplies, much of it has broken down, and the citizens have lost much of the technical knowledge they need to repair it.

The citizens of Psi sustain themselves primarily through their large walled gardens from which they harvest their crops. They sometimes set traps close to

their compound, but are reluctant to venture far beyond their walls in search of food.

The people of Psi have harvested just about everything they can from the original Phoenix station, and incorporated much of it into their community, including several robots, computers, and medical equipment. They have kept the nuclear generator running to power the site, and still use parts of the facility as living quarters.

Important NPCs

Umbra: Umbra is the acknowledged leader of Psi, and has guided the community for many years. Her father led the community before she did, and groomed her for the position. She is quite intelligent and was born with natural telekinetic abilities which give her an additional aura of both fear and respect in the community.

Umbra takes her role as leader very seriously and spends time meditating on every decision. She listens to anybody who cares to offer advice, but she makes the final decision on her own, and the people of Psi almost always do whatever she says.

Umbra is a woman in her mid-fifties. Though she is human, a mutation has made her eyes completely black.

Umbra uses the same statistics as Bean (page 98), but doesn't have the Small Hindrance.

Baxter K: When Baxter was young, his mother became very ill from a mysterious disease. Nobody in Psi could treat her, and Baxter's father, a man named Algernon, became desperate. He thought the cure his wife needed might lie in the ruins of the TransGenome research facility near what was once Green Bay, Wisconsin. So Algernon and his best friend Kain left the relative safety of Psi to search out a cure. They never returned, and Baxter's mother passed away from her disease.

Baxter was taken in by his aunt and uncle, but the loss of his parents has haunted him all his life. He sometimes imagines his father is still alive out there, possibly trapped, or still searching for a cure to his mother's condition. Baxter is curious about the world beyond Psi, and yearns to explore, but he knows well the dangers and isn't foolish enough to wander out on his own.

Baxter is a freak in his late teens. His skin is almost black and his eyes are bright red. He wears a pair of eyeglasses manufactured using the Phoenix station's 3-D printer.

Baxter uses the statistics of a scrapper (page 104) with the freak Racial Edges and Hindrances.

D43: Grandather Falls Dam

See page 88.

D44: Dragon Den

Obvious

Salvage Value: 4

Ruined Building: Hospital

The ruins of Eau Claire, Wisconsin have been taken over as the hunting grounds of a mated pair of dragons. As characters pass through the area, they can make a Notice test at -2 to detect a number of recent scorch marks. Those with a Geiger counter notice a slight uptick in background radiation, but not enough to be a danger.

Unless the heroes move stealthily through the city, the dragons stalk them and attack in tandem.

Dragons (2): See page 151.

D45: The Hills of Death

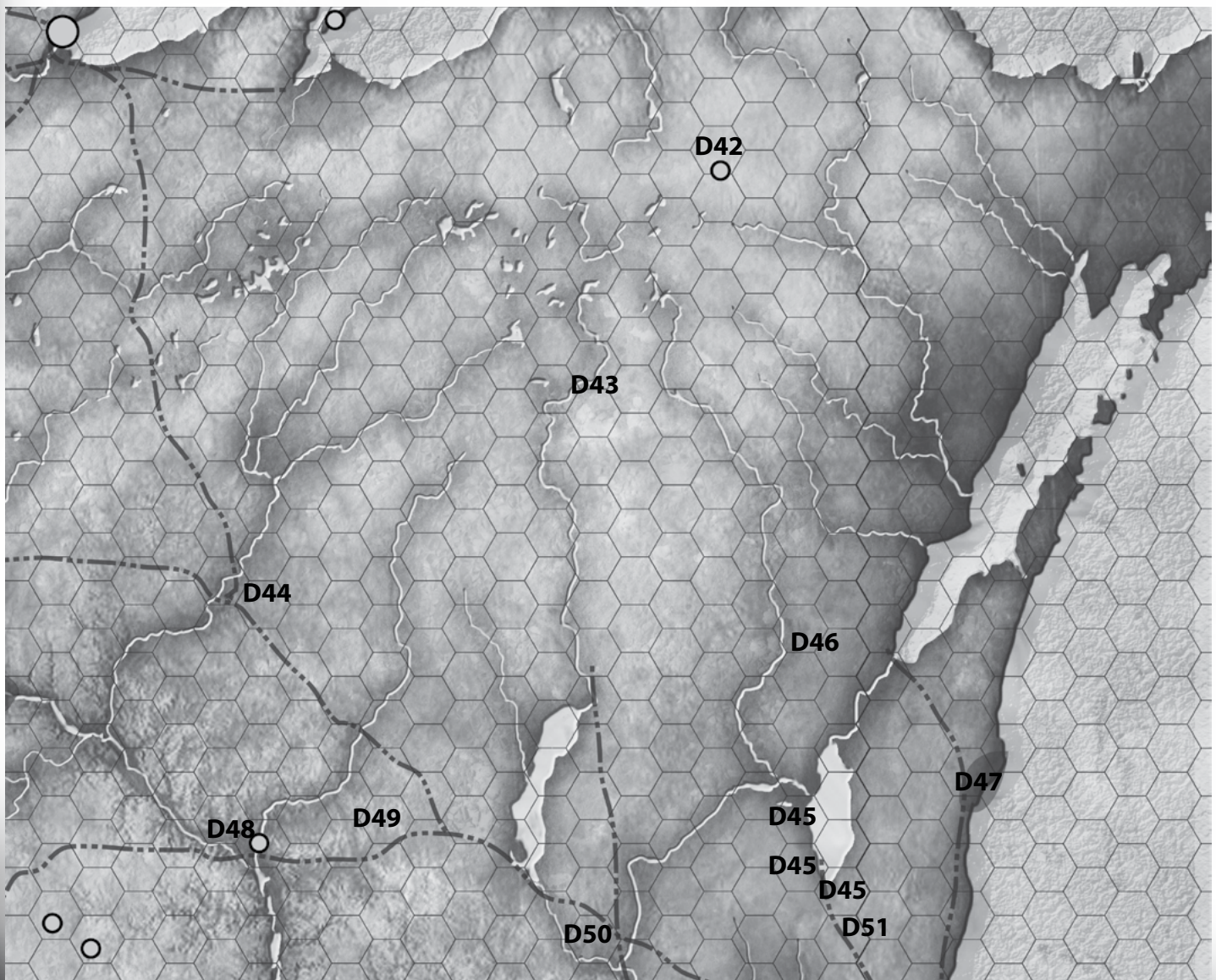
Obvious

Salvage Value: 3

Before the Great War, several medium-sized cities ringed Lake Winnebago, in eastern Wisconsin. However, now giant ants rule them. Though smaller than some other predators in the region, they make up for their size with overwhelming numbers.

The first time heroes enter any of the hexes labeled D45, a swarm of 3d6 giant ants (page 151) attack, and anytime they travel through one of the hexes after that, they have a 50% chance of being attacked by a similar swarm.

If the heroes attempt to assault one of the ant hills, they face a total of 10d10 giant ants, though these shouldn't come all at once. Either attack the heroes in waves, or spread the ants out in different rooms of the ant hill. (Such an assault may be easier to run as a Mass Battle.)



While the ants are giant compared to normal ants, they are still smaller than humans. If the heroes end up fighting in the ant tunnels, they suffer a -2 penalty on Fighting, Throwing, and Shooting tests.

D46: TransGenome

Hidden: Notice -2

Population: 0

Salvage Value: 4

Resources: Medicine Stockpile

Ruined Building: Hospital

Before the Great War, TransGenome was one of the United States' largest companies, specializing in gene therapies, cosmetic genetic manipulation, and secret government super-soldier programs. Its headquarters was a multi-building campus built in the suburbs of Green Bay, Wisconsin.

When the War came, many of the campus's containment systems failed or were deactivated. Test subjects and gene-altering viruses escaped the labs. This led to a proliferation of sudden mutations among many animals living nearby, and caused many of the mutant creatures now inhabiting *Broken Earth*.

The campus itself has been taken over by the descendants of the rhesus monkeys once used as test subjects. Because they have been exposed to so many genetic treatments, these monkeys display a diverse range of abilities. One thing they all have in common is the psionic ability to inspire fear in other creatures. The alpha male of the group is a large monkey who inherited several genetic advantages. There are four main buildings on the TransGenome campus.

Crick-Watson

This is the first building visitors entered when driving to the campus (and the only one they could reach without security clearance). It is a large pyramid-shaped building. Glass windows once covered the pyramid, but they have almost all been smashed and now trees grow from all levels, creating the look of a pyramid-shaped forest.

Most of the contents of the area have been destroyed by the elements or by curious monkeys, but the heroes are likely to find clues to the building's original purpose, such as faded pictures and bronze wall plaques.

There are also a large number of terror monkeys here. Their first time visiting the building the heroes should face at least one per PC.

Terror Monkeys (1 per PC): See page 155.

Chase

The Chase building is the widest building on campus. It is six stories tall and shaped like a large square with a

smaller square courtyard in the center. Before the War, the Chase building was primarily used for medical research, and developed many treatments for genetic diseases.

The material in the Chase building fared slightly better than in Crick-Watson. Some of the inner offices might even have working computers if the group can find a way to power them.

There are two important discoveries here which tie into quests the characters might have undertaken. The first is the skeletal remains of Algernon, Baxter K's father. Around one of his bony fingers is still a golden ring engraved with a serpent eating its tail (see page 130). The heroes can also find the research of Dr. Elizabeth Flanders to help cure the plague in Mad City (see page 130).

Miescher

The Miescher building is a ten story cylindrical building. Before the War, the Miescher building hosted most of the research on cosmetic consumer gene therapies, including everything from altering eye color to growing gills. It was the first building constructed on campus, and once held all of TransGenome's operations before it expanded.

The lobby is a large circular room stretching to the roof of the building. A massive sky light once let in the sun, but now a massive hole lets in all the elements. Around the lobby, two "double helix" stair cases spiral up, allowing visitors to walk to any of the ten floors (there are also elevators nearby).

A large number of terror monkeys live in the building, including the alpha monkey who dominates the band. The alpha monkey is most often found here. If the heroes visit during the day, they encounter a large group of monkeys, who start shrieking and hollering. The alpha arrives 1d6 rounds later, accompanied by more monkeys. The monkeys here make great use of the open lobby and spiral staircase.

Characters may also find viable gene therapies here (see Salvage below).

Terror Monkeys (2 per PC): See page 155.

The Alpha

The Alpha



Attributes: Agility d12, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8.

Skills: Climbing d12, Fighting d10, Notice d6, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 8 (2)

Special Abilities

Armor +2: Bone plates.

Bite: Str+d6

Empathic Link: Terror monkeys communicate empathically with other terror monkeys within 20'. This is a non-verbal form of communication, but allows the monkeys to effectively coordinate their attacks.



Fast: The monkey has a Pace of 10 and uses a d10 for its run die.

Improved Frenzy: The alpha can make two bite attacks in a single round with no penalty.

Poison: Bite delivers venomous poison (see poison in the core rulebook).

Quick: The alpha may discard an initiative card of five or lower and draw another.

Horrify: As an action the alpha can empathically induce fear in its foes. Any enemy the monkey is aware of within 12" must make a Spirit test at -4. Those who fail must roll on the Fright Table in the core rulebook.

Mendel

Mendel is the least ornate building, but also the most profitable. The work done here was mostly government military contracts. This is where they designed drugs to create genetically enhanced super soldiers. They created many treatments here, including the one that had the greatest impact on the world of *Broken Earth*, the isolation of the "intuition genes" that led to psionic powers.

In the Mendel building, the characters find notes describing some of the research that took place here, and likely find several gene therapy treatments (see Salvage).

The terror monkeys stay away from this building, as several lynx drones still protect the building from

outsiders. When the heroes enter, the drones request identification, and unless they can provide voice ID (unlikely), the drones give them one minute to vacate before they open fire. Worse, once the characters defeat half the drones, they activate a highly experimental line of defense: the cyber-ape.

The United States military engaged in a wide range of highly classified experiments. Some experiments used cybernetic implants. Some experiments focused on genetically engineered primates. Then somebody had the brilliant idea to combine the two. Thus, the cyber-ape. As far as people know the cyber-ape was a unique prototype, and it has been held in stasis at TransGenome since the Great War broke out.

The process that created the cyber-ape increased its aggression. Further, when it is revived from stasis, it is disorientated and confused, which only makes it angry. It lashes out at anybody nearby.

Lynx Drone (2 per PC): See page 153.

Cyber-Ape



Cyber-Ape

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+3, Vigor d12.

Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d6, Shooting d10

Pace: 10; **Parry:** 7; **Toughness:** 12 (9)

Special Abilities

Armor +3: Force field generator.

Cyber Fist: Str+d8.

Laser Arm: 3d6, auto fire with no penalty.

Size +3: The cyber-ape towers eight feet tall.

Backpack Generator: A PC can make a called shot on the cyber-ape's backpack generator by taking a -2 penalty to the attack roll. If the attack hits and deals enough damage to cause a wound, the cyber-ape takes no wounds, but instead is unable to use its laser arm and force field.

Salvage: If characters search the Mendel and Miescher buildings, they are also able to find a few gene-therapy treatments that haven't expired, enough for each character to take one if they so desire. These therapies grant the benefits of any one Mutation Edge. Where they find it depends on the Edge. Edges with combat applications like Big and Adrenalin Surge, are in the Mendel building, while those with more mundane purposes like Tail are likely in the Miescher building. Additionally, the heroes can find 2d6 purely cosmetic gene therapies that alter skin, eye, or hair color in the Miescher building. Gene therapies are administered through inhalers, similar to asthma inhalers, and take about one week of treatment to reach their full effect.

While the scientific equipment has been greatly damaged, a day of work allows the heroes to salvage enough drugs for a Medicine Stockpile.

D47: Point Beach Nuclear Generating Station

See page 88.

D48: Melville

Obvious

Population: 34

Salvage Value: 1

Melville looks like it almost survived the Great War intact, right down to the white picket fences. The people of Melville are always friendly and happy, and seem oblivious to the dangers in the outside world. Melville is the perfect small town. A little too perfect.

Melville is built in the ruins of Onalaska, a suburb of La Crosse, Wisconsin. It owes its existence to one man, Melvin, sometimes called Melvin the Mind-Taker. Melvin is a powerful psychic who has psionically influenced the minds of all the people in Melville in his efforts to create the perfect town. Melvin's idea of "perfect" is based on various pre-war books and other artifacts he discovered, most notably a Norman Rockwell art book.

The people of Melville sustain themselves primarily through fishing and farming, including raising chickens, sheep, and dairy cows. When the heroes arrive, the townsfolk greet them with phrases like "Welcome to Melville, the happiest town on Earth," or "Good to meet you stranger. I hope you stay a while." The townsfolk answer basic questions, like where to find food or shelter, ("Anybody in Melville would be happy to put you up."), or give them a rundown of the town. For more complex questions, they refer the heroes to Melvin, who lives in the center of town. If asked about the dangers surrounding the town, they laugh it off saying, "Everybody in Melville is free from fear." If pushed, they say that should anything bad arrive, Melvin will take care of it.

Should the characters talk to Melvin, he talks about the wonders of Melville and invites them to stay. Should that fail he'll use his *mind trick* psionic power to influence them to stay in the town. Melvin answers the heroes questions honestly, including the fact he has influenced the thoughts of everybody in town, though he explains "it's for their own good." He doesn't really care how the heroes react to the news since he plans to "take their minds" anyway, and it won't matter if they know what he's doing.

Breaking the Spell: Melville is held together in no small part because of Melvin's force of will. Should he die, the citizens slowly come out of their haze as their free will is restored. This process takes anywhere from minutes to days depending on the individual. Many of the people in Melville were born there and are terrified to find themselves "on their own" without anybody to tell them how to live their lives. Others remember their lives before they came to Melville and return to their old

personalities. This might be dangerous, since many of these were former raiders, but others were just travelers passing by.

Important NPCs

Melvin: Melvin's parents were both born before the Great War, though they didn't meet until afterwards. He was raised by a small band of survivors, and heard countless stories of how safe and peaceful the world was in the good old days. The survivors taught Melvin to read and showed him many pre-war books so he might know what the world once was. These stories inspired Melville to recreate the perfect pre-war small town.

As Melvin grew he also discovered he had telepathic abilities to influence people and read their thoughts. Early in his life he used these powers rarely, when he felt he "had to," but as he grew he found he "had to" use them with increasing frequency. Finally, when he saw his dream of a perfect town falling apart, he used his psionic powers freely to shape those around him into "perfect townsfolk" to live in his perfect town.

Melvin has the air of a kindly old man, and in many ways he is. He thinks of the people in Melville as children and he'll do whatever it takes to protect them. However, also like children, he doesn't trust them to take care of themselves, and he oversees every aspect of their lives.

Melvin is a man in his early seventies, though apart from his fading eyesight he remains remarkably healthy. He has peach-colored skin and thin gray hair. He wears wire-rim spectacles to aid his ailing vision.



Melvin the Mind-Taker

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d8, Investigation d6, Knowledge (Geography) d6, Knowledge (Post-War History) d6, Knowledge (Pre-War History) d8, Notice d6, Persuasion d8, Psionics d10, Taunt d8

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

Hindrances: Elderly, Hard of Hearing

Edges: Arcane Background (Psionics), Combat Reflexes, Command, Fervor, Inspire, Mentalist, New Power (3), Power Points (2)

Gear: Norman Rockwell art book.

Arcane Powers: 20 Power Points, *bolt*, *fear*, *healing*, *mind reading*, *mind trick*, *puppet*.

