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For the After the Bomb® Series

BY ERICK WUJCIK



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This booklet contains two brief adventures and additional source material for our **After the Bomb®** adventure/sourcebook **Mutants of the Yucatan!** It also contains a **Quick Roll Villain** table for both the **TMNT RPG** and **After the Bomb®**.

Written By: Erick Wujcik

Artist: James Dombrowski

Edited By: Alex Marciniszyn

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ZAPATA—MUTANTS OF THE YUCATAN—

Gateway to the Yucatan

Zapata is the closest thing to civilization in the Yucatan. This sleepy town is at the very end of the last road that *Imperial Mexico* maintains in the Baja Mexico.

The Children of Zapata

At any given time, four to nineteen (3D64) mutant animal children will be hanging around the dusty streets of Zapata. Bored with life in general, they will instantly attach themselves to any strangers, eager for news, money, food, or any kind of excitement.

A Typical Mutant Child at Zapata

Typical Mutant Child: S.D.C.: equal to age, Hit Points: age divided by two. Those over the age of four have either W.P. Blowpipe or W.P. Bow, with poison darts or poison arrows. That's because one of the children's main responsibilities is keeping control over the local cockroach population (20 pounds, A.R.:8, 10 S.D.C. and 2D6 Hit Points). All children over the age of ten know the Jungle well enough to have the Jungle Survival skill at first level, by age twelve it's second level, and the fourteen year olds are at third level.

Some Optional Non-Player Characters

1. **Chac, 9-year-old Vampire Bat.** A precocious kid, almost a brat, and one who'll ask questions constantly; and will become very self-important if asked by the player characters to do anything. Although he's an orphan, he's the natural leader of the Zapata kids.

2. **Avia, 14-year-old Emerald Tree Boa, and Juan, 13-year-old Emerald Tree Boa.** This sister and brother pair are the children of the town's Guardia Commander, Miguel Alguerre. They are the oldest and most responsible of the kids, and they will play "protector" if any other children are threatened. At least for the first few hours, they'll treat strangers with a certain amount of caution. If they figure that any player character "hates kids," they'll report it to their dad, and it could result in the whole town turning hostile.

3. **Juarez and Diego, 7-year-old twin Kinkajous.** The twin sons of Carillo Felipe, the owner of Zapata's only store. They are curious and friendly, with Diego being a lot bolder, and Juarez being more inclined to want to study problems carefully.

4. Three kids who can fly are **Xavio, a 7-year-old Toucan, Maria, a 12-year-old White Hawk, and Simon, a 10-year-old Green Jay.** They are all proud of their aerial skills (although they are a little awkward on take-offs and landings), and will readily help the player characters if treated well.

5. Among the very young kids are **Dona, a 3-year-old Tree Porcupine, and Thomas, 3-year-old Giant Anteater,** both of whom are very affectionate, and will take a stranger by the hand, or crawl into their lap, at the slightest invitation. **Sangria, a 3-year-old Sloth,** who is very shy, and will usually suck her thumb and hide behind one of the other children. Adventurous pre-teens include **Triguena, an 8-year-old Margay, Juanita, a 9-year-old Cat, and Miguel, an 8-year-old Mouse.**

Guardia Fortress

In addition to being the only outpost of law and order, the Guardia Fortress also serves as Zapata's "Casa Real" (administrative office), and "catastral" (tax office). This is a thick-walled stone building that served as a bank in pre-Death days. Currently, its walls have been fortified, the vault has been put into working order, and there are sandbag positions and two machineguns up on the roof. The teller area has been turned into a jail cell, and there are usually from two to twelve (2D6) prisoners either serving short terms (a week for drunkenness) or waiting for the monthly prison bus to Baja, Mexico's capital. An addition on the back of the building houses the commander and his family.

Miguel Alguerre: Mutant Emerald Tree Boa Constrictor

Miguel is the commander of the Zapata Guardia outpost. He is the only really professional military man in town. When he needs "deputies" he'll usually swear in some of the local drifters, or, if the situation is serious, he'll draft all the capable adults in town into a loose militia.

Alignment: Scrupulous

Attributes: I.Q.:7, M.E.:30, M.A.:14, P.S.:6, P.P.:7, P.E.:4, P.B.:17, Spd.:16

Age: 29 **Sex:** Male

Size Level: 11,

Weight: 245 Pounds (110 kg) **Length:** 18 Feet (5.4 m)

A.R.: 7 **Hit Points:** 51 **S.D.C.:** 65

Disposition: Cautious, slow, but well-meaning.

Human Features:

Hands — FULL

Biped — NONE (No legs either)

Speech — PARTIAL

Looks — NONE

Powers: None

Psionics: Bio-Manipulation: Blind, Mind Block, See Aura.

Level of Experience: 5th level

Occupation: Commander of Zapata's Guardia

Natural Weapons: None

Skills of Note: Radio: Basic (65%), Detect Ambush (65%), Detect Concealment (55%), Interrogation (65%), Tracking (55%), Jungle Survival (65%), First Aid (75%), Demolitions (75%), Pilot Truck (94%), Hand to Hand: Expert (5th level), W.P. Machete, W.P. Automatic Rifle, W.P. Automatic Pistol, W.P. Sub-machinegun, W.P. Machinegun. All skills are at 5th level proficiency.

Attacks Per Melee: 4

+3 to Strike, +2 to Parry, +3 to Dodge; No bonus to damage, +2 to Roll with Punch or Fall. He doesn't do a Kick Attack, but he can attempt to knockdown opponents with his tail with a +2 bonus.

Personal Profile: An easy-going guy, Miguel is devoted to his wife Diana and his children. He'll usually try to talk things out before arresting anyone, and he's not particularly greedy about getting bribes (although he does expect to be paid off; it's his main source of income).

Special Weapons: Usually wears a 9mm Automatic Pistol.

“Disco” Trading Post

Under a huge, rainbow colored sign reading “Disco!,” Carillo Felipe operates the town’s only store. If there’s a market for it, Carillo will try to keep it in stock. His prices are high, about twice what you’d expect to pay in central Mexico. Carillo is also the town Postmaster. All mail comes through the shop (you pick it up, he doesn’t make house calls). This is also the only place in Zapata where you can make a telephone call.

Carillo is also the town banker. He provides saving accounts (5% interest), and lends money (25% interest). Because of failed mortgages and defaulted loans, he also owns most of the houses and shacks in town. As real estate agent, he rents out a number of properties. In addition, he also buys gold and precious stones, as well as ancient antiques from the jungles.

Carillo Felipe:

Mutant Kinkajous

Alignment: Unprincipled

Attributes: I.Q.: 13, M.E.: 29, M.A.: 9, P.S.: 26, P.P.: 11, P.E.: 6, P.B.: 12, Spd.: 11

Age: 41 **Sex:** Male **Size Level:** 8

Weight: 165 Pounds (74 kg) **Height:** 5ft 2in (1.6m)

A.R.: 4 **Hit Points:** 16 **S.D.C.:** 30

Disposition: Methodical and friendly, but careful of his money.

Human Features:

Hands — FULL

Biped — FULL

Speech — FULL

Looks — PARTIAL

Natural Weapons: None

Powers: None

Psionics: None

Combat Skills: Untrained, he has only one attack per melee and his only bonus is +5 to Damage.

Personal Profile: He has a wife, Anita, and a pair of 7-year-old twins, Juarez and Diego. Carillo cares about the people of Zapata, and he’ll rarely evict old people or women with children, but he does try to make a good profit.

Market Square

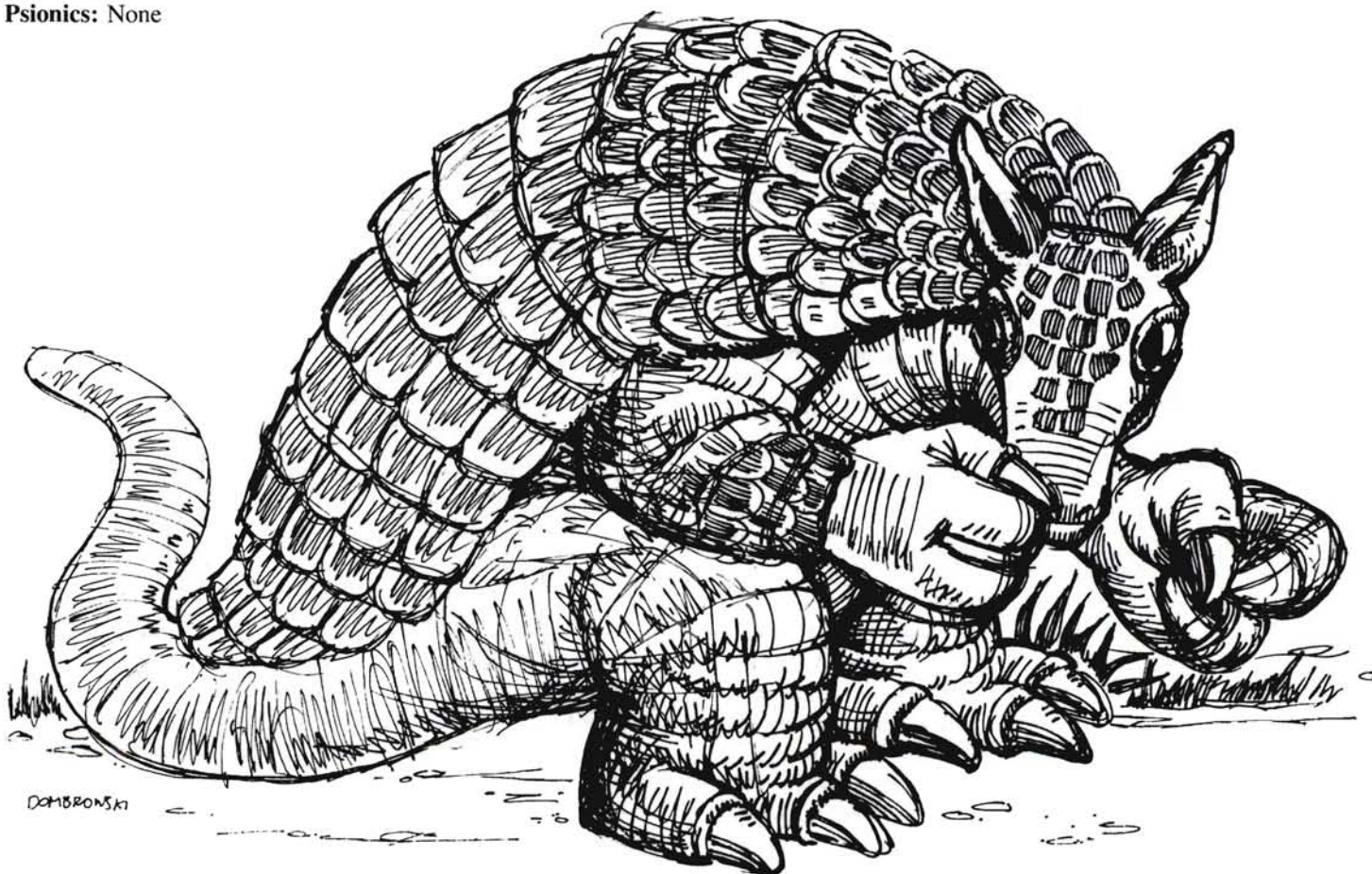
This is an open-air market. On market days, twice a month, it’s filled with dozens of farmers, jungle tribesmen, and merchants from the north. The place is loud, boisterous, and filled with a confusing assortment of merchandise. Food is very cheap, with pounds of fresh fruit, vegetables, or cooked insects going for 500 Pesos or less. It’s also possible to buy old items from the Pre-Death (about half the usual price), and even ancient Mayan antiques.

When it isn’t market day, there are usually no more than one or two hopeful sellers, usually a few sleepy members from a jungle tribe, selling a load of overripe fruit, or somebody having the equivalent of a garage sale, selling whatever unwanted things they’ve found laying around their hut.

Terminal Zapata

The Bus Depot

Operated by Mexico Omnibus, the Imperial Mexican national bus line, this is the town’s *only* gas station, and has the only equipped garage for working on mechanical problems. The bus departs three days a week, at Noon on Mondays, Wednesdays and Fridays. Incoming buses usually arrive sometime in the



evening on Tuesday, Thursday and Saturday. There are six derelict buses in the garage, and all have been heavily cannibalized for spare parts.

Local prices for fuel are 350,000 Pesos for a gallon of gas, and 400,000 Pesos for a quart of oil. A bus ticket to Quartajena, the nearest town (45 miles/72 km and 3 hours travel) is 2,500 Pesos.

