

SECRETS OF THE MIND MASTERS



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DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

RPG
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Requires use of the Darwin's World: Survivors Handbook and the Modern d20 core rules. You can download the core rules here for FREE:

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SECRETS OF THE MIND MASTERS

Secrets of The Mind Masters is a high-level adventure for the post-apocalyptic role-playing game, *Darwin's World*. In *Secrets of The Mind Masters* the player characters venture to the distant "Arid City"

and enter into the employ of the Clean trading house as "scouts". What begins as a simple expedition to the ruins soon turns into a life-threatening exploration of a long-forgotten complex beneath the streets, an underground facility that is directly tied to the Savants' mysterious abandonment of the city years ago...

Secrets of The Mind Masters is designed for higher-level characters with levels in advanced or even epic classes. The suggested starting level is 17th, and by the adventure's end the player characters should have acquired enough experience to advance to 18th.

Specific skills will be useful but not necessary for the adventure's completion, and these include *Computer Use*, *Concentration*, *Diplomacy*, *Disable Device*, *Intimidate*, *Knowledge (Current Events)*, *Knowledge (Tactics)*, *Knowledge (Twisted Earth)*, *Listen*, *Search*, *Sense Motive*, *Spot*, and *Survival*.



ADVENTURE SYNOPSIS

In *Secrets of The Mind Masters* the party heads to the Arid City, a hodge-podge necropolis home to rival tribes and conspiring factions, built on what used to be the glittering Texas metropolis of Dallas.

In the opening scenes of the adventure the party

manages to save the life of an important prince of the Clean Water Clans, who is indebted to the party for their timely arrival as the caravan he was traveling in comes under attack. The PCs rescue the young prince and his armed entourage, and with promises of reward turn to escorting him safely home.

During their journey the PCs and their princely companion find hospitality in a nomadic settlement of the *Alliance of Plains People* (a tribe first detailed in *The Broken & The Lost*), and it is here that the characters learn a little more about their Clean hosts, as well as the ancient Savants, their own great empire said to extend south to the ocean, and of the superstitious beliefs held by many former refugees fleeing their reign.

With tales of the Savants still on their minds the PCs arrive in the Arid City and become guests of Jun ("Lord") Kalek Han, master and leader of the entire Clean merchant house. After being bestowed with considerable rewards for the rescue of his son (rewards that reflect their own considerable powers and abilities), Jun Han turns to petitioning the party - who've proven themselves friends of the Clean - to accept a particularly hazardous mission, but one whose success is vital to the balance of power in the Arid City.

Jun Han details the revelation that a faction of the Arid City has done the unthinkable and ventured deep into the ruins of what was once the "Savant Citadel", the heart of Old Dallas, where the Savant masters of the city once lived. Since the Savants abandoned the Arid City decades ago this region has remained deserted, though legends have always circulated about the wonders the Savants left behind. There has always been an unwritten "law" forbidding any return

to the Savant Citadel, but now it seems one of the city's factions, the *Revenants* (a splinter group of the Foundation) has broken this unofficial agreement and begun an expedition to plumb the Citadel's secrets.

The Clean are concerned that this development will put the delicate peace in the city at risk; any intrusion into the inner city, once the sole domain of the Savants, would certainly enrage the native



THE SAVANTS

The *Savants* are a major faction of the Twisted Earth, originally detailed in the first edition of *Darwin's World*. In terms of chronology they go way back into the world's post-Fall history, and thematically the Savants represent a kind of "lurking threat" - great masters of untold mental powers, these wicked mentalists jealously control the fertile lands of the south, their "Grass Plains Empire", which lie out of the reach of most inhabitants of the Twisted Earth. The Savants combine powerful mutations, despotic rule, and fantastic technology into one body, coming together to create one of the most powerful groups on the face of the post-nuclear world.

In *Secrets of The Mind Masters* the Savants are only mentioned as part of the underlying background, but the entire adventure essentially revolves around their involvement in the history and making of the current Arid City. It was here that the Savants once ruled cruelly and mercilessly, using the city as a kind of "gateway" through which to trade and acquire the few resources they could not otherwise generate in their own lands. But in time their grip on the enslaved people of the Arid City was relinquished, quite mysteriously, and virtually overnight they vanished from the city and never returned.

In the adventure new settlers to the Arid City (the Revenants and Dark Paladins) have begun to violate an old tradition/superstition to stay away from ancient Savant sites. With this renewed activity the horrible secrets of the long-vanished Savant mind masters are in danger of being unearthed...

Faithful, former slaves of the Savants who still worship their masters and prey zealously for their eventual return. The *Dark Paladins*, another splinter of the Foundation, are bitter rivals of the Revenants, and any technological edge the Revenants might gain from their excavations in the city could spark an arm's race that would destroy the peaceful *status quo*.

To counter this threat Jun Han hires the party to head to the Savant Citadel and make contact with the Revenant expedition before it's too late. But on the way there the PCs will have to negotiate a city rife with zealous, Savant-worshipping cultists, scheming Dark Paladins, and other dangers native to the ruins.

Once the PCs find the Revenants' camp, they'll have to convince the Revenants to give up their unsanctioned efforts to prevent a war. They can use force to accomplish this (by wiping out the expedition), or they can work with the Revenants in exploring the ruins of the strange facility they've

just recently discovered. Plumbing its dark and dangerous depths the party finds evidence that the Savants used this facility right up until the time they abandoned the city, and soon learn that its maze of corridors and passages are intertwined with those mentalists' sudden and unexplained departure so many years ago.

THE NULL

The *Savants* were drawn to the Arid City over a generation ago by ancient visions their pre-Fall ancestors had that revealed to them a great "weapon" then being built beneath the streets of Dallas. Hatred and cruel, the Savants came to the Arid City with a single purpose in mind: recovering that ancient, secret weapon for their own use.

Though many suffered from their cruel occupation, the Savants' conquest of the Arid City was merely a

means to seize control of the city so that they could find and excavate the old facility in which the bomb had been researched. Led by fragments of these ancient visions, the Savants immediately set to work searching for the entrance to the facility, eager to plunder its depths and recover the Ancients' most forbidden work.

During this time the Savants found that rule over the enslaved people of the Arid City was quite beneficial. The "Faithful" saw them as "gods" and served them loyally, and made ideal scouts and spies to keep the other slaves obedient. The Clean used their knowledge of water and ties with outsiders to supply the Savant community with fresh supplies on a regular basis. The Savants found that the other slaves could also be put to good use, and quickly bent the various conquered tribes towards the reviving of the few old industries that had survived the nuclear war.

In time the Arid City became an important asset to the Savants, generating military hardware and providing slaves for their armies, but they never forgot their true goal, the discovery of the ancient facility.

When the Savants eventually uncovered the entrance to the facility, they immediately set to work excavating it and coring out the collapsed tunnels. They recovered much of the data still trapped in the corridors below ground, and sent this to their leaders in the distant cities of the south. They also recovered the partly-completed "weapon", and under the cover of darkness (and extreme secrecy) relocated it as well.

The Savants held onto the Arid City and the facility even after their original mission was completed. The city and its population were still productive, after all, and the facility had laboratories ideal for their own experiments. But the legendary ingenuity and

curiosity of the Savants would get the best of them this time.

It was here, in the facility beneath Dallas, that the Savants attempted to create a powerful machine that would enhance and magnify their already considerable mind powers. The machine utilized elements of *warp-field* technology (the same technology behind the *warp-field sword*), which they found affected the brain in unpredictable ways. But despite their above-genius intellect, the Savants were over-eager to see it work and activated the experimental device before it could be reliably tested.

It was the activation of this device that spurred the Savants into abandoning the city, but what danger it poses to the freed slaves of the Arid City has yet to be seen.

THE FAR DESERT

The adventure begins as the player characters make their way through the rough desert of what used to be western Texas. It is dry, harsh country, but one that experienced adventurers and travelers shouldn't have too hard of a time navigating.

The reason behind the party being in this area are left up to you, the GM to devise, but here are a few possible suggestions:

- The PCs left the Cartel town of Socorro in a hurry. They may have fled because of rumors of an outbreak of disease in town, or may be on the run for something they did that the Cartel authorities don't approve of.
- Expecting to be hailed as heroes, after dealing with slavers (or raiders) up north the party finds they are less popular than they thought. Remnants of their former enemy have put a sizeable bounty on the PCs' heads, so the party

decides to leave the region until everything blows over.

- As high level characters the PCs may be integral members of their own communities. Renowned for their skill, the characters are sent south to the Waterbeds of the Arid City to try and negotiate an agreement with the Clean Water Clans. The water the Clean possesses will be vital to their home community's survival, and thus the party will be motivated to help the Clean when the opportunity arises (see below).
- The party is simply lost in the desert.

Regardless of how the party came to be here, the story starts with a chance encounter with a Clean caravan in desperate need of help. When the player characters arrive on the scene the merchants have just been attacked by a huge monstrosity, and any assistance will be welcome.

It's been several days since you left the small city of Socorro, far to the west, and headed into the southern reaches of the Far Desert. The journey through the mesa country was difficult, with no roads or trails to follow, only navigation by the stars.

Yesterday you left the high country and entered the broad open desert, which now stretches in every direction. But where the mesas had been dead and barren, there are signs of life here. Prickly bushes sprout in the shade of sandy hills, sagebrush billows past on each new wind, and the sussurus of locusts can be heard as the sun begins to dip on the horizon.

You've been following the course of a dry riverbed for several hours, in the hope that it will lead you to fresh water. But the stillness of the early evening is soon broken by a sudden tremor;

a thundering roar perhaps some two hundred yards ahead, and the vague sounds of shouting and the unmistakable report of frenzied gunfire.

Racing to find out what's going on ahead, you move down the narrow riverbed until you turn the final bend. There, scattered to either side of the same sandy riverbed are a handful of men, apparently engaged in a battle against a large creature. Several of the men lie dead, their white uniforms stained red, while the survivors gather - rifles in hand - around three or four converted tanker trailers whose pack animals have torn free in the panic. The men barely have a moment to register your arrival when the ground shakes again.

All of a sudden the sandy riverbed explodes outwards as a gargantuan aberration rises from underground like a huge worm snaking out from below.

RESCUE (EL 15)

The party has come across a Clean merchant caravan on its long journey back to the Arid City and its famous Waterbeds. Traveling with empty wagons, the merchants hoped to swiftly make it to the Arid City with little trouble, but through bad luck have stumbled into the territory of a deformed *death sentinel*. Already one of the wasteland's deadliest creatures, this particular specimen has *mutated* to allow it move faster in pursuit of prey.

Unknown to the PCs at first, leading the caravan is Emil Han, son of Jun Kalek Han, lord of the Clean Water Clans. A *prince* of the Water Clans (*wang zhi* in the traditional Clean tongue), Emil is a young man with a lot of enthusiasm for adventure, and one of his father's favored sons. However, at some point even the *jun's* most beloved child must become a man, and so Emil was accompanying the caravan on a delivery

run to Socorro as his first real experience outside of the Arid City. The journey had been relatively uneventful until they came under attack by the *death sentinel*. It is only through good fortune that the party arrived when they did.

Playing The Battle: The Clean merchants are in deep trouble, being totally outmatched by this enormous aberration. The *death sentinel* has already killed several of the merchants, and without help the mercenaries guarding the caravan will be overcome. They need immediate help, and the characters are their only hope.

If the PCs come to their aid the merchants are initially surprised and suspicious of their appearance, but out of desperation join forces with the party to overcome the *death sentinel* before it kills them all.

During the combat the *death sentinel* attempt to grapple as many foes as possible with four of its tentacle attacks (incurring automatic bite damage), leaving the fifth tentacle free to lash at other characters to inflict raw damage. It chooses PCs over the Clean Jannisaries, and leaves Emil Han for last. It does not retreat.

Emil Han: HP 47; down to 32 due to injuries (see below).

Clean Jannisaries (3): HP 37 (see below).

Mutated [BNB] Advanced Death Sentinel (1): HP 337 (see below).

Emil H'an (Mutant Fast Hero 4/Guardian 4/Trader 2): CR 10; Medium-size humanoid; HD 4d8 plus 4d10 plus 2d6; HP 47; Mas 10; Init +2; Spd 30 ft; Defense 25, touch 20, flatfooted 23 (+0 size, +2 Dex, +8 class, +5 equipment); BAB +8; Grap +7; Atk +10 melee (1d6-1, *mastercraft* scimitar +3), or +11 ranged (2d10, Remington 700); Full Atk +10/+5 melee (1d6-1, *mastercraft* scimitar +3), or +11/+6 ranged (2d10, Remington 700); FS 5 ft by 5 ft; Reach

5 ft; SQ medical incompatibility, increased critical threat; AL Clean; SV Fort +3, Ref +8, Will +5; AP 5; Rep +3; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 14.

Occupation: Merchant (Sense Motive).

Background: Visionary Reinventor (Knowledge [Business]).

Mutations and Defects: Interior Moisture Reservoir, Neural Mutation - Telepathy, Bilirubin Imbalance, Critical Vulnerability.

Skills: Bluff +5, Diplomacy +15, Disguise +0, Gather Information +11, Knowledge (Business) +8, Knowledge (Current Events) +7, Knowledge (Tactics) +4, Knowledge (Twisted Earth) +3, Profession +14, Ride +4, Sense Motive +4.

Feats: Armor Proficiency (light), Defensive Martial Arts, Leadership, Lie Detector, Market, Mental Communication, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Silver Tongue, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Talents (Guardian): Defender +2, Weapon Focus (Remington 700), Tactical Aid.

Talents (Trader): Ear to the Ground, Money Talks.

Possessions: Remington 700, bullet bandolier, 90 rounds of 7.62mm ammunition, *mastercraft* scimitar +3 (bonus to attack), *mastercraft* leather armor +3 (bonus to Defense), *survival kit*, 7 *halazone tablets*, canteen (quarter full), riding horse.

Clean Janissary (Mutant Strong Hero 3/Guardian 2): CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4; HP 37; Mas 14; Init +7; Spd 30 ft; Defense 17, touch 16, flatfooted 14 (+0 size, +3 Dex, +3 class, +1 equipment); BAB +5; Grap +6; Atk +7 melee (1d6+3, scimitar), or +8 ranged (2d8, Remington

700); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision, increased critical threat; AL Clean; SV Fort +6, Ref +6, Will +1; AP 2; Rep +0; Str 13, Dex 16, Con 14, Int 8, Wis 10, Cha 11.

Occupation: Military (DW) (Knowledge [Tactics]).

Background: Resurrector (Knowledge [Current Events]).

Mutations and Defects: Interior Moisture Reservoir, Multiple Stomachs, Sensitive Sight, Bilirubin Imbalance, Critical Vulnerability, Cystic Fibrosis.

Skills: Bluff -2, Diplomacy -2, Disguise -2, Handle Animal +2, Intimidate +2, Knowledge (Current Events) +1, Knowledge (Tactics) +3, Listen +3, Ride +4, Spot +3, Survival +2.

Feats: Alertness, Archaic Weapons Proficiency, Improved Initiative, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Guardian): Defender +2, Weapon Focus (scimitar).

Possessions: Scimitar, Remington 700, 20 rounds of 7.62mm ammunition, leather armor, four *juju potions* (1d4+2).

Mutated [BNB] Advanced Death Sentinel: CR 15; Gargantuan Aberration; HD 25d8+225; HP 337; Mas 29; Init +5; Spd 30 ft.; Defense 17, touch 7, flatfooted 16 (-4 size, +1 Dex, +10 natural); BAB +18; Grap +42; Atk +27 melee (2d6+12, tentacle); Full Atk +27 melee (2d6+12, 5 tentacles), +24 melee (4d6+12, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ improved grab, immunities, stun, tremorsense; AL none; SV Fort +17, Ref +9, Will +14; AP 0; Rep +0; Str 34, Dex 12, Con 29, Int 2, Wis 10, Cha 6.

Mutations and Defects: Increased Movement x2, Sensitivity (cold) x2.

Skills: Hide +16, Listen +6, Move Silently +16, Spot +6.

Feats: Alertness, Combat Reflexes, Improved Initiative, Stealthy, Weapon Focus (tentacle).

AFTER THE BATTLE

Once the *death sentinel* is killed, read the following:

As the gargantuan creature is brought down there is some silence among the merchants, who seem to take a moment before cautiously confirming it is indeed dead. With a cheer the caravan's janissary guards celebrate the sentinel's death, while others immediately move to tend the wounded and assess the damage.

After only a few minutes the leader of the water caravan, dressed in practical white clothes (stained with blood), comes to see you. Attended by a servant and several guards, the traveling trader approaches to give his solemn thanks.

"We owe you a debt of gratitude," he says in a peculiar dialect, extending his hand to your leader. "I am Wang Zhi Emil Han, fourth son of Jun Kalek Han, lord and master of the Clean trading house. Our tank trailers are empty now, but if you accompany us you will be well rewarded for your bravery, in corium, power packs, or anything else you want."

Emil Han is offering the party a chance to be paid for their help. And, considering their recent run-in with the *death sentinel*, it should be obvious that another such encounter would spell disaster for the merchants. Without their help they won't survive.

If the party agrees the Clean merchants travel in their company, spending as little time as they must

THE ALLIANCE OF PLAINS PEOPLE

The alliance of "plains people" is a loose association of tribes who have been driven almost to the brink of extinction by the expansion of the Savant Empire. Many of these were formerly far-flung communities with little or no contact with one another, but migration to avoid destruction and flight from the advancing Savant armies have cornered them in a relatively small area, practically on top of one another.

The people of the alliance come from a number of backgrounds: former plains herders, horse thieves and tribal bandits, blood-drinking deep-desert savages, and even a handful of xenophobes whose people have held out against cultural and racial integration since the time of the Fall. These latter are unusual because their kind never get along with outsiders; those few communes who survived are those that learned to forget their misgivings and flee their generations-old desert fortresses to avoid destruction at the hands of the Savants.

Today the alliance is a people on the move, living a nomadic, temporary existence, almost aimless in their wanderings. Because the alliance is young, they have yet to learn to truly trust each other. Luckily the surviving tribes benefit from wise and diplomatic leaders (regardless of whether they come from primitive or technically-advanced communities, all of the current tribal elders seem to recognize the need to stay together to survive), who have made great advances in unifying their forces to defend against Savant attack. They live in temporary camps, with animals and decaying vehicles alike transporting possessions, people, and community warriors across the wastes. Advanced people and savages share all duties equally, from scouting to cooking to cleaning, though the tribes have quickly learned that each member community of the alliance has specific skills that would be foolish to ignore.

The party can learn this information simply by asking Emil, or observing their hosts for any length of time.

before moving on. Half an hour after the combat's close the caravan's laborers have hunted down the panicked pack animals and re-hitched them to the empty water trailers. Without further ado the merchants head out.

Because of his wounds Emil Han travels on horseback, but remains close to the party so that they can converse. If the PCs ask, Emil will tell them that he and his men have just returned from delivering a large water shipment to Socorro, and were on their way back to the Waterbeds of the Arid City when they were attacked. Since some of their supplies were consumed by the *death sentinel* when it attacked, they plan on changing course to

meet up with a group of nomads known to live in the area. These nomads, part of the "Alliance of Plains People", owe the Clean some favors and will certainly allow their prince (even a fourth-born prince) and his retinue to take refuge with them for a night.

After several hours of travel the Clean party nears the site of another group on the trail, just as the last rays of sunlight begin to fade from the sky. Emil Han rides ahead to secure a peaceful welcome, and returns twenty minutes later, a smile on his weary face. Not only have their Alliance allies agreed to give the merchants a place in their camp for the night, they also have a physician among them who can lend

his skills to those injured by the *death sentinel* (if the characters need medical assistance they can find it with the Alliance's medicine man, who can treat most injuries with relative ease - and for a reasonable price).

THE STORYTELLER

After a few hours camp has been thrown and, huddled around fires, the Clean and their allies prepare for the coming night. Across the desert the golden twilight diminishes into a deep, cool blue, which eventually plummets into an inky black as night completely swallows the day. The activity continues, however, with eating, drinking, and even song carrying on around the various fires strewn about camp.

Your hosts, members of a tribe called the "Alliance of Plains People", seem to be reasonably hospitable - which is unusual considering they don't know you at all. Obviously their relationship with the Clean is highly valued, and you sense that it is only your association with Emil Han that keeps you safe in camp tonight.

Watching the Alliance people for hours, you've come to sense that they are a rag-tag group of nomads. Like a rowdy carnival perpetually on the move from one locale to another, the Alliance is made up of people from all corners of the wasteland. Loosely organized, you see many different looks and mutations among them; a handful of tribes and isolated groups brought together out of sheer necessity. Some of the nomads are primitive, carrying only spears and machetes, while others wear the remnants of old armor and carry ancient weapons their original communities had preserved for years. Theirs is a

hodge-podge of languages, but despite the chaos of their situation the people seem to be in good spirits.

In one camp an aging storyteller sits by the fire, ringed by entranced listeners, many of whom are children. As they ready for sleep, the old winged mutant mutters a soft, poetic warning:

"Be quiet now, children of man, for monsters walk this very earth. See the glow along the southern horizon? What once were great cities dotting the plains like jewels? They are home to the Savants, the Distant Masters, and their innumerable legions.

"Sleep well tonight, knowing that we have traveled far, children, and left those lands behind. The Savants call, they still beckon voiceless with their minds, but we are well and safe beyond their reach.

"Sleep now, for we will all need our strength when morning comes. Tomorrow we will move on again, and never return to that place from whence we came. Let the Savants have that paradise, that distant grassy land, for their own. We will continue to roam, and someday the memory of our enslavement will fade - as do the voices of those Distant Masters..."

If the PCs appear intrigued (as well they should be), the old man regards them with a solemn stare before walking off. If the party follows him and asks him to tell more, a Diplomacy check (DC 20) gets him to share a cryptic tale:

"A long time ago, my own people were just scattered tribes living amongst the ruins of the Arid City. Sure we knew war; we fought amongst

ourselves, battled against each other for water and food and other things. But things came to change; a great power's shadow drew over the city one fateful year so many decades ago, and from then on things would never be the same.

"The shadow belonged to the Savants. They came from the south, their empire by the sea, and no one will ever forget the years of their terrible rule. They were a cruel, sadistic people, who brought with them legions of slave races to form their armies, to serve them, and to bring other people under their boot. They were a force we could not contend with, a power beyond our comprehension. The Savants themselves were like gods; each clad in strange robes covered in wierd markings and runes, their faces covered completely in strange hoods, auras of power surrounding them like demonic halos. A single Savant, with his ornate staff or rod, could twist and dominate the minds of a hundred or more of us with a mere motion of his hand. They rode upon hovering discs that glided effortlessly over the plains, their hum rumbling like thunder over the horizon. We were powerless against them, and one by one the tribes of the Arid City fell."

The description of the Savants is a relatively accurate one, describing their unique appearance and legendary powers. The "hovering discs" referred to by the old man are legendary as well, but devices such as these haven't been seen for years.

"For generations we lived as slaves to the Savant Empire. We knew only their cruelty and brutality; our women, few and precious, were taken away to suffer their blasphemies. Womenfolk became a kind of "currency", serving as rewards for their minions and for other tribes

to “behave” themselves. Their tactics of playing us off against each other, augmented by their capacity to control our minds, eviscerated our will to fight them. Before long, we were willing partners in their criminal dominance of the land.

“Over time the Arid City became a great center of the Savant Empire; traders from all over the Twisted Earth came to barter with the Savant clerics. Generations ago the Clean entered into a perverse alliance with the Savants, and to this day hold fiercely to the land - and its fruitful lakes - granted them by those malevolent overlords.”

This last bit is in fact true, and if the PCs later ask Emil Han about Clean history, he will verify that the early forerunners of the Clean Water Clans were able to stay in the Arid City only on the whim of the cruel Savants. Emil’s version of history is somewhat more flattering, however; in his eye, the Clean played a dangerous balancing game with the Savants, paying lip service to the mind masters while exploiting the Arid City’s Waterbeds, using the water to build their own empire, one of *trade*, in the Far Desert. When the Savants eventually withdrew from the city (“virtually overnight”), the Clean remained in the vacuum left by their absence. Now that the Savants were gone, the Clean fortified their position and to this day maintain a tight grip on their part of the city.

“Such was the way for many years. But then, the winds of change once more blew over the plains. One night the Savants abandoned the city. They vanished, leaving their monumental structures, their great industries of war, and simply deserted what was so firmly theirs to control. Even their slave armies they left behind, and without their leadership the entire city was

plunged into chaos.

“But the Savants are not truly gone, at least not forever. The Arid City has changed much in their absence; many, like my people and the Alliance, fled to begin life anew, to leave those memories behind. Others, like the people whose prince now walks among us [i.e. the Clean], remained in the city believing that now that the Savants were gone, they could rebuild and even thrive.

“They are still out there. Their empire spans the grass plains to the south. The Arid City may have been abandoned, the Savants may have not been seen for years, but the mind masters still remain, and one day they will return.”

This final part of the old man’s tale cannot be verified, of course, and sounds very much like the fanciful embellishment of a skilled storyteller. But the old man seems certain enough, and most members of the Alliance (but not the Clean and other “rational” people) also share a belief that someday the Savants will return to take back what was once theirs.



ARID CITY

By the time the characters wake the next day, Emil Han and his men are preparing to move out. It is early morning and they have many hours of daylight ahead of them, but by Emil’s estimation they will reach Arid City that same evening.

With a few grateful farewells Emil says goodbye to the Alliance nomads, and before long the party is once more on the move.

Though the Clean jannisaries guarding the merchant-prince are on guard (now more than

ever thanks to the encounter the day before), the journey east towards Arid City is uneventful. Miles and miles of dry, dusty desert lie between the Alliance camp and the city, but these prove to be exceptionally barren and lifeless. A few men worry about water and food, but Emil - still sore from an injury sustained fighting the *death sentinel* - rightly surmises that the emptiness is a blessing.

Eventually the party, and their merchant companions, come to Arid City:

The mid-day sun, bearing down on the land, causes ripples of heat to rise from the sand all around. From the watery mirage on the eastern horizon emerges a haunting sight, coming into view like the skeletal wreckage of a ghost ship rising from its grave beneath the desert.

Great skyscrapers rise from a blanket of urban ruin at their feet. These great structures are broken and blasted; the tops of some appear to have been incinerated in the Fall, leaving them only half as tall as they were. Others remain standing, only their glass walls are now gone, leaving them like bare metal skeletons that loom thousands of feet overhead.

The Arid City is enormous. Far larger than the ruined cities that skirt the Far Desert, like Tucumcari, Socorro, or even the Scab. This was a true metropolis in its time, and from the blackness of its scarred interior radiate the crumbling ruins of ancient highways that stretch out into the surrounding desert for many miles. But even in this heat you see vast lakes, glimmering like gray and blue oases, near the outskirts of the city. These, you surmise, comprise the territory of the Clean Water Clans... a mere foothold in the city.

Beyond this brief respite lies only a mass of

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solid gray, unbroken by color. A vast ocean of broken rubble, collapsed buildings, devastated neighborhoods, and clusters of old city buildings. Even from this distance you spot distant plumes of smoke denoting other communities within the city proper, from north to south, each separated by a few miles of devastated urban sprawl.

"Those fires mark the territory of our rivals," Emil says, riding up to share the view. "To the north of the Waterbeds lie the sequestered Revenants, and towards the center you can see the camps of the Faithful. And somewhere out there - you can't see them - hide the Dark Paladins and their murderous machines.

"You'd do well to stay by me," Emil says with a smile, "this isn't exactly a safe place to be."

OVERVIEW

The Arid City is one of the largest remaining metropoli on the Twisted Earth, and as suits its size it is home to several different "factions", all of whom vie for control over their particular part of the ruins. The western reaches of the city, once known as "Trade Town", still harbor many of the groups that lived under the Savant rule, including the Clean merchants and the tribal natives who call themselves the "Faithful".

Remarkably, most of the city of Dallas proper is empty; formerly known as the "Savant Citadel", the entire city was off-limits to outsiders during the Savant reign. Strange experiments were conducted here, or so the stories go, and slaves sent here to "assist" were never heard from again. When the Savants left the ruins of Dallas fell silent, but until recently no one has had the courage to explore the daunting ruins for fear of what they might find there.

Below is a brief overview of the major districts of the Arid City.

WATERBEDS (EAGLE MOUNTAIN, LAKE WORTH)

Located far to the west, the part of the city known as the "Waterbeds" comprise what used to be a series of dry lakes. It was here that the Savants set to work thousands of slaves, digging pits into the lake beds for subterranean water to supply their tables. At the height of the Savant reign, this area came under the efficient control of the Clean Water Clans, a group of associated families of traders from outside Savant lands who readily conformed to the Savants' cruelty to advance their own profits. Using slave labor from the city, they partly owe their success as masters of more familiar lands because of their continued extraction of water in this area. Since the Savants' abandonment of Arid City the Clean have built up the Waterbeds into a small city in its own right, its defensive walls and buildings composed entirely of bright red clay taken from the lake beds.

TRADE TOWN (FORT WORTH, HALTOM CITY)

Fort Worth, known more commonly as "Trade Town", was established by the Savants for outsiders, as well as to house their massive slave population. Traders from afar established colonies here for trade; others also came to share this area as well, to do trade with the Savant masters of the Arid City. Currently Trade Town is the heart of Arid City, basking under the shadow of nearby Dallas – once the forbidden city of the Savants themselves.

CITY OF THE DEAD (ARLINGTON, GRAND PRAIRIE)

This area was always a kind of "deadland" between the city of the Savants and the encampments of their slaves and foreign visitors. A belt of decayed city, over the years since the Savants' disappearance this district is rumored to have become a haven to *ghouls* and other monstrous creatures. Aptly nicknamed the

"City of The Dead", few communities are willing to transgress into this part of the Arid City.

IRONWORKS (IRVING)

This sprawling dusty region was converted by the Savants into the center of their industrial complex – a maze of rusted iron towers and factories producing who-knows-what. Many slaves were put to work here during the Savants' reign; few ever realized what projects they were working on. Now the region is deserted, the old factories abandoned.

SAVANT CITADEL (OLD DALLAS)

What was once the gleaming city of glass, Dallas, became the home of the dread Savants after their ancient conquest of the Arid City. Here they built up a great forbidden city, far from the eyes of their slaves (whom they kept at arms-length in nearby Fort Worth), and distant enough from visiting traders to prevent their spying on Savant activities. Over the years, no one was ever allowed into this part of the city; after the disappearance of the Savants, one can only guess that all of Dallas is empty, abandoned. Rumors persist that in their absence the Savants left many technological wonders, just waiting to be discovered by anyone brave enough to send scouting parties to the city's heart. But between Dallas and Trade City lies the City of The Dead, a forboding place indeed.

ARRIVING IN THE CITY

The caravan heads directly to the Clean's stronghold, the outlying Waterbeds district, which sits on the western edge of Arid City. The famous lake beds, which trap the brief rains that sweep the region every few years, are at the heart of Clean territory. The Clean have fortified this area, building a small city

from clay to support their efforts, and surrounding it all with mud walls and squat towers placed here and there to provide a view from all directions. Between the wall and the lake is a broad open expanse of flat mud, the mud quarries “mined” by the Clean and their slaves for the waters absorbed underground during the hot months.

As the caravan arrives at the compound there is much commotion among the residents, who immediately recognize their returning prince and his retinue. A cheer of celebration rises among the half-naked, mud-drenched laborers toiling in the mud fields ringing the great Waterbeds, and armed men come rushing to greet their fellows who have returned from the desert. Having been gone so long they feared the worst; instead they are overwhelmed that Emil has returned alive and well.

Eventually you are led to the palace of the ruling “Jun” of Arid City, who Emil informs you is a man named Kalek Han, his father. The palace itself is a staggering sight. Much of the compound outside is given over to neatly-arranged barrack rows, smoky complexes of forges and smithies, a bustling city of clay buildings for the slave population over which slender pagodas rise into the sky, bracketed on all sides by corrals for animals and the vast swamp-like mud flats that ring the lake. Beyond these lie fields dedicated to the growing of crops. But the elegant, vaguely-oriental palace is surrounded by its own forest of palm and fruit trees. The building itself is actually a sprawling compound of several inter-connected clay structures, all decorated with ornamental towers and ornate, flaring crenellations that resemble the sweeping petals of budding flowers. Water

flows from stone fountains and trickles overhead through elegant arched aqueducts, feeding the palm trees, enormous ferns, and brilliant flower beds that make up the forest looming in the palace’s shadow. Flowering vines and ivy creep up the sides of the aqueducts and outer walls, giving the place the appearance of ancient Babylon and its gardens.

The party is met at the palace gates where the Clan’s returning prince is formally greeted. The guards are somewhat wary of the PCs, as a number of important dignitaries from the various Clean clans are currently visiting Arid City and are being quartered at the palace. But after the story of Emil’s ordeal is related to the palace chamberlain they are greeted as friends. Furthermore, the party members are invited to the feast being held that evening for the visiting dignitaries as “guests of honor”.

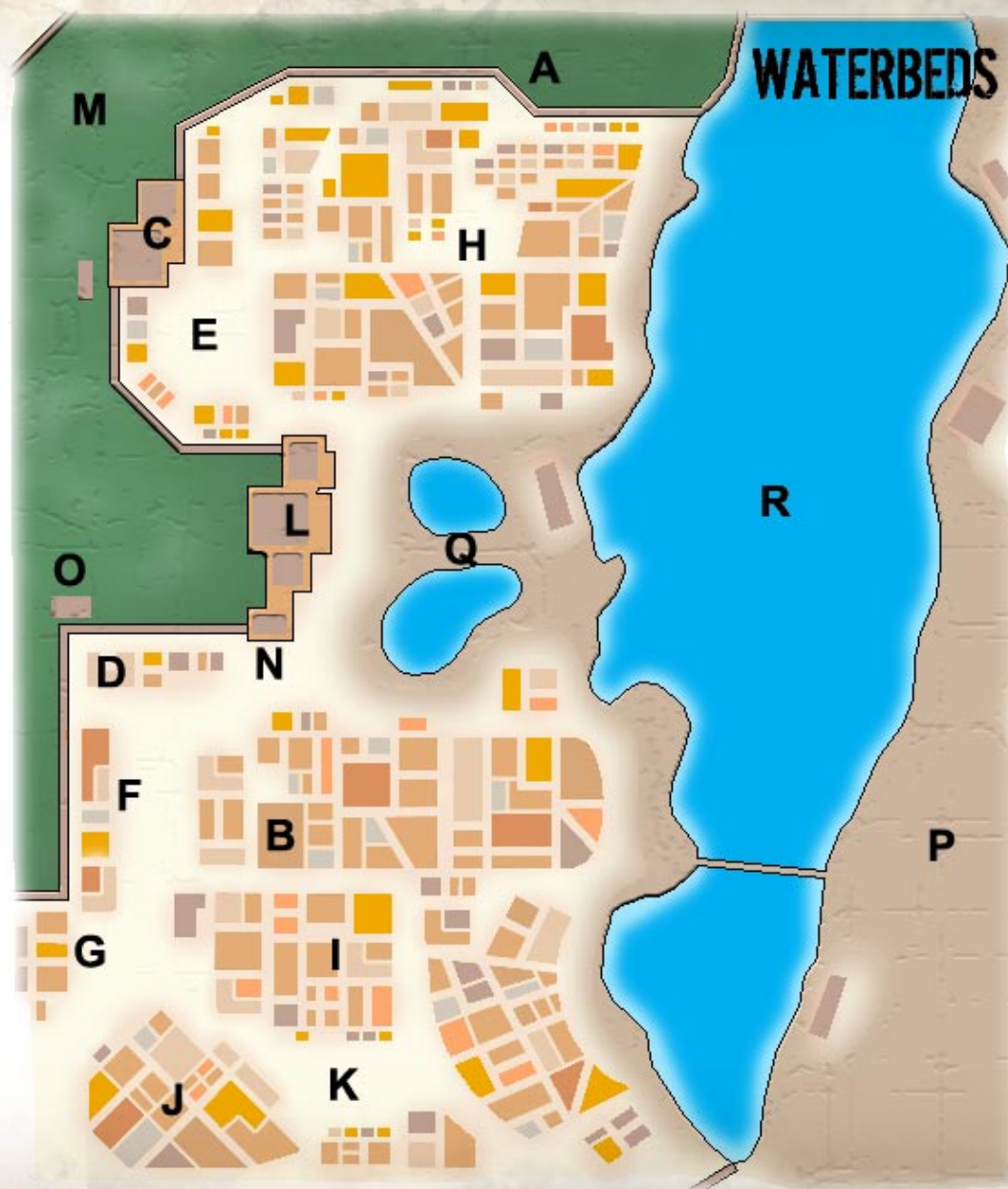
As is customary among the Clean Clans, the feast is held on the palace grounds, on the garden terrace. There are several important Clean Water Clan personalities present, including high-ranking trademasters from the Clean outposts at Tucumcari and Lil’ Vegas, their entourages, and important cousins of Emil’s immediate family. If you care to bring to life some of these individuals during the feast, see *Sandwalkers* for information on Margus Han (mandarin of Tucumcari) and *Death By Corium Light* for Joab Han (mandarin of the Clean’s water operation in that wicked little town).