Billy: In another life Billy was called Mad Morgul and led a small band of raiders. This came to an end when his raiders attacked the town of Melville. Melvin took control of Billy's mind along with a few other raiders, and they killed or drove off the raiders who resisted Melvin's powers. Melvin now keeps Billy around as his personal bodyguard and butler.

Billy is just as cheerful and friendly as the rest of the people of Melville. He is compelled to do everything he can to protect Melvin, including jumping in front of attackers.

Billy is a large man with beige skin and black hair that Melvin ensures is always well kept. He has many scars from his former battles. While Mad Morgul dressed in animal skins, Billy wears wool suits made to look like pre-war business suits.

Billy is a Wild Card raider (page 114).

D49: Fort McCoy

Hidden: Notice

Population: 1 (soldier)

Salvage Value: 3

Resources: Military Firearms, Laser Weapons (see text)

Building: Hospital

Ruined Building: Machine Shop

Before the Great War, the United States Army used Fort McCoy to train soldiers. In the chaos of the War and its aftermath, the fort was abandoned and left to decay, however there is still one person alive in Fort McCoy.

Jurg Steiner was a member of the Australian Army who was at Fort McCoy to train on new weapon systems Australia was purchasing from the US. During his training, there was an accident and he was rushed to the fort's medical facilities. He was placed in an advanced recovery chamber, which not only healed his wounds, but prevented him from aging the whole time he remained there. When the heroes find him, he floats in a recovery tube, completely unaware of his surroundings. The heroes can awaken him by passing a Knowledge (Computers or Electronics) test, or a Repair or Healing test with a -2 penalty.

Upon awakening, Jurg is extremely disoriented.

If befriended, Jurg helps the group find the weapons described below, negating the penalty to their Notice test.

Salvage: Though the soldiers took most of the best equipment when they fled, the base still contains several hidden treasures. The most notable finds are the stash of laser weapons, a large supply of gasoline, and an almost functioning Joint Light Tactical Vehicle. Finding each of these requires a Notice check with a -2 penalty.

The laser weapon stockpile contains 6 laser pistols and 4 laser rifles in working condition, and three times as many that can be fixed with a Repair test at -4. If these weapons are repaired, they can give the community the Laser Weapons Resource Edge.

The base had an on-site gasoline station that still contains about 200 gallons of gas buried in underground tanks. The pumps that once brought the gas to the surface no longer work, but something can be jury-rigged with a Repair test. Note this is unleaded fuel, and will not work in diesel engines.

The Joint Light Tactical Vehicle is in one of the base's garages. It's in relatively good condition and can be made to run with a standard Repair test.

Important NPCs

Jurg Steiner: Jurg Steiner was born in Australia before the Great War, and joined the army when he became eligible. He served well, and soon found himself training new recruits. As global tensions rose, Jurg traveled to the United States to train with advanced new weapon systems, so he could then train other soldiers with them.

During training there was an accident, and Jurg was severely injured. Fortunately the military base where he was training also possessed the most advanced medical equipment in the world. He was placed in an advanced restorative chamber. The computer systems anesthetized him and began treating his injuries.

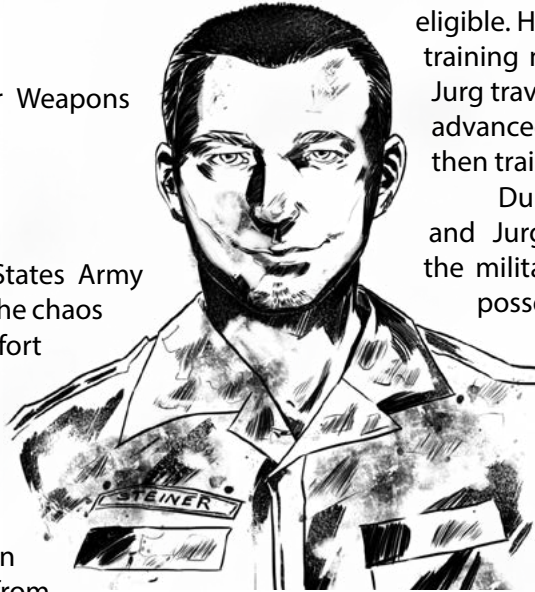
He was still in the chamber when the War broke out.

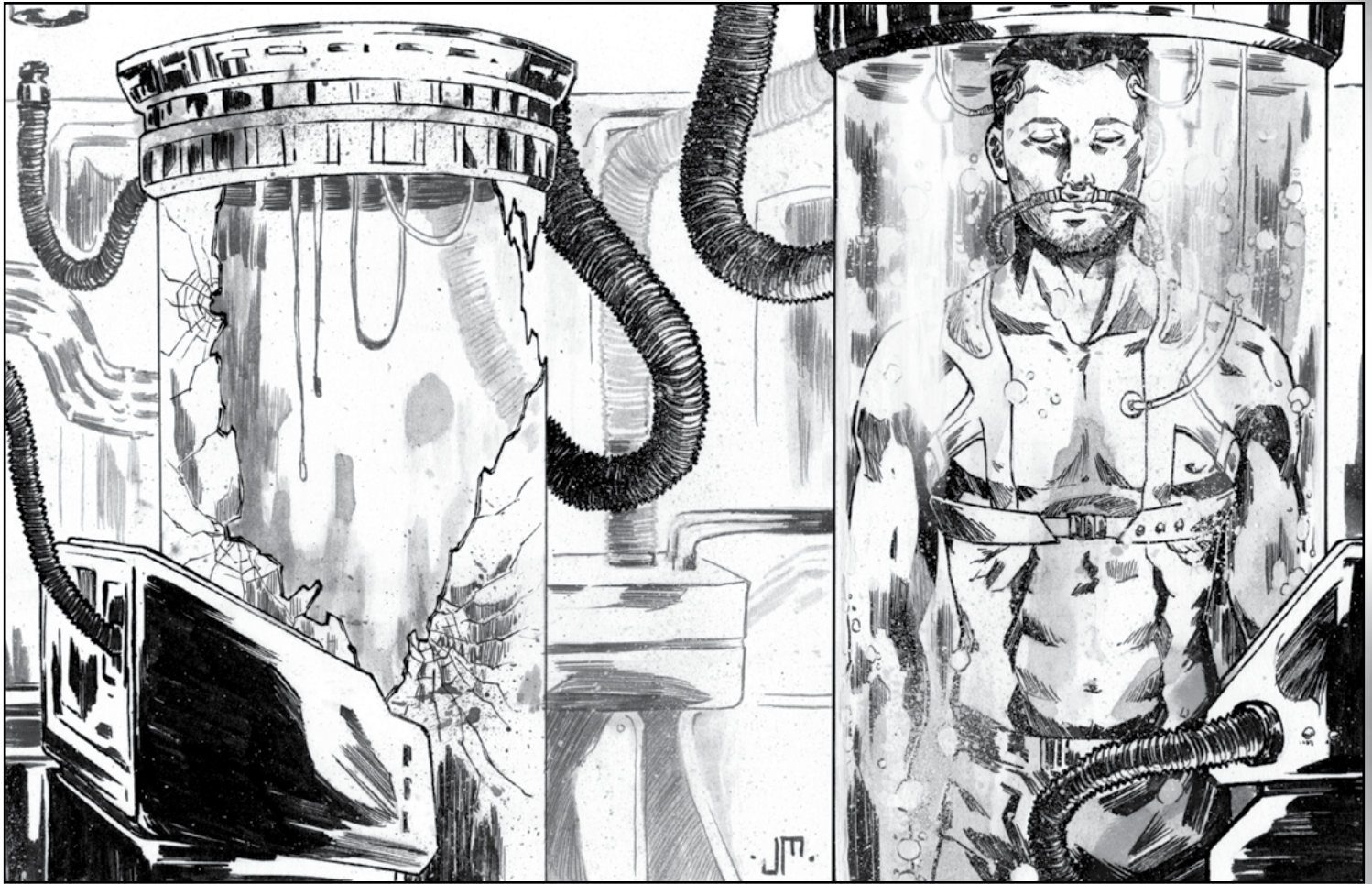
The base was in chaos. Somehow in the mess that followed, Jurg was forgotten. After his wounds were healed he should have been automatically released, but there was a glitch in the machine. It kept him trapped, but also constantly restored and renewed him. It kept him alive for decades, but his body and mind remained just as they had been when he was placed in the restoration chamber.

Assuming the characters release Jurg, he is initially extremely confused and disorientated. Since he does not recognize the heroes, and they are unlikely to wear any uniform he recognizes, he assumes they are hostile, and tries to evade them.

Jurg at first disbelieves that decades have gone by, but soon the evidence leaves him no choice but to accept it. He goes through a mourning process as he comes to realize that everybody he knew is long dead.

Jurg is unsure what he should do next, and is disturbed by many of the strange mutations he encounters. If left to his own devices, he decides he would like to return to his native Australia, even if it bears little resemblance to the world he once knew. He heads west, hoping once he reaches the coast he can find or build a boat that can carry him across the Pacific. If the heroes make a convincing argument, however, he joins their community.





Jurg Steiner

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Intimidation d8, Knowledge (Battle) d6, Knowledge (Pre-War History) d4, Shooting d10, Survival d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Clueless, Loyal

Edges: Command, Rock and Roll!, Steady Hands

Gear: —

D50: Mad City

Obvious

Population: 0

Salvage Value: 5

Resources: Books, Basic Firearms, Medicine Stockpile

Ruined Buildings: Hospital, Machine Shop, Radio Tower, Stadium

Madison, Wisconsin, was decimated by the Great War, but not by a nuclear device. Instead it suffered from a terrible biological weapon: a virus similar to rabies, but far more potent. It drove everyday citizens into violent

rages. Worse, another virus designed to increase natural healing combined with the first, and together they created a twisted form of mutated human. The direct survivors of the War dubbed them “hatters,” as in “mad as a hatter.” The name stuck, even though few people on *Broken Earth* get the reference.

Now what remains of Madison has become the domain of the hatters and other mutant beasts, including night haunts, giant roaches, and even a dragon or two.

Salvage: The mutant monsters inhabiting Mad City mean there have been very few salvagers in the town. The heroes can find many resources that most cities used up long ago, including weapons and ammo, gasoline, and medicine. While much has evaporated, rusted, or spoiled over the years, enough remains to be a major windfall. In addition to the normal rules for scrapping, each day the heroes search they can make a Notice check at -4. If they succeed, they find one of the resources listed above. There is also a 50% chance each day they are attacked by 2d6 hatters (see page 154).

D51: Cedar Ridge Wind Farm

See page 88.

Plot Points

The following adventure focus on monster country.

Missing Father

Where: Psi and TransGenome

When: Any time

The teenage mutant named Baxter is curious about the world outside his home in Psi and still holds out hope that his father might be out there somewhere. When the characters first arrive in Psi, Baxter asks them questions about their travels, the places they have seen, and the adventures they've had.

As he gets to know them, Baxter asks them if they've heard of TransGenome. Baxter tells the heroes he thinks there is valuable medical equipment there to salvage. If the heroes seem interested he offers to take the heroes there, on the condition that he receives an equal share of the salvage. Baxter has an ulterior motive of course, he hopes to find clues about what happened to his father, but he is reluctant to share that with the heroes.

The journey to the TransGenome campus is long and dangerous. There should be at least one random encounter with mutant predators on the way.

At TransGenome: When the group arrives at the TransGenome campus, they find it taken over by the descendants of the rhesus monkeys TransGenome once used in their laboratory experiments. Of course these monkeys have mutated in a wide variety of ways, but all of them are extremely aggressive. For more information see page 155.

Algernon's Remains: Despite Baxter's hopes, Algernon met his end at the TransGenome compound. His remains can be found in the Chase building at TransGenome. Amid the bones are the tattered remnants of Algernon's possessions, including his ring engraved with a serpent eating its tail, and his magnetic compass.

Kain: Kain escaped from TransGenome with his life, but without any useful technology. He tried to make his way back to the Psi, but he wasn't able to find the way. He ended up passing south of Psi, and overshooting the distance. He eventually arrived in the ruins of Superior, Wisconsin just outside of Wright Town. He still makes his home there today. For more about Kain, see page 105.

A Way out of Madness

Where: Mad City or TransGenome

When: Any time

Characters exploring Mad City or the TransGenome campus may come across the references to a cure for the virus causing people to transform into hatters. In order to do this, they first need to find the medical notes made by pre-war researchers.

Final Notes: If the heroes search the ruins of Mad City, and make a Notice test at -4, they discover the final notes of Dr. Jasmine Cooper, a biological researcher who was working on a vaccine against the virus that causes hatters, dangerous human mutants. She was a medical researcher working at the University of Wisconsin, Madison. As the city devolved into chaos, she locked herself in her lab and worked tirelessly to stop the terrible disease. She was close to a cure, but it came too late.

On top of her printed notes, a hand written note reads:

If you're reading this, I hope it's because they've already solved the Rabis-X virus, or the "hatter" problem as they're starting to call it. If they haven't solved it, I'll let you know what I can.

I've been infected. One got in the lab. Maybe I got careless. I don't know. It doesn't matter anyway. I'll be dead soon. I won't turn into one of them.

I think I was close to finding a vaccine. It worked in the mice trials, but didn't work on Mark. I must be missing something. I'm printing out all my notes. If those things get in they'll probably trash the computers.

I've also sent a copy to Dr. Flanders at the TransGenome campus outside of Green Bay. If you can't find what you need here, contact her. Maybe she'll figure out what I've missed.

I'm not sure if there's anything else I can do.

The Finished Vaccine: Jasmine sent Dr. Elizabeth Flanders her research on a vaccine for the virus. Elizabeth took Jasmine's research further and developed what she believed would be an effective vaccine. She tested it on tissue samples, but never got the chance to test it on a human test subject.

Though she developed a serum, it has long since been destroyed. However the heroes can attempt to recreate a vaccine if they have the proper equipment and a sample of blood from a hatter. The characters can accomplish this in a week with a Knowledge (Biology) test at -2, or a Healing test at -4. Alternatively, if the characters' community has a Hospital, they can assign it as a project that takes 3 weeks.

Once they create a cure for the disease, they must then distribute it, which can only be done through injection. The heroes might attempt to do this themselves, in which case run two or three combats against hatters over the course of a couple weeks. They might also assign the task as a project. In this case it takes four weeks, and the community must make a Force test. Failure means they must try again, spending another two months. A one on the Force die means the community loses 1d6 population. The characters might also solve the problem by sharing the cure with the Knights of Geneva, who are quite happy to cure the savages of Mad City, and who then begin increased salvaging operations.

The Green Empire

Just after the Great War, a few survivors saw the destruction as an opportunity. They would rebuild the world with a philosophy of environmentalism and sustainability. The survivors preserved a biodiesel plant and built the city of Eco around it. Using the diesel, they powered generators and vehicles, allowing them to fare better than the vast majority of post-apocalyptic survivors. As the survivors from Eco started to expand, they dubbed themselves the Green Republic, a new nation based on equality and ecology.

But what started as a utopian dream slowly morphed into a dystopian nightmare. To respond to raiders they became more militant. Forced labor which was initially used as punishment became generational slavery.

Now the Green Empire is an expansionist, totalitarian state seeking to control all of North America.

Currency

When the city of Eco began, it initially continued to use United States paper money. However, as the years passed, these remaining pieces of paper became increasingly tattered and torn, and fewer were in circulation, leading to deflation.

The people of Eco finally decided to create their own currency. They made a few attempts at producing another paper currency, but it was far too easy to counterfeit, and soon enough fake money made the system break down.

So the powers that be decided to go back to the ancient standard of coins made from precious metals. They raided pawnshops and dining rooms for gold and silver to melt down to make their currency. A mint was established in the capital to melt down and press all the new money.

The Green Empire uses two coins, a silver one dollar coin, and a gold fifty dollar coin. Both weigh five grams and are about the size of a pre-war US nickel. The government has looked into creating more coins with a wider range of values, but have not yet developed a cohesive plan. Each coin bares the empire's "Harvester" emblem on one side and the face of whoever was emperor when the coin was minted on the reverse.

Despite the presence of a currency system, barter is still common throughout the empire, especially in remote regions.

Mutations

The people of the Green Empire look on mutations with suspicion and fear. Those who possess mutations are charged more for lesser goods, and are frequently targeted for enslavement.

As bad as that is, it's worse for those with psionic powers. Psychics are generally despised, and frequently burned as witches. This is particularly true of anybody who possesses telepathic powers, as Emperor Harmony has declared that any such "mind benders" should be executed on sight.

Needless to say there are few with mutations or psionic powers in the Green Empire. Those who are not killed leave of their own accord, either heading to the much more tolerant Kingdom of Geneva, or venturing out on their own.

