

GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Rapture of the Deep

by Dedicated Gamma World Fans
For intermediate and advanced players.



A terrible menace from the sea is threatening villages all along the coast. Whole shoreline communities have been disappearing without a trace.

The remaining area inhabitants have banded together and sent for a group of experienced heroes to help. They want to know what could be causing these horrible events, and more importantly, what can be done to put a stop to them. Is it some new terrifying monster from the depths? Or is there something more sinister at work?

The adventurers will travel deep beneath the waves to discover the answer. Can they survive the strange and dangerous ocean depths of Gamma World? Can they solve the mystery before it's too late?

This module contains gamemaster notes, background information, maps, rules for underwater adventuring, new equipment, and over 30 new aquatic creatures for use with the Second Edition Gamma World science fantasy role-playing game



TSR, Inc.
POB 756
LAKE GENEVA, WI 53147

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION

TSR (UK) LTD.
THE MILL RATHMORE ROAD
CAMBRIDGE CB14AD
ENGLAND

ISBN 0-88038-000-2
394-53418-2TSR0000

Printed in USA.



7506

CREDITS

Design: GW online community
 Editing: GW online community
 Area map, Lanzend: Mars
 Introduction, Mimi: Les Braun
 Seaview Tower: SixthSixtySix
 and Mars
 MS 876, Submarine, DS 4:

John 'Calel' Steele

Cover Art: Stu Shepherd

Interior Art: Larry Elmore

(www.larryelmore.com)

Hideyoshi Ruwwe

Mars

John Wu

Neuville

This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission.

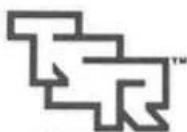
The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

Printed in USA.

First Printing

Please send any questions about this
 GAMMA WORLD® adventure to:
 GAMMA WORLD® Questions
 c/o TSR, Inc.
 POB 756
 Lake Geneva, WI. 53147

Please include a self-addressed, stamped
 envelope with your questions.



TSR, Inc.
 PRODUCTS OF YOUR IMAGINATION™

TSR, Inc.	TSR (UK) Ltd.
POB 756	The Mill,
Lake Geneva,	Rathmore Road
WI 53147	Cambridge CB14AD
	United Kingdom

GAMMA WORLD is a registered trademark owned by
 TSR, Inc.

GAMMA WORLD®

Science Fantasy Role-Playing Game

MODULE GW5

Rapture of the Deep


TABLE OF CONTENTS

INTRODUCTION	Page 2
General Background	Page 2
Village of Lanzend	Page 4
SEAVIEW TOWER	Page 8
Description	Page 8
Levels 7-4	Page 8
Levels 3-0	Page 11
MINING STATION 876	Page 14
Description	Page 14
Central Docking Structure	Page 15
Pods	Page 15
The Mines	Page 17
THE SUNKEN CITY OF MIMI	Page 17
Description	Page 17
Areas 1-17	Page 18
Areas 18-45	Page 20
SUBMARINE PROJECT	Page 22
Description	Page 22
Decks 0-2	Page 23
Deck 3	Page 24
Deck 4	Page 25
DEEP STATION 4	Page 26
Description	Page 26
Docking Bay	Page 27
Security Sector One	Page 27
Storage Area	Page 28
Life Support	Page 28
Living Quarters	Page 29
Laboratories	Page 30
Computer Core	Page 31
Power Station	Page 31
APPENDIX	Page 32
Army of the Deep	Page 32
Rapture Mutagen	Page 33
New Creatures	Page 33
Underwater Rules	Page 43
New Equipment	Page 44
End Notes	Page 45
Maps	Page 46

INTRODUCTION

This module is designed for play with Intermediate to Advanced characters using the 2nd Edition Gamma World rules. It is best suited for a group of three to eight players. This module includes complete background information, encounter area descriptions, and maps for the Game Master to run a complete Gamma World adventure.

STOP! If you are going to run a player character in this module, do not read any further. The information in the rest of this module is for the Game Master to use in guiding the adventure.



Read through this whole module carefully before playing it. You should be familiar with all encounters and options ahead of time.

The majority of this adventure takes place underwater in the ocean known as the Lantik Zea. The very nature of underwater adventuring makes this a challenge even for an experienced and well-equipped group. The GM should take care to balance out the dangers of open sea adventuring with the skill level of the players. Even without facing the many terrifying denizens of the deep, the characters may find themselves in a life and death struggle just to survive long enough beneath the waves in order to solve the mystery they have been called upon to investigate...



Introductory Encounter Mysterious Disappearances

For the last few months, a series of attacks have been made on coastal towns and villages. Whole communities have been disappearing without a trace. All that was found afterward were deserted buildings and the occasional dead body. The odd thing about the bodies that were found is that they were located in hard to reach or concealed areas as if they were hiding from something. The dead had no apparent wounds and their faces were twisted in terrible grimaces.

The first settlement attacked was the coastal town of Wycro (see area map). Two weeks later McClanaye, another coastal town 100km to the south of Wycro, was attacked. After this second attack, the remaining coastal communities and city elders of Gatorvil (the major trade center and capitol of the surrounding area) quickly formed a co-defense council. They began working out a strategy of protection. A month later, 75km south of McClanaye, the port town of Evium was attacked. This last attack happened only 30km east of Gatorvil and had a sizable force sent to defend it just two weeks prior. Not a trace was found of the defenders or the inhabitants. The last attack happened a week ago and the Council is worried. Who's safe from attack if even a well-defended town falls victim to this strange menace?

Because of their reputation, the Council has sent for the characters. They would like them to investigate the mysterious disappearances hoping a smaller, highly skilled group will have better luck. Following the given pattern, the next most likely shoreline town to be attacked would be Lanzend. It is located about 80km south of Evium. The Council would like the characters to go to Lanzend (about a 2-3 day journey if walking) in order to help the inhabitants with its defense and determine who or what could be causing these attacks. A new monster? Pirates? An odd 'natural' phenomenon?

The Council cannot give any equipment to the characters - they are spread too thin trying to protect all the other coastline communities (the PCs should already be well equipped from previous adventuring - however the GM may see fit to modify this if he feels they desperately need extra items they cannot purchase while talking with the Council in Gatorvil - see below). The Council will promise the characters compensation for their services commensurate with the effort expended and information gathered on their return to Gatorvil. This reward is payable upon completion of services - this could range from 500gp to 10,000gp (or possibly the choice of one or two artifacts for each member of the party) - based on the amount of work the PCs accomplish.

The co-defense council is made up of seven members: one Pure Strain Human - Rumiko (female), three Humanoids - Ulric (male), Allta (female), Riderch (male - in addition to his Council duties, Riderch is also one of Gatorvil's ruling nobles; see below), two Mutated Animals - Mitzi

(female dabber), Tomas (male sleeth), and one Mutated Plant - Sloosh (a cabbage headed centaur looking plant). At this time, all the varying groups along the coast are represented by and adhere to the Councils wishes. Unfortunately, the council (though showing a unified front) has a number of members who don't entirely trust each other.

If the characters choose to explore Gatorvil a bit, here are some common items of information: Population - around 5000 beings (there are a number of prominent and interesting structures in the city; however the players will probably not have time to explore them). As the city is quite large, the PC's should be able to purchase just about anything they need here (including things like trechlily berries, etc). The city leadership consists of: Sir Isaak, an elderly Sleeth who is gifted with the Political Genius mutation. Queenie, a large female Menarl, matriarch of all Menarls in Gatorvil (who make up the bulk of the city's servant class), Captain Anton, a Pure Strain Human and head of the city militia, Professor Jym-Bob, an Orlen who is the Elder Librarian, and Riderch, Gatorvil's representative to the co-defense council (a charismatic humanoid with oversized eyes). Once on their way, the GM should roll for regular random encounters during the characters journey to Lanzend.

Random Encounter Tables

Vicinity of Lanzend (Land): (Roll 1d6 per hour; encounter on a 1. Roll 1d20 below.)

Roll	Type	Number
1	AotD Scouting Party (*1)	1d4+4
2	Arns	1d6
3	Bigoons	1d6
4	Boomblossoms	2d10
5	Crep Plants, water	1d4
6	Croaker	3d6
7	Crustean	1
8	Cryptic Alliance (*2)	(Varies)
9	Fens	1d10
10	Gators	1d2
11	Hawkoids	1d3
12	Keeshin	1d4
13	Narl Eps	1d4
14	Spreys	1d4
15	Defense Council Patrol (*3)	1d6+4
16	Trading Caravan (*4)	1d6 wagons
17	Trechllilies	2d4
18	Win Seen, green	1d4
19+	GM's Choice (*5)	(Special)

*1 = A small group of Army of the Deep soldiers (see below) armed with tech level 2 or 3 weapons. Army of the Deep scouting parties will not be

encountered if the PC group stays on established roadways. If this result is rolled, the GM should act as if a "No Encounter" result was rolled, but have the out of sight Army of the Deep group take note of the passing PCs.

*2 = If a Cryptic Alliance is encountered, it will most likely be either the Brotherhood of Thought (30%), or the Ranks of the Fit (40%). If it is not one of those two groups, the GM should decide or randomly determine which Cryptic Alliance it is. The GM should use his or her best judgment as to the number of alliance members encountered, and what kind of equipment they have.

*3 = If a Defense Council patrol is encountered, they will ask the PCs who they are, where they are headed, and why. They will typically be armed with tech level 1 to 3 weapons. If the PCs are cooperative, the patrol will allow them to continue on their way, and will probably warn them of any hazards the PCs should be wary of.

*4 = Trading Caravans will only be encountered on roads traveling between villages, and may or may not be carrying items which the PC group can purchase. Each wagon in the caravan will be carrying one merchant, 1d3 assistants, and 2d4 guards who will either walk alongside the wagon (60%), or will be mounted (40%). Mounts will be podogs (40%), centisteeds (30%), or brutorz (30%). They will typically be armed with tech 1 and 2 weapons.

*5 = For this result, the GM may choose any creature from this encounter table, or select a creature or creatures from the rulebook (Serfs, Sleeths, Orlens, etc.); provided they would logically inhabit the surrounding region where encountered.

Vicinity of Lanzend (Coastal Waters): (Use for encounter checks in areas within 20km of shore. Roll 1d6 per hour; encounter on a 1. Roll 1d20 below.)

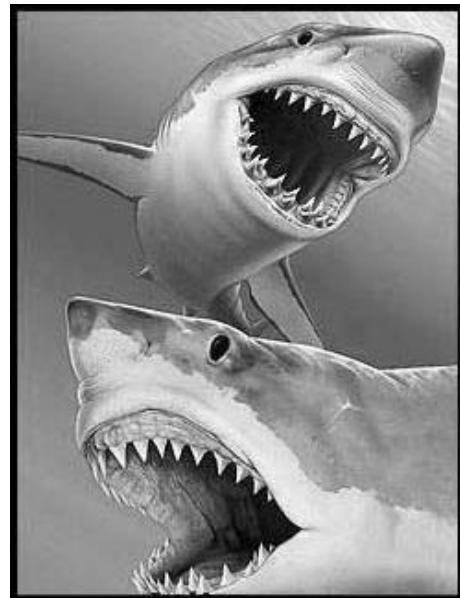
Roll	Type	Number
1	Ber Leps	1d8
2	Cren Tosh	1d4-2
3	Crep Plants, water	1d4
4	Ert Teldens	1d6
5	Fens	1d10
6	Fleshins	1d2
7	Horsy	1d6
8	Koodas	2d6
9	Mingos	1d20
10	Soopturt	1d4
11	Spiny Craws	1d6

12	Spreys	1d4
13	Tanglepus	1d3
14	Defense Council boat (*1)	1
15	Trading Ship (*2)	1
16+	GM's Choice (*3)	(Special)

*1 = If a Defense Council patrol boat is encountered there will be from 8-10 well armed beings on board. They will ask the PCs who they are, where they are headed, and why. If the PCs are cooperative, the patrol will allow them to continue on their way, and will probably warn them of any hazards the PCs should be wary of.

*2 = Trading Ships will have a crew of 20 to 40 people depending on the size of the ship encountered (small to large boat). Most trading vessels are capable of defending themselves if the need arises. They will generally be suspicious of, and try to outrun any unknown vessel - especially if it appears the occupants are armed.

*3 = For this result, the GM may choose any creature from this encounter table, or select a creature or creatures from the rulebook; provided they would logically inhabit the surrounding region where encountered.



Open Sea: (Use for encounter checks in areas more than 20km from shore. Roll 1d6 per hour; encounter on a 1. Roll 1d20 below.)

Roll	Type	Number
1	AotD surface raider (*1)	1
2	Barl Neps	1d4-2
3	Blade Whales	1d2
4	Ceruleans	1d10
5	Draguns	1d2
6	Erts	1d4-2

7	Fens	1d10
8	Fleshins	1d2
9	Flipps	2d4
10	Herkels	5d6
11	Horsy	1d6
12	Koodas	2d6
13	Pirate vessel (*2)	1
14	Seps, sea type (*3)	1d6
15	Sooturt	1d4
16	Tanglepus	1d3
17+	GM's Choice (*4)	(Special)

*1 = This is an Army of the Deep large boat with 20-50 beings on board. They are looking for surface vessels to chase down and attack (robbing/commandeering the ships and killing/enslaving the crews). They are typically armed with two quadruple range Type C slug throwers in addition to the individual crew member's arms (a smattering of mostly Tech 2 and 3 weapons). If this encounter is rolled underwater, it will be a submersible.

*2 = A rare non-Army of the Deep affiliated pirate vessel. This will be a small boat with 10-30 individuals (of any type) on board. They have roughly the same intent as an Army of the Deep raider. These vessels will almost never have their own armament, relying on the arms the crew carries (mostly Tech 1 and 2 weapons) to attack and board other ships. They will avoid any contact with rival AotD vessels. If this encounter is rolled underwater, treat as (*4).

*3 = These creatures have exactly the same stats as their land based brethren. They will aggressively attack any surface (or submerged) vessel or group.

*4 = For this result, the GM may choose any creature from this encounter table, or select a creature or creatures from the rulebook; provided they would logically inhabit the surrounding region where encountered.

Lanzend

This small coastal village is almost always busy with trade moving through it from several other settlements. Though small, its port is one of the most active in the area. It has a permanent population of about 200 people including adults and children. Additionally there are about 25-75 outsiders in the village at any given time conducting business. Most of the buildings are of wooden construction, however many of the larger buildings are made of concrete and stone (see individual descriptions below). Once the

characters arrive in Lanzend, allow them to help the townsfolk organize and build defenses. Regardless of their actions, two days after the party's arrival, a raiding party from the Army of the Deep will attack. It is they who have been causing all the trouble along the coastline. Because the Army of the Deep (also known as the Trident) has had a couple of spies in town before the players arrival (see Grent and Ryco below), they will have intimate knowledge of all defenses, including any personal weaknesses the characters may have shown during the two days prior to the raid. Any defensive structure will have been secretly and expertly sabotaged. The raiding force will have easy access to the town despite the player's best efforts.

Grent - looks like a Pure Strain Human, but is actually a Humanoid.

Morale: 9

AC 10

HP 45

IN 14 MS 14 CN 14, all others 10

Mutations: Empathy, New Body Part; Poison Absorbing Organ (alcohol and Intensity 14 poisons or weaker are absorbed), Total Healing.

He is equipped with 2 flintlock pistols (treat as musket with ½ the range), cutlass (treat as long sword), hidden needler with paralysis darts, knockout drops (I 16), 2 stun grenades, chronometer, 400gp.

Ryco - Pure Strain Human

Morale: 9

AC 10

HP 44

IN 14 MS 14 CN 13, all others 10

He is equipped with 2 flintlock pistols (treat as musket with ½ the range), cutlass (treat as long sword), hidden needler with paralysis darts, concealed paralysis rod, 4 stun grenades, chronometer, 550 domars.

Grent and Ryco are the crew of the 'Prinzezz Marie' (see #22 below). They can be found most of the time at the "End of the World" tavern (#7), buying drinks for people and having a good time (all the while obtaining as much information as possible). In addition to their covert acts of sabotage, they will try to get people very intoxicated the night before the raid and then position themselves to strike at the town's strongest remaining defenses as the raid begins; causing as much havoc as possible without getting killed. Because of their experience during previous raids, they will know when to leave just before Rapture gas (see Appendix) is used by

their compatriots against the town (see below). If Grent and Ryco are somehow affected by the gas, they will merely join the underwater raiding element and assist them.

For this raid, the Army of the Deep will have eight sea going craft (see page 38 of 2nd Edition rulebook) made up of one large boat (ex-Coast Guard cutter) and seven small boats (three motorboats, four sailboats) manned as described below which will attack the port area of the town while, simultaneously, a strong force will attack from land (see below). In addition, they have four underwater transports awaiting the capture of the village's population just off shore (these are converted underwater ore transports from Mining Station 876 – also see below). They also have a small vehicle ferryboat which they use as a vehicle and personnel transport, but it is some distance away up the coast and will not participate in the raid (because it is not nearly as nimble as the other surface craft). The large boat listed above carries the same main blasters as a Death Machine and four Mk VII blaster batteries of two guns each in addition to the individual crewmembers armaments (see 'Sea going raiding force' below). The smaller vessels each have the equivalent of two Type C Slug Throwers with quadruple the normal range and weight. Each of the surface raiding vessels will have a large gas generator on board which the raiders will use to assist the land force in flooding the town with Rapture gas. The Trident will not use any aerial assets (i.e. flying vehicles) during this raid.

As their initial raid action, the attackers will flood the entire town with Rapture gas using the large gas generators on the raiding ships and land vehicles. The primary effort of the raiders during this attack is the subdual of the inhabitants, though they will use deadly force wherever necessary. The player characters may have special immunities or have special equipment (such as sealed armor) that might allow them to continue to fight (or hide and follow the attackers at a later time). If so, the raiders will concentrate special attention on those who continue to resist and show immunity to the gas. Once the Army of the Deep has used the gas (taking about 12 action turns [2 minutes] to cover the whole village), it will quickly move in to herd the suffocating inhabitants to the water (note - add two action turns to the turn total needed for each vehicle or boat disabled during the attack by the PCs

or villagers). The underwater element of the sea going raiding force (listed below) will be waiting in the water to corral the townsfolk (any suffocating PCs may have a chance to escape capture in the ensuing confusion). At the same time the entire village will be looted of all valuables. Then as quickly as they came, the attackers will leave, going back out to sea taking all bodies and any other evidence of their passing with them (including both sailing vessels in port, but not the smaller boats, barges, or "dry docked" trawler - see #22)

Sea going raiding force

Surface - 30 Humanoids, 28 Ceruleans, 23 Serfs, 13 PSHs, 5 Arks, 3 Orlens
Underwater - 37 Fens, 12 Menarls
The surface group will be spread evenly amongst the ships - with 10 beings in each small boat and 32 on the large boat. The underwater group is spread out just under the surface of the water near the beaches.

Typical Humanoid and PSH raiders

Morale: 7

AC 6 or 3

Hit Points 55

MS 12 IN 12 CH 11

PS 12 DX 12 CN 14

Typical humanoid mutations: Gills, Partial/Total Carapace, Mental Blast, Pyro/Cryokinesis, Radiation Eyes, Regeneration, Sonar, Skeletal Enhancement, Sonic blast, Stunning force, Water dependency (D)

Fiber or plastic armor, B-G Laser rifle, stun pistol, stun grenade. Any one common melee weapon.

The above mutations and equipment are only 'typical' examples of what an individual would have (1-4 mutations, one of the above types of armor and one of the listed weapons in addition to any common melee weapon). The GM should feel free to adjust this as necessary. Two of the above PSHs will also be equipped with marine battlesuits (see New Equipment). The non-human raiders (Arks, etc) will be equipped as per their standard rulebook descriptions. Each raider will also carry 20-40gp or 10-100 domars. The sea force is lead by Major Kan'trell who is part of the underwater group.

Major Kan'trell - Pure Strain Human

Morale: 9

AC 2

Hit Points 75

MS 16 IN 13 CH 14

PS 15 DX 15 CN 18

Marine battlesuit, B-G laser rifle, stun ray rifle, stun ray pistol, long sword. 417gp.

Land side raiding force

52 Humanoids, 47 Serfs, 35 Ceruleans, 34 PSHs 29 Fens, 26 Arks, 13 Menarls, 6 Orlens, 3 Dabbers, 3 Hoops (all equipped as per sea raiders above).

Four of the land force PSHs will be equipped with marine battlesuits. Those members of the Army of the Deep who are native water breathers will wear "bubble helmets" filled with water while on land. This force is lead by a Cerulean (see New Creatures) named Captain Gilmer and his assistant Sergeant Dimin.

Captain Gilmer - Cerulean

Morale: 9

AC 3

Hit Points 65

MS 14 IN 16 CH 10

PS 15 DX 14 CN 15

Mutations: Confusion, Cryokinesis, Gills, Ultravision

Plastic armor, paralysis rod, stun ray rifle, chronometer, 248gp, 152 domars.

Sergeant Dimin - Pure Strain Human

Morale: 8

AC 3

Hit Points 60

MS 11 IN 15 CH 10

PS 12 DX 13 CN 15

Plastic armor (sealed), backpack fogger for Rapture gas (looks very much like a



flamethrower - anyone hit *immediately* suffers the effects of the Rapture mutagen), stun pistol, chronometer, 135gp.

The land group will be supported by five vehicles: two military ground cars, one civilian ground car, and two hover cars previously offloaded from the ferryboat up the coast. They all carry the same versions of the gas generators being used by the ships. Only the military ground cars are armed in addition to the gas generators. Each has one Type C Slug Thrower as per the small boats described above. These two military ground vehicles each have eight beings riding aboard, one of which is Captain Gilmer. The other three vehicles will have five beings apiece. The remaining land raiders, including Sergeant Dimin, are on foot. It is the job of the land force to cut off any escape from the town by land. They will encircle the town and begin a "squeezing" maneuver forcing the inhabitants toward the water where the underwater element of the sea force will be waiting to capture them.