Maria Oleana: Mutant Ocelot

The only mechanic in Zapata is Maria Oleana. She's also the Omnibus ticket agent, and the gas station attendant. Although she is the full-time employee of the bus line, she'll work for anyone with enough money to pay her 10,000 Pesos per hour (parts are extra).

Alignment: Anarchist

Attributes: I.Q.:9, M.E.:13, M.A.:2, P.S.:5, P.P.:14, P.E.:18, P.B.:19, Spd.:10

Age: 18 **Sex:** Female

Size Level: 3

Weight: 9 pounds (4 kg) **Height:** 31in (0.8 m)

A.R.: 4 **Hit Points:** 24 **S.D.C.:** 21

Disposition: A little dense, humorless, and businesslike.

Appearance: A beautiful, miniature, cat-like woman. She has golden hair, pale yellow skin, and dark black eyes and lips.

Human Features:

Hands — FULL

Biped — FULL

Speech — FULL

Looks — PARTIAL

Natural Weapons: None

Powers: Nightvision (50 feet)

Mechanical Manipulation (see *Transdimensional TMNT*). The rare ability to sense what is wrong with any machine. Maria uses the power mostly for diagnosis, having figured out that anything that she repairs using her special power falls apart as soon as it gets out of town.

Psionics: Sixth Sense and Telepathic Transmission.

Level of Experience: 3rd level

Skills of Note: Pilot Automobile (88%), Pilot Truck and Bus (72%), Prowl (70%), W.P. Revolver (4th level), Automotive Mechanics (59%), Basic Mechanics (52%), Diesel Mechanics (84%): Used to fix Bus and Truck Engines, and Climbing (98%): When you're less than three feet tall, you've got to do a fair amount of climbing in order to fix normal sized trucks and buses.

Attacks Per Melee: 2

No Bonuses in Hand to Hand Combat.

Personal Profile: Maria loves her work, and she deals better with machines than with their operators. Although she passes herself off as a "tough guy," she's a soft touch and will often work for reduced rates, especially if the vehicle is unusual or interesting.

Special Weapons: She carries a special, lightweight, .25 Caliber Revolver. She practices daily with the gun, and usually fires with carefully aimed shots (twice per melee round), with a +6 to Strike. Damage is 2D6 per round.



Aid Station

This run-down shack is also the home of Armando, a mutant Ocellated Turkey, who is the village Curandero ("Healer"). Although he often uses native cures and chants, he's also adept at setting broken bones. There are two "wards" in the house, actually bedrooms with four beds each. The "surgery" is well-scrubbed and equipped with tools used only by the regional doctor, who shows up every year to give everyone an examination.

Name: Armando Fiero

Alignment: Scrupulous

Attributes: I.Q.:17, M.E.:6, M.A.:16, P.S.:11, P.P.:12, P.E.:16, P.B.:18, Spd.:18

Age: 28 **Sex:** Male **Size Level:** 9

Weight: 210 Pounds (94.5 kg) **Height:** 5ft 10in (1.8 m)

A.R.: 4 **Hit Points:** 21 **S.D.C.:** 35

Disposition: Often confused, easily fooled, but cool and competent during a medical emergency.

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Natural Weapons: None

Powers: None

Psionics: None

Level of Experience: 4th level

Skills of Note: Paramedic (76%), Snake Doctor Medicine (50%), W.P. Machete (4th level).

Hotel El Presidente

Calling El Presidente a hotel is like calling Zapata a city. El Presidente is a cantina restaurant, with sleeping rooms upstairs. Loud music, either pop music from pre-Death compact discs, or live music from the town's only band (they play Rancheros songs, sort of like Mexican country and western), is constant. The food is good, but very expensive, typically 45,000 Pesos for dinner. Wine, at up to 50,000 Pesos a bottle, is also expensive. The rooms are clean, and a relative bargain at 15,000 Pesos a night. Unfortunately, getting a good night's sleep is difficult, since the music downstairs continues until two or three o'clock in the morning.

Cinema Zapata

A twenty year collection of Corazon, a pre-Death Mexican television soap opera, which is a lot like an American or British soap opera, except with a lot more crying, plays at the theatre daily. The owner runs these in two three hour sets each day, at noon, and again at 4:00 in the afternoon. At night, around 9:00 PM, they usually show old western movies (Clint Eastwood is the popular favorite). Which means, if you stick around for it, you can watch the whole cycle in about five years. Daily admission is 5,000 Pesos.

The Cinema is run by Ursula Varguez, an ancient human woman. She looks like a witch, with a long, hooked nose, and dresses in tattered black dresses. Although totally harmless (her alignment is Principled), she is called Bruja ("witch") behind her back and is feared by many of the villagers and most jungle dwellers.

Taverna Roja

Literally, "The Red Bar," this is the worst dive in town, and possibly the roughest, toughest bar in all of Imperial Mexico. It's dark, dirty and stinking of stale beer and even less appealing fluids. There are only two drinks available. Cerveza (beer) is 5,000 Pesos cold, or 2,500 Pesos warm. Chucho con rabia ("rabid dog") is the most popular drink, and the cheapest, with a shot glass costing only 1,000 pesos. A whole liter bottle of Chucho goes for 6,000. Huge, greasy tacos, loaded with peppers and onions, are cooked and served by the bartender a couple of times every night, and cost 5000 Pesos each. Everything, including bar, kitchen, stools, tables, chairs and dart board, is in one big, sixty by twenty-five foot, room.

The patrons of the Taverna are just as greasy and smelly as the tacos. Among the "regulars" are *Tulum*, a *Fish-Eating Bat*, *Artesania*, a *female Toucan*, *Ignacio*, a *mutant Squirrel*, and *Pasqual*, a *White-Lined Bat*. All of them love telling each other lies and tall tales. To strangers, they'll pass off any strange rumors in the form of personal experiences. Rumors run rampant, and, if the player characters ask questions, they'll get an earful from the following table (Game Masters should feel free to make up all kinds of nonsense, and to fill in lots of extra details.):

Jungle Rumor Table (roll percentile dice)

01-15 "Bizarre things in the jungle? Sure, I've seen the strangest sight of all, the Rio Fuego, what you would call the River of Fire. It's like a normal river, as wide as this building (30 feet/9 m), but filled with molten rock. Instead of waves, there were tongues of flame licking the shore."



16-25 "Our Mayan ancestors called them the Nah Tsi-ulu, the tigers of the shadow. It was said that these giant cats could walk between the world of man and the world of the dead. It is said that they are always watching. That they could be watching us right now..."

26-40 "El Dorado? The City of Gold? What all those Conquistadors killed themselves looking for? Maybe they couldn't find it before the Xu-tan, but it's there now. I've seen it, glittering in the sun. I was way up on the top of this big cliff, no way down that I could see, and there, on the other side, like on the top of another cliff, there it was. Glittered in the sun enough to blind 'ya! With a huge Pyramid, all of pure gold! Tons of gold! I'd be rich now, but I never found it again..."

41-50 "Weirdest thing I ever saw was the Aztec gods come back into the jungle. They were way up high, riding this huge rock, the size and shape of a Maya Pyramid! I could see them riding it, three of them, one in pink flamingo feathers, one in jaguar skins, and the other one wearing some kind of pitch-black armor. The one in black armor, it was smoking,

like they describe that old god, Itzcolihqui, the twisted obsidian one. I hid away under a bush and the whole sun was blocked out for ten, maybe fifteen, minutes. Then, after it got light again, I came out. No sign of the gods, but there were little tiny drops of blood around for miles after that."

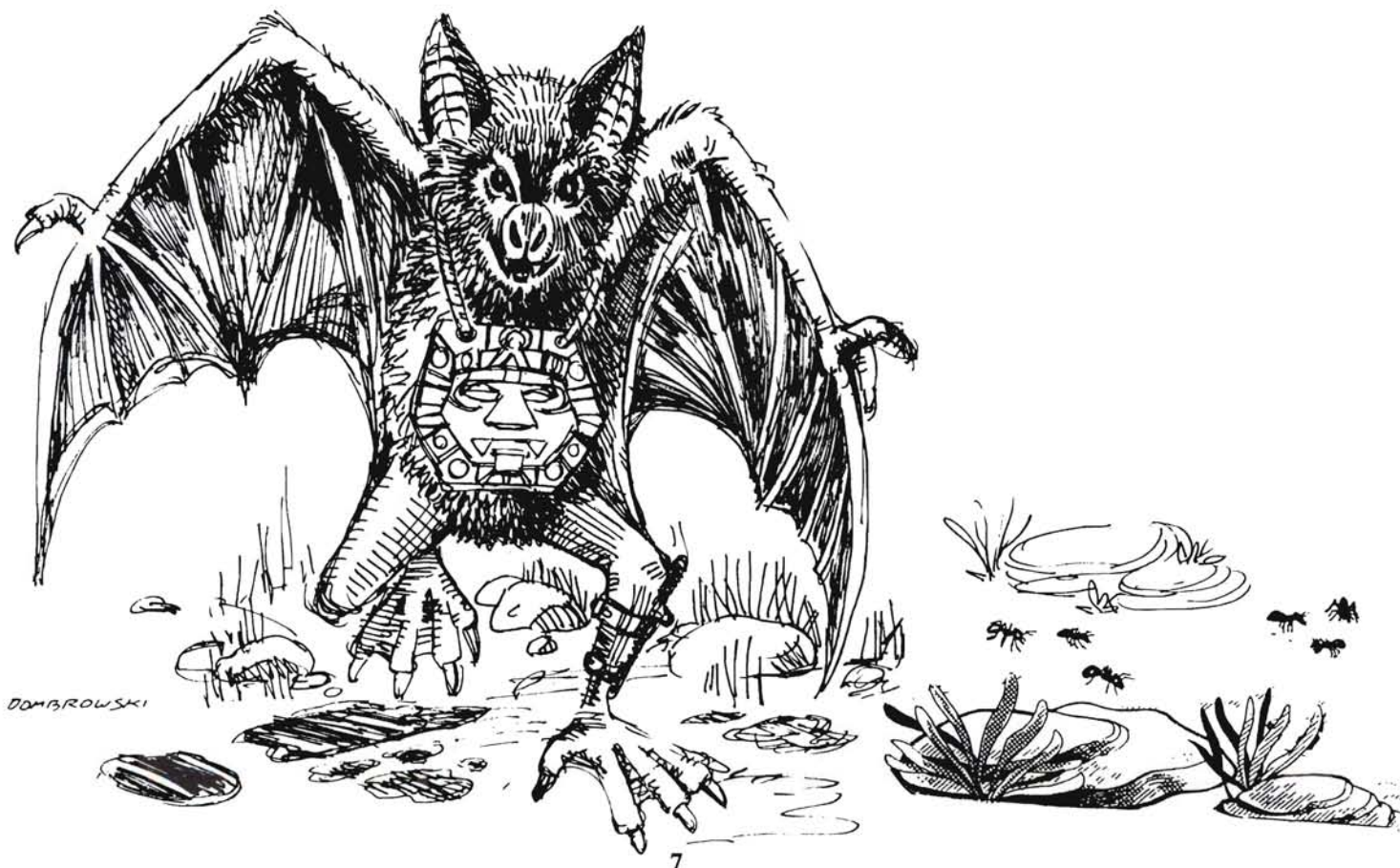
51-65 "You going in that jungle, way up in the Yucatan, you better watch out for them Kanank-Ax. What? You never heard of them? They're the guardians of the jungle. Little spirits, look like an old human indian, but only maybe two feet tall. They decide they don't like you and they call to you with music. Follow that music and nobody ain't never going to see you ever again..."

66-75 "Sure, there's still stuff left from before, from before the Xu-tan. I seen this one place. It was like a sudden stop to the jungle, one second, leaves thick as soup, the next, it was clear, with blacktop pavement. Still marked with white lines like they used to have for parking cars. And right in the middle was this shining Supermarkado, you know, like a supermarket of the gods. I tried to get in the glass doors. Got 'em open a crack, and felt the most beautiful cold air! It was still air-conditioned! But then these sirens and red lights started, and I got a real bad feeling about that place, so I got out of there real quick. Too bad, I would've like to go into a place with real air conditioning! Say, Tlaq [to bartender], when you gonna' put air conditioning in this dump?"