Important NPCs

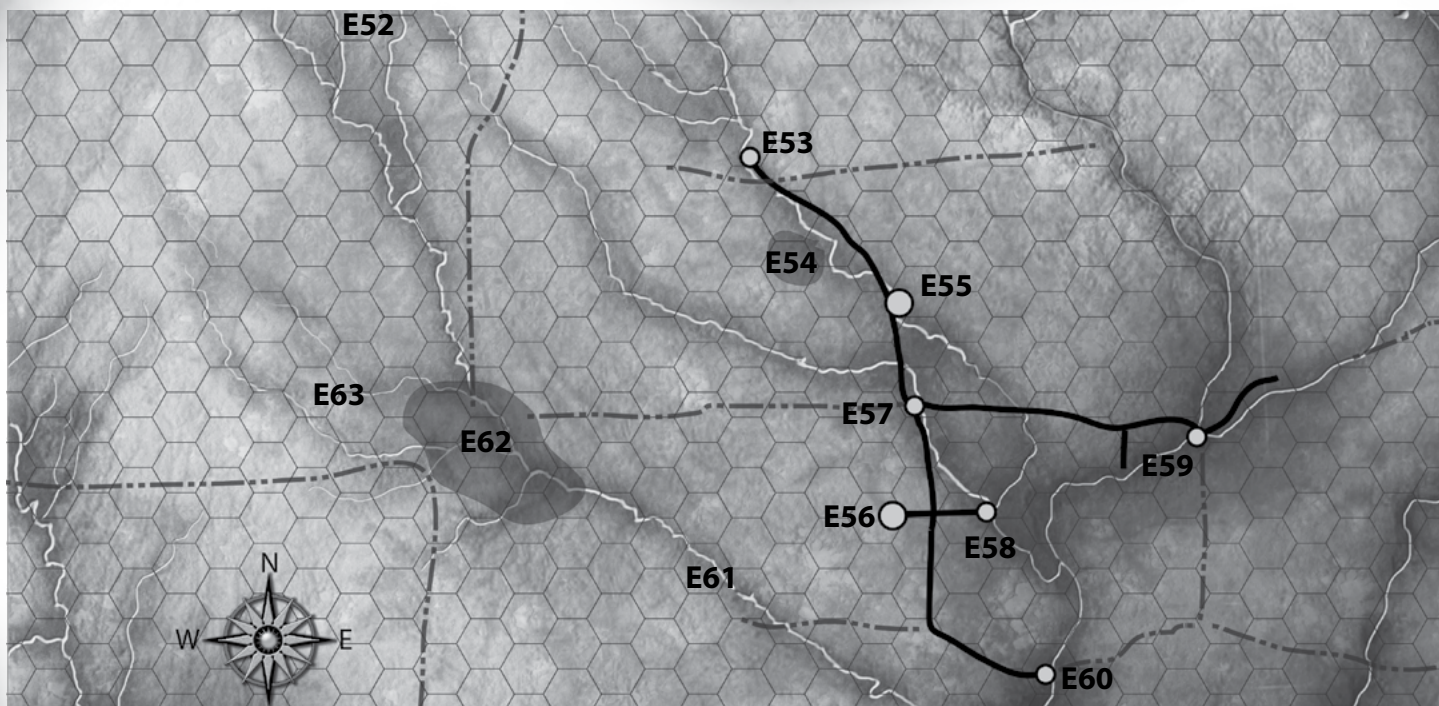
Emperor Harmony Rose: Harmony was the second child of the previous Emperor Simon Rose. As a child, she was groomed to serve as an adviser to her elder brother Daybreak, but a conspiracy of slaves assassinated her brother at his coronation. Minor slave rebellions quickly spread throughout the empire, but in her first act as emperor, Harmony had them brutally put down.

Harmony is extremely cunning and shrewd, but at just eighteen, Harmony is still impulsive and prone to mood swings. She has big dreams for her empire, and hopes it will one day regain control of what used to be the United States of America. She is not yet ready to move on Geneva or Scrap City, and hopes to claim more territory to the north and south to further strengthen her forces.

After the death of her brother, Harmony lives in fear for her life every day. She trusts nobody, and fears the slaves in the empire most of all. She never permits any slave to access the imperial grounds or her person.

Harmony is a young, slender woman with brown hair that she frequently arranges in complex and elegant styles. Both her ears are pierced as is her nose, though she wears more subtle jewelry than many in the empire.





Harmony Rose

Race: Human

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Gambling d6, Intimidation d10+2, Knowledge (Geography) d6, Knowledge (Technology) d6, Notice d6, Persuasion d10, Streetwise d6, Taunt d8+2

Charisma 2; **Pace** 6; **Parry** 4; **Toughness** 9 (4)

Hindrances: Anemic, Enemy (numerous), Vengeful (Minor)

Edges: Charismatic, Command, Command Presence, Elan, Fervor, Filthy Rich, Hold the Line!, Inspire, Lucky, Rich, Strong Willed

Gear: Laser pistol (15/30/60, Damage 3d6), personal force field, the Circlet of the Empire, various other jewelry.

Personal Force Field: Harmony's personal force field is a surviving piece of pre-war technology. It grants +4 Armor to the entire body and is not affected by weapons with Armor Piercing.

General Maxwell Kross: General Kross was born into a military family, and never even considered a path outside of the empire's army. He quickly rose through the ranks and soon commanded a large squad. He distinguished himself during the annexation of Burlington. Despite the fact his forces were undermanned, he made the best use of his superior equipment, battle strategy, and commanding presence to overcome the larger defensive force. He was also extremely brutal with the resistance, killing every enemy soldier, an act that earned him the name "the Butcher of Burlington."

Not long after the battle, Kross rose even further in the Green Empire's ranks, thanks in part to a series of mysterious "accidents." He has been the commanding general of the empire's forces for five years now. In this time the military has only responded to a handful of minor skirmishes against raiders, and Kross is getting restless. What good is a general without a war, after all? He is eying the Kingdom of Geneva. He's confident in his superior numbers and weapons, but hasn't yet gotten permission from the emperor, who is looking to the north for expansion. Kross knows any attempt to annex Scrap City would incur an attack from Geneva, so he prefers to take out the kingdom first.

Kross is a large man in his early forties. He has thinning, brown hair, and a large scar on his right cheek he received during the annexation of Burlington.



General Kross

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Driving d6, Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d6, Persuasion d6, Riding d4, Shooting d10, Survival d4

Charisma —; **Pace** 6; **Parry** 7; **Toughness** 12 (4) or 16 (8) against bullets

Hindrances: Bloodthirsty, Vengeful (Minor)

Edges: Brawny, Command, Command Presence, Fervor, Improved Nerves of Steel, Inspire, Nerves of Steel, No Mercy, Steady Hands, Tough as Nails

Gear: Laser rifle (30/60/120, Damage 3d6), heavy automatic pistol (15/30/60, Damage 2d8, AP 2), three grenades (5/10/20, Damage 3d6), short sword (Str+d6), Kevlar vest with inserts (+4), chalk.

E52: Crystal Lake Wind Farms

See page 88.

E53: Water

Obvious

Population: 307 (farmers, soldiers)

Salvage Value: 2

Resources: Basic Firearms

Water, which lies near the remains of Waterloo, Iowa, is the northernmost town under the control of the Green Empire. Like many towns in the empire, it's a farming community built around several large plantations that primarily raise soybeans to fuel the biodiesel plant.

Water is even more militant than usual thanks to the rule of Bane Vanders. He was once just a petty warlord who controlled the region before the Green Empire convinced him to join. Bane keeps a large number of soldiers in the town, ostensibly to protect from any threats coming from the north (and to be fair there are occasional threats), but the force is primarily used to keep the slaves in line and the free folk from questioning his authority. Bane is ruthless about hunting down escaped slaves. His men track down anybody who flees, publicly torture them, and then assign the offenders the most back-breaking work possible. He and his men regularly patrol the area around the town, just to be sure nothing is amiss.

Important NPCs

Bane Vanders: Bane was the son of a warlord who held onto a prime chunk of land through violence, and wasn't afraid to strike at others when they seemed weak. Bane was raised to be his father's son to continue the line, as indeed he did when his father fell in battle.

Bane ruled the area near Waterloo for many years, primarily by eating the crops of farmers he "protected," and occasionally raiding lands to the south or east. As the Green Empire expanded, his land caught their eye. Though the empire knew it could take the area by force, such a campaign would be expensive and bloody. So they offered Bane a deal: he could rule the town as governor provided he recognized the empire's authority. His farmers would grow fuel crops, and in return he'd get fuel and technology. Bane was impressed by the empire's representatives, and took them up on their offer. He has not regretted it and feels the empire has only helped him solidify his power.

Bane is a large, muscular man with long blond hair he keeps in a braid. He has several scars and piercings, in his ears, nose, and eyebrows, in which he wears golden rings.

Bane uses the same stats as Reaper (page 114), but replace the Riding skill with Driving.

Corin: Corin is a young slave who dreams of escaping or rising up against his masters. He was not always a slave, but once belonged to a tribe of wandering nomads who roamed the wilderness hunting, gathering, and scavenging pre-war items for trade. The tribe was well educated and had an unusual knack for finding just the right piece of pre-war tech. Corin's tribe ventured into the area near Water to trade, but Bane Vanders didn't like the tribesfolk sharing news of the world far away. So he and his men attacked the tribe, killed any who resisted, and sold the rest into slavery. Of course Bane kept many of the best slaves for himself. Though quite smart and well educated, Corin faked illiteracy and was given to work the fields of Bane's top lieutenant.

Corin is constantly making plans about how to escape the plantation, and fantasizes about repaying his masters for their treatment, but he knows that such an attempt will almost certainly get him killed or worse. In the meantime, Corin is secretly teaching a few of the other slaves how to read, but he is extremely careful about who he teaches, fearing that some slaves might betray his secret.

Corin is a boy in his early teens. He has sandy-brown hair, and green eyes. Like most slaves he wears tattered clothing and his back is scarred from whip marks. He normally keeps his gaze on the ground, but if any catch his eyes they find it filled with a spark of mischievous intelligence.



**Corin****Race:** Human**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6**Skills:** Knowledge (Agriculture) d4, Knowledge (Technology) d6, Lockpicking d4, Notice d8, Repair d4, Stealth d10**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 4**Hindrances:** Loyal, Poverty, Young**Edges:** Extraction, Quick**Gear:** —

E54: Duane Arnold Energy Center

See page 88.

E55: Cedar

Obvious**Population:** 2,599 (farmers, mechanics, soldiers)**Salvage Value:** 3**Resources:** Books, Basic Firearms**Buildings:** Watch Tower, Walls, Machine Shop, Library

What once was the city of Cedar Rapids, Iowa, was left relatively intact after the Great War. As such, the people in the burgeoning community of Eco turned to it as a primary target for salvage. They started by sending out salvage missions in the morning and returning before dark, but soon enough established temporary, then permanent, camps to salvage material from the ruins. Before they knew it, the people of Eco had established the second city in what became the Green Empire.

While Eco is still the capital and production center of the empire, Cedar is slightly larger and is in many ways the economic center of the empire. It is better positioned for trade and is close to a source of salvage. Its population is slightly larger than Eco and more cosmopolitan. It features trade of all sorts, including food, fuel, weapons, pre-war tech, and new goods, but the two biggest markets are the two pillars of the empire: vehicles and slaves.

E56: Eco

Obvious**Population:** 1,940 (improved farmers, engineers)**Salvage Value:** 3**Resources:** Books, Military Firearms, Medicine Stockpile**Buildings:** Watch Tower, Walls, Machine Shop, Biodiesel Plant

Eco was the first city founded in what would become the Green Empire, and serves as its capital. It houses not only the center of government, but also the empire's biodiesel plant, its most important asset.

If the players manage to capture Eco, or learn enough about the diesel refinery to build their own, they unlock the following Community Edge.

Biodiesel Refinery

Requires: Machine Shop, Engineers, Farmers, Mechanics, 30 Build, 20 Weeks

This functioning plant refines soy into biodiesel, producing up to a million gallons each year.

Community Benefits: The community's Economy increases by two die types. Biodiesel becomes readily available in the PCs' community.**PC Benefit:** PCs can requisition enough biodiesel to fuel a single vehicle on a regular basis.

Eco is built near the pre-war city of Washington, Iowa, which survived the War relatively intact. Afterwards a group of locals mixed with a band of environmentalists to keep the town's biodiesel plant running, which helped them survive that horrible first winter and adapt to the changing world.

The plant is the heart of Eco, and it is heavily guarded. It's ringed with walls, gates, and watch towers. Armed guards keep a watchful eye looking every direction, and search every incoming vehicle.

While the plant is the heart of the city, it isn't the only important structure. The powers of government reside in Eco. Emperor Harmony holds court at her palace, while General Kross goes over military strategy at Military Headquarters. The Imperial Mint turns out the nation's supply of gold and silver coins.

While not quite as cosmopolitan as Cedar, Eco is quite large by post-apocalyptic standards and features large markets where people can find a wide range of goods.

E57: Crossroads

Obvious**Population:** 180 (farmers)**Salvage Value:** 2**Resources:** Basic Firearms**Building:** Watch Tower

Iowa City was leveled by a nuclear attack during the Great War, and most items of value were lost. However, as Cedar grew to be a city of its own, the numbers of foot and horse travelers between Cedar and Eco started increasing, and more and more people looked for a place to rest. Somebody founded an inn at the intersection of what was once Interstates 80 and 380, and the town of Crossroads grew up around it.

As more and more people acquired motorized vehicles, Crossroads' role as a stopover point decreased, but never completely went away. It now also serves as a

hub for the nearby farmers who grow the soybeans used to make the biodiesel that fuels the Green Empire.

E58: The Docks

Obvious

Population: 242 (farmers)

Salvage Value: 2

Resources: Basic Firearms

Building: Watch Tower

Like Crossroads, the Docks came into being because of its convenient location, but in the case of the Docks, its location is on the water rather than the road. Eco doesn't have good access to the water, so as Cedar became an established city, and the Green Republic started trading with Burlington and Daven, the empire sought an easier way to connect Eco to the Cedar River, which in turn connected it to the Mississippi.

Thus they refurbished the road going east to the Cedar River, and built docks to load and unload material. A small community grew up around the docks, mostly focused on building, maintaining, running, and loading the boats running up and down the Cedar and Mississippi Rivers. Like everywhere in the empire, there are also farms nearby.

E59: Daven

Obvious

Population: 712 (farmers)

Salvage Value: 3

Resources: Basic Firearms

Buildings: Watch Tower

In the aftermath of the Great War, many survivors came to the ruins of Davenport, Iowa and the other nearby cities to seek shelter, and salvage any goods they could. These survivors slowly formed a community, which came to be called Daven.

When the people of Daven learned about other surviving communities, like Burlington and Eco, Daven established alliances and trading missions with the other towns. Unlike Burlington, when the Green Republic slowly morphed into the Green Empire, Daven didn't break ties. The alliance with the Green Empire initially began as an equal partnership, but as time went on the empire began making more and more demands and giving less and less back. When Emperor Harmony Rose came to power upon her brother's death, one of her earliest acts was to "Welcome Daven into the empire."

The Slaughter of Burlington was still fresh in many people's minds, so the leaders of Daven decided not to resist the empire. They instead negotiated an annexation process that left them with as much independence

as possible. In the end, they were given permission to create local laws and police themselves, as long as they respected the laws of the empire and paid their taxes.

The most important difference between Daven and the rest of the empire is the absence of slave markets. Nobody is allowed to purchase slaves, and no citizen can be sold into slavery. However slaves sold elsewhere in the empire remain enslaved. Travelers frequently pass through with their enslaved retinue, and some citizens of Daven purchase slaves in other cities and bring them to Daven.

Daven is sometimes called the "bread basket" of the empire, and much of its food is grown on the nearby farms. These farmers make less profit than the plantation farmers who grow soy beans for the biodiesel plant. However many of them still remember the stories passed down from their great-grandparents about the time just after the War. Then, people starved despite being surrounded by acres of farm land, because the farms were growing feed corn for animals, which wasn't fit for humans.

Daven is also the closet city to Scrap City, and thus has many goods and services that support trade going to and from that city.

Important NPCs

Tamika Davis: Unlike the other cities in the empire, the people of Daven are still allowed to elect their own mayor, and Tamika Davis won the last two elections. Tamika is a skilled administrator and has earned a reputation for getting the job done.

Tamika is always walking a fine line between asserting Daven's independence and appeasing the empire. She frequently has to convince the more zealous elements of Daven they have more to lose by angering the empire than they have to gain by flaunting its laws. At the same time she has secretly contacted Sir Arthur Flores, leader of the Knights of Geneva, hoping to elicit the kingdom's aid should the worst happen.

Tamika is a woman in her mid-forties with an average build. She has coffee-colored skin and curly black hair she wears in short dreadlocks.

Tamika Davis uses the stats of a council member (see page 94).

Father Glen Lyons: Father Glen Lyons is a Revealed preacher who was born and raised in Burlington and who vehemently opposed it joining the Green Empire. He believes Harmony Rose is the anti-Christ, and that by aligning with her, the people of Daven are condemning themselves to Hell. Since he failed to stop the takeover, he has turned his focus to combating the evils of slavery. Publicly, he gives fiery speeches about the dignity of all human life, and that "by enslaving others we enslave ourselves." He also covertly heads a group dedicated

to smuggling slaves out of the empire, bringing them overland to Scrap City, and then by boat to Geneva.

Father Lyons can go from an impassioned soapbox preacher to a calculating conspirator at the drop of a hat, and his frequent shifts of personality often unsettle those around him. While passionate about his faith, and always looking for converts, he also knows when to push the message and when to back off. Saving souls is long, arduous work and some souls take decades to come into the fold.

Glen is a tall, lanky man in his late thirties. He has olive skin and dark brown hair and beard, both of which he lets grow “as the Lord sees fit.”

Father Glen Lyons uses the stats of a council member (see page 94).

E60: Burlington

Obvious

Population: 421 (farmers, soldiers)

Salvage Value: 3

Resources: Military Firearms

Buildings: Watch Tower, Walls

Burlington was once an independent community that grew up in the ruins of the lowan city of the same name. When the Great War struck, enough citizens of Burlington survived to reestablish a town and support themselves by farming and hunting. Over the decades, it struggled with disease and raiders but always bounced back.

In the early years it traded with the people of the Green Empire (when it was still the Green Republic). However as the Green Empire slowly turned to slavery and despotism, Burlington closed its doors to the empire.