As the sun slowly sets, lazily moving towards the horizon, the gardens come alive with the sound of crickets and the dancing light of fireflies. Musicians play *pipas* and *sihus*, but their performance is subdued to permit the free exchange of conversation around the table. Throughout the meal servants bring platters of fresh fruit and water, while various meats

are served for the guests to sample from - a veritable cornucopia of delicacies to be savored at the party’s leisure.

The party’s host is Emil’s father, the great Kalek Han, a man they have no doubt heard of in their travels. He is a charismatic man of later years, sharing the same “yellow eyes” (*bilirubin imbalance*) that have been a feature of his line back three generations. Like all Han, his is a mix of ancestries; a blend of Caucasian and Native American ancestry, but mostly dominated by Asian blood brought by the Great Enemy that invaded this land during the Final War.

Kalek Han is the current patriarch (“Jun”) of *all* the Clean Clans, elected from the various core families of the merchant house to lead them and their endeavors to dominate the wasteland. Simply put, he is one of the most powerful men on the Twisted Earth, a true “merchant lord” and statesman. Like many of the Clean’s ruling elite, Kalek was raised in a sheltered setting, here at the Clean compound in Arid City, but from an early age his father was determined to impart in him the virtues of statesmanship. As a teenager he was sent out on numerous diplomatic missions, accompanying his father’s advisors on visits to the deep desert tribals, as well as envoys dealing directly with the Savants during their rule over the city. The first real skill he mastered was diplomacy and negotiation, but by the time he was old enough to marry his first wife he was recalled to Arid City to assist the family in managing their considerable wealth. He was in this support position when the Savants mysteriously left Arid City, and during the chaos following their disappearance. As enemies like the “Faithful” (see later for details) and “Revenants” began assailing the Clean’s holdings on the edge of the city, Kalek led his father’s armies into battle. More accustomed to barter and deals he proved to



be a lackluster commander, but what he lacked in experience he made up for by being a quick learner. The Clean fought bitterly to hold onto its sacred Waterbeds during that period of conflict, and through it all Kalek learned how to lead men in battle, earning the respect and admiration of the other Clean families in the process.

After his father died, Kalek was elected by the patriarchs of the Clans to continue leading the 'house into the future. He possessed all of the qualities of a good leader; a solid grounding in diplomacy (picked up during his youth as an assistant to many renowned Clean ambassadors), a grasp of military tactics (hard-earned in battle against the 'house's enemies), and the uncanny empathy that seems natural to men of the Han bloodline. Kalek has done exceptionally well at the head of the 'house, through the strategic use of appointments, wise policies, an ability to read men's emotions, and possessing a detached moral flexibility which has allowed his 'house to compete fiercely with its rivals.

Kalek has a lot on his plate but he makes time to see his fourth son's return and to greet Emil's "saviors". The PCs should get a chance to meet him at the feast, and he seems interested in hearing their version of the story.

WATERBEDS

The Clean settlement known as the "Waterbeds" is a small city in its own right. Constructed on the very edge of the Arid City, Waterbeds was established long ago under the Savant reign. Under Savant rule the Clean were able to secure permission to build up the Waterbeds operation, as well as construct walls around their settlement as well as domiciles for their workers. In no small part due to the abundance of mud drawn from the lakes, what began as a tiny tent camp soon blossomed into a small city made almost entirely of *clay* (which, not coincidentally, plays to the Clean's love of all things "natural"). Now, in addition to the Clean themselves, the Waterbeds are also home to hundreds of guards, janissary soldiers, wanderers seeking shelter, foreign traders, and even an entire tribe of servitors known as "Mud Men" (for more on this tribe see *The Broken & The Lost*).

The Waterbeds have since become the capital of the Clean's trading empire, and though they do rely on other water sources

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in distant corners of the wasteland, the water drawn from the lakes of Arid City provides for 60% of their supply. Thus the city is not only the capital from which the trademasters oversee and direct their empire, it is also vital to their continued success.

The Waterbeds are not detailed in this adventure, since the fortified settlement is largely out of the path of the party during their exploration of Arid City. A map and a quick overview of the city's particular sites of interest should suffice for the party's brief visit there.

A	Clay Walls	J	Foreign Quarter
B	Guard Barracks	K	Trade Market
C	Janissary Barracks	L	Mandarin's Palace
D	Prison	M	Palace Gardens
E	Training Grounds	N	Barracks of the Royal Guard
F	Forges	O	Palace Granaries
G	Granaries	P	Mud & Clay Fields
H	Slave Compounds	Q	Distilling Ponds
I	Crafts District	R	Lake Worth

Waterbeds (Visionary Reinventor): Walled City; Population 5,000 (Mixed Mutant), combatants 500, fertile 1,250; 200,000 cp limit; Assets 800,000 cp (Flourishing Market, Slaves, Water Source).

Social Structure: Single Strong Ruler w/ Advisors (Clean).

Tolerance Level: Screened/Limited Entry.

THE REWARD

While the other guests of Jun Kalek are quick to play up the contributions of Emil's janissary escort (and downplay the role of any outsiders as a matter of pride), the party has an ally in Emil, who eagerly recounts the party's timely arrival and the important part they played in saving his life. As the night draws late it becomes obvious that his father has come to view the party quite favorably, and in the presence of everyone present Jun Kalek bestows upon each of the characters a reward for their actions in the service of the Water Clans. These rewards should be suited to each player character, but at the same time should reflect gratitude for an act that served not just an individual, but the Clans as a whole. Here are some example rewards:

- As a reward for characters who belong to a community, Kalek offers to begin regular shipments of fresh water to their home community, regardless of the distance from Arid City. If the PCs' community already has a trade agreement with another merchant house, Kalek will offer to beat their current supplier's price by 20%.
- For *Guardians*, *Champions*, or other warrior types, Kalek offers them a position in the Clean army. The Clean are in need of skilled men, and after his son recounts his story Kalek is impressed by their fighting skills. Kalek offers each such character a position of *command* in the army, controlling a small force of anywhere between 20-50 men. The character will begin by being assigned to military forces here in Arid City, though if she proves loyal to the Clans may eventually be assigned an independent command (i.e. this means gaining control over an entire Clean *janissary* garrison at one of the house's

many far-flung outposts).

- For a *Trader* or *Trademaster*, Kalek offers full membership in the Clean merchant house. Depending on the character's particular skills (as well as her ranks in Profession [Trader]), this position could range from being admitted into the house as a novice, to being appointed as one of Kalek's own personal advisors. Particularly skilled characters (with at least five levels in either *Trader* or *Trademaster*, or a combination of both) will be offered the position of *overseer*; this position will require the character to travel to various Clean trading posts to oversee the operations there and keep Kalek (and the Clean council) informed as to how operations are being run, in a manner not unlike a wandering "assessor". It is an important position, because the character will now have the power to denounce and replace incompetent traders (and the character will bear Kalek's support and authority wherever she goes).
- For really skilled merchant characters (with at least ten levels in either *Trader* or *Trademaster*, or a combination of both), Kalek will offer membership in the Clean as well as an appointment to the post of *mandarin* of one of the Clean's own outposts. This is probably the most a trader could hope for, as such a prestigious position gives the character almost complete autonomy in running her own trade venue. A *mandarin* is effectively the "ruler" of a trading settlement, responsible for running an entire marketplace and overseeing all the business that it does.
- For characters of any kind that don't have a community, or don't wish to join the Clean in even the loosest sense, Kalek understands and is not offended. Instead of shunning them for

their refusal to join the Clans, Kalek offers such maverick characters something they can use, a purse of 20,000 corium pieces. If the PCs aren't interested in corium pieces, he can arrange to exchange the cp amount for artifacts, power sources, fresh water, rations, mounts, vehicles, fuel, etc. Since the Waterbeds community is essentially the "capital" of the Clean's merchant empire, you can assume they have virtually any artifact the player characters could ask for.

THE PROPOSITION

After a satisfying night of food, drink, and entertainment, followed by offers of reward, eventually Jun Kalek gets around to presenting the party with a proposition of more immediate employment. Having demonstrated their capabilities in saving his son, Kalek decides they are the perfect set of individuals he's been looking for concerning a particularly prickly mission.

But first things first. The PCs are in a new corner of the Twisted Earth and probably have questions. The Arid City, to many, is the edge of the world's southern frontier, the "gateway" to the arid plains that have come to be known as the "Grassland Empire". The party is bound to have questions, if only out of curiosity about this part of the world.

Can you tell us about Arid City?

The history of the city pre-dates the Fall. Once it was known as the Dallas Megaplex, a shining jewel of the south. Long ago our ancestors came here, willful and bullheaded merchants from the desert, seeking new sources of water to supply our trade. The city was empty, but in short order others came from the surrounding desert, too, and began to populate the urban ruins, carving out their own niches. It

was a good and plentiful time, and although we fought on occasion over territory, there was a good deal of stability and peace.

That all changed when the ruins of Arid City came under attack by a strange new people, the "Savants". Riding out of the south, perched atop flying discs and propelled in crawling fortresses, the Savants conquered the various enclaves and communities in the city, despite fierce fighting for several days. When the communities fell, one by one, the Savants used their potent mind-powers to dominate those who would still resist, and established a reign of terror that would not soon be forgotten.

During their reign, the enslaved people were confined to the western reaches of the city, in huge slave camps. We remained here at the Waterbeds, extracting precious water from the earth. The Savants themselves remained sequestered in the eastern part of the city, in what used to be Dallas proper, which we came to know as the "Savant Citadel". No one ever went there, as it was forbidden by our masked masters, and to disobey their law was to suffer a most hideous death.

What was the Clean's role during the Savant occupation?

The Clean have always worked well even with the most despotic overlords, providing a... "professional" service to the people of the wasteland, without prejudice. Thus, after we were defeated in battle our ancestors chose not to resist their new masters, and instead decided to turn this tragedy into something we could profit from. When the city fell and many were enslaved, we kept our freedom by aiding the Savants willingly.

Under the Savants, our people were elevated above the rest by our unparalleled ability to "get along". In exchange for the water we mined from the earth and the lakes, gifts and luxuries were heaped on our people, and priceless trade treaties earned us ownership of these lands – the Waterbeds.

But now the Savants are gone, and we are well aware that old property rights are not likely to be honored by the new powers that survive in their absence. To hold onto what was awarded us, the Clean Clans have had to build up their power, and if necessary we will prove to the other contenders of the Arid City that we will fight to keep what is ours.

What happened to the Savants?

The Savants vanished from the city less than a generation ago. We're not sure why, but few people other than the Faithful - their lackeys - were sad to see them go. It occurred literally overnight. I was a young negotiator for the Clans then, working for my father. I still remember that night. It was excruciatingly hot and dry, even for Arid City in summer, and a violent summer lightning storm had played across the sky all evening. Sometime during the night blue pulses filled the sky over the city, and leapt from the low clouds to touch down among the streets of the Savant Citadel, to the east. But no one dared to go and investigate into their affairs; for all we knew, the lightning may have been the effects of a power of their own creation.

The next day the Savants were gone. As abruptly as that, they vanished. Scouts and emissaries sent to deliver each faction's regular tribute at the edge of the City of the Dead were left waiting. They eventually returned when it

became clear that the Savants weren't coming.

Over the next few weeks we, the community of ex-slaves, realized that the Savants had left the city, but no one was bold enough to find out why. In their absence, the people began to see hope that they were finally free of their yoke. The Clean, like others, saw this as a divine deliverance from Savant cruelty and began to take steps to fortify themselves and see to their own needs. We have lived this way ever since.

What are the major factions?

Over time numerous groups have come to call the city their home. Even before the Savants and the other settlers, there were ghouls. The foul skulks still thrive in the decaying belt known as the "City of the Dead". During the Savant reign they proved particularly malleable, and bent to the Savants' mind control easily. The Savants let them rule the City of the Dead, as their presence served as a "barrier" to block intrusion by those of us living in the western part of the ruins.

The Savants also found willing slaves among the feral tribes that once fought violently over the city's heart. These tribes came to be known as the "Faithful", for they submitted to the Savants' mind powers the easiest. Over time these primitive savages came to worship the Savants, and even free of Savant control they wail and yearn for their return. They are brutal zealots, and are wisely avoided by those who wander the city's streets.

In recent years strangers from the far west came to Arid City as well. Rumors of strange Savant technology lured the Revenants and Dark Paladins here, both exiles from a land far away. But make no mistake; though they came from the same society they have become the bitterest

of enemies. After forging bases to operate from here among the ruins, they attempted to live peacefully, but soon both groups began to fight. Directly at first, then hiring or enslaving the natives to fight as their proxies. The Dark Paladins have technology, and offer to use it to the benefit of all, but there's is a dark purpose behind them. The desperate flock to their cause, but their promises for the future are metered out with martial tones.

The Dark Paladins may be bad, but the Revenants are worse, killing all who come near their part of the city with impunity. They are said to be pureblood humans, afraid of all mutants and outsiders. Whatever reason they came here they don't seem to care about getting along, and continue to build their colony despite enemies on all sides.

Why does no one go to Dallas?

Most are afraid to return there and find out what, if anything, drove the Savants away. The Savants were known to experiment in strange technologies, revived from the time of the Ancients and even improving upon their sciences. Many of their creations were marvels to behold. And dangerous, too. The rusting remnants of their mighty machines and other creations are said to still slumber there, but no one has ever had the ambition to go there to find out.

That is all changing, however. The Revenants, I fear, have begun to send scouts through the City of the Dead and into the old Savant Citadel, for reasons unknown. The Dark Paladins, their curiosity piqued by the activities of their rivals, are not likely to sit still for long. If the Revenants find anything, the Dark Paladins aren't likely to let them get away scott-free. The

Faithful feed on rhetoric, and the Dark Paladins have whipped them into a fervor over the Revenants' desecration of the Savant Citadel.

Arid City stands on the verge of conflict. We of the Clean have profited from the peace and do not wish to see open war in the city. At the same time we'd like to find out what the Revenants are up to before the Dark Paladins move to attack them. We can avert this war, but to do so we must send someone to make contact with the Revenants and convince them to back off.

An excellent judge of character, Jun Kalek waits for the PCs to offer their assistance...

As guests of the Clean, the player characters may feel motivated to help with the dire trouble looming on the horizon. The party may know little or nothing about the Revenants, Dark Paladins, and Savants, but the Clean Water Clans are a powerful group with great influence throughout the known lands of the Twisted Earth. To disappoint them would be a lost opportunity at the least.

If Kalek bestowed upon the party special positions with the Clean, they should feel even more obliged to help, now that it is in their direct interests to help the Clans. Similarly, if they accepted a reward of corium, they should be aware that Kalek pays well and there is bound to be a reward for helping out with the current troubles in Arid City.

In this last case (i.e. the characters have no obligations to the Clean and are fishing for a reward for any endeavors they undertake), Kalek will offer them 5,000 cp apiece. He can be bargained up to 7,500 cp with a successful Diplomacy check. Note that because Kalek is a shrewd negotiator, however, the DC for this check will be 45.

THREE ROUTES

Assuming the PCs agree to Han's offer, continue with the following:

"The Revenant expedition apparently came down State 287 from Denton, where their fortress is, before plunging into the City of the Dead. That's ghoul territory, but I'd wager the Revenants aren't about to let a few hundred ghouls get in their way. A smaller group like yours might find that part of the ruins a bit more difficult, but it is the most direct route to wherever they went.

"You could go around, avoiding the central part of the ruins, but you run the risk of

encountering other inhabitants of the city. In the north part of town live a tribe of three-armed giants. And on the south side you risk trespassing through the territory of the Dark Paladins - humorless individuals I assure you, and a group we don't want discovering our involvement.

"But I'll leave the planning to you. Once you're through you'll need to locate the Revenants' base camp, wherever their scouts are operating from, and try to negotiate with them into abandoning their efforts for the sake of peace. But again, I'll leave those details up to you.

"Good luck, and as we in the Clean say, 'may it rain down upon you and no others'."

REVENANTS AND DARK PALADINS

The *Revenants* and *Dark Paladins* (a.k.a. the "Todoshi faction") are two splinter groups who split from the *Foundation* in recent years during that organization's crisis over mutant integration (for more information on the Foundation's history, see *The Foundationists*). The Todoshi faction (named after their fallen leader) was driven from Old California after their attempted coup failed, eventually settling in the ruins of Arid City to lick their wounds and plot their revenge.

The Revenants soon followed, abandoning the Foundation in its time of need, reverting to a radical anti-mutant philosophy that made co-existence next to impossible. The Revenants searched for many places to establish their own new base of operations, but rumors of the successes of the Dark Paladins, who had made a new home and were slowly gathering followers from the desperate inhabitants of the Arid City, drew the Revenants here as well.

Though initially both groups were neutral to one another, failed attempts by the Dark Paladins to unite with the Revenants through diplomacy led to the worsening of relations. It quickly became clear that, as the two most technically-advanced groups in the Arid City, they would eventually become rivals for control of the ruins (and the easily-controlled minds of the city's considerable labor force). Over time this realization has led to a kind of "cold war" in which the Revenants fortify their borders and scramble for a technological edge, and the Dark Paladins dig their subterranean bunkers deeper and secretly plot to build a huge army from the former slaves of the Savants.

The rivalry (and anticipation of war) between these two groups is part of the background surrounding this adventure.

INTO THE CITY



This part of the adventure is basically a race to get across the western part of Arid City and locate the trail of the Revenants, who are even now beginning to explore the ancient-era facility that was

abandoned by the Savants.

Crossing the city won't be as easy as it might seem. Miles of rubble fill the ruins, and centuries of neglect have left the place in such a state of disrepair that within just a half mile or so the interior of the city becomes almost impossible to navigate. Clearing roads does not seem to be a priority to those hardy communities living in the city's shell, and in many cases is even seen as a liability, as clear roads mean a clear route into a faction's jealously-guarded territory.

To this end the rival factions of Arid City have left the streets inaccessible, or even moved car wrecks and rubble to close specific streets completely off to prevent unwanted intrusion or "exploration" by outsiders. This leaves only a few avenues to cross the city, and three of these are detailed in this adventure (see the map of the Arid City).

Despite the hardships the PCs will have to cross the ruins of the Arid City to get to the legendary "Savant Citadel", and the most direct route will take them through the heart of what used to be "Trade Town" (now home to the barbaric *Faithful*), and from there they will have a choice whether to go along the northern edge of the city, through the southern expanse of ruins, or through the heart of the city itself.

RANDOM ENCOUNTERS

You can and should use random encounters to keep the party on their toes between set encounters. At

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higher experience levels these random encounters are not intended to provide the party with a challenge so much as to set the mood of traveling through a destroyed cityscape.

Roll for random events between set encounters, starting as soon as the characters leave the Waterbeds but before they enter into *Faithful Territory* (see below). *No single encounter should occur more than once.*

Roll	Encounter
1-8	None
9-10	Strange Noises
11-12	Wild Man Spoor
13-14	Bad Food/Water
15-16	Drums
17-18	Dead Bodies
19-20	Extreme Heat

Strange Noises. Strange noises echo through the ruins. These noises can be eerie bird calls, strange hoots, or even animal shrieks that, to the untrained ear, sound like agonized human cries. Or the noise can be more mundane, such as the sound of crumbling rock, distant thunder as a damaged building somewhere in the city finally collapses, etc.

Wild Man Spoor. The PCs come across a small mound of oily brown spoor, which appears to be fresh. A character making a Survival check (DC 15) will note the faint tracks of at least a dozen small humanoids, which can be identified as *wild man* tracks (Survival check DC 20).

The wild men of the Arid City prove to be especially elusive, however, and the PCs won't actually encounter them during the adventure.

Bad Food/Water. Characters who get by using Survival to hunt prey or gather water from the ruins (instead of carrying rations) run the risk of becoming contaminated. If this event is rolled, the day's Survival check to find food and water accidentally brings the party into contact with food or water contaminated with *parasites*.

If the food/water is consumed those PCs ingesting it must make a Fort save as normal to avoid *parasitic infestation*.

Drums. This encounter can happen during the day or night, though it might be more alarming in the latter case, especially if it precedes an attack by the *Faithful* (see the section titled *Hunted*). Either way, as the party navigates the rubble, somewhere towards the heart of Faithful territory (the center of what used to be "Trade City") comes thundering drums, audible for several miles. The drumming continues for several minutes, after which time it is answered by drums emanating from elsewhere. A Knowledge (Tactics) check at DC 20 reveals that the drumming has a purpose, possibly suggesting that the Faithful use the drums as a rudimentary means of communicating over great distances.

Dead Bodies. The party finds the rotted and scavenged remains of a handful of ruin-pickers, desperate folk who live among the ruins despite the fiercely territorial nature of the native factions. Ruin-pickers, generally poor and decrepit, stand no chance if discovered within a given faction's borders.

Though the bodies will be several days (or even weeks) old, and appear to have been scavenged, on a roll of 1 on 1d6 the party may find a single article of treasure on them (if you have the supplement, *Scav's Swag*, roll once on the *Useful Items* table).

Extreme Heat. They don't call it the Arid City for nothing. During the next week daytime temperatures rise significantly, and the party finds they are consuming water at twice the normal rate. Water needs per day are now doubled (up to two gallons for a normal person), and if unable to consume this amount the PCs face all the normal dangers of not meeting moisture needs. These increased water needs continue for the next seven days (essentially the rest of the adventure).



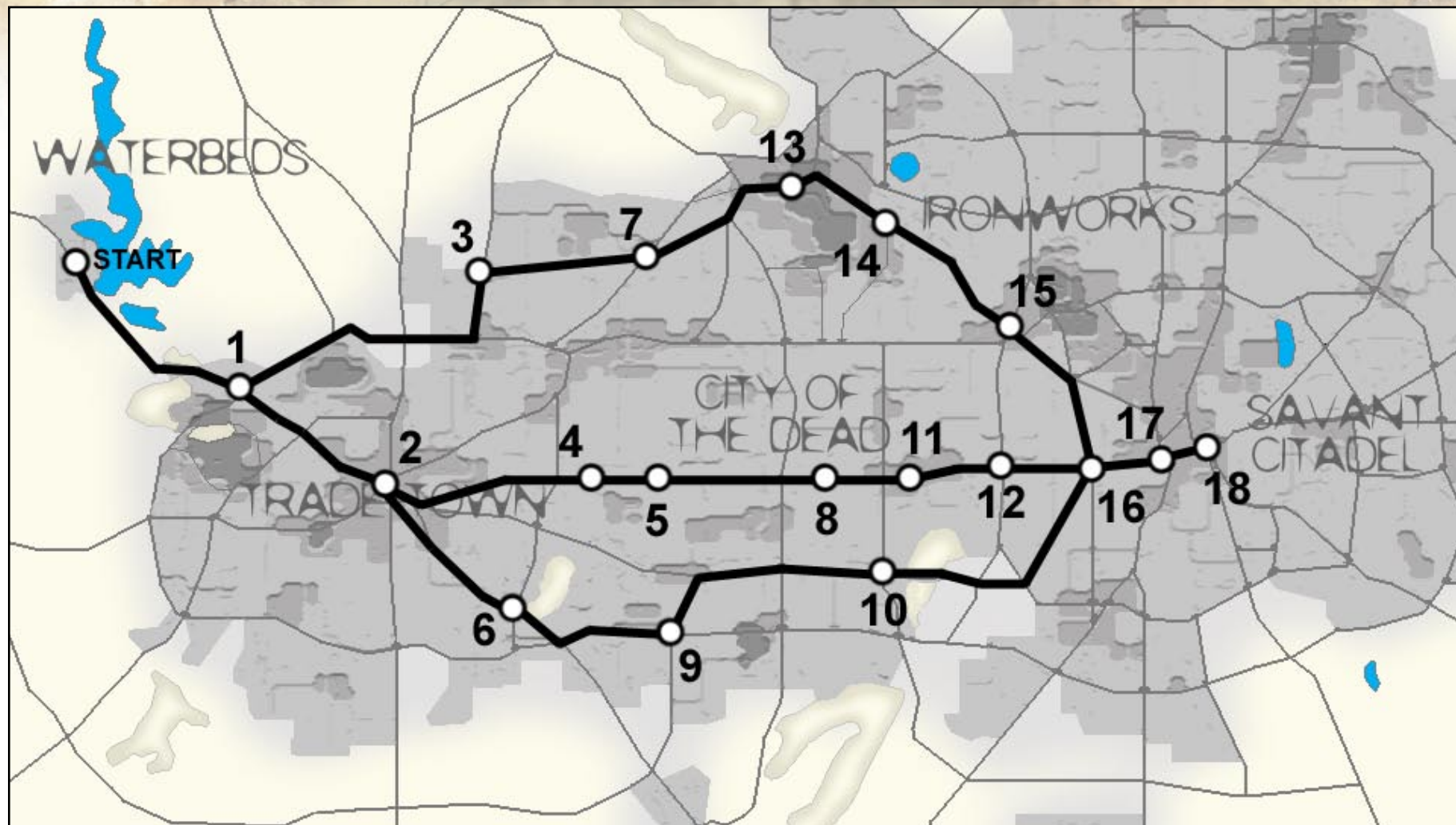
SET ENCOUNTERS

Set encounters are indicated on the map of the Arid City. Note that while the adventure flows essentially in a linear pattern, the party has some choice in which avenue they take to reach the *Savant Citadel*. Each branch will lead the party to different encounters, but they all ultimately lead into the heart of the city.

TRADE TOWN (AREAS 1-6)

Jun Kalek Han cautioned you about "Trade Town", the ruins of what used to be Fort Worth. This old city was used during the time of the Savants to house their slaves as well as visiting foreigners, and it was here - and here alone - that trade with the Savants was conducted, through intermediaries and trusted agents, so that the legendary mentalists could keep outsiders at arm's length.

The city is now destroyed. Whatever the slaves once built, they tore apart in the warfare that erupted after the Savants abandoned the city. Fighting for control of the rubble, the former slaves apparently laid most of the inner city to waste.



“Trade Town” is nothing like is used to be, as Kalek explained, and now the only things living among the old city are the “Faithful” (more on these mutants below).

As the PCs pass through this deserted part of the Arid City they may see old forges, smithies, wells, and even the remnants of old slave villages, but all

of these have been destroyed. The only communities still standing belong to the Faithful, who the party would do well to avoid (though a confrontation is inevitable, as they soon find out; see the section titled *Hunted*).

Haywire Effects: Even this far from *The Facility* the haywire effects of the *Null* have a tangible effect.

Any character attempting to use a neural mutation in this part of the city must make a Concentration check (DC 40) first. Success indicates the ability can be used as normal, while failure means it simply doesn’t work. The character in question will be at odds to understand why her abilities don’t function, since there will be no immediate explanation.

1. FAITHFUL TERRITORY (EL 0)

It's been a few hours since you left the safety of the clay city of the Clean, and plunged headfirst into the broken ruins of Arid City. The northern part of the ruins have proven to be quiet and deserted, and the streets far harder to navigate than you first hoped. The Fall, seasonal storms, and the internicine warfare of the city's factions appear to have taken a serious toll on what remains.

The only navigable passage leads to a rocky clearing between buildings. Two cleared streets branch away, heading northeast and southeast. Both streets look empty, but the clearing is not.

Ringling the clearing are tall wooden poles hung with the dried, desiccated remains of over a dozen humanoid corpses, each impaled on a rusted spike, their mummified faces warped in agony. Mounds of skulls, polished to a bright shine and placed at the foot of these poles, glare out at you with hollow eye sockets.

The sight is somewhat unnerving, but you've seen such warnings before. Knowing that your destination lies beyond, you ignore the primitive fetishes and continue on.

This site marks the beginning of "Faithful" territory. The *Faithful* are a super-tribe that traces its roots to the primitives who once made the Arid City their home, and who were subjugated by the Savants when they ruled the city. Unlike the Clean and others who held fiercely to their sense of pride (and yearned for freedom) even after being conquered, the Faithful slowly began to change, to adapt, and over time came to worship their Savant masters as "gods".

The loyalty of these pathetic creatures was not unnoticed by the Savants, who saw in their mindless devotion a useful tool. Faithful warriors were used

in Savant armies, and were given control over other slaves in the various work camps throughout the city. The Faithful never questioned their masters, though the Savants were as cruel to them as any other, and the Faithful's own savage ways only grew more violent and twisted under their new lords.

When the Savants disappeared from the city many Faithful panicked, but most simply gritted their teeth and prepared to hold on. The Faithful are as baffled as anyone as to why the Savants left and where they fled to, but they believe religiously that the Savants will one day return to the Arid City to retake what was once theirs. Until they do, the Faithful stay loyal, remaining beligerent against those former slaves who now attempt to live free (such as the Clean). Outsiders (i.e. the Revenants and Dark Paladins) have also come to the city, a fact that angers the Faithful, and in the past they have actively waged guerilla warfare against these groups in an effort to destabilize them and drive them out.

The Faithful believe that when the Savants return, their loyalty will be rewarded with praise and gifts of powerful weapons, weapons they will use to further the Savants' glory in war.

Development: After the party passes through this area they have essentially wandered into Faithful territory. It is a transgression the savages do not take lightly. Discovering the party's tracks (or otherwise becoming aware of their presence through scouts), the Faithful become enraged - and intent on killing the intruders. Like a bee hive stirred to action, the demagogues of the Faithful move from encampment to encampment rousing the tribesmen to take up arms, and soon the party becomes *hunted*.

For the next few days and nights drums echo through the city, wild screams and savage cries sound out, and torches and bonfires can be seen glowing under the moonlight. Wise characters will realize

that their presence has not gone unnoticed, and that they have roused the local faction by their intrusion. However, despite what the characters might do, there is no negotiating with the Faithful, who are now hunting them.

For more on how the Faithful plan on killing the PCs, see the section titled Hunted.

2. REVENANT HUMMER (EL 10)

The streets are uncomfortably quiet. Jun Kalek said this was the heart of "Faithful" territory, but you wonder where the mysterious boogeymen of Arid City have gone off to...

Your nerves get a break when, up ahead, the deserted hulk of an old military hummer in urban camo comes into view - giving you something else to think about. The vehicle was apparently driven to the side of the rubble-choked road and abandoned. Someone appears to have vandalized it, covering it in vivid paint and denting its armored panels on all sides. Armored slats covering the vehicle's windows are bent, and one of the wire-mesh grilles screening its headlights is shattered.

The road continues through the heavily-littered streets, before forking. One cleared road heads east, the other southeast.

A Knowledge (Current Events) check made at DC 20 identifies the markings on this vehicle as belonging to the Revenants faction of the Foundation - a sure sign that the PCs are on the right track! Apparently the vehicle was abandoned due to some malfunction, as its owners (whoever they were) were unlikely to just leave a vehicle behind for no reason. Someone found the wreck and vandalized it, but it otherwise seems intact.

In fact the vehicle was, until recently, part of the

Revenant scouting party sent towards the Savant Citadel, but it broke down on the way and had to be abandoned. The Revenants unloaded everything of use (including the fuel in its gas tank) and packed what they could onto other vehicles and the carried the rest by hand. As a result there will be nothing inside the vehicle for the party to take.

The Faithful found the hummer in their territory and savaged it, but being well aware of the Revenants' predilection for traps left its contents alone before moving on.

The Revenants did trap the vehicle, leaving a nasty little surprise for anyone who might open it to look inside. Actually intended for the Faithful, the trap does not discriminate if and when the party investigates the vehicle.

GM's Note: A Knowledge (Twisted Earth) check (DC 39) will reveal "trapping" is a typical Revenant tactic when advanced gear must be left behind, giving the PCs some warning beforehand. If the *satchel charge* detonates there is a good chance it also destroys the hummer.

Satchel Charge C Trap: Disable Device DC 19, Search DC 21, no attack roll (10d6 points of damage to everyone within 30 ft., Reflex save DC 15 for half).

3. RUIN-PICKERS (EL 6)

Through the ruins you hear the sounds of country guitar, dogs barking, and people busy at work. Up ahead a small squatter camp appears to be nestled by a dry streambed.

A small tribe of ruin-pickers has made a village here near the city's edge, venturing into the nearby ruins to scavenge scrap metal which they sort and load onto mules to sell at the Waterbeds. They aren't particularly fond of the Clean (whose success they

resent and whose growing ideas of civilization they fear), but the markets of the Waterbeds are full of merchants who want their goods and thus they've been forced to do business under Clean rules.

They may be wary of men traveling under the Clean's flag, but as long as the party remains friendly and respectful the ruin-pickers see no reason to turn them away. Their camp has little to offer the party, short of food, some water, primitive medicine (any of the potions described in *The Broken & The Lost*), and perhaps random spare parts (up to 1d4x100 cp in spare parts will be available for any Craft [Electronic] or Craft [Mechanical] projects).

GM's Note: The inhabitants of the small community hold no major claim to any part of the city, and have come to fear the Faithful whom they know attack anyone venturing into their part of the city. If the PCs haven't yet experienced an attack by the Faithful (see *Hunted*), the ruin-pickers warn them to expect an ambush now that the "outsiders" have wandered through their territory.

The ruin-pickers despise the Revenants, who first came to the city and pushed their kind out of the northern sector. They have also lost several of their own who've accidentally triggered traps left by the Revenants on abandoned equipment (this could be a clue to the party to be cautious while picking up anything left behind by the Revenant expedition). The Revenants haven't been seen around here in a while though, and they know nothing of their current activities.

The ruin-pickers also know very little of the Dark Paladins, though they've heard vague rumors that the Todoshi faction is offering "citizenship" for any group that willingly joins their army. If times get rough the ruin-pickers just might throw their lot in with the Dark Paladins, if only to guarantee a future for their children.

Ruin-Pickers (25): HP 39 (see below).

Ruin-Picker (Mutant Post-Apocalyptic Hero 3/ Fast Hero 3): CR 6; Medium-size humanoid; HD 3d8+6 plus 3d8+6; HP 39; Mas 15; Init +1; Spd 40 ft; Defense 19, touch 17, flatfooted 18 (+0 size, +1 Dex, +6 class, +2 equipment); BAB +4; Grap +4; Atk +4 melee (1d6, machete), or +5 ranged (2d8, 5.56mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL none; SV Fort +5, Ref +5, Will +4; AP 4; Rep +1; Str 10, Dex 13, Con 15, Int 8, Wis 14, Cha 12.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Multiple Stomachs, Aberrant Deformity.

Skills: Diplomacy +4, Disguise -5, Hide +3, Knowledge (Current Events) +2, Knowledge (Mutant Lore) +2, Listen +4, Move Silently +3, Navigate +6, Profession (Trader) +3, Repair +2, Search +7, Spot +4, Survival +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (Light), Filthy, Guide, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Vulture.

Talents (Post-Apocalyptic Hero): Necropoli Lore, Conserve.

Talents (Fast Hero): Increased Speed, Improved Increased Speed.

Possessions: 5.56mm pipe rifle, 1d4+1 rounds of 5.56mm ammunition, machete, leather armor, canteen (full), 1d2 corium pieces.

Treasure: In addition to hoarding spare parts, the ruin-pickers also have some other treasures including a cache of three *light rods*, a *blue stage IIIC access card*, and a *weapon animatron*. This last item is packed up for transport and looks like a 3 ft. diameter metal sphere; the ruin-pickers haven't figured how

to open it and thus don't what it is. The *animatron* doesn't currently have a weapon, but it's a simple matter to install one (though the PCs will have to provide a weapon of their own to arm it).

Being ruin-pickers, the villagers will sell any of these items if the party shows interest, though their prices will be 20% higher than normal.

4. SUPPLY CACHE (EL 0)

At some point after finding the *Revenant Hummer* (see above) the party passes close to a cache left by the Revenants as they made their way deeper into the city. There are vehicle and foot tracks here, but only a character making a Survival check at DC 20 is likely to notice them.