76-85 "They say there's no cannibals anymore, but I tell you, you better watch out for them Lo-Kyn bats. They're a tribe that's gone back to the old ways. They capture you, you've had it. They'll stick you in a cage and suck blood out of you for weeks until you die. Then, just when you think you can't take anymore, they turn you into a zombie! Walking dead. Then you'll never have any peace, and you have to spend your time looking for new victims for your Lo-Kyn masters..."

86-90 "I found a cave once. Just fell into it when I was running from some Army Ants. I must have wandered around in that spooky place for a week or more. Had to survive by licking water off the walls, and eating dead insects. It was awful, just darkness for days! Anyway, just when I thought I'd had it, that I was going to lose my mind, I came out into the light. After my eyes adjusted, I saw that I was in a mighty strange place. A jungle, sure, but like no mutant jungle I ever saw. All the plants were big and round and with huge leaves, but little, tiny yellow flowers. I wandered around for a few hours, eating roots and a big beetle I caught, just happy to be free. Then the ground started shaking! These huge beasts, big as this building, on all fours, with three horns on 'em, started charging me! I climbed up a tree and saw the strangest thing I ever seen! The last of the big three-horned critters showed up, but slowing down 'cause he had some kind of green reptile hanging onto his back leg. The big guy staggered, and then a whole bunch more of the lizards ran up, on their hind legs, and started slicing into him. They'd grab on with the talons on their little two-fingered hands and then they ripped into him with this big claw, big as a meat cleaver. Then, when the big three-horn guy was a goner, the whole place started shaking again, and there was this roar like the loudest sound in the world. It was a big lizard, tall as a mountain, with a mouth big enough to swallow us all! I don't know! My mind just broke. I ran for that cave, and I ran and ran. Next thing I knew, I was back in the regular jungle. Last year I saw a picture in a book, and the things I saw ... dinosaurs! Yep, I saw dinosaurs!"

91-00 Roll on the Jungle Encounters Table, and use the result as the basis for a new rumor.



Tlaq Naq: Mutant Hawk

The owner and barkeep of the Taverna Roja is Tlaq, as close-mouthed as his customers are noisy. He keeps the place marginally orderly, though none too clean. Everyone in Zapata has seen him fight, so nobody messes with him. In response to personal questions, or questions about the Yucatan Jungle, he'll give nothing but a cold stare. His most common verbal expressions are "What?" or "Que?"

Alignment: Unprincipled

Attributes: I.Q.:7, M.E.:5, M.A.:6, P.S.:7, P.P.:24, P.E.:18, P.B.:5, Spd.:3

Age: 48 **Sex:** Male **Size Level:** 9

Weight: 180 Pounds (81 kg) **Height:** 5ft 8in (1.7 m)

A.R.: 4 **Hit Points:** 72 **S.D.C.:** 45

Disposition: Methodical, measured, and dead quiet.

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Natural Weapons: 1D6 Beak

Powers: None

Psionics: Mind Block

Level of Experience: 15th level

Skills of Note: Hand to Hand: Assassin (15th level), Bartender (70%), Climbing (98%), Cook (as Secondary Skill: 74%), Concealment (98%), Detect Ambush (98%), Detect Concealment (98%),

Escape Artist (98%), Land Navigation (98%), Language: English (82%), Prepare Jungle Poison (98%), Prowl (98%), Swimming (98%), Tracking (98%), Wilderness Survival (98%), Jungle Survival (98%), W.P. Blowpipe, W.P. Blunt, W.P. Knife, W.P. Machete, W.P. Automatic Rifle, W.P. Automatic Pistol, W.P. Revolver, W.P. Sub-machinegun (all W.P.s are at 15th level).

Combat Skills

Attacks Per Melee: 7

+10 to Strike, +8 to Parry, +3 to Dodge, +6 to Damage; +3 to Roll with Punch or Fall. Pull a Punch. Knockout/Stun on roll of 17 or better. Critical Strike on 19 or 20. Kick Attack does 1D6 damage; Death Blow on Natural 20.

Personal Profile: As a teenager, Tlaq was recruited into the *Morte-Verde*, a secret para-military society of assassins. He spent a dozen years as a loyal follower as the organization attempted to seize control and form a new nation in Baja Mexico. It wasn't until the group was on the verge of succeeding that Tlaq, along with a few other dedicated killers, realized that the leaders of the *Morte-Verde* were totally corrupt. Within a few hours the chiefs were dead and the *Morte-Verde* society crumbled. Since then, Tlaq has attempted to put the horror of all his killings behind him. He is now extremely reluctant to take a life, and will likely die before taking up a deadly weapon. On the other hand, he will readily use his old talents if innocents or the villagers are threatened and in self defense.

Special Weapons: Tlaq always keeps his favorite cudgel (club) behind the bar. He will always attempt to knockout or stun his opponents, especially in the case of a bar fight.

River Ferry

At the end of town, heading toward the Yucatan and away from the rest of Mexico, there is a well-blazed trail. It winds through the jungle for about a mile, and comes out at the river. There the player characters can see the remains of the old bridge (just the foundations on each bank, and a single huge pillar sticking out of the middle of the river). They'll also see a sturdy raft with a cable that stretches across the fifteen hundred feet of river (4572 m). The cable moves the raft when pulled from either side, or when riding the raft. It'll handle up to 8,000 pounds (3600 kg). Characters will need a combined strength (P.S.) of twenty-five or better to move the raft when empty or lightly weighted down. Any load of 1,000 pounds (450 kg) or more will need at least thirty points of strength.

Aztec-Land

(Adventure)

NOTE: An easy adventure location, suitable for any number and level of players, and requiring no special skills, powers or abilities. Perfect as an introduction or first encounter in the world of **Mutants of the Yucatan**.

PLAYER BACKGROUND — MISSION FROM CARDANIA

Assuming that the player characters are from Cardania (*After the Bomb*), read the following (also see optional alternate backgrounds which follows):

"As soon as you've all gathered in the room, your briefing agent, Irma Prider, enters. You recognize her as one of Cardania's top intelligence advisors. She hangs a tattered, old map of Mexico on the wall, and starts speaking.

"Today we are faced with a serious threat from our old rivals in the Empire of Humanity. We first became aware of the problem four days ago, when one of our flying scouts spotted an old pre-Death aircraft carrier being repaired. Our agents have since discovered that the Empire refitted the ship, is loading it with at least a dozen jets and helicopters, manning it with at least a hundred Empire Marines, and getting it ready for some kind of long-range priority mission.

"We think we know where they are going, what they are looking for, and why they are in a hurry. Take a look at these."

"She hands each of you a photocopy of what seems to be a pre-Death travel brochure. 'Visit Colorful Aztec-Land!' it says. 'See the Authentic Re-Creation of the Mythic Past of Pre-Columbian America! Fun! Educational!' and it also has a crude map of the old nation of Mexico, with a big star printed on the Yucatan Peninsula."

At this point the player characters can ask questions. Irma will authorize them to purchase whatever equipment, weapons and supplies they think they'll need. In addition, she'll provide them with a pair of heavy trucks, and papers that should give them safe passage through Imperial Mexico. Note that at this point the player characters can, if they wish, ask for Pre-Death money. This stuff is pretty worthless in Cardania, but it's still good in Aztec-Land.

If and when a player character asks why the Empire is interested in Aztec-Land, she'll answer:

"What would the Empire of Humanity want from an amusement park? Well, aside from remnants of the old technology, our scientists believe that their main objective may be the park's power source. It seems that, just before the Big Death, some kind of anti-matter generator was invented. Called a *Conversion Block*, it could last hundreds of years, provide enough power to run all of Cardania, and all in a package that weighs less than a few hundred pounds. Such a thing would be priceless! And in the hands of the Empire, another tool to exterminate all mutant animals. You must keep the Conversion Block from the Empire. And, if possible, return it to Cardania."

The group will then be given two days to prepare. Since driving will probably take a lot longer than the aircraft carrier, it's important that the characters get there as quickly as possible. As Irma will say:

"We don't expect that you'll get there much ahead of the Empire of Humanity. So think of your mission as a race. Neither we, nor the Empire, has a good map of the Yucatan, especially since the coastline changed after the Big Death. So, the war between the Empire and we mutant animals may be won by whoever gets to Aztec-Land first, and to the one who gets the Conversion Block"

ALTERNATE PLAYER BACKGROUNDS:

If the players are from Americorp (*Road Hogs*), you might want to modify the introduction somewhat, cutting out the references to the Empire of Humanity, and skipping right to the information about the Aztec-Land flyer.

Other player characters, including those who are native to the mutant jungle, could start the adventure with an initial encounter with the invading Empire of Humanity force. Or simply by stumbling across the entrance to Aztec-Land (skip to Step Four — Getting Into Aztec-Land).

Actually, our heroes can learn the frightening information, in any number of ways. They could encounter a fellow mutant animal (dog) who has run away from the Empire of Humanity because of their terrible plans to exterminate all mutant animals. Or a laborer or jungle scout could have overheard the Empire's plans and is desperately trying to find somebody to stop them before it is too late. If the characters are hooked up to a rumor mill or government agency, they may get the information from a spy.



Game Master Information

Aztec-Land was the last "theme park" built before the Big Death. It has the most advanced technology of Pre-Bomb civilization, and it includes a complete re-creation of an ancient Aztec city, complete with lifelike robotic inhabitants, farmlands, temples, and shops.

All are tended by a complex maze of sophisticated, computerized machines that are completely networked together into a neural network computer.

The Empire of Humanity forces should be a fairly constant problem for any group in this adventure. Aside from their raids into the jungle, they'll discover the exact location of Aztec-Land just as the player characters enter the complex. Depending on the pace of the adventure, any time the game master feels it is appropriate, or whenever it's time for the players to stop fooling around, the Empire forces can be on the scene. And, unlike the player characters, the humans *will have* the proper identification and security passwords to bypass all of Aztec-Land's anti-terrorist security measures.

EVENTS AND ENCOUNTERS

The first two steps of the Aztec-Land adventure are optional. The encounters during the travel through Imperial Mexico and the Yucatan Jungle should be determined by the game master. It's also possible, for a shorter adventure, to just skip ahead to Step Three.

Step One: Across Mexico

If the player characters are starting from *Cardania* or *Americorp*, the game master may wish to run the actual travel to the Yucatan. Along the way, the characters should encounter plenty of fun stuff, such as corrupt officials, bandits, hostile mutant insects and plants, Empire of Humanity air raids, and all the problems that come along with bad roads and a scarcity of good mechanics. Eventually, arriving at the village of Zapata, the group will be ready for the next step.

Step Two: Into the Jungle

The characters will first have to arrange for native guides and helpers. Since there's no way to bring a truck into the jungle, short of arranging an airlift, they'll have to hire bearers to carry any stuff they can't handle themselves.

The trip from Zapata to Aztec-Land should take a minimum of two weeks ... assuming that nobody gets lost or delayed. In that time, the game master should make use of the Jungle Encounter Tables, and, depending on how much time is allowed for campaign encounters with the Empire of Humanity, the Itzco, and the other tribes of the Yucatan as presented in the source material. Feel free to be inventive.

Characters who are native to the Yucatan will be concerned about the human invasion force and the consequences should the humans get the Conversion Block. Of course, native mutants will start the adventure in the jungle.

Step Three: Finding Aztec-Land

Once the player group has reached the general area of Aztec-Land, they'll come under the scrutiny of the Tsi-Ulu. Unless the group has been committing actively evil deeds, they'll be contacted by Panio, a talented, young Tsi-ulu mutant jaguar. He has been assigned the task of following the player characters, and, if he finds them worthy, telling them of the Aztec-Land situation. When Panio allows himself to be seen, it will be by appearing, *Cheshire-Cat-Like*, right in front of the player characters.

"The strange black jaguar looks at you calmly, and speaks directly to your mind. 'There are intruders from the north,' he says. 'Strange humans, with noisy machines, who are looking for the lost city of Aztec-Land. We of the Tsi-Ulu do not like the smell of their minds. So we have hidden Aztec-Land from them. However, we can not keep it hidden for very much longer.'"

If questioned directly, he will reveal that there are "many" Tsi-Ulu in the area, but that they are "busy" keeping Aztec-Land hidden (they've been psionically masking it, making people forget what they have seen). He will be willing to lead the group directly to Aztec-Land, but he will not enter the park himself. Before leaving the group, he will warn them:

"The black jaguar says, 'I sense that some of the humans now know the location of Aztec-Land. Soon they will convince others. Soon they will come to Aztec-Land. We should hurry.'"



He'll then lead the party directly to the gates of Aztec-Land.

PANIO, Tsi-Ulu Mutant Black Jaguar

Alignment: Principled.