For two decades more the communities existed, quietly neglecting each other. Burlington built up slowly, while the empire built outwards. Towards the end of his life Emperor Carlos Rose, Harmony's father, grew both power-hungry and paranoid. He decided Burlington was too much of a threat and too much of a prize, so he ordered an attack. In his paranoia of a counterattack, he ordered most of his forces to stay close to home, and sent only a small force to take Burlington. It was a brutal fight that came to be known as the Slaughter of Burlington (officially called the Annexation of Burlington). In the end, a third of the empire's troops died on the field, and the Burlington militia was completely wiped out.

Many of Burlington's citizens were enslaved and dispersed throughout the empire, and many new residents from the capital settled in Burlington. However resentment and a desire for revenge runs deep in the city. None act openly for fear of incurring another slaughter, but many quietly sabotage the empire in ways that can look like accidents. The rest of Burlington is a powder keg waiting to explode.

Important NPCs

Condor Black: Condor Black is the military governor of Burlington. He comes from Eco and was personally appointed by Emperor Carlos Rose. He is a masochist at heart, but he also subscribes to the emperor's policy of rewarding allies and punishing enemies. When he assumed control, he issued a pardon to any citizens of Burlington who renounced their rebellious ways, however he also made it clear that should anybody continue to rebel their lives would be forfeit, a threat he has followed through on with public executions.

In person Condor is a charismatic and intellectual man. He is quick with a joke and is especially known for his biting jibes.

Condor Black is an athletic man in his mid-forties. He has black hair he keeps cut short, and a neatly trimmed goatee.

Condor Black uses the same stats as a Wright family member (page 103), but without the Wright Family Edge.

Rocket Alexander: Rocket Alexander survived the Slaughter of Burlington as a civilian. She accepted Governor Black's offer of a pardon, but she has not given up the idea of freeing Burlington from the empire's rule. Rocket has simply taken the operation underground. Rocket constantly looks for ways to sabotage the empire that are subtle enough not to draw attention. She, and a very small handpicked group of allies, have helped slaves escape, and sabotaged equipment.

Rocket was a once-slender woman who is filling out as she reaches her fifties. Her auburn hair is starting to show signs of gray, and her face is starting to crease.

Rocket Alexander is a Wild Card farmer (page 108).

E61: Ottumwa Dam

See page 88.

E62: The Dead Zone

Hidden: Notice

Population: 41 (foragers)

Salvage Value: 1

The area near what was once Des Moines, Iowa was hit hard in the Great War. The city itself suffered a direct hit from a nuclear warhead, and a highly radioactive “salt sower” bomb detonated nearby, withering what was once the bread basket of the United States. The radiation levels have slowly waned through the years, and it is now relatively safe to pass through the area, but prolonged exposure or eating plants native to the area is still dangerous, and most humans and animals avoid the area.

The exception are those creatures mutated by the ERR virus. A number of freaks make their home in the

dead zone, though they primarily live alone or in small family groups.

E63: Missile Silo

See page 82.

Plot Points

These adventures take place in the Green Empire.

Fermenting Rebellion

Where: Water

When: Any time

After the heroes have spent at least a day in Water, allow them to make a Notice test opposed by Corin's (page 133) Stealth to realize the young man has been following them. If the heroes want to talk to him, they can attempt a Persuade Test with a -2 penalty. If they fail he runs, but later slips one character a note asking them to come to the slave quarters later that night.

Corin is full of questions about the heroes and where they came from. He is really trying to suss out what kind of people they are. If he thinks he can trust them he asks the questions he really wants to know, whether they have slaves where characters come from, and if they can take Corin there.

If the heroes have demonstrated combat skills, Corin may go even further. He knows Bane and his men will come after him, so he suggests taking them out first. Corin helps any way he can, by creating a distraction, or sneaking them in quietly. He's even willing to fight, but he doesn't have much experience. Corin can enlist a few other slaves to help, but he doesn't want to let too many people know in case Bane's people overhear.

If the heroes defeat Bane, many of his minions flee, but others stay and try to get revenge on the heroes or take on the mantle of leader. The number of enemies below reflects roughly how many foes the heroes face throughout the entire process, though they'll likely not be ready to attack all at once. Break them up as best fits the group's tactics.

Bane Vandars (1): See page 133 and 114.

Elite Slavers (2 per PC): See page 74.

Slavers (4 per PC): See page 68.

Making an Escape

There are roughly 200 slaves in the area around Water, spread out among various plantations. It takes time for the word to go out to all of them, and even then it takes longer for them to get organized. However, if the heroes want, they can eventually let all the slaves know they are free and if they wish, may flee to the heroes' community.

Long Journey: If the heroes try to get back to their home community with all the people who escaped from Water, it's a long trek. Unless the heroes brought an extreme amount of food, it is very difficult to feed the mass of people, as most of them know little about foraging. Travel is slow, since some escapees are young or injured. Calculate travel time using a Pace of 4. The empire's plantations have some vehicles, but certainly not enough to hold all of the escapees, and even if they did, not enough people know how to drive them.

Worse yet, others from the Green Empire learn about the mass exodus soon enough, and dispatch trackers to follow them. The first group of trackers arrives on the sixth day of travel.

The group has one SUV, that carries additional fuel, and each other slaver rides a dirt bike. They spread out as they travel to cover more ground, but should any detect the heroes' group, they quickly signal the others.

Elite Slavers (2): Riding on the SUV, see page 74.

Slavers (2 per PC): Riding dirt bikes, see page 68.

On the tenth day another group catches up with the escapees. This group is larger, but not everybody has vehicles. There are two elite slavers in an SUV and the rest of the elite slavers ride dirt bikes, while the other slavers ride horses. Like the first search party, they spread out to cover more ground.

Elite Slavers (1 per PC): Riding in the SUV or on dirt bikes, see page 74.

Slavers (3 per PC): Riding horses, see page 68.

Once the group defeats the second group of slavers, they don't need to worry about anybody attacking them immediately, however they are probably now at war with the Green Empire. See **War with the Empire** (page 138).

Making a Stand

Alternatively the heroes might try to hold onto the town of Water, to claim it as their own, or set it up as a new community where the former slaves can fend for themselves. This might be possible, but is extremely risky. Some, loyal to the Green Empire, doubtlessly escaped and run to Cedar. From there, word spreads and the empire raises an army to retake the town. This army is almost certainly better trained and better equipped than the former slaves of Water, and they arrive within seven days of the revolt.

Use the Mass Battle rules in the core rulebook to run this conflict. There are roughly 200 slaves in Water, but only about 100 of those are able to join the heroes in a fight. They are also poorly equipped and have no martial training, so they count as half that number for the purpose of determining the army's strength.

The Green Empire is perhaps overly confident of its ability to put down the rebellion, and initially dispatches an army of 100 soldiers. These soldiers are better armed than most, and they gain an additional two tokens for the battle.

Even if the heroes' group repels the first attack, the Green Empire doesn't tolerate such opposition for long. For more on their further plans, see **War with the Empire**.

War with the Empire

Where: Anywhere

When: Any time

Conflict with members of the Green Empire launches the heroes into this adventure, so it may be no surprise that a greater conflict with the Empire itself is likely. The leadership of the Green Empire might not miss Bella's small fort should it go "missing," but if the heroes make any public incursion into the empire itself, they prod the empire to war. This is extremely dangerous as the Green Empires is one of the most powerful communities on *Broken Earth*.

The Green Empire can marshal roughly 1,200 soldiers, but at least 300 of these are permanently stationed at Eco to protect the city and the biodiesel plant. Another 300 remain in other towns in the empire to garrison them. This leaves roughly 600 troops to serve as an offensive force. Depending on the characters' actions, this offensive force might deploy to meet the heroes' army, retake lost territory, or even march north to destroy the group's home settlement. This offensive force might split itself if it faces a threat from multiple fronts (such as if the heroes ally with the Kingdom of Geneva).

Because the Green Empire's forces are better equipped than the typical post-apocalyptic force, in mass combat they receive one additional token per 100 soldiers. General Kross leads the largest faction of the offensive force.

Freedom Run

Where: Daven

When: After the heroes have befriended Father Glen Lyons

If the group spends enough time in Daven, they likely hear of Glen Lyons, or hear him preach. Unless they are disguised, he recognizes them as outsiders and tries to ascertain their sympathies. If he decides the heroes oppose slavery and that they're trustworthy, he asks for help.

Glen and his "friends" try to smuggle escaped slaves out of the empire, but it's a dangerous job. Two smugglers were recently killed and now everybody else is too scared

to act. Glen currently has three escaped slaves living in a safe-house in town, and needs somebody to transport them.

Glen can provide the heroes with a wagon that has a false bottom, beneath which they can stash the escaped slaves. However, he cannot spare horses, so if they don't already have some, they need to purchase them (at standard rates).

The Pick Up: Glen gives the group a location to meet him at in the dead of night. There he introduces the heroes to the escapees, a man named Chaff, his wife Olive, and their four-year-old daughter Mouse. The slaves are all extremely deferential and will do whatever the heroes say.

Glen tells the heroes to travel to Scrap City and find a junk dealer named Alejandro, a member of the Ravens faction. He will take the slaves, and get them on the next boat heading to Geneva.

Trackers: On their second day out of Daven, a group of slave hunters catch up with the group. They force the heroes to stop and demand the right to search their belongings under the authority of the Green Empire. They make it clear they're looking for escaped slaves and even brag about having "planted a couple of slave lovers" not long ago.

The trackers are dedicated to their task, and are not likely to back down even if bribed. Give the characters a -4 penalty to any Persuasion or Intimidation checks they make to get the slavers to pass by without a thorough search.

If the slavers get a chance to search the wagon, make a group Notice check with a -2 penalty. If it succeeds, the slavers find the trap door built into the wagon, and the slaves inside. At this point the trackers give the heroes one chance to surrender and return to Eco for "justice." If they don't accept, the slavers attack.

Elite Slaver (1 per PC): See page 74.

Wild Card Elite Slaver (1): See page 74.

Vehicles: The Wild Card elite slaver and two other elite slavers ride in an SUV, while the rest of the slavers ride on dirt bikes.

Another Minor Problem: Once the heroes arrive at Scrap City, they encounter another problem. Their contact, Alejandro, has been killed by one of his own. The new leader, Zander, wants to strengthen ties with the Green Empire, and has no desire to help some escaped slaves. In fact he might even turn them over to the next empire trade mission in the hopes of a reward.

The heroes might be able to bring the slaves to another faction that trades more with Geneva, such as the Monkey Men or Zombies, or they can bring the escapees to Geneva themselves, or even smuggle them someplace else, like their home community.

The Kingdom of Geneva

After the Great War, what was once Wisconsin suffered especially high rates of monstrous mutations. While most people fled from these monsters or perished, a few brave souls challenged the monsters and the best of these carved out a sliver of civilization. These heroes were quickly elevated to positions of power, and a system similar to medieval feudalism reemerged. Various lords protected the nearby farms in exchange for taxes of food and service, and at the heart of this was the most powerful lord, the King of Geneva.

The Kingdom of Geneva, centered on what was once Lake Geneva, Wisconsin, not only developed a quasi-medieval feudal system, it also patterns many other elements of its society after the historical records from the time, and sometimes fantasy fiction that mimics the time (and many people don't know the difference between the two). Mounted knights are commonplace, and those who harness psionic powers or highly advanced technology are labeled wizards.

Their imitation medieval mindset doesn't mean they ignore the realities of the post-apocalyptic world. They are happy to use pre-war technology when they find it, and indeed maintain positive trading relationships with several groups in Scrap City. Their social values are quite modern and egalitarian. Humans, freaks, simians, and other mutants work together harmoniously. (This is perhaps a result of fantasy fiction where humans often allied with elves, dwarves, and other strange creatures.)

History: John Hanson the First began life as little more than a wandering mercenary, until one fateful day a band of survivors hired him to protect their settlement from raiders. While preparing for battle, he met and fell in love with a woman named Shari Larsen, and after they defeated the bandits, she convinced him to stay and join the Knights of Geneva. John worked his way up the ranks of the knights until he became their leader, and later the first king of Geneva.

Important NPCs

His Majesty John Hanson III, King of Geneva, Protector of the Realm: John Hanson III is the grandson of the original John Hanson, the first king of Geneva. The king believes himself a wise and just ruler and friend of the people. While he is well liked, some among his inner circle

believe King John worries too much about his image, and not enough about the health of his realm. He is overly fond of public festivals and public works projects, and does not worry about where to get the material and labor to accomplish them.

King John has kept the Knights of Geneva strong and recognizes the threat from monsters to the north, but has otherwise let the military languish and doesn't acknowledge human threats to his kingdom. He believes the bandit problem solved, and despite their differences, diplomacy can solve any disputes between Geneva and the Green Empire. King John also sees no problems with his marriage, and thinks his children will grow up to be splendid rulers, despite the fact his wife is dissatisfied and his children are spoiled brats.

King John Hanson III is an athletically built man in his mid-thirties. He has blue eyes, golden blond hair and a neatly trimmed, full beard.



King John Hanson III

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Gambling d6, Knowledge (Geography) d6, Knowledge (Post-War History) d8, Knowledge (Pre-War History) d4, Notice d6, Persuasion d10, Riding d10, Shooting d6, Tracking d4

Charisma: 2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Code of Honor, Overconfident

Edges: Command, Command Presence, Filthy Rich, Inspire, Rich

Gear: Molecular sword (Attack d8+2, Damage Str+d8), chain vest (+2), medium shield (+2 against ranged, Parry+1), the Crown of Geneva.



Queen Mara Hanson: Queen Mara was the daughter of the lord mayor of Bel in western Geneva when she met then Prince John III.

She thought it was love at first sight, but after several years of marriage, she has realized she was more in love with the idea of the king, or perhaps his public image, than with the king himself. She does not love King John, and worse, she doesn't respect him. She thinks Geneva is far more fragile than it appears and they need to put far more



effort into shoring up their defenses. She also believes they need to work harder to regain the technology lost in the Great War.

Mara has grown distant from her husband in recent years, and has increasingly been spending time with Sir Flores. Though neither has acted on it, they have both developed romantic feelings for each other.

Queen Mara is a woman in her late thirties with fair skin and long auburn hair. While she wears elegant gowns while at court, she prefers more practical "peasant" fare at home.



Queen Mara Hanson

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Healing d6, Investigation d8, Fighting d4, Knowledge (Post-War History) d8, Notice d10+2, Persuasion d8, Riding d6, Shooting d8, Stealth d6

Charisma: 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bad Luck, Cautious

Edges: Alertness, Attractive, Filthy Rich, Marksman, Rich

Gear: Bow (12/24/48, Damage 2d6), Dagger (Str+d6), pre-war silk fan.

The Knights of Geneva

The Knights of Geneva in many ways made the kingdom what it is today. Just after the Great War, a group of amateur historians and re-enactors gathered together and decided that the best way to survive the future was to learn from the past. They saw bands of thugs and raiders taking from the weak and decided to do something about it. They mounted their horses, donned their armor, and sharpened their once-prop weapons to a fine edge. When they successfully defended a struggling group of survivors from raiders, the Knights of Geneva were born.

As the years went on, more survivors flocked to the town of Geneva, seeking the safety the knights offered. They realized they were becoming something more than just a group of do-gooders, they were becoming a small kingdom. Thus, the leader of the knights, John Hanson was elected king.

In the decades since, the knights have continued to serve the realm and protect the innocent from attack. They drove off the bandits that once frequented the lands east of Geneva, and now primarily patrol the northern border to keep out mutant monsters.

Knights undergo years of rigorous training, and many initiates wash out. The training focuses primarily on horsemanship, combat, and tactics, but also includes reading and basic mathematics.

While the knights model themselves after an idealized image of the knights of old, they don't ignore the facts of the modern world. Geneva has the technology to craft plate armor, crossbows, and swords, so these are their main weapons. When they acquire guns, they recognize their use, but since they can make neither guns nor ammo, firearms are rare. Similarly Geneva breeds horses because they cannot create diesel, but they recognize the superior speed of the Green Empire's motorized vehicles.

Important NPCs

Sir Arthur Flores: Sir Arthur Flores is a renowned knight and the current leader of the Knights of Geneva. He spent many years in his youth defending the northern reaches of the land from the mutant monsters filling the area. He gained fame when he single-handedly defeated a "dragon" that had demolished several settlements. This fame thrust him into leadership roles, first commanding small squads of knights, and slowly gaining more command until eventually he was raised to the position of head commander of the Knights of Geneva.

Under his leadership, the Knights of Geneva have grown in strength, but sadly shrunk in focus. King John thinks the knights need only worry about the mutant monsters to the north and will not allow Flores to work preemptively to root out bandits or gather reconnaissance about the Green Empire. In response, Sir Flores has started allowing the occasional "knights-errant" to leave the hierarchy of the Knights of Geneva and explore the world on their own. Flores believes the information the knights learn is more useful than their swords patrolling the northern border.

Even this small rebellion against the King makes Sir Flores uneasy, but in his heart he wonders if it might someday be necessary to defy the king to protect the realm. Flores is even more uncomfortable with the romantic feelings he has developed for Queen Mara.

Sir Arthur Flores is a muscular man in his early forties. He has dark tan skin, brown eyes, and dark brown hair he keeps closely cropped. He has several scars from his battles with monsters, most notably a large diagonal scar running diagonally from his forehead to his left cheek.