If the PCs do notice the tracks, they can follow the foot tracks to a nearby building, facing the street. Inside the party finds rubble and darkness, but some of the rubble appears to have been disturbed. Beneath the rubble the characters find some items of interest.

GM's Note: After the loss of one of their vehicles the Revenants attempted to hand-carry the extra supplies, but they proved to be too encumbering. Wishing to keep moving at a steady pace, the commander of the Revenant expedition (Paladin-Commander Dittrich) ordered his men to cache the surplus supplies here, in this building, which they would return for on their way back from the Savant Citadel. The supplies haven't been discovered by anyone else, so the cache's contents are up for grabs.

Treasure: The cache consists of three *smoke grenades* (red smoke, the Revenant's pre-arranged emergency signal that will call for an artillery strike directly onto the smoke cloud), a trenching tool (shovel), twelve MREs (treat as *ready meals*), two one-gallon tanks of fresh drinking water, and two jerry cans of *gasoline* (equivalent to four full tanks).

5. TRAP (EL 10)

A narrow street continues to the east, edged by jagged rubble on either side.

A Survival check (DC 15) indicates this street was used by the Revenants as they continued eastwards. They have trapped the street, however, to "dissuade" pursuers who might be following them.

The trap consists of a single *claymore mine* [B&G], tripwire activated. It will go off if any vehicle or character triggers it. The tripwire is extended across the street; the mine itself is partly buried in the rubble on one side of the road.

Claymore Mine [B&G] Trap: Disable Device DC 19, Search DC 21, no attack roll (10d6 points of damage to everyone within 30 ft., Reflex save DC 15 for half).

6. ARMS TRADE (EL 18)

This encounter only occurs at night. If the PCs insist on waiting until daytime to travel, they will not witness the events described below.

You are nervous about the strange sounds echoing through the ruins tonight - wild howls, animalistic calls, and distant chanting - because no matter how hard you try for the past few hours you haven't been able to track down a single source of these noises. The city streets are now pitch black, edging in on all sides, leaving only the faint, ribbon-like glow of the Milky Way overhead to light your way.

But a light can be seen through the ruins, a red light, like a gathering of great bonfires. Moving through the darkness you come to the edge of the ruins and gaze into a rocky, cleared area beyond.

Gathered in this large clearing are at least one hundred badly-deformed mutants and

raving berserkers, chanting and dancing wildly around a few raging fires. In this hellish light the mutants' naked, malformed bodies are made visible to the eye; covered in warts, tumors, and sporadic growths of wiry hair; the mutants also bear tusk-like teeth and lopsided, scrambled-up facial features.

Watching the orgy of dancing and song from a large podium constructed on the far side of the bonfires is a group of men in black powered armor. In this light the luminous green glow of their electronic eyes is the only thing you can pick out.

The PCs have come cross a gathering of the Faithful, who are holding a ceremony to honor their armored "guests" - Dark Paladins of the Todoshi faction. Unbeknownst to most inhabitants of the city, the Dark Paladins have begun supplying the Faithful with weapons, grenades, and other advanced devices in a devious campaign to subvert the fanatical mutants to their cause. The Dark Paladins hope to secure a secret alliance with the Faithful, and use them if and when open conflict with the Revenants is declared. With the hordes of Faithful at their command, the Dark Paladins are sure to have an easy victory against their old rivals.

For the time being the festivities only seem to be just that - festivities. But if the PCs linger for at least a minute, they witness the following development:

As you watch, the festivities continue, but several of the large mutant warriors approach the men on the podium, before prostrating themselves in supplication. The men in powered armor seem pleased, and bring forward the first of several crates from a heavily-guarded hover truck idling nearby, placing them at the foot of

the podium. As you watch the mutants crack open the crates and pull out dozens of maser rifles, their chanting rising in tempo as they spread the weapons among the crowds.

The men in powered armor nod to one another with Faustian approval.

At this time allow the characters to make Listen checks at DC 25. As part of regular security protocols, a Todoshi faction technician (sitting in the armored hover truck), is remotely controlling a *spy drone RPV* [F/MG], which is hovering unseen in the dark sky above the gathering, watching for spies. The drone moves in a slow, methodic patrol route, but its advanced sensors are adequate enough to detect the party as they hide among the shadows - unless they take immediate cover.

Taking Cover: If the PCs detect the drone they may take cover (total cover) to avoid being seen. Describe it as a peanut-shaped object, 3 ft. high, kept aloft by counter-rotating helicopter blades mounted at the top. The device has three small legs and bristles with lenses and probes. It eventually moves on and out of sight.

Being Seen: If the PCs do not hear the drone they are automatically spotted. On the following round the technician alerts the other Dark Paladins of the party's presence. Within three rounds word begins to spread through the gathering that outsiders have violated the "sacred" meeting.

The Dark Paladins don't need to get their hands dirty (and technically they don't want to, since they don't want to be actively involved in killing agents of the Clean) - that's what the Faithful are for. The Dark Paladins stand by as the Faithful, enraged by the party's intrusion, rally themselves and head right for their hiding place. With the Faithful creating a diversion, the Dark Paladins hastily return to their

hovertrucks and leave the scene.

If the party is discovered, all fifty Faithful head into the ruins after them, though unless they stand and fight, the party will only have to do battle with a handful of zealots who manage to catch up before they get away. These zealots are armed with weapons given to them by the Dark Paladins.

Well-Armed Faithful Zealots (7): HP 85 (see below).

Well-Armed Faithful Zealot (Mutant Tough Hero 3/Survivalist 10): CR 13; Medium-size humanoid; HD 3d10+3 plus 10d10+10; HP 85; Mas 13; Init +3; Spd 20 ft; Defense 24, touch 19, flatfooted 22 (+0 size, +2 Dex, +7 class, +5 equipment); BAB +12; Grap +14; Atk +14 melee (1d6+2, machete), or +15 ranged (3d10, *maser rifle*); Full Atk +14/+9/+4 melee (1d6+2, machete), or +15/+10/+5 ranged (3d10, *maser rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, regenerate 2 hp per 10 mins; AL Savants; SV Fort +8, Ref +9, Will +6; AP 6; Rep +4; Str 14, Dex 16, Con 12, Int 13, Wis 12, Cha 5.

Occupation: Slave (Climb, Survival).

Background: Tribal (Navigate).

Mutations and Defects: Accelerated White Blood Cell Activity, Serrated Dental Development, Aberrant Deformity, Bizarre Pigmentation.

Skills: Climb +13, Disguise -9, Hide +9, Intimidate +1, Jump +8, Knowledge (Mutant Lore) +7, Knowledge (Tactics) +4, Listen +7, Move Silently +6, Navigate +8, Search +4, Spot +13, Survival +14, Swim +4.

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Endurance, Far Shot, Futuristic Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Precise Shot, Primitive Technology, Ritual Scarification [B&L], Simple Weapons Proficiency,

Track.

Talents (Tough Hero): Remain Conscious, Damage Reduction 1/—.

Talents (Survivalist): Called Shot +1d6, Way of the Land, Hunter, Called Shot +2d6, Superior Camouflage, Way of the Land, Called Shot +3d6.

Possessions: *Maser rifle*, two *power clips* (20), chainmail shirt, machete.

CITY OF THE DEAD (AREAS 7-12)

A dank odor fills the air; which is teeming with swarms of flies and other bloated insects. Between the charred buildings on either side of the street the road ahead is filled with thousands of bones - arms, legs, skulls, and fragmented jawbones. This vast carpet of human remains seems to fill every street and alley, and skulls can even be seen perched on windowsills, or nestled in the nooks of streetlamps and high atop telephone poles. Death seems to be everywhere, lending the region its name: the City of the Dead.

The central part of the Arid City was, for many generations, a devastated ruin with miles of ruined streets and collapsed buildings, creating a vast, sifting "junkyard". *Ghouls* have always lived here (as they do in virtually every city on the Twisted Earth), and during the Savant's reign they decided rather than to squander resources on rooting the ghouls out, to leave them in place as a secondary "line of defense".

When the Savants left the ghouls remained, and like a few other inhabitants of the Arid City have done well for themselves in the Savants' absence. The ghouls still pretty much keep to themselves, avoiding the western parts of the city (and avoiding contact with the other factions when possible), but violently enforce their territorial boundaries

by butchering - and eating - anyone who violates their borders. These savage tactics have worked, of course, but with the prize of mysterious Savant technology at stake, outsiders are beginning to risk a run through the City of The Dead to get at the Savant Citadel on the other side.

Haywire Effects: As the party gets closer to the site of *The Facility* (and thus the *Null*, buried deep underground), the DC for Concentration checks to use neural powers increases to DC 44. As with before there seems to be no explanation for why a mutant's mind powers seem more difficult to employ, but regardless, neural abilities seem to be dampened and even thwarted the closer one gets to the heart of the city.

7. ATHACH TRIBE (EL 14)

Nestled among the sooty grey ruins is a village of enormous huts, scrap metal frames over which a motley collection of hides have been drawn. The odor of a cooking fire, animal waste, and spoiled meat drifts through the encampment.

A small tribe of giant three-armed mutants lives here, close to the outskirts of the ruins. These mutants, *athach* (a creature described in the *SRD*), generally keep to themselves, subsisting off of hunting in the vicinity. They are only just tolerated by the native ghouls, since they stay away from the center of the city and never attack ghoul packs moving through the ruins.

Every now and then they do supplement their diets by snatching other prey that wanders too close to their village, however, and if the PCs are detected in their territory the *athach* will attack them in hopes of making the party their next meal.

The village itself is rather simple, and consists of seven large huts, six of which are domiciles and the

seventh serving as a smokehouse for preparing meat.

Athach (11): HP 133.

Treasure: The *athach* tribe keeps some minor treasures among their huts, including 500 cp worth of hides, an exceptionally fine cougar skin worth 750 cp, and an old *control rod* (the *athach* have no idea what its function is, but hold onto it regardless). One of the *athach* also wears a tourquoise armband worth 250 cp.

8. TRIBUTE (EL 0)

Weird hoots and garbled animal calls echo through these quiet ruins.

Long ago the people of the Savants' slave communities came to the very edge of the *City of The Dead* to deliver tribute to their masters, leaving it and quickly retreating before the native *ghouls*, attracted by the sound of their coming, came to investigate. Whatever the tribute was, the ghouls took a small amount before the Savants came and took the rest. Arrogant beyond compare, the Savants rarely cared if anything was missing, which not only left the ghouls a little bit richer, but also quite happy with the city's Savant masters.

When the Savants left, the ghouls, who had become somewhat accustomed to the arrival of these "gifts", became angry that the surviving inhabitants of the city no longer left treasure at their doorstep. However, hope burns eternal in the dim-witted creatures, and when the sound of the party's arrival reaches their ears, a band of ghouls comes to investigate - and demand *payment* for passage.

Confrontation: A single *ghoul* emerges to block the party's progress as they come down the street, demanding a bribe to get past. If the party demands an explanation he will gleefully relate the information above. He also claims to speak on behalf of "all the

ghoul tribes", so that if the party pays him they'll have "guaranteed safe passage" through the City of The Dead.

Of course the ghoul doesn't speak for all the tribes, and in fact only represents a small group (his own followers), but only a Sense Motive check (DC 15) will reveal this.

If the PCs refuse to pay at least 7,500 cp (or the equivalent in advanced items), the ghoul agitatedly curses them, but instead of attacking slinks off into the shadows. He and his kind will have revenge later (see *The Pit*). If the PCs attack him, refer to *The Pit* for the game statistics of a typical Arid City ghoul.

9. DROID PATROL (EL 17)

In the shadow of a complex of ancient apartment buildings - old low-income projects - you find yourselves wincing from the unrelenting sun. The temperature in the day has risen to an all time high, and heat mirages pulse continuously from the scorched asphalt of this maze of streets.

Some kind of bird caws from a blown-out top-floor window and takes to the sky. But the noise has apparently attracted something else.

The characters are dangerously close to the territory of the Dark Paladins (the southern reaches of the city), which is constantly patrolled by the faction's aging army of *advanced RT-14* androids [F/MG]. One such patrol is in the area, and unless the party takes measures to hide there will be a confrontation.

Give the player characters two rounds to react to the sound of approaching footsteps echoing through the streets. There are plenty of places to hide; behind rusting car wrecks along the road, among dead and withered trees in the projects' playground, or in the cool dark halls and abandoned rooms of the old

apartment complex. *Depending on how the party decides to hide, they can either receive cover or total concealment from the approaching androids.*

On the third round a group of hulking robots, only vaguely anthropomorphic, enter the grounds of the apartment complex. These large androids were once uniformly red in color (though now their armor is pitted and rusted), broad-shouldered, with a small dome head on which glows a vibrant green “eyeslit”. The androids all brandish menacing looking rifles.

The RT-14s have been programmed to patrol a particular area here in the southern part of the city, and have orders to drive anyone and anything out of the area (by force, since the Dark Paladins haven’t had any success recruiting in this sector). For a full 20 minutes the androids will investigate the noise (they didn’t spot the bird), exploring the playgrounds and even entering the lower levels of the apartment complex. The RT-14s split up into groups of two, but if they encounter trouble - i.e. the party - they attack on sight, holding their ground while the remaining androids converge on their location to present an enfilade of overwhelming firepower.

The RT-14s continue to fight until either they are destroyed or the party manages to get away.

Advanced RT-14s (8): HP 75 (see below).

Advanced RT-14 (Android Strong Hero 5): CR 10; Large Android Construct; HD 10d10+20; HP 75; Mas -; Init +2; Spd 30 ft; Defense 33, touch 15, flatfooted 30 (-1 size, +3 Dex, +3 class, +18 natural); BAB +8; Grap +18; Atk +14 melee (1d8+9, slam), or +12 ranged (2d10, *maser rifle*); Full Atk +14/+9 melee (1d8+9, slam), or +12/+7 ranged (2d10, *maser rifle*); FS 10 ft by 10 ft; Reach 10 ft; SQ android construct, command level (IIIM), targeting computer; AL Dark Paladins; SV Fort -, Ref +5, Will +0; AP 5; Rep +1; Str 22, Dex 17, Con -, Int 6, Wis 4, Cha 4.

Occupation: None.

Background: None.

Features and Deteriorations: Armor Plating x3, Loud.

Skills: Climb +1, Intimidate +1, Jump +1, Knowledge (Tactics) +2, Listen +3, Move Silently -3, Repair +1, Spot +3.

Feats: Advanced Technology, Alertness, Combat Reflexes, Futuristic Firearms Proficiency, Repair Deterioration, Weapon Focus (maser rifle), Weapon Focus (slam).

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Advanced Melee Smash.

Possessions: *Maser rifle, power backpack* (25); one of the RT-14s also has a *holo communicator* [F/MG] with an additional *power backpack* (25).

10. DARK PALADIN SEARCHERS (EL 14)

While the party is working on behalf of the Clean, another group is also tracking the Revenants, sent out by the Dark Paladins of the Todoshi faction to keep tabs on their activities. This event takes place when the two groups accidentally stumble into each other.

At the beginning of the encounter allow the PCs to make a Listen check at DC 20. If successful, the party is not surprised. Allow the “enemy”, a Todoshi faction scouting party, to also make Listen checks; if successful, they are not surprised either. Either way, when they come into view read the following:

Apparently you’re not alone out here in the ruins; up ahead a small group of helmeted humanoid figures, clad in black spiked armor and brandishing futuristic weapons, walks cautiously through the streets, their heads methodically scanning the nearby buildings, windows, and shadows for any sign of movement. As they walk the faceless individuals are

preceded by a low “hum”, evidence that they carry a significant number of powered weapons/ devices with them.

If the Todoshi faction party gets the jump on the PCs their training kicks in through instinct, and they attack immediately, leaving no opportunity for dialogue.

If the PCs get the jump but do not attack, the Todoshi faction soldiers will hesitantly hold their fire and speak. *If you choose now to have the Faithful attack (see Hunted), their appearance destroys any chance the PCs have of negotiating with the Todoshi faction soldiers. As soon as the Faithful attack, the Todoshi faction soldiers make a hasty retreat, leaving the PCs to fend for themselves.*

Diplomacy: Diplomacy is a distinct possibility. Though these men and women are loyal members of the Todoshi faction, they are isolated here in the ruins and on a mission to track their rivals, the Revenants. They are on edge and trigger-happy. Should they succeed in finding the Revenant camp (**area 18**) and discover they’re up to no good, it could possibly lead to the outbreak of open hostilities between the two groups - a possibility that has all of the Todoshi faction soldiers pumped for battle.

A Diplomacy check at DC 20 gets the leader of the Todoshi faction unit to relay the basic information about what they’re doing here (i.e. attempting to find where the Revenants headed). Quick to realize they are just as suspect as the Revenants for being so close to the Savant Citadel, the soldiers aggressively blame the Revenants for stirring up all this trouble and reaffirm their faction’s innocence. These men are just footsoldiers, and know nothing about the armaments being given to the Faithful (see **area 6**) or anything else about what’s going on (including the presence of other creatures) in the city; they are true believers in

the Dark Paladin cause.

Any exchange of information should go both ways, as the Todoshi faction soldiers will demand to know who the PCs are and what they're doing here, or if they've encountered any dangers nearby. They initially accuse the PCs of being agents of the Revenants, but a Diplomacy check (DC 20) gets them to calm down and accept the party's story of being with the Clean and working for a peaceful resolution to the recent crisis.

Eventually the group of *citizen-soldiers* heads north into the City of the Dead; once they part company with the PCs they are effectively out of the adventure.

Citizen-Soldiers (8): HP 60 (see below).

Citizen-Soldier (Mutant Strong Hero 4/Citizen-Soldier 4): CR 8; Medium-size humanoid; HD 4d8+8 plus 4d12+8; HP 60; Mas 14; Init +3; Spd 20 ft; Defense 25, touch 16, flatfooted 24 (+0 size, +1 Dex, +5 class, +9 equipment); BAB +8; Grap +8; Atk +8 melee (1d6+2, rifle butt), or +12 ranged (3d10, *maser rifle*); Full Atk +8/+3 melee (1d6+2, rifle butt), or +12/+7 ranged (3d10, *maser rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic, immune to critical hit, poison; AL Dark Paladins; SV Fort +8, Ref +5, Will +4; AP 5; Rep +1; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics]).

Background: Ritual Preservationist (Knowledge [Theology and Philosophy]).

Mutations and Defects: Aberrant Endoskeletal Encasing, Extreme Resilience, Anaphylaxis, Cystic Fibrosis.

Skills: Climb +6, Jump +4, Knowledge (Tactics) +6, Knowledge (Theology and Philosophy) +5, Listen +4, Repair +5, Spot +4, Swim +2.

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Athletic, Endurance, Futuristic Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Weapon Focus (maser rifle).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Citizen-Soldier): Unyielding, Rigorous Training, Fanatic.

Possessions: *Maser rifle, power backpack (25), advanced metal armor, web belt, survival kit, walkie-talkie, power cell*, two doses of *stimshot A*; one of the soldiers also has a *Geiger counter* attached to an additional *power backpack (25)*.

MASER WEAPONS (SIDEBAR)

While the Revenants seek out a technological edge to keep the Dark Paladins in check, the Dark Paladins have begun manufacturing cheap maser weapons to arm their army of androids and "citizen-soldiers". Masers are advanced weapons, and while they don't do as much damage as lasers, they do benefit from a +2 bonus to attack rolls against foes wearing metal armor. The idea is that while their maser-armed legions might not be as effective with each hit, *they will hit their heavily-armored foes - the Revenants - more often*. Of course, this added benefit could easily help against the PCs as well...

11. SLAUGHTER (EL D)

The stench of death, no stranger to you, hangs like a cloud in the air here. Ahead you see an intersection, bordered on two sides by collapsed rubble, and a scene of slaughter.

Several dead bodies clad in filthy, blood-stained rags lie strewn about the road. Bullet holes and missing limbs indicate they met with a

violent end in some pitched battle.

Hung from poles on the sides of the road are two or three additional corpses, their anemic, malnourished bodies now festering with maggots and attracting clouds of flies. Each of these bodies has been disemboweled, and their entrails dangle to their knobby knees.

A search of the bodies uncovers nothing of use, but an examination of the corpses reveals that they were no mere mutants, but *ghouls*. The creatures were apparently set upon by a much more powerful force, who laid waste to their party and deliberately strung them up, taking care to mutilate their corpses before moving on.

GM's Note: These ghouls belonged to a small pack associated with the greater "ghoul enclave" that has existed in the City of the Dead since the time of the Savants. This particular ghoul pack was unlucky enough to be in the path of the Revenant expedition as it made its way through the ruins, and whose members immediately opened fire on the ghouls as soon as they were spotted. Not only are ghouls reviled by the Revenants (and most everyone else), but the Revenant commander couldn't let them escape after having seen them here (or the ghouls would mobilize to find them, thus endangering the mission). The ghouls, though surprised, fought back and injured a few of the Revenants in a brief skirmish, but stood no chance against their powerful weapons and vehicles. The Revenants were able to kill them all, and strung up a few of the dead out of pure hatred for their kind. They then moved on.

Development: As the party investigates the scene of the slaughter, allow each character to make a Listen check at DC 20. Those who succeed are alerted by a sound nearby - the sound of some masonry crumbling and falling from several stories

up (in a nearby building). If the PCs look the masonry seems to have fallen from a nearby window, which proves to be empty and dark. If the PCs go to investigate the building, another Listen check (DC 20) reveals the echoing sounds of running footsteps, but the party will be unable to catch whoever or whatever it was.

In reality the PCs have been spotted by a group of ghouls from the same pack, who have come to investigate the disappearance of their comrades. Seeing the party the ghouls have decided to retreat; they do not stay to fight. However, upon returning to their tribe the ghouls report what they have seen, and they debate how to exact revenge. Angered by the party's arrogant intrusion, the ghouls - like the Faithful - mobilize to track the party down and attack them...

The ghouls will eventually converge *en masse* to assault the PCs in the next major section, *The Pit*.

12. THE PIT (EL 19)

This marks the location of the *Pit*, a legendary place in the ruins of the Arid City. If the PCs reach this spot, see the section titled "The Pit".

IRONWORKS (AREAS 13-15)

You can see why this part of the old city used to be called the "Ironworks". Huge factory complexes with their towering chimneys, some made entirely of steel or rust, stand among tight, narrow streets. The roads between each industrial block are filled with the wrecks of old trucks, piles of metal girders, and other building pieces that have collapsed onto the sidewalks. The skeletal structures of old foundries and forges loom like battleships frozen in an icy wasteland, while over the entire district stand the lofty towers of construction cranes. The only

things that seem to have survived the periodic dust storms are the heaviest metal objects and structures, all of which carry a heavy coat of rust that discolors everything with a bleak, grayish-brown.

PCs exploring this vast section of the Arid City will only find debris-choked streets and the abandoned remnants of colossal factories, inside whose depths echo the sounds of the district's rat infestation, nothing more.

This part of the city was revived during the Savants' reign; the huge industrial belt of the Dallas megaplex held dozens of factories and industrial complexes, and though most had been devastated in the nuclear strikes on the city, enough materiel was left to begin small-scale production again. After the Savants conquered the city they put their new slaves to work clearing the rubble-filled streets around the old factories, and then to repairing the old factories themselves so they could again begin manufacturing the components needed for their vision of world conquest.

Soon the factories of the Arid City began to generate mechanical and electronic components, while the foundries churned out low-quality metal usable for all manner of projects. With the knowledge they had gained from ransacking other cities in the south, the Savants were able to re-tool the assembly lines to begin manufacturing their bizarre tools of war, such as the *Hiller VZ-1 Do-Nut* (a curious relic of the early Cold War), as well as engines to power their huge "flying ships", virtual floating fortresses whose presence on a battlefield could cause entire tribes to panic and break.

The factories were highly productive, but they burned up as many lives as they did coal and electricity. Of course this didn't concern the Savants

in the least, and without hesitation they eagerly threw their dominated slaves into the ugly machinery of the Ironworks, never to be seen again.

Thousands died in the operations here, and most slaves sent here were condemned to spend the rest of their lives chained to one production line or another (to prevent knowledge of what they were building from getting out, those slaves sent here were kept here indefinitely). When the Savants fled from the city overnight, the huge slave population of the Ironworks was left to die; most starved to death, still chained to the rusted and oily machines they had operated while alive.

Haywire Effects: The haywire effects here are the same as with the *City of The Dead*.

13. CATERWAULERS (EL 17)

The ruins here resemble the remnants of some ancient industrial "labyrinth", with huge factories, fenced off streets, and crumbling smokestacks stretching into the sky. Pre-Fall graffiti covers virtually every brick wall and deserted train car you pass, and odd sounds echo through the maze of streets each time you turn a corner.

Suddenly, in the distance you hear the panicked cry of a woman, followed by the angry shouts of several men. The sounds are still somewhat distant, but you are certain you heard it.

The party has wandered into the territory of a large pack of *caterwaulers* [B&L] inhabiting the factory ruins in this area. The caterwaulers are using their *Caterwaul* ability to deceive the party into pursuing them, drawing them deeper into their hunting grounds.

The caterwaulers are currently spread out in a one

mile radius, but their cries - which are intended to draw the party towards them - also alerts other beasts in their pack, who not only begin to converge on the party, but also begin adding their cries to the eerie cacophany.

As far as the party is concerned, 1-3 minutes later strange sounds begin to come from every direction. The woman's screams continue but don't seem to get any closer, as do the angry shouts, but from another direction comes an odd shrieking sound (like a tea kettle boiling), and from somewhere behind them comes a child's wailing. Other sounds soon join in, including maniacal laughter, soft whimpering and sobbing, and finally a unified chorus of horrified screams. These are all the voices of past victims of the pack, which the caterwaulers use to terrify the party, until all of the pack is assembled - at which time they move in for the kill.

GM's Note: The caterwaulers of the pack use *Spring Attack* to make hit-and-run attacks, darting out from the shadows of the industrial maze (side streets, upper story windows, shadowy alleyways, etc.) to strike at the party before moving on. The pack continues whittling away at the PCs until only four of their own are left, at which time the remaining caterwaulers break off the attack, cease their caterwauling, and silently melt back into the ruins.

Advanced Caterwaulers [B&L] (11): HP 52.

Advanced Caterwauler [B&L]: CR 7; Medium-size Mutant Beast; HD 8d10+8; HP 52; Mas 12; Init +4; Spd 40 ft., climb 20 ft.; Defense 16, touch 14, flatfooted 12 (+4 Dex, +2 natural); BAB +8; Grap +11; Atk +12 melee (1d4+3, claw); Full Atk +12 melee (1d4+3, 2 claws), +7 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Caterwaul, Pounce, Scent; AL none; SV Fort +7, Ref +10, Will +3; AP 0; Rep +0; Str 16, Dex 19, Con 12, Int 2, Wis 12, Cha 16.

Skills: Balance +6, Climb +5, Hide +6, Listen +4, Move Silently +6, Spot +3, Survival +3.

Feats: Dodge, Mobility, Spring Attack, Weapon Finesse (bite, claw).

14. ASSEMBLY LINES (EL 0)

In this area, huge buildings rise on either side of the rubble-strewn streets. Enormous truck trailers sit and gather rust in fenced off yards, while the bony structures of several cranes high overhead cast zebra-like stripes of shadow across the pavement. The roads are cracked and pitted with potholes, a few of which contain shallow pools of mercury-heavy rainwater. On many buildings the huge loading bays are open, leading into pitch black depths, though in some you can see through to the other side, and to another sunlit junkyard or trailer lot beyond.

Most of these ancient buildings are empty and abandoned, but at one time they were populated by many Savant slaves who kept their antiquated machinery running. All sorts of strange mechanical and electronic creations were manufactured by slaves in these factories, from minor machine and vehicle parts to fully-assembled Savant contraptions that only their masters knew how to operate. When the Savants abandoned the city, much of this incomplete material was left behind.

The old assembly line buildings are uniformly deserted, with nothing living among the monumental factory buildings that crowd out this district. Sooner or later the party will get used to the empty buildings and streets, but in the event they care to search specific buildings roll on the following table to generate its contents randomly. You can also use the tables below to generate the state of repair of the building in question, which should give some idea as

to whether or not any of its contents/machinery are still usable. *Note that most building contents should be considered worthless by default, though PCs with a mind for repair or crafting might find spare parts they can use if they search long and hard (requiring several rolls on these tables), at your discretion.*

Roll	Contents	Roll	Building Condition
1-3	Barbed fence wire	1-3	Close to collapse!
4-5	Electrical wiring	4-5	Heavy damage
6-7	Hydraulic fluids	6-7	Moderate damage
8-9	Industrial lubricants	8-9	Minimal damage
10-11	Ball bearings	10	Intact
12-13	Automobile engine parts		
14-15	Disassembled turbofans		
16-17	Computer chips		
18-19	Laser crystals		
20	Roll again		

Development: Finding an *intact* assembly line building constitutes a significant find, though probably not for a small group like the player characters. But knowing the location of an old factory would be of great value to some of the city's rival factions, including the Revenants and the Dark Paladins.

15. SCRAPYARD (EL 15)

Making your way through the ruins you finally come to a huge field of rubble, half a mile wide. It is relatively open, the ground composed entirely of sifting metal junk and garbage. On the far side the jungle of deserted buildings and sagging factory complexes begins again, darkening the skyline.

All of a sudden the ground begins to shake. The stonework cracks on a nearby building, and in the distance, on the other side of the rubble field, another structure collapses in a cloud of chalky dust. The sea of rubble shifts and pulsates like a pot brought to a rolling boil. A moment later the buildings nearby crumble apart and dust swirls everywhere!

Living among the vast factories and sifting metal junkyards of the old Ironworks are a number of gargantuan creatures known as *scrapeaters* [B&L]. The party has stumbled upon one such creature, which is currently burrowing through the sifting sea of rubble in this part of the city.

Groundshaker: The encounter begins with a tremor (as the *scrapeater* begins to surface). All characters must immediately make a Reflex save at DC 15 or be knocked *prone*, taking 1d2 points of damage. In addition, a second Reflex save (DC 18) must be made to avoid falling debris from nearby buildings, which to 4d6 points of damage (half on a successful save).

Tactics: The *scrapeater* emerges from the ruin just 10 ft. from the most *metal-heavy* character (that is, whichever character carries the most metal items, such as armor, weapons, etc.), creating a huge *dust cloud* as it digs free. This cloud generates a 20% miss chance to ranged attacks beyond 30 ft., and lasts for the first three rounds of combat.

The *scrapeater* immediately attacks the indicated character, attempting to swallow her whole. If the characters badly injure it in the first few rounds, the *scrapeater* will turn from its swallow attempts to use its *Monstrous Sunder* ability to destroy whichever weapon(s) hurt it most.

If brought to 25 hit points or less the *scrapeater* will return to the enormous hole it created, sinking back beneath the sifting refuse of the yard.

Scrapeater [B&L] (1): HP 212.

SAVANT CITADEL (AREAS 16-18)

For the past hour or so you've noticed the buildings here are much taller, and also much more damaged. Old skyscrapers rise into the sky, only to be shorn off a few dozen stories up like freshly-cut blades of grass. Gleaming copper-colored glass covers the roads and streets like fallen stars, dazzling unprotected eyes as the sun burns fiercely overhead. Deep shadows nestle at the foot of each towering building, hiding the ruins of old cars and the scattered remnants of thousands of skeletons.

This area marks the beginning of the *Savant Citadel*, the burned-out ruins of what used to be downtown Dallas. During the reign of the Savants the mind-masters themselves resided here, keeping their distance from the savages to the west, in "Trade Town". Now the Citadel is empty, abandoned by its former lords, its streets hollow and silent.

As the characters move through this area they get the strange sense that they are being watched, but they might confuse this for paranoia, since this was the domain of powerful mentalists up until a generation ago, and the oppressive feeling might be their imaginations. But in fact they are being watched, by a pair of elite Revenant scouts known

as "Ghosts". These elite soldiers were sent with the expedition to the Savant Citadel as extra protection, and though they have quarters in the Revenant camp (see **area 18** for details), they prefer to spend most of their time patrolling the excavation's perimeter, or further out to watch the approaches to downtown (thus they aren't aware that the expedition sent underground have disappeared, or that Lt. Lanner, the expedition's interim commander, is now willing to negotiate with outsiders for extra help; see *The Facility* for details).

The PCs will not encounter the Ghosts here, however, although they are certainly being watched. The two Ghosts wait until the party is in a position to be ambushed (see below), and then strike.

Haywire Effects: Here in the Savant Citadel any character with neural mutations finds that her neural abilities do not function at all. Furthermore such a character senses a definite "disturbance" in her thoughts, though she cannot describe it or pinpoint the problem. Characters who rely heavily on their neural abilities may well find themselves hampered or even crippled if they progress any further!

16. GHOSTS (EL 16)

Several broad roadways come together at this intersection. A few other streets lead away as well, but these are completely cut off by car wrecks, collapsed rubble, etc. Still, in a city such as this, this might have once been an important crossroads.

For some reason the hairs on the back of your neck stand on end. Something is not right.

Here, among the tall buildings, two of the Revenant faction's best warriors prepare to ambush anyone who gets too close to the camp at **area 18**. They've begun sticking to the upper level of nearby buildings

to avoid the pesky *plague zombies* that seem to infest parts of downtown (see **area 17**). Regardless, when the PCs are spotted the two men immediately move to attack.

GM's Note: The two soldiers, Robert and Richard, are twin brothers who joined the Revenants after a shaky history with the Foundation. *Eugenic surrogates*, the twins have an almost psychic link and arrogant air of superiority to them. Though the Revenants believe that unmutated humans should inherit the world, the two twins secretly believe that even non-surrogate humans (i.e. regular human beings) are inferior to their kind. Still, the arrogant brothers like their job in the Revenants, and aren't about to cause any more trouble now that they've found a cause that lets them kill at their leisure.

The brothers have orders to kill anyone coming too close to the Revenant encampment outside of *The Facility*. They have a lot of leeway in executing their orders, however, and so when the PCs arrive they will treat the encounter like a *game*. It may be a big mistake.

Tactics: The two Ghosts are hidden on the second stories of the two buildings flanking the street. Their total Hide modifier is +14, but because they are currently under *full cover* they cannot be spotted until after they attack. *Fortunately for the PCs this means they can't use their Mutant Slayer ability either (which requires them to study their foes for 3 rounds)*. If and when the party comes in range, however, they immediately move to the open windows, attack once with their *gauss rifles*, then move back under cover (using their *Shot on The Run* feats).

Robert will remain in his building during the battle, firing at whichever PCs are still in the street, continuing to use *Shot On The Run* to emerge from full cover, take a shot, then enter full cover again, so that the party can never hit him. Richard only does

this for the first few rounds, or until the party begins to move towards the buildings, at which point he puts away his *gauss rifle* and draws his *plasma sword*. Using his *jet pack*, with a thundering "boom" he flies out one side of the ruined building and lands in front of the PCs in an attempt to keep them from reaching his brother (who continues sniping). He does this as much to shield Robert as to have a chance to use his *sword*, as Richard delights in reaving through victims with the powerful weapon.

Both men are *Mutant Hunters* and actively use their class abilities against mutant characters, including *Mutant Hunter* (giving them a +2 damage bonus against mutants) and *Smite Mutant* (use 1 AP to inflict +15 damage; this bonus stacks with the bonus from *Mutant Hunter*).

Robert: HP 157 (see below).

Richard: HP 157 (see below).

**Robert, Post-Apocalyptic Hero 4/Guardian 6/
Mutant Hunter 5:** CR 15; Medium-size humanoid; HD 4d8+4 plus 11d10+11; HP 157; Mas 13; Init +13; Spd 30 ft; Defense 28, touch 21, flatfooted 25 (+0 size, +3 Dex, +8 class, +7 equipment); BAB +14; Grap +16*; Atk +16* melee (1d6+2*, rifle butt), or +20 ranged (4d8+2, *gauss rifle*); Full Atk +16/+11/+6* melee (1d6+2*, rifle butt), or +20/+15/+5 ranged (4d8+2, *gauss rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Revenants; SV Fort +9, Ref +13, Will +6; AP 7; Rep +2; Str 14*, Dex 20, Con 13, Int 15, Wis 11, Cha 6.

Occupation: Military (DW) (Intimidate).

Background: Guardian (Knowledge [Tactics]).

Eugenic Feats [F/MG]: Empathic Twin, Enhanced Physical Performance (Dex), Motor/Optic Connection.