Attributes: I.Q.:11, M.E.:25, M.A.:14, P.S.:18, P.P.:24, P.E.:25, P.B.:21, Spd.:26

Age: 19 **Sex:** Male **Size Level:** 10

Weight: 210 Pounds (95 kg) **Length:** 5ft 10in (1.5 m)

Hit Points: 34 **S.D.C.:** 55

Human Features: NONE!

Disposition: Quiet, soft-spoken, but with a sly sense of humor.

Powers: Nightvision, Advanced Smell, Advanced Hearing.

Psionics: Telepathic Transmission, Hypnotic Suggestion, Mind Block, Astral Projection, See Aura, Sixth Sense, and Hypnotic Invisibility (Special!).

Level of Experience: 2nd level

Skills: Swimming (85%), Climbing (80%), Prowl (96%)

Attacks Per Melee: 5

+7 to Strike, +5 to Parry, +9 to Dodge. Damage with claws: 3D6+5. +8 to Roll with Punch or Fall; Critical Strike on Natural 17, 18, 19 or 20.



Step Four: Getting into Aztec-Land

After following Panio, or if the group just stumbles on Aztec-Land, read the following:

"You suddenly come out of the dense jungle and into ... well ... not so dense jungle. Instead of a clotted mass of mutant vegetation, you see beautifully maintained plants, tropical flowers, and towering palms, but all done in garden style, with pastel pink gravel pathways cutting in and around the patches of dirt.

"A solid cement walkway, colored a bright pastel blue, leads to a gateway. Over the gate is a sign reading, 'Welcome to Aztec-Land.'

"On both sides of the gate there is a twelve-foot tall (3.6 m) wall made of huge blocks of stone, and clearly visible over the wall, you can see an enormous pyramid with a squared-off top."

Inside the gateway, the player characters will find a row of automated ticket windows, and two large turnstiles. The ticket windows have computer screens and keyboards, plus slots for inserting bills, coins, or credit cards. Prices are \$35 (old U.S. money) for a one day pass, and \$5 each for food and ride tokens.

Money in Aztec-Land

Old currency: As a commercial park, the whole point was to make money, so a wide range of currencies and credit cards are acceptable. For example, just about any Pre-Death currency will be allowed. But Cardanian Bucks, Empire of Humanity Credits, and Americorp currency will not be recognized.

Credit Cards: Although there are millions of credit cards laying around, all have expired dates on them... In any case, the robots who maintain the park will always call for verification on any credit card purchases, and, since the lines are always down (like since the Big Death), there will never be an authorization...

Note that gold is a very hot item in Aztec-Land. The computers have made certain assumptions about the price of gold over the years (their economic projections never stop), and now a single pre-Death gold coin is worth \$39,579...

Employment in Aztec-Land

One of my cleverer players (Paul Deckert) figured out that there must be a shortage of live employees at Aztec-Land. True, but the requirements are *full* human looks, along with good credentials (an identification card with picture, thumbprint, etc...). If any player characters do have these qualifications, they can sign on as trash collectors, which means they'll be given Aztec-Land ID cards, uniforms and free passage into the compound.

Security Robots

Disguised as Aztec warriors, complete with jaguar skins, sandals, swords and shields, the robots will attack any unauthorized visitors (those who try to get in without paying), or anyone breaking the Aztec-Land rules.

They have a priority list for handling threats, with terrorism at the very top, bodily harm of any kind next, followed by theft, then vandalism, and simple things like line-cutting and attempting admission without proper tickets or tokens.

Built into the arms of the robots are two guns. A stun gun in the right arm, capable of two attacks per melee round, with a +3 to Strike, and delivering 4D6 "Stun" damage per hit (*see Notes on Stun damage*). The robots will always use stun, unless they have been fired upon by a lethal weapon, or a terrorist alarm has been sounded.

The left arm of the robot is equipped with a laser gun. Again, the robot can fire twice per melee round, but, because of the narrower beam, it has no bonus to Strike. Damage is 4D6+4 per blast.

Once a "violation" has been stunned, he'll be gently carried to the gate, and placed outside. A "violation" will no longer be admitted to Aztec-Land, either as an employee or as a paying customer.

Notes on Stun Settings: This causes only the most mild physical damage to the victim, resulting in only minor bruises and scrapes. The main effect is broad disruption of the victim's nervous system. Stun damage is done direct to Hit Points, with no damage to S.D.C. When the stun damage exceeds the victim's Hit Points, the victim will go unconscious for 1D6 minutes. Recovery of Hit Point Stun Damage is very quick, less than 2 minutes each. Stun beams do no real damage to armor or machinery, but they do have about the force of a punch, enough to knock things backwards when they're hit.

For stun damage to be effective, the roll to Strike must be above the target's A.R. Both artificial and natural armor will block stun beams if the roll is below the armor's A.R.

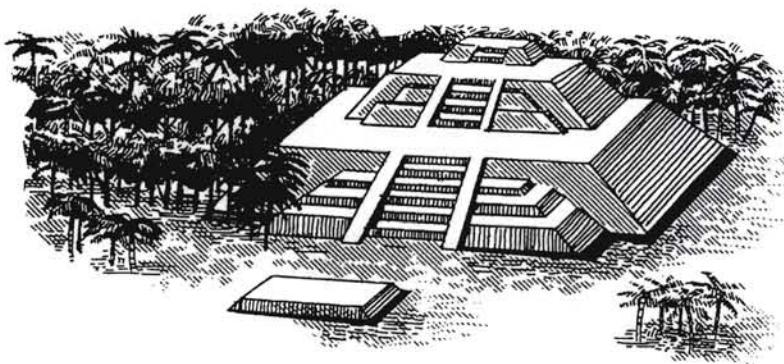
These are the sacrifices to the sun god...

As a special "extra" attraction, tourists, for one token, can arrange to be selected as one of the sacrifices. This will seem to be completely realistic, with holograms showing the beating hearts of the victims being cut out of their bodies. After all, what greater photo opportunity than having a chance to see yourself sacrificed? But no one is actually hurt.

At the rear of this pyramid there is a large metal door. This leads to the main engineering plant of Aztec-Land. Totally off limits to visitors, the players will have to resort to force to make their way into this area. Should they get inside, they'll have to fight their way through two to twelve (2D6) security robots before they locate the elevator. Once in the elevator, they can push the button for "Power Control," which takes them to the "Temple Crisis" scenario.

Temple of Tezcatlipoca

This dark and forbidding pyramid houses Aztec-Land's main "ride." Entering the doorway at the base of the pyramid, characters will be confronted by a huge statue of Tezcatlipoca, a 40 foot (12 m) tall, skeletal creature with fiery eyes and with the ribs opening and shutting like loose gates. Slipping through the gates starts the characters off on a "house of horrors" style walk that features all the horrible gods of the Aztec underworld.



Temple of Coatli

A temple covered with carvings of the various snake (Coatl) gods, and huge, stone snake sculptures. Inside, there are only a few rooms, with most of the temple closed off with signs that say, still under construction. All the open rooms show films and artifacts about the Aztec culture.

OPTIONAL: Here's where the Aztec-Land promoters had planned to put their star attraction: a real view of the ancient past of the Aztecs. So, if the game master wishes, there can be an inner room containing the Aztec-Land "Time Window."

This would be a massive structure, extending some 200 feet (10 stories, or basements) underground, and with power requirements that would come close to exceeding the limits of the anti-matter conversion unit. It is set up to work only in establishing links with the past, and only with certain twists (see *Trans-dimensional TMNT* for a full discussion of Time Twists, Cycles and Temporal Science).

Marketplace

Each stall is based on a rug, roughly twelve feet long, and eight feet wide. Some of the robotic vendors just squat on the rug, while others have elaborate kitchens, display counters, or tents constructed on their rugs. A total of 192 stalls fill Aztec-

Step Five: Inside Aztec-Land

"Once through the security gate, you emerge into a huge plaza of bright blue cement. Dominating the view are three enormous pyramids, one to the left and right, and the largest, the one you could see over the wall, dead ahead. You also notice that the oppressive jungle heat and the buzzing of insects is no longer bothering you. Somehow, even when you are standing directly in the bright sunlight, things feel cooler."

Role-Play Robots

These are the robots designed to look and act like the inhabitants of the Aztec-Land simulations. Ranging from simple farmers, all the way to simulations of high priests and warriors, they will walk and act like genuine Aztecs, but they'll speak to the "tourists" in many languages, and will always stop to explain cultural or historical details. They are relatively vulnerable and easily damaged or destroyed (A.R.:6, 10 S.D.C.). Likewise, they have very little "intelligence" — just enough of a memory and program to act out their little roles and answer simple questions from the tourists, like "Where are the restrooms located?" and "When did the Aztecs fall to the Conquistadors?"

It's also important to note that these robots will tell anything they know. So, if a character asks, "Where is the Power Control Room?" or "Where is the Conversion Block?" the robot will reply:

"Aztec-Land is run on the very latest in power generation technology! Located deep within the main pyramid, at the bottom of the elevator shaft, is Aztec-Land's power source. It's called a Conversion Block! Based on the use of anti-matter, this one device, weighing just 280 pounds, and measuring 38 inches long, 20 inches wide, and 16 inches thick, supplies all the power for every Aztec-Land device!"

Temple of the Quetzalcoatl

Although the center steps leading up to the top of the pyramid are normal steps, usually crowded with robot "actors," the side steps are actually escalators. The right side going up, and the left side going down. There are four "shows" a day, scheduled every two hours, from ten in the morning to four in the evening.

Land's main plaza. Among the merchandise offered for sale are fresh fruit and flowers, toys and dolls, baskets, clothing, souvenirs by the ton, miniature pyramids, embroidered pillows, along with hot dogs, hamburgers, and french fries, as well as traditional Mexican food. Tokens are used as payment, and here and there, throughout the marketplace, there are automated teller machines for exchanging cash and credit for tokens.

Residential Area

Six square blocks of adobe housing, complete with apartments, hotel rooms, restaurants, tennis court and swimming pool. This area is restricted, with the same kind of arrangement as the main

gateway. Payment of \$280 will register an individual in one of the complex's cheaper rooms.

Farmlands

At the far end of Aztec-Land, still surrounded by the protective wall, are dozens of acres of neatly tended, irrigated, and cultivated farm land. Over a hundred robots, each appearing as an Aztec Indian farm worker, continuously work the fields.

Bus Tour

For one token a character can get on a tour bus manned by two robots, one driver and one announcer. The bus has open sides and drives through the entire Aztec-Land complex.

TEMPLE CRISIS (Adventure)

NOTE: A rough scenario designed for sucking the player into a run away adventure in the quickest time. Any level or type of group should do okay. At least one of the player characters should have knowledge of the Conversion Block.

PLAYER BACKGROUND OPTION #1 — THE END OF AZTEC-LAND

Assuming that the characters have penetrated Aztec-Land's security, and they've gone down into the depths of the tunnel system under the complex, read the following:

"You exit the elevator shaft. Ahead, there seems to be no outlet, just a bare room, ending in a blank stone wall. What are you doing?"

At this point, skip ahead to Step One of the "Events and Encounters" section.

PLAYER BACKGROUND OPTION #2 — CUT TO THE ACTION

Another option, if you don't care to run a whole Yucatan or Aztec-Land campaign, and you just want to jump right into the action, is to run the very end of the Aztec-Land scenario as a "quickie" tournament adventure. Start by reading the following to the players:

"After three hard weeks of cutting your way through the mutant jungle, and dodging helicopter patrols from the Empire of Humanity, you finally find what you've been looking for, a hidden underground passage. Your party of thirty native guides and pack carriers has set up your base camp, and it's time for you, the real adventurers, to do your job. Now, before you go inside, what equipment are you going to take with you?"

Equipment, weapons and supplies should be limited to what each character can easily carry. If there are questions, explain that a reasonable amount is about 25% of the character's body weight, regardless of the character's P.S. or P.E. If there are any complaints, the GM can point out that the characters are going to be crawling through narrow tunnels, and that their camp will be just a short distance back.

"Now, after passing through a couple of thousand feet of treacherous stone passageway, negotiating your way past devilish traps and deadfalls, fighting your way past deadly mutant centipedes, you finally arrive at a dead end. The narrow corridor has dumped you into a room roughly thirty by thirty feet, with a forty foot ceiling.

"Behind you, to the south, is the narrow, five by five by five foot (1.5 m), path that led you here. Ahead, there seems to be no outlet, just a room that seems stark and bare. Even the walls have a definite unfinished look to them, as if the workmen and stone masons had just taken a break from their labors and would return at any moment. What are you doing?"