Sir Arthur Flores

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d12, Intimidation d10, Notice d6, Riding d12, Shooting d4, Survival d6

Charisma: —; **Pace:** 6; **Parry:** 10; **Toughness:** 10 (3)

Edges: Heroic, Loyal, Vow (to protect and obey the king)

Edges: Block, Brawny, Combat Reflexes, Command, Counter Attack, Fervor, Giant Killer, Nerves of Steel, Trademark Weapon (Dragonbane)

Gear: Long sword "Dragonbane" (Str+d8), crossbow (15/30/60, Damage 2d6, AP 2), dagger (Str+d4), full plate (+3), steel helmet (+3), medium shield (+2 against ranged, Parry+1), barding (war horse), war horse, a woman's handkerchief stained with blood.

Knights of Geneva: Knights of Geneva are highly trained mounted warriors who are sworn to protect the kingdom.

Knight of Geneva

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d10, Shooting d6, Survival d4

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

Hindrances: Code of Honor, Loyal, Vow (to protect Geneva)

Edges: Block, Brawny, Counterattack

Gear: Long sword (Str+d8), crossbow (15/30/60, Damage 2d6, AP 2), dagger (Str+d4), full plate (+3), steel helmet (+3), war horse.

The Wizards of Geneva

Geneva has an unusually high number of psionics. Nearly five percent of the population possesses some level of psychic ability. This is likely due to their proximity to TransGenome and other sources of genetic experimentation, though nobody in Geneva knows it. With the large influence of fantasy fiction on their society, the people of Geneva believe these psionic powers to be "magic," and call the people who use them "wizards," "witches," "sorcerers," and "magic-users."

Early in its history, the rulers of Geneva realized these wizards could be either a force for great good in the kingdom, or terrible evil. Thus they sought to guide the development of all future wizards. They created a school where anybody who possessed psionic power could attend for free, and regularly sent wizards through the towns and villages looking for anybody with natural talent. After they complete their schooling, wizards can easily find gainful employment. Many work with the Knights of Geneva to protect the kingdom. Others return to their communities, and use their magic to work as healers or advisers.

The Wizards of Geneva are not as structured an order as the Knights, but it is a small enough community that they keep an eye on each other, and watch for signs of wizards who might turn to the "dark arts," the Wizard's term for using their magic for evil.

Important NPCs

High Sorceress Bianca Lopez: Bianca Lopez was one of the first students to study at the Academy after it was

established in Tower Town. Like most psionics, the Wizards found her when she was young and took her to train. She excelled at her classes and was a favorite of her teachers. After she finished her schooling, Bianca went to the Knights of Geneva and was a major player in the campaign to wipe out the raiders that once lived to the east.

After several years with the Knights, she was offered a faculty position at the Academy, which she happily accepted. She found a passion and talent for teaching. She was also skilled at making friends among faculty, so when the position of headmaster opened, she was overwhelmingly elected.

As the new headmaster Bianca also became an adviser to King John III; she now splits her time between Tower Town and Geneva. Like Sir Flores, she believes King John is too focused on the mutants to the north, but she doesn't think the greatest threat to the kingdom comes from an outside group. She thinks it comes from within.

Bianca is starting to gather information about the Children of the Dragon, and from all she's gathered, the Children seem far more dangerous than an actual dragon, or even the Green Empire. King John, while somewhat ineffectual, is a benevolent ruler who only wants the best for his people. Bianca believes the Children of the Dragon are led by a man called Blaze who wants power more than a functioning or happy kingdom.

Bianca also rightly believes the school has been infiltrated by Children of the Dragon, though she has not yet rooted out just who is compromised. She has repeatedly requested a waiver to the King's prohibition against psychically scanning people without their consent, but King John has always refused. As her fears grow, Bianca has started a selective scanning campaign anyway, though so far she has only scanned those who are both suspect and weak enough that they probably won't notice the intrusion.

Bianca is a serious woman who seems to radiate power. She has been tested both on the battlefield and in the council room, and she has always come out ahead. She is used to being the smartest person in the room, though she respects those who can prove her equal.

Bianca is in her early forties with olive skin, brown eyes, and dark brown hair she wears in a long braid. She typically dresses in loose-fitting robes and wears a pair of half-moon spectacles.



Name: Bianca Lopez

Race: Human

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Nature) d6, Knowledge (Psionics) d6, Notice d8, Persuasion d8, Psionics d12, Taunt d6

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Loyal, Overconfident

Edges: Arcane Background (Psionics), Level Headed, New Power (3), Power Points (3)

Gear: Staff (Str+d4), ancient tome of arcane wisdom.

Arcane Powers: 25 Power Points, *blast*, *bolt*, *deflection*, *divination*, *healing*, *mind reading*

Novice Wizard

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Healing d6, Knowledge (Psionics) d8, Persuasion d6, Psionics d8, Riding d6, Taunt d6

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

Hindrances: Curious

Edges: Arcane Background (Psionics)

Gear: Staff (Str+d4).

Psionic Powers: 10 Power Points, *armor*, *bolt*, *healing*

Children of the Dragon

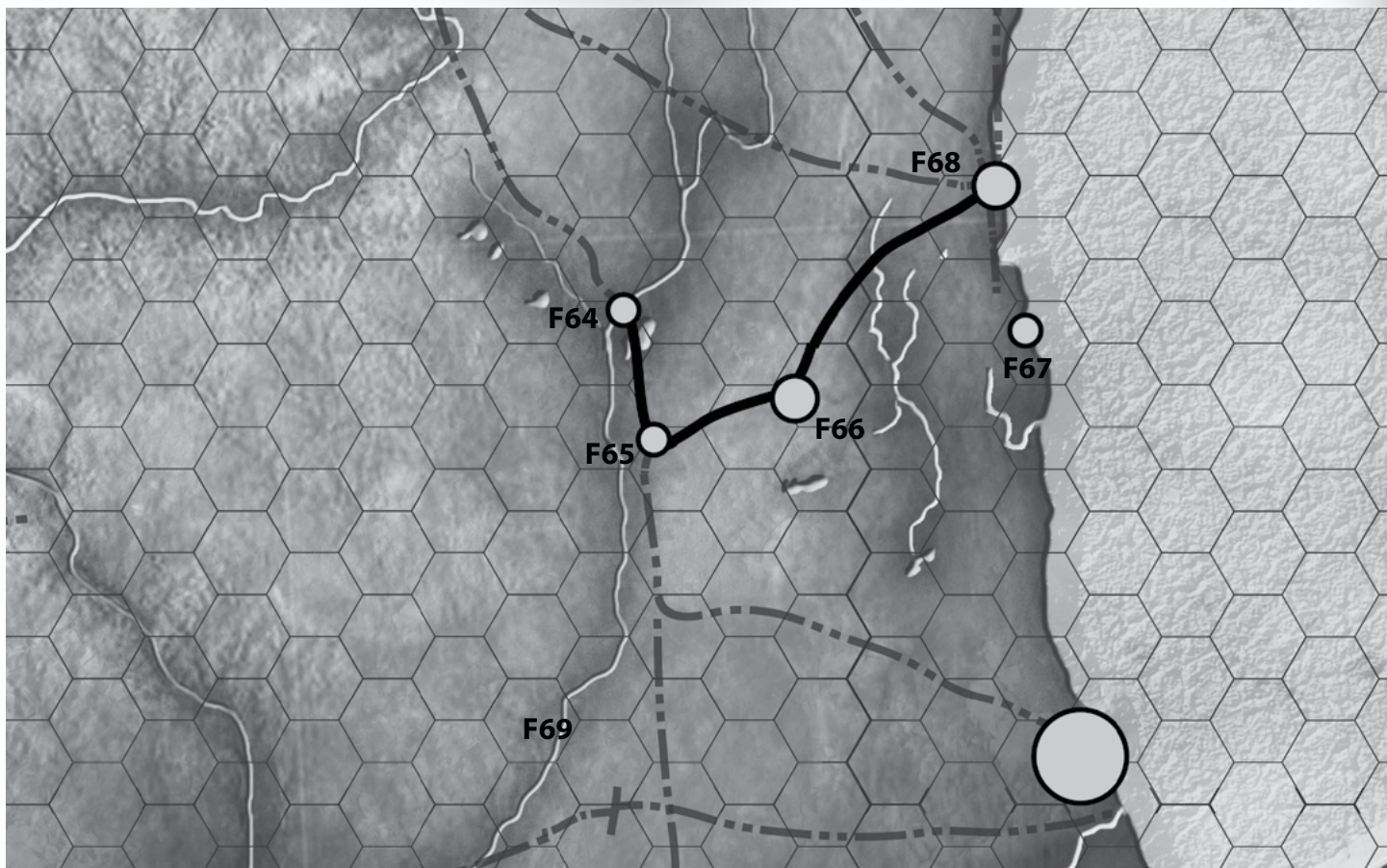
Within Geneva, there is a secret society plotting to overthrow King John III and establish themselves as the new rulers. They call themselves the Children of the Dragon.

Many of the Children of the Dragon are touched by the bio-engineered "magic" that prevails throughout much of what was once Wisconsin. They are freaks, psychics, and random mutants. As such they feel a twisted sort of kinship with the mutant monsters roaming the area. Unlike most people of Geneva, they seek ways to tame or control these monsters rather than exterminate them. Their leadership also seeks to understand what caused these changes. While many write it off as magic, these leaders believe something in the Great War triggered these changes, and that the key to learning about it probably lies in the heart of "Monster Country."

For now the Children of the Dragon continue to operate in secret, covertly working their way into key positions like the Academy at Tower Town and the king's council. They will wait until they are completely confident of their victory, and only then will they usurp King John's rule. Should they come to lead Geneva, they won't be kind masters, focusing on enriching themselves over the needs of Geneva.

Important NPCs

Blaze (Nedit): The Children of the Dragon's ultimate leader calls himself Blaze when dealing with the Children. He is a powerful pyrokinetic, and has a habit of immolating those who disobey him. He began his life as a humble farmer named Nedit, and still sometimes adopts that guise to avoid suspicion. In his early teens he discovered his pyrokinesis and used the power to attract



a small gang of raiders. After his first gang was defeated (and many killed) by the Knights of Geneva, he decided to take a slower, more cautious approach. He started to recruit powerful but downtrodden individuals, forming the Children of the Dragon.

Blaze spends most of his time in Bel. He frequently greets travelers in his Nedditi persona, in order to hear news from beyond Geneva and to look for people who might be useful to the Children of the Dragon.



Blaze (Nedditi)

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Intimidation d10, Knowledge (Agriculture) d6, Notice d6, Persuasion d8, Psionics d12, Streetwise d6, Survival d4

Charisma: —; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Hindrances: Cautious, Greedy (Major), Vengeful (Minor)

Edges: Arcane Background (Psionics), Pyro, New Power (2), Power Points (2)

Gear: Rake, ho, various other farm tools.

Psionic Powers: 20 Power Points, *blast*, *bolt*, *burst*, *damage field*, *deflection*

F64: Fort McDaniel

Obvious

Population: 302 (soldiers)

Salvage Value: 2

Buildings: Fort, Walls, Watch Tower

Early in their history the Knights of Geneva launched several campaigns to clear out the Mad City. After several failures, the knights decided to contain the monsters from the north instead, and established a fort where the Rock River crossed under what was once Interstate 90.

For many years the knights garrisoned the fort and led patrols from it. Due to the proximity to monster attacks, the fort stood alone and everything they needed was brought in from elsewhere.

Then about a decade ago, the knight commander at the time decided the Knights of Geneva were growing too soft in the capital. They were becoming more interested in the affairs of court and competing in tournaments than protecting the weak. He needed to remind the knights of their true purpose, thus he moved the headquarters for the Knights to Fort McDaniel so their enemies would always be close at hand. With the headquarters, the Knight's training ground also moved to Fort McDaniel, and the new recruits gained many opportunities to prove themselves against live foes. A small town grew up around the headquarters to support the knights.

The Fort: The actual Fort McDaniel, which gave the town its name, is still the most important feature of the town. It stands on the southern bank of the Rock River, preventing anybody from crossing the bridge without their permission. The original wooden palisades have slowly been replaced by brick, stone, and steel walls. The walls of the fort are large enough to house the entire town's population if need be. There are several wooden buildings within the fort, including a barracks, stable, armory, command center, and several watch towers.

F65: Bel

Obvious

Population: 212 (farmers)

Salvage Value: 2

Bel is a town in decline. It was the second town founded after Geneva itself, and for some time it was a thriving village. The soil was fertile, and it was in a key position between Geneva City, Fort McDaniel, and the Green Republic (as it was called at the time).

However, over the decades Bel fell on harder times. When the Green Republic changed into an empire, trade between the two nations dropped to none. The new settlements of Tower Town and Fort McDaniel attract many young folk despite the dangers. To add insult to injury, last year's crop was partially destroyed by flood, and this year the bugs seem to be taking more than their fair share.

There's the smell of desperation in the air, and this makes Bel fertile ground for rebellion. The Children of the Dragon have taken a special interest in Bel, and quietly whisper in the ears of anybody who listens. They place the blame for Bel's plight on the weak King John III, and encourage citizens to rebel, even in small ways like "forgetting" to pay their taxes. The Children are not yet ready to defy the throne openly, but when they do Bel will likely be their home base.

Bel was founded along the Rock River, near what was once the city of Beloit, Wisconsin (and its Illinois sister, South Beloit). The city was mostly abandoned after the Great War, but has been settled long enough that most things valuable from before the war have been salvaged.

F66: Geneva

Obvious

Population: 1,312 (farmers)

Salvage Value: 3

Buildings: Walls, Watch Tower

Geneva, often called Geneva City, is the capital of the Kingdom of Geneva and its largest town. This is where

King John III holds court and governs the land. It was the first town in the kingdom and is still the largest, though at its rate of current growth, Tower Town might overtake Geneva in a decade or two.

Geneva is built on the ruins of what was once Lake Geneva, a popular resort town in southern Wisconsin. While most of the once opulent homes have fallen, a large portion of the brick and cement buildings downtown still remain, and have been put to good use. King John Hanson I claimed one of the fanciest hotels as his palace, a tradition that continues to this day.

F67: Lake Town

Hidden: Notice or Boating

Population: 54 (fisher folk)

Salvage Value: 2

Lake Town is the newest settlement established by the Kingdom of Geneva. It began as a boat dock to take shelter in when there was bad weather between Tower Town and Scrap City. As sailors passed by, some of them settled there. Most of them still work on the water, fishing Lake Michigan, while some repair boats or refurbish ones from before the War.

Though Lake Town has been around for a good ten years, it's still not easily accessible by land, as there's no intact road between it and any other settlement. While it's not far from the ruins of Interstate 94, which leads to Tower Town, it's far easier just to boat there. Many of the locals have petitioned the king to build a road connecting Lake Town to Geneva, hoping it will become the preferred route for trade with Scrap City and increase the town's commercial power. Others fear that along with increased trade come smugglers, thieves, and other unsavory characters.

Byron: Byron used to run a trading company, making runs between Tower Town and Scrap City. One day he lost his ship to pirates, so he settled down and started Lake Town's first (and only) bar, the Saucy Mermaid. Since the bar is the main meeting place in town, and one of the few public spaces, Byron is also the unofficial town mayor.

Byron sees his job as mediator. He doesn't want to tell people what to do. He just wants to keep them from hurting each other, so he and his bouncer, a large freak named Blackberry, keep the citizens in line or toss them out. Byron hears just about everything, but always "forgets" the personal stuff. If a customer asks he's happy to entertain them with a tale of his earlier life.

Byron is nearly fifty years old. He's a short man with bushy brown hair that's thinning out on top. In his sailing days, he was lean and fit, but since starting the bar, he's filled out a little.

F68: Tower Town

Obvious

Population: 977 (fisher folk, traders)

Salvage Value: 3

Resources: Books

Buildings: Walls, Watch Tower

Most of the city of Milwaukee, Wisconsin, was decimated in the Great War or its aftermath. Yet remarkably the North Point Water Tower survived. The tower is made from limestone in a Victorian Gothic style. When survivors from Geneva first laid eyes upon it, they assumed it was a wizard's tower, and indeed, that is what it has become.

The Wizards of Geneva (actually masters of psionics), took the tower's discovery as a sign. They drove the monsters out from the area around the tower, and established their wizard's school around it. In the decades since, the school has attracted a large town around it. Tower Town, as it is now called, also benefits from easy access to Lake Michigan, which allows it to trade by sea with the scrappers of Scrap City.

The only thing keeping Tower Town from expanding even further are the monsters to the north. The wizards and knights usually keep the worst of the monsters at bay, but citizens are constantly reminded of the danger

as terror monkeys, ghost cats, hatters, and more, regularly assault the city.

The Tower: The North Point Tower stands 175 feet high and only 24 feet across at the base. It was meant to hold water, not people, however upon discovering the tower, the wizards who claimed it punched door holes in the central pipe and inserted a few wooden floors, making the tower into a makeshift residence. Since then, the upper floors have served as the residence of the Academy's headmaster, while lower levels are used as a meeting places for Academy professors.

The Academy: The Academy is in one of the few other pre-war buildings from Milwaukee to survive the Great War, and is quite close to the Tower. It is a large stone and brick structure. The wizards use the lower floors as dormitories, and the upper floors for teaching their classes.

F69: Byron Nuclear Generating Station

See page 88.

Plot Point

This adventure takes place in the Kingdom of Geneva

To Slay a Dragon

Where: Lake Town

When: Any time

Lake Town is well south of the monster infested regions north of Geneva. Normally the Knights of Geneva stop any monsters from reaching town. So the villagers are terrified when they discover a dragon of all things somehow slipped past the knights and has destroyed three farm houses.

A boat has already been dispatched to Tower Town, but any help is still days from arriving, so the villagers turn to the heroes for help slaying the dragon.