Skills: Balance +6, Climb +4*, Drive +7, Hide +14, Intimidate +7, Jump +4*, Knowledge (Ancient

Lore) +8, Knowledge (Mutant Lore) +17, Listen +9, Move Silently +14, Navigate +7, Pilot +17, Repair +4, Search +6, Sense Motive +2, Spot +10, Survival +12, Tumble +9.

Feats: Advanced Technology, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Double Tap, Futuristic Firearms Proficiency, Improved Initiative, Mobility, Point Blank Shot, Shot on the Run, Track.

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Improvised Toolkit.

Talents (Guardian): Defender +2, Weapon Focus (gauss rifle), Tactical Aid, Weapon Specialization (gauss rifle).

Talents (Mutant Hunter): Smite Mutants, Mutant Hunter +1, Mutant Slayer, Mutant Hunter +2.

Possessions: *Nemesis armor* (see Appendix 2: *New Items*), *jet pack*, *gauss rifle w/recognition safety [F/MG]*, two boxes of gauss ammunition, *pocket nurse* (two doses of *rad-purge shot*, one dose of *anti-tox*), web belt, *survival kit*, *power cell*, *power beltpack* (25), two *minifusion cells* (20), *light rod*.

**Richard, Post-Apocalyptic Hero 4/Guardian 6/
Mutant Hunter 5:** CR 15; Medium-size humanoid; HD 4d8+4 plus 11d10+11; HP 157; Mas 13; Init +13; Spd 30 ft; Defense 28, touch 21, flatfooted 25 (+0 size, +3 Dex, +8 class, +7 equipment); BAB +14; Grap +16*; Atk +17* melee (2d8+4*, *plasma sword*), or +19 ranged (4d8, *gauss rifle*); Full Atk +17/+12/+7* melee (2d8+4*, *plasma sword*), or +19/+14/+4 ranged (4d8, *gauss rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Revenants; SV Fort +9, Ref +13, Will +6; AP 7; Rep +2; Str 14*, Dex 20, Con 13, Int 15, Wis 11, Cha 6.

Occupation: Military (DW) (Intimidate).

Background: Guardian (Knowledge [Tactics]).

Eugenic Feats [F/MG]: Empathic Twin,

Enhanced Physical Performance (Dex), Motor/Optic Connection.

Skills: Balance +6, Climb +4*, Drive +7, Hide +14, Intimidate +7, Jump +4*, Knowledge (Ancient Lore) +8, Knowledge (Mutant Lore) +17, Listen +9, Move Silently +14, Navigate +7, Pilot +17, Repair +4, Search +6, Sense Motive +2, Spot +10, Survival +12, Tumble +9.

Feats: Advanced Technology, Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Futuristic Firearms Proficiency, Improved Initiative, Mobility, Point Blank Shot, Shot on the Run, Track.

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Improvised Toolkit.

Talents (Guardian): Defender +2, Weapon Focus (plasma sword), Tactical Aid, Weapon Specialization (plasma sword).

Talents (Mutant Hunter): Smite Mutants, Mutant Hunter +1, Mutant Slayer, Mutant Hunter +2.

Possessions: *Nemesis armor* (see Appendix 2: *New Items*), *jet pack*, *plasma sword*, *gauss rifle w/recognition safety* [F/MG], two boxes of gauss ammunition, *pocket nurse* (two doses of *rad-purge shot*, one dose of *anti-tox*), *web belt*, *survival kit*, *power cell*, *power backpack* (25), two *minifusion cells* (20), *light rod*.

* Indicates an attribute or skill modified due to wearing *powered armor*.

Development: Since they weren't expecting any real trouble, Robert and Richard will be surprised if the party puts up a good fight. The twins will flee if either one of them is seriously injured (brought to 20 hit points or less), using their *jet packs* to escape through the air and into the ruins. The men

will immediately head towards the camp at **area 18**, where they will alert the rest of the Revenants there that the party is coming.

17. ZOMBIES (EL 10)

The broad street ahead, running between skyscrapers is anything but empty. A large group of men and women seem to be stumbling feebly about in the sun, seemingly without purpose. A low moan rises from the gathered people, who slowly turn in your direction and begin moving your way.

It is common knowledge among the people of the Arid City that the Savants seeded the heart of old Dallas with *plague zombies*, mindless and diseased creatures that crave only flesh. The Savants were powerful enough that the zombies were of no concern to them, but knowledge of the hordes of undead served to keep their slaves from trespassing into the city's interior for years. Rumors that the zombies are still here have also kept curious *scavs* and *tech looters* away ever since.

Most of the *plague zombies* kept by the Savants are gone now, but some do remain, still shambling about the inner city, making it all the more dangerous to explore, day or night. The party has come across one such group.

Plague Zombies (10): HP 16.

18. REVENANT CAMP (EL 17)

Ahead there is an enormous clearing in the ruins, flanked on each side by the wreckage of tall black buildings. In the rocky clearing stand half a dozen enormous white "domes", each composed of inter-connected hexagonal pieces. Outside of these huge domes are the rotting

remains of over fifty smaller tents, some of which are now nothing more than rags.

Centered within this large encampment is a much smaller camp, around which sit several hummers. Movement in this latter camp suggests some kind of activity taking place.

This site used to be a large Savant work camp, where powerful Savant overseers led their minions to uncover the remains of the secret pre-Fall facility located here, just below the city streets. The large "domes" are in fact pre-fabricated domiciles once used to house the Savants (while their slaves lived in regular tents and lean-tos, if they were lucky), but these are now completely vacant of both inhabitants and furnishings.

The remains of the slave camp still stands, since even after the *Facility* was uncovered it continued to serve the Savants as a base for housing a labor force of *dominated* slaves for work in the labs below the *Facility*. When the Savants abandoned the city, however, the camp was deserted.

Recently: The Revenant expedition found the remnants of this colossal camp just a week ago. After some investigation they also found the entrance to the *Facility* nearby (see below). Reporting their find by radio, they were given the go-ahead to excavate the partly-collapsed entrance tunnel and poke around underground. The excavation was just recently completed and a small group was sent down to investigate the upper levels of the facility. They haven't returned.

The Revenant camp essentially controls access to the Facility, which is described in the section titled "The Facility".



HUNTED

In addition to the set encounters described above, throughout this adventure the party is *hunted*. After the characters stumble upon the *Faithful Territory* (see **area 1**)

early in the adventure, the zealous savages of that city faction will be hot on their trail. Incensed by the party's intrusion in the "sacred city" of their former masters, the Savants, the Faithful enter a frenzy and begin chasing after them.

For a while the PCs may not even know they are being hunted. Word of their intrusion spreads quickly, however, and soon Faithful from all over their territory begin mustering to catch the party and kill them. Several "warbands" take up the hunt, their powerful commanders leading the raving madmen in an effort to overcome the party before they reach the Savant Citadel.

Each of the three Faithful warbands will catch up to the party eventually, and the inevitable encounters are outlined below. Note that the encounters described here should happen sequentially, and their tactics (and the party's awareness of the Faithful's pursuit) will evolve.

SWARM OF ZEALOTS (EL 17)

The first band to intercept the PCs as they cross through Faithful territory is a band of zealous rabble. Without much warning from their leaders these barbarians grabbed their weapons and rushed to head the party off, and when they encounter the characters they will be close to entering a blood-frenzy that can only end with one side's destruction.

Playing The Battle: The zealots attack the first night after the party transgresses into Faithful

territory, rushing the PCs as soon as their camp is spotted among the ruins. Though dedicated to purging the "outsiders" from the city, these Faithful are nonetheless loud, uncoordinated, and clumsy, and their arrival is given away by their fervent chanting and cries:

The still night air is broken by garbled chanting and angry shrieks that grow louder with each passing moment. When first heard the noise is distant enough to allow you to douse your fire and ready yourselves, but soon the red glow of burning torches illuminates the alleys and streets bordering your campsite on all sides.

"Over there!" echoes a bestial shout, followed by fierce growls and distorted war cries from the mutants that now surround you. Rushing forward comes a pack of huge, frenzied warriors clad in soiled rags, their bodies covered in bleeding, ritual scars and their mouths filled with broken and jagged teeth. Each wears armor made from salvaged junk, hung with all sorts of superstitious talismans, hefting mighty axes over their heads as they charge into your midst.

Battle is joined as soon as the party is spotted camping among the ruins. The Faithful make their intentions clear as they charge, screaming and frothing, in an effort to overwhelm the party with their numbers.

If you are using a battle map, the Faithful spread out so that at least one blocks each possible escape route from the battle (i.e. they come at the party from every direction). The Faithful warriors begin their actions by triggering their *Rage* class abilities, then fight to the death. In melee they always start by using *Power Attack* to the maximum bonus (putting

all of their BAB +7 into their attacks), but if they fail to hit the party after a few rounds they will cease using *Power Attack* and fight normally. Either way they prove to be utterly fearless, and do not retreat.

Because the characters are likely to be out of their armor when this attack occurs (they are camping, after all), the EL is increased to 17.

Faithful Warriors (9): HP 57 (see below).

Faithful Warrior, Strong Hero 3/Barbarian 4: CR 7; Medium-size humanoid; HD 3d8+6 plus 4d12+8 plus 3; HP 57; Mas 15; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +7; Grap +9; Atk +10 melee (1d12+4, greataxe), or +9 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, regenerate 2 hp per 10 mins; AL Faithful; SV Fort +8, Ref +5, Will +2; AP 3; Rep +0; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 11.

Occupation: Slave (Climb, Survival).

Background: Tribal (Intimidate).

Mutations and Defects: Accelerated White Blood Cell Activity, Serrated Dental Development, Aberrant Deformity, Bizarre Pigmentation (irregular melanin blotches).

Skills: Climb +5, Disguise -9, Intimidate +3, Jump +5, Survival +7, Treat Injury +2.

Feats: Archaic Weapons Proficiency, Cleave, Endurance, Great Fortitude, Power Attack, Primitive Technology, Ritual Scarification [B&L], Toughness, Weapon Focus (greataxe).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Barbarian): Rage 1/day, Junk Armor, Rage 2/day.

Possessions: Greataxe, junk armor.

GORGON'S WARBAND (EL 18)

Unknown to the party, a powerful Faithful mutant, *Gorgon*, watched the disorganized zealots attack the party (see *Swarm of Zealots*) from a safe distance, and carefully observed the party's strengths and tactics. With a malevolent grin Gorgon watched the party triumph, finding himself pleased to finally find a quarry worthy of his skills.

Gorgon is a *Symbiote*, and his symbiotic partner is an enormous *dire boar*. Gorgon also leads a small band of fiercely loyal Faithful warriors, whom he has molded into a somewhat more effective fighting force than most Faithful warbands. Gorgon intends to bring the might of his own band down upon the PCs, letting none escape.

Playing The Battle: Gorgon chooses to attack the party by setting up an ambush. Because he and his men are highly mobile, once they find the party's trail they skirt ahead of the PCs and lay in wait, hoping to strike on their terms.

At the start of the battle Gorgon and his minions will be in hiding, so unless the party makes Spot checks that beat their Hide rolls, they will gain a surprise round against the PCs. Gorgon's minions use this free round to rain their "grenades" down on the party, while he and his boar position themselves for the optimal charge. Starting on the next round the entire group attacks.

When the PCs come under attack, read the following:

You're walking along a blistering hot street, edged by rubble and partial walls on all sides. The road itself is filled with broken brick and masonry, deep enough that only the tops of buried cars rise from the sea of debris.

Suddenly a deep, menacing growl comes from the shadows of a nearby archway, accompanied

by the deadly whisper of sleek javelins flying through the air in your direction. Clay pots rain all around you, cracking open and bursting into flames. You're under attack!

Gorgon and his minions attack as a coordinated group. Before combat Gorgon will have distributed his *boomballs* [HDM], and on the first round his men toss these at the party to soften them up, after which Gorgon and the remaining melee combatants (including his *dire boar* companion) charge. Gorgon is especially keen on this tactic, as his *Horn Charge* feat allows him to do double damage on a successful gore following a charge, and his *Pounce* feat lets him make a full attack even after moving. If useful he will then use *Spring Attack* to continue past his prey, using any remaining movement to line up another charge for the following round.

Gorgon's *dire boar* has a number of *symbiote*-related abilities that make it more challenging than just a simple animal. In addition to *Improved Evasion*, its *Man's Best Friend* ability gives it +4 to all attacks, checks, and saves during the combat, so long as Gorgon is still alive. Gorgon will not abandon his partner, but if his boar is killed he will flee. His men will not flee under any circumstances, even if their leader abandons them.

Gorgon: HP 172 (see below).

Dire Boar: HP 132 (see below).

Faithful Warriors (5): HP 57; armed with one *boomball* each (in addition to listed equipment).

Gorgon (Mutant Strong Hero 3/Symbiote 10/Tribal Stalker 5): CR 18; Medium-size humanoid; HD 3d8+3 plus 10d8+10 plus 5d10+5; HP 172; Mas 16; Init +6; Spd 20 ft; Defense 28, touch 22, flatfooted 26 (+0 size, +2 Dex, +10 class, +4 natural, +2 equipment); BAB +15; Grap +19; Atk +19 melee

(2d6+6, gore), or +17 ranged (1d6+4, javelin); Full Atk +19/+14/+9 melee (2d6+6, gore), or +17/+12/+7 ranged (1d6+4, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, adrenaline surge; AL Savants; SV Fort +12, Ref +7, Will +10; AP 9; Rep +5; Str 18, Dex 14, Con 12, Int 10, Wis 14, Cha 7.

Occupation: Mountain Spirit Lodge (Handle Animal, Survival).

Background: Tribal (Move Silently).

Mutations and Defects: Aberrant Horn Development x3, Adrenaline Control, Protective Dermal Development, Aberrant Deformity, Hemihypertrophy x2.

Skills: Balance -1, Climb +1, Disguise -8, Handle Animal +7, Hide +9, Jump +1, Knowledge (Tactics) +6, Listen +7, Move Silently +13, Navigate +5, Ride +4, Spot +7, Survival +19, Swim +1.

Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Dodge, Endurance, Forced March [F/MG], Horn Charge, Improved Damage Threshold, Improved Initiative, Mobility, Pounce, Primitive Technology, Ritual Scarification [B&L], Simple Weapons Proficiency, Spring Attack, Super Mutant, Track.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Symbiote): Animal Partner, Symbiote Opportunist, Bond Of Friendship, Ranged Opportunist.

Talents (Tribal Stalker): Trap Making 1d6, Wounding Blow, Trap Making 2d6, Wounding Traps, Mutation Advancement.

Possessions: Leather armor, *battle gloves* (see *Appendix 2: New Items*), two javelins, five *boomballs* [HDM].

Dire Boar (Symbiote Partner): CR 4; Large Animal; HD 12d8+36; hp 132; Mas 17; Init +2; Spd 40 ft.; Defense 22, touch 16, flat-footed 20 (-1 size, +2 Dex, +6 natural, +5 class); BAB +5; Grap +19; Atk +14 melee (1d8+14, gore); Full Atk +14 melee (1d8+14, gore); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ ferocity, low-light vision, scent; AL none; SV Fort +8, Ref +7, Will +8; AP 0; Rep +0; Str 31, Dex 14, Con 17, Int 15, Wis 13, Cha 8.

Skills: Listen +8, Spot +8.

Feats: Alertness, Endurance, Iron Will.

Talents (Symbiote Partner): Bond of Friendship, Evasion, Share Saving Throws, Track, Man's Best Friend +2, Familiarity, Never Quits, Man's Best Friend +4, Improved Evasion, Speak With Symbiote.

BLEAK (EL 19)

A certain small but deadly band of Faithful has been one of the great tribe's most effective implements in recent years. This band of stealthy warriors originally began as simple hunters, gathering food for the tribe, but when they began lending their skills to tracking down and killing intruders wandering into Faithful lands, they found their true calling.

These elite tribals are led by a Dark Paladin named "Brother Bleak". Originally sent by the Todoshi faction as a liaison and advisor to the Faithful, Bleak found he enjoyed their savage, bloodthirsty ways and gradually embraced his assignment, immersing himself in Faithful society. Originally untrusting by the Faithful, his own brutal nature has earned him more respect with the savages than any diplomacy ever could. Bleak continues to represent the Dark Paladins' interests in the tribe, but when the Faithful rise up in anger at the party's violation of their lands, he eagerly offers his aid in hunting them down.

Bleak and his trackers are the Faithful's last and best chance to track down the PCs and punish them

for violating the tribe's boundaries. Unlike the earlier tribesmen, who are zealous but armed with only primitive weapons, Bleak wears *powered armor* and utilizes a *maser*, a pre-Fall artifact. He has also equipped his men with such rifles, and together they should pose a challenge for the party.

Having been given a description of the party by the tribe's raving demagogue leaders, as well as promises that his success will mean even greater cooperation with the Todoshi faction, Bleak immediately set out to find them.

It doesn't hurt that Bleak and his tribal followers are master trackers, and unless the PCs have taken exceptional means to cover their tracks, they are bound to find the party. Once they've located their trail, Bleak and his cohorts slowly and patiently stalk the party through the ruins.

Playing The Battle: Bleak makes his move only when the PCs are caught up in another fight; for example, when the PCs are fighting the *Caterwaulers* or the *Scrapeater*. When the time is right, and the characters appear to have their hands full, Bleak silently motions for his men to emerge from hiding and strike the party while their hands are full.

When the PCs are in the middle of a battle and Bleak decides to attack, read the following:

Out of the corner of your eye you spot movement, as several mutants emerge from the surrounding ruins, taking advantage of the fact that you are already in the middle of a battle for your lives. You realize it's too late to react when one of the camouflaged savages raises a sleek black rifle and fires a crimson lance of energy at your party.

Leading the mutants is a commanding human in a suit of pure black powered armor, brandishing a similar rifle in his hands. Through

a screen of static his voice calls out from behind his helmet's skull-like mask:

"They are the ones who would defile your Masters' sanctum! Now we defile them!"

Bleak is accompanied by four accomplished hunters from among the Faithful, all of whom are armed with *maser rifles*. Bleak and his men immediately attack with their rifles; Bleak is aware of a *maser's* particular benefits, and directs his men to use them against whichever members of the party wear the most metal armor (*masers* get a bonus against metal armor). If no PCs wear metal armor, Bleak instructs his men to attack whichever PCs are not currently engaged in combat, so that the party is effectively assailed from all sides.

Bleak fights until all of his Faithful warriors are dead, at which time he begins a fighting retreat to the nearest line of rubble, and once he reaches cover, immediately flees at top speed. Being fearless, his warriors fight to the death, even if Bleak is driven away or killed.

Bleak: HP 206 (see below).

Faithful Hunters (4): HP 93 (see below).

Bleak (Mutant Fast Hero 5/Survivalist 7/ Foundation Paladin 6): CR 18; Medium-size humanoid; HD 5d8+10 plus 7d10+14 plus 6d10+12; HP 206; Mas 14; Init +4; Spd 40 ft; Defense 39, touch 26, flatfooted 35 (+0 size, +4 Dex, +12 class, +6 natural, +7 equipment); BAB +16; Grap +16*; Atk +16* melee (1d6*, rifle butt), or +20 ranged (3d10, *maser rifle*); Full Atk +16/+11/+6/+1* melee (1d6*, rifle butt), or +20/+15/+10/+5 ranged (3d10, *maser rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, poison; AL Dark Paladins; SV Fort +10, Ref +14, Will +5; AP 9; Rep +6; Str 10, Dex 18, Con 14, Int 12, Wis 10, Cha 14.

Occupation: Military (DW) (Survival).

Background: Guardian (Navigate).

Mutations and Defects: Protective Dermal Development x2, Anaphylaxis (alcohol).

Skills: Demolitions +7, Disable Device +5, Drive +10, Hide +13, Intimidate +11, Knowledge (Ancient Lore) +6, Knowledge (Current Events) +7, Knowledge (Tactics) +9, Knowledge (Technology) +6, Listen +4, Move Silently +9, Navigate +8, Spot +8*, Survival +17.

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Futuristic Firearms Proficiency, Mobility, Mutation Advancement, Point Blank Shot, Post-Apocalyptic Technology, Precise Shot, Primitive Technology, Quick Draw, Simple Weapons Proficiency, Stealthy, Track, Urban Warfare [F/MG].

Talents (Fast Hero): Evasion, Increased Speed, Improved Increased Speed.

Talents (Survivalist): Called Shot +1d6, Way of the Land, Hunter, Called Shot +2d6, Superior Camouflage.

Talents (Foundation Paladin): Command (Dark Paladins), Improved Tactical Aid, Futuristic Weapon Expert, Armor Tolerance +1, Armor Tolerance +2, Futuristic Weapon Specialization, Armor Tolerance +3.

Possessions: *Maser rifle, Mk1 Hermes powered armor, power backpack (50), two minifusion cells (20), anti-tox administrator (see Appendix 2: New Items), power cell, combat knife, survival kit, binoculars, canteen (full).*

* Indicates an attribute or skill modified due to wearing *powered armor*.

Faithful Hunters (Mutant Strong Hero 5/Tribal Stalker [B&L] 10): CR 15; Medium-size humanoid; HD 5d8+5 plus 10d10+10; HP 93; Mas 19; Init +7; Spd 20 ft; Defense 25, touch 20, flatfooted 23 (+0 size, +2 Dex, +8 class, +5 equipment); BAB +15; Grap +18; Atk +19 melee (1d8+6, spear), or +18 ranged (1d6+3, javelin); Full Atk +19/+14/+9 melee (1d8+6, spear), or +18/+13/+8 ranged (1d8+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, regenerate 2 hp per 10 mins; AL Savants; SV Fort +11, Ref +7, Will +5; AP 7; Rep +5; Str 16, Dex 16, Con 13, Int 10, Wis 12, Cha 5.

Occupation: Predator (Move Silently).

Background: Tribal (Survival).

Mutations and Defects: Accelerated White Blood Cell Activity, Serrated Dental Development, Aberrant Deformity, Bizarre Pigmentation.

Skills: Bluff +1, Disguise -9, Hide +9, Listen +8, Move Silently +16, Search +3, Spot +11, Survival +12.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved Initiative, Mobility, Primitive Technology, Simple Weapons Proficiency, Spring Attack, Stealthy, Track, Ventriloquism [B&L], Weapon Focus (spear).

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Advanced Melee Smash.

Talents (Tribal Stalker [B&L]): Trap Making 1d6, Wounding Blow, Trap Making 2d6, Wounding Traps, Trap Making 3d6, Vicious Wounding, Trap Making 4d6, Hunter's Patience, Improved Damage Threshold, Improved Damage Threshold.

Possessions: Spear, three javelins, chainmail shirt.

Development: The appearance of Brother Bleak, whether or not the PCs killed him, should be alarming for the party. Clearly an agent of the Todoshi faction, his presence in the company of the Faithful is proof (if they didn't have it already) that the Dark Paladins are making deals with the Faithful to earn their allegiance.

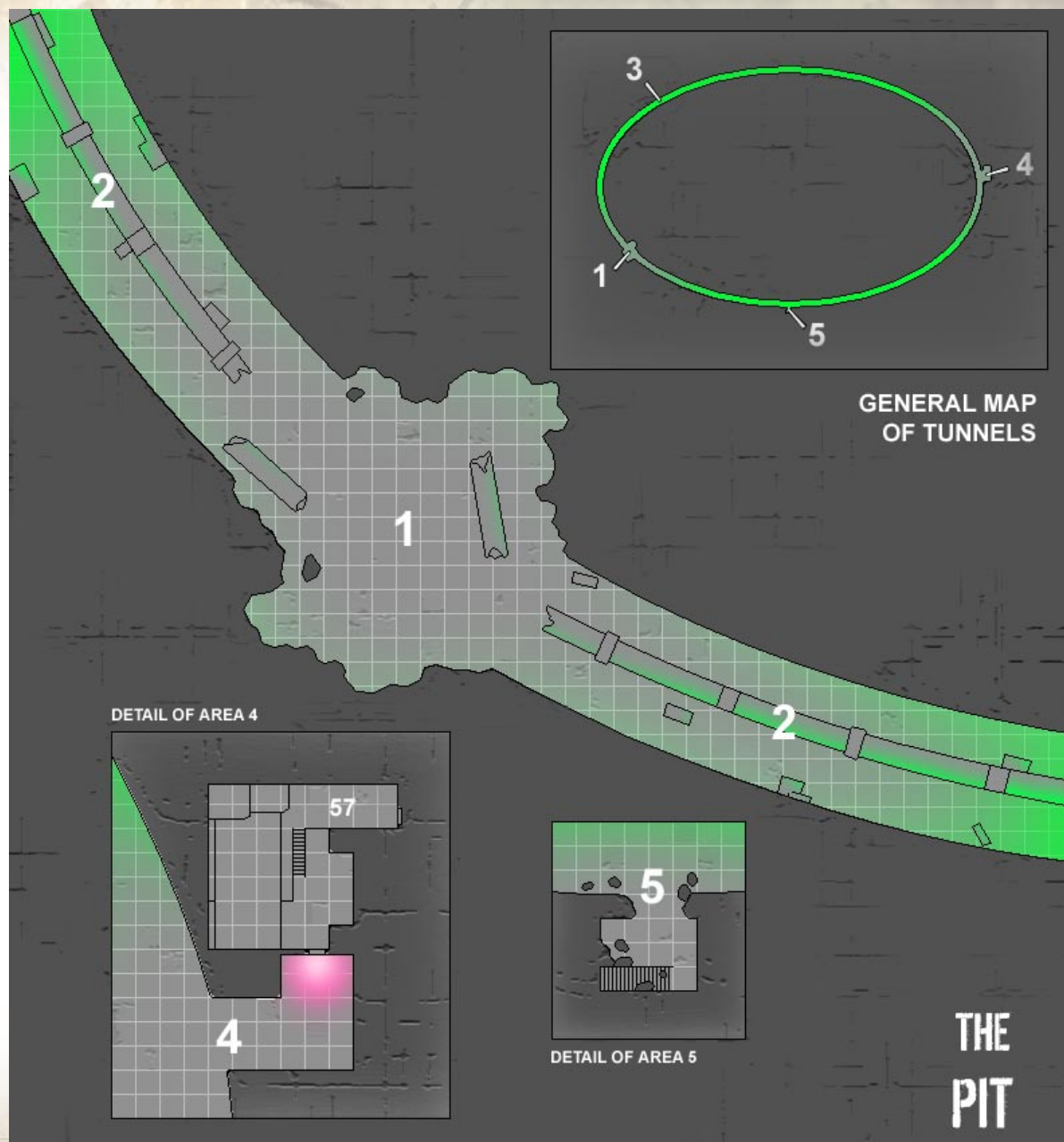
After the third and final attempt to destroy the party the Faithful are forced to give up, as by this time the PCs are likely to have either wandered too far from the Faithful's territory to be intercepted further, or else the characters have already succeeded in reaching the *Savant Citadel (area 18)*. In either event, if the party has survived the relentless Faithful attacks the remaining zealots will return to their territory at the heart of Fort Worth, and won't hunt the party any longer.

INTERROGATING THE FAITHFUL

Learning of the Dark Paladins' alliance with the Faithful is not vital to the completion of their mission, but it will give the party leverage in diplomacy should they ever need to blackmail the Paladins for favors. The PCs can learn about the secret alliance either through witnessing the transfer of *maser rifles* (see **area 6**), when they are attacked by Brother Bleak (see *Hunted*), or by interrogating any Faithful they capture during the adventure.

Interrogating a member of the Faithful is not easy, as these savage zealots are generally fearless and inured to pain - typical threats are not likely to shake them. However, if the PCs stoop to extreme torture (chopping off fingers, putting out eyes, etc.), they find even the Faithful are not completely immune to intimidation. Depending on the results of an Intimidate check, the following information can be learned:

SECRETS OF THE MIND MASTERS



DC 20 Several warbands from the Faithful are hunting the party, and will show them no mercy.

DC 25 There is soon to be open conflict between the Faithful and the Revenants, but the Faithful are not afraid - they have a *secret weapon*.

DC 30 This “secret weapon” is an alliance with the Dark Paladins of the Todoshi faction, who have been secretly arming the Faithful with *maser rifles*. The Faithful have trained some tribesmen to use these weapons and organized them into elite shock troops that will be led by Dark Paladin “advisors” in battle.

DC 35 The Dark Paladins have promised to help the Faithful drive from the city all outsiders, paving the way for the return of the Savants. In return the Faithful believe the Dark Paladins will be given special privileges by the Savants when they return, an arrangement that seems to please the leaders of the Todoshi faction.

DC 40 Some of the Faithful have begun worshipping the Dark Paladins as “minor gods”, perhaps related in some way to the Savants themselves.



THE PIT

“The Pit” is a huge sinkhole located deep within the City of the Dead, its existence known only to a few foolhardy individuals who ventured this far into ghoul territory. Moans and eerie green glows come from the Pit at night, sometimes reflected

off of low clouds over the city, but during the day it is dark, still, and silent.

The Pit marks the location of an ancient *particle accelerator* built beneath the city during the height of the Ancients, to assist in experiments related to the creation of *warp-field* technology (more on this later; see *The Facility*). The particle accelerator itself is actually 150 feet below the surface, built underground to prevent the unwitting public from knowing what research was occurring beneath their feet.

The Pit is currently “inhabited” by a large number of *greater screamers* (see *Appendix 1: New Creatures*), the remnants of the project’s scientists who fled to the tunnels of the particle accelerator for safety during the nuclear war. Trapped here when the tunnels flooded with radiation, their corpses were transformed into animated “things” that continue to haunt the Pit’s depths to this day.

THE GHOULS (EL 17)

The various tribes of ghouls living in the Arid City know of the Pit, though none have ever ventured down there and returned alive. They know “glowing creatures” live at the bottom, but they are smart enough not to go investigating beyond that. Since it otherwise offers no danger to them, they have come to use the Pit, herding intruders into their domain towards the Pit’s edge and pushing them in.

This is exactly what the ghouls have planned for the player characters, who may have already offended them (see **areas 8 and 11**).

When the PCs near the site of the Pit, the ghouls - who’ve been shadowing them for some time - gather in strength to spring their trap.

The ruins here are the worst you’ve seen anywhere in the city. Buildings have collapsed on top of each other, and the jagged remnants of

old building supports stand here and there like razor-sharp claws. Every surface is charred black from the blast that brought low this ancient city, and here and there stand weirdly-shaped amalgams of glass, chrome, and steel, fused by the heat of the nuclear detonations.

Ahead the ashen earth is broken and rough, the shards of soil and pavement seared black like shale. At the center of this vast broken ground is a great gulf, an enormous black pit that descends vertically into the echoing darkness below. A flock of ravens floats in the air above the clearing, but the birds seem to stay clear of the huge hole, even the air above it.

A strange moan is heard trailing on the wind. Quiet at first, then growing in volume. Many voices, all around you. Emerging from the ruins all around the great pit are hundreds of gray-skinned mutants, hiding their twisted bodies under dirty rags. They drive before them enormous ferret-like monstrosities, which bare jagged, blade-like fangs when they sense you’re trapped between them and the Pit.

The encounter begins as the PCs move to peer down the great hole, when they are within 5-20 ft. of the Pit’s edge. Describe to the players the sight of over one hundred *ghouls* emerging from the ruins all around them, driving in front of them a pack of trained *advanced dire weasels*. Normally a race that stays to the shadows, these ghouls boldly begin advancing, the distance between them and the party quickly diminishing.

A vanguard of five trained *dire weasels* lead the charge, running and scampering the broken terrain to attack the party. A large pack of ghouls follows close behind, ready to mob anyone who tries to get away. The remaining ghouls (over 100) keeps its distance,

observing the battle and cheering on their tribesmen, and seems poised to join the fray if it looks like the party is going to win.

The ghouls believe the party killed their comrades (see the *Slaughter* encounter), and no amount of pleading will convince them otherwise. The *dire weasels* simply think the party is their next meal.

GM’s Note: The ghouls mob starts 300 ft. from the player characters, which gives the party just two or three rounds to react before the ghouls and *dire weasels* are upon them. If the PCs try to flee, more ghouls and *dire weasels* begin to emerge from other sides of the cleared area (bringing the total number of ghouls to 200, and the number of *dire weasels* to 10), so that the party is now surrounded.

The *dire weasels* will probably reach the party first, and these attack whichever PCs are closest to them. Once the first ghouls reach the party, they begin to push everyone and everything in their way, like a tidal wave, forcing the characters towards the edge of the Pit. On the first round the ghouls use their *Pounce* feat to charge and get a full attack. On the second round (and every even numbered round thereafter) the ghouls attack using the *Improved Bull Rush* feat, hoping to herd the party to the Pit. On odd-numbered rounds the ghouls revert to using their considerable bite attacks.

If these tactics don’t work, the ghouls resort to throwing *shock probes* (a new item described in *Appendix 2: New Items*) at the party to hopefully *stun* them instead.

The PCs may realize what’s going on and may move to resist, but the tide is almost unrelenting. The ghouls continue to attempt to sweep the PCs off their feet, hoping to herd them 5 ft. at a time until they reach the edge. Once a character has no where to go, the next successful *bull rush* results in her falling head over heels into the depths below.

The trip to the bottom of the Pit is a 150 ft. drop, which inflicts 15d6 points of damage (Reflex DC 25 for half).

Vengeful Ghouls (200): HP 61 (see below).

Advanced Dire Weasels (10): HP 45 (see below).

Vengeful Ghoul (Mutant Tough Hero 8/Guardian 1): CR 9; Medium-size humanoid; HD 8d10 plus 1d10 plus 11; HP 61; Mas 14; Init +2; Spd 30 ft; Defense 19, touch 17, flatfooted 17 (+0 size, +2 Dex, +5 class, +2 equipment); BAB +7; Grap +10; Atk +10 melee (1d8+3, bite), or +9 ranged (by weapon); Full Atk +10/+5 melee (1d8+3, bite), or +9/+4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannibalism; AL none; SV Fort +5, Ref +7, Will +3; AP 4; Rep +2; Str 16, Dex 14, Con 11, Int 13, Wis 12, Cha 8.

Occupation: Guide (Listen, Survival).

Background: Tribal (Search).

Mutations and Defects: Adrenaline Control, Serrated Dental Development x2, Cannibalism x3.

Skills: Climb +7, Hide +6, Intimidate +3, Knowledge (Tactics) +4, Listen +11, Move Silently +6, Search +8, Spot +3, Survival +13.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Improved Bull Rush, Improved Damage Threshold, Lightning Reflexes, Pounce, Power Attack, Primitive Technology, Simple Weapons Proficiency, Stealthy, Tearing Bite.

Talents (Tough Hero): Robust, Damage Reduction 1/—, Damage Reduction 2/—, Damage Reduction 3/—.

Talents (Guardian): Defender +2.

Possessions: Leather armor; ten ghouls also have shock probes (see Appendix 2: New Items).

Advanced Dire Weasel: CR 5; Large Animal; HD 7d8+14; HP 45; Mas 14; Init +3; Spd 40 ft.; Defense

14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); BAB +6; Grap +16; Atk +11 melee (1d8+7, bite); Full Atk +11 melee (1d8+7, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ attach, blood drain, low-light vision, scent; AL none; SV Fort +7, Ref +8, Will +5; AP 0; Rep +0; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 11.

Skills: Hide +3, Listen +3, Move Silently +7, Spot +5.

Feats: Alertness, Stealthy, Weapon Finesse (bite).

Development: It is possible for the characters to avoid being pushed into the Pit by doing immense amounts of damage to the oncoming ghouls, at your discretion. If more than 100 ghouls are killed without any real progress on the ghouls' part, the remaining ghouls will withdraw, giving up on the attack and leaving the characters alone from now on.

1. PIT BOTTOM (EL 18)

If the PCs manage to avoid being pushed into the Pit, modify the following description as appropriate.

Choking concrete dust swirls in the air after your fall. Dazed and injured, you can only barely hear the distant, triumphant shouts of the ghouls who threw you into this wretched hole. Only weakly reaching these depths from above, the light of the surface world is vague and hazy, like dusk in wintertime.

As you struggle to gain your bearings in this nocturnal abyss, you suddenly become aware of a high-pitched noise that keens from somewhere in the darkness. Soon the sound grows louder, and louder, the clamor quickly becoming deafening, so shrill that you fear you may begin to bleed from your unprotected ears!