At this point, skip ahead to Step One of the "Events and Encounters" section.

INSIDE INFORMATION

Player characters who have studied the Pre-Death era civilization will know the following standard policy for dealing with terrorists:

Anti-Terrorist Doctrine:

The period just prior to the Big Death was one where the conflicts between the superpowers had ended, the greatest threat to lives and property came from international terrorists. In an attempt to suppress its worst effects, the following principles were adopted:

1. No negotiation with terrorists.
2. No trading for hostages.
3. All vulnerable points to be wired for self-destruction.

In simple terms, what this means that the core mechanisms of this complex have been prepared against terrorists, i.e. the whole place is wired for self-destruct, and will immediately initiate the self-destruct sequence should unauthorized personnel attempt to seize control.

GAME MASTER INFORMATION

This is an *action* scenario, designed to be run like the last few minutes of an action-adventure movie. Here's a few tips for running this scenario:

1. If things slow down in the entry area, or if the players start backtracking away from the Power Control Room, use the sights and sounds of the Empire of Humanity as a hint to keep them focused on their main task.
2. Once in the Power Control Room, and once the characters have triggered the anti-terrorist mechanism, the self-destruct countdown sequence should be used to keep things moving. Whenever the players start stalling, start increasing the rate that you count down the numbers. As long as things are moving along, fifteen numbers are counted for every melee round.
3. The anti-terrorist laser gun turrets in the ceiling of the Power Control Room aren't really that dangerous. However, using their movement, and the characters displayed on the tracking monitors, is a way to keep the players moving.

Events and Encounters

Things should happen in the following order. First, the characters will have to get by the giant door that blocks off the power control center. Second, they should have the opportunity to explore the Control Room, and retrieve the Conversion Block. Next, they should make use of the Evacuation Capsules sometime before the countdown reaches zero, and Aztec-Land self-destructs. Finally, they'll find themselves back in the mutant jungle of the Yucatan.

Step One: The Wall

Let's start at the dead-end wall. For anyone conducting a close examination of the far wall, read:

"The deadend wall, forty feet high and thirty feet wide, is separated from the rest of the room by thin cracks or seams. Looking at the gaps closely, you realize that the wall is a stone slab resting on the floor, which seems to continue underneath, and wedged between the right and left walls, which also seem to continue beyond the slab."

If someone manages to get up to the ceiling, then they'll find:

"The slab also continues up above the ceiling stone. Where the passage dead ends, will reveal cracks.

Doing a bit of "knocking" or "tapping," checking for different sounds in the building materials will reveal the following. This same information can be noticed by characters using ultrasonic detectors or the advanced sonar sense.

"Most of the stone seems really thick, six feet (1.8 m) or more. However, along the right-hand wall you find something. It would seem that the top edges of the bottom slabs of rock, at a level about three feet above the floor, are hollow. What are you doing?"

The hollow section seems to be about three inches tall, running all the way from the dead end, back to the end of the chamber. It's easy to break through the hollow part, since it is covered

with light plaster, not rock. As soon as someone breaks a hole, and checks the inside, read:

"The hollow portion isn't very deep, extending just two inches into the solid rock. Inside, running the length of the wall, you find three wires. One is colored orange, another red, and the last one is yellow. There seems to be enough slack for you to pull them out a yard/meter if you want to examine them further."

These wires control the door motors for the massive wall at the end of the passage. Characters with electronic skill can be told that it's likely that crossing two of the wires might trigger something. After peeling off the wires plastic coating, and revealing the metal underneath, the characters can attempt to cross the wires. While nothing will happen if the wrong wires are crossed, crossing the red wire with the yellow wire will cause the following:

"Suddenly, with a sound like a gunshot, the entire 30 by 40 foot (9 m x 12 m) end wall slams upward into the ceiling, and you are flooded with bright light from the new opening (a room?) in the passageway. Who is running away?"

Those who do turn to run (a not uncommon reaction), will find that any quick exit has been cut off. For those who simply turn and look, read the following:

"With a bright neon light behind you, it's hard to see back into the gloom of the passageway. However, as your eyes adjust, you realize that the floor is falling away in chunks, down into some deep opening in the earth. Already the edge of the widening pit is fifty feet (15 m) away and getting steadily closer as more pieces of stone break off and fall away."

However, anyone who runs without taking the time to look, will have to roll under their P.P. on twenty-sided to avoid slipping over the edge of the breaking floor. Those who look inside will see:

"Looking inside the light flooded room, you are visually assaulted by a riot of bright lights and strange objects. As your eyes adjust, you see that you are looking into a very modern control area, complete with swivel chairs and high-tech control panels. What are you doing?"

Step Two: Power Control

In the layout of the control room, there are five areas that can be investigated by the player characters. The center, with the access to the conversion cell, the right-hand wall, with the security scanning devices, the left-hand wall, with the escape capsules, the rear wall, where the power control chairs are located, and the ceiling, fitted with automatic cameras and security devices.

Note that the self-destruct countdown will only start once. Since there are a variety of ways that the characters can set off this anti-terrorist measure, ignore any further violations.

Entry to the Control Room

As soon as someone crosses the full eight foot width of the open doorway (and a good GM will ask, "Are you standing under the huge door?"), read the following:

"A mechanical voice crackles from somewhere over-

head. It says, "This is a restricted area, please return to your tour group immediately."

Other than repeating this message, nothing else will happen. However, should any character fire a gun anywhere in the Power Control Room, read the following:

"The overhead speaker speaks again. This time it says, Firing of a weapon by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

Incidentally, it's a good idea to have the door slam down at some point. Wait until all the characters have entered the Power Control Room. Then, WHAM!

The Center of the Power Control Room

Access to the Conversion Block is placed in the center of the room. When someone examines it, read:

"In the center of the brightly lit room you see a ten foot by ten foot (3 m) raised area. There are two steps leading up to its surface. In the middle of the raised area you can see something that looks like a closed circular hatch, sealed with six latches. What are you doing?"

Opening the hatch is simple enough, just open the latches and pull the door open. Looking at the opening they'll see:

"Inside you see a mass of flickering diodes and indicator lights. Dead center you see a rectangular area, about 20 by 16 inches, which seems to be fitted with two solid handles, and two small dials. Lines on the dials are parallel with the long side of the rectangular area."

This area with the handles is, of course, the top of the Conversion Block. In order to remove it, it is necessary to unlock it from its position. This is done by turning each of the two dials 90 degrees, so that they'll be parallel with the short side of the block. Although it really doesn't matter which way they are turned, it's a good game master idea to ask the players whether they're going to turn the dials clockwise or counterclockwise.

Once the dials are turned to the proper position, characters with sufficient strength (it does weight 280 pounds/126 kg!) can pull the Conversion Block out of its slot. As soon as the Block is out (assuming that the group hasn't already initiated the self-destruct routine) read the following:

"The overhead speaker speaks again. This time it says, Removal of the Conversion Block by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

Reinstalling the Conversion Block will not stop the self-destruct. At this point, since all authorized security personnel are long dead, the only option for the player characters is to use the evacuation capsules.

The Ceiling of the Power Control Room

Should anyone examine the ceiling, read:

"Looking upward, aside from neon lights, small air vents, and metal grills, you can also see four strange spheres. Each of the spheres is smooth and white, and each has only two features, a red colored lens, and just below, a short tube. As you're examining the spheres, you

notice one of them moving. It seems to be turning toward you, the tube extending slightly as the red lens is pointed directly at you. What are you doing?"

Aside from the utilitarian lights and vents, the only things of interest in the ceiling are the auto-security monitors. These are bullet-proof (A.R.:17, 12 S.D.C.), and fitted with infrared motion detectors (the red lenses). The tubes house powerful antipersonnel laser rifles. They will swivel and point at anyone moving in the room.

"The overhead speaker speaks again. This time it says, 'Tampering with a security device by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds.'"

The Right Wall of the Power Control Room

To the right is the holographic (three-dimensional) map. This displays all the other figures (NPCs) stationed on the upper surface of the construct. Anyone inspecting this area should hear the following:

"You see, spread across a long countertop, what looks like an aerial view taken from a point far above this chamber. Everything is presented in a tiny hologram, including miniature Empire of Humanity helicopters moving across the landscape. Also, partially visible below the ground surface of the hologram, you see several pinpoints of blinking yellow lights. In front of the display you see a number of keyboard controls. What are you doing?"

Touching any of the controls results in the following:

"The overhead speaker speaks again. This time it says, Tampering with the holographic monitor by unauthorized personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

The Back Wall of the Power Control Room

The back wall is used as a secondary security station. Currently, the four terminals are each linked to the overhead security devices, and they'll be displaying the views from the infrared lenses.

"Looking at the back wall, you see four computer terminals, each with a padded chair, a monitor flickering with a blue and green picture, and a large keyboard. As you examine the area, you see movement on one of the monitors. Are you going to keep watching?"

Assuming that the character keeps looking:

"Although the picture is a little fuzzy, and the colors are strange, you suddenly realize that you're looking at your own image. It seems like the monitor is linked to some kind of camera overhead. As you watch, you see the picture comes into better focus, and a dotted red cross hair appears in the middle of the picture of your head. What are you doing?"

The monitor is showing the picture that one of the ceiling security device is receiving. Touching any of the keyboard keys results in:

"The overhead speaker speaks again. This time it says, Tampering with security control panels by unauthorized

personnel is classified as a terrorist act. Unless security personnel enter a countermand, this facility will initiate nuclear self-destruct in 100 seconds ... 99 seconds ... 98 seconds."

The Left Wall of the Power Control Room

This is where the emergency evacuation capsules are located. Anyone who checks them out will see:

"Spaced along the wall, at regular intervals, you see five strange circular doors. Each door is bright red, roughly three and a half feet across, each has a small window, just six inches across, and each is equipped with some kind of handle. The doors' hinges are on the bottom. The handles cut across the middle of the doors, and at each end of each handle you see a bright yellow fastener, each marked with the legend, 'pull outward to open.' What are you doing?"

Once a door is triggered:

"With a hiss, the door smoothly opens from the top, and slowly sinks to the ground, revealing a small chamber. The space is spherical, like the inside of a six foot (1.8 m) ball, and padded all the way around, even on the inside of the door, with some kind of thick, brown cushioning. At the top of the chamber there is a small panel, just three inches by three inches, fitted with two switches. One switch is marked 'close,' and the other is marked 'launch'."

Examining the door while it is open reveals a thick, curving piece of metal some eight inches deep. Closer examination yet

will reveal that there are six rods placed evenly around the edge of the door, matching six holes in the door itself.

The capsule will hold around 30 Size Levels' worth of characters (in other words, three Size Level 10 characters, or one Size Level 18 and a Size Level 12). Pulling the inside handle will automatically cause the door to close and seal shut.

"Again, there is the hissing noise and the door closes completely. Now the interior of the ball is complete, with the only features being the small window and the tiny switches. After a moment there is a metallic 'shcankk!' from inside the door, and then another, and another. It would seem that the door is now bolted shut like a bank vault."

Go to "Step Three — Escape" for the rest of the capsule instructions.

Step Three: Escape!

"Now, with the door closed, you find yourself inside a ball, padded all around with a brown material that looks like leather, but feels more like a foot of soft foam rubber. On the inside of the closed door you see only two features, a tiny, round window, just eight inches across, and the padded door handle, and, above you, a six-inch square control panel. The right side of the control panel has two toggle switches, marked "A" and "B," and both switched to the "OFF" position. To the left of the switches there is a small screen displaying glowing green letters. What are you doing?"

Reading the control screen is a good idea. However, if the character doesn't speak English, or can't read, then the letters will mean nothing to them. Those who can read English will see:

"It says, 'Switch A for pre-launch.'"

If "A" is switched to "ON," then read the following:

"You feel a slight vibration. Looking through the tiny window, you realize that the whole chamber is rotating, so that the window is moving upward. What are you doing?"

At this point, flipping switches will do nothing. All the character can do is wait until the pre-launch is complete.