If they, accept the group's best bet is to either patrol the area, using Notice to find the beast, or try to track the beast back to its lair with Tracking. If they track it back to its lair, there's a 50% chance the dragon is asleep, allowing the heroes to get the drop on it. However the lair is mildly radioactive, and each character must make a Vigor check each hour or take a level of Fatigue.

If the heroes succeed at slaying the dragon, the villagers are extremely grateful. They have little to offer, but throw a feast to celebrate the heroes' victory.

When the Knights of Geneva arrive, they are even more impressed with the heroes' actions. They offer to put in a good word for the characters with Sir Flores, and will even introduce them to him if they travel to Fort McDaniel or the capital.

Dragon: See page 151`.



Scrap City

During the Great War, a nuclear warhead detonated near Chicago, Illinois, flattening half of the city. The few who survived fled the city, but not for long. The supplies remaining behind were too tempting. Survivors sneaked back into the remains of the city to salvage anything they could. Slowly they resettled. What grew in the ruins was not a unified society, but rather a patchwork quilt of rival factions competing for territory and the right to harvest scrap. These petty conflicts have gone on for generations, with ever shifting alliances and boundaries. The ruins have become known as Scrap City.

The people of Scrap City exist primarily by trading with the Kingdom of Geneva and the Green Empire, as well as a handful of smaller communities. Some also steal from each other and others hunt and gather food from the wilderness that has come to the city.

There are more than a dozen factions over all, but the most powerful are the Illuminated, Monkey Men, Ravens, Tin Men, and Zombies

G70: Illuminated

Obvious

Population: 78 (mechanics, scrappers)

Salvage Value: 3

Resources: Books, Basic Firearms

Building: Machine Shop

The Illuminated are a gang of scrappers that live by the maxim "knowledge is power." They will hunt out any scrap that looks valuable, but they are particularly interested in books and functioning or nearly functioning technology from before the war. Many of the Illuminated have enough technical skills to repair and rebuild broken tech.

The Illuminated trade primarily with the Green Empire, receiving food and fuel, and giving them pre-war tech. The Illuminated always keep the best tech for themselves.

Field Museum: The Illuminated have their headquarters in Chicago's Field Museum, and they have adopted the tyrannosaurus skeleton Sue as their mascot. They have restored power to some sections of the museum using diesel generators. (Because fuel is expensive however, they use their electricity sparingly.)

Important NPCs

Brittney: A young woman named Brittney leads the Illuminated. Despite her young age, she is extremely

skilled in all kinds of technical fields. She says she read the information from books, which she has prized since she was very young, and she believes this, though it is not true. In fact Brittney is actually a synth, a machine brain in an organic body. She was created by Phoenix Station Epsilon, located in southern Missouri (not described in this book), and sent to gather information about the post-apocalyptic world. This programming gave her both a greater baseline of technical knowledge, and a thirst to always gather more, thus helping her fit right in with the Illuminated. Should she ever meet Sara the Butcher (see page 85), her full programming activates, alerting her to her true nature and the location of the remaining Phoenix stations.

Brittney is a young woman who appears to be in her early twenties. She has straight black hair and olive skin. She has a tattoo on her abdomen, bearing one-half of a stylized yin-yang symbol. (Sara the Butcher has a similar tattoo.)



Brittney

Race: Synth

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Computers) d6, Knowledge (Electronics) d6, Knowledge (Mechanics) d6, Knowledge (Technology) d8, Notice d8, Repair d10, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (2) or 9 (4) against bullets

Hindrances: Curious, Quirk (spontaneously bursts into song), Untainted

Edges: McGyver, Level Headed, Lucky, Scavenger, Reinforced Skeleton

Gear: Laser pistol (12/24/48, Damage 3d6), spear (Str+d6), Kevlar vest (+2/+4), tablet computer.

Illuminated

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Technology) d8, Notice d8, Repair d8, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 6 (1)

Hindrances: Curious

Edges: Mr. Fix It

Gear: Light automatic Pistol (12/24/48, Damage 2d6, AP 1), spear (Str+d6), leather armor (+1).

G71: Monkey Men

Obvious

Population: 67 (scrappers)

Salvage Value: 3

Buildings: Watchtower

The Monkey Men are a band made up completely of simians, and all simians in the city belong to the Monkey Men. The Monkey Men mostly scavenge from the upper floors of the remaining sky scrapers in what was once downtown Chicago. As the simians are more comfortable with heights than humans typically are, only the most desperate of other gangs challenge the simians. As a result the simians have few enemies. They have a long standing arrangement with the Zombies, where the Zombies have scrapping rights to everything at or below street level, and the Monkey Men have rights to everything above.

The Monkey Men trade exclusively with the Kingdom of Geneva, knowing the Green Empire classifies simians as animals, not as sapient creatures.

Monkey Tower: The Monkey Men make their home in what was once Willis Tower (originally called Sears Tower). The building is far larger than the Monkey Men need occupy, and most of them live between the fifth and tenth floors. They have, however, cleared out the useful material from the upper levels of the building.

Important NPCs

Wilhelm: A massive and clever simian called Wilhelm rules the gang. Unlike most of the simians in the faction, who were born in the area or came directly from the east, Wilhelm grew up in the northern settlement of Stone Grove (see page 94). He wanted to explore more of the world, and left the community at an early age. He traveled along the coasts of Lake Superior and Lake Michigan until he finally settled in Scrap City, where he united the simians of several different factions.

Wilhelm is large for a simian, with dark brown fur except for a silver "beard" around his mouth. He is missing his lower left canine tooth, which he lost in a fight against lake pirates.



Wilhelm

Race: Simian

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Stealth d8, Survival d6, Throwing d10

Charisma: —; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (1)

Hindrances: Arrogant, Illiterate, Less Educated

Edges: Acrobat, Brawny, Command, Dodge, Improved Dodge, Improved Trademark Weapon, Low-Light Vision, Natural Climber, Trademark Weapon (Lightning)

Gear: Spear "lighting" (3/6/12, Damage Str+d6), leather armor (+1).

Monkey Men

Race: Simian

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d6, Knowledge (Technology) d4, Notice d6, Throwing d8, Tracking d4

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Illiterate, Less Educated

Edges: Acrobatic, Low-Light Vision, Natural Climber

Gear: Spear (3/6/12, Damage Str+d6), leather armor (+1).

G72: Tin Men

Obvious

Population: 82 (scrappers)

Salvage Value: 3

Buildings: Machine Shop

The Tin Men control the area that was once the south side of Chicago, and they specialize in harvesting, collecting, and crafting metal and metallic objects. While the bulk of the gang focuses on collecting, the more experienced members are talented smiths and run small-scale manufacturing plants.

The Tin Men are a rare group in that they deal both with the Kingdom of Geneva and the Green Empire. They provide much of the metal to make the Green Empire's cars and tractors, and to make Geneva's swords and armor.

The Tin Men are currently allied with the Illuminated, who they provide with specialized metals the Illuminated need to repair some of their more complex machines. They currently have an uneasy truce with the Monkey Men, with the understanding that the Monkeys keep to the skies and the Tin Men keep to the ground.

Important NPCs

Rusty: A man named Rusty leads the Tin Men. Nobody knows if he got his nickname for his obsession with scrap,



or his rust-colored hair and beard. Rusty doesn't speak much of his life before coming to Scrap City. He arrived as a young teenager and joined a gang that, after some mergers with other factions, evolved into the Tin Men. He worked his way to the leadership, learning everything he could about metal working.

Rusty is a bear of a man whose many years working on a hammer and anvil have built powerful upper body strength. He has beige skin and rust-colored hair and beard.



Rusty

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10+1, Intimidation d8, Knowledge (Mechanics) d8, Knowledge (Technology) d6, Notice d8, Repair d8, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Overconfident

Edges: Block, Brawny, Mighty Blow, Trademark Weapon (Lionheart)

Gear: Great sword named Lionheart (Str+d10), shotgun (12/24/48, Damage 1–3d6), breastplate (+3), hammer, tongs, meteorite.

Tin Men

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge

(Technology) d6, Notice d8, Repair d6, Shooting d8
Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)
Hindrances: Illiterate
Edges: Block, Brawny
Gear: Long sword (Str+dd8), crossbow (15/30/60, Damage 2d6, AP 2), breastplate (+3).

G73: Ravens

Obvious

Population: 128

Salvage Value: 3

The Ravens are the largest faction in Scrap City, and the most flexible. They scrap anything and everything, and if they can't use it for themselves, they sell it. For a long time they were relatively peaceful. They protected their own, but were content to let the other factions tend to themselves. Recently a cadre within the faction has pushed the group in an expansionist direction, an internal conflict that came to a head in a duel where Zander killed the previous leader and took control of the gang. Not everybody is happy with Zander's rule. A few have silently left in the night, but none have openly challenged him yet.

Under Zander's rule the faction makes small raids into the Zombie's territory and many skirmishes break out along the border. Zander hopes to convince the Tin Men and Illuminated to wipe out the Zombies and carve up their territory.

Under the previous leadership the Ravens traded with anyone, but under Zander's rule, they have increasingly favored working with the Green Empire.

Important NPCs

Zander: Zander grew up on the streets of Scrap City, making his living collecting scrap of all sorts. He sees the world as a deadly place where you have to stay sharp to stay alive. The world is out to destroy you, and your best hope is to strike at your enemies before they strike at you.

Zander stands at slightly below average height with an athletic build. He has tan skin, brown eyes, and blond hair that he keeps cut short.



Zander

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (Technology) d6, Notice d8, Repair d4, Shooting d12, Throwing d6

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2) or 10 (4) against bullets

Hindrances: Overconfident, Stubborn

Edges: Ambidexterity, Dodge, Improved Dodge, No Mercy, Quick, Quick Draw, Two-Fisted

Gear: Two heavy automatic pistols (15/30/60, Damage 2d8, AP 2), three daggers (3/6/12, Damage Str+d6), Kevlar vest (+2/+4), four lucky rabbit's feet.

Ravens

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Technology) d6, Notice d8+2, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Illiterate, Stubborn

Edges: Alertness, Dodge, Quick

Gear: Bow (12/24/48, Damage 2d6), three daggers (3/6/12, Damage Str+d6), leather armor (+1).

G74: Zombies

Obvious

Population: 59

Salvage Value: 3

The Zombies faction was originally created a when the freaks of Scrap City banded together for their own mutual protection. While most of the members are still freaks, they have opened up membership to include other "weirdos and rejects," attracting other mutants, psychics, and those who are just plain odd. They are the smallest of the major factions, and control some of the less-desirable territory in the northern part of Scrap City, which was partially demolished by a nuclear bomb.

The Zombies have recently been targeted by the Ravens in a series of border skirmishes, and they have decided to fight back despite their inferior numbers. They seek support from other factions, and while the Monkey Men seem most interested, they have not officially gained any support.

The Zombies trade primarily with the Kingdom of Geneva, who the Zombies feel are more welcoming of weirdos.

Important NPCs

Andy Romero: Andy Romero grew up in the radioactive nimbus created by the nuclear waste from the Duane Arnold Energy Center (pages 88 and 134). In his youth he wandered further and further out from his home until he encountered a patrol from the Green Empire, who attacked him, followed him back to his camp, and killed his parents. Andy wandered for several months until he at last came to Scrap City and joined the Zombies.

Andy is a freak in his mid-thirties. He has medium-gray skin and orange eyes.



Andy Romero

Race: Freak

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10, Lockpicking d8, Shooting d8, Stealth d10, Survival d6, Throwing d8

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2) or 10 (4) against bullets

Hindrances: Loyal, Freakish, Not Built for Speed

Edges: Command, Dodge, Fervor, Radiation Resistant, Thief

Gear: Long sword (Str+d8), sniper rifle (30/60/120, Damage 2d10, AP 2), Kevlar vest (+2/+4), three grenades (5/10/20, Damage 3d6), vinyl single of "She's Not There."

Zombies

Race: Freak

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d8, Shooting d8, Stealth d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Loyal, Freakish, Not Built for Speed

Edges: Radiation Resistance, Thief

Gear: Short sword (Str+d6), hunting rifle (24/48/96, Damage 2d8, AP 2), leather armor (+1).

G75: Phoenix Station Chi

See page 80.

Plot Point

This adventure takes place in Scrap City.

Balance of Power

Where: Scrap City

When: Any time

The gangs controlling Scrap City maintain a tenuous balance. Whenever one faction looks like it might gain enough power to take the whole city, the others ally against the dominant force. These alliances are always tenuous and frequently fade as the danger passes or a different faction looks more dangerous.

Despite the difficulty of doing so, every faction dreams of becoming the sole power in Scrap City, and it is very likely they see the heroes as a powerful tool to gain such power. They attempt to gain the heroes' support, with everything from negotiation to bribes to lies.

Should the group choose to do so, there are several ways they might help one faction rise to power, or even create their own faction that could take over.

Violence: The most straight forward way for the group to unite Scrap City is through force, though this is also the most dangerous. The heroes need not wipe out every member of every opposing faction. An impressive display of force such as eliminating the leader and most of the lieutenants might be enough. Depending on their strategy, this might be a large tactical battle, or a small Mass Battle.

Should the heroes break up a single faction, however, they quickly become targeted by all other opposing factions. Each other faction attempts at least one attack against the heroes where and when they seem the most vulnerable.

Diplomacy: The heroes can also unite the Scrap City factions through negotiation and convincing each faction that it's in their best interests to work together. This is done by going to each faction and running a social conflict (see Social Conflicts in the Savage Worlds core rulebook). Because shows of force are a common way to negotiate in Scrap City, characters can make Intimidation tests in place of Persuasion when they role-play appropriately. Characters who bring appropriate gifts to win over the support of the factions can gain a +1 or +2 bonus to the check as appropriate.

The leader of each faction opposes the heroes, and makes an appropriate skill test. After the opposed tests for the social conflict, if the heroes have more successes, the faction agrees to ally as the heroes suggest. (Although it may be a very reluctant agreement if the characters only had one or two successes.)

Combination: Force and diplomacy are not necessarily mutually exclusive. The heroes might first try to convince a faction to join them through words, but when that doesn't work they eliminate the leader by force. The advantage of this is that any factions that have already been peacefully recruited don't retaliate against the group after they take out a faction.



Mutant Monsters and Robots

This chapter presents some of the strange creatures that have come to inhabit the world in the wake of the apocalypse.

Ant, Giant

Giant ants are larger versions of the common ant, and like their non-mutant cousins, they live in underground colonies, though giant ant colonies have fewer members, ranging from 50 to 200. While individual ants pose little threat on their own, swarms of them can overrun their foes.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d8, Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities

- **Armor +1:** Chitex armor.
- **Bite:** Str+d4.
- **Size -2:** Giant ants are the size of a large house cat.
- **Swarm Tactics:** Giant ants add their gang up bonus (if any) to damage rolls as well as attack rolls.

Burst Wolf

Burst wolves look like large gray wolves. Those who observe them closely notice that small objects near the wolves move of their own accord. Burst wolves possess limited telekinetic powers, and while they lack fine control, they can use these powers to deflect attacks and batter foes.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d8, Notice d8, Tracking d8

Pace: 12; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Bite:** Str+d6.
- **Deflection:** A shield of telekinetic force pushes away ranged attacks made against the burst wolf. Ranged missile attacks suffer a -2 penalty to attack rolls. If a wolf uses its telekinetic burst power, its deflection ability goes dormant until its next turn.
- **Telekinetic Burst:** The wolf releases a burst of force that batters other creatures within a Medium Burst Template. Everyone other than the wolf that made the attack, must make a Vigor test or take 2d6 damage and fall prone. When a burst wolf uses this ability, its deflection ability goes dormant until its next turn.

Crackers

Crackers are large mutated cousins of the common snapping turtle. They are much stronger, and their necks have elongated such that they can meet attacks coming from any direction. Their slow land speed means they aren't much of a threat on land to those who have ranged weapons, however they can be deadly in the water. A single cracker can easily take out a lone swimmer, and pods of crackers sink small boats and attack their passengers.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d8

Pace: 3; **Parry:** 6; **Toughness:** 11 (4)

Special Abilities

- **Armor +4/+2:** The cracker's shell provides it a +4 Armor bonus to the torso. The head and legs do not gain this benefit, but still gain a +2 Armor bonus from the thick scales.
- **Bite:** Str+d6.
- **Bone Breaker:** Heroes who suffer one or more wounds from a cracker's bite must make an immediate Vigor test with a -2 penalty. If they fail they also suffer a random injury from the Injury Table in the core rulebook. This injury goes away when all wounds have healed.
- **Vice Jaws:** A cracker who scores a raise on its attack latches onto its foe. The foe cannot move away from the cracker until it escapes. This takes an action and to succeed the target must succeed at an opposed Strength test. If the target takes any action other than escaping, it suffers a -4 penalty. Furthermore, in deep water, the target must make a Swimming check each round to avoid taking a level of Fatigue from drowning.
- **Size +1:** Crackers grow over six feet long and average 900 pounds.



Dragon

Dragons were in fact once bald eagles that were mutated by a cocktail of radiation and escaped viruses, including the Extreme Radiation Resistance virus, a virus meant to induce pyrokinetic powers, and probably a few others. The result is a giant flightless and featherless bird that looks much like the dinosaurs of old.