Emerging from the darkness comes the first of several dozen *greater screamers*, more powerful versions of the infamous wasteland undead that haunts the world's most radiated ruins. They resemble typical *screamers* - walking corpses glowing with radiation - but their bodies are also shrouded in unnatural greenish flames. This great pack of *greater screamers* are as old as the Fall itself; former scientists involved in the experiments at the *Facility* (see later for details), they came to the tunnels underground to shelter from the nuclear blasts during the attack on the city. The tunnels proved inadequate for shelter, however, and centuries after the partial destruction of the *Facility* they remain in a state of perpetual undeath, their burning bodies animated by strange radiations.

The *greater screamers* immediately begin to enter the pit bottom to attack the new arrivals. They come in waves of six at a time, attacking at random, moving to the nearest foe and attempting to overcome her before moving on to the next.

The *greater screamers* continue to converge on the pit bottom at a rate of six creatures every two rounds. Unless the party is extremely well equipped they may be in danger of being overwhelmed unless they immediately rush for the side passages to escape.

Greater Screamers (24): HP 78.

2. COLLIDER TUNNEL (EL 10-13)

A huge, vaulted, circular tunnel leads off in both directions from the collapsed pit. Suspended on elevated scaffolding, running through the middle of the tunnel, is a great shaft, as big as a man. This shaft runs horizontal to the ground, and also seems to extend off into the darkness. Weird, unidentifiable sounds echo down the tunnel, but the distances involved must be immense.

This huge tunnel housed the collider shaft, in which particles were accelerated to super-high velocity and combined. The particle accelerator no longer functions, of course (structural collapses like the Pit, as well as further down the tunnel in both directions, have destroyed large sections of it), but the tunnel remains a monument to Ancient engineering.

GM's Note: The collider tunnel is infested with *greater screamers*, who shamble about in the lightless depths. Each time the PCs leave one encounter area for another they are likely to bump into a group of 1d4 *greater screamers*, who will move to attack the party as soon as they detect them.

Greater Screamers (1-4): HP 78.

3. LEG (EL 12)

Your lights illuminate several screamers converging on a point along the tunnel wall. Taking a better look, they seem to be feasting on a human leg that juts from the wall itself. The leg twitches and kicks wildly, but being unable to get away the glowing zombies are able to tear chunks of it away at their leisure. Within moments there is little left, and the limb goes limp.

Unbeknownst to the characters the leg belong to Paladin-Commander Dittich of the Revenant expedition, whose body was disassembled and scattered by the *Null*, a powerful device beneath *The Facility*. One of his legs re-materialized in this dimension here, in the particle accelerator tunnels, its sudden appearance midway up the wall attracting the attention of a few *greater screamers* shambling nearby. There is nothing the PCs can do to help him.

If the screamers notice the PCs they disengage from their feasting and move to attack the party.

Greater Screamers (3): HP 78.

4. TUNNEL TO THE FACILITY (EL 0)

This tunnel seems to lead off into nowhere.

This ancient passage once connected directly to the lower levels of the Facility (see *The Facility* for information on where this leads), and it was through this tunnel that the scientists attempting to escape the surface came, only to be killed when radiation flooded the underground during the Fall.

The passage is now seemingly mundane, like many others down here, with a few pools of cool water collecting on the concrete floor, and old pipes running along the ceiling.

If the PCs continue down this tunnel, however, eventually they come to a door:

The darkness ahead is broken by a warm, pink light in the distance. A strange subsonic "rumble" trembles through the rock and fills the air, its presence somehow disorienting. As you continue on, however, the light more clearly comes into view, and you realize it is coming from a door at the end of the long tunnel.

The light isn't actually coming from the door, it's actually a kind of *will-o-wisp* that just happened to manifest in the passage, filling the entire corridor and illuminating the door. This is an effect of the *Null* (see *The Facility* for details on this cryptic device), which has seeped through the surrounding bedrock and affects even this distant tunnel passage. If any PC approaches and enters the lit area (see map), she must make a Fortitude save at DC 34. Those who fail become *nauseated* as a result of entering the 'wisp.

Assuming the PCs continue, read the following:

Approaching further you find that the bright pink glow is not coming from the door itself,

but just happens to be centered in the passage, illuminating the door.

The doorway is locked with a functional keycard lock, requiring a *platinum stage VIM access card* to open. It leads to **area 57** of *The Facility* (see later for details).

5. STAIRWELL TO SURFACE (EL 0)

A weak light filters down from far above, revealing the rough and broken remnants of an old stairwell. Though it appears to have suffered a partial collapse in the Fall, it looks clear enough to climb.

These stairs, hidden by rubble on the surface, lead up into the ruins above. Rubble blocks the stairwell partway, requiring three consecutive Escape Artist checks (DC 20) to negotiate.

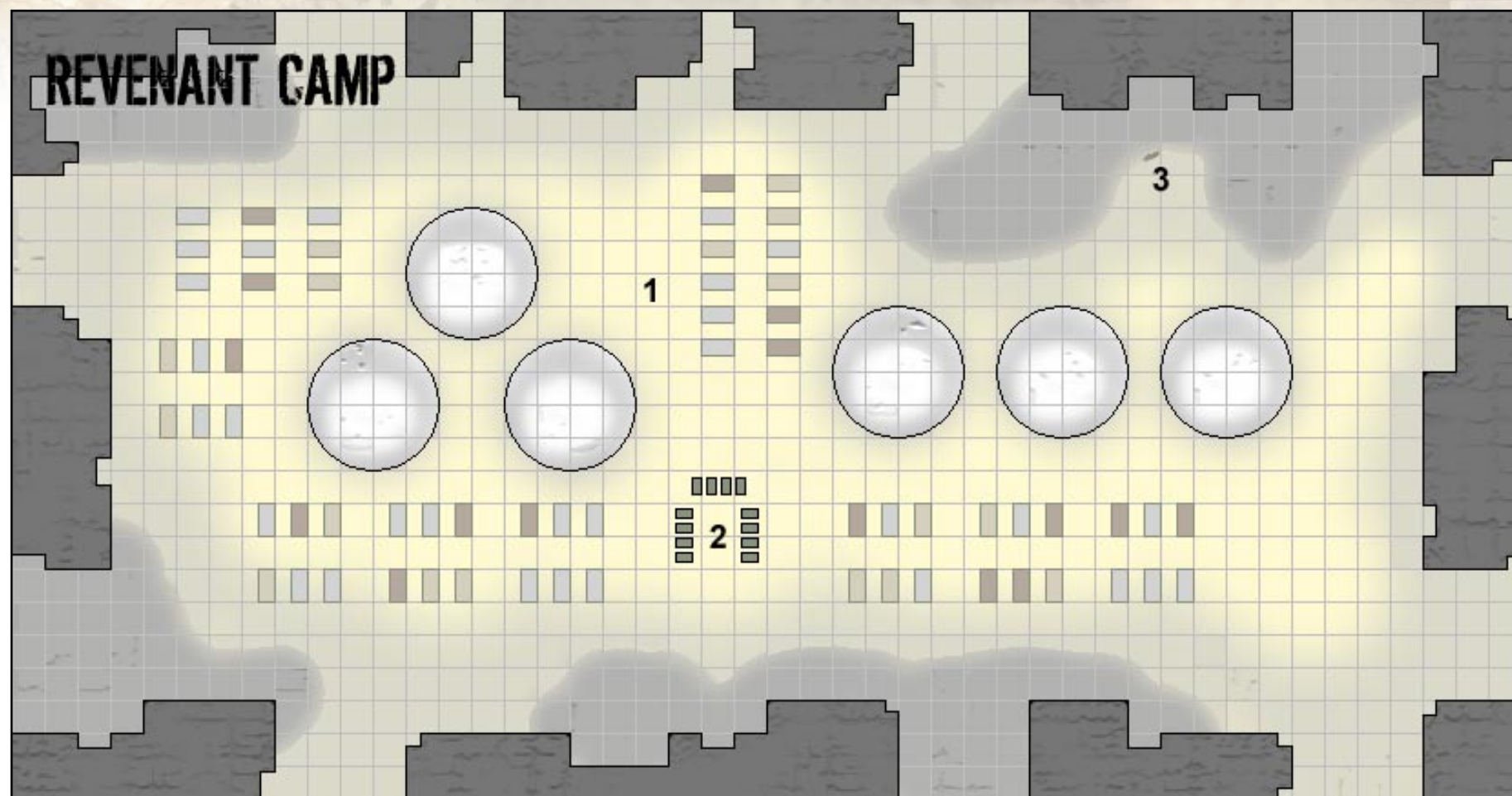
Development: If the PCs make it to the surface they are free of *The Pit*. By now the throng of ghouls has vanished back into the surrounding ruins, and the party can thus get away unseen.



THE FACILITY

The "Facility" predates the current Arid City by over 200 years, and though apparently revived by the Savants during their occupation of the city, it is much older than that legendary breed of mutants.

Long ago the Facility was built beneath the streets of Dallas as part of an ongoing research project whose object was the exploration of something called "the Warp". One of America's top secrets from the Cold War era, the discovery of the Warp was originally the purview of theoretical science



(and science fiction), but it was accidentally revealed to really exist during the brief period of an entirely different project, *Project Rainbow*, more commonly known as the “Philadelphia Experiment”.

During the Cold War the United States and Soviet Union both engaged in ludicrous research, from the development of secret weapons to experiments in

telepathy and mind control. One of these projects explored *invisibility*, in specific the potential ability to turn soldiers and other materiel completely invisible. Dubbed the Philadelphia Experiment, the project was an early precursor to more conventional stealth technology (which would later prove much more feasible, unlike *invisibility*), but the amazing

science behind it opened strange new doorways.

During the height of *Project Rainbow*, an entire naval vessel, the *USS Eldridge* (DD-173) was fitted with experimental apparatus and unusual power generators that, it was believed, would create a field that would turn the entire ship invisible. The ramifications of such a leap in technology were

obvious, of course, and the potential was so exciting that apparently many safeguards were ignored in the effort to push the technological envelope forward.

The results of the experiment were said to be disastrous, but the details were erased in one of the most intense cover-ups in U.S. military history. Allegedly the experiment worked, albeit briefly. In the first of two experiments the ship is said to have vanished from its pier at the Philadelphia Naval Shipyards on July 22, 1943, only to re-appear moments later, shrouded in a cloud of strange, electrically-charged mist. In the second experiment, conducted on October 28 of the same year, the entire ship vanished in a burst of blue light, only to reappear 20 minutes later near Norfolk, VA (more than 375 miles away), before vanishing again and reappearing back at the pier in Philadelphia. The idea that an entire vessel could be teleported through “hyperspace” was staggering. But what the research personnel found on board the *Eldridge* after this last experiment was even more disturbing.

According to stories the teams coming on board found the ship’s crew (who had been assigned to take part in the experiment) completely scattered across the ship. Most of the sailors were dead, and of the few survivors, only a handful lived longer than a few minutes. Remarkably, some of the survivors were found partially *melded* with the ship itself, as if the ship and its crew had not merely moved in space, but had been completely de-materialized, and upon return their bodies had re-materialized a few feet from where they previously stood - fusing them as part of the hull.

Those who came back as part of the ship died quickly of shock and related trauma. But even those who were found intact bled from their eyes and mouths, and shrieked and screamed like madmen until they passed away. Two or three men survived

REVENANT TIMELINE

The Revenant expedition to the Facility didn’t last long. For the GM’s sake only, here is a brief synopsis of their actions underground.

- After entering the Facility the Revenants get past the *plague zombies* at **area 9** and set up a barricade at **area 10** before heading further down.
- The Revenants explore level three, and set up a base camp at **area 36** before further exploration.
- The expedition members descend to level four and explore the excavations. Paladin Cutler vanishes after investigating the glow at **area 43**.
- Unable to discern what happened to Paladin Cutler, Paladin-Commander Dittrich is shaken and orders the expedition to return to base camp. But Squire Wynn convinces Dittrich to descend once more into the complex to explore further.
- The Revenants descend to level five and discover the wild electrical effects there. Paladin Lansdell is electrocuted. Squire Allende postulates that the weird electrical phenomenon may be a result of the Facility’s malfunctioning reactor, and suggests heading there to attempt shutting it down.
- The Revenants descend to level six and attempt to reach the *Reactor* (**areas 64-65**). Squire Wynn encounters a *will-o-wisp* in the ventilation tunnels that drives her insane. Squire Allende continues on but is horribly affected by a *will-o-wisp* that spontaneously manifests around him as he reaches the computer center at **area 64**. Finding he is unable to shut down the reactor, and out of contact with Dittrich, Allende attempts to reach the super computers running the *Null* at **area 71** instead.
- With one man dead, one insane, and two missing, Paladin-Commander Dittrich returns to **area 43** and enters with the *will-o-wisp* there to find out once and for all what happened to Paladin Cutler. He, too, vanishes.
- The PCs enter the complex.

the ordeal, but these men were insane and catatonic, and spent the rest of their lives in a Navy hospital without ever saying a word of what they had experienced on the “other side” during the brief time the ship was gone.

Although the entire affair was buried and forgotten, in reality it was kept very much alive. The stunning and unexpected results of the catastrophic ship experiment only fed the military’s Cold War paranoia, and further research into the subject received top funding.

After a few years it was discovered that the ship

had indeed de-materialized, and for the brief duration had been shunted to an entirely different dimension. It was a staggering discovery, evidence of another dimension that humankind could now reach.

Here at the Facility research was conducted into *warp field* technology, the very research that eventually led to the creation of portable warp field technology (such as that used by *warp field swords*). The technology was crude, as the low-powered warp field generators of the time were only able to create small windows into this newly-discovered dimension (nicknamed the “warp” for the effect it had on our

reality). But the experiments undertaken here also led to the hypothetical design of a “warp bomb”, which its designers believed would be the ultimate weapon of mass destruction. The “warp bomb” was never actually built, or so it is believed, because scientists behind the program believed it held too much destructive potential; it wasn’t clear what a mass-scale warp field would do. Some speculated it would operate like a “super-nuke”, while others believed it would tear a hole in space and time. Others suggested it would create a kind of “gateway” between the two dimensions - and no one had any idea what might come through.

The Facility was mostly destroyed during the Fall when Dallas came under nuclear attack. It’s role in the desperate fighting during the Fall is unknown.

The Savants re-discovered the Facility during the early stages of their conquest of Arid City, and soon discovered what kind of research had been toyed with here. For whatever reason (soon to be realized by the PCs, of course) the Savants revived the old complex, and began experiments of their own. Something went wrong, however, and it is here, beneath the Facility, that an event was sparked that led to the Savants abandoning the Arid City altogether, fleeing the ruins in a panic just a generation ago.

GM’s Note: Unless otherwise stated, all underground locations in The Facility are unlit, requiring the party to bring light sources of their own, else possess some ability that allows them to see in the dark.

1. SAVANT WORK CAMP (EL 0)

Several large domed structures stand here and there, but age seems to have taken its toll on these. Other tents, dwarfed by the larger domes, have disintegrated into nothing.

This camp is very old, set up by the Savants for their own purposes. The large “domes” were constructed to house individual Savants at the camp, while the tents were reserved for workers and slaves. A few pens were also constructed here and there for the more savage workers, who had to be kept apart from the rest.

The Savant camp is virtually empty, as it was abandoned long ago. The Revenants also swept through here and took anything else of note (which is not much, and certainly nothing of use to the party).

2. REVENANT CAMP (EL 12)

Clustered close to the center of the ancient camp is a small group of tents and vehicles. Guarding the perimeter outside are three armored hummers painted in urban camouflage, each of which has a minigun in a rooftop ring mount.

As you approach, one of the helmeted men manning a minigun turns his gun towards you and shouts “HALT!”

The Revenants came to this site to investigate the presence of the Savant work camp, and set up their own small camp here after the entrance to the underground facility was discovered soon after. Thus the camp represents a kind of “base camp” from which the Revenants have begun to explore the Savant Citadel, and also their own “island” isolated from the strange noises and encroaching darkness of the abandoned downtown area.

The Revenants are arrogant and militant *purebloods*, but their leaders are keenly aware that the Savants - although mutants - had great technology at their command. They hoped that by exploring the Savant Citadel they might uncover some of this lost ‘tech, which might be useful in their efforts to carve

their own niche from the ruins of Arid City. When the collapsed tunnel was found, they sensed their scouts had stumbled onto something very important, and immediately set them to work clearing the way down.

The Revenants don’t know what the facility holds, but they’re intent on finding out. However, their first group of scouts - composed of the most skilled scribes and warriors among them - has failed to return. It has been three days since they went down, and all communications with the team were lost from the onset. The junior officer left in charge of the camp is unsure what to do next, a situation that may give the party some leverage if they attempt to approach the Revenants diplomatically.

Dealing With The Revenants: There are fifteen Revenants still in camp, including Revenant soldiers and gunners. The contingent is led by Lt. Lanner, who remains the highest-ranking soldier now that the rest of the expedition hasn’t returned. Lanner fears the worst, but his orders are clear (“explore the facility”) and he is prepared to arrange a rescue party if need be - though this will leave the surface camp badly undermanned.

Lt. Lanner represents the party’s only chance at resolving their encounter with the Revenants peacefully. Lanner has ordered his men to remain vigilant, but he could use the help if the party shows up with an offer to aid. The Revenants aren’t expecting allies, but if the PCs appear friendly they won’t immediately attack (unlike the Ghosts, Robert and Richard, who attack the party on sight; see the *Ghosts* encounter for details).

If Robert and Richard escaped alive from the *Ghosts* encounter they will have warned Lanner of the party, but this does little to change Lanner’s willingness to seek outside help. Robert and Richard ultimately look down on the junior officer for his

decision (especially if the party includes *mutants*), but since Lanner is officially in command until the higher-ranking officers are found, they begrudgingly accept his decision.

Lt. Lanner is willing to talk with the PCs, but from the moment they are spotted they are under heavy guard, and asked to shoulder their weapons for the duration of their “stay”. If they comply, Lanner will agree to talk further with them.

Lanner is understandably tight-lipped about the Revenants’ activities here, and at first he won’t say anything about what they’re up to. But if the PCs are diplomatic and explain the situation (including the Clean’s belief that their activities might spark a war), a Diplomacy check gets him to reveal more information. *Note that as a member of the Revenants, Lanner is naturally biased against mutants, and thus any character exhibiting an obvious mutation gets a -10 penalty to Diplomacy checks with Lanner and his men.*

DC 20 What the Revenants are doing is none of the party’s business. But Lanner will still extend his offer to the party (see below). If they pry further he is angered, and orders his men to attack.

DC 25 The Revenants are merely scouting the Savant Citadel out of curiosity, and possibly to find artifacts of interest they can use. They don’t believe they are “desecrating” anything, and any suggestion otherwise causes Lanner to view the party as “superstitious”. He still extends his offer of cooperation, however (see below).

DC 30 Lanner admits the Revenants are here to try and find samples of Savant technology and study it. The Revenants know the Savants used strange artifacts and possessed massive powers, and they hope to tap some of that power for their own use. He offers the party a chance to help (see below).

DC 35 As DC 30, above, but with this degree of success Lanner also reveals that the expedition’s scribes, using hand-held *tech scanners* [F/MG], noted strange electrical disturbances near the tunnel just outside the camp. They were at a loss to explain it.

The Lieutenant’s Offer: After some consideration Lt. Lanner explains that he is only a junior officer, placed in command now that his superiors (including several Paladins and noted Scribes) have gone *missing*. Lanner explains that his superiors formed a scouting party that entered the tunnels three days ago to begin preliminary investigation of the underground complex. He was left behind to take charge of the camp and the remaining expedition members.

After entering the tunnel the scouting party’s radios cut out, preventing further communication. Expecting some kind of interference (related to the strange electrical disturbances detected by the expedition’s *tech scanners*; see below), Lanner decided to give the scouting party some time before mounting a rescue party. When two days passed and the scouts still hadn’t returned, Lanner realized something was very wrong.

The lieutenant was getting ready to assemble a second party to go down into the facility and find the others when the PCs arrived. He can tell right away the player characters are far better equipped than his men (and certainly more experienced), and have a far better chance of finding the lost expedition leaders than he does.

Assuming the PCs were able to negotiate a peaceful meeting, Lanner listens to what they say, though he reminds them he is in no position to call off the expedition, even if it has hit a significant “snag”. Eventually he extends the party an

offer, however, which may provide a reasonable compromise.

Lt. Lanner makes the party a proposition: If they agree to go down into the facility and find the missing expedition leaders, deal with whatever is hampering their return to the surface and bring them back, Lanner agrees to petition the survivors to listen to the party’s request (or if they all turn out to be dead, he will make this decision on his own). He cannot guarantee his commanders will scrap the expedition, but if they were badly wounded down there, a temporary ceasing of all activities here might be a distinct possibility.

If the PCs agree Lanner and two men will escort them to the excavations (**area 3**), but they will not go with them underground.

Lt. Lanner: HP 145 (see below).

Revenant Soldiers (12): HP 58 (see below).

Revenant Gunners (2): HP 58 (see below).

Lt. Lanner (Dedicated Hero 5/Foundation Guardian [F/MG] 10): CR 15; Medium-size humanoid; HD 5d6+5 plus 10d10+10; HP 145; Mas 13; Init +3; Spd 30 ft; Defense 28, touch 19, flatfooted 27 (+0 size, +1 Dex, +8 class, +9 equipment); BAB +13; Grap +13; Atk +13 melee (1d6, rifle butt), or +17 ranged (3d10+4, *pulse laser rifle*); Full Atk +13/+8 melee (1d6, rifle butt), or +17/+12 ranged (3d10+4, *pulse laser rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Revenants; SV Fort +9, Ref +9, Will +8; AP 7; Rep +5; Str 10, Dex 16, Con 13, Int 12, Wis 14, Cha 10.

Occupation: Military (DW) (Knowledge [Tactics]).

Background: Guardian (Knowledge [Ancient Lore]).

Skills: Bluff +2, Computer Use +3, Disable Device +3, Drive +6, Investigate +10, Knowledge

(Ancient Lore) +9, Knowledge (Current Events) +8, Knowledge (Tactics) +12, Knowledge (Technology) +8, Listen +9, Navigate +6, Repair +6, Sense Motive +11, Spot +9, Survival +7.

Feats: Advanced Firearms Proficiency, Advanced Technology, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Attentive, Endurance, Forced March [F/MG], Futuristic Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Quick Draw, Simple Weapons Proficiency, Urban Warfare [F/MG].

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Tactics]), Aware, Cool Under Pressure.

Talents (Foundation Guardian [F/MG]): Defender +2, Weapon Focus (pulse laser rifle), Tactical Aid, Weapon Specialization (pulse laser rifle), Defender +4, Greater Weapon Specialization (pulse laser rifle), Raider Bane.

Possessions: *Pulse laser rifle, advanced metal armor, laser pistol, web belt, holo communicator [F/MG], plasma grenade, two power beltpacks (50), power clip (10), two doses of stimshot B, canteen (half-empty), light rod.*

Revenant Soldier (Strong Hero 3/Foundation Guardian 5): CR 8; Medium-size humanoid; HD 3d8+6 plus 5d10+10; HP 58; Mas 14; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+0 size, +2 Dex, +5 class, +6 equipment); BAB +8; Grap +9; Atk +9 melee (1d6+3, rifle butt), or +11 ranged (3d12+2, *laser rifle*); Full Atk +9/+4 melee (1d6+3, rifle butt), or +11/+6 ranged (3d12+2, *laser rifle*); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Revenants; SV Fort +7, Ref +6, Will +2; AP 4; Rep +1; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 10.

Occupation: Military (DW) (Knowledge [Tactics]).

THE REVENANT EXPEDITION

If the PCs inquire, Lt. Lanner will gladly share a description of the expedition's five team members, giving the party an idea of who they are looking for. The expedition members included:

Paladin-Commander Dittrich: Though Lt. Lanner refers to him as an able senior commander, his description makes Paladin-Commander Dittrich sound somewhat arrogant, perhaps overly-confident in (and overly-reliant on) the Revenants' advanced weapons, armor, and gadgets. But Dittrich had a reputation for never leaving a man behind - a reassuring quality for an expedition heading into a mysterious underground complex.

Squire Wynn: The Revenants' leading doctor, Squire Wynn was brought on this mission not just for her medical skills but also because of her educated background. She was the head scribe on the mission. Lt. Lanner describes her as somewhat "cold", with a detached outlook on suffering and pain.

Paladin Cutler: Paladin Cutler was Paladin-Commander Dittrich's second, a soldier with the gruffness and can-do attitude of a movie sergeant. Cutler was a master of many weapons, though he chose to carry a powerful *meson cannon* despite its inherent liabilities of weight and clumsiness in tight quarters.

Paladin Lansdell: A proven soldier, Paladin Lansdell was a stickler for regulations and operating "by the book". Some questioned his suitability for a mission with unknown variables, but Paladin-Commander Dittrich was confident in his abilities and took him along regardless.

Scribe Allende: A prodigy (and *eugenic surrogate*), Scribe Allende was trained in physics, history, and Ancient-era technology. In addition to providing technical assistance and scientific expertise, he was Squire Wynn's sounding board, another person of education to bounce ideas and theories off of (unlike the other members of the expedition, who were just "grunts").

Background: Guardian (Knowledge [Ancient Lore]).

Skills: Climb +3, Demolitions +6, Disable Device +3, Drive +5, Knowledge (Ancient Lore) +8, Knowledge (Current Events) +4, Knowledge (Tactics) +5, Listen +5, Search +3, Spot +3, Survival +2, Swim +3.

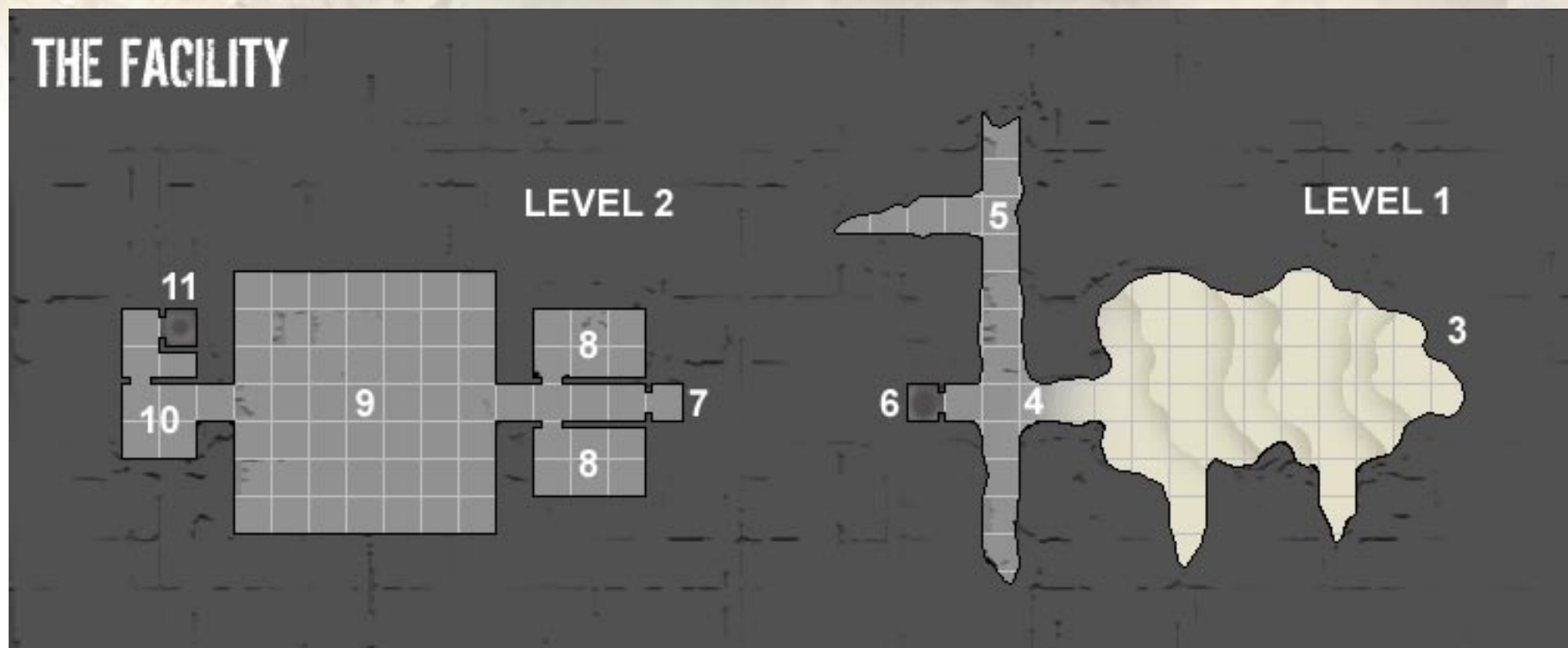
Feats: Advanced Technology, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Futuristic Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Foundation Guardian): Defender +2, Weapon Focus (laser rifle), Tactical Aid, Weapon Specialization (laser rifle).

Possessions: *Laser rifle, two power clips (20), military combat suit, web belt, 1d2 ready meals, canteen (half-empty), glitter grenade.*

Revenant Gunner (Strong Hero 3/Foundation Guardian 5): CR 8; Medium-size humanoid; HD 3d8+6 plus 5d10+10; HP 58; Mas 14; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+0 size, +2 Dex, +5 class, +6 equipment); BAB +8; Grap +9; Atk +9 melee (by weapon), or +11 ranged (4d12+2, *M214 minigun*); Full Atk +9/+4 melee (by weapon), or +11/+6 ranged (4d12+2, *M214 minigun*); FS 5 ft by 5



ft; Reach 5 ft; SQ none; AL Revenants; SV Fort +7, Ref +6, Will +2; AP 4; Rep +1; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 10.

Occupation: Military (DW) (Knowledge [Tactics]).

Background: Guardian (Knowledge [Ancient Lore]).

Skills: Climb +3, Demolitions +6, Disable Device +3, Drive +5, Knowledge (Ancient Lore) +8, Knowledge (Current Events) +4, Knowledge (Tactics) +5, Listen +5, Search +3, Spot +3, Survival +2, Swim +3.

Feats: Advanced Technology, Armor Proficiency (heavy), Armor Proficiency (light), Armor

Proficiency (medium), Athletic, Exotic Firearms Proficiency (heavy machine guns), Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Foundation Guardian): Defender +2, Weapon Focus (M214 minigun), Tactical Aid, Weapon Specialization (M214 minigun).

Possessions: *Military combat suit, laser pistol, power clip (10), night vision goggles, power cell, hip holster, web belt, canteen (half-empty).*

UPPER LEVELS

The upper levels of the Facility consist of the Revenant excavations, a small mid level below these (areas 7-11), and a larger annex below this (areas 12-37).

Haywire Effect(s): Even at these uppermost levels the effects of the *Null* can be felt, though the party is unlikely to figure out what exactly is going on or why. At this level all electronic devices begin experiencing a strange, but harmless, phenomenon. Devices with lights flicker weakly. In items with dials or gauges (*tech scanners, diagnostic scanners, and even mundane compasses*), the needles wobble

back and forth inexplicably, defying accurate measurements. These effects are noticeable, but pose no real danger. Of more concern, however, is the fact that all electronic communications (such as radios) do not function at this level or lower.

3. EXCAVATED ENTRANCE (EL 0)

The excavated entrance lies roughly 160 ft. feet from the Revenant camp (**area 2**), and even if the PCs did not get Lt. Lanner's cooperation a search of the ruins will draw the party here eventually. The entrance is a simple cave in a heap of rubble that connects to an underground cavern. This cavern is described below:

The shifting, rocky tunnel floor threatens to give way underfoot, but you eventually reach this dark underground chamber without trouble.

The cavern you've entered is unlit. The rough floor gradually descends to the west.

This huge cavern was excavated by the Savants until the passage leading to the elevator (**area 6**) was discovered. When they later abandoned the complex, the Savants collapsed the western tunnel, but the Revenants cleared the rubble and now the tunnel is once again open.

Treasure: Inside this cave can be found four powerful lights, currently inactive. The Revenants brought these lights here, which act as *battery flood flashlights*. Each is attached to its own full *power pack*.

In addition to the lights there are various tools here, also brought by the Revenants to assist in the excavation of the tunnel. These include ten shovels, five miner's picks, a dusty old jackhammer hooked up to a *portable petrol generator* (with one tank of *gasoline*), and a small box containing three unused *light rods*.

4. TUNNELS (EL 0)

The rocky earth of the excavated cavern changes to the smooth concrete of pre-Fall construction as you enter these tunnels. Old light fixtures, hanging from the ceiling overhead, are crusted over with rust and give no light. The sound of dripping water can be heard faintly in the distance.

When the PCs come to this intersection, allow them to make a Listen check at DC 39. Those who succeed hear a strange, high-pitched noise coming down the passage to the north (towards **area 5**). The noise fades almost as suddenly as it manifested.

5. DEAD END (EL 0)

The tunnel splits into side passages, but the walls seem badly damaged. A faint odor of ozone hovers in the air.

These tunnels lead nowhere. The strange sound the PCs may have heard at **area 4** does not repeat, and no matter how hard they search they find nothing down these tunnels.

GM's Note: The sound the characters heard was a spontaneous aural manifestation (such phenomenon are happening throughout the underground complex as a result of the *Null*, the powerful device buried far beneath the party's feet at **area 78**). It only occurs once and does not repeat, possibly leading the PCs to think their ears are playing tricks on them - though the faint odor of a faded electrical charge (ozone) may make them think twice...

6. ELEVATOR #1 (EL 0)

A black pit, ten feet by ten feet, extends deep into the earth, probably the remains of what used to be an elevator shaft. The elevator is

gone, however, leaving just a sheer-walled chute. Painted on the wall in stenciled letters are these words:

*RINEHART RESEARCH FACILITY
Security Grade M1 - Authorized Personnel Only*

At the edge of the shaft is the three-pronged head of an autograpnel. The heavy-duty teflon rope appears to lead down into the dark.

The Facility's multiple levels were once connected by elevators, but for all practical purposes they became inoperable after the complex was damaged during the Fall. When the Savants rediscovered the Facility, they simply used their ability to *levitate* to access the levels below.

The Revenants weren't fortunate enough to have a mentalist among their ranks, so tethered an *autograpnel* here before descending to the level below. The *autograpnel* is still in place, allowing the party to climb down after them.

The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

7. ELEVATOR #1 BOTTOM (EL 0)

Reaching the bottom of the elevator shaft you hit solid, undecorated concrete. A road flare sits on the floor, but it burned out long ago and no longer provides light.

A passage leads to the west, off of which branch two open doorways, while the main tunnel continues on into darkness.

Soft moans come down the tunnel to the east.

The moaning comes from the *plague zombies* at **area 9** (see below). If the PCs are heard by the zombies, they begin shambling towards the party's location,

possibly arriving before all of the party can descend the rope.

8. SIDE CHAMBERS (EL 0)

This chamber appears to be empty.

These two rooms are completely unfurnished, their walls, floor, and ceiling made from cracked concrete slabs.

9. ZOMBIES (EL 10)

Entering this large underground chamber you hear the drip of water and a low, terrifying moan. Your lights reveal over two dozen humanoid corpses milling zombie-like about the place, but as you enter their heads rise to acknowledge your presence. They immediately begin shambling towards you.

During the Savants' reign they cultivated *plague zombies* from various cities across their empire, catching the unintelligent horrors and using them as guardians. To guard their activities at the excavated Facility, the Savants put twenty *plague zombies* here, in this room, to prevent unwanted outsiders from going deeper into the complex. Each zombie is fitted with a *pain collar*, which the Savants would activate, crippling the zombies, allowing them to move through unmolested.

The *plague zombies* are still here, and will attack the party on sight.

GM's Note: The Revenant expedition came here, but being well-protected (clad in fully-sealed powered armor) they didn't bother fighting the zombies and simply pushed their way through to the other side. Thus there are no signs of a struggle.

Plague Zombies (20): HP 16; equipped with *pain collars*.

10. BARRICADED ROOM (EL 0)

A barricade consisting of a table, several folding chairs, and bits of large debris closes off the passage beyond this point.

The Revenants barricaded this exit from **area 9** to prevent the *plague zombies* from pursuing them. The barricade is relatively solid, and the PCs will have to destroy it to get past.

Beyond the barricade, the room is found to be empty except for a few extra lead pipes not used in the barricades construction. There are five such pipes, which could be used as weapons in a pinch (treat as metal batons).

Barricade: Hardness 8, 90 Hit Points, Break DC 35.

11. ELEVATOR #2 (EL 0)

Another sheer-walled pit, ten feet by ten feet, descends into the lightless depths. You hear the distant sound of dripping water from below.