After the raid, the remaining Trident forces will regroup offshore. The surface element will then return to its base, while the underwater element (including Major Kan'trell, all Fens, and about half of all the remaining underwater raiders) will take the collected prisoners to the four awaiting underwater transports (two crew member, enclosed craft which can carry 75-100 people each). They will then begin a straight-line journey to Mining Station 876, taking them north of Lando and within sight distance of the Seaview Restaurant Tower (see below). Because the transports have a top speed of approximately 50km/hr, the entire trip will take roughly 6 hours (about 3 hours to the tower).

It may seem as if this Army of the Deep force is completely overwhelming even for a well equipped and organized party. It is meant to be. The raiding party has been put together by the Army of the Deep for *exactly* this kind of quick strike and subdual attack on large settlements. The PCs should have little chance of saving the village, let alone themselves, from capture by the raiders. There really should only be two outcomes for this encounter: the players are captured or are forced to retreat. If a few (or all) of the PCs escape capture, they can relay to the Council what has happened. The Council tells the

characters it will be their job to put a stop to the new menace and discover the Army's overall plan. Why is the Army of the Deep taking the inhabitants? What are their intentions? Why are they being so secretive? Why have they begun a systematic raiding of the coast? Could this be a build up for something bigger?

Village of Lanzend locations

1. Militia Compound – a one-story barracks and armory building made from locally produced concrete is surrounded by a 3-meter high wooden palisade. It is the home to the town sheriff and 5-10 on duty militia members at any time. The compound contains 15 Podogs and a civilian ground vehicle (Mayor Wally's truck - see below). Sheriff Karlton is a white haired Pure Strain Human. He is equipped with plastic armor, stun ray rifle, and a slug thrower B pistol. Each regular militia member is equipped with leather armor, musket, and long sword. The village can muster up to 95 additional militia in emergencies when given time to organize. These non-regulars are usually equipped with common hand weapons, bows, or occasionally musket weapons.

2. Brewer/Distiller - Rikken the brewer sells more of his "goods" to ships than locals. He also makes a little alcohol fuel for ground vehicles and other items which can use it.

3. General Mercantile Store - 'Smiling' Charly's shop is very similar to a 1830's Western general store. Charly is a friendly Pure Strain Human who has a few musket weapons for sale, as well as dried food, oil and alcohol lamps, cloth, rope, nautical hardware, and furs. He welcomes trade of all sorts in his store.

4. Fishmarket and pickleworks – this is a single story wooden structure. Most fish brought in from the local fishermen ends up here to be dried, pickled, or salted. Most is exported inland to other towns and villages, however a good quantity is available for sale here to anyone who wishes to buy.

5. Mayor's house - Mayor Wally's home is a sturdy concrete two-story structure. It is one of the more impressive structures in town. Mayor Wally is a rotund, bald, and quite friendly Pure Strain Human (CH 16) who lives here with his wife and seven children. They are the wealthiest family in town (primarily due to Wally's connections to every business in Lanzend). Mayor Wally owns the only powered vehicle in town, kept in the militia compound most of the time for safe keeping (see #1). It is used primarily to transport goods inland to

other towns and villages when the need arises.

6. Warehouse – This is a large, sturdy concrete building with 4-meter high ceiling. This building is owned by Mayor Wally. It houses a variety of goods coming and going from Lanzend.

7. "End of the World" Tavern - This concrete two-story building is the village's most popular gathering spot. It is run by a tall and burly Pure Strain Human by the name of Kalahan and his family. They are Big Sally (PSH), Kalahan's wife and tavern waitress, Lil Sally (PSH), Kalahan's daughter, also a waitress, and Gundar (PSH), the place's bouncer-bartender, who is married to Lil Sally. The walls in the tavern's main room have rows of Gator skulls and Kooda jaws. Each specimen has a name under it and is larger than the one before it. One wall is dominated by a 2.5 meter diameter spined turtle shell. Darts and dice games are popular gambling pastimes. Brawls here are uncommon, but the atmosphere can get quite rowdy at times. Private rooms and a large single common room are rented out upstairs. Gator steaks, fish, and oysters are the main fare on the menu. Many rumors can be heard here concerning the surrounding areas and events.

8. Bath house - This small, charming wooden building is the town's bathhouse. It is run by a Pure Strain Human of asian descent; Mr. Canto is a very short man who wears odd, colorful robes. The baths are all private and customers are asked to bathe before they get in the tub. Soap, a towel, and an hour's soak in a hot bath costs two domars.

9. Carpenter – Lanzend's busy carpenter lives here with his wife and two children (all humanoids).

10. Apiarist (bee keeper) – Chazz is a Pure Strain Human who collects wax and honey from the bees he keeps. He can make just about anything out of the wax (his candles are especially nice) and sells his honey by the bottle.

11. Tailor – Any type of ordinary clothing (for many different body types) can be bought here. The town's humanoid tailor is quite talented and can produce or repair just about any garment desired given a little time and the correct materials.

12. Bookseller/Scribe - Maps, sea charts, rutters, and other miscellaneous books are available here. This place is run by an albino humanoid named Crazy Abdool who is gifted with Precognition.

13. Brotherhood of Thought shrine – This modest wooden house is run by three members of the Brotherhood: a Pure

Strain Human, a mutant raven, and a humanoid. They work together teaching their creed by example rather than lecturing. They run their small shine much like an ancient tea house. Along with tea and small meals, they give out pamphlets with philosophical texts printed on them encouraging interspecies tolerance.

Brother Kurroi - Pure Strain Human

Brother Maynard - Mutant Raven (Speech, Levitation).

Brother Thrakk - Humanoid (Partial Carapace).

14. Mason's residence - This is where Lanzend's lead mason lives. However, he is rarely home, spending most of his time at the Oyster works (#16) or at project sites around town.

15. The Ice Palace 'Hotel' - This three-story wooden building has a large screened porch that wraps around three sides of the structure. The porch has a number of comfortable chairs and tables. A traditional swing is at each end of the porch. Madame Evita (an elderly humanoid with cryokinesis and beguiling) runs Lanzend's popular brothel here. The building stays a cool 70 degrees Fahrenheit year-round, making it the coolest place in town during the summer months thanks to Madame Evita's cryokinesis. On the first floor, fine food and drinks are served in the parlor, with the specialty being freshly shucked oysters served in a tray of crushed ice. Most evenings there are local musicians in the main parlor playing stringed and wind instruments. The back room hosts a small casino with cards, dice and other games of chance. Private rooms are available on the second floor for more "heated" activities. The third floor is mostly occupied by employee living quarters. In addition to a bartender and a number of casino workers, Evita's employees include six youngish ladies, one of which is a Gren girl of about 19. She is Jayd and is Evita's adopted daughter. The other girls are all Pure Strain Humans and are named Amber, Safyre, Roobie, Jett, and Zirc.

16. Oyster works - This big wooden building has a large materials yard outside. Piles of oyster shells currently fill the majority of the yard. Locally harvested oysters are 'processed' here - once the oyster meat is removed (which is sold at the fishmarket), wood-burning ovens inside the building heat the shells which are then crushed and made into a strong concrete. Because of the ongoing need for building materials, the shells are actually more valuable than the oysters. There is a 60% chance the mason and his two

assistants are here at any given time (all humanoid).

17. Barrelmaker - Any type of wooden container is available here. The barrelmaker (humanoid) is usually very busy producing items to carry perishables for the ships coming and going from Lanzend.

18. Butcher - Anton the butcher (humanoid) sells mostly Gator meat and wild game. He also makes quite a lot of Gator jerky for export. In fact he keeps several "domesticated" Gators in a pen next door to keep his supply as fresh as possible.

19. Gator pen - There are currently three ill-tempered Gators here (all three have their paralysis tentacles cut off).

20. Junk collector - Most of this building is full of tables and barrels of scrap metal and broken artifacts. Rudy is an elderly rotund Dabber who left the fishing trade in favor of collecting. There might be something useful here, but nothing of great value. Rudy is very proud of his "Ancient War Club" collection: a display of golf clubs that adorns one wall.

21. Sailmaker and weaver - one of the most respected shops in town, the married humanoid owners provide all of Lanzend's fishing trade (and transient vessels) with sails and other cloth materials needed in their day to day activities.

22. Docks - The remains of ancient Interstate 75 extend out into the sea, making a perfect docking platform for ships both large and small. This is the busiest area in Lanzend. There is a motorized fishing trawler in "dry dock" at (A) owned by Vekio Saley, Lanzend's head fisherman (a Humanoid with Precognition and Weather Sense). It has been pulled ashore and is surrounded by wooden scaffolding. Repair work to it was just recently been completed and the ship is now completely sea worthy. However it would take about an hour to remove the scaffolding and move the ship back into the water. This would make an excellent ship for the PCs to use if they so desire (it has the same stats as a large boat in the rulebook). There are currently six ships being worked (loaded/offloaded) at the "docks" by roughly 10 dockworkers. The two ships that stand out the most are a 23-meter fishing sailboat, the 'Prinzezz Marie' (B) - see Grent and Ryco above, and a 50-meter two-masted wooden sailing ship the 'Blue Devil' (C) - a merchant ship from Karolina heading for Mobeel. It is crewed by 15 PSH officers and 35 "Johnny Rep" sailors (Red haired Neanderthal-like PSHs). About twenty-five are on shore

leave at any time and are mildly rowdy when in the tavern or brothel. They are all equipped with common melee weapons, while six of the officers carry muskets as well. The other four vessels being tended to are assorted coastal barges with standard goods for the area (food, textiles, etc). The remainder of the boats in the dock area (and along the shoreline) are merely local fishing vessels. In fact, a family of Dabbers, who are Lanzend's best fishermen, practically live on their boat (D).

23. Tinker/Mechanic - Jimmi is a small and wiry Pure Strain Human who can fix almost anything; including some Tech III items.

24. Healer/midwife - 'Doctor Ellsbeth' is a young Pure Strain Human. She uses a lot of local herbal remedies to help residents and visitors alike when her talents are required.

25. Boatwright - This building is the residence for the village's humanoid boatwright and his family. He can build small fishing boats and repair any ship type. Part of this building is a small warehouse which holds seasoned lumber used in the boatwright's daily activities.

26. Smithy - T'rell, the town's blacksmith, is a burly humanoid with pyrokinesis. In addition to his normal blacksmithing skills, he can make and repair blackpowder weapons. His shop fills this large wooden building which includes a metal roof. His assistant Pipi is a wiry adolescent PSH girl who is oddly stronger than most grown men.

27. Leatherworker - The humanoid proprietor handles many kinds of furs and skins here in this store. His gator hide boots are superb. He has his workshop just down the road at #29.

28. Nettery - Fishing nets and rope are made here by the humanoid shop owner. Small casting nets and fighting nets are also available for sale.

29. Tannery - This building is located on the downwind side of town due to the terrible smell it makes when the leatherworker is toiling here.

30. Stables - Many Rakoxen and a few Brutorz stay in this wooden barn at night. Travelers may board their animals here for a very modest fee.

The unnumbered buildings in town are private residences.

Seaview Restaurant Tower "The view is just fantastic. . ."

This now submerged tower is located roughly 150km east-southeast of Lanzend. In the past, travelers could get a fine meal at the world-famous revolving restaurant, enjoy a wonderful view of the ocean and nearby busy Canaveral spaceport, get access to a public datanet point (money, communications, scheduling, etc), and shop at an open-air ground-level mall here. A marvel of engineering when it was built, the shell of the tower was constructed in a single piece and set onto a 30-meter thick ferrocrete foundation (a super strong type of concrete). The outer wall is duralloy and an amazing 1 meter thick. The windows are 1 meter thick transparent aluminum fused into the duralloy. This was one of the sturdiest non-military structures built before the cataclysm.

The entire building is roboticized, with service areas placed in between the floors. There is no main building computer; individual robots monitor and control the automated systems. The thing that makes this tower unique now, because of its sturdy construction, it is currently the only item on the ocean floor that actually breaches the surface of the sea for scores of kilometers around (making it an ideal base of operations for the characters if they desire). It is currently being used only as a navigational aid by passing Army of the Deep elements. This is primarily because of terrified tales of ghosts and vanishing creatures from the last Army of the Deep group to go there (see level 3).

In addition to the tower's service areas, the open spaces on the side view map house equipment fixtures, utility walkways, ducts, local power junctions for individual replicators, etc. The GM should feel free to cram any kind of miscellaneous item into these spaces as desired.

The tower is just 10km west of what once was Cape Canaveral - which could make for a nice side distraction or future adventure for the characters. Unfortunately, the Canaveral Spaceport and associated facilities are currently buried under 5 meters of sand (damage to most of larger buildings was severe from the original cataclysm). The treasure it still

holds is great, but would be difficult even for native water-breathers to collect.

There are two ways the players will come across the tower. If they have been captured and are being taken to Mining Station 876 aboard a submarine transport, its power plant will suddenly overheat nearby, causing the nervous Trident personnel to hurriedly rush repairs. They believe its cause may be linked to this "haunted" area (but is actually just a combination of age and poor maintenance). Major Kan'trell and the other three transports will continue on their way. This will afford the PCs about a half-hour opportunity to escape. Unfortunately, if they completely overpower their Trident guards (eight Fens and two humanoid crew members) as opposed to just getting away, the PC's will have some 70 Lanzend townsfolk on the transport that they must look after. How they accomplish this is completely up to them.



The second way they may find the tower is by surface vessel - the exposed upper level (and it's flashing beacon - see below) providing a perfect way to easily discover the structure. The PCs will probably first encounter the tower at its base (level 1) after escaping from the Army of the Deep transport, however egress into tower on this level is blocked (see below) so they will most likely have to go to the surface (level 7) to gain entrance to the building.

(This is also where they start if they find it by surface vessel). The PCs may have to wait for the effects of the Rapture mutagen to wear off (if affected) before entering the tower however, as most of the building is unflooded (or they could use water filled bubble helmet rigs if they acquired some from the Trident raiders). For random encounters in the vicinity of the tower use the Open Sea chart below. There are no "random" encounters as such within the tower itself. The GM should plug in any appropriate "ghostly" encounter when he feels the need for one (see level 3).

Roll	Type	Number
1	AotD surface raider (*1)	1
2	Barl Neps	1d4-2
3	Blade Whales	1d2
4	Ceruleans	1d10
5	Draguns	1d2
6	Erts	1d4-2
7	Fens	1d10
8	Fleshins	1d2
9	Flippis	2d4
10	Herkels	5d6
11	Horsy	1d6
12	Koodas	2d6
13	Pirate vessel (*2)	1
14	Seps, sea type (*3)	1d6
15	Sooturt	1d4
16	Tanglepus	1d3
17+	GM's Choice (*4)	(Special)

*1, 2, 3, 4 - see 'Open Sea' encounter table in Lanzend description above.

Level 7- Arrival/Departure Deck

This level is an aircar/airbus/etc. debarkation area (there are no parking facilities in the tower). The dome is ringed with a narrow deck that was used as both a mooring point for vehicles and as a walkway. The deck has a railing that retracts in sections to allow vehicle access. Atop the dome is a red navigation light that blinks at night. There are four equally spaced corridors leading from the "debarkation ring" to the central elevator (e). There are two "waiting" benches built around the elevator core for the convenience of visitors. The building interior around the elevator has red tile flooring. The interior walls are decorated in Roman style mosaics depicting deities, oceans, ships, and sea monsters. The elevator doors are a bright golden metal, embossed with stylized waves and dolphins. On the right side of each doorway is a golden metal plate with a small round metal button. The button summons the elevator. The elevator itself is decorated inside in a garish Louis the XIVth style with red brocade walls and

white marble floor. Ornately gilded frames surround a dozen very tall, but narrow mirrors on the walls (3m x 30cm). Inside is a small monitor with numbered buttons underneath (7 to 1) set to the right of each elevator door. The elevator will take anyone to levels 2-7 without any ID requirement, but will not open the doors on level 2 due to 'obstructions' (see below). The elevator cannot access level 1 or 0 due to the partially flooded elevator shaft. Access to level 0 also requires special ID (see below), assuming the shaft is drained and opened up first. There is currently one lobsterfish (5 hp - see New Creatures) crawling around by the elevator doors. It will normally skitter to the nearest exit and jump in the water, but there is a 1 in 4 chance it will attack.

Level 6- The Seaview Restaurant

Waters outside have risen over 15 meters above the ceiling of this area, and the view from the transparent walls around the restaurant, is now at least as fantastic, if not more so than during its heyday. During daylight hours, the ocean is illuminated to just about this depth, and the horizon stretches away into a wash of the bluish-greens of unending ocean waters. The rolling waves of the surface too are visible, illuminated in a ghostly reflection. Below there is only darkness.

The restaurant seats over 100 guests. It has two large banquet tables, twenty smaller tables, two buffet-style food tables (05), four video entertainment screens (04), and two lengthy, illuminated aquariums (06) attached to the outer wall. These are still filled with tropical fish (and one oddity – see level 3). Both ends of the reception area (01) sport comfortable seating for patrons waiting to be seated (in the form of four long couches). There is centrally located kitchen (02) and restroom (03). The entire floor of the restaurant revolves once an hour. The floor (only) is what moves; a giant ring around the immobile central hub. The hub contains the elevator, restrooms, entertainment screens, and food staging area. There are five bare-metal wait staff robots operating here (modified household robots – see below). In addition to the robots, there is a loudly snoring humanoid (07) asleep on this level near robot M – also see below.

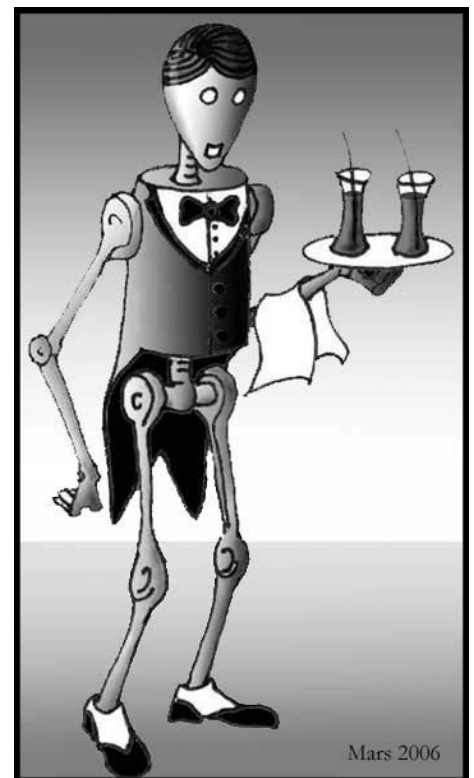
A tall marble statue of a woman in long flowing garments faces each elevator door, standing in an ornately carved marble booth. Any new 'guests' (i.e. the characters) are greeted after leaving the

elevator by these hostess bots at O and P in the enclosed teller booths. 'Ophelia' and 'Penelope' look like beautifully carved marble statues of Greek goddesses. They appear to be carved stone, but actually are made of a tough flexible plastic that allows for facial expressions and graceful movement of their arms and torsos. These units are not mobile beyond their booths. They have the same stats as supervisory borgs and are equipped with two concealed stun ray pistols each. Their primary tasks are that of reception, tower oversight, and patron billing, but they are also programmed to defend themselves and the restaurant. A random number of domars (50-500) may be found locked in a safebox in each of these areas. After being greeted by robots O and P, the characters will then be approached by robot Q, the maitre'd, to be seated.

Of the restaurants five general household robots, four are programmed as waiters (L, M, Q, R); with two of these having additional duties as maitre'd (Q), and bathroom attendant (R). Waiters (L) and (M) are programmed to exclusively serve one each of the two banquet tables and only oversee those areas. The fifth household robot (N) is programmed to function in the role of cook (equipped with a vibro knife). All of the robots are programmed to be capable of bouncing unruly patrons. Each robot carries a concealed stun ray pistol built into their left hands to help in this capacity. Their programming is mostly intact, but they do have a few odd quirks. Robots L and M are mildly obsessive about their exclusive service to 'their' banquet tables. Since the maitre'd (robot Q) won't seat less than 9 people at these tables, these robots stand near their tables and do nothing most of the time. Robot N takes great pride in its work and will eavesdrop on customers about its cooking. A customer is allowed to complain about the food one time. If a second comment is made, the robot classes that person as an 'unruly patron' and attempts to stun them. If it is provoked a third time by the same person it will go rogue and try to kill the offender with its vibro knife. Robot Q will defend the patrons by grappling with robot N if this situation arises apologizing profusely during the melee. Note: meals can be purchased here for 35 domars and drinks for 5, payable to the hostess bots. Non-payment after a meal will cause the robots to react as if the patrons are unruly.

These robots were also (and still are)

responsible for the maintenance and upkeep of the five upper levels (3-7) of the structure when the restaurant was closed during off hours. This upkeep includes the feeding of the live fish and plants and the replacement of the external navigation lamp atop the tower. Each time the lamp fails and is replaced, one of the household robots arrives at level 7 via the central elevator. During rough seas, the elevator floods a small amount when the doors open and this water eventually collects at the bottom of the elevator shaft. Level 2 is almost completely submerged now because of this. This flooding is separate from the flooding of the Open Area Mall (Level 1). That area was flooded long ago at the same time as the surrounding terrain. The elevator shaft remains sealed against the outside waters unless the shaft doors on level 1 are opened.



Any dialogue from the characters regarding the duties of the robots may lead to information regarding the care and upkeep of live fish in the aquariums and the plants on various levels (including 'Beauty' on level 3 and the overturned concessions machine there). It is possible (50% chance) that if robot L is questioned about its duties, it will convey information about the heavy concessions unit that has been tipped over and ask for assistance in lifting the machine back into place (even

with the assistance of the other house robots, the concessions unit is too unwieldy and heavy for them to right). If the characters agree to help, they will be accompanied to level 3 by robot L. The robot is unaware of the predatory nature of the houseplant it has been nourishing all this time, but will advise that it 'is a real handful. . .'