The dragon retained its ancestor's powerful beak, which can easily tear its foes apart. However the power

that inspires the dragon's name is actually its psionic ability to create blasts of fire. (Most people believe it breaths fire, but this is not strictly true.) Possibly because of the ERR virus, this fire is also radioactive, and any exposed to it risk radiation poisoning.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d12, Psionics d10

Pace: 8; **Parry:** 8; **Toughness:** 15 (2)

Special Abilities

- **Armor +2:** Thick hide.
- **Bite:** Str+1d8.
- **Extreme Radiation Resistance:** Dragons are immune to all but the strongest forms of radiation. They gain a +4 bonus to Vigor tests to resist radiation.
- **Psionics:** Dragons have 10 Power Points and know the following powers: *burst*, *blast*, and *damage field*.
- **Radioactive Fire:** All the powers used by dragons have a radioactive fire trapping. Any creature in the area of one of the dragon's psionic powers must also make a Vigor test or suffer a level of Fatigue. Characters incapacitated by Fatigue suffer permanent radiation sickness, a Long-Term Chronic, Minorly Debilitating disease (see core rulebook).
- **Size +3:** Dragons are about the size of a grizzly bear.



Drecks

Drecks are descended from white-tailed deer that were mutated by the Extreme Radiation Resistance virus. In addition to their radiation resistance, they are larger and stronger than deer. They have no hair but both males and females grow fearsome horns. Most drecks live in the wild, but the freaks of Freaky Town use them both as a food source and as beasts of burden.

Their horns are also frequently used to make simple tools and weapons, and their thick hide is extremely durable and can be used to make leather armor.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 10; **Parry:** 5; **Toughness:** 9 (1)

Special Abilities

- **Armor +1:** Thick, leathery skin.
- **Gore:** Str+1d6.
- **Extreme Radiation Resistance:** Drecks are immune to all but the strongest forms of radiation. They gain a +4 bonus to Vigor tests to resist radiation.
- **Size +2:** Drecks are about the size of small horses.

Drone, Hummingbird-Class

Attributes: Agility d12, Smarts d6, Spirit d4, Strength d4, Vigor d6

Skills: Notice d10

Pace: 2; **Parry:** 2; **Toughness:** 5 (2)

Special Abilities

- **Armor +2**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Dodge:** Hummingbird drones are extremely agile and take evasive action to avoid attacks. Attacks against the hummingbird suffer a -4 penalty to hit.
- **Fearless:** Drones are immune to Fear and Intimidation, but may be smart enough to react to Fear-causing situations appropriately.
- **Flight:** Hummingbird drones have a Flying Pace of 36" and Climb 3.
- **Size -2:** Hummingbird drones are relatively small.
- **Spotter:** Hummingbird drones can grant their allies a +1 bonus to attack rolls against a single enemy. This counts towards the limit of ganging up.

Drone, Falcon-Class

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Notice d8, Shooting d10

Pace: 2; **Parry:** 2; **Toughness:** 8 (2)

Special Abilities

- **Armor +2**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Dodge:** Falcon drones are agile and take evasive action to avoid attacks. Attacks against the falcon drones suffer a -2 penalty to hit.
- **Fearless:** Drones are immune to Fear and Intimidation, but may be smart enough to react to Fear-causing situations appropriately.
- **Flight:** Falcon drones have a Flying Pace of 24" and Climb 2.
- **Laser Turret:** Falcon drones have a laser turret mounted on their underside. A blast deals 3d6 damage. It can fire 20 shots before having to recharge (1 shot per hour of sunlight).
- **Missiles:** A fully equipped falcon drone has a payload of six missiles. These missiles deal 5d8 damage to everything in a Medium Burst Template.



Drone, Lynx-Class

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d10

Pace: 12; **Parry:** 6; **Toughness:** 9 (3)

Special Abilities

- **Armor +3**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Drones are immune to Fear and Intimidation, but may be smart enough to react to Fear-causing situations appropriately.
- **Laser Turret:** The lynx drone has a built-in laser turret that deals 3d6 damage. It can fire 20 shots before having to recharge (1 shot per hour).
- **Size +1:** Lynx drones are designed to operate in close quarters.

Drone, Tiger-Class

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d10

Pace: 6; **Parry:** 12; **Toughness:** 15 (4)

Special Abilities

- **Armor +4**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Drones are immune to Fear and Intimidation, but may be smart enough to react to Fear-causing situations appropriately.
- **Heavy Laser Turret:** The tiger drone has a built-in laser turret that deals 3d8 damage. It can fire 50 shots before having to recharge.
- **Size +4:** Tiger drones are as big as a small car.

Ghost Cats

When the Great War struck, tigers held in zoos of the upper Midwest became desperate for food, and some escaped from their shelters. The climate suited them and they soon created a stable breeding population. Some of these tigers were exposed to a cosmetic gene replacement that allowed people to alter their hair color. The tigers were lucky enough to gain an instinctive understanding of this ability, and used it to camouflage themselves.

This gave rise to ghost cats, frightening great felines that seem to appear out of nowhere and fade back into the night after an attack. Ghost cats are solitary except when mating or when a mother raises her cubs, and the males often roam over extremely large distances. Ghost cats often stalk lone humans, but stay away from large groups unless they are desperate.

Unlike many mutant creatures, ghost cats are not a true species and can breed with normal tigers. Their camouflage ability is a recessive trait.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d10+2, Tracking d8

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

Special Abilities

- **Bite or Claw:** Str+d8.
- **Camouflage:** Ghost cats can alter the color of their fur to blend in with their surroundings. This ability gives the ghost cat a +2 bonus to Stealth tests. Further they can use a sudden change in color as a Smarts trick with a +2 bonus.
- **Low Light Vision:** Ghost cats ignore penalties for Dim and Dark lighting.
- **Pounce:** Ghost cats can pounce on their prey to deliver a devastating attack. They can leap 1d6" to gain a +4 bonus to attack and damage, but if it does so its Parry is reduced by -2 until its next action.
- **Size +2:** Ghost cats are the same size as their tiger ancestors, stretching six feet from the nose to the base of the tail and weighting an average of 400 pounds.

Hatter

Hatters were once humans, but they fell victim to two different viruses. The first was one developed in hopes of creating a genetic super soldier. It not only increased strength and endurance, it increased natural healing to extreme levels. The other virus, based on the rabies virus, was designed to be used as a biological weapon. Dropped on an enemy population, it would cause them to violently lash out against anybody around them, forcing enemies to kill themselves and saving soldiers the trouble. The viruses mutated and combined within their hosts, resulting in the creation of hatters. Hatters do not reproduce normally, instead any human they bite becomes infected and transforms into a hatter.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Intimidate d10, Notice d8

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

Gear: Large improvised weapon (Str+d8).

Special Abilities

- **Berserk:** This functions as the Edge of the same name in the core rulebook.
- **Improvised Weapon Masters:** Hatters suffer no penalty for using improvised weapons.
- **Size +1:** The virus causes an increase in size.

- **Unshakeable:** Hatters have a +2 bonus to recover from being Shaken.
- **Very Tough:** Hatters have a wound track like Wild Cards, but do not gain any other benefits of Wild Cards (such as bennies or Wild Dice).

Night Haunts

Night haunts are mutant creatures descended from common insect-eating bats. They have grown to the size of wolves, and while they can no longer truly fly, night haunts can glide short distances.

Night haunts devour much larger food than their ancestors, and they are not afraid to attack humans. They hunt exclusively at night and can easily pinpoint prey through their echolocation and acute hearing. Night haunts hunt in packs, first surrounding their prey then signaling an attack with hypersonic screeches inaudible to their prey. In areas with tall buildings or trees, one or more night haunts climb above the prey and drop down upon them to initiate the attack.

Night haunts most commonly live in the ruins of major cities where they roost in the upper levels of skyscrapers. They also dwell in caves, particularly those found in cliff faces.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d10, Fighting d8, Notice d12, Tracking d6.

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

Special Abilities

- **Bite:** Str+1d6.
- **Echolocation:** Night haunts do not suffer penalties for lighting conditions.
- **Glide:** When falling, may travel 1" horizontally for every 4" it moves vertically. It does not take damage from a fall when choosing to glide. If caused to fall unexpectedly, it must pass an Agility test in order to glide.
- **Vertigo Blast:** Non-night haunts in a Cone Template must make a Vigor roll or suffer the effects of vertigo. Affected creatures suffer a -1 penalty to trait tests that require any sort of vision or movement for one minute. Furthermore, if a creature with vertigo attempts to move more than 1", it must pass an Agility test or fall prone.

Roach, Giant

Giant roaches are descendants of the common cockroach, which have grown to the size of a German shepherd. They are a common nuisance in the ruins of pre-war cities.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d10, Fighting d6, Notice d6, Stealth d8

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

Special Abilities

- **Bite:** Str+d4.
- **Flight:** Giant roaches fly at Pace 6" and Climb 0.
- **Size -1:** Giant roaches are as big as a medium-sized dog.

Roach, Mega

These cousins of giant roaches have grown even larger than the giant roach.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Spirit d6, Strength d8, Vigor d10.

Skills: Climbing d10, Fighting d8, Notice d6, Stealth d6

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

Special Abilities

- **Armor +2:** Chitex shell.
- **Bite:** Str+d6.
- **Flight:** Mega roaches fly at Pace 6" and Climb 0.
- **Size +1:** Mega roaches are the size of a black bear.

Spider, Mega

Mega spiders are bigger than even the giant spiders so common in *Broken Earth*. They weave terrible webs that can entrap nearly any creature.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10

Skills: Climbing d12+2, Fighting d10, Intimidation d10, Notice d8, Shooting d10, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities

- **Armor +2:** Thick chitex.
- **Bite:** Str+ d6.
- **Poison (-4):** Paralysis.
- **Size +2:** Mega spiders are about the size of a small horse.
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.
- **Webbing:** Mega spiders can cast webs from their thorax the size of the Medium Burst Template. This is a Shooting roll with a range of 4/8/16. Anything in the web must cut or break their way free (Toughness 8). Webbed characters can still fight, but all physical actions are at -4.

Terror Monkeys

Before the Great War, TransGenome conducted many genetic experiments on rhesus monkeys before testing them on humans. When the War came, enough of these

monkeys escaped that they became a stable breeding population.

Because of their proximity to TransGenome and their history as test subjects, these monkeys display a hodgepodge of genetic traits, like poison, spins, or armored plates, however some mutations seems to have become a standard part of their genetic code. Before the war, TransGenome was working on therapy that could make humans immune to the primal effects of fear. This treatment worked and has caused the monkeys to be extremely aggressive toward just about everything. They have also developed limited psionic powers they can use to communicate with each other empathically, and to psychically flood their foes' minds with fear.

Attributes: Agility d12, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d12, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Special Abilities

- **Bite:** Str+d4.
- **Empathic Link:** Terror monkeys communicate empathically with other terror monkeys within 20". This is a non-verbal form of communication, but allows the monkeys to effectively coordinate their attacks.
- **Mutations:** Terror monkeys often have other strange mutations that set them apart. Roll 1d8 and consult the table below:
 1. No other mutation.
 2. Large: The monkey is size 0. Increase Toughness by one and bite damage by one die type.
 3. Poison: Bite delivers venomous poison.
 4. Quills: An adjacent character who hits the monkey must make an Agility test or suffer 2d4 damage.
 5. Fast: The monkey has a pace of 10 and uses a d10 for its run die.
 6. Armored: The monkey gains +2 Armor.
 7. Horrifying: When the monkey uses its terrorize ability, those who fail the test are Panicked rather than Shaken.
 8. Roll again twice.
- **Size -1:** Terror monkeys are half the size of humans.
- **Terrorize:** As an action the terror monkey can empathically induce Fear in its foes. Any enemies the monkey is aware of within 12" must make a Spirit test or be Shaken. Those who fail must also make a Vigor role or take one level of Fatigue for the duration of the encounter. Those who roll a natural 1 on their Spirit die (regardless of the Wild Die) must roll on the Fright Table in the core rulebook. Up to five terror monkeys can cooperate on this attack. Every additional monkey beyond the first imposes a -1 penalty to the Spirit and Vigor tests.

Appendix Alpha: Random Encounters

As described on page, 59, you can use the following random encounter tables to see if your players discover anything unexpected while traveling through the world of *Broken Earth*.

Jokers

Helpful Wild Card: The heroes encounter a helpful (or at least non-hostile) Wild Card NPC, traveling with 1d6-1 extras (this die can Ace). Choose an NPC from the community closest to the heroes' current location. If none are nearby, you may use one of the wandering NPCs, or make your own (possibly just a Wild Card version of another type of character).

Hostile Wild Card: The heroes are attacked by an enemy Wild Card assisted by 1d6-1 extras (this die can Ace). Choose an antagonist from the community closest to the heroes' current location. If none are nearby, you may use one of the wandering NPCs, or make your own (possibly just a Wild Card version of another type of character). This might even be a Wild Card version of a mutant animal.

Clubs

Lingering Radiation: The heroes are exposed to radiation, possibly leftover from the Great War, or improperly stored nuclear waste. They must pass a Vigor test or suffer one level of Fatigue. A creature incapacitated by this minor radiation poisoning has a Long-Term Chronic, Minorly Debilitating disease.

High Tech Booby Trap: These include mines (see core rulebook), automated laser turrets (Shooting 1d10, 3d6 damage, Toughness 6), or guns rigged to tripwires (Shooting 1d8, damage by gun). Whichever character is on point can attempt a Notice test -2 to detect the booby trap before it activates.

Whoever crafted the trap may be nearby, or might be long dead.

Primitive Booby Trap: These are traps such as covered pits (Agility test or 2d6+2 damage), rope snares (Agility test or immobilized until freed), or deadfalls (Agility test or 3d6 damage). Whichever character is on point can attempt a Notice test to detect the booby trap before it activates.

Whoever crafted the trap may be nearby, or might be long dead.

Barrier: The heroes encounter a barrier impeding their travel. This might be fallen bridge, a massive sink

hole, or a steep slope. Whatever it is, it takes the group an extra 1d4 hours to travel around it.

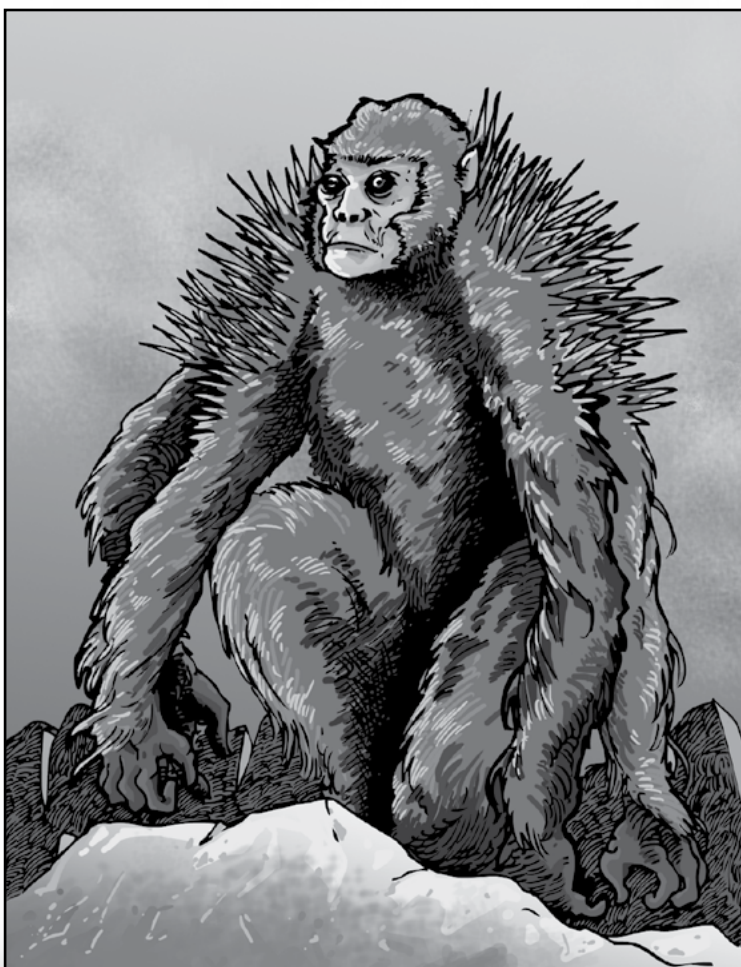
Hearts

Traders: The heroes meet a trader and 1d6 guards or traveling companions. The traders are likely to be willing to trade useful goods with the heroes, and may have rumors from nearby communities. (Use the stats for a Wright family member on page 103, but remove the Wright Family Edge if not on the trading circuit.)

Scrappers: A group of 1d6 scrappers looking for nearby ruins to salvage from, or coming back from a find. If coming back, they might sell to the characters. (Use the stats for scrappers on page 104.)

Isolated survivors: The heroes find 1d6 isolated survivors who are living by themselves as best they can. They might be convinced to join the group's community with a Persuasion test.

Hunters: A hunting party of 1d4+1 hunters in search of game. They might be willing to give the heroes



North Woods

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle
Ace of Hearts	Traders
King of Hearts	Scrappers
Queen of Hearts	Isolated Survivors
Jack of Hearts	Hunters
Ten of Hearts	Farmers
Ace of Diamonds	Useful Item
King of Diamonds	Preserved Food Stash
Queen of Diamonds	Major Scrap
Jack of Diamonds	Minor Scrap
Ace of Spades	Raiders
King of Spades	Ghost Cat
Queen of Spades	Tiger
Jack of Spades	Bear
Ten of Spades	Burst Wolves
Nine of Spades	Wolves/Feral Dogs
Eight of Spades	Cracker
Seven of Spades	Spiders
Six of Spades	Roaches
Five of Spades	Ants
Four of Spades	Night Haunts
Three of Spades	Dreek
Two of Spades	Feral Cats

information about the surrounding terrain. (Use the stats for Axe Tribe members or rangers on page 91 and 92.)