As with the previous elevator shaft, the elevator that once provided access to the lower levels is long gone.

The Revenants descended this shaft but, since they had only one autograpnel left, took it with them instead of leaving it here. The party will have to devise a means of descending if they plan on going any deeper into the complex.

The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

12. ELEVATOR #2 BOTTOM (EL 0)

As you descend this shaft, the darkness is disturbed by the dim glow of a pink light coming from somewhere down the passage at the shaft's bottom. By the time you reach the bottom,

however, the eerie light has faded completely, leaving only empty darkness.

The dim light the PCs see as they descend this shaft comes from *will-o-wisps* generated above the *Reservoir* (see below), a side effect of the *Null* (see **area 78**). Other than to intrigue the party, its brief appearance has no effect.

13. MONITORING STATION (EL 0)

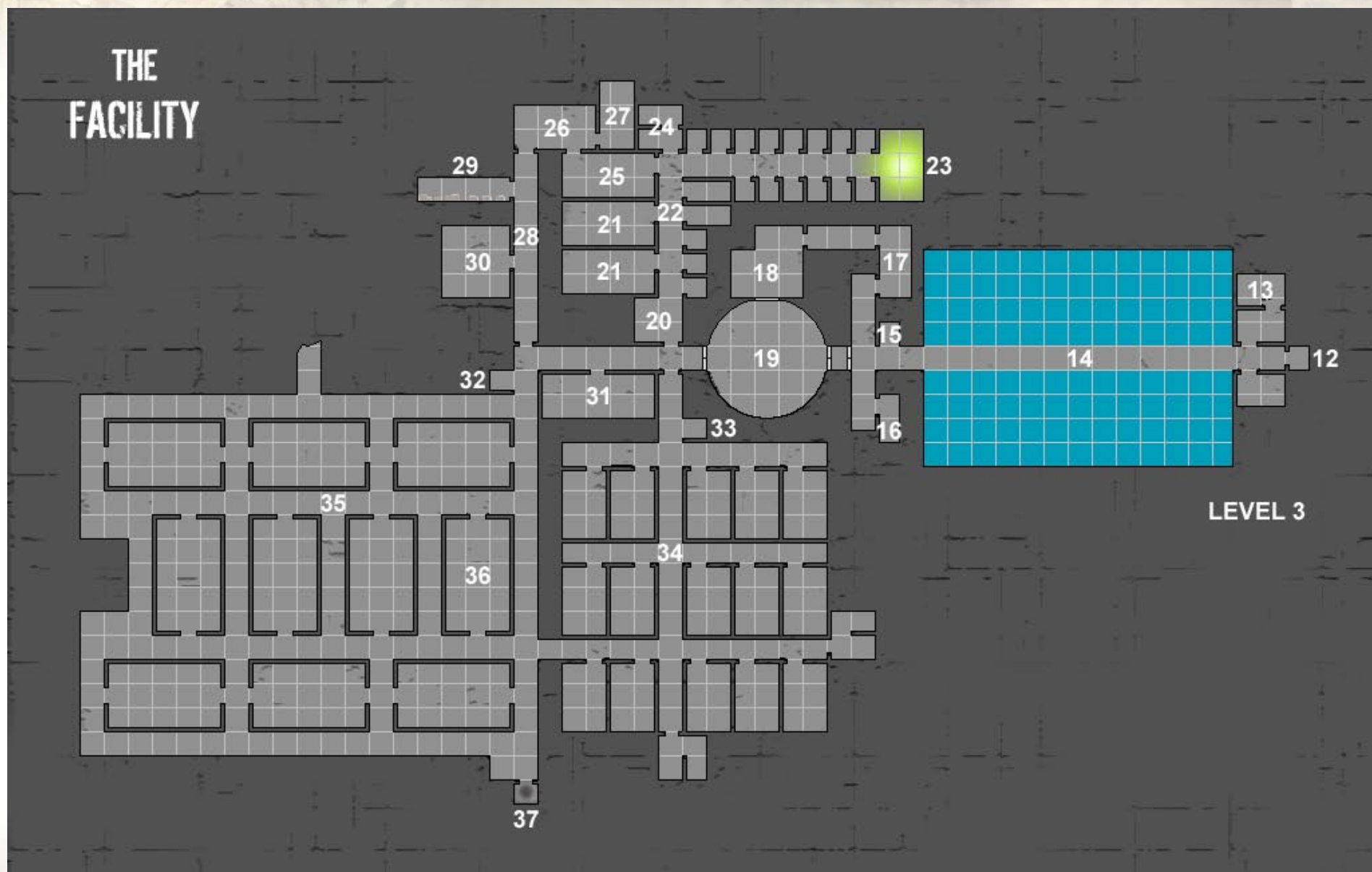
The walls of this rather plain chamber feature several huge pipes, coated in a water-resistant gray rubber, as well as a control box covered in dials and switches.

This chamber was used to monitor the water in the *Reservoir* (**area 14**), and has instrumentation to measure temperature, intake rate, daily usage, and any abnormal chemicals in the water. The machinery no longer works, but the bank of pipes, dials, and gauges is impressive.

14. RESERVOIR (EL 8)

Whatever illumination you brought with you reveals an enormous cavern, stretching beyond the limits of your light sources. The cavern itself is filled with placid, black water; and the sound of dripping water echoes from all directions. A sturdy metal walkway, a full 10 ft. across, extends across the underground reservoir and disappears into the darkness.

This reservoir was built as a necessity for experiments conducted deeper underground. Runoff water from the surrounding bedrock was collected here, and huge pipes shunted the water as needed to the various laboratories throughout the complex when called for.



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As the characters begin crossing the walkway, when the first character is 30 ft. along (three squares), read the following:

Suddenly the air begins to glow some twenty feet ahead of you, just ten feet or so from the catwalk. The air itself begins to luminesce, and a subsonic rumbles through the air as it comes into being. At first having no more brightness than a candle flame, the light quickly grows to perhaps twenty feet in diameter, resembling a huge, pink will-o-wisp.

The giant ball of dim light hovers towards you momentarily, then veers across the catwalk to the other side, floating across the underground reservoir, several feet above the water, its reflection mirrored beneath it. The subsonic hum suddenly increases in pitch, hurting your ears, but then all of a sudden the huge ball of light simply winks out of existence.

The party has witnessed an aural manifestation of the *Null*, a “will-o-wisp” created by the abnormal electrical activity far beneath their feet in the maze of tunnels below. The will-o-wisp appears only briefly, however, and does not affect the party.

GM's Note: The reservoir is home to a small colony of *mutated* [BNB] *advanced life lampreys*, which dwell deep under the water. For decades the creatures were generally content to remain unseen, feeding off of microbes in the water, but the lights being generated by the *Null* often attract them to the surface, making them a danger to anyone on the walkway.

Three rounds after the ball of light appears the lampreys come to the surface. If the PCs are still on the walkway the lamprey fly out of the water (thanks to the development of small fleshy frills that act as “wings”) and attack them.

Mutated Advanced Life Lampreys (6): HP 33 (see below)

Mutated Advanced Life Lampreys: CR 2; Medium-Size Aberration; HD 6d8+6; HP 33; Mas 13; Init +2; Spd swim 40 ft; Defense 13, touch 12, flatfooted 11 (+2 Dex, +1 natural); BAB +4; Grap +0; Atk +6 melee (2d6+2, bite); Full Atk +6 melee (2d6+2, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Attach, Immunities, Radioactive Venom; AL none; SV Fort +3, Ref +4, Will +5; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 2, Wis 10, Cha 2.

Mutations and Defects: Complete Wing Development, Sensitivity (fire).

Skills: Listen +3, Spot +3.

Feats: Pack Tactics [B&L], Weapon Finesse (bite).

15. SECURITY STATION A (EL 0)

A small metal desk surrounded by several monitors sits in this niche. The desk features a dusty switchboard and an old swivel chair.

This used to be a small security station for monitoring personnel coming in and out of the Facility. A duty officer here would check I.D. before buzzing personnel through into **area 19** (for further screening).

The switchboard still operates (a clue that power is still on in places), but the monitors no longer function. To get past the large security doors to **area 19**, someone must trigger the door switch on the switchboard. If this is done, a loud buzz echoes through the tunnels and the doors unlock, allowing passage. The doors remain unlocked unless the switch is toggled again.

GM's Note: Under the desk is a concealed pistol holster bolted to the bottom of the desk. The holster is empty, however.

16. EMERGENCY STAIRS (EL 0)

The door opens to reveal an old stairwell going up. Even from this level you can see that the stairwell is blocked by a cave-in only about twenty feet up.

This staircase used to provide access to the surface, in the event of an emergency. Tremors during the nuclear apocalypse caused the stairwell to completely collapse. It is no longer a usable exit, being blocked by hundreds of tons of concrete and earth.

17. ARMORY (EL 0)

You enter a room filled with dust and cobwebs. Old metal lockers, covered in a moisture-resistant coating of paint, still stand firm against the far wall, though all of the locker doors hang ajar.

This armory once held tactical weapons for the use of the Facility's security personnel. The Savants ransacked it, and more recently the Revenants gave it a thorough search. The room is empty.

18. OBSERVATION ROOM (EL 0)

This room features several computers and monitors, all of which are either broken or powerless. These computers face a dark window on the south wall.

This observation room was part of the security measures used at the Facility before the Fall. The room to the south (**area 19**) was in effect a “security airlock”, through which all personnel and materiel had to pass before going any further into the complex. Scans and X-rays taken in **area 19** were displayed here to security personnel who were trained to look for anything unusual (workers bringing in

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restricted materials, or possibly even smuggling machinery or documents out on their bodies); if they did, they could raise the alarm using the panels here, as well as seal off **area 19** and trap anyone in there inside.

Luckily there never was an incident at the Facility, in large part due to these tight measures.

19. SECURITY AIRLOCK (EL 0)

The eastern door leading through this room can only be opened from **area 15**. The western door is unlocked.

You enter a huge dome-shaped chamber, your lights reflecting weirdly off the curved walls. The room seems completely empty except for a rubberized strip, or footpath, that leads from the entrance to an identical exit across the room.

A large mirror, thirty feet long, occupies the length of the north wall. Spraypainted on its surface are these words:

Made camp. Head 80 ft. east, turn south, head 60 ft. Give signal before entering.

This large chamber is (or more accurately was) a sophisticated “security airlock” used to screen personnel going in and out of the Facility during its years of operation. The deceptively smooth walls of the chamber actually hide powerful thermograph, magnetic, and X-ray scanners, which scanned personnel and objects brought through its doors. The readings of these scanners (e.g. thermal or X-ray images) were displayed to security officers stationed at **area 18**, who could raise the alarm and seal the doors to prevent sensitive material from getting out.

The room is now abandoned, however. The spraypaint on the “mirror” (actually a two-way mirror allowing those in **area 18** see in) was left by the Revenant scouts after they set up camp at **area 36**, giving directions to anyone who might follow them down to their location.

The western doors are not locked and open at a touch.

20. LOUNGE (EL 0)

The smell of plastic furniture covers is still strong here despite the place's age. Two old couches sit in this room, but they were apparently slashed and ruined long ago. A dark corridor continues to the north.

This room served as a lounge and no other purpose. There is nothing of interest here, though the couches do offer some possibilities. The wooden frames could be broken and made into torches, and the stuffing could be wrapped around the head and ignited, with a burn life of an hour or more.

21. MEETING ROOMS (EL 0)

The door opens to reveal a large empty room with a long folding table erected in the center. Several dozen folding chairs are stacked neatly against the south wall.

During the Facility's height these areas were used as conference rooms when departments came together for meetings, though they could also be converted into extra cafeteria space. They are mostly empty.

Treasure: Roll on the following table to determine what additional contents may be present in each room:

Roll	Contents
1-3	Nothing
4	Wheeled janitorial cart
5	Wheeled cafeteria cart (for collecting dirty dishes)
6-7	Stainless steel water pitcher
8-9	Overhead projector (on wheels)
10	1d3 unopened ready meals

22. OFFICES (EL 0)

The hall here is covered in cheap carpeting that suggests construction with a government budget. Off of the hall lie several small offices, though all of these are uniformly dark.

These old offices were completely ransacked by the Savants when they first discovered the Facility. Inside the offices the party will only find toppled desks, crumpled chairs, and a few useless papers. The latter contain nothing of interest, and provide no hint as to what occurred here during the time of the Ancients.

23. STRANGE ROOM (EL 0)

You see a vague greenish glow emanating from beneath the closed door to the room at the far end of the office hallway. The dim glow paints the hall carpet and other doorways in a green light.

As you reach for the door handle, electricity arcs from the knob to your hand. The sudden play of electricity seems harmless - but bright.

If the PCs open the door to investigate the strange glow, by the time it swings open the light (a will-

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o-wisp similar to the one seen above the *Reservoir*, **area 14**) has faded, leaving a dark and empty room - and no explanation as to where the light came from. There is a faint electric smell in the room (no surprise considering the strange phenomenon of the door handle), but nothing more.

The room otherwise proves to be empty.

24. RESTROOMS (EL 0)

The door opens onto a pair of lavatories, one for men, and one for women. They are dark and appear to be empty.

As suggested by their appearance, these restrooms are completely empty.

25. CAFETERIA (EL 0)

This large room resembles a cafeteria, with long fold-out tables surrounded by over three dozen cheap folding chairs. Three wheeled cafeteria carts still stand against the north wall where they once offered a buffet-style meal to the hall's occupants. The place is empty.

As suggested by their appearance, these restrooms are completely empty.

26. KITCHEN (EL 0)

The brushed steel surfaces of this chamber reflect your lights and shadows like a carnival funhouse, but after your initial surprise you find you are merely in an institution-sized kitchen area. Ovens, stovetops, microwaves, and a bulk dish washer all fill out this large, empty chamber. Broken bottles of some pasty substance lie scattered all over the ground, along with scattered spoons and metal pots. The odor coming from the bottles is strong and sweet.

The broken bottles once contained baby food taken from the *Pantry* (**area 27**). A search of the kitchen will net the party typical kitchen utensils (forks, spoons, pots, pans, dishes, rubber washing gloves, scrub brushes, etc.), as well as a few usable implements such as knives and cleavers, but nothing else of interest.

27. PANTRY (EL 0)

The large steel door to this room opens with a heavy groan that must be audible throughout this level. Beyond you find the rusted interior of a refrigerated pantry and bulk cooler, its metal shelves still burdened by large crates of food.

The Savants refurbished this room during their time at the Facility, filling it with crates of food scavenged in distant cities. Some of the well-preserved foods have begun to spoil, but the majority are intact.

Treasure: A search of the crates uncovers 200 jars of baby food, a substance that is both nutritious and easy for the horribly-deformed Savants to ingest. About 20% of these seemingly innocuous jars have spoiled contents, and mistakenly ingesting the food results in *poisoning* (treat as *deadly chemicals*, Fort save DC 20, initial damage 2d6 Con, secondary damage 2d6+1 Wis*).

28. SERVICE CORRIDOR (EL 0)

Your lights struggle to illuminate all of this long, dark corridor. Dripping water echoes from somewhere down its length, and other than the rusted pipes running along the ceiling, it looks deserted.

Though ominous, this hall is empty.

29. ELECTRICAL (EL 0)

This short dark corridor is filled with rusted metal machinery and panels covered in switches.

This corridor holds machinery that once controlled power on this level and lower levels. The machinery here only controlled electricity, it didn't generate it (power generation was done at the *Reactor*, **area 65**), and a Craft (Electronic) check at DC 20 will reveal this.

A second Craft (Electronic) check will reveal that most of this machinery is fried, meaning that it is useless and inoperable. However, if the DC is beat by 10 or more, it is revealed that power is *still being generated* somewhere in the complex, but it isn't getting here, probably due to bad wiring and age.

30. STORAGE (EL 0)

This large square chamber is mostly empty except for a few rotting cardboard boxes against the far wall and a pile of oily rags near the door.

This was simply a storage room during the Facility's occupation.

Treasure: The boxes contain 50 lightbulbs, 10 fluorescent tubes, the equivalent of a *basic electronic toolkit*, four cans of flammable lubricating oil (which could be burned in a lantern; each can would provide four hours of burn time), and two cans of *aerosol applicant (fire)* (see *Appendix 2: New Items*). The rags could also be used to make torches if need be.

31. REPAIR (EL 0)

Your lights sweep a large chamber fitted with several long tables. A folding mechanical arm latched to one edge of one table is fitted with a large magnifying lens and light fixture, apparently for work on minute electronics.

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This area was used as a repair facility, and it was here that project technicians made extensive repairs on warp-field machinery that was damaged in the various experiments conducted further underground. The Savants ransacked the supply cabinets and tables, salvaging most of the damaged components and putting them to use creating the *Null*. The room is thus mostly empty.

Treasure: A Search check at DC 35 will uncover a single *multipurpose tool* in an old spare parts box in one dark corner of the room.

32. SECURITY STATION B (EL 0)

A small metal desk surrounded by several monitors sits in this niche. A door leads to a tunnel heading south. Above the door is a faded stenciled sign that reads:

ELECTROMAGNETICS

This was another security station, like the one at **area 15**. A security officer here watched personnel entering and leaving the laboratory area, and was mainly here to provide extra eyes and ears, and to provide assistance in the case of emergencies (burns, electrocution, etc.) in the labs.

33. SECURITY STATION C (EL 0)

A small metal desk surrounded by several monitors sits in this niche. A door leads to a tunnel heading south. Above the door is a faded stenciled sign that reads:

ELECTRICAL ENGINEERING

As with **area 32**, during the Facility's operation a single guard was stationed here to provide extra security for the lab complex. It is now empty.

Treasure: Behind the desk, attached to the wall, is a fully-stocked *first aid kit*.

34. LABORATORIES (EL 0)

The halls in this wing of the underground complex lead to what must have been a collection of laboratories.

These large rooms were mostly used for the creation of electronic components related to *warp-field* technology, though some were also used to conduct experiments related to the project. The Savants ransacked all of these rooms, leaving only overturned tables, toppled cabinets, and perhaps a few screws and generic tools.

Though intriguing to contemplate what went on here, these labs hold no evidence of the Facility's ancient purpose.

35. LARGE LABORATORIES (EL 0)

Your footsteps echo weirdly in this maze of halls and through the large cavernous chambers that branch off the labyrinthine corridors.

These larger laboratories were used for experimentation with and the development of larger pieces of *warp-field* generation technology. Huge machines were constructed in these rooms to test one aspect or another of the *warp field* phenomenon, though always in strictly controlled conditions.

Treasure: A few of these labs still contain parts not taken by the Savants, though most are completely bare. Roll on the table below to see what might be contained in a given laboratory:

Roll	Contents
1-9	Nothing
10-11	Basic electronic toolkit
12	1d4 x 1,000 cp in electronics-related spare parts

36. REVENANT CAMP (EL 0)

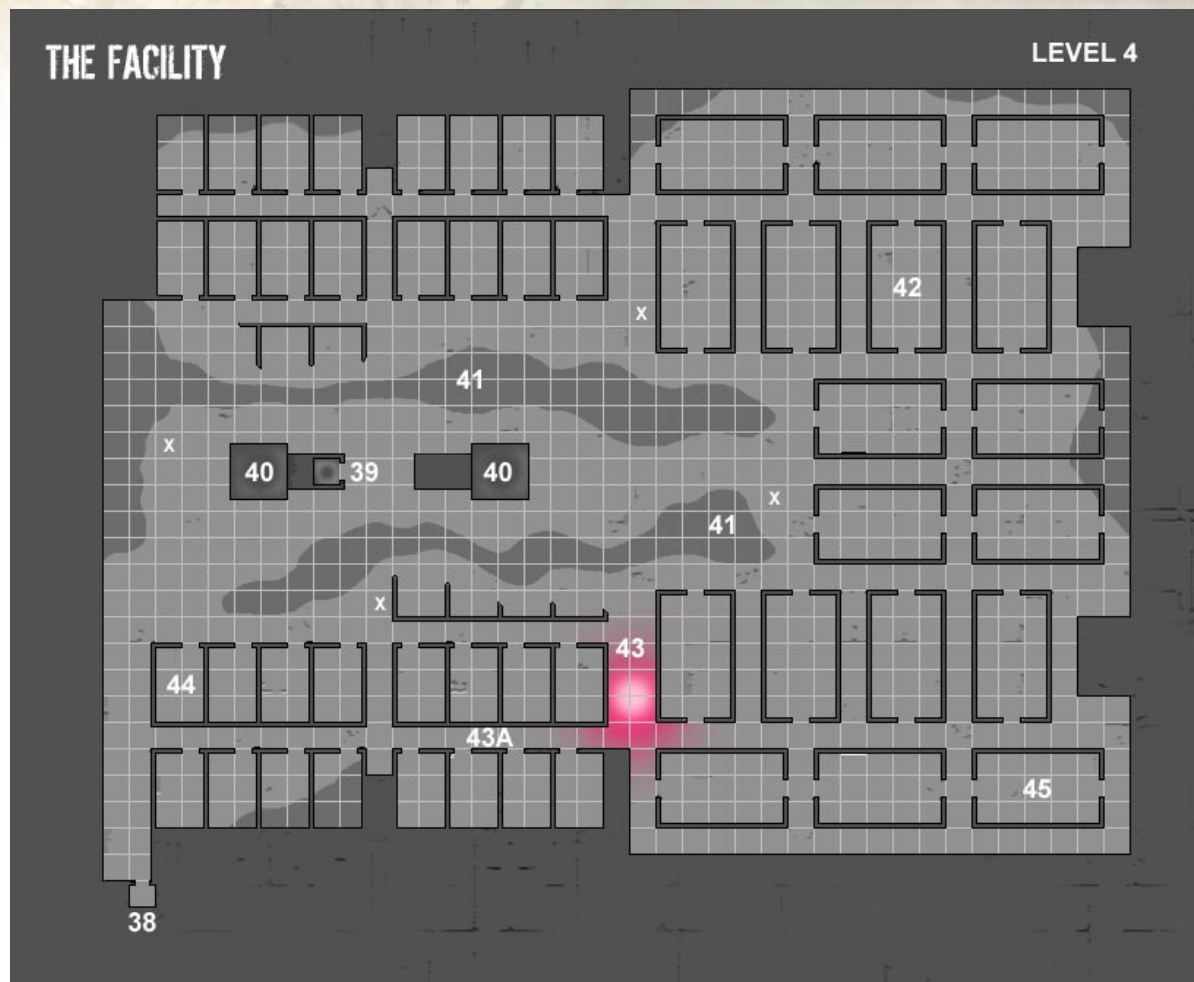
Up ahead you see a large "X" spray-painted on a door to one of the large laboratories.

The "X" on the outer door was left by the Revenants' expedition members to mark where they had set up camp (the spraypainted message at **area 19** gives rough directions to this spot). If the PCs call out, or knock, their efforts will be met with silence.

If the PCs enter the laboratory they find a small camp set up in the center of the room. The dust seen throughout the complex has been recently disturbed, and a Survival check (DC 20) will reveal that five individuals camped here last night.

Treasure: The "camp" consists of five sleeping bags, five cold-weather blankets (bundled up as they weren't needed), three jugs of drinking water (a total 15 gallons of water), two canteens (also full), four unused *light rods*, Squire Anna Wynn's extra emergency medical supplies (this includes two cans of wound-healing *medi-spray*, two doses of *anti-tox*, two doses of *filter dose*, and a *sustainer shot*, plus five *ready syringes*), and a slightly-damaged *laser rifle* (requires a Repair check at DC 15 to fix; this was Paladin Lansdell's weapon, which was recovered after he was electrocuted at **area 50**).

Sitting on a metal table by one of the doors is a portable *motion detector* unit, which is still switched on; apparently the Revenants intended to use it to detect motion outside the room while they camped, giving them advance warning if anyone - or anything



- approached. The *power beltpack* it is attached to has six charges left (equivalent to six hours of operation).

Sitting on one of the rolled-out sleeping bags is a hand-written message (Squire Anna Wynn's handwriting):

Paladin-Commander Dittrich has conceded to my arguments and given the okay to return to the levels below. We must concentrate on further investigation of the electrical phenomenon encountered there if we are to have any chance of discovering where Paladin Cutler went.

37. ELEVATOR #3 (EL 0)

*Before you sits a dark, silent elevator shaft.
Next to the shaft are stenciled letters that read:*

*TO LEVEL 4
GRAVITY ENGINEERING*

This elevator shaft connects to **area 38** and provides the sole access to the levels below.

The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

UPPER MID-LEVEL

The mid-levels of the Facility are taken up by a series of laboratories, once used for the research and development of the various aspects of warp-field technology. The upper mid-level shows signs of past excavation as well.

Haywire Effect(s): From the moment the PCs descend to **area 38**, the ability of their electronic and powered devices to function begins to diminish, as some kind of invisible energy field begins draining off their power sources.

All power sources carried by the party (including *power clips*, *beltpacks*, *backpacks*, *minifusion cells*, *plutonium clips*, etc.) start losing charges as soon as the PCs reach this level or lower, at a rate of one charge per round. Power sources that do not have charges, such as *power cells* and *power packs*, are drained completely as soon as the party reaches this level. There is no way to reverse this process, although the PCs can halt the drain by leaving the area (i.e. going back up to the Upper Levels) and caching their power sources elsewhere. Charges lost are permanently gone.

This effect is particularly dangerous for groups that rely on powered weapons and armor, since within a short period of time their devices will no longer

function. Since the energy drain effects all power sources, characters thinking they can turn to backups will find these drained as well!

38. ELEVATOR #3 BOTTOM (EL 0)

Your arrival at the bottom of the empty elevator shaft echoes through the darkened vaults of this level.

When the PCs descend to this level their power sources immediately begin to fail (see *Haywire Effects*, above). Unless they rely on flashlights or other powered devices to get around by, they might not immediately recognize this.

Assuming the party uses flashlights and the like, only a few seconds after arriving these light sources will suddenly fail, plunging the PCs into darkness. Unless they brought some other form of light (*corium lanterns*, torches, oil lamps, *light rods*, etc.) they will have no way of navigating through the dark.

39. ELEVATOR #4 (EL 0)

The gaping doorway here opens onto a dark elevator shaft leading down. You think you hear a strange high-pitched sound coming from below, but it's impossible to tell for sure.

Next to the doorway a few barely-legible letters read:

TO LEVEL 5
QUANTUM MECHANICS

This elevator shaft leads to **area 46**, below. Luckily a second *autograpnel* is affixed to the top of the elevator, extending all the way down to the next level of the complex. The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

40. CARGO ELEVATORS (EL 0)

Before you stands a huge gaping hole in the concrete floor. Strange noises - unlike anything you've heard before - can barely be discerned coming from below.

These large holes in the floor were once bulk cargo elevators used to transport assembled machinery from the upper laboratories to the testing labs deeper in the complex. The elevators are no longer here (they were removed by the Savants, their metal used for scrap), leaving only deep pits in their place.

Each cargo shaft is 60 ft. deep, extending all the way down to **area 56A**, below. A failed Climb check while navigating the shaft results in 6d6 damage (Reflex save DC 16 for half).

41. EXCAVATED RUBBLE (EL 0)

Your lights reveal heaps of broken stone and bent rusted metal rods in these cleared areas, evidence of some past excavation on a mass scale.

When the Savants discovered the Facility most of the central part of this level was buried under hundreds of tons of collapsed rock and concrete, as a result of catastrophic damage during the Fall. Without hesitation the Savants immediately put their slaves to work clearing the rubble, and even had robotic automatons brought down here to assist in the excavation.

Treasure: The areas marked with an “*” note the location of old *digger animatrons* brought here by the Savants. All of these animatrons are inoperable, thanks to the effect of the *Null* field having drained off their power sources. If the party was able to remove these animatrons to the surface and provide

them with new power sources, the three machines would be usable again.

42. STRANDED LAMPREY (EL 0)

Following a faint wet slapping sound you are drawn to a strange sight. Lying in this room in a puddle of water is a long eel-like creature, slightly luminous, wriggling as if struggling to breathe. There is an acidic odor in the air.

There doesn't seem to be any explanation as to how this creature - or the water - got here. It is unable to harm the PCs, and will soon expire.

GM's Note: The eel-like creature is a *life lamprey* from the *Reservoir (area 14)*, caught in a *will-o-wisp* that spontaneously manifested underwater at **area 14**. The creature was displaced by the ‘wisp and re-materialized here, and is suffocating without water to breathe.

43. DISASSEMBLY (EL 18)

The corridors, normally dark elsewhere in this maze of tunnels, are lit by a strange light. As you approach you see the intersection ahead is bathed in soft red glow, seemingly emanating from the air itself. The glow lights about 20 feet of the passage, is steady, and emits a barely-perceptible high-pitched “whine”.

Created by the presence of the *Null*, this large *will-o-wisp* is now a static feature of the corridors on this level. The Revenants explored the ‘wisp by sending one of their men, Paladin Cutler, into it. As he neared the center of the glowing area the other Revenants observed that he seemed to just “wink out of existence”. Later Paladin-Commander Dittrich, frustrated by what was happening to his men, bravely entered the ‘wisp thinking he would be transported

to wherever Cutler had gone. He, too, vanished for good.

GM's Note: The “glow” is a powerful gateway to the Warp dimension, and the lighted area will have drastic effects on any character that enters it. If a Fortitude save (DC 28) is failed, that character simply de-materializes and becomes subsumed into the spaces beyond our reality. Because the Warp field being generated by the *Null* is unstable, however, that character's body - or even just parts of it - can and sometimes do re-appear throughout the complex seemingly at random.

A character who fails this save is effectively gone forever, though her head, torso, and limbs may spontaneously appear anywhere in the Facility as you seem fit, fusing to the walls, floor, or ceiling. There is no way to help the trapped character, who soon dies as her body parts are divided up and deposited all over the complex...

43A. STRANGE MESSAGE (EL 0)

Scrawled in chalk on this wall is a strange message. It reads:

DO NOT CONTINUE

This message was left by the Revenant team after Paladin Cutler disappeared within the glow at **area 43**. They left the message here in case they didn't make it back, so that a future expedition wouldn't make the same mistakes.

44. SUPPLY ROOM (EL 0)

Though this room looks like any other from the outside, stepping in you see several dozen rusted shovels, pickaxes, and sledgehammers lined up against the wall. There are a few boxes here as well.

The Savants used this room to store tools and supplies for the excavations on this level. There are two dozen shovels, two dozen pickaxes, four sledgehammers, and ten wheelbarrows here. The boxes contain a can of lamp oil (good for six hours), and three *lumispheres* (see *Appendix 2: New Items*).

45. VANISHING MESON CANNON (EL 8)

There is a deafening crackle followed by a burst of red light. There, in the middle of the corridor, appears a large rifle of some kind, with electricity coursing over it.

The large rifle is in fact a *meson cannon*, formerly carried by Paladin Cutler (of the Revenant expedition) before he vanished into the 'wisp at **area 43**. His *meson cannon* has begun winking in and out of this dimension, appearing in random places at random intervals.

If a PC attempts to grab the weapon, the 'cannon' shocks her for 15d6 electricity damage (Reflex save DC 28, for half). This only occurs once, after which the weapon can be manipulated without further risk.

The weapon's *minifusion cell* has been drained, but it is otherwise functional. 1d2 hours after it appears it vanishes again, however, disappearing into the mysterious Warp dimension in which it is now partly trapped.

LOWER MID-LEVEL

The lower mid-level of the Facility is an extension of the laboratories that occupy the level above.

Haywire Effect(s): The effects of the *Null* are the same as on the level above, except for the creation of *ball lightning* which sweeps several of the corridors here at random intervals (see area descriptions below for details). In addition, if the party has any *androids* among them, these characters must make Will saves

(DC 25) each round or be subject to *confusion* (as the spell of the same name; see page 342 of *d20 Modern*).

46. ELEVATOR #4 BOTTOM (EL 0)

The bottom of this elevator is dusty and cracked. The air is filled with a caustic smell that is a noxious mix reminiscent of battery acid, ozone, and charred flesh.

A sign, which apparently was once fixed to the wall, is now lying on the floor. It reads “Project Archives - South Tunnel”.

Characters descending to this level will find no immediate danger.

47. ELEVATOR #5 (EL 0)

Another dark elevator shaft going deeper. Weird sounds, like before, echo weirdly from below like distorted, spectral voices.

On the wall next to the opening are these words:

TO LEVEL 6

POWER PLANT AND PARTICLE ACCELERATOR ACCESS

This empty elevator shaft leads to **area 56**, below. The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

48. DROPPED PDA (EL 0)

You almost overlook a small handheld PDA that is lying unattended on the ground.

Sitting on the floor here is a small electronic *PDA*, though it currently has no power. Stenciled onto the device's case are the letters, “PDN-CMR

SECRETS OF THE MIND MASTERS

DITTRICH”, signifying that it previously belonged to the commander of the Revenant expedition.

The PCs won’t be able to access the *PDA* on this level (due to the power drain), but if they return to the upper levels and replace the *power cell* they can activate the memory. Only a few entries of an official log remain intact, and read as follows:

Paladin Cutler vanished as soon as he entered the colored aura on level four. Found his meson cannon when we returned to level three, but it vanished as we approached it. Paladin Lansdell reports having seen the same weapon appear then disappear again while investigating level five.

Paladin Lansdell was killed when struck by a spontaneous appearance of ball lightning on level five. Will focus our efforts on the level below.

Scribe Allende postulates that power is still on somewhere in the complex, and the electronic phenomenon may be a result of a malfunction in the facility’s power generators. Agreed to organize the remaining expedition members to descend to the reactor level and find some way of accessing the reactor control computer.

The last message reads:

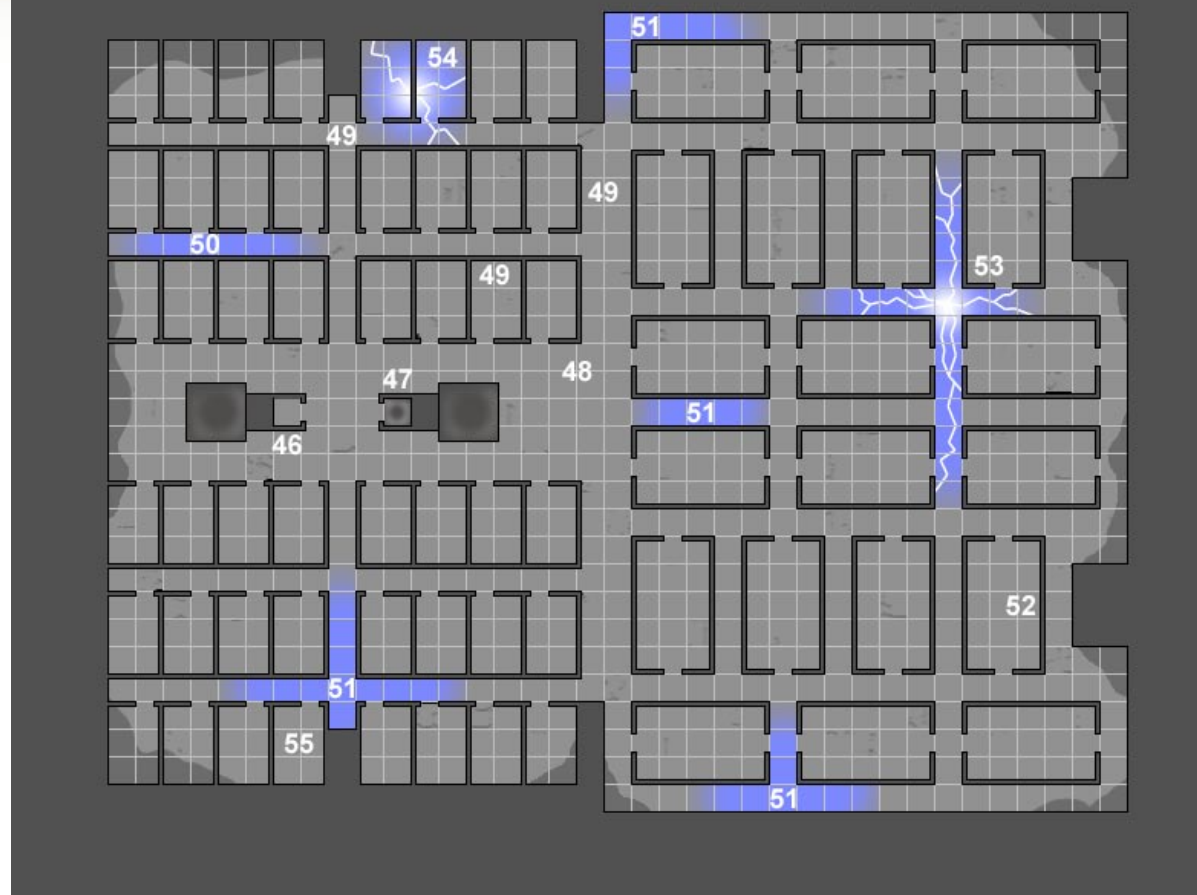
It seems the Savants thought they had revived the Ancients’ research into warp-field technology. Instead they opened a gate to Hell.