As mentioned previously, a medium sized humanoid is snoring loudly stretched across a couple of chairs near robot M. He has long blonde shaggy hair, silver goggles, and a sword on his hip. When the characters get closer they will see he has gills and is wearing a green lightweight metal vest over brown clothes. He will not wake up easily. When he does wake up, eyestalks rise up from his hair and you realize his goggles are actually silvery unblinking segmented bug eyes. He looks up at the PC's, raises a four fingered hand in greeting and says, "Hi, I'm Bradfromlanta. Welcome to Heaven." (Bradfromlanta is phobic about spiders and winged creatures. If the PC's fit that description, he will scream and run away instantly). Despite his gregarious attitude, there is also something strange about him...something not quite right... (see level 3).

Bradfromlanta - Humanoid

Armor: 6

HP 10 (special)

PS 10 (all other stats 12)

Attack: long sword (1d8)

Mutations: Gills, Narcolepsy (severe), Phobia (spiders and winged creatures), four eyes on stalks on head, segmented silver bug eyes, four fingered hands

He wears a metallic vest made from flat strips of duralloy woven together. It is very light yet tough. Bradfromlanta is a Radioactivist from an area far to the north of Gatorvil. He is convinced that he is in the afterlife, on the threshold of Heaven. The only problems are there aren't any girls around, and he can't buy anything with his domars - they disappear when he lets go of them. Any domars that he gets from the PC's work fine however and he will order food and drink with them. He is a friendly sort, and will gladly tell what he knows about the tower in exchange for domars, drinks, or food. Though he is familiar with levels 7, 6, 4, and even level 3, he does not remember anything about Beauty (see below) and will be surprised by it if he is taken there. His narcolepsy

causes him to fall asleep instantly, often while he is in the middle of a sentence. He is terrified of winged creatures and even more afraid of the eight legged lobsterfish that roam the tower.

Level 5- Bar

This level is open from 10am-2am. After hours only the restroom area (M and F) is accessible (all other doors will be locked).

Room 1 - Starport Lounge.

The transparent outer wall of this room once had a grand view of the Canaveral Spaceport; but now the scene is a deep blue twilight 40 meters below the ocean's surface. The tables here are one-meter diameter metal discs, 1cm thick and held up by a slender transparent aluminum post. High-backed legless armchairs made of white plastic float 30cm above the room's blue carpeting. These chairs have circuitry that repulses them from a grid in the floor, and will not work outside of this room. Inertial dampers in the chairs keep them from moving very fast horizontally. Drinks and food are served here by telescoping arms that bring serving trays down from the ceiling. Bowls of free snacks (cheese-filled potato crackers) are provided to each patron, even if they don't buy anything. There is a mural on one wall showing a stylized map of the nearby area including a couple of arrows. One arrow points to the location of the Cape Canaveral spaceport with the caption "You are here - you could be here!" with another pointing to a picture of the moon - a subtle clue for the players if the GM wishes them to go to the location of the spaceport.

Occupying this room are a large blue-skinned man in golden armor and an Ark. They are sitting at a table and the man has a crossbow pointed at the door the characters enter through. As the characters enter the room, the man pulls the trigger and a crossbow bolt shoots forth, but it vanishes right after leaving the crossbow. The man and Ark look at each other and start arguing about why it didn't work. The blue man says, "See that!? Automated defense teleporters!" the dog-man casually replies; "If they can't shoot back, who cares?" During this argument they will engage the PC's in the conversation as well, asking their opinion as to what is going on, defusing the original "attack" stance they took - it was only an experiment.

Lieutenant Kulebra - Cerulean

Armor: 7

HP 10 (special)

PS 10 (appears much stronger, other stats as per Cerulean)

Kulebra is a scout for the Army of the Deep. He is a fine specimen of a Cerulean warrior. Tall and muscular, his light blue skin nicely offsets his golden iridescent lightweight fish scale armor. He is armed with a long sword and a crossbow. He wears a leather harness to carry his weapons, which displays a metal Army of the Deep badge with trident. Kulebra knows there is something strange going on in this tower. He believes they are under the influence of ancient technology, not ghosts (he thinks it is an automated teleport system of some kind or another). As with Bradfromlanta, he does not remember Beauty on level 3 if asked about it. His natural arrogance has been tempered by recent events and he will try to recruit likely PC's for the Army of the Deep, telling the group about the technology and wealth available to loyal members. He may also mention Mining Station 876 and even the sunken city of Mimi if the PC's seem receptive to recruitment. He was never involved in the assaults on the coasts and knows little about them. He does know that rapture weed is used to make the Rapture mutagen allowing surface dwellers to breathe water. Just like others of his race, he automatically assumes every powerful race or organization enslaves the weak.

Corporal Smyty - Ark

Armor: 5

HP 10 (special)

PS 10 (all other stats as per Ark)

Smyty is also a scout for the Army of the Deep. He is small for his race and is comfortable being the underdog in a military society. He has a shepherd's-like pointy nose and ears, brown fur, black leather armor, a leather harness with an Army of the Deep trident badge, short sword, and wears a necklace of shark teeth. He doesn't really care about the weirdness going on, he is just glad to be somewhere dry with good chow where no one is shooting at him.

Room 2 - Tycho Crater VIP suite.

This room is decorated like the surface of the moon. The three walls have photographic murals of the lunar horizon and a carpet that is smooth but looks like the cratered surface of the moon. The ceiling is draped in darkness with a holograph of a full Earth shining down.

There are antigrav plates built into this room that make it 1/6 earth normal gravity. It requires a request to robots O or P on level 6 to deactivate.

Room 3 - Jungle Beat Night Club

This room is a low-lit club with two dance stages. This club used real, live women as dancers and waitresses. Drinks were delivered through the ceiling at 'A' and brought to the customers by non-robotic hands. Elevators (e) are built into the stages for the dancers which go down to the dressing room on sub-level 5 (see below). One-meter diameter tables and chairs fill the room. 'B' is a small room containing an elevator pad that goes through a clear plastic tube to the VIP area on sub-level 5 below. Room 'C' has an elevator pad that goes down to the hall outside the dressing room - it is otherwise identical to the one in room 'B'. The elevator pads are one-meter in diameter.

Sub-Level 5- Dressing area and VIP lounge/suite

The main central elevator will stop at this floor to pick someone up, but it will not stop at this floor for anyone to get off except robots. The ceiling on most of this level is only 2.1 meters high.

Room 1 – Hallway

This bare metal hallway connects the bathroom (R), showers (T), and dressing room. The double doors marked 'D' on the map are rather large and clearly labeled "Authorized Robotic Personnel Only - Area Hazardous to Humans" on this side of the hallway. They are securely locked. Tampering with them summons three of the waiter bots from level 6. Beyond the doors is the main elevator.

Room 2 – Dressing Room

In the dressing room there are six makeup stations, eight lockers, two elevator pads, and a closet. The two elevator pads are from the stages on Level 5, Room 3. They consist of 10cm thick duralloy disc that moves through a one-meter diameter clear plastic tube. The tube extends between the floor and ceiling of the dressing room. The lockers are electronically locked with a keypad, but can be opened with the tower owner's ID card. Two lockers have 100 domars each. The rest are empty or contain ordinary women's clothing. The closet holds a number of dance costumes.

Room 3 – Elevator and storage room

The wall area marked 'S' is a concealed service door used by the robots to access

the storage room on this level containing a good deal of spare parts for the tower. It looks just like the rest of the corridor wall. Nine skeletal bodies are neatly laid in a row on the floor within the room. The bodies are dressed in the clothes of the Ancients and have obviously been dead for a long, long time. A total of 835 domars, a gold necklace worth 100gp, 4 wrist chronometers, energy cloak, slug thrower A (7 rounds remaining), hunting knife, plasteel dagger, and a folding pocket knife can be found here. All artifacts will function but need fresh power cells. Bodies #1 through #8 have a Stage I ID on their person. Body #9 is the tower's late owner (Loni Reynolds IV). She has a Stage I ID card that is the owner's pass for the entire tower. This will grant access to most areas of the tower. The bodies were placed here by the robots after collecting them from various places in the tower following the towers looting during the apocalypse. If the bodies are disturbed (i.e. searched), the PC's have a limited amount of time before the robots show up and require them to leave. If the PC's say that they should be given custody of the bodies for proper funeral rituals, the robots will permit it, but will insist that the bodies be removed from the building immediately.

Room 4 - VIP Lounge and Suite

The elevator from room 'B' on level 5 descends into a living garden with the sound of falling water. Sunlight shines down from a blue sky, although it is easily noticed that the ceiling is only 3 meters high here. Bushes grow around the transparent elevator shaft and there is a lawn of manicured grass leading to a rock waterfall. The smell of vegetation and moist dirt convince you that these are living plants. Two benches are tucked into shady spots and there are two sets of visible doors. One leads to the 'Champagne' lounge to the north, the other leads to the VIP suite to the east. A concealed service door (S) connects the lounge and the hall, allowing access from the main elevator for the robots.

Room 5 - VIP Champagne Lounge.

This room contains an adjustable sofa with room service delivered through a hatch in the floor. It also has a private half bath beyond the single door. On the wall to the right of the door is a small viewscreen with four buttons under it. These are used to view a menu and to order room service.

Room 6 - VIP Suite.

This is a lavishly appointed bedroom

decorated in 19th century styling, with real wood paneling covering the walls. Two ornately carved four-poster beds and a matching sofa dominate this chamber. Their splendor is matched only by the view out the transparent outer wall. Hidden behind a painting of men in red jackets riding horses on the inner wall is a room service viewscreen identical to the one in the champagne lounge. Beyond the eastern double wooden doors of this room is a large bath. It has a huge ceramic hot tub and other modern facilities designed to look like opulent 19th century fixtures.

Level 4- Arcade/ Waiting Area

Little is amiss on this level. The diligence of the tower's robots keeps this level neat and clean. It is decorated in 21st century decor. There are two arcade couches (see below), two nostalgic free-standing snack vending machines, a datanet terminal (atm, videophone, etc.), and a trash receptacle on the south side of this level. Each vending machine is functional and contains 6d6 domars in their respective coin boxes. The coin boxes can take 50 hit points of damage before opening. Attacking either of these machines will call one of the waiter robots to investigate. Eating any food out of the machines has a 25% chance of being spoiled (treat as random 2d6 Intensity poison). Six large monitor screens face the couches that have built-in video game controls. Some of the driving and flight simulation games still available here might be useful to learn how to operate those types of ancient machines for the PCs. The viewing screens are two-meters square and are set two meters up the wall to allow people to walk by without interrupting the games. On the north side of this level is a bathroom with sink, toilet, and refreshing station (hand dry, vending machine for personal care items, etc.) It contains 7 domars.

Level 3- Waiting Area and 'Beauty' the Vicious Plant

This level is similar to level 4 except it has an early 20th century theme and a jukebox which starts playing right after the elevator doors open (the type of music is up to the GM). There are no couches or monitors present. Also, someone tipped over one of the concession machines in a futile attempt to gather the food and drink items within. The machine lies on its side on the floor, having scratched an arc across the wall during its descent. It is too heavy and unwieldy for the tower robots to lift and has remained in place for quite some time.

This is the least of the player's worries on this level however...

One of the decorative plants here has been exposed for a long time now to the leaking chemicals of concession machine's ruptured power cells, the spoiled food contents of the machine, and the ancient radioactive corpse (Intensity 3) of an apocalypse "survivor" who tipped the machine over several days after the cataclysm and became pinned beneath it. Because of this, the plant has grown into a monster, filling the gap between the machine and wall with plant matter, sending out constricting vines across the floor for five meters in all directions. The entire area around the fallen machine is green with foliage. It is not possible for living beings to approach the machine without initializing combat (the plant ignores the household robots).



NAME: 'Beauty' the vicious, mutated decorative plant

NUMBER: Unique

MORALE: N/A

HIT DICE: Vines 8 x 2d6; Body 14d6

ARMOR: Vines 8; Body 6

LAND SPEED: Does not move.

MS: 10 **IN:** 1
DX: 14 **CH:** 2
CN: 16 **PS:** 35

ATTACKS: See below

MUTATIONS: Poison, Psychokinetic projections (see below)

DESCRIPTION: Beauty's vines will attempt to entwine any fleshy creature and draw it behind the machine where the plant's toothy mouth is. Any character within five meters of the machine must make a dexterity check to avoid becoming entwined by a vine (this causes cumulative damage each round - an entwined character takes 1d4 damage and must make a strength check or be drawn two meters toward the beast's mouth (3d6 damage+Intensity 8 poison). Any vine will take 2d6 damage before being cut through. Note that anyone pulled within three meters of Beauty will be exposed to the radiation from the corpse as well. The corpse has nothing of value on it.

Some time ago, a couple of Army of the Deep scouts were unfortunate enough to get too close to "Beauty" prompting the Trident to push the tower far down on their priority list (they have much more important business right now than spending manpower to clear out this 'haunted' building for use). The remains of the two scouts behind the machine, a Cerulean and Ark, still contain their equipment (plus eight doses of liquid Rapture mutagen and a plastic map showing the location of Mining Station 876). There is an additional, older corpse entwined deep in 'Beauty's' main body. It is that of a humanoid wearing a green metallic vest and tatters of brown clothing...

The Weirdness

All three individuals previously encountered by the characters (Bradfromlanta, Kulebra, and Smyty) are actually psychokinetic projections from 'Beauty'. The plant unknowingly absorbs the memories and personality of its victims and creates replicas of them with advanced illusion and telekinesis to make them solid and able to pick up things. These 'Projections' have a strength equal to the plant's MS, and they only have 10 hit points. If wounded, they bleed. After taking 10 points of damage they disappear and reform somewhere in range (1000m) in 1d4 minutes. They are capable of "remembering" pre-death things, i.e. they remember how the PC's treated them previously. None of them realize that if they 'die' they will reform. Discovery of this knowledge may cause them to assault the PC's over and over if the PC's attacked them previously. They are unable to use any mental attacks they had in life. They can attack with a hand held weapon, but ranged weapons disappear when they

lose contact with the projection. They are capable of picking up a real object and throwing it normally, but they tend to rely on the illusory weapons they used in life. They can eat and drink but they only think that they get hungry and thirsty. They are not truly intelligent; they are only complex recordings that act alive. Beauty does not actively control the Projections, they are currently just a bizarre side effect (though in time it might eventually gain control of the Projections and use them to lure prey). However, as an unconscious natural protection, if 'Beauty' is attacked, all Projections in the tower will instantly appear here (the three individuals, a dozen Lobsterfish, and one harmless aquarium fish - see below) and attack the offenders mindlessly. If 'Beauty' is destroyed, all Projections disappear.

In addition to the three individuals, there are a dozen lobsterfish Projections wandering around in various parts of the tower. These are AC7 Hp 10. Beauty has eaten some that got inside and created these as projections. They can be found anywhere in the tower at the GM's whim. In fact, the GM could have a little fun and have the three individuals disappear and reappear at random, as well as the Lobsterfish, if desired. One of the fish from one of the aquariums on level 6 was accidentally fed to the plant by the robots before it had died. Its Projection swims around in the tank with the others. It would never be noticed, but it sometimes swims through the walls of the tank and floats in the air near the rest of the fish or goes over to the other tank. Most Projections are stopped by solid surfaces but this small blue and silver striped fish is too dumb to notice (the not so smart lobsterfish Projections will also move through solid objects on occasion).

Level 2- Neiman-Macy's

The elevator encounters serious resistance when trying to force itself into the water to reach level 2. The doors will not open and a small screen above the button panel reads 'Obstruction' as water seeps between the elevator doors. If access to this level is desired, the tower owner's ID can be used to convince Robots O&P to open the elevator shaft doors on level 3 while the elevator rests at level 4 or higher. The players can then use ropes or some other means to get down the elevator shaft. The doors to this level are closed but unpowered. They can be pried open manually. This level once housed a small elite clothing store. It is

now almost completely filled with water because of the robots lamp replacement actions on level 7. This level was thoroughly looted during the apocalypse and trash floats through the water. There is only about 30cm of air space near the ceiling. A sealed stairwell (S) to Level 1 is currently unflooded. If opened, it will flood and lower the water level on this floor by 60cm. This area should serve as a warning to interloping characters as to the dangers associated with trying to use the elevator to access level 1 below.

Level 1- Open Area Mall

This used to be a completely exposed open-air shopping mall area. It is now entirely submerged. The mall was extensively looted long ago. Any characters arriving at this level via the elevator will most likely drown without breathing apparatus or water breathing mutations. Any exploration of the area will disturb a very large Tanglepus (93 hp) which hides in a small shop waiting to ambush its prey. It drags its victim into the shop at the end of the same round as it attacks. It will not let go until it takes 50% damage, then it flees. There are 346 domars scattered around inside the shop. If the outer elevator doors are forced open without sealing the shaft, the entire shaft will flood all the way to level 7 (each individual level will flood if the shaft doors to them are opened afterward). Outside the tower, the sea floor in this area is littered with the damaged remnants of buildings rising from the seabed stretching to the horizon.

Level 0- Power Generation Room and Concealed Shelter

This dry level is imbedded deep in the ferrocrete foundation of the tower. All the walls on this level have a 1cm thick layer of duralloy covering them. Access is difficult because the elevator shaft is flooded (as described on level 2) and the water must be pumped out of the shaft just to make it possible for the elevator to reach this level. The restaurant owner's ID is required to authorize the elevator to go here. There is no button to open the doors, it takes a verbal command to open them. The south doors lead to the generator rooms, while the north doors lead to an electrical maintenance access room. Hidden behind the maintenance room is a bomb shelter. The shelter is not interfaced with the main tower (robots O&P are unaware of any activity past Room 4 on this level).

Room 1 - Entrance chamber.

A large sign here says "No Living Persons Allowed Past This Point. Robotic Personnel Only. Area Extremely Dangerous to Biological Lifeforms." There are two heavy bulkhead doors on the south wall with hand wheels to manually open them, similar to a submarine hatch. The tower owner's ID card will unlock them. The only other things of note in this chamber are two 20cm duralloy tubes that emerge from the walls about two meters up and go up into the ceiling. They are warm to the touch and hum faintly.

Room 2 - Generator monitoring stations.

Both these rooms have another secure door identical to the one in Room 1, a window looking into room 3 with a console beneath, and a chair. Through the window can be seen a stationary machine and some more odd plumbing at the far end of the room. This door has a big red sign "Warning! Dangerous Radiation. Robotic Personnel Only." These doors also require the owner's ID to unlock, but unless a long forgotten code is also entered into the console an alarm goes off, all the lighting on the level turns red, and all the waiter bots are summoned here to remove the offenders.

Room 3 - Atomic power plants.

Each of these small rooms has an unbroken ceramic surface. There are two small fission pile reactors buried below these rooms (see below), each capable of running the entire tower. At the north end of each room a one-meter diameter black metal hemisphere is imbedded in the floor. A dozen 20cm duralloy tubes connect it to the walls and ceiling. Closer inspection reveals that the tubes hum, are warm, and twitch slightly when touched. These have no discernable purpose. The waiter bots will probably interrupt the PCs before they get very far in this room (see room 2 above) attempting to remove them, by force if necessary. Eventually the PCs may learn that these tubes are part of the environmental controls, including the water purification system. The western Room 3 has a Projection of a lobsterfish wandering aimlessly. These rooms are not hazardous to people as the reactors are buried well beneath the floor and are inaccessible. As long as the PCs don't significantly disturb anything here, the signs are just to scare them away.

Room 4 - Utilities Maintenance.

Metal and plastic pipes run from the floor to the ceiling, most run through meter

boxes set at 1.5m off the ground. The duralloy walls are backed with 50cm of ferrocrete. The secret door is concealed by a section of false conduits. No ID is needed to open this door, the challenge is to find it.

Room 5 - Shelter

This comfortably furnished bomb shelter was never used as the tower's owner was killed by looters before she had the chance. The walls are lined with shelves from floor to ceiling, filled with books and supplies (see below). A ladder on tracks allows access to the upper shelves. A two meter tall humanoid robot standing in the center of the room points a finger at the party. "I don't recognize you, do you have any ID?" This modified household robot, 'Bob', has been monitoring the party since the elevator doors were opened. Unless a PC has been impersonating the owner as described below, the robot will open fire if the players don't immediately leave. It attacks as many opponents as possible getting two shots each with its stun ray and laser gun built into its hands. The tractor/pressor beam in its chest can shove one player back into the previous room. Bob will not call for backup from the other tower robots. The books are a wealth of knowledge from the ancient times, detailing a lot of Tech II and Tech III industry and innovation. The northern door opens to a short hall 2.5 meters high that leads to Room 6.

Household robot, Rural defense model. 'Bob'

HIT DICE: 10d8 (Hp 70)

SENSORS: A/B/C

ARMOR: 3

CONTROL: Special

POWER: A/B/D

MS: 13 **IN:** 13 **DX:** 13 **PS:** 18

SPEED: FEET = 12/900/18

DESCRIPTION: Bob has some of the features of a security robot, including a tractor/pressor beam that can lift 200kg at 30 meters, and built in laser and stun ray pistols. This robot includes an agricultural and wilderness survival database that makes it even more valuable. Bob was designed with high quality solar cells to be totally self-sufficient. It has a standard atomic cell as a backup power supply. It has been carefully programmed to ignore all ID cards except those of the tower owner and a short list of other specific people.

Room 6 - Supply room/living area

This chamber has a loft with a kitchenette and a bathroom tucked underneath (B). There is exercise equipment up in the loft. There are enough supplies for six people to survive for five years here, although the luxury goods would only last for two. Items include food, water, medical supplies, tools, air purifier, water recycler, 2-way radio, recorded movies, and electronic versions of all books in room 5. Bedding is stored under the stairs. A well hidden weapons locker contains six laser rifles, six stun ray rifles, and six slug thrower B pistols. There are also two atomic energy cells, ten hydrogen energy cells, and 1,000 rounds of ammo for the slug throwers. Repair parts for all the weapons are also included.