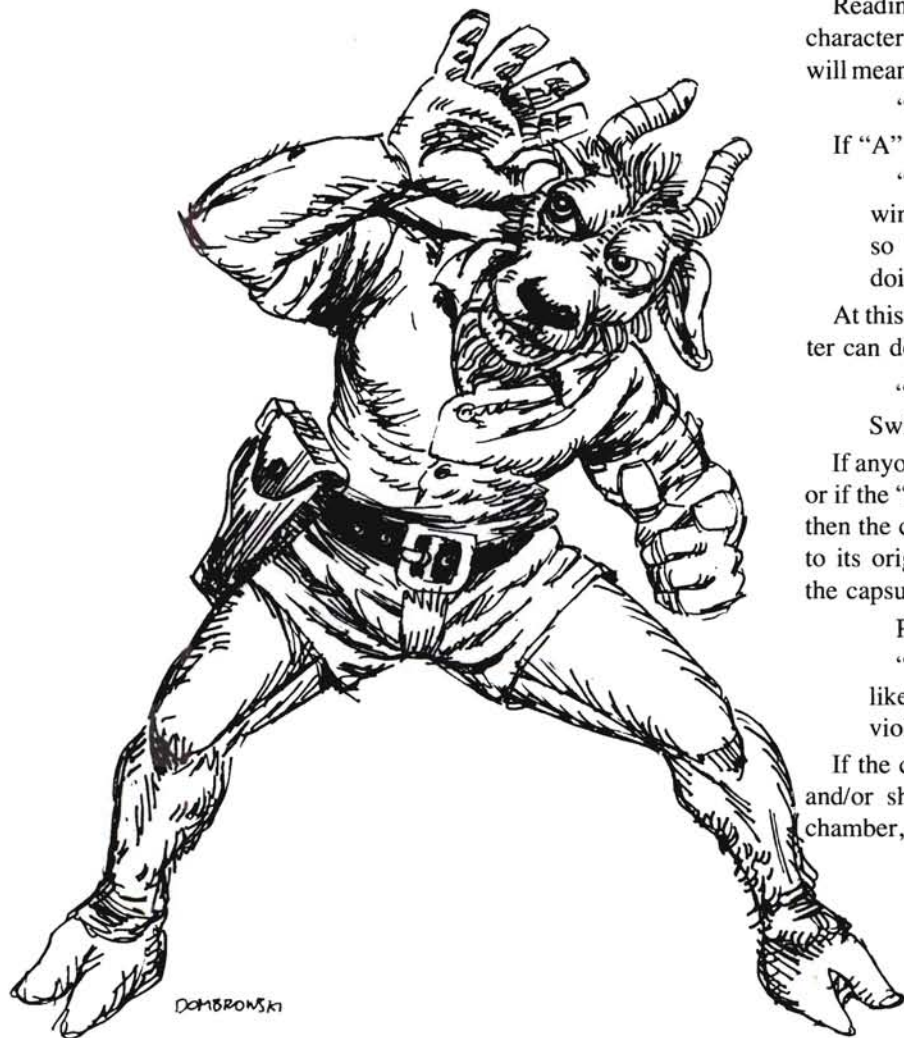
"The control screen now says, 'Switch B for launch. Switch A for abort.'"

If anyone presses the "A" switch back to the "OFF/73 position, or if the "A" switch was moved after the capsule started moving, then the capsule will return to the control room, and rotate back to its original position. Unfortunately, this will use up half of the capsule's compressed air supply.

Pressing "B" starts the following:

"With a deafening 'bang' the chamber slams upward, like an elevator totally out of control. You are pressed violently down onto the floor."

If the characters have the slab with them, or any other heavy and/or sharp object (large weapons, for example) inside the chamber, this is where things may start getting a little rough.



In the first play-test, a rather small mutant sparrow ended up riding the capsule with just the slab. It wasn't pretty. Of course, every time the slab threatened to crash into something, he was more or less obliged to put his own body in the way. Heavy objects with sharp corners will do 1D6 points of damage for every 80 pounds (so the Conversion Block, unless it's well wedged in, will do 4D6 damage).

If they're looking out of the view port:

"It's dark, then whoosh,' you see a flash of green. Then blue with tiny clouds, and then the clouds get bigger and bigger. Then white, then blue, darker blue, purple-blue. Then, suddenly, you can see the stars in a blue-black sky and the tremendous weight leaves you until you feel like you are floating."

Of course, they are floating. The zero gravity lasts just long enough for all the characters to save against losing their lunch (under their P.E. on twenty-sided). It doesn't last long, and pretty soon, they fall back to Earth. Then a parachute pops out. Eventually:

"Finally, with a soft crunch,' you come to a complete halt. The parachute settles over the window. You realize that it is starting to get a bit warm in here. What are you doing?"

If there is still compressed air in the capsule, then turning the door handle will allow the bolts to be retracted and the door to "hiss" open a crack.

However, if the compressed air is gone, because the characters kept flipping the switches, then the door won't open automatically. Getting the door open will take 1D6 hours (it involves peeling off the padding, removing the screws from the tiny interior window, removing the bolts from the matching exterior window, pulling the air tubes out from the hollow section between the interior and exterior hull, and then huffing and puffing in the tubes to get the bolts to retract). Of course, getting both windows off should be a top priority, because there is no other way to get fresh air into the capsule. In the meantime, it will get extremely hot and uncomfortable inside the capsule, since the heat that the exterior hull picked up during re-entry will gradually heat up the interior.

Step Four: The Jungle

The capsule will land deep in the jungle, miles to the west of Aztec-Land. It will also land on the top of the jungle's canopy, so characters will have to figure out how to get down to ground level, or at least over to a branch that can support their weight. If they get out quickly, they'll be just in time to see the mushroom cloud from the exploding Aztec-Land!

The game master should be sure to roll on the Jungle Encounter Table for the landing site of the capsule.

From this point on, the characters' job will be to escape from the Yucatan, taking the Conversion Block with them, if they managed to get away with it.

Unfortunately, the detonation of a new bomb, with the vision of the mushroom cloud in the distance, will antagonize every tribe and primitive mutant animal in the jungle. Not only will they be unable to listen to reason, they will be hysterically expecting the very worst, the return of the Big Death. Every tribe with any hostility toward outsiders will blame them for the

calamity, and will likely consider options like sacrificing strangers to appease the gods.

Meanwhile, the remaining Empire of Humanity forces will have tracked the escaping capsules, and will soon be combing the skies over the jungle, searching for the missing Conversion Block...



YUCATAN GLOSSARY

Pronunciation for most Aztec, Maya and Spanish Words:

1. Usually the letter "c" is pronounced with a hard "k" sound, as in "cook" or "criminal," and almost never with the soft "s" sound.
2. The letter "i" is almost always pronounced with an "e" sound, like in "peek."
3. A "j" is more like the English "h," so "j" sounds more like "ho."
4. When you see an "x," it's supposed to be said something like the English "sh." So "xok" sounds a lot like "shock," not like "sock."
5. The hardest thing about these words is getting the "tl" sound right. Try saying the word "hotel" really fast. When it sounds like "hotl," without the "e," then you know you've got it right for words like Coatl ("Ko-Atl"). A word like Tochtli ("Tok-tli") is a little different, so the "tli" rhymes with "bee."
6. Most long words have the accent on the next to last syllable, or in two syllable words, on the last syllable.

achiote [Spanish] — A red dye used to imitate blood in ceremonies, or as body paint, extracted from the annatto tree.

ba-ats [Maya] — Monkey.

bitl [Maya] — A nasty insult, it refers to an older term, "bil," that described a dog breed and grown for eating. Mutant dogs, or any mutant meat animal (cows, pigs, chickens) will be mortally offended by the term.

brujeria [Spanish] — Traditional practice of native magic.

brujo [Spanish] — Someone who practices or studies magic.

cascabel [Spanish] — Rattlesnake.

cerveza [Spanish] — Beer. A bottle usually costs 5,000 pesos warm, or 15,000 pesos cold.

chaac [Maya] — The Rain God, sometimes called Mensabak.

chalchihuitl [Aztec] — The green stone, Jade, used as symbol of water. It has trade value even among the most remote tribes of the Yucatan.

chambal-kuhn [Maya] — A ghost or spirit.

Chantico [Aztec] — Goddess of fire and fertility symbols include a red serpent and cactus spikes

chucho con rabia [Spanish] — It means “rabid dog,” but it refers to a really cheap liquor. In a bar a shot of “rabia” costs 2,000 pesos, and a whole liter bottle costs just 12,000 pesos.

Cinteotl [Aztec] — One of the primary Aztec gods associated with corn (“maize”). Sacrifices would involve farmers, and even nobles, bleeding onto the ground or a plant to assure a good harvest.

cipactli [Aztec] — Alligator.

coatl [Aztec] — Snake.

Coatlicue [Aztec] — The snake goddess of the Earth, whose sign is jade. There are five snake gods in all, including *Quetzalcoatl*, the feathered snake god of the air, whose holy symbol is the tail feather of the Quetzal bird, and *Mixcoatl*, the cloud serpent god, who is associated with hunting, war, and the opals. The last two are *Itzcoatl*, the obsidian snake god of death and darkness, and *Xiuhcoatl*, the turquoise snake god of fire.

cozcaquauhtli [Aztec] — Vulture.

cuetzpalin [Aztec] — Lizard.

curandero [Spanish] — A local healer. Not a doctor, the curandero usually acts more like a nurse, or performs first aid, and decides whether or not the patient needs more expert help.

cutzha [Maya] — Duck.

hachbalum [Maya] — Jaguar.

hoh [Maya] — Crow.

Huitzilopochtli [Aztec] — One of the most important Aztec deities. The word translates into “the blue hummingbird on the left.”

icim [Maya] — Owl.

Itzamna [Maya] — God of time and creation.

Itzcolihuiqui [Aztec] — The name means “Twisted Obsidian One,” and refers to the god of darkness and destruction.

itzcuintli [Aztec] — Dog.

kiyekyen [Maya] — Peccary.

kiyiba-a-wilik [Maya] — A phrase that translates into “be careful what you see,” used to wish one goodnight, and to have good dreams.

k'inyah [Maya] — A divination or dream of the future.

Kisin [Maya] — A Mayan god whose name means “He who causes death.” The god of death or the devil.

kitam [Maya] — Wild Boar.

Kukulcan [Maya] — Mayan name for the feathered serpent god, called Quetzalcoatl by the Aztecs.

lo-ki-yin [Maya] — A word for cannibal, refers to mythical primitive people.

ma [Maya] — Word for “no.”

marabunta [Spanish] — Army Ant.

mazatl [Aztec] — Deer.

Metlan [Maya] — The underworld or hell where the souls of the wicked are punished.

mik-chal [Maya] — A formal rite of passage to adulthood.

Miquiztli [Aztec] — God of Death.

morral [Spanish] — A shoulder bag made of cords woven into a net. Easily made (in about 30 minutes) by anyone with Jungle lore. A brightly colored version costs about 1,000 pesos.

nacom [Maya] — War Chief.

nauyaca [Spanish] — Fer-de-lance Snake.

ocelotl [Aztec] — Tiger.

oken [Maya] — A greeting that means “welcome.” Usually the person being visited waits until the visitor makes the first friendly greeting and then responds with “oken.”

onen [Maya] — An “onen” is an animal icon or symbol. Each Maya has a family onen and also a personal one. In the post-Death world, a mutant animal with onen will be prohibited from killing any of those creatures.

ozomatli [Aztec] — Monkey.

quauhtli [Aztec] — Eagle.

que [Maya] — Parrot.

sak-al [Maya] — Army Ant.

sas-wich [Maya] — Someone who is clairvoyant, or a clairvoyant experience.

say [Maya] — Leaf-Cutter Ant.

Tah Tsi-ulu [Maya] — Mythical jaguars of great power and the ability to travel between Earth and the spirit world.

tal-in-wilech [Maya] — When coming to see someone, this phrase tells them “I have come to see you,” and also implies that the visit is peaceful. The one being visited usually responds with “okne.”

Tezcatlipoca [Aztec] — Translated as “Mirror that Smokes,” this is the god of shadows, and of evil magic. Seen as a ghastly skeletal creature with fiery eyes and a slobbering tongue, with ribs opening and shutting like squeaking gates in the wind.

teyolia [Aztec] — Soul or spirit.

thul [Maya] — Rabbit.

tochtli [Aztec] — Rabbit.

teyo-yohil [Maya] — Great spiritual leader or teacher.

tsoy [Maya] — Word for “good.”

Ueuecoyotl [Aztec] — A fun loving, trickster, God. Ueuecoyotl is usually depicted as an old coyote.

utiu [Maya] — Coyote.