49. ELECTRICAL BURNS (EL 0)

The walls in this area appear to be burned - white-hot flashes of some extreme heat

THE FACILITY

LEVEL 5



have burned circular shapes into the wall. Surrounding each shape is a thin corona of fine black ash.

These areas mark points where highly-charged *dimensional weavers* produced by the *Unstable Conduit* (see **area 54**) entered into a wall and passed

through to the other side. The walls are intact (only slightly burnt despite the intensity of the heat, probably due to the instantaneous nature of the creature’s contact with the wall’s surface), but seeing the weird, inexplicable shapes may cause the party some concern...

50. DEAD PALADIN (EL 8)

You can see, partly hidden in the shadows along this corridor, a figure clad in heavy metal armor, lying on its side as if asleep. He is still some distance from you.

If the PCs enter the corridor (from either end) the walls, floor, and ceiling begin to hum and crackle. If they do not immediately pull back a blue-white bolt of electricity arcs from the nearest surface and strikes each character in the corridor, dealing 15d6 electricity damage (Reflex save for half, DC 28). This effect continues for two rounds, at which point the electrical charge diminishes and becomes harmless.

Assuming the PCs make it to the corpse it quickly becomes clear he is dead - his skin shows signs of burns and blistering. A Treat Injury check at DC 20 reveals the man, whoever he was, died by electrocution (though the party can probably already guess that).

Treasure: Dogtags around the corpse's neck identify it as Paladin Lansdell. The corpse still wears *advanced metal armor*, with a *laser pistol* in a hip holster (drained clip). The dead Paladin's remaining equipment includes a wound-healing *medi-spray* (full), a web belt, two *plasma grenades*, two extra *power clips* (also empty), and a combat knife.

51. BALL LIGHTNING (EL 10)

This corridor is slightly luminous, which under the circumstances doesn't make you feel at ease.

This passage is lit by a dim bluish light, allowing normal vision within. However, the luminosity is a sign of the huge amounts of electricity still lingering in the passage, which randomly manifests as *ball lightning*.

Each time a PC passes through one of these passages, there is a 1 in 4 chance that a ball of lightning appears from the center of the corridor and shoots towards her.

Ball lightning acts as a *fireball* spell (10d6 damage, Reflex save DC 28 for half), with the same range and area of effect, but all damage inflicted is electricity damage instead of fire damage. Each round it manifests, a *ball lightning* targets (and centers its burst radius on) the closest character.

52. DISPLACED ARM (EL 0)

For some reason the hairs on the back of your neck stand on end as you turn the corner, revealing a tunnel beyond. Raising your lights you see a human arm, covered in terrible electric burns, extending straight from the wall, with the shredded remnants of a black uniform sleeve hanging limply from it. The hand, gnarled and horribly blistered, weakly attempts to make a fist before finally falling limp. The smell of burned flesh and ozone fills the passage.

This arm belonged to Paladin Cutler, who entered the 'wisp at **area 43** and vanished over two days ago. The other Revenants overlooked this passage and did not find it, and thus were not warned as to the nature of the strange glows. If they had, Paladin-Commander Dittrich might still be alive.

The arm still wears its wristwatch, which if examined proves to be ticking away. Oddly, the watch is ticking *backwards*.

53. LIGHTNING GENERATOR (EL 10)

The maze of corridors in this part of the complex are illuminated by an eerie cobalt light, its presence accompanied by the deafening sound

of a continuous, powerful, electric crackling. Ahead you see a huge sphere of blue light filling the corridor, in the center of which is a vortex of blinding electricity. Every few seconds this electricity arcs to the nearby walls, creating a shower of sparks and producing the stinging odor of ozone.

This large *will-o-wisp* is permanently anchored to this spot, generating super-charged bolts of electricity that courses through the entire level, ionizing the air and its surroundings. It is the source of the electrical phenomenon affecting this part of the complex.

Any character coming within fifty feet of this intensely glowing sphere triggers a response from the *will-o-wisp*, which generates *ball lightning* each round that courses down the corridor towards her. The effects of *ball lightning* are described under **area 51**.

If a character should foolishly enter the 'wisp itself, she takes an immediate 20d6 electricity damage (no save), but suffers no other abnormal effects.

54. UNSTABLE CONDUIT (EL 12-15)

A blinding orb of blue light fills this passage, crackling with deafening energy.

As the PCs approach this intensely-radiant *will-o-wisp*, the orb of blue light begins to spew forth "creatures" from the Warp dimension. These creatures are *dimensional weavers* (see *Appendix 1: New Creatures*), which immediately move to attack anything they sense in the vicinity.

Every round roll on the following table to see how many *dimensional weavers* emerge from the center of the glowing area:

Roll	Generated	EL
1-2	None	-
3-4	1 <i>dimensional weaver</i>	12
5-6	2 <i>dimensional weavers</i>	13
7-8	3 <i>dimensional weavers</i>	14
9-10	1 <i>dimensional weaver</i> (stable)	12

For some reason this conduit is unstable, permitting the *dimensional weavers* to travel only a short distance from it before winking out of existence. For every ten feet traveled there is a 10% cumulative chance that a *dimensional weaver* manifested from this conduit will simply vanish, not to return (roll at the end of the creature's turn).

If a 9-10 is rolled on the table above, only one *dimensional weaver* comes through but it is not subject to the same instability (and thus there is no chance of it vanishing after it appears).

The *dimensional weavers* can "sense" characters with any kind of powered device on them out to a range of 40 ft. due to their unique abilities. If the party is detected the *weavers* mindlessly move towards them to consume their life energy.

Dimensional Weavers (0-3): HP 126.

55. PROJECT RAINBOW ARCHIVES (EL 0)

Despite the keycard panel on the metal frame, the door to this chamber appears to have crumpled inwards and torn right off its hinges by some immense force. A dusty sign on the door reads:

*PROJECT RAINBOW ARCHIVES
Restricted Access*

This chamber was discovered by the Savants when they first came to the *Facility*, long before the current electromagnetic activity began to ravage this level. The Savants immediately broke into the room using their telekinetic powers, and ransacked most of the contents, including computer media and hard copy files.

The room is almost completely empty except for two or three abandoned cardboard boxes. One of these has a single shred of paper in it, apparently torn from a wirebound report and mistakenly left behind. The shred has only the fragment of a sentence on it and reads:

*...ldon reports possible compromise of
Rinehart activities due to an unassociated
research project being conducted simultaneously
at Groesbeck (ref. Project Church, File 10446B...*

The terms "Groesbeck" and "Project Church" will be unfamiliar to the player characters. However, a Knowledge (Ancient Lore) check may reveal some information about *Project Rainbow* (the name seen on the door to this room). Depending on the degree of success, the following facts can be recalled:

DC 26	<i>Project Rainbow</i> was in some way related to Ancient-era experiments in invisibility.
DC 28	<i>Project Rainbow</i> was the official name of the more widely-known "Philadelphia Experiment".
DC 30	The government of the time denied the existence of <i>Project Rainbow</i> , claiming the story was a hoax.

DC 35

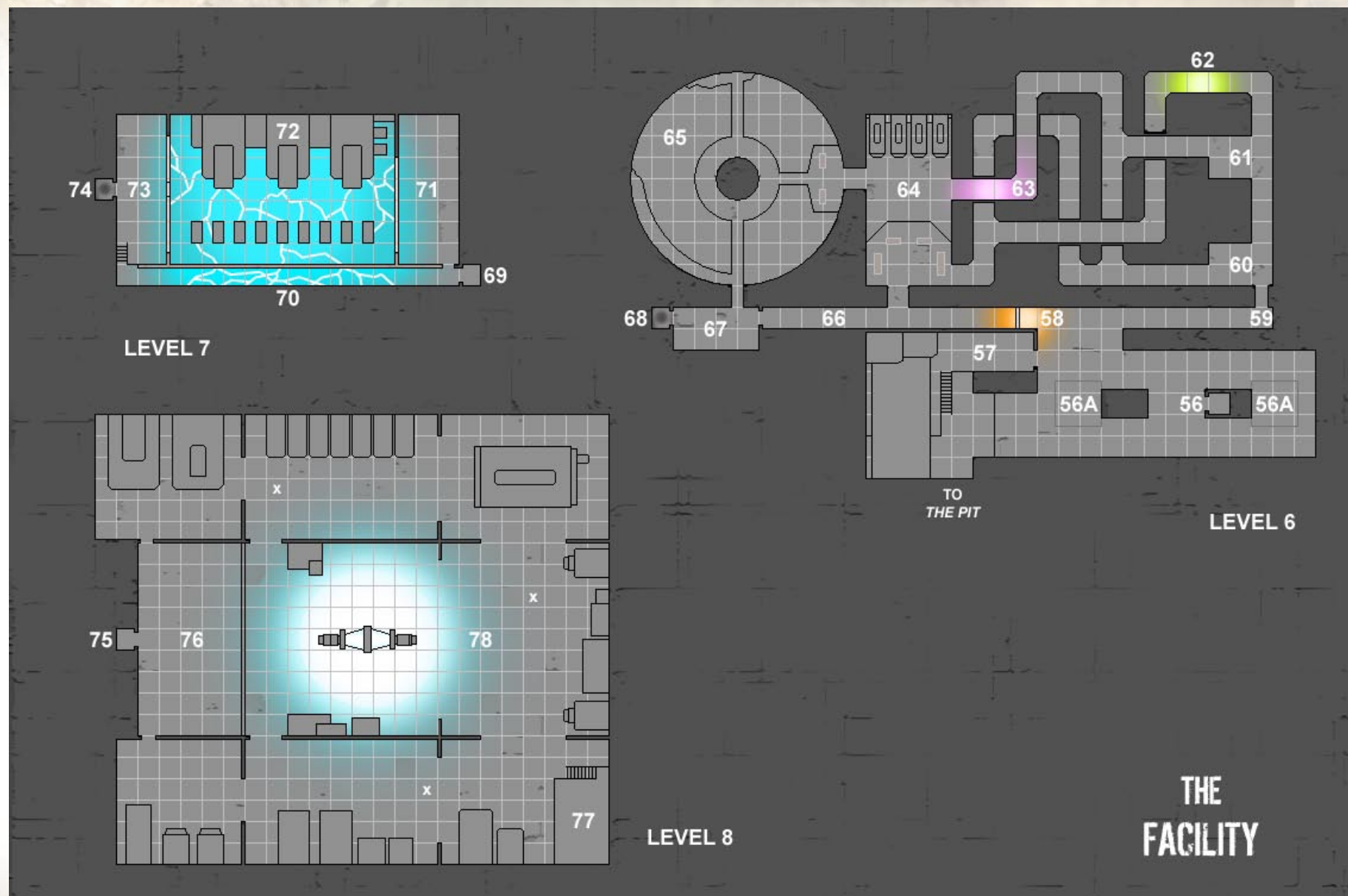
Project Rainbow was deemed a failure when its early experiments went awry. According to Ancient lore, an entire naval vessel fitted with special equipment was supposed to turn invisible, but when the machinery was activated it entered an entirely different *dimension*. When it returned the sailors onboard were either dead, insane, or fused with the very metal of the ship, as if they had been displaced in time and space.

REACTOR LEVEL

During the era of the Ancients, the experiments performed at the Facility required an unprecedented amount of energy, so vast that tapping the regular power supply of the city would draw unwanted attention to the Facility's presence. During the Facility's development a decision was made to construct its own reactor, separate from the city power grid, which would supply it with all of its power needs.

The reactor was revived by the Savants who used it to help construct the *Null*, a device that went haywire and is still drawing power from the malfunctioning reactor, which is unable to shut down.

Haywire Effect(s): The "haywire" effects here are the same as the levels above, except for one subtle difference. Unattended objects on this level tend to "vanish" every now and then, either disappearing entirely, or re-appearing later in some random place either on this level or on the levels above. Typical items that might be affected might include discarded *light rods*, empty ammo clips, or anything else the PCs might set down. Alternatively, items they see while exploring a room might not be there when the return a second time, and may never return at all.



56. ELEVATOR #5 BOTTOM (EL 0)

Though you aren't exactly sure just how deep you've gone, you feel as though you've delved into the womb of the black earth itself. The cold chamber beyond the elevator shaft hums and echoes with a strange power, coursing through the concrete walls and the bedrock that embraces these chambers on all sides.

The sound the PCs hear comes from the continued operation of the *Reactor* (see **area 65**), as well as the running of the *Null* (**area 78**) three stories beneath their feet.

56A. CARGO ELEVATORS (EL 0)

Sitting in this cavernous chamber are two huge cargo elevators, resting flat on the concrete. Each of the elevators still holds a pile of crates and boxes that have accumulated a layer of dust almost a half an inch thick.

These boxes contain mundane supplies, electronic parts, and miscellaneous computer-related equipment once used by the Savants to revive the *Reactor*. Electrical phenomenon from the *Null* has rendered all of these delicate components inoperative (or melted), as even the most casual search will reveal.

Development: If the PCs return to this area again, 1d2 boxes/crates that were there before will seem to have just “vanished”. A Spot check (DC 35) is required to detect this subtle change, but it is more evidence that there is more than “electrical phenomenon” affecting the complex’s deeper reaches.

57. ENTRANCE TO PARTICLE ACCELERATOR (EL 0)

Entering through this doorway you find a large hollow chamber beyond. The ceiling appears to be somewhat roughly-hewn, suggesting this

was once a natural cave that was conveniently converted to the facility's use as far back as the Ancients.

Huge machines cover virtually every wall, but these are all without power. A solitary staircase, ringed with a rusted handrail, leads down into the dark area below.

This used to be a computer laboratory for the operation of the Facility's particle accelerator (see “The Pit”), which produced elements vital to the creation of *warp-field* technology. The particle accelerator, situated in a separate complex, was badly damaged during the Fall, and most of its passages were buried under thousands of tons of rock. Some of the tunnels still remain, as detailed under “The Pit”.

The computers here no longer work, having shorted-out and burned long ago. The staircase leads to the level below, which in turn leads to the tunnel indicated as **area 4** of *The Pit*.

58. REACTOR ACCESS DOOR (EL 18)

A bright orange glow fills this corridor, illuminating a thick metal doorway on the other side. But to get to it you will have to pass through the luminous area...

The main reactor access door is blocked by the presence of a powerful *will-o-wisp*. To get to the door, the player characters will have to pass through the affected area.

Unfortunately for the PCs this manifestation is extremely deadly. Anything moving through or coming into contact with the orange field of light must make a Fortitude save (DC 28) or be immediately *disintegrated*. Even if the save is successful, the creature or object moving through the

field suffers 10d6 points of damage.

A character that makes it to the door finds it to be closed and locked, though the keycard lock has no power due to its proximity to the orange glow. The door may be bashed down, however.

GM's Note: Having good reason to fear the orange glow (after having lost a companion to the red glow at **area 43**), the Revenant scribes avoided approaching this doorway and instead took to the tunnels accessible through the *Crawlspace* (**area 59**, below).

59. CRAWLSPACE (EL 0)

At the end of this dark tunnel is a ventilation duct. The metal grate appears to have been pried from the wall and placed on the ground nearby. The duct leading away is pitch black.

This crawlspace (and the ventilation tunnels) quickly widens once someone slips inside, being large enough for a typical human to walk around in a mild crouch. Unless otherwise indicated the ventilation system's ducts are mostly barren passageway with no light, and few features to speak of except for the occasional cluster of power cords, pipes, automated meters, fuse boxes, etc.

GM's Note: A Survival check (DC 25) made by any PC present indicates that the duct was removed not long ago (a few days at most), and that two individuals crawled inside.

60. CIRCULATOR UNIT #1 (EL 0)

You enter this hidden chamber to find it lit by flickering orange emergency lights. A huge cylindrical machine sits in the center of the room, but it is apparently no longer functioning. More tunnels lead off in other directions.

This chamber is effectively empty, though a Survival check (DC 25) can be used to pick up signs that two individuals came through here within the past few days. If the check is successful it is noted that the two humanoids (Scribe Wynn and Scribe Allende) split up on reaching this chamber; one crawled into the duct on the north wall, while the other went down the tunnel to the west.

61. CIRCULATOR UNIT #2 (EL 0)

This room is dark except for a faint green glow coming from another ventilation duct on the north wall. The weak light illuminates a light-haired woman in a black uniform sitting in a fetal position in one corner of the cold chamber, her face ashen, her steel grey eyes stricken with terror. She trembles noticeably, but her weirdly-dilated eyes don't register your presence and she doesn't move or say anything as you approach.

The woman is Squire Anna Wynn, the lead scientist of the Revenant expedition sent to explore the ruins of the Savant Citadel. A renowned medical doctor, Wynn was one of the founding members of the Revenant splinter faction, who nursed many a wounded Paladin after the Revenants' flight from Old California. Re-settling here among the ashes of Dallas, Squire Wynn looked forward to sating her curiosity about the long-vanished Savants (whose revival of technology was legendary), though she would certainly come to regret it...

Squire Wynn insisted on being part of the expedition into the Savant Citadel, despite the protests of her superior, General Kincade, who thought she was too valuable an asset to risk. Her fascination with the Savants getting the better of her, Squire Wynn managed to convince Kincade she was the best choice for science advisor to the mission, and

he eventually relented.

Wynn was eager to go underground, and was initially intrigued by the strange electrical phenomenon in the complex. She handled Paladin Cutler's vanishing and Paladin Lansdell's accidental electrocution with characteristic disinterest and detachment, but when they came down here to deactivate the Reactor she was in for a surprise.

While Paladin-Commander Dittrich remained outside, Wynn and Allende headed into the tunnels to try and find a way into the *Reactor*. Minutes after splitting up to negotiate the tunnels to the north, Wynn was inexplicably surrounded by a *will-o-wisp*. Though it wasn't as deadly as some other *Null* effects, the sudden manifestation of the 'wisp around her flooded Squire Wynn's neural passageways with a cascade of signals that, in effect, shorted-out her brain. Now nothing more than a drooling vegetable, somehow she managed to crawl out of the crackling tunnel and make her way here, where she has remained - in place - for the past couple of days.

Treasure: Squire Wynn, reeking of her own urine and defecation, stares moronically at the PCs if they search her for valuables, unable or unwilling to stop them. If they search her they find she is still wearing her *tandem defense field* [F/MG], *pocket nurse* (with three doses of *anti-tox*), a *medical kit*, *surgical kit*, and two *power beltpacks* (drained). Her other items are missing.

Development: Wynn is no longer sane, and is in a deep state of catatonia from which there may be no escape. She has suffered considerable brain damage that only Ancient science could possibly reverse. She is still alive, however, and despite offering her fellow Revenants little in the way of usefulness, the faction's leadership *would* like her back to care for her (and see if anything can be done).

If the PCs rescue Squire Wynn and return her to

the Revenants award them experience as if they had defeated an EL 18 encounter.

62. MAW OF MADNESS (EL 15)

The ventilation duct is bathed in a vivid green glow up ahead, a large will-o-wisp that fills the entire passage. To get past you'll have to either move through it, or find another way around.

Near the center of the glow you see a few objects, including a rifle.

This particular 'wisp is similar to those encountered elsewhere in the complex, but the effect of passing through it isn't quite as lethal. A character coming into contact or moving through the glowing tunnel must make a Will save (DC 28) or become permanently *insane*. A character that successfully saves instead takes 2d6 points of temporary Wis damage. This damage recovers normally through rest.

Treasure: The objects seen inside the glow can only be taken if the characters enter the affected area. These objects include an *electro-saw thrower* with *recognition safety* [F/MG] (keyed to Squire Anna Wynn), a *bronze stage IIM access card*, and a *holographic communicator* [F/MG].

63. WARP INFUSION (EL 15)

The darkness of the abandoned tunnel is instantly burned away by the sudden manifestation of a blinding will-o-wisp, large enough to fill the whole passage. The brilliant violet light appears some twenty feet ahead of you out of thin air. A deafening electronic noise, like an ear-splitting burst of static, accompanies it as it moves down the tunnel in your direction.

This is the glow that hit Squire Allende and transformed into what he is now (see **area 71**). The 'wisp' itself is unstable, vanishing every few hours, only to return again to sweep down the tunnel.

GM's Note: This particular effect of the *Null* is a faulty gateway to the Warp dimension. If it makes contact with any living creature it confers upon that creature the *warp-infused* template (see *Appendix 1: New Creatures*). A character making a successful Fortitude save (DC 28) is unaffected.

When the glow appears roll for initiative. The *will-o-wisp* acts on Initiative 10, and when it gets to act it will move the entire length of the corridor, starting at the entrance to **area 64** and moving east down the ventilation passage until it reaches the turn, at which point it stops. On the following round it retreats back to the entrance to **area 64**, and on the third round it vanishes.

Any characters who are unable to get out of the 'wisp's way will be affected by it as it passes through them on its turn.

64. REACTOR CONTROL (EL 13)

You enter a large room overlooked by a platform to the south, where computer consoles and old swivel chairs stand vacant. Lights periodically blink on and off on the consoles, as if this place was spared the strange power-draining effect experienced elsewhere.

Four enormous turbine housings occupy the north wall, and as these whirl and shudder loudly you realize they are the source of the noise and vibrations heard and felt throughout this level.

This room was obviously the reactor control room, where technicians during the time of the Ancients monitored the activity within the Reactor itself (**area 65**). When the Savants excavated the Facility they

uncovered this room and, after years of work, also managed to get it up and running again, in hopes of using it in their own experiments with the *Null*.

A Computer Use check can be performed at any of the working consoles to gain information on the reactor and the power situation here in the Facility. Depending on the party's success, the following facts can be gleaned:

- | | |
|-------|---|
| DC 15 | The reactor is still operating, providing power to the Facility, though the flow seems sporadic and unpredictable. |
| DC 20 | While it <i>is</i> damaged, the reactor cannot possibly be the source of the strange phenomenon (i.e. the 'wisps') experienced in the Facility. |
| DC 25 | The reactor cannot be taken off-line; it appears to be jammed "on". |
| DC 30 | Something on the bottom level of the Facility has the reactor locked and is drawing power from it at a tremendous rate. |

GM's Note: When the PCs enter this room any powered devices they carry blink on and off and shudder a side effect of the two *dimensional weavers* (see *Appendix 1: New Creatures*) dwelling unseen inside the chamber walls. After observing them for 1d3 rounds the *weavers* emerge from the walls and move to attack any party members they can "see".

Dimensional Weavers (2): HP 126.

65. REACTOR (EL 0)

The metal catwalk leads into a large concrete chamber, cylindrical in shape, which drops off into darkness. Placards on the walls indicate this place is a major radiation hazard. A

methodic throbbing noise shakes the ground and fills the air.

This is the old reactor core, a compact fission plant producing energy for the Ancients' experiments here at the Facility. The Savants revived the aging machinery and supplied it with nuclear fuel scavenged from the ruined cities of their empire, and it continues to generate power to this day, despite having no living technicians to monitor its operation.

The reactor is currently running on one remaining fuel rod, and virtually all of the energy produced is being drawn to power the *Null*. As the result of a catastrophic malfunction, the reactor apparently cannot be shut down short of destroying it and risking a meltdown.

Characters interacting with the reactor find that electricity arcs from the machinery (the central pillar shown on the map) to their hands, but this proves to be harmless. More harmful, however, is the risk of radiation here. The entire reactor room is considered to be a *Highly* radioactive source.

66. FACE (EL 0)

You are stunned as a face literally "materializes" out of the wall with a deafening crackle of power. The face is - or was - human, but its mouth is twisted as if frozen in an agonizing and horrified scream. The face isn't entirely flesh-and-blood; its re-materialization - from wherever it came - has bonded it to one of the electronic panels on the tunnel wall, so that some parts of the machinery are fused with the face. Two coils of copper wire, still sparking, emerge from the mouth like twin coiling tongues, angle upwards, and re-connect with the hollow eye sockets.

This is Paladin-Commander Dittrich's face, which has just now re-materialized after his body was disassembled and sucked into the Warp after going through the *will-o-wisp* at **area 43**, in an effort to hopefully find what happened to his junior officer, Paladin Cutler. Dittrich's body parts were scrambled and though most were lost in the Warp, a few came back (his leg can be found at **area 3** of *The Pit*). Thankfully he is quite dead.

Development: If any of the player characters entered the *will-o-wisp* at **area 43** and vanished, you can replace Paladin-Commander Dittrich's face with the face of that particular PC, at your discretion. Of course, the PC will be dead as well.

67. ACCESS TO EXPERIMENTAL LABORATORIES (EL 0)

This dark room contains a few rusted lockers on the south wall, and a long bench seat pushed against another wall. Tracks in the dust seem to indicate someone passed through here in a hurry.

Any character who examines the tracks and also passes a Survival check (DC 20) notices that the tracks are sporadic, appearing and disappearing seemingly at random, as if the individual was "jumping" from place to place as he/she ran.

GM's Note: Squire Allende, after being infused with the *warp-infused* template, came through here after realizing that the reactor couldn't be shut down. He made his way to the elevator and descended to the level below without disturbing anything here (other than the dust).

Treasure: The lockers contain two *NBC suits*, a *battery-flood flashlight* (dead power source), a *basic mechanical toolkit*, and a *microwave tuner* (see *Appendix 2: New Items*).

68. ELEVATOR #6 (EL 0)

Listening at the top of this elevator shaft you hear what sounds like a lightning storm in the distance.

The sound is coming from the violent phenomenon taking place on the level below.

This empty elevator shaft leads to **area 69**, below. The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

COMPUTER LEVEL

This level once contained the computers that ran the various experiments conducted at the Facility. The computers are still here, but the presence of the *Null* has created an extremely hazardous environment for exploration.

Haywire Effect(s): The "haywire" effects here are the same as the Reactor Level.

69. ELEVATOR #6 BOTTOM (EL 0)

Flashes of light pulse down the darkened corridor heading west. A dark doorway to the north also pulses with erratic bursts of blue-white light.

The elevator is the only really safe place on this level. Once the PCs leave the small elevator shaft they are in danger.

70. ACCESS CORRIDOR (EL 18)

This long corridor is pitch black, but every now and then is lit up by the arcing bolts of what can only be described as a violent lightning storm. Every few moments the passage fills with blinding light as bolts of electricity dance along

the walls, ceiling, and floor up and down its length.

This passage is 150 ft. long, extending from the elevator bottom (**area 69**) to **area 73**. Every round a lightning storm is generated in the passage, and anyone caught in the tunnel when the storm appears will be affected.

The best chance of getting through this passage is to run full-out, but this could be a problem for characters in heavier armor or encumbered by gear.

GM's Note: Each round, on Initiative 15, the effects of *chain lightning* spell (see the SRD) go off in the corridor, affecting anyone and anything still within.

Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets. The bolt deals 20d6 damage to the primary target. After it strikes, the lightning can arc to up to nineteen other secondary targets. The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw (DC 16) for half damage. The normal rule that secondary targets must be within 30 feet of the primary target does not apply in this situation, since the whole corridor is generating the lightning storm.

The chain lightning here goes off in a particular fashion, striking first at living creatures, then using secondary targets to strike equipment and gear and damage it, as outlined below.

Primary Target

First living creature to enter passage

Secondary Targets (in descending order)

Other living creatures in the passage

Advanced electronic gadgets carried by PCs

Advanced weaponry carried by PCs
Advanced armor worn by PCs
Metallic weapons carried by PCs
Metallic armor carried by PCs
Other equipment carried by PCs

For example, if six PCs enter the passage, the primary target will be the first character to enter the passage that round. Secondary targets will be the other five PCs. The *chain lightning* still has 14 valid targets. Moving down the list the next secondary targets will be any advanced electronic gadgets carried by the party, such as *healing packs*, *magnetic shields*, etc. If it still has valid targets it then moves on to advanced weaponry, and then armor, etc. It continues until the storm has exhausted all 20 of its targets.

71. COMPUTER CONTROL ROOM (EL 0)

This long dark room faces out over an even larger chamber to the west, screened by a huge window of thick, resistant plastiglass. Though the lights are out in this room, sporadic flashes of lightning and loops of power in the next chamber keep this place relatively well-lit, albeit with a kind of disorienting “strobe-light” effect.

All of a sudden there is a crackle of audible energy, and coming from the shadows is the eerie, ghost-like shape of a man in a burned and tattered Revenant uniform. The man reaches out for you and his mouth opens wide as if to shriek, but his voice cannot be heard. There is a look of anguish and utter terror in his eyes, as well as the horrified realization of what has happened to him.

You see the man only for a fraction of a second, before he completely vanishes into thin air.

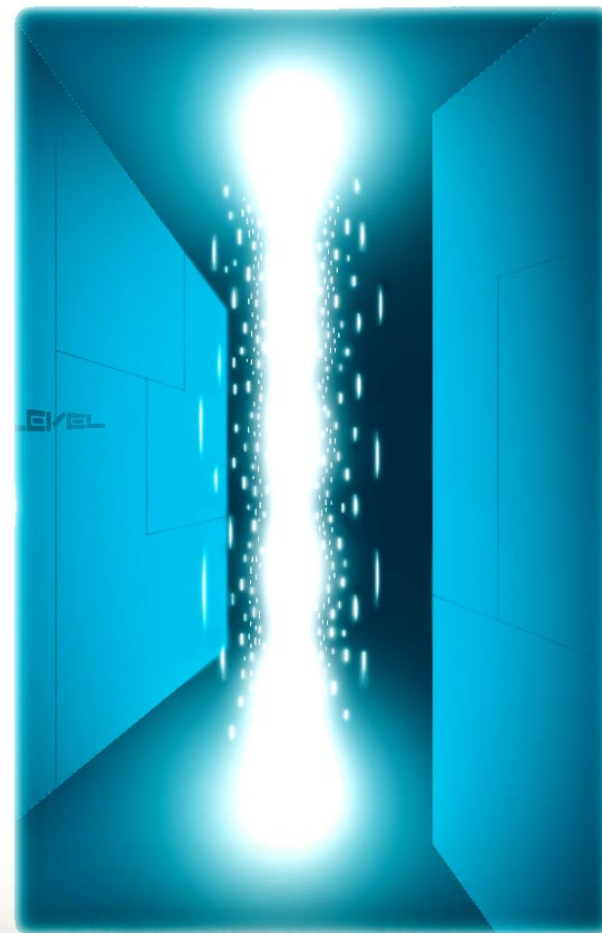
The man, trapped between dimensions as a result of the *warp-infused* template, is Squire Allende. Insane and unable to effectively communicate with the party, he is also close to fading away permanently. He knows he is soon going to vanish forever, and will quickly try to communicate the need for the party to descend even deeper to reach the *Null* and destroy it.

Squire Allende uses hand gestures and lip movements each round to attempt to describe what the party must do. Unfortunately, he is “blinking” in and out of this reality, so there is a 50% chance each round that he vanishes just as he is about to communicate, making it impossible for the party to witness that particular part of his message.

Round 1	On round one Allende points to his Revenant uniform and insignia. <i>He is attempting to communicate that he is a friend, and means the party no harm.</i>
Round 2	On round two Allende takes a few steps towards the PCs with hands extended, palms up. He says something, but cannot be heard. <i>Allende is pleading for the characters to do what he says before it’s too late.</i>
Round 3	On round three Allende gestures in a wide arc with both arms, looks up to the ceiling and the storm in the next room, then back at the party. He then gestures with one finger towards the ground. <i>Allende is attempting to indicate that the source of the trouble is in the level below.</i>
Round 4	On round four Allende points towards the lightning-filled super-computer chamber (area 72), and gestures frantically to some point beyond. <i>Allende is gesturing in the general direction of the elevator that leads to the level below.</i>

On round five Allende completely vanishes forever.

Treasure: Most of Squire Allende’s equipment vanished when he acquired the *warp-infused* template, but he kept some items and left them here, in this room. Only a handful remained stable (i.e. won’t blink in and out of reality) and can be used by the characters. These include a Jackhammer Mk3A1,



one box of 12-gauge ammunition (10), a satchel charge A, and an electronic skeleton key.

72. SUPER COMPUTERS (EL 0)

Beyond the thick plastiglass walls and windows surrounding this room can be seen a huge vaulted chamber beyond, lit constantly by brilliant arcs of lightning that never seem to diminish or fade. Three enormous super-computers, each as large as a bus, as well as numerous smaller computers, sit idly in the encapsulated chamber as lightning leaps from metallic surface to metallic surface in a violent, never-ending display. It would be suicide to go in there.

These super-computers continue to feed information and power into the *Null* on the level below, but they are virtually impossible to reach due to the lightning storm swirling through the chamber. Thankfully the chamber is isolated by plastiglass walls and windows, preventing the PCs from mistakenly entering the storm.

GM's Note: Should the player characters foolishly enter the super-computer chamber, keep in mind that the entire room is swept by violent electrical activity (identical to **area 70**, except that there are four separate *chain lightning* effects each round).

73. ARCON (EL 16)

The narrow flight of stairs descends to a large open area. An opening on the west wall leads to a darkened elevator shaft; the entire eastern wall is transparent plastiglass, however, and through it you can see the huge computer laboratory on the other side, from which a brilliant light show of lightning and loops of electrical current showers this room in a cascade of blinding light.

You take a few steps into the room when an ear-piercing scream, many decibels beyond a human's capabilities, fills the air. A blue-white glow fills the dark elevator shaft, and moments later a pillar of pure light emerges.

The "pillar of pure light" is an *arcon* (see *Appendix I: New Creatures*), an extra-dimensional entity drawn into this dimension by the malfunctioning *Null*. Driven by an alien sentience, the *arcon* observes the party for one round before it attacks, hurling *lightning bolts* at whichever PC seems to be the greatest threat that round (thus its attacks will change by round). If reduced to 20 hit points or less, the *arcon* moves towards the most powerful PC remaining and attempts to use its *disintegrate* ability (killing itself in the process).

Arcon (1): HP 225.

74. ELEVATOR #7 (EL 0)

Blue-white light flashes erratically from below. Stenciled onto the wall beside this open shaft are these words:

TO LEVEL 7
WARP-FIELD LABORATORIES
Electrocution Danger Significantly Increases
Below This Level
Wear Protective Gear At All Times

This empty elevator shaft leads to **area 75**, below. The shaft is 30 ft. deep, so a failed Climb check results in 3d6 damage (Reflex save DC 13 for half).

NULL LEVEL

The bottom level of the Facility is occupied by the laboratories once used in the generation of

actual *warp-fields* for research into that mysterious dimension. The Savants found these laboratories and, after scavenging what they needed, converted them to their own experiments into the accidental creation of the *Null*. Here the *Null* remains, still consuming raw power straight from the *Reactor*, producing a massively-powerful energy field that has adversely affected the entire Facility. Not only the underground Facility, but the field has spread to cover much of Arid City. As the Savants found out, neural mutations are particularly sensitive to the *Null*, which dampens and even prevents their function altogether.

Haywire Effect(s): On this level the party's proximity to the *Null* is hazardous to their minds, as it distorts their sense of perception, distance, and time, as well as bombards their brains with a storm of chaotic impulses generated by the machine itself. Starting with the moment they reach this level, plus every minute thereafter, all living creatures (except for *arcons* and *dimensional weavers*) must make a Will save at DC 27 or take 2d6 points of Wisdom damage, affecting further Will saves as well as their ability to Listen, Spot, etc..

This ability damage recovers normally, but any creature reduced to 0 Wis or less as a result of this damage goes *insane* (this insanity lasts until the character returns to a Wisdom score of at least 1).

75. ELEVATOR #7 BOTTOM (EL 0)

White light filters into the bottom of the elevator shaft.

The bottom of this elevator is unexceptional, though when the PCs arrive they must immediately save or take Wisdom damage (see *Haywire Effects*, above).

The door on the east wall leads to **area 76**.

76. OBSERVATION CHAMBER (EL 19)

You've entered a huge control room with numerous burned-out computers and toppled chairs, all facing a huge window looking out into the vaulted laboratory beyond. An intense glow throbs and pulses from the other side, filling this otherwise dark place with blinding light. Your eyes struggle to adjust to the bright light, and here and there you see the blackened, mummified bodies of strange mutant creatures amid the computer consoles and fallen chairs.