General tower notes:

The players will be allowed to stay in the tower as long as they follow the flexible but occasionally erratic rules of the waiter bots and robots O and P. Possession of the owner's card will give them VIP status, but they will not be mistaken for the owner, unless a very convincing charade is pulled off. Robots O and P are well programmed in the area of deception and will be suspicious if a guest vanishes at the same time as the owner returns. Total control of the tower can be had by successfully impersonating the owner (difficult) or reprogramming robots O&P (very difficult due to dual security systems). If successful, the PC's will be able to override all the restrictions in the tower. A Stage IV or V ID card will give access to all the 'human' levels at any time, but will not allow robot reprogramming. If all robots in the tower are destroyed, the towers various subsystems begin to function erratically after a few weeks due to lack of maintenance, and start to break down completely in a few months.

After exploring and/or commandeering the tower, the players can follow the trail of the Army of the Deep raiding party to Mining Station 876. Using the map found on Kulebra's body on level 3 (or the slave transports straight-line path there) should make this an easy task.

Underwater Base "Mining Station 876"

This aging marine mining station was a major source for materials used in the manufacture of duralloy. It is located approximately 170km east-southeast from the Seaview Restaurant tower. Most of the required raw materials have been played out of the mine, leaving behind a large network of tunnels and chambers.

The station itself is somewhat extensive, as a need for raw materials storage was required along with docking facilities for submersible transports to move the valuable cargo on to refineries when the station was operating before the fall of man. Since its depth was not too great, the facility only required high-grade steel construction and some clever physics to maintain its integrity indefinitely. Extensive automated facilities were present to ensure the mining station's continuous operation. The station itself consists of one main structure with four "pods" attached to the top of it. Each is described below. Access to the station remains as it was originally intended, a simple "moon pool" arrangement under the main structure housing. Additional access points are scattered about the station, but the moon pool is the primary means of entry and exit. It is interesting to note that the entire external structure has been carefully constructed to withstand even major underwater quakes, rises and falls of sea level, as well as no small amount of simple physical abuse. This mining station has a pervasive feel of rugged dependability.

This facility is the destination of the Army of the Deep raiding party from Lanzend where they will drop off the prisoners they have collected. Since the Army of the Deep has reclaimed this station, they have seen fit to use it as a staging area for prisoners in addition to its other duties. This is because such a large area is open for prisoner housing in the old mines. The fact that the mines are flooded in many places is no great cause for concern, given most of the prisoners are normally under the effects of the Rapture mutagen. This station is also the source of the raiding party's underwater transports, as there were a few of them present when the Army of the Deep moved in. These

heavy-duty submersibles are simple and reliable craft and there is usually at least one docked here at all times. Since the facilities are well suited to both air-breathers and water-breathers, many of the Trident's water-breathing allies are often present here (Ceruleans, Fens, and so forth). Activity levels here have risen sharply since the completion of the holding areas in the mines, as the Army of the Deep is now heavily "recruiting" (see below) in many capacities (labor, technical, and military) for its upcoming major operation.

The overall complexity of the station was kept low when it was built, easing maintenance requirements and lowering costs. This has made the reclamation of the mining station very easy for the Army of the Deep. Most of the areas in Mining Station 876 include omnipresent audio-visual interface stations using flat touch screen technology making them very simple to use. The ceiling clearances in most areas are about three meters, with two meter tall doors.



The area around the station is home to a number of small refinement "farms" for Rapture Weed (as well as fish, water bears, and edible sea plants to help feed the base's ever increasing population) – see 'Farm Areas' below. The Trident's patrols are ranging father out around this station in order to keep the area clear of troublesome predators and make the way safe for further farm expansions. These

patrols are sometimes accompanied by domesticated Kooda, Horsy, or other sea going work animals of the Army of the Deep.

Random Encounter Tables

Vicinity of Mining Station 876: (Within 5km of MS-876. Roll 1d6 per hour; encounter on a 1. Roll 1d6 below.)

Roll	Type	Number
1-2	AotD Patrol group (*1)	1
3-4	AotD farming party (*2)	3d8
5-6	Use Open Sea Encounter Table	

*1 - An Army of the Deep patrol will be encountered in a small boat on the surface or if underwater, a submersible (40%) or mounted group (60%). Each vessel (boat or sub) will be crewed by 1d6+6 individuals of various races (equipped with a smattering of mostly Tech 2 and 3 weapons and armor). A mounted group will have 1d6+6 personnel and also 1d6+6 domesticated working animals with them (see above). They all carry from 1-100 domars or 1-20 gp each.

*2 - Farming parties will only be encountered underwater. If this encounter is rolled on the surface, treat it as an Open Sea result. There will be 2d4 Army of the Deep overseers (equipped with mostly Tech 2 and 3 weapons and armor) managing 3d8 slaves of various races (no weapons and AC10 (or individual race AC). The slaves will be portering any number of harvestable items (fish, water bear meat, Rapture weed, etc). The overseers will carry 1-100 domars or 1-20 gp each.

In nearly all encounters that include slave labor, the slaves will only stand passively by while any fighting is going on, neither hindering nor aiding the PCs (though the GM can modify this occasionally if he sees fit). They will be grateful to be set free afterwards however.

Inside Mining Station 876: (Roll 1d6 per 10 minutes; encounter on a 1. Roll 1d4 below.)

Roll	Type	Number
1	AotD patrol (*1)	2d6
2	Work/slave group (*2)	3d6
3	Technician group (*3)	1d6
4	Leader and guards (*4)	1d4

*1 - See patrol description above for equipment.

*2 - See farming party above for description. This will be a party that is working on various mundane tasks within the station (cleaning, maintenance, etc).

*3 - This will be a group of highly trained technical individuals (engineers, lab specialists, etc). The group will be an even

mix of skilled Trident personnel and educated slave labor workers (for example, if a 6 is rolled there will be three AotD beings and three slaves). The AotD technicians will be lightly armed (light Tech 1-3 weapons) and armored (AC10 to 8). They carry 20-80 domars each. The slaves will have no weapons and be AC10 (or individual race AC).

*4 - One of the stations leaders is encountered with an escort of guards (1d4). Determine who it is randomly. If a leader is encountered here, they will not be encountered in the described area. The guards will be identical to those listed in the described area as well (or as per individual raiders in Lanzend encounter if no guards are listed.)



Central Docking Structure

The lower docking area's headroom is about 5 meters (excluding some non-functional overhead cranes that long ago assisted in cargo loading). The docking facility used a simple "racetrack" arrangement for the mining bots to load their cargo directly into the waiting ore transports and then return straight to the mine for more ore. The storage facilities also used mining bots, albeit with the mining equipment removed, to shift stored materials into the ore transports. In its heyday, this facility loaded many tons of ore onto the transports at an amazing rate.

The main structure is supported by large shock-absorbing "legs" and has connections to the old mines through three semi-flexible armored/pressurized tubes. These relatively short tubes are some 10 to 15 meters in length. The central tube (A) is about three meters in diameter and is equipped with windows. It is clearly intended for personnel. The outer two tubes (B) are some four meters in diameter, windowless, with guide marks on the inner ventral surface, and were obviously meant for the mining bots to use. Where the tubes meet the rock, they open directly into the mines and maintain a positive atmospheric pressure feed from the station. Even so, about half of the random area in the mines is flooded due to seepage from various fissures in the rock.

The central portion of the lower docking area is open to a cleared and leveled area

of the ocean floor only some five meters below. This open area is lined with external white lights and a variety of sensory gear (sonar, ultrasound, UV cameras, etc). There is a large airlock here (1) that provides egress to and from the lower portion of the station. While no original facilities were in place to provide security, the Army of the Deep keeps a substantial military presence here. One small portion of which is posted on the lower area of the docking structure:

5 Humanoids, 4 Ceruleans, 2 Serfs, 2 PSHs, 4 Fens, 2 Menarls (all equipped and stated as per raiding party members in the Lanzend encounter)

The central docking structure immediately above is used extensively for the processing of newly "recruited" slaves - each is evaluated and then assigned to a task that he, she, or it, is most suited for. This is where the PCs will be taken first if they remain on the transports all the way here from Lanzend. As they are special cases, the PCs will be taken to a cell in the mines until it is found out what will be done with them. In addition to the armed personnel in the lower area described above, there will be at least an equal number of Army of the Deep guards with the party as there are PCs in the group until they are placed in the cell. A mining bot repair facility is located on this upper level (in the southwest corner) and remains well equipped. The "pod" sections of this facility all connect directly to the top of this central (upper) docking structure.

The stairs in the main docking structure are circular, sturdy, and well used. The northwestern stairs lead to the Living Quarters pod, the southwestern stairs go up to the Laboratory pod, the northeastern stairwell leads up to the Medical Section pod, and the southeastern stairs lead to the Command Center pod.

Living Quarters pod

This pod held living quarters for mining personnel, small "entertainment" facilities, food storage, and waste disposal/recycling units. The Living Quarters pod is in good condition, owing to the fact that the Army of the Deep's senior base personnel now live here. Nine ample sleeping chambers are nestled into the various "apartments" of this pod, each offering a variety of amenities. The station was meant to run with a minimum compliment of nine human personnel, with a maximum comfortable potential of 68 persons

sharing the workload. With the Army of the Deep's presence here, the base's abilities are stretched rather thinly, hence the outlying farms and the usefulness of the Rapture mutagen. The three main apartments (1, 2, 3) in this pod all include a full-service kitchen, private bathroom, and dining facility. In the largest room (1) is the base's leader:

Commander Atenvelt - Humanoid

Morale: 8

AC 3

Hit Points 50

MS 16 IN 13 CH 20

PS 11 DX 15 CN 12

Mutations: Anti Life Leech, Dietary Deficiency (D) - vampirism (requires mammal blood 1 liter/day), Mental Control, Political Genius

Atenvelt is a slender albino humanoid equipped with the following: plastic armor, energy cloak, medikit, fusion rifle, vibro blade, dagger, 2 doses of Rapture mutagen. He has 720gp, 320 domars, and a Stage IV ID as well. 1d6 random items from the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet) can be found in his room.

Currently residing in the next largest room (2) is one of Atenvelt's two lieutenants:

Grillandi, a wayward and foul-natured Orlen.

Morale: 8

AC 7

Hit Points 60

MS 15 IN 12 CH 10

PS 17 DX 14 CN 14

Mutations as per Orlen (his additional two mutations are Intuition and Reflection).

He is equipped with a Mk VII blaster rifle, longbow (50 arrows), two-handed sword, club, and duralloy shield. He will use the rifle and bow simultaneously if in ranged combat and the two-handed sword, club and shield if in melee. He carries 208gp and 192 domars. 1d4 random items from the 'Ruins' loot table can be found in his room.

Atenvelt's other lieutenant lives in room 3, but is currently supervising operations in the Command pod (see below). 1d4 random items from the 'Ruins' loot table can be found in his room. The other apartments (4-9) are a bit more plain, with one bedroom crammed in with meager mini-kitchen and small work areas. These are used by the bases labor force

"overseers", those beings in charge of directly managing the various patrol, slave, work, and farming parties. There is a 1 in 10 chance of encountering one in each room (stated as per "farming party" random encounter). There is also a 10% chance of finding one item from the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet) in each room. The central concourse (10) is lined with view screens and features a large meeting table. Two halls each lead to separate "lounge" entertainment areas (11), festooned with comfortable seating and sophisticated interactive media centers.

Laboratory pod

A central staircase leads up to this pod from the southwest corner of the central docking structure below. There is one Cerulean (62hp) and Fen (54hp) guard posted at the stairs. Both are equipped as per race descriptions. This pod houses four main labs (1-4). Each contains intrinsic internal airlocks and atmospheric controls. This level includes full biohazard and depressurization protocols, and an external access airlock (5). The laboratory facilities are somewhat limited at this station, but are well appointed. Most of the equipment still works here. The equipment was designed to assist in the study of minerals, as well as relatively small samples of bio-organic materials. The majority of the lab spaces have been converted by the Army of the Deep for the use of refining the Rapture weed into a product that can be transported to Deep Station 4 (see below) for the production of Rapture mutagen. Each lab will have two Humanoid or Pure Strain Human Army of the Deep technicians (equipped as per random technician encounter above) and two slaves (random race types).

Medical pod

In the event of a medical emergency at the station, an on-site facility was available. It was well equipped and even sported some very advanced medical equipment, some of which still functions properly. Long-term care was not provided for though, as patients requiring extended care were sent to land-based facilities. The staircase (1) from the central docking structure below can be sealed off in the event of an emergency by two doors some 20cm thick and the whole pod section can be detached (see below). Directly across from the doors is the head nurse's station (2). Other rooms on this level include a break room (3), a storage room (4), one

operating room (5), a scrub room (6), one recovery room (7) with 2 beds, three small intensive care rooms (8) with 6 beds total, five small wards (9) with 19 beds total, and a large office/meeting room (10). A locked stainless steel cabinet in the storage area holds 250 doses of liquid Rapture mutagen. One additional feature of this pod is its low positive buoyancy and manual emergency release stair-collar (the release handle is located on the north side of the stairwell). This allows the Medical pod to do double-duty as a rather large escape pod should some sort of catastrophe strike the station.

Currently in the medical pod are Doctor Slss (70hp), a Sleeth loyal to the Army of the Deep. He is equipped with a paralysis rod. There are also three medical "assistants" (random slave races), eight injured slaves (random races resting in the southwest wards - unable to help the PCs because of their injuries), and two Serf guards (48, 45 hp) on this level as well. Dr. Slss holds the key to the cabinet containing the Rapture mutagen.

Command pod

This pod has more of a "business office" feel to the layout and accommodations than any other pod. These include a spacious meeting room (1), a large bathroom (2), two computer rooms (3), engineering control stations (4), the station manager's office (5), the main command center (6), and observation deck (7). A sweeping view of the surrounding ocean can be had through transparent aluminum windows from this attached upper observation deck (see map).

Working in this pod is Atenvelt's other lieutenant, Thuslar, a big brute of a Fen (all stats +2, 59hp), and 17 Army of the Deep technicians (4 Humanoids, 1 PSH, 3 Ceruleans, 2 Serfs, 1 Ark, 1 Dabber, 3 Fens, 2 Menarls). Thuslar is equipped with a trident, stun whip, and bola. He has 82gp and 130 domars. The technicians are all equipped as per the random encounter description. Thuslar or one of the other Trident members here will call for help via the stations public address system if a fight breaks out here. Two rounds later a patrol group (see random encounters) will arrive each following turn (up to five total) and all areas in the station will now be alerted to the presence of intruders.

If the players spend any time searching through the records here in this pod, they

will come up with information relating to the Trident's operations in Mimi and the transfer of labor to the submarine project (see page 22). Very little (if anything) can be gleaned about Deep Station 4 from the information here.

The Mines

The mines are a meandering maze of tunnels with random access connections cut in between for heightened movement capability between the separate tunnel systems (the GM should feel free to draw up any layout he likes for the mines - with no less than ten holding cell areas scattered randomly about the maze). These cells are outfitted with heavy steel bars set no more than 10 centimeters apart for the Army of the Deep's 'guests' during their stay here. The clever use of a certain kind of underwater mold which feeds on hydrocarbons and gives off oxygen has been applied to most areas so that prisoners not currently under "Rapture" will not suffocate in their non-circulating environs. Food is generally just enough kelp and fish to keep the prisoners alive, and no more. There is a single external access point to the open ocean in the mines. It is an airlock-style egress which the Army of the Deep guards closely from both sides. Headroom in the mines varies widely between 2-5 meters.

Airlock guard group(s) - Inside group: 3 Humanoids, 1 Serf, 1 PSH, 1 Dabber. Outside group: 3 Fens, 2 Ceruleans, 2 Menarls. They are equipped with a smattering of mostly Tech 2 and 3 weapons and armor. Each carries from 1-100 domars or 1-20 gp (in watery areas non-water breathers will be under Rapture mutagen effects).

Currently the majority of new prisoners brought to the station are processed within a few days and then sent south to the sunken city of Mimi to provide labor in harvesting raw rapture weed (which grows in abundance there and is then brought back to be cultivated and refined here before being sent to Deep Station 4 for the final stage of production). Those few prisoners that aren't sent south are generally screened as skilled workers (technicians, scientists, etc) that the Army of the Deep uses in capacities that fit their needs. They may remain here, be transferred to one of several other Army of the Deep 'bases' also conducting similar operations to this station, or in very rare circumstances, sent directly to Deep Station 4. In addition, the recent discovery

by the Army of the Deep of a large submarine has been siphoning some manpower to that location (though at the moment mostly from the "experienced" labor force already in the Mimi area - see below).

Within the entire mine labyrinth are a total of 45 slaves scattered about in the various cells. The rest of the slave labor force is currently out performing work under the watchful eye of their Trident overseers. In addition to random encounters, a regular patrol (identical to the patrol listing on the random encounter chart) makes it rounds through the catacombs every half-hour.

The number of transferred prisoner/slaves should be very misleading to the PCs upon their arrival. It would logically seem the greater number of laborers would be going to more important locations. This should (mis)lead the characters directly to Mimi. The GM should do his best to ensure that the fact remain hidden that Deep Station 4 is the Army of the Deep's underwater nerve center. No Army of the Deep member will consciously betray this information and very few slaves even suspect this.

Farm areas

There are eight outlying "farms" in the area surrounding Mining Station 876. These areas will have from 1 to 6 Army of the Deep guards and 8 to 36 slaves working in and around them (harvesting fish and seaweed, tending water bears and the like). Though they play a vital role in the function of Mining Station 876, the PCs will probably have very little reason to visit these areas.

a strange wonderland beneath the waves, filled with many bizarre new life forms ranging from beautiful to terrifying.

The different colors on the area map show elevation changes. Aqua green areas are elevated plateaus above the original sea floor which were once dry land. The blue areas represent low points (gullies and canyons) between the green elevated areas. What used to be islands are now individual hills under the sea. A number of bridges supporting the duralloy roadways connecting the former dry land masses are still in good shape. Others have collapsed as shown on the map. The bright green areas are old golf courses and parks. The rich soil here has made an excellent spot for seaweed and kelp to take root in. These seaweed/kelp areas have grown into giant 'forests' that tower above the surrounding terrain. Because of a combination of factors (currents, nutrient content, residual radiation, etc) the Mimi area has become a treasure trove for those searching for the somewhat rare "Rapture Weed" (see Appendix) as it grows in great quantities here along with other normal (and abnormal) varieties of sea plant life. This raw form requires special cultivation and refinement techniques that cannot be accomplished here (hence the harvesting operations and transport to bases like Mining Station 876).

Almost all the windows in the city's buildings are broken out. Silt covers nearly everything inside and out. Various mundane (and not so mundane) sea life use these buildings as shelter. Most of these buildings (especially the larger ones) are structurally sound; but a few are not - those found in some of the old residential areas are in danger of collapsing if entered. Most of the streets have debris in them, but are still quite passable. In fact, a number of the seaweed forests are divided by streets, giving an eerie impression to those using a street to pass through them. Coral can be seen growing in many places - on buildings, old vehicles, street posts, and so forth. There is an abundance of coral in some areas and not much in others, all depending on the flow of nutrients brought in on ocean currents.

Surprisingly the city survived the fall of man relatively intact. Most major damage has come from decay by age and exposure to salt water over the years. The downtown district still boasts many of its

Sunken City of the Ancients Mimi

Beneath the surface of the Lantik Zea lies the ancient sunken city of Mimi. The city was once a center for vacation get-aways, recreational entertainment, retirement living, and international commerce before the cataclysm. Beautiful white sandy beaches, clear warm water, palm trees, good weather, and numerous varied attractions made this the city of choice to visit and live in for many of the Ancients. Of course those warm sandy beaches and palm trees are now gone. What remains is

towering skyscrapers. A good number of these were used by multinational banking conglomerates in the days before the Apocalypse. Most of the assets held in these buildings were removed before the end of the city, but a forgotten vault might still hold a fortune in domars. Large corporations and businesses of various types occupied other skyscrapers. Unknown treasures might still reside in these ancient monuments as well (but as these areas are outside the focus of this adventure, it is left to the GM to flesh out if so desired). Outside the downtown area are a hodge-podge of shopping, residential, and entertainment districts.

use today. The one coming into the city from the north is still, quite surprisingly, completely intact all the way along the sea bottom to Lauder some 40 km away. The duralloy freeway that runs next to it is also in very good shape. The second Mag-Lev track is elevated and runs around most of the downtown area. These tracks were used for moving people quickly between destinations. All that would be required to get these working again would be the removal of debris from the track and the application of a large, suitable power source (yes, they will work underwater).

The Army of the Deep recently discovered



The city's various power sources have ceased functioning long ago. Only those devices and vehicles that can be powered independently might still be made to work. All military and police armories in the city have been stripped clean by intelligent inhabitants and the Army of the Deep. Most of the Army of the Deep's presence in the city is limited to harvesting operations in and around the seaweed "forests" scattered about the city, (especially those near areas 30 and 31). However, some roving patrols or scavenging parties can be encountered anywhere in the metropolitan area.

The city has two magnetic levitation (Mag-Lev) tracks. These are the equivalent of most light rail transportation systems in

a large and mostly intact sunken submarine just northeast of what were once the Bahama Islands (see "Submarine Project" starting on page 22). Because of this, a good number of experienced laborers from Mimi have been sent to that location to help in the repair process. They are being replaced with fresh labor primarily from Mining Station 876. In fact, much of the current slave labor here is made up from the inhabitants of the previously raided villages and towns along the coast. If they haven't yet, the players should pick up clues that will lead them to the sub after their interaction with the Army of the Deep here in the strange submerged ruins of Mimi.

Random Encounter Tables

In and around the sunken city of Mimi:

(Within 5km. Roll 1d6 per hour; encounter on a 1. Roll 1d20 below.)