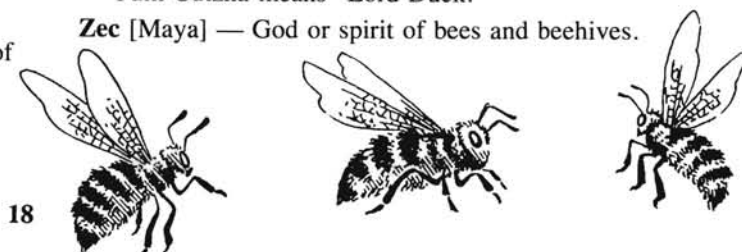
Xiuh tecuhtli [Aztec] — God of Fire. Traditionally, all fires were to be doused and reset every 52 years as a sign of respect.

xok [Maya] — A supernatural creature of the water.

xu-tan [Maya] — The word for the end of the world, long predicted for the year 2008 AD by Mayan study of their sophisticated calendar alignment of the planets. Now used by speakers of the Mayan language to describe the Big Death.

yum [Maya] — A word of respect meaning “Lord” or “Sir.” Yum Ah Say means “Lord of the Leaf Cutter Ants,” and Yum Cutzha means “Lord Duck.”

Zec [Maya] — God or spirit of bees and beehives.





Quick Roll Mutant Animal Villains

By Kevin Siembieda

One of the most frequent comments I hear, is the cry for a fast and easy way to generate villains. Okay here it is!

What follows is a set of tables that should enable Game Masters to roll-up secondary characters quickly. These tables provide the means of creating an average mutant animal villain quickly. However, speed and convenience also means sacrificing variety and detail. Game Masters may wish to add details or modify characters as they see fit. Likewise, the GM may make use of the random rolls or *select* items/characteristics using these tables as a guide.

Gender

01-65 Male
66-00 Female

Level of Experience

01-25 First
26-50 Second
51-75 Third
76-90 Fourth
91-00 Fifth

Age (optional)

01-15 16 years
16-30 18 years
31-40 20 years
41-60 24 years
61-70 28 years
71-80 34 years
81-90 40 years
91-00 50 years

Alignment

01-20 Aberrant
21-50 Miscreant
51-80 Diabolic
81-00 Anarchist

The Animal (General Specie)

01-05 Zoo: Alligator
06-10 Zoo: Lion or Tiger
11-15 Zoo: Gorilla
16-20 Wild: Bear
21-30 Urban: Cat
31-40 Urban: Dog
41-50 Urban: Rat (or other rodent, like squirrel or hamster)
51-60 Urban: Bird (robin, pigeon, sparrow, crow, etc.)
71-80 Wild: Predatory Bird (owl, falcon, hawk, eagle)
81-90 Wild: Lizard or Snake
91-95 Wild: Canine (wolf, coyote, fox)
96-00 Wild: Feline (mountain lion, lynx, etc)

Human Looks & Attributes

01-15 None; animal, but does have partial speech.
16-48 All Partial; full speech
49-80 Partial looks; full hands, bipedal stance, and speech.
81-00 All Full!

Animal Size Level

01-20 Medium build, Size level 6, a little over four feet tall, about 70 pounds.
21-40 Medium build, Size level 9, about 5 ft 5 inches tall, 160 pounds.

- 41-60 Medium build, Size level 11, about 6 ft 2 inches tall, 240 pounds.
 61-80 Medium build, Size level 14, about 7 ft 3 inches tall, 380 pounds.
 81-95 Medium build, Size level 18, about 8 ft 3 inches tall, 850 pounds.
 96-00 Short build, Size level 16, about 6 feet tall, 550 pounds.

Animal Powers

- 01-20 None
 21-40 One, select one power that is available to that animal type.
 41-50 Two, select two powers that is available to that animal type.
 60-70 Two heightened senses.
 71-80 Two powers of choice (available to that animal type).
 81-90 Four powers of choice (available to that animal type).
 91-00 Two heightened senses two of choice.

Animal Psionics

- 01-20 None
 21-40 See aura and telepathic transmission
 41-60 Animal control and animal speech
 61-80 Hypnotic suggestion and mind block
 81-85 Detect psionics and sixth sense
 86-90 Telepathic transmission and mind block
 91-95 Bio-Manipulation and see aura
 96-00 Mind trap and mind block

Disposition toward Humans

- 01-10 Likes humans.
 11-30 Does not trust humans; always suspicious.
 31-50 Hates humans; the only good one is a dead one!
 51-70 Indifferent toward humans and fellow mutants alike.
 Everybody is just another sucker waiting to be used.
 71-90 Fears and dislikes humans; paranoid, will react in without thinking, lashing out wildly or with deadly force if frightened by humans.
 91-00 Psychotic killer, hates everybody, especially humans.

Basic Types and

Skills of Modern Day Villains

Game Masters can roll on the following random table or select one of the four villain categories. Generally speaking, the following villains can be mutant animals or humans.

01-25 Criminal Thugs

Tend to be tough, but not too bright.

- I.Q. roll 2D4 + 4
 P.S. roll 4D6
 P.P. roll 3D6
 P.E. roll 3D6
 All other attributes average (8-9).
 S.D.C. roll 1D6 × 10 + 10

Thug Skills:

- W.P. Knife
 W.P. Blunt or Chain or Sword (pick one)
 W.P. Revolver or Automatic Pistol (pick one)
 W.P. of choice
 Hand to Hand Expert or Martial Arts (if the latter remove one W.P.)

- Body Building
 Boxing or Wrestling (pick one)
 Swimming or Climbing (pick one)
 Pilot Automobile or Motorcycle (pick one)
 Can select 1D6 secondary skills (optional).
 Plus +10% skill bonus where applicable.

25-50 Rogue/escaped experimental animal turned to crime

- I.Q. roll 3D6 + 1
 P.S. roll 3D6
 P.P. roll 3D6 + 1
 Spd. roll 4D6
 All other attributes average (8-9)
 S.D.C. roll 1D6 × 10

Rogue skills:

- W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 W.P. of choice
 Hand to Hand Martial arts
 Escape Artist (+10% skill bonus)
 Pick Locks (+5% skill bonus)
 Pick Pockets (+5% skill bonus)
 Prowl (+10% skill bonus)
 Read and Write and Basic Math (all at 80% + 4% per experience level)
 Pilot automobile or motorcycle (pick one, +5%)
 Can select 2D4 secondary skills (optional)

51-75 Criminal Mastermind, highly educated

- I.Q. roll 4D6
 P.S. roll 3D6
 P.P. roll 3D6
 All other attributes average (8-9)
 S.D.C. roll 1D4 × 10

Educated:

- W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 Hand to Hand Basic (Martial arts can be selected if two other skills are given up)
 Read and Write and Basic Math (all at 96% per experience level)
 Computer Operation (+5%)
 Pilot automobile and small truck (+5%)
 Can select any two skill Programs (no restrictions) (optional)
 Can select 2D6 secondary skills (optional)

76-00 Ninja or Military/Espionage Agent turned bad

- I.Q. roll 3D6 + 1
 P.S. roll 3D6 + 1
 P.P. roll 3D6
 P.E. roll 3D6 + 2
 All other attributes average (8-9)
 S.D.C. roll 1D4 × 10 + 10
Educated:
 W.P. Revolver or Automatic Pistol (pick one)
 W.P. Blunt or Knife (pick one)
 W.P. Rifle
 W.P. of choice
 Hand to Hand Martial Arts or Assassin (pick one)
 Gymnastics or Acrobatics (pick one)
 Boxing or W.P. Paired Weapons (pick one)
 Read and Write and Basic Math (all at 96% per experience level)
 Pilot automobile and motorcycle (+10%)

Pilot airplane (+10%)

Prowl (+10%)

Can select any six skills from the *Espionage* category.

Can select 2D6 secondary skills (optional)

NOTE: Also see *Heroes Unlimited* for alternative quick roll villains (page 228) and quick roll mystic villains/monsters (page 106), as well as rules for creating humans and mutant animals with super powers or magic. Robots, cyborgs, and aliens too.

After the Bomb

Random Mutant Animal Villains

01-25 Wilderness Rogue/Scout

P.S. roll 4D6

P.P. roll 3D6

P.E. roll 3D6

All other attributes average (8-9).

S.D.C. roll 1D6 × 10 + 10

Wilderness Skills:

Wilderness Survival (+10%)

W.P. Knife

W.P. Blunt or Chain or Sword (pick one)

W.P. Rifle or Sub-machinegun (pick one)

W.P. of choice

Hand to Hand Expert or Martial Arts (pick one)

Body Building or Archery (pick one)

Boxing or Wrestling (pick one)

Climbing or Running (pick one)

Swimming or W.P. Paired Weapons (pick one)

Land Navigation or Interrogation (pick one +15% skill bonus)

Tracking or Detect Ambush (pick one; +10% skill bonus)

Pilot Automobile or Motorcycle (pick one)

Can select 2D4 secondary skills (optional).

25-50 Bandits or Evil Militia

I.Q. roll 3D6

P.S. roll 3D6

P.P. roll 3D6 + 1

Spd. roll 3D6 + 2

All other attributes average (8-9)

S.D.C. roll 1D6 × 10

Rogue skills:

W.P. Revolver or Automatic Pistol (pick one)

W.P. Blunt or Knife (pick one)

W.P. of choice

Hand to Hand Expert

Escape Artist or Disguise (pick one, +10% skill bonus)

Pick Locks (+5% skill bonus)

Pick Pockets (+5% skill bonus)

Prowl (+10% skill bonus)

Radio Basic (+10% skill bonus)

Knows two other languages (+10% skill bonus)

Pilot automobile or motorcycle (pick one, +5% skill bonus)

Can select 2D4 secondary skills (optional)

51-70 Criminal Mastermind or evil Scientist/technician

I.Q. roll 4D6

P.S. roll 3D6

P.P. roll 3D6

All other attributes average (8-9)

S.D.C. roll 1D4 × 10

Highly Educated:

W.P. Revolver or Automatic Pistol (pick one)

W.P. Blunt or Knife (pick one)

Hand to Hand Basic (Martial arts can be selected if two other skills are given up)

Read and Write and Basic Math (all at 96% per experience level)

Computer Operation (+5%)

Basic Mechanics (+10%)

Pilot automobile or motorcycle (pick one, +5%)

Can select any two skill Programs (except espionage)

Can select 2D4 secondary skills (optional)

Note: Likely to be working for, or selling to, the Empire of Humanity; 1-60% chance.

71-85 Slavers: fiends who capture and sell other living creatures

I.Q. roll 3D6 + 1

P.S. roll 3D6 + 2

Spd. roll 3D6 + 2

All other attributes average (8-9)

S.D.C. roll 1D6 × 10

Rogue skills:

W.P. Revolver or Automatic Pistol (pick one)

W.P. Automatic Rifle or sub-machinegun (pick one)

W.P. Blunt or Chain (pick one)

W.P. of choice

Hand to Hand Expert

Boxing or Wrestling (pick one, +10% skill bonus)

Body Building or General Athletics (pick one)

Pick Locks (+5% skill bonus)

Prowl (+5% skill bonus)

Radio Basic (+10% skill bonus)

Surveillance (+10% skill bonus)

Knows two other languages (+5% skill bonus)

Wilderness Survival or Tracking (pick one, +5% skill bonus)

Pilot automobile or motorcycle (pick one, +5% skill bonus)

Can select 2D4 secondary skills (optional)

Note: 1-50% chance working for the Empire of Humanity or other evil organization.

85-00 Ninja or Military/Espionage Agent turned bad

I.Q. roll 3D6 + 1

P.S. roll 3D6 + 1

P.P. roll 3D6

P.E. roll 3D6 + 2

All other attributes average (8-9)

S.D.C. roll 1D4 × 10 + 10

Educated:

W.P. Revolver or Automatic Pistol (pick one)

W.P. Blunt or Knife (pick one)

W.P. Rifle

W.P. of choice

Hand to Hand Martial Arts or Assassin (pick one)

Gymnastics or Acrobatics (pick one)

Boxing or W.P. Paired Weapons (pick one)

Read and Write and Basic Math (all at 96% per experience level)

Pilot automobile and motorcycle (+10%)

Pilot airplane (+10%)

Prowl (+10%)

Can select any six skills from the *Espionage* category.

Can select 2D6 secondary skills (optional)

NOTE: Of-course, the Empire of Humanity's marines, canine scouts and rangers, are always potential villains, as are evil scientists and hate filled humans and hostile mutant animal tribes.