This was the control room for the operational experiments conducted in the other chambers on this level. All aspects of the experiments could be controlled with these computers. However, when the *Null* came online all of the computers were fried, making it impossible to get the experiment back under control.

There are ten bodies in this room, all former Savants who were *electrocuted* when the *Null* first generated its unpredictable energy field years ago. The bodies are all uniformly charred to a crisp, incinerating their long, ceremonial clothing but also (thankfully) erasing their hideous features, leaving only black and broken bones crusted with shreds of burned flesh, tissue, and the weave of curious robes.

GM's Note: Three *arcons* (see *Appendix 1: New Creatures*) dwell on this level, having been drawn through the *Null* from their home dimension. These "beings" lurk in the other laboratories on the map (each marked with an "X"), and if they notice the party's presence will begin converging on them to prevent them from reaching the *Null* (in **area 78**).

Arcons (3): HP 225.

77. EMPTY HOUSING (EL 0)

This large laboratory holds an enormous platform, but the platform itself is conspicuously empty.

It isn't clear what once rested on this platform, but the platform itself is quite large, as if intended for the construction of a large device. It does not seem to have been used for the construction of the *Null*, though only a successful Knowledge (Technology) check will reveal any clue as to what was built here. Depending on the degree of success, the following information can be learned:

- DC 20 The platform and machinery pre-dates the Fall, though the Savants may have also used it.
- DC 25 The platform resembles a "cradle" used for the construction of a *bomb*.
- DC 30 Whatever was being built here was not entirely complete when it was removed.
- DC 35 The machinery surrounding the platform suggests that the bomb utilized *warp-field* technology.

GM's Note: This laboratory was actually being used to construct a rudimentary "*warp-field* bomb" during the height of the Facility's operational use. The Savants found the bomb and recovered it, disassembling it and removing it from the Facility altogether (the fate of this bomb is currently unknown, of course). The rest of the machinery and electronics they salvaged for use in constructing the *Null*.

78. THE NULL (EL 20)

A huge machine resembling two crystal cones fused together at the middle, rotating wildly in a pivoting cradle, dominates this huge laboratory. Coils of wire and thick industrial power cords meander all across the floor like enormous, rubber-sheathed snakes, connecting to various parts of the machine. The source of light filling these deep laboratories emanates from the enormous spinning device. It's hard to look at, but at the center of the aura of intense light can be seen a small "tear", completely black and lightless - a hole in space and time.

The Savants built the *Null* with only a fragmentary understanding of what they were doing. Their intention was to create a device that would empower and enhance their already considerable neural abilities; they hoped to create a machine they could hoist above their armies to pave the way for conquest and effortless subjugation.

The Savants' error was in utilizing the untested science they found beneath the Facility, research and incomplete notes concerning *warp-field* technology. The Savants knew *warp-field* technology could be used to construct a bomb (see **area 77**), but they also believed it had additional potential as well. Studies conducted by some of their best scientists revealed the intricate connection between the *warp-field* and insanity, and this link to the mind was thought to have applications related to mind control. They were wrong.

When the Savants completed the prototype of the mind-enhancing device and switched it on, all Hell broke loose. Most of the Savants on the lowest level of the Facility were killed outright, either *electrocuted* or simply *disintegrated*. The survivors attempted to shut it down, but the device (now the *Null*) was generating a distortion field so powerful

that the Savants were unable to even approach it. In less than an hour the remaining Savants abandoned the tunnels beneath the city, but by then the *Null* field was already dampening their abilities on the surface as well, plunging their fragile community into chaos.

When it became clear that the malfunctioning *Null* would prevent them from controlling their thralls (who vastly outnumbered them), the Savants quickly and quietly decided to abandon the Arid City over the course of a single night. They left their terrible secret buried, collapsing the main entrance tunnel, and departed from the Arid City seemingly for good.

GM's Note: The *Null* is the source of the phenomenon here in the Facility, as well as the far larger energy field affecting the Arid City that prevents the use of neural abilities within its boundaries. More fantastic, however, is the fact that its continued operation has allowed entities from the Warp dimension to slip through into the world, and though only a handful of these creatures have found their way through, the repercussions of its prolonged operation are substantial. To stop this threat the PCs must shut the *Null* down.

The *Null* is malfunctioning and is consuming power at an immense rate, and jammed the *Reactor* so that this flow is uninterrupted. However, here on this level it is a relatively simple matter to destroy this delicate machine symbiosis. Power cords supply the *Null* with power, and these can be severed or blasted apart, cutting the flow altogether. Alternatively the PCs can simply destroy the *Null* itself, stopping its influence as well as ensuring it is never used again at the same time.

Unfortunately the *Null* is not undefended; three *arcons* dwell among the labs and will converge here to destroy the party before they can accomplish their goals. At the same time the *Null* itself will react to any interference, as described below.

Null Defense: The *Null* seems to react to the presence of living creatures (other than *arcons* and *dimensional weavers*) violently, producing huge globes of light from its center that float towards the nearest creature threatening it. These globes of light are essentially the same as the *will-o-wisps* encountered throughout the complex (though a few have effects not yet experienced by the party), but the *Null* creates them at a rate of one per round and throws them at the PCs to drive them out of **area 78**.

The *Null* immediately begins generating *will-o-wisps* when the party enters this chamber, acting on Initiative 15, and continues generating them at a rate of one per round until either the party leaves, is killed, or manages to destroy the *Null*. To determine what kind of 'wisp is generated, roll 2d6 and consult the following table:

Roll	Color	Effect
2	Violet	Fortitude save DC 28 or acquire the <i>warp-infused</i> template. On a successful save there is no effect.
3-4	Yellow	Fortitude save DC 35 or age 1d10+10 years. On a successful save there is no effect.
5-6	Green	Incurs 2d6 points of Wisdom damage (Will save DC 35 for half). A character reduced to 0 Wis from this is considered <i>blind</i> , <i>deaf</i> , and <i>insane</i> until she heals naturally.
7-8	Blue	Inflicts 15d6 points of electricity damage (Reflex save DC 35 for half).

9-10	Pink	Reflex save DC 35 or be <i>teleported</i> harmlessly to a random location in the <i>Facility</i> (roll 1d100 to see what numbered location the PC goes to; ignore rolls of 78 and above)
11	Red	Fortitude save DC 28 or be instantly killed. On a successful save there is no effect.
12	Orange	Fortitude save DC 28 or be <i>disintegrated</i> . On a successful save take only 10d6 points of damage.

Unlike other 'wisps created by the Null, these are temporary manifestations and vanish at the end of the round.

Destroying the Null: The *Null* can be neutralized by either destroying all of its power connections (of which there are four), or by destroying the *Null* itself. If neutralized by cutting its power, the *Null* simply ceases generating 'wisps, though any surviving *arcons* remain (though its internal components burn out in a matter of minutes). If the *Null* itself is destroyed, however, any remaining *arcons* wink out of existence.

Whether or not the PCs destroy the *Null* or simply neutralize it, all haywire effects (here in the *Facility*, as well as throughout the city) terminate, and any strange phenomenon described in the various adventure locations in the *Facility* cease for good (though deaths, insanity, and other results of experiencing these effects remain).

Power Connections (4): Hardness 10, Hit Points 50.

The Null (1): Hardness 0, Hit Points 1,500.



CONCLUDING THE ADVENTURE

The adventure ends when the PCs manage to destroy the *Null* and stop the danger it represents to the city. In the process, the party has discovered cryptic information regarding the Savants and their flight from the city years ago, information that could ultimately lead to further exploration of the city and other Savant sites left abandoned in the ruins.

Once the difficult task of the destroying the *Null* is completed, the PCs can once again return to the sunlit surface of the Arid City; the adventure has essentially come to its conclusion.

If you plan on running future adventures in the Arid City, refer to **Ending A**. Otherwise refer to **Ending B**.

ENDING A

If the PCs managed to make allies with Lt. Lanner (instead of killing him and the other Revenants camped out on the surface), once the party shuts down the *Null* and returns to the surface he listens to their report and realizes that most of the expedition was lost to the strange phenomenon of the Facility. Bringing Squire Anna Wynn back alive will score points with the Revenants faction, as they would certainly like their head scientist back - sane or insane.

In the absence of a higher-ranking superior officer, Lanner gives the order to pack up the Revenant camp and return to the Revenant fortress at Denton. He promises to pass on word of the Clean's concerns, and informs the PCs that their actions will not go unrewarded. What this means is open to speculation,

since Lanner certainly isn't in a place to reward them; but to be sure the arrogant Revenants will be forced to recognize that mutants and outsiders have more to offer in the rebuilding of the land than they thought.

When the party returns to the Waterbeds and fills Jun Han in about what they saw in the Savant Citadel, their story gives him reason to be concerned; *plague zombies* wandering free in the downtown areas, and the potentially disastrous nature of the Savant experiments (namely the *Null*) gives him the impetus to push forward a plan he had until recently only been toying with.

Though most of the factions of the Arid City were content to leave the Savant Citadel abandoned and avoided as a place "cursed" by their lingering presence, Kalek recognizes that it is only a matter of time before someone else returns to the Citadel to begin uncovering more Savant wonders, whether good or bad. To prevent wholesale, reckless ransacking of the Citadel's ruins, Kalek puts forward a plan to both the Revenants and Dark Paladins to negotiate the creation of a "commission" to explore the Savant Citadel and split everything recovered equally among the factions.

At first it is a hard sell, but eventually the Revenants agree, so long as they have a part in overseeing the commission. Afraid to be left out of the deal, the Todoshi faction sends delegates who also confirm their willingness to participate.

It's a first step towards peace and cooperation in the Arid City, and the PCs are as much to credit as the wise and diplomatic Kalek Han. But the stability and peace brought by this arrangement is bound to be put to the test, as will be seen in future adventures set in the Arid City.

ENDING B

The destruction of the *Null* represents success for the PCs, who can now return to the surface and negotiate with the remaining Revenants about ceasing all attempts to scavenge from the ruins of the "Savant Citadel". Without much choice Lt. Lanner agrees with the PCs and within a day the expedition packs up and leaves for Denton, where the Revenants have their base. Before Lanner leaves he assures the party that the loss of the expedition's high-ranking officers has dealt a strong enough blow that it is unlikely the Revenants will return any time soon.

With the withdrawal of the Revenants, the Dark Paladins have reason to cool off their rhetoric and back down from what seemed like impending conflict. But they continue to curry relations with the savage Faithful, building strength for when the Revenants and 'Paladins eventually turn on one another. The future is uncertain.

Kalek Han is quite pleased with the party's success and rewards them as promised. The information they return with answers many questions, but also spawns others as well. What was the weapon the Savants were working on? Where is it now? What will happen now that the *Null* no longer inhibits the use of psychic powers in the city? Will the Savants return?

For now the PCs can content themselves with their monetary reward, the invaluable relationship they have forged with the leadership of the Clean, and the equipment and experience they have gained.



APPENDIX 1: NEW CREATURES

A few new creatures are introduced in this adventure, and their game statistics are outlined here.

ARCON

Arcons are strange inhabitants of the mysterious dimension known only as the “Warp”. It isn’t entirely clear if arcons are living beings, or simply reflexive reactions of the Warp itself, capable of worming their way into our reality wherever the boundary between dimensions is weakened. Arcons seem to act purely out of instinct, moving to electrify and destroy nearby lifeforms.

An arcon resembles a super-heated column of white-hot light, though a closer look reveals it is actually composed of billions of dancing sparks that come together into a single pillar-shaped mass. An arcon generally maintains a cohesive form as it moves, though errant sparks do trail from it as it goes, or fly off from its main mass when it produces powerful bolts of electricity to cause damage.

SPECIES TRAITS

Arcons have the following species traits:

Blinding (Ex): An arcon is surrounded by an intense glow that causes *blindness* on a failed Reflex save (DC 25). A creature that fails this saving throw is *blinded* for 2d4 rounds.

Disintegrate (Ex): As an attack action an arcon may move into a square occupied by another creature, requiring the victim to make a Fort save (DC 27) or be *disintegrated*. Even if the victim makes the save she still suffers 10d6 points of damage. Whether

or not the victim saves the arcon is destroyed in the attempt.

Energy Immunity (Ex): Arcons are immune to elemental-based energy damage (i.e. fire, cold, sonic, electricity, acid).

Fast Healing (Ex): Arcons have fast healing 10.

Haywire (Ex): An arcon’s *lightning bolt* attack also causes electrical items on the victim to short-out and malfunction. All electrically-powered items on the affected character cease to function for 2d4 rounds after a successful hit. This affects androids and robots as well (shutting them down), though such electrically-powered creatures may make a Reflex save (DC 25) to avoid being affected.

Immaterial (Ex): An arcon never needs to make massive damage saves. An arcon can also move through solid objects, including living creatures. Physical weapons have a 50% chance of passing through an arcon, having no effect.

Lightning Bolt (Ex): Once every 1d4 rounds an arcon may generate an effect equivalent to a *lightning bolt* spell with a 200 ft. range that strikes for 20d6 damage (Reflex save DC 25 for half). Alternatively the arcon may choose to split this *lightning bolt* into two separate bolts with a range of 100 ft. and striking for 10d6 each instead (save applies).

Neural Agony (Ex): Within 50 ft. of an arcon, any creature possessing a neural power (e.g. *precognition*, *telepathy*, *telekinesis*, etc.) must make a Will save (DC 25) every round or be *stunned* for the round’s duration.

Arcon: CR 16; Large Outsider (Electricity); HD 30d8+90; HP 225; Mas -; Init +2; Spd 70 ft. fly (poor); Defense 7, touch 7, flatfooted 7 (-2 Dex, -1 size); BAB +30; Grap +40; Atk none; Full Atk none; FS 10 ft. by 10 ft.; Reach 5 ft.; SQ Blinding, Disintegrate, Energy Immunity, Fast Healing,

Haywire, Immaterial, Lightning Bolt, Neural Agony, Touch Attacks; AL none; SV Fort +20, Ref +17, Will +15; AP 0; Rep +0; Str 23, Dex 6, Con 16, Int 2, Wis 2, Cha 2.

Skills: Listen +15, Spot +15.

Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (slam).

Advancement: Unknown.

ATHACH

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds. On the Twisted Earth, athachs speak a crude dialect of Gutter Talk.

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

The athach was originally taken from the SRD.

SPECIES TRAITS

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Athach: CR 8; Huge Aberration; HD 14d8+70; HP 133; Mas 21; Init +1; Spd 35 ft.; Defense 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +3 equipment; +8 natural); BAB +10; Grap +26; Atk +16 melee (3d6+8, spiked club), or +9 ranged (2d6+8, rock); Full Atk +12/+7 melee (3d6+8, spiked club) and +12 melee (3d6+4, 2 spiked clubs) and +12 melee (2d8+4 plus *poison*, bite), or +5 ranged (2d6+8, rock) and +5

ranged (2d6+4, 2 rocks); FS 15 ft. by 15 ft.; Reach 15 ft.; SQ dark vision 60 ft., poison; AL none; SV Fort +9, Ref +5, Will +10; AP 0; Rep +0; Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6.

Skills: Climb +9, Jump +18, Listen +7, Spot +7.

Feats: Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite).

Advancement: 15-28 HD (Huge).

DIMENSIONAL WEAVER

Dimensional weavers are inhabitants of another dimension, mindless, ravenous entities that feed off of life energy. A dimensional weaver is “blind”, and can only sense objects and devices that draw energy. Thus they are attracted to any kind of power source, which they gravitate towards like moths to a flame. Wherever they go, inanimate electronics and dormant devices come to life; powerless lightbulbs suddenly flicker, screens on a dark console blink on, appliances whir with power, etc.. Once it is able to see these things drawing power, the dimensional weaver is attracted to them, moving to attack and hopefully drain the life energy of whatever creature might be using them.

A dimensional weaver looks like a living lightning storm, arching from one metallic surface to the next as it “pulls” itself towards its prey. A living, animate cluster of electric loops and arcs, a dimensional weaver blinks in and out of this dimension as it propels itself towards the only thing that can sate its hunger - energy.

SPECIES TRAITS

Dimensional weavers have the following species traits:

Blinking (Ex): A dimensional weaver is always treated as if *blinking*. Physical attacks against the dimensional weaver have a 50% miss chance, and

the *Blind-Fight* feat doesn’t help opponents, since it is moving between dimensions and not merely invisible. Likewise, the dimensional weaver’s attacks have a 20% miss chance, since it sometimes vanishes from this dimension just as it is about to strike.

Any individually targeted ability or effect has a 50% chance to fail against the dimensional weaver. Its own abilities and effects have a 20% chance of activating just as it vanishes, in which case they have no effect.

A dimensional weaver takes only half damage from area attacks, and strikes as an invisible creature (with a +2 bonus on attack rolls), denying its target any Dexterity bonus to AC.

Drain (Ex): When a dimensional weaver inflicts electricity damage with its melee attack, all living creatures within 5 ft. of it must make a Fortitude save (DC 27) or lose 4d8 hit points. The dimensional weaver gains temporary hit points equal to the amount of damage done. These hit points last for 1 hour.

Energizing Aura (Ex): All electronic devices within 40 ft. of a dimensional weaver automatically come on, regardless of whether such objects are hidden, switched off, or even if they lack a power source altogether. These items are considered to be “drawing power”, allowing the dimensional weaver to “see” them. Such objects can be used in this area of effect, as the dimensional weaver essentially supplies them with continuous power.

Energy Immunity (Ex): Dimensional weavers are immune to elemental-based energy damage (i.e. fire, cold, sonic, electricity, acid).

Energy Sense (Ex): A dimensional weaver lacks conventional sensory apparatus, and can only sense objects and devices that are currently drawing power (powered weapons, armor, gizmos, etc.).

Fast Healing (Ex): Dimensional weavers have fast healing 5.

Immaterial (Ex): A dimensional weaver never needs to make massive damage saves. A dimensional weaver can also move through solid objects, including living creatures. Physical weapons have a 50% chance of passing through a dimensional weaver, having no effect.

Touch Attacks (Ex): All of a dimensional weaver’s attacks are considered touch attacks.

Dimensional Weaver: CR 12; Medium-size Outsider (Electricity); HD 23d8+23; HP 126; Mas -; Init +4; Spd fly 70 ft. (poor); Defense 8, touch 8, flatfooted 8 (no bonus); BAB +23; Grap +25; Atk +26 melee touch (1d6+2 plus 4d6 electricity plus drain, slam); Full Atk +26 melee (1d6+2 plus 4d6 electricity plus drain, slam); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ Blinking, Drain, Energizing Aura, Energy Immunity, Energy Sense, Fast Healing, Immaterial, Touch Attacks; AL none; SV Fort +14, Ref +15, Will +11; AP 0; Rep +0; Str 15, Dex 11, Con 13, Int 2, Wis 2, Cha 2.

Skills: Listen +13, Spot +13.

Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (slam).

Advancement: Unknown.

DIRE BOAR

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however. A dire boar charges its opponent, trying to rip the target open with its tusks.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

The statistics for the dire boar were taken from the SRD.

SPECIES TRAITS

Dire boars have the following species traits:

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Boar: CR 4; Large Animal; HD 7d8+21; HP 52; Mas 17; Init +0; Spd 40 ft.; Defense 15, touch 9, flat-footed 15 (-1 size, +6 natural); BAB +5; Grap +17; Atk +12 melee (1d8+12, gore); Full Atk +12 melee (1d8+12, gore); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ ferocity, low-light vision, scent; AL none; SV Fort +8, Ref +5, Will +8; AP 0; Rep +0; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +8, Spot +8.

Feats: Alertness, Endurance, Iron Will.

Advancement: 8-16 HD (Large), 17-21 HD (Huge).

DIRE WEASEL

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds. Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

The statistics for the dire weasel were taken from the SRD.

SPECIES TRAITS

Dire weasels have the following species traits:

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Dire Weasel: CR 2; Medium-Size Animal; HD 3d8; HP 13; Mas 10; Init +4; Spd 40 ft.; Defense 16, touch 14, flat-footed 12 (+4 Dex, +2 natural); BAB +2; Grap +4; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ attach, blood drain, low-light vision, scent; AL none; SV Fort +3, Ref +7, Will +4; AP 0; Rep +0; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills: Hide +8, Listen +3, Move Silently +8, Spot +5.

Feats: Alertness, Stealthy, Weapon Finesse (bite).

Advancement: 4-6 HD (Medium-Size), 7-9 HD (Large).

MUTATED (TEMPLATE)

The *mutated* template is a device that allows the GM to create monsters and NPCs with mutations not normally associated with a creature of its base type. In this way the GM can make existing monsters more challenging, or create variants with different abilities that the players won't be able to easily predict. Examples might include *underlings* with *gigantism*, *probing waddlers* with *telepathy*, or a *mutagon* with *dermal spike growths*.

"Mutated" is a template that enhances an existing monster with additional mutations. The Mutated template was originally introduced in *Bad News In Bugtown*.

TEMPLATE TRAITS

"Mutated" is a template that can be added to any non-human organic living creature (hereafter referred to as the base creature). A mutant creature has all the base creature's characteristics except as noted here. Type: The creature's type remains the same but gains the mutant descriptor (if it didn't have it already). Special Abilities: The creature gains from one to three existing mutations normally only available to characters in Darwin's World. For each mutation taken, the creature must also have one defect. Feats: A creature may advance its mutations or remove its defects with feats as normal. Challenge Rating: Base creature's CR +1. Level Adjustment: +1.

SCREAMER, GREATER

The creatures known across the wasteland as "screamers" are among the Twisted Earth's most dreaded creatures. Many a traveler has only barely escaped an encounter with these undead beings with his life intact. Most only make it away after they've been badly burned, or stricken by the intense radiation that all screamers are animated with.

Greater screamers are a more powerful breed of screamer, possessed of more potent abilities and power. On the exterior they are the same, however: burning humanoid corpses that glow with an intense, blinding light (from the continuous ionization of their perpetually-regenerating cells). Greater screamers can only be discerned from their less powerful cousins by the increased intensity of their glow, the eruption of greenish flames around the body, and the ear-piercing volume of the shriek that seems to continuously pour from its gaping mouth as it shambles along.

SPECIES TRAITS

Greater screamers have the following species traits:

Burns (Ex): In addition to normal damage, any successful melee hit from a greater screamer also incurs 3d6 points of heat damage.

Deafening Wail (Ex): The wail of a greater screamer is deafening, requiring all who hear it to make a Fortitude save (DC 16) or be *deafened* for 1d4 minutes.

Fiery Aura (Ex): A greater screamer is surrounded by a fiery aura that burns any creature coming within 5 ft. of it. The damage inflicted is 3d6. This damage occurs whenever an opponent comes within the affected area, and continues to do damage at the end of each of the greater screamer's turns so long as the opponent remains in the radius.

Frightful Presence (Ex): A creature in the presence of a greater screamer must succeed at a Will save (DC 16) or be *shaken* during the entire encounter.

Glow (Ex): A greater screamer emits a powerful, telltale glow and moan that automatically alerts opponents whenever the creature comes within 200 ft.

Irradiated (Ex): A greater screamer is considered to be a *Highly* radioactive source, affecting all creatures within 100 ft.

No Vitals (Ex): A greater screamer has damage reduction 10/-.

Undead (Ex): Greater screamers are essentially undead, and thus are immune to poison, sleep, paralysis, stunning, disease, death effects, and mind-affecting phenomena. Likewise, screamers are immune to critical hits, nonlethal damage, ability damage/drain, massive damage, or any effect requiring a Fortitude saving throw.

Greater Screamer: CR 10; Medium-size undead; HD 12d12; HP 78; Mas -; Init -2; Spd 20 ft.; Defense 8, touch 8, flatfooted 8 (-2 Dex); BAB +6; Grap +16; Atk +17 melee (1d4+10 plus 3d6 burn plus radiation, claw); Full Atk +17 melee (1d4+10 plus 3d6 burn plus radiation, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Burns, Deafening Wail, Fiery Aura, Frightful Presence, Glow, Irradiated, No Vitals; AL none; SV Fort +4, Ref +2, Will +4; AP 0; Rep +0; Str 30, Dex 6, Con -, Int 2, Wis 2, Cha 2.

Skills: Listen +2, Spot +2.

Feats: Alertness, Blind-Fight, Power Attack, Weapon Focus (claw).

Advancement: None.

WARP-INFUSED (TEMPLATE)

The "Warp" is another dimension, but where it overlaps our dimension strange phenomenon can occur. The *warp-infused* template is sometimes acquired by creatures that spend too long in this "in-between" realm, periodically becoming partly immaterial and incorporeal, winking in and out of this reality seemingly at random. Such a creature invariably goes insane from the unseen influence of whatever lies beyond the veil.

TEMPLATE TRAITS

"Warp-infused" is a template that can be added to any creature (hereafter referred to as the base creature). A changed creature has all the base creature's characteristics except as noted here.

Type: The base creature's type remains the same but gains the *outsider* descriptor (if it didn't have it already).

Special Abilities: Physical attacks against the base creature have a 50% miss chance, and the *Blind-Fight* feat doesn't help opponents, since it is moving between dimensions and not merely invisible. Likewise, the base creature's attacks have a 20% miss chance, since it sometimes vanishes from this dimension just as it is about to strike.

Any individually targeted ability or effect has a 50% chance to fail against the base creature. Its own abilities and effects have a 20% chance of activating just as it vanishes, in which case they have no effect.

The base creature takes only half damage from area attacks, and strikes as an invisible creature (with a +2 bonus on attack rolls), denying its target any Dexterity bonus to AC. The base creature takes only half damage from falling, since it only falls while in this dimension.

The base creature can step through (but not see through) solid objects. For each 5 feet of solid material the base creature walks through, there is a 50% chance that the base creature becomes material. If this occurs, the base creature becomes fused into its surroundings and immediately dies.

The base creature can move through solid objects, including living creatures.

Abilities: Upon first acquiring this template and for each following day the base creature suffers a permanent reduction of -2d6 Int, Wis, and Cha. If the base creature is reduced to 0 in any of these abilities as a result of this drain it goes permanently *insane*. When it is reduced to 0 in all of these abilities it winks out of existence.

Challenge Rating: +0.

Level Adjustment: -.

TABLE 1: BOOMBALL

Explosive	Damage	Critical	Type	Burst	Reflex DC	Range	Size	Wgt	Cost	Craft DC
Boomball	2d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	90 cp	15



APPENDIX 2: NEW ITEMS

A number of items are new to this adventure, and all pertinent game information is detailed here.

AEROSOL APPLICANT

These items resemble small aerosol cans, and function accordingly. Each can contains a special aerosol substance that can be applied to a shield or armor to provide its wearer with resistance to a given form of elemental damage. *Aerosol applicants* come in four varieties, providing resistance to either *fire*, *cold*, *electricity*, or *acid*. The amount of energy damage absorbed from a given source is 10; once it has absorbed a total of 50 points of energy damage the applicant is effectively used up.

A single can of *aerosol applicant* can affect a shield or suit of armor designed for a Medium-size creature. A can is good for one use.

Size: Tiny; *Weight:* 0.5 lb.; *Cost:* 500 cp; *Craft DC:* 39; *Power Source:* -.

ANTI-TOX ADMINISTRATOR

This item resembles a thick metal ring, usually worn on a finger, where its miniaturized medical computer and sensors can monitor the wearer's circulatory system through its proximity to a vein. If and when the ring detects its wearer has been affected by poison, it injects her with a single dose of *anti-tox*, stored inside the ring itself.

An *anti-tox administrator* holds only one dose of *anti-tox* at a time, but can be refilled.

Size: Diminutive; *Weight:* -; *Cost:* 5,000 cp; *Craft DC:* 39; *Power Source:* Cell.

BATTLE GLOVES

These *ferrosteel* gauntlets allow the wearer to block blows from non-powered melee weapons with her open hands. If she has at least one hand free, the wearer of a pair of *battle gloves* may attempt to block a single melee attack each round by making a successful Reflex save (after a hit is confirmed). The DC is equal to the enemy's total attack roll. If successful the attack does no damage; on a failed roll damage is incurred as normal.

Size: Tiny; *Weight:* -; *Cost:* 10,000 cp; *Craft DC:* 39; *Power Source:* -.

BOOMBALL

Created by primitives, a "boomball" is a crude grenade. Essentially just a bunch of gunpowder, the *boomball* itself is packed into a small vessel that can be easily thrown. Such vessels can be made from a variety of ready materials, including eggshells, hollowed out rocks, tin cans, and even tightly-wrapped leaves.

A boomball follows all the standard rules for grenades.

The boomball was originally introduced in Halidom.

SHOCK PROBE

These items resemble metal javelins, and were used during the time of the Ancients in zoos and bestiarries to capture and manage animals humanely. A creature successfully struck by a *shock probe* suffers no damage, but must make a Fortitude save (DC 18) or be *stunned* for 1d3 rounds. The probe loses its charge once used, becoming a normal metal rod.

Size: Small; *Weight:* 2 lbs.; *Cost:* 500 cp; *Craft DC:* 39; *Power Source:* -.

LUMISPHERE

Originally designed for recreational cave exploration (or "spelunking"), when found a *lumisphere* generally resembles a small orb of translucent plastic. When a tiny tab is pulled a chemical reaction within the ball causes the *lumisphere* to glow intensely, shedding bright light out to 30 ft. (and shadowy light out to 60 ft.). Being spherical in shape the *lumisphere* will generally roll to the lowest spot before coming to a stop, making it ideal for tossing into a deep well or shaft to see how far down it goes, or simply to illuminate the bottom of a very dark cave.

A *lumisphere* continues to shed light for one full hour before fading.

Size: Tiny; *Weight:* -; *Cost:* 50 cp; *Craft DC:* 20; *Power Source:* -.

TABLE 2: ARMOR

Armor	Type	Eq Bonus		No Proficiency		Max Dex	Armor Penalty	Speed	Weight	Cost	Craft DC
		Defense	STR	Defense	STR						
Nemesis	Tactical	7	2	3	1	0	-6	70 ft.	8 lbs.	100,000	38

MICROWAVE TUNER

A *microwave tuner* is an advanced form of maintenance and repair tool developed in the later years of the Ancients. The tuner resembles a small hand-held tool with a pronged head, between which dances a harmless spark of blue light. The tuner is used to repair minor electrical wiring, malfunctioning circuitry, and even fuse damaged metal components. The item is activated in a manner not unlike a “wand”, and using one charge allows the user to make a single Repair check on a damaged item as if she had a Repair skill of +15.

Note that the tuner does not enhance a character’s ability to use her own Repair skill, it simply replaces her ranks (and ability modifier) with a +15 bonus (in effect, the tuner does the repairing, not the user). A character does not need to have ranks in Repair to use the tool. Using a tuner to make a Repair check becomes an attack action.

Size: Tiny; *Weight:* -; *Cost:* 14,000 cp; *Craft DC:* 40; *Power Source:* Power Clip.

NEMESIS ARMOR

Nemesis armor was originally introduced in The Foundationists, but has been updated and revised here.

Developed exclusively by the *Revenants* faction of the Foundation, so-called “Nemesis” armor takes a new approach to traditional power-assist locomotion. Instead of using heavy actuators to magnify the *strength* of the suit’s wearer, the *Nemesis* uses ultra-sensitive actuators that react to the soldier’s body

movements to make his maneuvers quicker and faster. Since this armor requires greater-than-human reflexes and response time to control effectively, the wearer of *Nemesis* armor must have the eugenics feat, *Motor/Optic Connection*, to receive any benefit from it.

Nemesis is further enhanced to give a +2 enhancement bonus to its wearer’s Reflex saves. *Nemesis* armor has the *Air Supply*, *Communication System*, and *Night Vision Optics* of *Mk1 Ares* armor, and the *Gamma Radiation Protection* of *Mk2 Ares* armor.

Power Source: Minifusion Cell.



APPENDIX 3: NEW ADVANCED CLASS

A new advanced class makes an appearance in this adventure, and all game information concerning it is given here.

CITIZEN-SOLDIER

After their harrowing flight from California, the Dark Paladins of the Todoshi faction came to settle among the ruins of the Arid City, hoping to lick their wounds and slowly rebuild their mighty strength. Without the scribes and technicians of their mother organization, however, they have been unable to temper their brutal military mindset with knowledge and culture, and their incessant warlike nature has done much to isolate them from the more rational holdouts in the

city.

Gradually the Dark Paladins have solidified a foothold in the city, however, and in their slow expanse they have encountered small groups of ruin-pickers, urban scavengers, and desperate wastrels, most of whom they have captured and enslaved. These slaves are destined to work the faction’s scrap mines, under the supervision of the Dark Paladins’ legion of uncaring android overseers, and without rights or privileges many succumb to despair.

Fortunately for the conquered, the Dark Paladins offer a way out of their misery. All slaves who volunteer for the faction’s army and prove themselves competent (and loyal) may eventually earn *citizenship*, and the right to contribute their voice to the destiny of the Todoshi faction. But only those whose will and strength are tested in battle, alongside their brothers, are afforded such a right.

To escape slavery at the hands of the Todoshi faction, a captive may choose to become a *Citizen-Soldier*, striving to earn freedom for himself (and by association, any family he might have), and even the opportunity to eventually become a Dark Paladin. Since the only other option for many is to toil as slaves, the ranks of the Citizen-Soldiers swell with eager and desperate men and women. These zealous recruits are quickly filling out the bulk of the Todoshi faction’s growing army, second only to the aging androids the Dark Paladins brought with them during their flight from the Foundation.

In general, Citizen-Soldiers are sent to the frontlines to do battle as soon as they learn how to fire a gun. During a Citizen-Soldier’s climb towards citizenship he is constantly reminded that his actions are being watched by his superiors, and that any failure in their eyes will result in him being removed from the army - and returned to the status of slave for the remainder of his miserable life.

TABLE 3: THE CITIZEN-SOLDIER

Level	BAB	Fort	Reflex	Will	Special	Defense	Reputation
1	+1	+2	+0	+0	Unyielding, Rigorous Training	+1	+0
2	+2	+3	+0	+0	Bonus feat	+1	+0
3	+3	+3	+1	+1	Fanatic	+2	+0
4	+4	+4	+1	+1	Bonus feat	+2	+1
5	+5	+4	+1	+1	Citizenship	+3	+1

REQUIREMENTS

To qualify to become a Citizen-Soldier, a character must fulfill all the following criteria:

Allegiance: Todoshi faction of the Foundation.

Base Attack Bonus: +3.

Feats: Advanced Technology, Futuristic Firearms Proficiency.

CLASS INFORMATION

The following information pertains to the Citizen-Soldier advanced class.

Hit Dice: 1d12.

Action Points: 6 + one half the character's class level, rounded down.

Class Skills: The Citizen-Soldier's class skills are: Drive (Dex), Intimidate (Cha), Knowledge (Ancient Lore) (Int), Knowledge (Mutant Lore) (Int), Knowledge (Tactics) (Int), Knowledge (Technology) (Int), Listen (Wis), Repair (Int), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following features pertain to the Citizen-Soldier advanced class.

Bonus Feats: The Citizen-Soldier receives a bonus feat at 2nd and 4th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: *Alertness*, *Armor Proficiency (any)*, *Athletic*, *Combat Martial*

Arts, *Endurance*, *Exotic Weapon Proficiency*, *Forced March* [F/MG], *Powered Armor Operation*, *Surface Vehicle Operation*, *Urban Warfare* [F/MG].

Rigorous Training: The Citizen-Soldier receives the *Rigorous Training* feat for free at 1st level.

Unyielding: In battle the Citizen-Soldier usually believes her superiors are watching, and strives to exceed their expectations. The Citizen-Soldier can now continue to fight while disabled or dying, without penalty. This works exactly like the *Tough* hero's *Remain Conscious* talent.

Fanatic: The subjugation and "re-education" techniques of the Dark Paladins have instilled a nearly inhuman fanaticism in the Citizen-Soldier. At 3rd level the Citizen-Soldier may use an Action Point to re-roll a failed Fortitude save (against poison, disease, massive damage, etc.), though she must accept the results of the second roll.

Citizenship: At 5th level the Citizen-Soldier is granted citizenship in the Todoshi faction. She now receives a +2 competence bonus to Intimidate checks. With other Todoshi faction citizens she also receives a bonus to Diplomacy, Gather Information, Intimidate, and Sense Motive checks equal to her Reputation.

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