Roll	Type	Number
1	Army of the Deep patrol *	3d6
2	Army of the Deep scavengers*	2d6
3	Barl Neps	1d4-2
4	Blade Whales	1d2
5	Ceruleans	1d10
6	Draguns	1d2
7	Erts	1d4-2
8	Fleshins	1d2
9	Flipps	2d4
10	Herkels	5d6
11	Horsy	1d6
12	Koodas	2d6
13	Seps, sea type	1d6
14	Soopturt	1d4
15	Tanglepus	1d3
16+	GM's Choice	(Special)

*Army of the Deep patrols and scavenging parties will consist of a random combination of the following various races - Humanoids, Ceruleans, Serfs, PSHs, Arks, Badders, Orlens, Dabbers, Hoops, Fens, or Menarls - though the non-native water-breathing races will be somewhat rare (those beings that fall into this category will be equipped with underwater breathing gear or be under the effects of the Rapture mutagen). They will be armed as the raiders listed in the previous Lanzend encounter above. They carry 20-80 domars each. Each group leader will also be carrying four doses of Rapture mutagen. Scavenging parties will also include an additional 3d6 slaves of any intelligent race (under 'Rapture' effects) carrying a total of 1d10 random non-weapon items of value. The slaves will have no weapons and be AC10 (or individual race AC).

(Special) - For this result the GM may choose any creature from this encounter table, or select a creature or creatures from the rulebook provided they would logically inhabit the surrounding region where encountered.



Area 1: Calder Race Course

This area was once used to race live, cybernetic, and robotic horses. Though any remaining equipment is completely useless, there is still a possibility of finding some useful items here. Roll 1d6 each hour spent here. On a "1", roll for one

random item on the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet). There will be a total of 1d4 useful items here at the race course. The GM should feel free to substitute any item in the 'random' treasure rolls with something he feels the party needs at any time (this holds true for any 'random' treasure roll in the following areas as well).

Area 2: Pro Player Stadium

The first of many sporting stadiums in the city. Capable of hosting many different types of events. The only things left here are moldering sports equipment items. These will probably have very little value to the players.

Area 3: Spanish Monastery Cloisters

An interesting bit of old Spanish architecture. It is now the home for a hermit Sleeth calling himself Trell. He is a wise old Sleeth who adapted to sea life and wished nothing more than to wander through the surrounding ruins gathering knowledge. He has been avoiding the Army of the Deep ever since they began their operations here. He will gladly tell what he knows to anyone who will help remove them. Trell can give detailed descriptions of any location in the city and many of the inhabitants (including the Army of the Deep).

Area 4: Opa-Locka Airport

Many flying craft are located here ranging from old winged airplanes to advanced flying vehicles. The Army of the Deep long ago removed the few salvageable craft that were here. Those that remain are all damaged beyond use. If the hangers and terminal buildings are searched up to 1d6 items can be found here. See the procedure in area 1 (roll once for every two hours of searching).

Area 5: North Bay/Indian Creek Villages

The home of well to do inhabitants before the cataclysm. There are many posh homes on the elevated areas, all now just a shadow of their former glory. The luxury sea craft owned by the residents were docked along the previous shorelines. These included private yachts, power speedboats, personal hydrofoils, and so forth. Only the decaying hulks of these vessels remain now. This area is now frequented by a Sea Crone and her 4 pets (local equivalents of Black Sea Serpents).

Sea Crone – 45hp.

4 Black Sea Serpents – 20, 18, 17, 13 Hp.

Area 6: Hialeah Race Track

Horse racing was held here year round. There is very little of value here to the players.

Area 7: Dolphin Mall

One of the city's numerous shopping centers. Who knows what could be found here? (see the procedure under area 1 above. In addition, a roll of "2" will yield 1d100 domars).

Area 8: Miami International Mall

Another, larger mall. It dealt mostly in non-domestic merchandise. See area 7 above for items and/or domars that may be found. There will be 1d10 total items here.

Area 9: Miami Spaceport

Once a gleaming step off point for space travel, this facility is in terrible disrepair. Only aging, corroded junk is left. Unfortunately, the area isn't completely abandoned. It is now the home of a small group of Psirens who will lure party members to their doom given the opportunity.

4 Psirens – 40, 35, 31, 28 Hp.



Area 10: Miami Jai Alai Fronton

An arena dedicated to the sport of Jai Alai. Not much of value here.

Area 11: Diaspora Vine Art Gallery

A place that showcased vines as an art form, this area has become overrun by sea plants (including Rapture Weed and others). There is currently an Army of the Deep harvesting party working here and they don't take kindly to interlopers...

6 Fens, 4 Ceruleans, 31 various slave laborers. The Ceruleans and Fens are equipped as per their race descriptions. The slaves will have no weapons and be AC10 (or individual race AC). Non-water breathing laborers are under Rapture effects.

Area 12: Police Hall of Fame & Museum

A building used to honor law enforcement. There were many displays with ancient police equipment, including security robots and the like. Most of the building has been ransacked. Any remaining equipment still on display here is completely beyond repair. However there is a well hidden area with some useful items that have remained undiscovered by previous searchers. For every five hours of searching roll 1d6. On a "1" the area is found. There are six items here - roll on the "Installations" loot table (page 31 of the 2nd Edition rules Adventure Booklet).

Area 13: Mall of the Americas

One of the largest shopping malls in the city. See area 1 for the possibility of finding items here. There will be 1d20 total items.

Area 14: Miami Dog Track

Yet another track that used to race animals for sport. There is nothing of value here.

Area 15: Historical Museum of Florida

Many interesting displays showing the local area of the world before the Apocalypse. A computer historical system is still in good shape here and would function if power were provided.

Area 16: Miami Mega Sports Complex and Freedom Tower

Nearly this whole area is dominated by a massive sporting complex. Any sporting event could be held here for the enjoyment of huge crowds. Extensive media broadcast facilities are also located here for the convenience of transmitting the event around the world. Most equipment is rusted over and the various event fields clogged with coral. If the area is searched, one automatic roll on the random encounter table will take place (but nothing of value will be found here).

Area 17: Miami Art Museum and Dade Cultural Center

A number of hermetically sealed cases still preserve art treasures of the ancients in hard to reach chambers of this building. These great works of art would be very

difficult to remove without drenching them in seawater.

Area 18: Bayfront Marketplace

A quaint little marketplace where nearly anything could be found for sale before the city was flooded. For every ten search turns spent here, roll 1d6 exactly as per area 1.

Area 19: Parrot Jungle and Gardens

Once a tourist attraction, it is now the home of deadly mutant bird/fish things - anyone entering this area will be attacked by the school of par-rana inhabiting the area. If these things are defeated, 1d4 items from the "Deathlands and Ruins" loot chart from previous victims can be found after one search turn.

50 par-rana - 8 Hp each (for simplicity).

Area 20: Miami Convention Center

A large building that hosted many different events in its day. The last event held here might be something the PC's could find useful - the sign outside the center proclaims, "Miami welcomes the National Underwater Outfitters Convention". Items still in good condition here are: 4 complete scuba outfits with oxygen tanks (six hour supply), 1 deep sea divers outfit (treat as marine battlesuit without weapons or forcefield), 2 personal underwater transports (essentially a small motor that drags one individual behind it at small boat speeds underwater), and 3 other non-weapon underwater items the players want or need. These items were missed by the Army of the Deep during their preliminary "salvaging" of the building, presumably because there was so much other useful stuff here at the time.

Area 21: Port of Miami

The major port for the city. Coral encrusted sunken ships abound here as well as at various places on the bottom of the former bay to the north and south. None of them are useful.

Area 22: Fisher Island

Only an ordinary island in times long past, this elevated underwater area is now the location of a small Cerulean village. This settlement has strong ties to the Army of the Deep and will aid anyone connected with them.

35 Cerulean males, 40 Cerulean females, 10 Cerulean children (the children are not combatants). All of them have average hit points for their race.

Area 23: Florida International University

This area used to be rich with ancient knowledge. Unfortunately it is no longer accessible as the university's computer system/think tank is now complete junk and all written records (books, etc) have long since decayed in the harsh salt water. There is however a sealed room containing a back up of all files if the characters search hard enough (roll 1d6 each day; on a "1" it is found).

Area 24: National Hurricane Center

Much weather detection (and modification) equipment is present in this building. None of it will function any longer, though the GM should feel free to lead the players to think it does.

Area 25: Miracle Mile Mall

The largest shopping mall in the city. Many items can still be found here given enough time. Use the procedure given in area 1. A total of 25 items can be found. However, the mall is also home to a number of Trap Worms as well, so picking through the coral encrusted shops here may prove very dangerous.

5 Trap Worms (total) - 40, 39, 34, 30, 29 Hp.

Area 26: Biltmore Hotel

Once the crown jewel of the city's hotel infrastructure, this edifice to luxury has also fallen into decay. It is located in the heart of what once was quite a posh area with palm tree lined streets and estates called Coral Gables; all its former glory now gone. One random encounter should be rolled when the players arrive here.

Area 27: Venetian Pool

Once an area of relaxation that has now become a spy post for an evil race of sentient human-sized jellyfish-like creatures called Hydrozoans. They are keeping a covert malevolent eye on the operations being conducted by the Army of the Deep here in Mimi. They are displeased with the conflicting role in the domination of the oceans the Army of the Deep poses. There are currently 3 Hydrozoans here. They will bode no interference with their actions here and will exterminate anyone who stumbles upon them.

3 Hydrozoans - 78, 66, 59 Hp

Area 28: Miami Museum of Science and Space Transit Planetarium

A building in relatively good shape despite the ravages of the sea. It houses a number of items the characters might find useful in working order (1d6 items on the "Installation" loot chart). The entrance however is guarded by a sea spider. This monster has placed its web in the spaces between the supports for the elevated Mag-Lev track across the way. It uses the sea currents to trap food in the web, much like a huge fishing net.

Sea Spider - 98 Hp

Area 29: Miami Seaquarium

This once lively and interesting educational/entertainment center was home for all sorts of sea life from around the world. Much to the dismay of those that venture too near, it still is. All kinds of mutant undersea life are here, but the most fearsome is a family of mutant killer whales called Shadow Whales. Roll each turn on the random encounter chart while the characters are here (ignoring Army of the Deep, Blade Whale, and Cerulean results - if these numbers are rolled or 16 or higher is rolled, the encounter is the Shadow Whale family). The Shadow Whales hunt almost exclusively in this area because of the abundance of food for them here.

9 Shadow Whales - average Hp 100.

Area 30: Sea Grass Adventures

A playground for children and adults alike in the past that has become the home of a variety of underwater plant life including a great quantity of Rapture Weed. In fact, some of the plant life in this area is sentient, specifically an intelligent form of sea grass. This sea grass is relatively uncaring about the events going on around it, but if communication is established, it can relate to the players the Army of the Deep activities in this area. Each turn spent here has a 50% chance of an Army of the Deep harvesting party arriving to start work (identical to that in area 11). Only one will show up while the PC's are in this area.

Area 31: Cape Florida Lighthouse

Jutting out on the edge of a forest of sea and Rapture Weed this lighthouse has a commanding view of the surrounding seabed during the hours of daylight through the clear waters. It is used as a lookout point and operations center for Trident activity in Mimi. There are two

harvesting parties and one patrol group on permanent assignment in this area (see the random encounter table for stats). The leader for the Mimi operations is also here:

Major Konnar - Humanoid

Morale: 8

AC 2

Hit Points 55

MS 16 IN 13 CH 14

PS 15 DX 15 CN 16

Mutations: Anti-Life Leech, Mental Control, Regeneration

Marine battlesuit, one mini-missile, B-G laser rifle, vibro blade, two energy grenades, two fragmentation grenades, four extra hydrogen energy cells, two extra atomic energy cells, ten doses of Rapture mutagen.

Major Konnar is the albino son of Commander Atenvelt (see Mining Station 876) and oversees all Army of the Deep actions here. The lighthouse itself is roughly 30 meters tall. A spiral non-ferric metal staircase winds around the inside leading past two small window areas at 10 and 20 meter heights. The "lamproom" at the top of the lighthouse is always manned by two Army of the Deep lookouts, which in addition to their normal equipment, each have the equivalent of underwater binoculars (small handheld light intensifiers/magnifying devices enhanced with sonar technology) giving them 10 times the normal range of sight. This combined with their vantage point makes it almost impossible for anyone or anything to get near this area without the Army of the Deep knowing. Next to the lighthouse is an L-shaped brick cottage. This serves as the primary barracks and "administrative office" for the Army of the Deep here in Mimi. In addition to the above mentioned personnel, there will be two guards on station at each of the three doors leading into the building. Within the building can be found a total of 3,454 domars and 1,465gp in various containers and lockers. There are also several crates containing a total of 600 doses of liquid Rapture mutagen here. In addition, five random items can be found in the building from the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet). Next to the cottage is an open area used to temporarily store harvested Rapture Weed. It is almost always full of tall stacks of Rapture Weed awaiting transport. This entire lighthouse area is usually bustling with activity as harvesting parties come and go, transports arrive to pick up bundles of raw Rapture Weed

(sometimes dropping off fresh laborers as well), and patrols and/or scavenging groups check in and leave for different parts of the city. There is a 4 in 6 chance per turn spent here that some Army of the Deep contingent from the above list will show up.



Area 32: Holographic Entertainment Center

This building was used to play holographic games or watch/interact in 3D holographic movies. Most of the equipment is now ruined, but some might be salvageable (a clever party can piece together a small portable holographic projector able to display one man-sized image - this requires a check at complexity D on the artifact table in order to accomplish). A disabled maintenance car (self powered) is on the nearby Mag-Lev track. All it needs to run are a few spare parts (see area 35).

Area 33: Air Museum

Interesting bits of aviation history still reside here. Not much of value though. This location marks the beginning of an area to the west and south that is teeming with Draguns (Sea Gators) from the former nearby Everglades area. There is a 80% chance each turn spent here that a group of 1d4 Draguns will be encountered.

Area 34: Fairchild Tropical Garden

A particularly nasty variety of plant life now thrives here in addition to sea and Rapture Weed. 1d4 sea versions of the water Crep Plant will be encountered each turn in this area. Because of this, Army of the Deep harvesting teams give this area a wide

berth.

Area 35: Gold Coast Railroad Museum

Dedicated to the display of railroad memorabilia, this building houses many types of rail vehicles. Most are useless (such as ancient steam engines), but it's possible to find parts to fix the maintenance car on Mag-Lev track near location 32 (takes about two hours to find all the needed parts).

Area 36: Miami Metro Zoo

Yet another menagerie of creatures that have adapted to the sea dwell here. Roll each turn as per area 29 to see what creature is encountered (there will be no Shadow Whales however).

Area 37: Monkey Jungle

A group of particularly clever underwater creatures reside in this area. These are playful, if somewhat mischievous Sea Monkeys. The area here is a combination of coral and seaweed making a bizarre, but beautiful underwater jungle which the Sea Monkeys call home. Any who venture here are subject to the attentions of the band of Sea Monkeys who live here.

23 Sea Monkeys – average Hp 20.

Area 38: Coral Castle

Once just another tourist attraction this has become, quite literally, a castle made of coral. In fact, it happens to be a true "living" castle as it is actually a sentient coral reef (see New Creatures). It currently controls four minda rays which move about the area looking for prey.

4 Minda rays – 10, 8, 7, 6 Hp.

Area 39: Miami Speedway

The city's largest ground vehicle racetrack. Though none of the vehicles here are salvageable, a variety of other interesting things could be found here. Most in decent shape despite the fact they have been underwater for so long. If at least an hour is spent searching here, roll for 1d10 items on the "Installations" loot table ignoring any weapons results.

Area 40: Radioactive Crater

This crater has Intensity 8 radiation at the edges going to Intensity 11 in the middle.

Area 41: Radioactive Crater

This crater has Intensity 12 radiation at the edges going to Intensity 14 in the middle. The seaweed forests surrounding this crater have become mutated and are now

entirely made from a form of 'killer kelp'. Army of the Deep harvesting parties avoid this area. Each turn the party is in this area, they will be attacked by 3d10 killer kelps. There are literally hundreds of these plants in this area making it almost impossible to clear.

Area 42: Radioactive Crater

This group of smaller craters has Intensity 4 radiation at the edges going to Intensity 5 in the middles.

Area 43: Radioactive Crater

This crater has Intensity 10 radiation at the edges going to Intensity 13 in the middle.

Area 44: Radioactive Ship

This area of radiation is caused by a nuclear powered luxury liner that sank here. Its reactors are leaking Intensity 9 radiation at the edges going to Intensity 15 in the middle. There are 1d10 items of value on the ship for those who can survive the radiation long enough to get to them. Roll on the "Deathlands and Ruins" loot table once every three turns spent searching here.

Area 45: Radioactive Crater

This large crater has Intensity 12 radiation at the edges going to Intensity 17 in the middle.

Army of the Deep Submarine Project

Just off the north coast of what was once Great Abaco Island in the Bahamas (about 480km due east of Lauder) a large, nearly intact submarine was discovered lying on the ocean floor by the Army of the Deep. A prize like this once brought back to operational status would be a major addition to their fleet. In as much, the Army of the Deep has begun diverting resources (both material and labor) to this project in hopes of bringing the submarine to operational status in time for use in their upcoming campaign.

After the apocalypse, the Bahamas were completely submerged and because they had never really been heavily developed before the fall of man, there is little to find in this entire underwater region except for the submarine and some coral encrusted fishing and vacation towns. While the recovery operations are proceeding, the

submarine is also being used as a temporary underwater base for other mundane Army of the Deep activities in the area. It is possible the players might mistake the submarine as the Trident's main base. Until they find evidence to the contrary, the GM should continue to allow them to be misled.

The submarine is rather difficult to get to however, because of a massive sea behemoth - a gigantic 100-meter long mutated lobster - which calls the area home; attacking surface as well as underwater creatures and vessels when the opportunity presents itself. The Army of the Deep has worked out a feeding/distraction routine which they use to get personnel to and from the sub safely when the thing gets too close. The routine has been so successful in fact, they almost consider the monster to be a huge watchdog at this point (though the PCs may be able to disrupt this status quo and turn the monster against them...).

The submarine was originally a military underwater research vessel with some limited attack and defense capabilities. Pressed into immediate combat service during the cataclysm, it was scuttled by its crew after firing a hurriedly retrofitted atomic missile array in which the last missile misfired and began contaminating the ship with radiation. The sub came to rest on a shallow, irregular undersea ridge. Through herculean efforts by Trident slave labor teams, the submarine was leveled, leaving all openings to and from the vessel completely unobstructed.

The players can gain access to the submarine in a variety of ways, either through any one of the numerous access hatches (see area descriptions below) or the through its 'moon pool' area. There is one other access point, but it is perhaps the most dangerous, the area where the last nuclear tipped missile is still attached to the hull. The intense heat generated from the original malfunction melted a gaping 5-meter sized hole in the hull of the middle section of Deck 3 (see below).

Much of the submarine had been flooded when she was scuttled, but through the efforts of the Army of the Deep, about 90% of the vessel has been pumped dry. Many of the ships more complex systems are still not functioning, but the basic ones (lights, oxygen generators, etc) are once again completely operational thanks to Army of the Deep repair work. There is

quite a bit of work being carried out inside and outside of the submarine when the PC's arrive. They will notice lighted ramps and scaffolding on the exterior, making it easier for Trident work crews and heavy equipment to complete repairs on sections of the subs armored hull and external systems. There is always one labor party (see random encounters below) working outside the sub at all times. This group has use of an old sea floor "crawler" which they use for heavy work (it has the same stats as a military ground vehicle - but works equally well on land or underwater) It has been retrofitted with a heavy Blue-Green laser mount capable of firing in any direction (double the damage, range, weight, etc. of a B-G rifle). It would be very difficult for the PC's to gain access to the submarine without the work group noticing them. An enterprising party posing as members of the Army of the Deep may find this task much easier.



Random Encounter Tables

Underwater vicinity of the submarine: (Roll 1d6 per hour; encounter on a 1. Roll 1d8 below. For surface encounters use the Open Sea encounter table previously given above.)

Roll	Type	Number
1-5	The sea behemoth (1211 hp)	1
6	Army of the Deep labor group	1
7	Mer-kind	3d6
8	Hydrozoans	1d4

The sea behemoth's aggressive behavior is described above. Also see the New Creatures section in the Appendix for additional information.

Labor groups are made up of 1d4 Army of the Deep overseers (equipped with a smattering of mostly Tech 2 and 3

weapons and armor) managing 3d6 slaves of various races (no weapons, AC10 or individual race AC). The slaves will be replacements or additions for the subs slave labor force. The overseers will carry 1-100 domars or 1-20gp each.

Any Mer-kind encountered here will be friendly to those who oppose the Army of the Deep, providing whatever aid they can.

Hydrozoans encountered in this area are keeping an eye on the Trident's progress with the submarine. They will attack any non-Hydrozoan they come across on sight.

Inside the submarine: (Roll 1d6 per 10 minutes; encounter on a 1. Roll 1d4 below.)

Roll	Type	Number
1	Army of the Deep patrol	2d6
2-3	Army of the Deep labor group	3d6
4	Army of the Deep technicians	1d6

An Army of the Deep patrol will be 2d6 individuals of various races (equipped with mostly Tech 2 and 3 weapons and armor). They carry from 1-100 domars or 1-20gp each.

Labor groups are made up of 1d4 Army of the Deep overseers (equipped with a smattering of Tech 2 and 3 weapons and armor) managing 3d6 slaves of various races (no weapons and AC10 (or individual race AC). The slaves will be working on any number of projects (bilge pumping, repair work, heavy lifting, debris removal, etc.) The overseers will carry 1-100 domars or 1-20 gp each.

Technicians will be a group of highly trained technical individuals (engineers, welders, etc). The group will be an even mix of skilled Trident personnel and educated slave labor workers (for example, if a 6 is rolled there will be three AotD beings and three slaves). The AotD technicians will be lightly armed (light Tech 1-3 weapons) and armored (AC10 to 8). They carry 2-20 domars each. The slaves will have no weapons and be AC10 or individual race AC.



Deck 0, Conning Tower.

Area 1 – Aft chamber

The aft chamber ladder provides access to the conning tower hatch, the only external hatch on this level of the submarine. Equipment in this area is mainly sensory and communications gear, along with the

some atmospheric controls. Aft of the ladder to the access hatch is a small toilet for use by the flying bridge personnel (see area 3).