General Background & Troops (*After the Bomb* page 7)

Canine Rangers (*After the Bomb* page 43)

Emperor Christian (*After the Bomb* page 7)

Empire of Humanity Troops:

Typical Soldier in Robot Armor (*After the Bomb* page 9)

Typical Solder in type 2xd Armor (*After the Bomb* page 10)

Typical Grunt with G-9 Rifle (*After the Bomb* page 10)

Empire of Humanity Weapons:

Saber 15 Jet Fighter (*After the Bomb* page 10)

LC-12 Assault Helicopter (*After the Bomb* page 10)

35-H Tank (*After the Bomb* page 11)

2xj Flying Armor (*Mutants of the Yucatan*)

10-APC (holds 16 soldiers; *Mutants of the Yucatan*)

Aircraft Carrier (*Mutants of the Yucatan*)

General Ulster (*After the Bomb* page 9)

Professor Sybek (*After the Bomb* page 8)

Security Robots (*After the Bomb* page 44)

Jakartan Military Forces/Humans (*Mutants Down Under* page 28)

Typical Jakartan Buffalo Soldier (*Mutants Down Under* page 29)

Typical Jakartan Human Soldier (*Mutants Down Under* page 28)

President Suharno-Sukarto (*Mutants Down Under* page 31)

Dimensional Travel Rules & Vehicles (*Transdimensional TMNT*)
Time & Dimensional Travel (*Transdimensional TMNT* pages 32-61)

New skills (Aboriginal/wilderness; *Mutants Down Under* page 8)

New skills (Time Travel Magic; *Transdimensional TMNT* page 41-51)

New skills (Historical & W.P.; *Transdimensional TMNT* pages 30-31)

New psionic animal powers (*Mutants Down Under* pages 11-13)

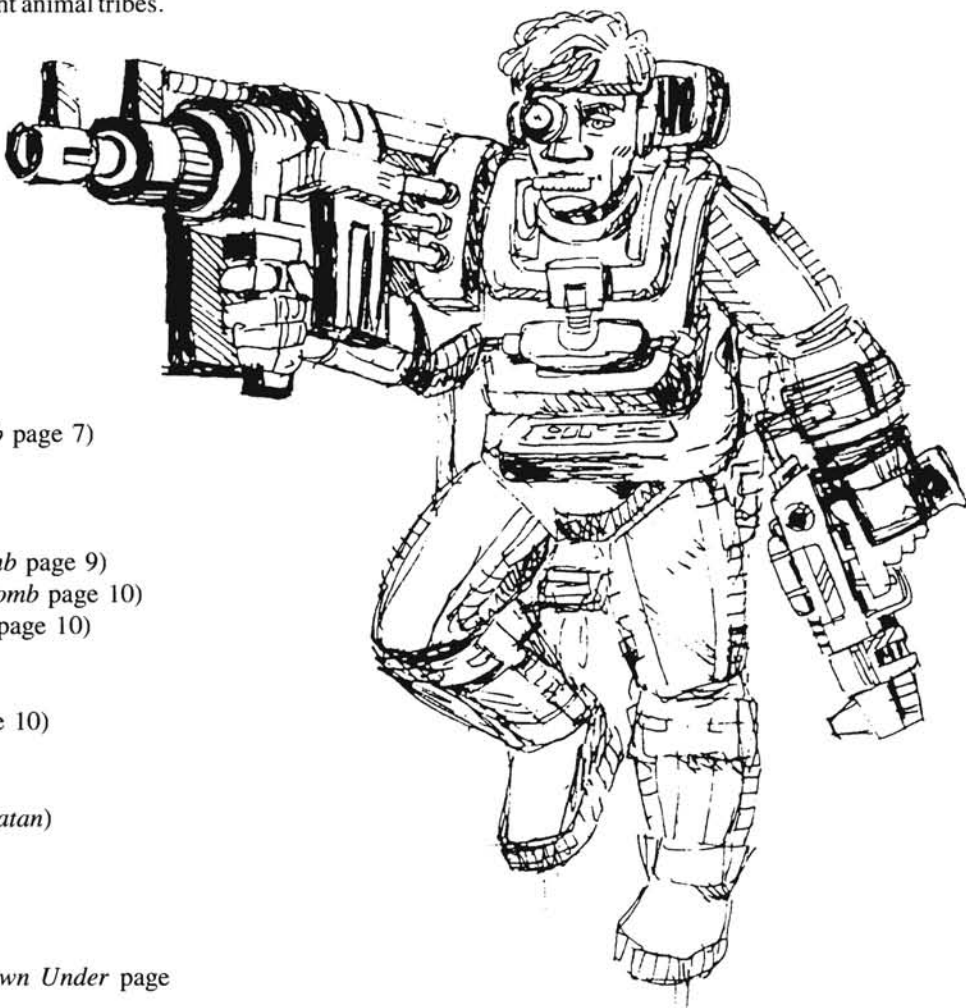
New psionic human powers (*Transdimensional TMNT* pages 12-15)

Vehicle Rules & Combat (*Road Hogs* pages 14-24)

Vehicle Rules (air & space; *TMNT Guide to the Universe*)

Vehicle Rules (airships/dirigibles; *Mutants Down Under* page 34)

Note: *Heroes Unlimited* and *Rifts* contain additional types of super powered humans, mutants, and aliens. *Beyond the Supernatural* contains psychics, paranormal powers, modern day magic, and supernatural creatures. *Ninjas & Superspies* contains over 40 types of hand to hand combat/martial arts, spies, and secret agencies. *All are directly compatible with both the Teenage Mutant Ninja Turtles and After the Bomb role-playing series.*



Dinosaurs (intelligent mutants) — 17-29

Human Mutants (different than *Heroes Unlimited*) — 11

Hominid Mutants (prehistoric man) — 16

(Page numbers are not known at this time)

Badger	Puma
Coypu	Red Fox
Eagle	Red Squirrel
Falcon	Shire Horse
Hedgehog	Starling
Heron	Swan/Goose
Pheasant	Swallow/Swift
Pinemartin	Toad
Polecat/Stoat	Water Rat/Vole

Mutant in Avalon! Coming this fall! After much delay, *Mutants in Avalon* will ship this fall (September?). Another title in the popular *After the Bomb* series, this adventure and source book explores the post-holocaust British Isle and the return of *King Arthur* (mutant animal style)!

Mutants in Avalon will contain new mutant animals, magic, King Arthur, the Knights of the Round Table, and a whole lot more. Written by British author James Wallis. Tentatively a 64 page item Watch for it!



Magic, danger, treasure, and creatures spawned by evil and born to madness all await you in . . .

Adventures in the Northern Wilderness

The Great Northern Wilderness is a 2000 mile expanse of pine forest, wind swept steppes, and snow laden mountains. A frozen, unyielding land, mostly shunned by human kind.

Despite its reputation for desolation, it is alive with magic and all manner of *non-human* creatures. It is said to be the last haven of the faerie folk and home of supernatural beings.

Yet, among all the loathsome monsters of the North, it is the *Wolfen* and his kin who are most feared. The *Wolfen* are towering mountains of muscle, fangs, and fur; half man, half wolf and all fury. Scorned by humans, they have sworn to topple mankind. And may well succeed.

Ah, but the North holds many more secrets and dangers than the *Wolfen*.

- A great oared ship navigates the *skies* along the Eastern mountains. Wherever its shadow falls, the forest withers and the undead rise.
- Immortality, redemption, and treasure await any who are bold enough to answer the challenge of Ripley's rune sword.
- Those who can glimpse the possible future speak of a human child who may one day *unite* the *Wolfen* and humans in peace. Sadly, there are forces that crave the inevitable war 'twixt man and wolf. An evil that began in a time before man!

These and many more adventures are detailed in this 72 page *adventure/source book*. The first of several new supplements that will carry you through the *Palladium® RPG fantasy world*. \$9.95 plus \$1.00 for postage and handling.

Palladium Books® Presents . . .

Fantasy Role-Playing

The Palladium® Role-Playing Game creates an exciting world of epic fantasy. Players can be any number of unique creatures such as the werewolflike *wolfen*, the bearman of the North, or the loathsome changeling who can assume the form of any humanoid creature. Additional player creatures include ogre, troll, goblin, hob-goblin, orc, dwarf, elf, human, and dozens of optional races.

Magic is unparalleled, with the inclusion of the spell casting wizard, elemental aligned warlock, ward wielding diabolist, circle using summoner, psionically empowered mind mage, the metamorph druid, and others.

Combat is realistic and fast playing. The world intriguing. If you play any of our other games then you're already familiar with the game mechanics. This is the original RPG system that all other Palladium role-playing games grew out of.

274 pages, \$19.95 plus \$2.00 for postage and handling.

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The Compendium presents over 700 different types of ancient weapons, scores of armour, and dozens of castles complete with floor plans.

Best of all, this data is adaptable to ALL game systems!

Every weapon, suit of armour, and castle is illustrated. Plus, additional art and data focuses on exotic weapons and other fascinating details, like the floor plans of real, existing castles, how to suit up in chain mail or plate armour, the rapid-fire Chinese crossbow, and much more.

This is not a boring textbook, but a visual aid designed specifically for the role-playing gamer with his/her very special needs in mind.

Highlights include . . .

- Approximately 700 different weapons from around the world.
- Over 40 types of armour throughout the ages.
- Dozens of castles and floor plans.
- Siege weapons and techniques.
- Everything beautifully illustrated; 224 pages.
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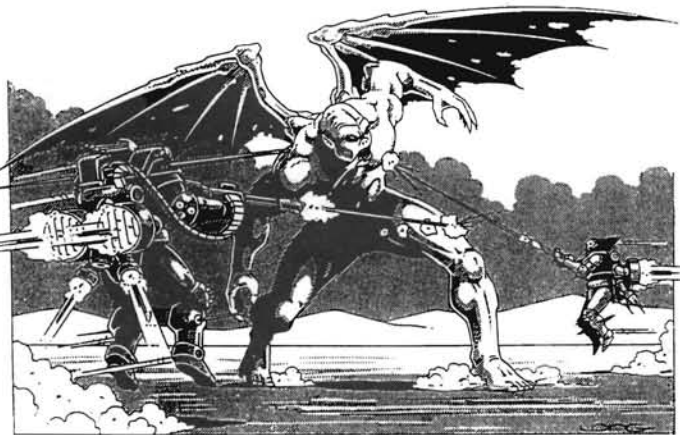
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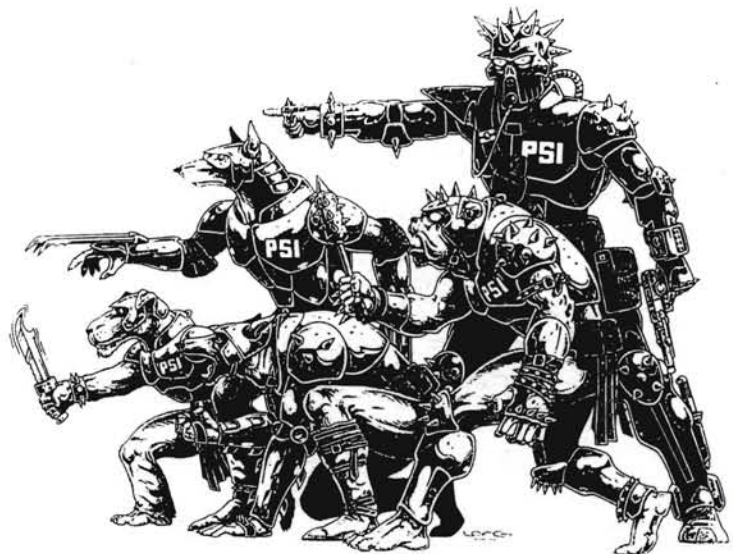


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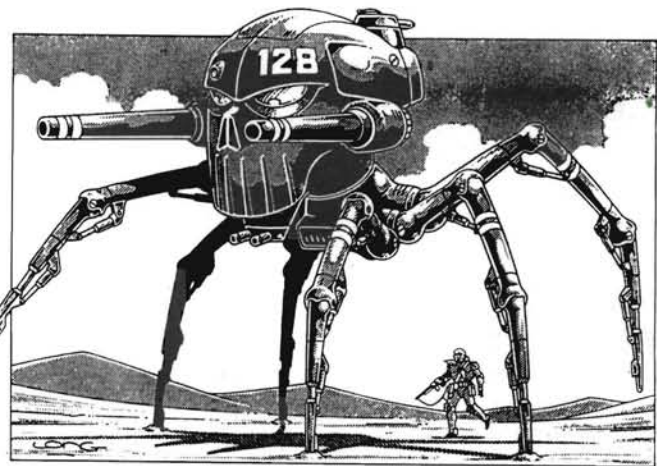
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