Farmers: A family of 1d6 farmers living in a house and growing food on the nearby land. They may trade food to the characters in exchange for useful items. (Use the stats for farmers on page 108.)

Patrol: An armed patrol of 2d6 soldiers from either the Green Empire or Geneva (depending on the group's location). They stop the heroes to question them, but unless the heroes provoke the patrol or are in the middle of something illegal, they let the heroes pass by. (Use the stats for Knights of Geneva on page 141 or elite slavers on page 74.)

Wright Town Trade Circuit

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle
Ace of Hearts	Traders
King of Hearts	Scrappers
Queen of Hearts	Hunters
Jack of Hearts	Farmers
Ace of Diamonds	Useful Item
King of Diamonds	Preserved Food Stash
Queen of Diamonds	Major Scrap
Jack of Diamonds	Minor Scrap
Ace of Spades	Raiders
King of Spades	Burst Wolves
Queen of Spades	Wolves/Feral Dogs
Jack of Spades	Cracker
Ten of Spades	Spiders
Nine of Spades	Roaches
Eight of Spades	Dreek

Escaped Slaves: The heroes meet 1d4 former slaves escaped from the Green Empire. Depending on the heroes' demeanor, the slaves might flee from them or ask for help. (Use the stats for farmers on page 108.)

Diamonds

Useful Item: The heroes find a useful item. Have them draw another card and consult the Useful Item table on page 41.

Preserved Food Stash: A large stockpile of preserved food, probably canned or freeze dried before the War. It's worth 1d6 Food (or 7d6 times ten days of food for the characters). It might be difficult to transport.

Major Scrap: The heroes come across ruins that have a lot of useful scrap. They can harvest (by themselves or as a community task) a total of 3d6 Build at a rate of 1d6 Build per week (both these rolls can Ace).

Minor Scrap: The heroes discover some ruins with a little useful scrap. They can harvest (by themselves or as a community task) a total of 1d8 Build at a rate of 1d4 Build per week (both these rolls can Ace).

Forsaken Lands

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle
Ace of Hearts	Scrappers
King of Hearts	Lone Survivor
Queen of Hearts	Hunters
Ace of Diamonds	Useful Item
King of Diamonds	Preserved Food Stash
Queen of Diamonds	Major Scrap
Jack of Diamonds	Minor Scrap
Ace of Spades	Raiders
King of Spades	Raiders
Queen of Spades	Ghost Cat
Jack of Spades	Tiger
Ten of Spades	Burst Wolves
Nine of Spades	Wolves/Feral Dogs
Eight of Spades	Cracker
Seven of Spades	Spiders
Six of Spades	Roaches
Five of Spades	Ants
Four of Spades	Night Haunts
Three of Spades	Dreek

Spades

Raiders: A band of 2d6 human(ish) raiders attack the heroes or demand payment under threat of violence. (Use the stats for raiders on page 114.)

Ghost Cat: A single ghost cat (see page 153) stalks the party. It waits until one of them is alone (off hunting, answering the call of nature, etc.) before striking.

Tiger: A lone tiger stalks the party, but waits until one hero is alone to strike. (Use the stats for a lion in the core rulebook.)

Bear: The heroes stumble upon a bear. If careful they might avoid provoking it. (See the core rulebook for stats.)

Burst Wolves: A pack of 2d6 burst wolves (see page 151) target the heroes and attack them.

Green Empire

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle
Ace of Hearts	Traders
King of Hearts	Scrappers
Queen of Hearts	Escaped Slave
Jack of Hearts	Patrol
Ten of Spades	Farmers
Nine of Spades	Farmers
Ace of Diamonds	Useful Item
King of Diamonds	Preserved Food Stash
Queen of Diamonds	Major Scrap
Jack of Diamonds	Minor Scrap
Ace of Spades	Raiders
King of Spades	Ghost Cat
Queen of Spades	Tiger
Jack of Spades	Wolves/Feral Dogs
Ten of Spades	Roaches
Nine of Spades	Ants
Eight of Spades	Dreek
Seven of Spades	Feral Cats

Wolves/Feral Dogs: A pack of 3d4 wolves or feral dogs attack the heroes. (Use the stats for dog/wolf in the core rulebook.)

Cracker: If on water, a pod of 1d6 crackers (see page 151) ambush the heroes. If on land they encounter a similar number, but the group can likely avoid them if they choose.

Spiders: The character on point must make a Notice test at -2 or become trapped in a web (see page 120) as 1d6 giant spiders (core rulebook) and a 25% chance of a mega spider (see page 155) attack the heroes.

Roaches: Giant roaches out scavenging for food come upon the heroes. There are 2d4 giant roaches (see page 154) and a 50% chance of 1d4 mega roaches (see page 155).

Ants: A platoon of 2d8 giant ants (see page 151) is searching for food, and they swarm the heroes.

Monster Country *

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle

Ace of Hearts	Isolated Survivors
King of Hearts	Isolated Survivors

Ace of Diamonds	Useful Item
King of Diamonds	Useful Item
Queen of Diamonds	Food Stockpile
Jack of Diamonds	Major Scrap
Ten of Diamonds	Major Scrap
Nine of Diamonds	Minor Scrap
Eight of Diamonds	Minor Scrap

Ace of Spades	Dragon
King of Spades	Ghost Cat
Queen of Spades	Lion
Jack of Spades	Bear
Ten of Spades	Burst Wolves
Nine of Spades	Wolves/Feral Dogs
Eight of Spades	Cracker
Seven of Spades	Spiders
Six of Spades	Roaches
Five of Spades	Ants
Four of Spades	Night Haunts
Three of Spades	Drones
Two of Spades	Terror Monkeys

*Draw twice the number of normal cards in Monster Country.

Night Haunts: A pack of 2d4 night haunts (page 154) drop down on the heroes and attack them.

Dreek: The heroes encounter a herd of 2d8 dreek (see page 152). Unless provoked they are easy to avoid.

Feral Cats: A family of 1d6 feral cats. They don't attack unless they have no choice, and are more of a nuisance than anything else. (Use the stats for cats in the core rulebook.)

Geneva and Scrap City

Red Joker	Friendly Wild Card
Black Joker	Hostile Wild Card
Ace of Clubs	Lingering Radiation
King of Clubs	High Tech Booby Trap
Queen of Clubs	Primitive Booby Trap
Jack of Clubs	Obstacle

Ace of Hearts	Traders
King of Hearts	Scrappers
Queen of Hearts	Isolated Survivors

Jack of Hearts	Hunters
Ten of Hearts	Farmers
Nine of Spades	Escaped Slaves
Eight of Spades	Patrol

Ace of Diamonds	Useful Item
King of Diamonds	Preserved Food Stash
Queen of Diamonds	Major Scrap
Jack of Diamonds	Minor Scrap

Ace of Spades	Raiders
King of Spades	Synths
Queen of Spades	Wolves/Feral Dogs
Jack of Spades	Cracker
Ten of Spades	Spiders
Nine of Spades	Roaches
Eight of Spades	Ants
Seven of Spades	Night Haunts
Six of Spades	Dreek
Five of Spades	Feral Cats

Dragon: A single dragon (see page 151) attacks the heroes.

Terror Monkeys: A troop of 2d6 terror monkeys (see page 155) attempts to drive off the characters

Drones: A small band of 1d6 drones. For each drone roll 1d6. 1–2: Hummingbird (page 152); 3: Falcon (page 153); 4–5: Lynx (page 153); 6: Tiger (page 153).

Appendix Beta: Generic Stats

Apprentice Healer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Boating d4, Fighting d4, Healing d8+2, Knowledge (Nature) d6, Notice d6, Persuasion d6, Psionics d8, Shooting d4, Survival d6, Tracking d4

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

Hindrances: Pacifist (Minor), Vow (Heal all in need)

Edges: Arcane Background (Psionics), Healer

Gear: Staff (Str+d4), sling (4/8/16, Damage Str+d4), herbal remedies, personal goods.

Arcane Powers: 10 Power Points, *darksight*, *healing*, *succor*

Axe Tribe Members

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d4, Knowledge (Nature) d6, Notice d6+2, Shooting d6, Survival d6, Swimming d6, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness

Hindrances: Illiterate

Gear: Bow (12/24/48, Damage 2d6), axe (Str+d6), personal goods.

'Canics

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Driving d6, Healing d4, Knowledge (technology) d8, Lockpicking d8, Notice d6+2, Repair d8, Shooting d6

Charisma: —; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Curious

Edges: Alertness

Gear: Light automatic pistol (12/24/48, Damage 2d6, AP 1), dagger (Str+d4)

Caravan Guards

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d6, Notice d8, Shooting d8, Survival d6, Riding d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2) or 10 (4) against bullets.

Hindrances: Loyal

Edges: Brawny

Gear: Kevlar vest (+2/+4 vs. bullets), long sword (Str+d8), hunting rifle (24/48/96, Damage 2d8, AP 2).

Council Member

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Healing d6, Investigation d8, Knowledge (Agriculture) d6, Knowledge (Pre-War History) d8, Knowledge (Technology) d8, Persuasion d10

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

Hindrances: Loyal

Edges: Charismatic

Gear: Various.

Elite Slaver

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d4, Shooting d8, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 13 (6)

Hindrances: Greedy (Minor), Mean

Edges: Block, Brawny, Combat Reflexes, Frenzy

Gear: Assault rifle (24/48/96, Damage 2d8, AP 2), light automatic pistol (12/24/48, Damage 2d6, AP 1), three grenades (5/10/20, Damage 3d6), longsword (Str+d8), infantry battle suit (+6), various miscellaneous goods.

Farmers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Healing d4, Knowledge (Agriculture) d8, Notice d6, Survival d4

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Illiterate

Edges: —

Gear: Various.

Illuminated

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Technology) d8, Notice d8, Repair d8, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 6 (1)

Hindrances: Curious

Edges: Mr. Fix It

Gear: Light automatic Pistol (12/24/48, Damage 2d6, AP 1), spear (Str+d6), leather armor (+1).

Knight of Geneva

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d10, Shooting d6, Survival d4

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (3)

Hindrances: Code of Honor, Loyal, Vow (to protect Geneva)

Edges: Block, Brawny, Counterattack

Gear: Long sword (Str+d8), crossbow (15/30/60, Damage 2d6, AP 2), dagger (Str+d4), full plate (+3), steel helmet (+3), war horse.

Monkey Men

Race: Simian

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d6, Knowledge (Technology) d4, Notice d6, Throwing d8, Tracking d4

Charisma: —; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)

Hindrances: Illiterate, Less Educated

Edges: Acrobatic, Low-Light Vision, Natural Climber

Gear: Spear (3/6/12, Damage Str+d6), leather armor (+1)

Novice Wizard

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Healing d6, Knowledge (Psionics) d8, Persuasion d6, Psionics d8, Riding d6, Taunt d6

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

Hindrances: Curious

Edges: Arcane Background (Psionics)

Gear: Staff (Str+d4).

Psionic Powers: 10 Power Points, *armor, bolt, healing*

Pirates

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d8, Intimidation d8, Shooting d8, Swimming d6

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Illiterate

Edges: Ambidextrous, Two-Fisted

Gear: Dagger (Str+d4), long sword (Str+d8), flintlock pistol (5/10/20, Damage 2d6+1), leather armor (+1).

Raiders

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Bloodthirsty, Mean, Wanted (Minor)

Edges: Brawny, No Mercy, Steady Hands

Gear: Bow (12/24/48, Damage 2d6), battle axe (Str+d8), leather armor (+1), 20 arrows, quiver, horse, saddle.

Rangers

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Boating d4, Fighting d6, Knowledge (Nature) d6, Notice d6, Shooting d8, Survival d8, Swimming d4, Throwing d4, Tracking d8

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

Edges: Quick, Woodsman

Hindrances: Illiterate, Loyal

Gear: Bow (12/24/48, Damage 2d6), axe (Str+d6), leather armor (+1), personal goods.

Ravens

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Technology) d6, Notice d8+2, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Illiterate, Stubborn

Edges: Alertness, Dodge, Quick

Gear: Bow (12/24/48, Damage 2d6), three daggers (3/6/12, Damage Str+d6), leather armor (+1).

Scrappers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d8+2, Shooting d4, Stealth d6, Streetwise d6

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

Hindrances: Poverty

Edges: Alertness

Gear: Spear (Str+d6), sling d4 (4/8/16, Damage Str+d4), backpack.

Sheltered

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d4, Healing d4, Knowledge (Agriculture) d8, Knowledge (Computers) d6, Knowledge (Pre-War History) d8, Notice d6, Persuasion d6

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

Gear: Various.

Slavers

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Mean

Edges: —

Gear: Leather armor (+1), axe (Str+d6) or warhammer (Str+d6), crossbow (15/30/60, Damage 2d6, AP 2), 20 bolts, rope (20 ft.)

Spider Eaters

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d6, Shooting d6, Survival d6, Stealth d10

Charisma: —; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (2)

Hindrances: Illiterate

Edges: Ultra Immune System

Gear: Bow (12/24/48, Damage 2d6), 20 arrows, spear (Str+d6, reach 1), chitex armor (+2), 3 doses of spider poison (paralysis).

Tin Men

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Technology) d6, Notice d8, Repair d6, Shooting d8

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Illiterate

Edges: Block, Brawny

Gear: Long sword (Str+dd8), crossbow (15/30/60, Damage 2d6, AP 2), breastplate (+3).

Town Militia

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Survival d6

Charisma: —; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (1)

Hindrances: —

Edges: Brawny

Gear: Leather armor (+1), spear (Str+d6, Reach 2), bow (2d6), 20 arrows.

Tribal Leaders

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Shooting d10, Survival d10, Throwing d6, Tracking d6

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 5,

Edges: Command, Fervor, Marksman

Hindrances: Vow (to protect tribesfolk)

Gear: Battle axe d6 (Str+d8), two throwing axes (3/6/12, Damage Str+d6), bow (12/24/48, Damage 2d6), leather armor (+1), personal goods.

Trogs

Race: Human

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d10, Survival d8, Tracking d8

Charisma: —; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Light Sensitivity, Illiterate

Edges: Fleet Footed, Woodsman

Gear: Atlatl (6/12/24, Damage Str+d6), spear d6 (Str+d6), dagger (Str+d4), leather armor (+1).

Trog Body Guards

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d6, Survival d6, Throwing d8, Tracking d4

Charisma: —; **Pace:** 8; **Parry:** 10; **Toughness:** 9 (2)

Hindrances: Light Sensitivity, Illiterate, Loyal

Edges: Block, Brawny, Counterattack, First Strike, Fleet-Footed, Improved Block

Gear: Spear (Str+d6), battle axe (Str+d8), chain vest (+2).

Wright Family Member

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Gambling d6, Intimidation d6, Knowledge (Geography) d6, Knowledge (Technology) d6, Persuasion d8, Riding d4, Shooting d6, Streetwise d4

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

Hindrances: Stubborn, Vengeful (Minor)

Edges: Wright Family

Gear: Revolver, (12/24/48, Damage 2d6+1, AP 1), dagger (Str+d4), Kevlar vest (+2), various other goods.

Zombies

Race: Freak

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d8, Shooting d8, Stealth d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Loyal, Freakish, Not Built for Speed

Edges: Radiation Resistance, Thief

Gear: Short sword (Str+d6), hunting rifle (24/48/96, Damage 2d8, AP 2), leather armor (+1).

Appendix Omega: Reference

Reference

The following books, movies, shows, and games have all influenced *Broken Earth* in one way or another. They may serve as inspiration for you as you run your game of *Broken Earth*.

Video Games

The Fallout Series

The Last of Us

Wasteland (And likely the forthcoming *Wasteland 2*)

I Am Alive

Movies & Television

Mad Max Trilogy (especially *The Road Warrior*)

Walking Dead

Children of Men

I Am Legend

Planet of the Apes

Life after People

The Twilight Zone

Wall-E

Books

Always Coming Home, by Ursula K. Le Guin

The Stand, by Steven King

The Road, by Cormac McCarthy

Urban Atrophy, by Dan Haga

States of Decay, edited by Daniel Barter and Daniel Marbaix

World War Z, by Max Brooks

Online Game Aides

These are online resources that can help you plan your game, as well as some that you can use during the course of play to enhance the game.

Google Earth or [Google Maps](#), to see where these locations are in the real world.

A Google Map showing the [locations of the Phoenix Stations](#)

[Nukemap](#), to see the effects of nuclear war.

A list of all the [hydroelectric power stations in Minnesota](#)

A [map of nuclear power stations in the United States](#)

[The Wright Family Tree](#)

A [.pdf pamphlet](#) about the Old Schoolhouse

A [text-to-speech program](#) to simulate robotic voices



MARCH 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 Spring begins	2	3
4	5 The adventure begins	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

APRIL 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28 Earliest Bella's Scouts arrive.
29	30					

MAY 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7 "Metal bird" flies over.	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

JUNE 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1 Summer begins	2 Earliest invitation from Bella
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17 Great Gathering begins	18	19	20	21	22	23
24	25	26	27	28 Great Gathering ends	29	30

JULY 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5 Latest Bella's scouts arrive	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

AUGUST 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10 Earliest invi- tation from Bella	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

SEPTEMBER 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1 Fall begins
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

OCTOBER 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11 Rose Levey gives birth	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

NOVEMBER 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

DECEMBER 2114						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1 Winter begins
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29 Cody Wright dies of exposure
30	31					

JANUARY 2115						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

FEBRUARY 2115						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

Community Name: _____ Population _____
Abilities: Economy _____, Morale _____, Force _____

Edges Citizen	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Resource	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Building	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Food _____ Projects	Build _____	Groups _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Community Items of Note		
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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