Area 2 – Staircase

The narrow central stair leads all the way down to the main bridge on deck 2. There are always two Army of the Deep guards on duty here (stated as per 'patrol' personnel on the random encounter table).

Area 3 – Flying bridge

Located here is the "Flying Bridge" of the submarine. It is encased in heavy armor with double door access points for protection. In fact, very thick armor and reinforcement on the entire forward arc of the conning tower allowed for ice-breaking and collision protection as well. The flying bridge can act as an auxiliary bridge if need be, but can be overridden by the main bridge on deck 2. There are four Army of the Deep technicians working here (equipped as per 'technicians' in the random encounter table).

Deck 1, Conning Tower.

Area 1 – Airlock

The aft part of this deck allows access onto the outer hull of the submarine via a heavily armored airlock. There is heavy door machinery in place to operate the airlock. The airlock doors are next to impossible to force open because of this.

Area 2 – Ready room

The airlock's "ready room" has a dozen deep sea diving suit and helmet (as per area 20 in Mimi) lockers here. Only half of them contain equipment. Atmospheric controls are numerous here, as well as some additional sensory and ballast control gear.

Area 3 – Equipment lockers

The central chamber's equipment lockers contain combat gear for use in boarding operations and to protect the ladder going to the bridge below. There are eight B-G laser rifles and two marine battlesuits located in this room. Unfortunately, there are also six Trident guards here as well (equipped as per 'patrols' in the random encounter table). If alerted to the presence of intruders, two of these guards will don the battlesuits.

Area 4 – Captain's quarters

The captain's quarters are located here. Gelmar, the subs new "captain" is away from his cabin right now on the bridge, but there is a guard posted at the door 24

hours a day (equipped as per 'patrols' in the random encounter table). A good deal of information regarding the Army of the Deep restoration effort can be found in this room along with clues about Deep Station 4. There is a locked sea chest here containing 1235 domars and 610 gold pieces. It also includes one of each of the following: cur-in dose, medi-kit, suggestion change drug, torc grenade. There is also a cipher with the daily passcodes for Deep Station 4 hidden in the chest top. If found, it would require a check at Complexity H on the artifact table in order to decode it.

Deck 2

Aft Section

Area 1 – Airlock

This section has a large airlock, equipped with heavy-duty armored external doors.

Area 2 – Ready room

This is an attached "ready room" for use during the subs normal diving operations. The docking bay (see Deck 3, Aft section) is directly below this area. There are four Army of the Deep technical personnel here (equipped as per 'technicians' in the random encounter table).

Middle section

No less than eight sets of stairs provide ample access to this section. These access ladders are all individually isolated for maximum flooding control. The players should be able to find some evidence on this deck (in the computer and bridge areas) that the operational orders are really coming from Deep Station 4 and that this is where they should proceed next.

Area 3 - Main computer room

There are three Army of the Deep computer experts here along with six "recruited" (slave) assistants working to bring the ships computer systems back on line. All are equipped as per the 'technicians' result on the random encounter table.

Area 4 – Upper power room

The center portion of this section is given over to the upper part of the power generator room on deck 3 (note the gaps in the decking area around the outer two nodes).

Area 5 – Chambers

The port and starboard chambers each hold their own atmospheric control equipment and eight of them even sport small bathroom stalls. There will be a total

of eight miscellaneous Army of the Deep personnel and fifteen slaves in these areas (equipped as per 'labor group' in the random encounter table).

Area 6 - Main bridge

The bridge is occupied by four Trident soldiers (equipped as per 'patrols' in the random encounter table) and the submarines leader:

Captain Gelmar - Humanoid

Morale: 9

AC 4

Hit Points 80

MS 12 IN 12 CH 11

PS 20 DX 16 CN 17

Land speed 6/600/12

Mutations: Carapace, total (green and brown alligator hide), Heightened Strength, Intuition, Military genius, New Body Part: Oxygen-storing organ (can stay underwater one hour while exerting or four hours resting. Requires four hours in air to recharge), Regeneration

He is equipped with a B-G laser rifle, B-G laser pistol, Cutlass (treat as long sword), chemex grenade, anti-radiation serum, and four doses of Rapture mutagen.

Forward section

There is heavy armor and semi-externalized equipment used in this forward section. This equipment is a combination of weapon systems, communications gear, and sensor devices. Also there are plenty of atmospheric control boxes scattered about on this deck for maximum flooding prevention in the unlikely event the armor is breached.

Area 7 – Engineering control

The main engineering/operations control rooms are located here, carefully interlinked and individually sealable in the event of an emergency. There will be three Army of the Deep technicians, two slave assistants, and two guards in this area (all equipped as per the descriptions in the random encounter table).

Area 8 – Operations

This is the engineering operations managers control room. The managers control console can operate any system on the submarine. The forward control consoles are set to run various sub-systems. The Army of the Deep's submarine restoration efforts are being supervised by Dr. Frankish from this area. He answers only to Captain Gelmar.

Dr. Frankish - Pure Strain Human

Morale 5

AC 10

Hit Points 33

IN 18, all other stats 11

Dr. Frankish is of slender build with long black hair. He is armed with only with a slug thrower A pistol. He will try to avoid combat if possible, but isn't afraid to use force when necessary.

Deck 3

Aft section

There are several sections of the aft external hull designated for extra sensor equipment. These consist of various types of sensory gear as the submarine's blind spots were in its wake arc (directly aft). The added sensory equipment compensates for this.

Area 1 – Submersible bay

A large pressure chamber for a single small submersible is the dominant feature of this section. There is no submersible here currently (it is being used for patrol duties elsewhere). There are four technicians and six slaves in this area. (equipped as per 'technicians' in the random encounter table).

Area 2 - Docking control center.

Forward of the submersible chamber is the submersible docking control center. There are two technicians and four slaves working here.

Area 3 – Engine room

Aft of the pressure chamber, the cramped engine room is stuffed with propulsive and control systems. This area is primarily run by the operations control area on deck 2. There are four Trident technicians working with and supervising eight skilled slaves in this area.

Middle section

Area 4 – Crews quarters

Located here are port side crew quarters with bunks in each. If each room is searched, there is a 10% chance of finding one item from the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet). There will be a total of nine miscellaneous Army of the Deep personnel resting in these areas (equipped as per 'patrols' and 'technicians' in the random encounter table). There will be one or two in each room until all nine are found.

Area 5 - Central common bathrooms.

Standard restrooms outfitted with small

showers and toilets are located here.

Area 6 – Power generators

The center area is home to the main power generator room. Power was provided by two fission power plants. There are five Army of the Deep technicians currently working here (equipped as per 'technicians' in the random encounter table).

Area 7 – Air/water generation

Fore and aft of the power generator room are water/air recycling and generation facilities providing those necessities to the crew during long tours of duty in the inky black depths of the ocean. There are two Army of the Deep technicians in each room with three slaves (equipped as per 'technicians' in the random encounter table).

Area 8 – The heart of the problem

These chambers used to be the starboard side crew quarters. The Trident has sealed off this section for now and posted warning signs on the doors and ladder hatches leading here reading "Danger - stay out". This area is where the atomic missile melted a hole through the hull. Most of this crew area is still flooded. The missile is still attached to the sub and is still leaking radioactivity, though not with the same intensity it did so many years ago. The entire flooded starboard area of this section is bathed in Intensity 4 radiation. However this is not the worst threat here. When the disaster originally struck the sub, some of the crew were sealed into this area during the ensuing chaos. They are still here:

22 Radiation Zombies – 5x32hp, 6x31hp, 11x30hp.

There will be about three in each numbered room in this area. They will attack anything entering the chambers they are in (remember the characters movement is slowed while underwater). The Army of the Deep had encountered (and destroyed) a number of the ex-crewmembers when they began their preliminary restoration efforts. If any of the doors to this area are opened (except the upper ladder hatches due to positive air pressure), flooding will start to the non-water areas. This may be a major problem depending on how many open doors the PCs have left behind them. If flooding is not contained to a single room, an alarm will sound in each control area (flying bridge, main bridge, aux. control,

engineering, etc) and then throughout the entire sub, warning the crew of the danger. Patrols and work parties will immediately move to the affected area to control the situation.

Because of the zombies and the radiation, this area has been placed last on the list of priorities by the Army of the Deep - even though they consider it one of the most important on the sub. This is because the missile's nuclear warhead is still operational as a weapon... (if this weapon is somehow detonated, it will completely destroy everything within a 4km radius). Players may enter the sub through the hole in the hull here. It is located in the room just forward of the restroom, but they will be attacked by the zombies in this room as they enter. None of these rooms contain anything useful.

Forward section

Extensive forward equipment integrated into the hull here comprises the sub's main weapon systems (two sonic cannons and six torpedo tubes). These were completely automated when the submarine was operational. There are no torpedoes left and the sonic cannon fire control system has yet to be repaired.

Area 9 - Ballast control room.

There are two Army of the Deep engineers and five slaves working to repair the equipment here. All are outfitted as per the 'technicians' result on the random encounter table.

Area 10 - Central mess quarters

This area is where the Army of the Deep feeds its own (slaves are fed generally during their irregular rest periods wherever they happen to be at). There are currently two Trident guards and six technicians eating here (equipped as per 'patrols' and 'technicians' in the random encounter table). There is also one PSH cook (AC10, 24hp) armed with a meat cleaver (treat as short sword).

Area 11 - Crews quarters

These are the lower enlisted crew quarters with attached bathrooms. If each room is searched, there is a 10% chance of finding one item from the "Deathlands and Ruins" loot table (page 31 of the 2nd Edition Adventure Booklet). There will be a total of five miscellaneous Army of the Deep personnel resting in these areas (equipped as per 'patrols' and 'technicians' in the random encounter table).

Area 12 - Sensor control

This area houses the forward sensor room and atmospheric control rooms. There are three Army of the Deep technicians here with four slaves (equipped as per 'technicians' in the random encounter table).

Deck 4

Aft section

There is no lack of double doors in this section as they are meant to slow down possible intruders using the moon pool to enter the sub so the crew can have time to react to them. There are usually only a handful of Army of the Deep workers in the aft section, but the moon pool room is always well guarded (see below).

Area 1 - Moon pool

This area houses the sub's "moon pool" (sealable with duralloy doors). These doors are usually left open as this is the primary egress point to and from the sub for most Army of the Deep activity. An Army of the Deep patrol group (see random encounter chart above) is stationed here on a permanent basis. The space between the heavy-duty aft doors to the "moon pool" provides effective airlocks of a small stature in the event this room's atmospheric controls are not operating properly.

Area 2 - Aft diving ready room

Stockpiled here are foodstuffs of particular flavors favored by the Sea Behemoth to allow the Army of the Deep teams to come and go as they please. In addition, there are three crates here each containing 150 doses of liquid Rapture mutagen as well. Scuba equipment may be recharged in this room as well as in area 4. There are two technicians and two slaves in this room.

Area 3 - Additional equipment

There are some externally mounted equipment modules facing aft which are more sensory gear and defensive weapon systems. Armor is heavy in this area as it would be a likely target area during battle.

Middle section

Heavy-duty pressure doors maintain strict flooding control in this area at all times. Note the additional support structures and generally tight confines on this deck. All the added superstructure is meant to protect the submarine should it "bottom out" if buoyancy was lost for any reason.

Area 4 - Ballast control

The aft portion of this section contains a second (empty) diving gear chamber for the moon pool while the rest is given over to ballast control systems and tanks which regulate the submarine's neutral buoyancy profile while underway. One Trident technician is working here (outfitted as per the random encounter description).

Area 5 - Parts lockers

Numerous equipment lockers provide spare parts and miscellaneous items for use during emergencies (use "Installations" loot chart - a total of 1d10 non-weapon items can be found here). There are a total of two Army of the Deep guards, five technicians and six slaves in these rooms. All are outfitted as per the 'patrols' and 'technicians' listings on the random encounter table.

Forward section

All four ladders from the forward section of Deck 3 reach down here granting plenty of accessibility. Two externalized equipment bays (port and starboard of the nose) are the sub's secondary weapons systems - they are empty now (they were part of the hurried retrofit). This area is also heavily reinforced against impact in case the submarine should run aground or bottom out.

Area 6 - Ballast control

There is yet more ballast control gear here along with a plethora of pressure doors on this deck to ensure anti-flooding safety and security.

Area 7 - Auxiliary control

This is an additional "auxiliary" control room. There is one Trident guard and one technician here currently (equipped as per the 'patrols' and 'technicians' listings on the random encounter table).

Area 8 - Machine room

Note the presence of the forward machine bay and extra equipment lockers. There are two guards, three technicians and two slaves working in this room. All are equipped as per the 'patrols' and 'technicians' listings on the random encounter table. Spare parts of just about any given type can be manufactured or repaired here by someone who is skilled enough.

Main Underwater Base "Deep Station 4"

Deep Station 4 is situated on the Hatteras Plain of the sea floor some 650km due north of the Army of the Deep's submarine project. Though it is fairly large, the station is hidden from ordinary observation. This is due to several factors. The biggest of which is the fact that surrounding the station, is a large and crumbling group of ancient buildings which at one time were all part of a larger underwater complex. They, to a large extent, have almost buried the station completely. In addition, large amounts of seaweed, kelp, and other underwater growth one would expect in such an area after many, many years choke the area off, making the entire area difficult to navigate. In fact several of the ancient structures are still inherently unstable after centuries of wear and tear and could come crashing down if disturbed (though none will block the opening to Deep Station 4). Along with these hazards, interlopers should take additional care as this area is closely monitored by the Army of the Deep with passive sono-buoys and listening posts. The ruins have been long since picked clean of any useful items, but care was taken by the Trident not to disturb the natural environs as much as possible, thus maintaining its "untouched" appearance.

Originally a deep-sea military research facility, Deep Station 4 is now the nerve center and headquarters for all operations carried out by the undersea arm of the Army of the Deep. As such, the underwater Triarch of the Army of the Deep resides here overseeing all activity (see Living Quarters below). Deep Station 4 is also the only facility capable of manufacturing the Rapture mutagen. It has extensive laboratories which are operating at full capacity right now producing as much Rapture agent as possible for use in the upcoming major operation being coordinated with the other two branches of the Trident against the interior of the eastern coastal area of the continent. Because of the importance of this station to the Army of the Deep, not only is it well hidden, it is also well protected (for during their quest for power the Trident has made more than a few enemies.)

Random Encounter Tables

Vicinity of Deep Station 4: (Underwater within 10km of DS 4. Roll 1d6 per hour; encounter on a 1. Roll 1d6 below.)

Roll	Type	Number
1	Army of the Deep patrol	2d6
2	Army of the Deep transports	1d4
3	Army of the Deep sono buoy	1
4	Army of the Deep listening post	1
5-6	Open Sea encounter (see pg. 3) *	



Army of the Deep patrols will consist of a random combination of the following various races - Humanoids, Ceruleans, Serfs, PSHs, Arks, Badders, Orlens, Dabbers, Hoops, Fens, or Menarls - though the non-native water-breathing races will be somewhat rare (those beings that fall into this category will be equipped with underwater breathing gear or be under the effects of the Rapture mutagen). They will be armed as the raiders listed in the Lanzend encounter. Each group leader will also be carrying four doses of Rapture mutagen. There is a 10% chance they will have domesticated working animals with them (Kooda, Horsy, etc). These patrols may occasionally (25%) be a small submersible with 1d6+6 crewmembers on board. They are equipped identically as the "foot" patrols. Army of the Deep transports (see stats listed in Lanzend encounter) will most likely be carrying refined Rapture weed (or occasionally other supplies) to Deep Station 4. However, there is a 10% chance they are carrying additional slaves instead. In all cases, they will be escorted by a patrol party as listed above.

Sono buoys are devices which track the movements of subjects underwater. They are a metallic oddity the players may not understand, but will tip off the Army of the

Deep to the presence of intruders in the area. There is a 10% chance every 10 minutes afterward that a Trident patrol party will show up to investigate.

Listening posts can be made up of a remote mechanical device or a pair of Army of the Deep personnel in a camouflaged "blind" who will report directly Deep Station 4 through a communications 'land line'. These posts gather much better

information than the static sono buoys and can lead patrols directly to the player's location.

Inside Deep Station 4:

Roll	Type	Number
1	Army of the Deep patrol	2d6
2	Army of the Deep labor group	3d6
3	Army of the Deep technicians	1d6
4	Army of the Deep guardsmen	1d4

Army of the Deep patrols will consist of a random combination of the following various races - Humanoids, Ceruleans, Serfs, PSHs, Arks, Badders, Orlens, Dabbers, Hoops, Fens, or Menarls. They will be armed as the raiders listed in the Lanzend encounter. Each group leader will also be carrying four doses of Rapture mutagen and a Stage II ID card.

Labor groups are made up of 1d4 Army of the Deep overseers (equipped with a smattering of mostly Tech 2 and 3 weapons and armor) managing 3d6 slaves of various races (no weapons and AC10 (or individual race AC). The slaves will be working on any number of projects (supply/Rapture movement, maintenance, custodial duties, etc.) The overseers will carry 1-100 domars or 1-20 gp each.

Technicians will be a group of highly trained technical individuals (engineers, scientists, etc). The group will be an even

mix of skilled Trident personnel and educated slave labor workers. The AotD technicians will be lightly armed (light Tech 1-3 weapons) and armored (AC10 to 8). They carry 2-20 domars and have a 10% chance of carrying a Stage III ID each. The slaves will have no weapons and be AC10 or individual race AC. Guardsmen are elite Army of the Deep Brultan soldiers (see New Creatures). They answer only to the Triarch himself. Each carries 10-100gp.



Top Level: Dock and Security sections

This uppermost level grants access to the rest of Deep Station 4 and is heavily fortified. It is made up of two sections: the Docking Bay and Security Sector One. The entire level is equipped with passive sensory gear of various kinds, providing an impressive picket of intelligence gathering power on possible intruders.

Docking Bay

The only way in or out of Deep Station 4 is through a pair of huge semi-circular sliding doors leading into a submerged docking bay. These doors are only visible once Army of the Deep members (or intruders) enter an ominous looking cave-like area formed by two collapsed buildings from the ruins above. There are no external lights or indications of any kind at the entrance; the Army of the Deep units navigate here safely by certain landmarks known only by ranking officers. These doors are opened only when elements of the Army of the Deep wish to enter or depart. The proper pass code for the day is given by a visible person (to the external cameras outside the bay) of any Army of the Deep unit, be they submersibles or swimmers.

Area 1 – Entry doors

The external doors take about 30 seconds to fully open or close. The opening is some 15 meters wide by 10 meters tall.

Area 2 – Controls

The docking bay portals are normally operated from the Security Command Center, but there is a manual wheel system present in a locked cabinet on the gantry just above these massive doors. It would take at least two strong beings (PS 14 or better) to operate the chain and wheel winch assembly at the same speed as the door's normal motors. A single

strong person may operate them, but only at half speed.

Area 3 – Grotto

The internal docking bay chamber is 30 meters deep, by 25 meters wide, by 15 meters tall. It is actually only partially submerged to about 11 meters or so deep in water. The main entrance doors are completely underwater. There is a gantry some five meters wide running all the way around the upper portion (about one meter above the water, leaving about three meters of space above it - see the gridwork on upper dock level map) made of welded iron. The roof is bare rock with a set of lights attached. This whole dock area smells of seawater, and has the atmosphere of a damp, cold cave.

Area 4 – Loading dock

The Army of the Deep has made a few modifications to this area, including sealing up the old loading dock area with heavy metal walls and salvaged pressure doors making entry into the dock's "interior" area (and Security Sector One beyond that) extremely difficult. The "interior" dock area is accessed by two large pressure doors, which are manually operated by a bulky wheel in the center of each door. If the characters have bluffed their way this far into the base, it should be no problem to proceed past this point.

Area 5 - Airlocks

There are two small chambers beyond the pressure doors, each terminating in an identical door to the first. These chambers act to keep the internal air pressure of the base normal, and are pressurized by jury-rigged air tanks in (A). These are controlled from the Security Command Center. The pressure difference is enough that no human being could possibly pull open the airlock doors by himself (even two extremely strong beings only have a very slim chance (5%) of prying them open). The area beyond leads to the heavy security door protecting the entrance to Security Sector One.

Security Sector One

This section is typified by solid ferrocrete walls, scores of sensors (both visible and hidden), and heavy blast doors. This level is in no small way a fortress of sorts, and certainly looks the part. ID panels are present on both sides of every doorway, allowing manual use of ID cards in the event that the automatic sensors above each door which constantly scan each being who approaches the door for a

visible ID card are inoperative (or the person wishing to pass through does not possess a ID card). Access codes are heavily encrypted and only held in the computer core run by the bases Artificial Intelligence in order to prevent unauthorized remote entry. The interior doors are set to sound an alarm if any are breached (assuming 10 centimeters of high grade steel can be bypassed). The available headspace on this level is over three meters high, rather "tall" by most standards. But then again, the stations security robots were just a bit shorter than three meters. The majority of these were destroyed during the Army of the Deep's initial foray into Deep Station 4, however, a single 'piecemeal' security robot has been cobbled together again by the Army of the Deep from salvage and now helps patrol this level (though it may not look pretty, it functions perfectly). In addition to this one, there are still a few other security robots remaining. These however are run directly by the base's Artificial Intelligence - see Computer Core level. The other levels below this one are accessed via a set of elevators in the center of this section (see A and B below).

Area 1 – Entrance doors

The main entry doors from the dock area are two meters thick; the outer layer is one meter thick duralloy, the inner meter is high-grade steel. These retract into the wall when opened (see map). There are four Army of the Deep guards on duty here at all times (equipped as per 'patrols' on the random encounter chart).

Area 2 – Security command center

This chamber houses the Security Command Center. Within lies the main security computer, slaved to the base's artificial intelligence (AI) unit, but it is also capable of uploading the AI if the need should arise. In this room, controls for all doors and elevators can be found. All activity both inside and outside (sono buoys, external security monitors, etc) the station is monitored here. There are two Army of the Deep guards in marine battlesuits stationed here along with six Army of the Deep technicians. The technicians are equipped as listed in the random encounter chart.

Area 2a – Staircase

A heavily secured emergency stairway access to the storage level is located here. There once was access up to what was once the rest of the underwater complex, but this has been sealed off with welded

iron plates from the inside and covered from above with many tons of rubble and silt.

Area 3 – Central elevator area

The inner elevator area is surrounded by four high-grade steel defensive formations; three of the four contain weapon lockers (empty) and vidscreens for surveillance and communications. The fourth hides an atmospheric control unit, capable of dispensing a wide variety of unpleasant gaseous materials (see the effects of Poison, Stun, and Tear gas grenades, page 36 of 2nd Edition rulebook). This area has a dozen Army of the Deep personnel going about their business (five guards and seven technicians all equipped as per random encounter chart listings).

A and B - Elevators

There are two types of elevators present at Deep Station 4: personnel (A) and cargo (B). The two elevator cores are each constructed of high-grade steel. The personnel elevator core is split into a quartet of elevators surrounded by high-grade steel walls, while the cargo elevator core only sports corner posts. Manual controls on all elevators are of a very simple touch-button type. The four personnel elevators are each about two meters wide by two meters deep and three meters tall having two metric tons of capacity and are about as tough as most of the regular doors in the station. These elevators are by no means airtight and will not keep out toxic gasses. They provide access to all lower levels. The sole cargo elevator is larger - four meters wide, four meters deep, and three meters tall. The cargo elevator only travels between this level and the storage level below. The cargo elevator has a five metric ton capacity and has roughly the same attributes as its smaller brethren otherwise. The Security Command Center can usurp control of any elevator at any time, holding hostage anyone within an elevator's chilly metallic confines if need be.

Area 4 - Armory

The western and southwestern portions of this level are taken up by an extensive armory. Twenty-eight gear and battlesuit lockers dominate the walls, while within the southern vault (4a), weapons lockers still hold quite a few armaments. Only three marine battlesuits are here at this time, recharging in their lockers (individual atomic energy cells may be recharged in

these lockers as well – see power station level). Four Army of the Deep guards are stationed within this room (equipped as per 'patrols' on the random encounter chart).

Area 4a - Vault

The doors to this room are made of 20 centimeter thick duralloy and require a Stage V ID in addition to the above security requirements for all doors on this level. The armory is not completely full at this time as many of the weapons that were here are now being used by Army of the Deep personnel in various locations. Much of what remains is still impressive however: 12 B-G laser rifles, 15 B-G laser pistols, 1 Fusion rifle, 5 Mark V blasters, 3 Mark VII blasters, 4 Needlers, 2 of each type of Slug Thrower (A, B, C), 4 Stun Ray pistols, 2 Stun Ray rifles, 2 Energy maces, 6 Paralysis rods, 2 Stun whips, 4 Vibro blades, 2 Vibro daggers, 1 crate each (containing 24) of the following grenade types - Chemex, Energy, Fragment, Stun, Tear Gas. One small box contains 3 photon grenades. There are also 4 micro-missiles and 2 mini-missiles here along with 2 small damage packs and one Mutation bomb. There is one spare energy cell and/or ammunition clip for each weapon here as well.

Area 5 – Miscellaneous rooms

The remainder of the surrounding chambers are an assortment of defensive and command structures designed to ensure that intruders are as unwelcome as possible. A total of seven guards and six technicians are scattered about these areas (all equipped as per random encounter chart listings).

Storage Area

The cargo elevator and emergency staircase from Security Sector One only reach to this level. This entire area is much like the security section above, with ferrocrete ceiling, walls, and floors. The doors are all high-grade steel, some 10 centimeters thick. Most are about three meters tall and two meters wide each. The ceiling is some four meters in height, providing plenty of room for a large amount of materials to be stacked here. Various sorts of pipes and conduits are visible along the walls and ceiling throughout this area. This whole level has the look and feel of a sort of strange underground parking garage.

Room 1 – Supply storage

This sprawling collection of chambers was

once filled with all the essential supplies for running the base (food stuffs, raw materials, spare parts, clothing, etc). Now only about half of them are used for that purpose (all the rooms labeled #1).

Room 2 – Rapture storage

The remaining area is being filled at a steady pace with Rapture mutagen being stockpiled for the Army of the Deep's upcoming operation. These rooms hold a large variety of containers from individual vials to large bulk canisters and drums containing literally thousands of doses worth of Rapture mutagen in both gas and liquid forms.

Room 3 – Empty

These rooms are completely devoid of contents.

Room 4 – Holding cell

There are two Army of the Deep guards outside the door to this room (equipped as per 'patrols' on the random encounter chart). This room holds a pair of chained Mer-kind in a transparent water tank who were recently captured in the vicinity of the station. They know very little of the station but will help rescuers any way they can.

Room 5 – Holding cell

There are also two Army of the Deep guards outside the door to this room (equipped as per 'patrols' on the random encounter chart). This room also holds a transparent tank of water. But this one contains a Hydrozoan awaiting interrogation. It will attack any would be "rescuers" if given the opportunity.

Life Support

This level contained all the needed gear to support life for the base's normal population. Only about one third of that machinery is actually still functioning now, but it is more than enough to handle the Army of the Deep's needs (as not all members are exclusively air breathers). Water purifiers still scrub seawater into perfectly pure H₂O. Air recyclers drone endlessly on, turning the stale air into something a bit more breathable. Garbage recyclers turn rubbish into useful raw materials to be stored in the level above. The life support level is not often populated, though the Trident is trying to find skilled beings to service the machinery in the hopes of returning it all to a more fully functioning state. Overall this level resembles some sort of refinery; with strange metallic machines throbbing, twisting pipes of all sizes everywhere,

clouds of smelly ambient steam, and poor lighting. The level is about four meters tall in most places, though it's hard to tell for sure with the combination of poor lighting, maze of overhead pipe works, and pervasive steam clouds. All atmospheric and circulation controls here are closely monitored by the bases Artificial Intelligence. The air vents are generally set as to be practically invisible to the casual observer, and will not permit the passage of any object more than one centimeter in width past their exterior grates. The ducting itself is a non-ferric metal and thick with filtration systems. The ducts are about 10 centimeters in diameter (far too small for even a teenager to crawl through). The entire system is loaded with all manner of sensors, particularly chemical/biological types due to the nature of research that had been carried out by the base before the fall of man. There are only four Army of the Deep workers with four slave laborers scattered around on this entire level (equipped as per the "technician" listing on the random encounter chart).

Living Quarters Level

Obviously devoted to the use of the base's personnel, this lavish level once resembled some of the best modern hotels, but now looks somewhat run down. A kind of sad elegance pervades the feel of everything here, as if it were meant for something truly great, but now has lost all hope of that. Each room is spacious, complete with all the amenities one might expect from an expensive hotel, working or not as the case may be. These chambers now house Army of the Deep members, though many of the domiciles remain empty as the occupants carry on their normal duties in and around the station. This level is divided into five sections – a central connecting common area (main living section) and four outlying sections (living areas 1-4). This entire level is effectively well patrolled due to the constant cycle of activity in the base (an automatic encounter will occur every ten minutes). This level is roughly three meters tall inside, with some five meters of headroom in the central hall (area 1). Doors here are only of light metal construction, have only local controls, and do not seal hermetically at all.

Area 1 – Central hall

Surrounding the elevator bank is a large common area, once a sort of meeting area and garden; now it is a simple gathering hall for passing out orders. The central hall

still contains several smaller meeting areas in its corners, most equipped with various vidscreen configurations, tables, chairs, and waste-disposal units.

Area 2 – Triarch's chambers

The northeastern quadrant of the main living section is home to the Triarch's suite; a large and comfortable facility with a meeting room, command center, small dining room, adjacent kitchen, large bedroom, and privy. This area is under the constant watch of four Brultans (elite Army of the Deep crabmen guards). Two are posted at each of the outer doors. The underwater Triarch of the Army of the Deep, Xxen, a hulking amphibious squid, is also currently here with two of his consorts.



Xxen - Mutant squid

Morale: 10

AC 2

Hit Points 122

Damage: 2d6 beak, 2d8 tentacles (x2)

MS 18 IN 18 CH 3

PS 17 DX 16 CN 18

Mutations: Absorption (sonic blast), Anti-life leech, Beguiling, Total carapace (inside body), Chameleon powers, Directional sense, Energy absorption, Fear generation, Gas (blinding ink) generation, Light generation, Military genius, Mental blast, Modified "vines"

(tentacles) - Intensity 15 poison, Regeneration, Will force.

Xxen is a strong and cunning leader. His talents have allowed him to rise as the undisputed leader of the underwater arm of the Army of the Deep. Because of his amphibious nature, he is equally at home on land or in water. Many of his powers listed above aren't actually mutations, they come from the nature of being a squid (ink, chameleon ability, carapace, orientation sense, bio-luminescent nodules, and poison glands). In addition, as a squid he is a decapod - a creature having ten arms. Four of these are used to "walk" on while in a non-watery environment, four can manipulate weapons or entangle opponents (as per vines mutation), and the final two are long tentacles which can "shoot" out to a range of 15 meters to cause not only physical damage, but poison the victim as well. Anything getting close enough to him is also subject to a bite attack from his beak. In addition to his mutations and abilities, Xxen is equipped with a Mk VII blaster rifle, black ray pistol, energy mace, control baton, and communicator (which he will use to call for assistance if intruders are detected). He carries one spare energy cell for each of the above items, a Stage V ID, and a number of gems worth 7,350gp.

His consorts, Rena, a female Mer-kind and Scella, a fish-like female humanoid, are completely loyal to him and the Army of the Deep. They also act as bodyguards when the need arises.

Rena (54hp) – all stats 16

Rena was nearly killed several years ago after becoming trapped during an underwater landslide near an old radioactive waste dump. It was Xxen who rescued her, and she has been by his side ever since. Her exposure to the radioactivity gave her several new mutations which she uses to good advantage: Levitation (allows her to 'swim' through the air – constantly on, but works on her only) and Gills (allowing her unlimited air-breathing capability). See Mer-kind description for her other abilities. She is equipped with a powered speargun (tipped with Intensity 15 poison), and a vibro dagger.

Scella (62hp) – all stats 15 except CH 18.

Mutations: Chameleon powers, Death field generation, Devolution, Duality, Gills, Illusion generation, the Gamma eye.

Scella wears leather armor giving her an

AC of 6. She is armed with a slug thrower A pistol and dagger. She is quite attractive for being a fish woman and will use her charms to sway players if it will give her an advantage. She will not hesitate to use her powerful mutations to protect Xxen should the need arise; she will fight to the death in his defense.

If Xxen and his consorts are defeated, 5d4 random items on the 'Installations' loot chart will be found in the room in addition to a chest holding 11,974gp, 5,634 domars, and thirteen pieces of jewelry worth about 1100gp each.

Area 3 – Mess hall

The southeastern quadrant houses the main mess hall, suitable for feeding some 36 seated persons at a time. The large kitchen area (A) is well equipped, and the "larder" (B) is often well stocked with a variety foods from the sea. There are always eight slaves and one Army of the Deep cook here. In addition, there will be 1-10 random Trident guards and/or technicians in here having a meal at any given time. All personnel in this room are equipped as per the listings on the random encounter chart.

Area 4 - Luxury apartment

This plush apartment is also filled with all the trappings of comfort one would want in a living space. This is where Xxen's second in command (and his personal bodyguard) dwell:

Kal Thompson – Pure Strain Human

Morale: 7

AC 3

Hit Points 60

MS 17 IN 15 CH 16

PS 9 DX 13 CN 15

Land speed: 6/600/12 (see below)

Kal is 60 years old with short white hair, and a long white curlicue mustache. He smokes cigars when topside. His movement is somewhat hindered as he has a prosthetic left leg (lost the original to a blade whale). His is equipped with Plastic armor with military scuba helmet, Mark VII rifle, Mark V pistol, 3 spare hydrogen cells, and a medikit. He carries 500 domars, 350gp, and a Stage IV ID with him.

Thrasher - Mutant shark

Morale: 9

AC 5

Hit Points 90

Damage: 3d6 (bite)

MS 9 IN 13 CH 6

PS 18 DX 13 CN 17

Land Speed: 5/500/10

Water Speed: 8/1600/40

Thrasher is a humanoid shark. He is armed with Vibro blade and B-G laser pistol. He also has a small force field generator belt which will negate 20 points of damage each turn (one atomic cell, good for 20 minutes). He is able to bite and attack with one other weapon if there is something close enough to do so. He will defend Kal to the death. He has a Stage II ID card, 435gp and 212 domars.

Kal is currently working on details of the Trident's upcoming continental attack in his study. Thrasher is insuring he not be disturbed. If a commotion is made in the outer chambers, Kal will not hesitate to investigate and join the fray. 3d4 items from the 'Installations' loot chart will be found in the room in addition to a footlocker containing 4,687gp, 8,965 domars, and five pieces of jewelry worth approximately 870gp each.

Area 5 – Luxury apartments

The other three living areas on the west side of the Main Living section host rooms for other high-ranking personnel, complete with all the amenities. They are currently unoccupied as their owners are away on duty. 1d4 items random items on the 'Installations' loot chart will be found in each room along with 200-1000 domars and 5-500gp.

Living areas 1-4

The four main corridors in the central area lead to Living areas 1-4. Each of these house some sixteen narrow apartments which can accommodate up to two beings apiece in a fairly comfortable fashion. There are ten random Army of the Deep personnel (guards/technicians) in each of these sections enjoying various states of relaxation (sleeping, reading, conversing, etc). See the random encounter charts for descriptions. There is a 25% chance that any room checked will be occupied (and a 50% chance if occupied, that two personnel will be present) until all ten beings in a section are found. Each room searched will have 1-100 domars and 1-20gp. There is also a 10% chance that a random item on the 'Installations' loot chart will be found in the room as well.

Laboratories

This level is laid out similarly to the Living Quarters level. It has a central lab area with four corridors leading out to separate lab areas. Each of these is a sprawling maze of assorted chambers that contain

some of the greatest technological prizes to be plundered by the Army of the Deep. Most laboratories here still hold their high tech gear (now in use by the Army of the Deep) while the remainder are being repaired or still under study. Most of the functioning work areas are currently focusing on activity surrounding the production of the Rapture mutagen, with the rest covering small-scale manufacturing and testing of other Army of the Deep projects. This level is the heart of this underwater facility, where new gear is made, repaired, and trained with by the Army of the Deep's most trusted members. Additionally, the Army of the Deep technical teams test and investigate any artifacts recently discovered or "salvaged" by members. Items include marine battlesuits, various artifact weapons of a dangerous nature, new kinds of sensors, and ancient items of unknown purpose. It was here the formula for the Rapture agent was discovered, and it is here where it is produced using the materials brought in from various outlying bases (like Mining Station 876). The Laboratory level is constructed of ferrocrete with sturdy metal doors (10 centimeters thick of high-grade stainless steel, polished and well labeled). The central area has three meters of headroom. Every lab can be hermetically sealed if the situation warrants. Astute observers will note the presence of extensive atmospheric control equipment in each laboratory, a sign of the kind of work that went on, and now continues to go on here under Army of the Deep supervision. Additionally, all of the connecting doors can be sealed as well, allowing for tight control of movement (or containment) throughout this level. This level is thick with sensors and all door controls may be overridden by the command center in Security Sector One. The central laboratory area is a showpiece of a high technology working environment. Each of the four small labs in the central area sports its own front office, dual door airlocks, and extensive high tech equipment. Care was obviously given to making each room unique, further enhancing their appeal with large vidscreens for announcements and communication. The outer sections of the Laboratory Level (1-4) each hold different configurations of lab environments, most with impressive atmospheric control equipment. All outer lab sections (1-4) have five meters of headroom with three meter high main doors (two meter tall doors elsewhere). Many items such as

neutralizing pigments, anti-grav pods, geiger counters, kinetic nullifier liquid, adhesive paste, anti-radiation serum, and so forth can be found scattered throughout this entire level. The GM should feel free to include anything he thinks would be found in a laboratory environment on this level. Each of the five sections on this level has ten Army of the Deep scientists/technicians and ten very technically skilled slave assistants. In addition to random patrols, there are also two Army of the Deep guards at the main entrance hallway to each section. All personnel on this level are equipped as per the listings on the random encounter chart.

Lab areas 1 and 2

Lab sections 1 and 2 each hold waste disposal facilities should the need for decontamination operations be required. There are also small "break rooms" for overworked technicians to relax in. The larger rooms in these areas are tightly controlled due to the sensitive nature of their research (mostly Rapture mutagen).

Lab areas 3 and 4

Lab area 3's main chamber now serves as the Army of the Deep's test firing range. In addition to the normal number of personnel here (see above), there are four Army of the Deep guards test firing some recently repaired B-G rifles. There is a Mutation Bomb in a case under one of the lab tables in section 3 as well. It will produce only water-related types of mutations and/or defects. Lab 4 is mainly medical in nature and includes a life chamber in the northeast corner. Three rejuv chambers are in the NW corner.

Computer Core

Likely the most difficult area to access in the entire complex, this level is a fortress within a fortress. Duralloy walls, ceiling, floors and doors ensure the resilience of this area. There are still four operational security robots on this level under direct control by the base's artificial intelligence; an additional three engineering bots keep everything in running order. The doors on this level are not equipped with external controls as the artificial intelligence runs everything here, including the precious flow of power to all upper levels of the base. Access to this level is tightly controlled, and not even the highest ranked Army of the Deep representatives have actually been inside the main computer room on this level. The artificial intelligence is completely mechanical, and

thus cannot suffer from mutations, but its behavior patterns have become a little strange over the many long years. In fact it seems "happy" to work with the new occupants as they use the facility in much the same capacity as the original owners.

This whole level is typified by polished walls and floors, sparse lighting, and quiet humming. The entire level has four meters of headroom clearance, including the main computer room. A large majority of the chambers here are focused on data storage and upkeep. The security robots defending this level are careful to use all defensive formations to maximum effect, and have no qualms about using area-effect weaponry anywhere in areas outside the main computer room.

Room 1 – Database/storage

These chambers house very large database facilities, equipment and spare parts lockers, control and monitoring stations, and atmospheric controls. This level's three resident light engineering bots can usually be found working or recharging in the database storage facilities, particularly in the southwestern area where the main equipment lockers are found. The base's artificial intelligence will not hesitate to use them to assist the security robots in defending this level should the need arise.

Room 2 – Inner sanctum

The northwestern portion of this level is the most heavily protected. It is armored with double-thick duralloy walls to shield the main computer room from virtually any threat. The outer doors are a daunting 30 centimeters thick, and the inner area has tight atmospheric controls. Impressively, the only visible part of the central computer core houses just one-quarter of the artificial intelligence's operating system. The two additional side chambers hold the remainder of the AI. The doors leading to them are not obvious to the casual observer as they look just like walls. They are some 20 centimeters thick. Also, in extreme situations the artificial intelligence can be stored in the computer on the security level (see above). However if this happens only very basic functions will be available.

Power Station

This level is a clean, efficient, and highly advanced geo-thermal plant. This large geo-thermal station is basically a very large heat exchanger, turning the blazing hot heat received from a dozen kilometers

beneath Deep Station 4 into power for the base. The system is completely sealed (in a thick duralloy shell), and fully functional. In addition to the main thermal power source, a highly advanced energy conversion apparatus is still functioning on this level. This allows the facility to produce (albeit in small quantities) any kind of energy needed from the geo-thermal source – be it hydrogen cells for experiments in the labs to the recharging of atomic energy cells for equipment requiring them at the station (see area 5). This entire level consists of only a few rooms containing enormous machines and support structures. The temperature in this area is noticeably higher than elsewhere in the base. Countless square meters of ferrocrete encase this level, which is only accessible by the personnel elevators. There is an engineering bot station on this level, even though the need for such services are rare at best. There is an impressive full five meters of headroom here. Inspection of the outer wall and main support structures will reveal they are sheathed in duralloy, and in fact, the main supports buried within the meter or so of ferrocrete are actually solid duralloy supports for the Computer Level above. Though there are no Trident personnel normally posted on this level, random encounters can still occur.

Area 1 – Equipment lockers

The central elevator area is lined with equipment lockers, providing human technicians the tools needed to work on the power generators should the engineering bots be unable to correct any problems.

Area 2 – Parts storage

Large arrays of equipment lockers dominate the southern end of this area, loaded with spare parts of all kinds.

Area 3 - Recycling

The base's wastewater is recycled on this level in a huge machine at the northern end of the level here.

Area 4 – Primary converter

The processing of wastewater in area 3 helps regulate the primary power generator systems on the east end of this level, providing a recycling overlap between wastewater and power systems.

Area 5 – Engineering station

The engineering bot station is located across the west end of this level. Its equipment is also manually operable for

human use. There are a dozen power couplings here for the recharging of any type of energy cell as well.



General station notes:

All lights in the base are cold illumination panel type. All screens are flat panel displays and all speakers are also of a flat-panel design. Nearly all original controls were simply touch activated, including the computer screens. The Army of the Deep has tried very hard to preserve such items as much as possible.

All areas and levels are all clearly marked, along with directions to the elevators on each floor. Such markings are prominently etched into the walls near high traffic areas like elevators, corridor intersections, etc.

Any area not specifically stated as having construction of a given type is ferrocete in nature. Internal windows set into some doors are generally a form of transparent aluminum which the Army of the Deep has yet to fully understand.

All "wiring" of a non-power transmitting nature is fiber-optic. All power conduits are room temperature, super-conducting materials sealed in pipes made of a ceramic and polymer blend which does not burn. The Army of the Deep has gone to great pains to ensure that fire extinguishers are a common sight in every room or hall used, even if they are only filled with water.

There were no "wireless" communication systems permitted in the base when it was in use originally, and the Army of the Deep has chosen to keep things that way. Once inside the facility, radio silence is observed; breaking this rule is a highly punishable offense (except for emergency alerts).

While security is a prime concern here it is interesting to note that one could, with the proper access codes or clearance, use any screen in the base to make contact with any other screen or database in the complex. This freedom of information flow would seem to invalidate a great deal of the security protocols, if it were not for the fact that the base's artificial intelligence can override any command issued from any panel not located in the main

computer room. This last safety measure ensures that even if the base's artificial intelligence goes offline, the base can still function while the artificial intelligence is repaired.

Food was originally eaten for the most part in the individual living quarters, but the Army of the Deep now generally hosts all meals in either the Mess Hall or meeting area on the Living Quarters level if a more formal affair is in order. This is more a matter of simplicity for the Army of the Deep, and provides a subtle level of psychological control over the personnel.

If the PCs can disrupt the Army of the Deep's "Rapture" operations here it will deal them a severe blow, likely setting back their plans for a great deal of time and restoring the overall balance of power in the area. If the players accomplish this, they will be given the maximum award offered by the co-defense council after their return to Gatorvil.

Appendix

Cryptic Alliance

Army of the Deep (The Trident)

Dragon #119; Page 77 by Douglas Lent
(codes are listed on page 53 of the 2nd Edition rulebook)

Tech: 3

Types: PSH (35%); H (45%); MA (40%); P (15%) A (10%)

Number: 1d10 **Base:** A (5d10; along seacoasts); B (2d10+50; along seacoasts); H (10d10+100; usually underwater)

Secret Sign: A trident is tattooed somewhere on the body. A trident on a field of red is displayed on uniforms, flags, and vehicles.

Location: Along the east coast of America with bases on islands, the mainland, and beneath the ocean's surface.

Description: Created by members of several ocean-dwelling mutant races and a tribe of sea-going humans, the Army of the Deep has grown from a minor alliance of pirates to a force with almost complete control of large portions of the eastern coastal waters. Many tribes and a few of the weaker nations in this region pay tribute to the Trident's soldiers. For the moment, their area of operations and a relatively low membership have kept them

from becoming a threat to the mainland, but even now they are working to consolidate their power over the ocean. Should they succeed, there is little doubt that they will then turn their attention to the continental interior. Already, the sign of the Trident is seen to have ominous implications by leaders of major alliances such as the Ranks of the Fit, the Red Death, and the Purists.

The Army's success lies in its three-pronged approach to ocean warfare: dominance above, on, and below the water (hence their symbol, the trident). The Trident is commanded by three generals called Triarchs, each of whom oversees operations in one of three branches (air, surface, and submarine). There is a degree of overlap in their authority, and all three cooperate closely when the Army is engaged in missions on the mainland.

The Trident possesses a vast store of Ancient technology recovered from several intact undersea bases it has occupied (at least three to date), as well as salvage from now-submerged cities along the coast. It's arsenal of military hardware includes several submersibles, a number of air/sea fighter craft, a few hundred marine battlesuits, and an extensive range of personal weaponry. However, it is debatable how much of this collection its soldiers truly know how to operate, let alone maintain. Nevertheless, their success so far is unquestionable. Whether or not it will continue to be successful remains to be seen.

The Army of the Deep is well organized and the majority of its members highly intelligent - the GM should play them as such during this adventure. For this module the Army of the Deep has a number of goals directly tied to their current raiding activity. First, obtaining additional material and manpower resources needed for an upcoming major offensive against the mainland. By raiding the coastline communities the Army of the Deep gains additional wealth that they can use to recruit, bribe, or pay off individuals who could help them in their overall plans of dominance (mercenaries, spies, corrupt officials, etc). The captured townspeople are put to work as slaves to free up valuable loyal manpower to further bolster the Army of the Deep offensive strength (in fact, it's possible that as many as 1 in 20 who are captured might actually join the Army of the Deep willingly). Secondly,

the raids also weaken those who oppose them by disrupting commerce and reducing the number of people that could be called upon to repel the Army of the Deep en masse. Third, the tactics being employed (the completely sterile attacks) add confusion to any type of truly effective defense that could be made against them, keeping the opposition off balance. Fourth, to test the effectiveness of the Rapture mutagen as a weapon. They've only hit a few towns at the time of the PCs involvement in the adventure because this was the final testing stage as to the effectiveness of Rapture mutagen when used as a "weapon". In this stage they decided to hit surface towns, and not just the occasional fishing boat as with their initial tests (which would disappear without arousing too much suspicion).



'Rapture' mutagen

The Army of the Deep personnel are using a mutagenic agent that comes in two forms – a gas and a liquid. It is used in gas form on land to take whole settlement populations captive. When used underwater it is in a liquid form. In gas form it will take effect by either being inhaled or absorbed through the skin. In liquid form it is either taken orally or injected. It is a temporary mutagen that changes the lungs of those exposed to it to only process oxygen from water. Treat this mutagen as an Intensity 18 poison; any lettered result on the table means the victim is affected. If the victim does not find water to 'breathe' in short order, he suffocates. Those who make it to water find 'rapture' – primarily because they can breathe again. Hence the reason entire communities have been disappearing with a few asphyxiated bodies found afterward. The mutagen was an experimental drug found by the Army of the Deep when it discovered the underwater research complex "Deep Station 4". With the facilities available there they found they could reproduce it in large quantities using extracts from refined Rapture weed. It must be taken on regular basis (once every 24 hours) or the victim's respiratory system returns to normal and drowning will occur while underwater. The Trident has found this to be an excellent way to keep captives in line. It has no effect on native water breathers or those beings with gills as a mutation.

New Creatures

NAME: Bigoon (Cave Dabbers)
From GW1 Legion of Gold
NUMBER: 1-6
MORALE: 7
HIT DICE: 15d10
ARMOR: 6

LAND SPEED: 12/900/18

MS: 1d10 **IN:** 1d4+2
DX: 3d6+4 **CH:** 1d6
CN: 3d6+10 **PS:** 2d12+20

ATTACKS: 1 Bite (4d6+10 damage), 2 claws (1d6+10 damage each)

MUTATIONS: Heightened Strength, Infravision

DESCRIPTION: One glance easily identifies a Bigoon as a giant mutated Raccoon. The creature is well over two meters tall (old males being known to reach three or more meters in length, nose to tail). The Bigoon's teeth are very much enlarged, and it bites for 4d6+10 damage. The creature also has heightened strength to complement its native intelligence and cunning. Despite its increased size and strength, the Bigoon has lost none of the manipulative dexterity of its small progenitor. The hand-sized forepaws of a Bigoon are quite nimble and can be used to open simple closures and latches. The Bigoon is a nocturnal hunter and has infravision capabilities. When hungry, a Bigoon attacks virtually anything, but the creature is prone to ignore other creatures if well fed, unless its curiosity is aroused. A well-fed Bigoon has been known to playfully knock down a passing human in order to tear open a carried sack. A lone Bigoon is usually a rogue male. If three or more are encountered, they are likely to be a mother and her immature young. Bigoons are all capable of climbing trees sturdy enough to hold their weight.

NAME: Black Sea Serpent
by Derek M Holland
NUMBER: 1 or d10+1
MORALE: 1d8
HIT DICE: 4d6
ARMOR: 8

WATER SPEED: 6/1200/36
LAND SPEED: 6/30/12

MS: 2d4+3 **IN:** 1d3
DX: 1d6+6 **CH:** 1d4
CN: 1d6+10 **PS:** 2d4+8

ATTACKS: Bite (1d8 + constriction)

MUTATIONS: Improved senses, gills, size change, sonar, confusion, susceptible to damage, thermal intolerance (cold only)

DESCRIPTION: Black sea serpents are mutated snakes that have adopted the anaconda's lifestyle. They are between 3 and 12 meters long, jet black with green stripes, have thick scales, and sonar to detect prey. Black sea serpents capture a prey animal by biting it and coiling around it. It does not crush the prey (like the myths state), but instead, keep the animal from breathing by compressing its lungs (use suffocation rules). They then swallow the prey whole, having no way of chewing. If found on land, a serpent is just as dangerous as if it was in the water. They can be driven off by fire and extreme cold. Black sea serpents are only found in Putrid Sound and Lake Ash. They like to hide among the weeds that float near the surface and catch the birds and fish that visit the weed mats. Occasionally, one out hunting will fall prey to sea lilies or to giant sea serpents, but otherwise they tend to die of old age. They hibernate during the winter on land in deep mud. The snakes are considered a major threat to the fishermen of both bodies of water. They do not congregate, except during mating, when up to 10 males try to mate with a single female.

NAME: Blade Whales (Rammers)
From Dragon #98; Page 45 by Randy Johns
NUMBER: 1d4-2
MORALE: 1d6+2 (10 if fighting ships)
HIT DICE: 25d12
ARMOR: 4
SIZE: 30 meters long

WATER SPEED: 27/800/36

MS: 1d6+10 **IN:** 3d6
DX: 1d8+3 **CH:** 1d6
CN: 1d10+11 **PS:** 2d20+80

ATTACKS: 1 Bite (10d4); or, 1 Ram (10d10)

ORIGINAL STOCK: Blue Whale
MUTATIONS: Force Field Generation,

Kinetic Absorption, Mental Blast, New Body Parts (carnivorous jaws and digestive system, bladelike horn)

HABITAT: Oceans of the world

DIET: Marine animals (see description)

DESCRIPTION: For centuries, mankind killed whales for his own needs or for sport. Though many people protested these killings, they continued until only the smartest and strongest whales survived. With the ecological warfare of 2321 and the "Apocalypse Week" of the following year, it was assumed that all great whales had finally become extinct.

However, the weapons used during the Social Wars had mutated the last remaining whales. They developed powerful mutations, particularly the huge bladelike horns that were able to split even the largest ships in half. Remembering the treatment their race suffered at the hands of human beings, the blade whales began attacking all surface and undersea shipping they could find. As often as not, any crewmen cast into the sea by a blade whale's attack would be eaten.

With the explosion of new mutated life in the oceans of the world, the blade whales have recovered their population and developed the roots of a world culture. They speak a complex ultrasonic language and are quite sociable. Once a year, blade whales gather in large herds to find mates and to discuss the activities of the "enemy" surface dwellers who threaten the seas. These large herds contain 40 to 60 individuals and stay together for about 2 weeks, after which males and females pair off and go their separate ways. Blade whales have no fixed lairs and prefer to roam the seas freely.

Prior to ramming a ship with its horn, a blade whale will activate its *Force Field* and have the force of the attack absorbed by its mutational protections. Damage equal to half the damage inflicted by the ramming blow will be inflicted on the blade whale. An injured whale will rarely continue an attack if the ship it struck has been destroyed or is sinking, though it may wait around to eat any survivors.

NAME: Boomblossom

By Zirra Scrohunter

NUMBER: 2d10

MORALE: 7

HIT DICE: 8d6

ARMOR: 9

SIZE: 180 to 250 centimeters

LAND SPEED: 12/900/18

MS: 14+1d4

DX: 3d6

CN: 3d4+2

IN: 14+1d4

CH: 1d8+10

PS: 2d6+3

ATTACKS: 2 limb strikes (1d2 plus Thorns [See mutation description]) or by weapon

ORIGINAL STOCK: Swamp Rose (*Rosa Palustris*)

MUTATIONS: Beguiling, Contact Poison Sap, Explosive Seeds, Force Field Generation, Modified Vines (Manipulation Vines), Telekinesis, Telepathy, Thorns/Spikes (Thorns)

HABITAT: North America east of the Rockies, from Hudson bay to the Gulf of Mexico (Swamps and thickets, marshy shores of streams, ponds, and lakes)

DIET: Minerals from soil

DESCRIPTION: These intelligent, mutated descendants of the Swamp Rose retain their blossoms (a dark rose-pink color) longer than their ancestors, keeping them from mid-spring until almost autumn. Other than that, they look like humanoid shaped plants.

Boomblossoms will make use of any artifacts they have at hand in combat. They are by no means stupid, however, and understand there are times when it's better to not use technology. Whether or not they use artifacts, they often will use their *beguiling* power before entering combat. They communicate with each other (and other creatures) telepathically, and co-ordinate their actions so as to not get in each other's way. If, for some reason, they do not use artifacts, they are quite capable of handling themselves in combat, having *thorns* and *contact poison sap* in melee, and *explosive seeds* (which is how they got the name 'boomblossoms') for ranged combat. (Refer to the individual mutation descriptions in the rulebook for details.)

Boomblossom seeds sprout in the spring and are nonsentient and immobile for their first year of life. In the spring of their second year, they become mobile and quickly learn the value of teamwork and of the power of Ancient artifacts, which they readily use. They will often trade artifacts for items they consider more useful to them. When a boomblossom group becomes too large for the land to support them, a group will break away from the main group to form a new community.

Sources used for background info:
<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=79&recnum=TS0417>

NAME: Brultans

By Les Braun

NUMBER: 2d6

MORALE: 1d4+6

HIT DICE: 25d6

ARMOR: 4

LAND SPEED: 6/800/16

WATER SPEED: 12/1200/16

MS: 2d6+1

DX: 2d8+2

CN: 2d6+6

IN: 2d8

CH: 1d6

PS: 4d4+2

ATTACKS: 2 pincers (2d6 each), or by weapon type.

MUTATIONS: Carapace - total, Hands of power - gamma, Heightened physical attribute - strength, Kinetic absorption, Skeletal enhancement.

DESCRIPTION: These large man-like crabs can be found in many regions of the ocean. They have a slightly tribal organization, but are rather nomadic, never staying in one area for too long. They are extremely tough fighters and are terrible to face in combat as they are hard to damage because of their mutations. They are able to manipulate many types of weapons, though they prefer polearms the most. Even if they are unarmed their claws can still do considerable damage - or blast an opponent with bolts of radiation.

NAME: Ceruleans (Blue Meanies)

By Mars

NUMBER: 1d10

MORALE: 1d4+6

HIT DICE: 15d6

ARMOR: 9 or 7 with fish scale armor

WATER SPEED: 6/600/12

LAND SPEED: 12/900/18

MS: 3d6

DX: 3d6

CN: 1d10+8

IN: 3d6

CH: 3d6

PS: 1d10+8

ATTACKS: By weapon

MUTATIONS: Confusion, Cryokinesis, Gills, Ultravision

DESCRIPTION: Ceruleans are humanoids with light blue skin, gills, no hair, and

webbed hands and feet. Ceruleans operate equally well above and below water. Their culture is based in the Karib'eun and they have a Tech Level II seafaring society that is quasi-feudal. Most Ceruleans swear fealty to King Guapo of El Morro (a small island once part of Puerto Rico). Their technology includes the manufacture of blackpowder weapons and coastal sea vessels. Trading, exploring, slavery, and piracy seem to come naturally to these hearty folk. They use and can repair many Tech III items, but cannot manufacture them. They count their wealth in ships and commonly use an underwater crossbow that shoots small barbed harpoons attached to a line on a spool. As a race, they automatically assume every powerful race or organization enslaves the weak. Many young Cerulean men have been recruited by the Army of the Deep through the lure of wealth and technology.

NAME: Croaker
By Zirra Scrohunter
NUMBER: 3d6
MORALE: 3
HIT DICE: 4d6
ARMOR: 6
SIZE: 10 to 24 centimeters long

LAND SPEED: 16/1200/24
WATER SPEED: 24/1800/36

MS: 1d6+4 **IN:** 1d4
DX: 2d6+6 **CH:** 2d4
CN: 2d6 **PS:** 1d4

ATTACKS: Bite (1d3 damage)

ORIGINAL STOCK: Cane Toad (*Bufo Marinus*)
MUTATIONS: Displacement, Light Manipulation, Poison (Intensity 12), Stunning Force, Thought Imitation

HABITAT: Along the Gulf Coast in the southern United States and Northern Mexico, also Florida

DIET: Insects

DESCRIPTION: This mutated descendant of the Cane Toad looks much like its ancestor. It is brown to yellow-brown, with prominent cranial crests, and a somewhat round, flattened body outline. It also retains the poison producing paratoid glands of its unmutated predecessor.

Croakers are not the bravest creatures in the world. They are small, and therefore not able to inflict much damage on larger creatures. When faced with larger

creatures, they prefer to use their mutations to remain hidden. If they are spotted, they will use their *Stunning Force* mutation and attempt to escape if at all possible. If left with no option but to fight, they will bite and attempt to rub their bodies (which are coated with a contact poison) on any exposed flesh they can find on the enemy creatures.

Croakers band together in groups for mutual protection and for breeding. They spawn year-round with suitable temperature and rainfall. Eggs are laid in long-standing water - ditches, canals, streams, and ponds.

Sources used for background info:
<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=1&recnum=AR0008>

NAME: Crusteans (Crusty 'Uns)
From Dragon #98; Page 46 by John M. Maxstadt
NUMBER: 1
MORALE: 1d4+4
HIT DICE: 6d4
ARMOR: 6 (-2 to be hit due to size)
SIZE: 30 centimeters diameter

LAND SPEED: 1/250/5
WATER SPEED: 1/150/3

MS: 1d8+8 **IN:** 1d8+10
DX: 1d6+12 **CH:** 1d6
CN: 1d6+4 **PS:** 2d6+4

ATTACKS: 2 pincers (1d6 each)

ORIGINAL STOCK: Coconut Crab
MUTATIONS: Heightened Balance (improved), Heightened Taste, Heightened Strength, Light Wave Manipulation (limited) New Body Parts (speech and hearing organs), Symbiotic Attachment (limited), Thought Imitation

HABITAT: Beaches, lake shores, deserts (mainly around oases), ruins, and sometimes populated cities in warm climates

DIET: Fruit and nuts (especially coconuts and palm nuts), and even garbage in bad times

DESCRIPTION: These solitary, omnivorous scavengers can be encountered in a wide variety of places, as indicated above. In populated cities, they live around garbage dumps, their *Heightened Taste* enabling them to distinguish which leavings are safe to eat.

They generally try to stay out of the way of bigger creatures, preferring to spend most of their time buried in sand or fine gravel with only their eyestalks exposed. When encountered, crusteans will be invisible unless surprised (on a 1 only).

Crusteans are both articulate and intelligent. They have no natural enemies, and they are generally well equipped to avoid encounters, but occasionally one will get lonely and take an opportunity to join a group of intelligent creatures for a time. Crusteans enjoy company and often enjoy helping strangers in distress, but their cranky, irascible nature often prevents them from expressing themselves properly. Even with long time friends, a crustean's conversation will generally alternate between griping and sarcasm, especially when it is performing a kindness.

A crustean will automatically climb an opponent to find a spot that the opponent cannot conveniently reach (between the shoulder blades of a human, for example), and will attempt to pinch with both claws. If it hits, it will try to hold on until its *Symbiotic Attachment* takes effect (which does not begin until the round after the crustean is attached). It takes a PS of at least 12 to pull a crustean loose if one claw is attached, or at least 16 if both claws are attached. If a creature cannot grasp the crustean, it may try to knock it off. This requires a combat hit at -4 and a minimum PS as noted above. This all assumes that the crustean is attached in a highly inaccessible spot - a crustean will be very reluctant to attack a creature with no "back". A crustean forcibly removed from an opponent has a 50% chance of losing the claw or claws that were attached. It can regenerate these when it sheds its shell (see below), but not until at least a week has passed.

Crusteans can climb almost any vertical surface with great speed, even if the surface is moving (in the case of an opponent). However, the surface must have some cracks, crevices, or footholds in it. Crusteans' *Light Wave Manipulation* has no effect on lasers or black ray guns. They must shed their shells once a month (sooner if they lose a claw), and will regrow new shells and claws in 8 to 13 days. They can only shed their shells underwater and are extremely vulnerable while doing so. They must also mate underwater. A crustean can hold its breath for a long time (4 hours), but it is not a

water breather and so will not be encountered in deep water. Crustceans have no interest in treasure and artifacts, although they understand other creatures' desire for them. A visible crustcean looks like a brown and black mottled crab about the size of a derby hat, with long legs and very large, powerful claws.

NAME: Draguns (Sea Gators)
From Dragon #108; Pages 52&53 by Danny Moynihan
NUMBER: 1d4-2
MORALE: 2d4+2
HIT DICE: 7d12+7
ARMOR: 2
SIZE: 15 meters long

WATER SPEED: 12/1000/32

MS: 2d4-1 **IN:** 1d4
DX: 1d4 **CH:** 1d4
CN: 5d4+1 **PS:** 3d20+30

ATTACKS: 1 Bite (10d4+2 damage and swallow (see description)); 1 Ram (4d10 damage); "gun" (see description)

ORIGINAL STOCK: American Alligator
MUTATIONS: Gills, New Body Part (projectile firing digestive system), Taller, Water Dependency

HABITAT: Caribbean Sea and Atlantic Ocean

DIET: All animal life

DESCRIPTION: Draguns still resemble their ancestral alligator forms, though they are much larger and cannot leave the water. They establish territorial areas across sea beds, defending them fiercely (even against ships and submarines just passing by). Being particularly stupid and rather clumsy, draguns may be slowed and stopped by heavy, steel cable nets dropped across their paths. They seem to like basking on the surface of the ocean during sunny days, and they are often encountered during these times.

Draguns possess a rudimentary form of communication consisting of bellows, croaks, and grunts, all of which are uttered while the dragun is floating on the surface. Mutant reptiles may learn to imitate these sounds with some success (50% chance of getting a vocalization correct), and this technique, coupled with an amplifier, has been used to attract or drive away these beasts.

Draguns have three forms of attack. They prefer to bite and swallow prey that is man

sized or smaller, there being a 15% chance per bite that such prey is gulped down whole. A swallowed character takes 2d6 damage per action turn from slow suffocation and drowning on water the dragun swallowed, plus an amount equal to his or her base AC from digestive acids. The victim may only attack with daggers, claws, or teeth against the dragun's insides (AC 9). The dragun must be slain in order for a victim to be removed. Once this is done, 100 points of damage must be inflicted on the dead dragun's midsection, either by persons outside the dragun or by a swallowed victim, to free the captive. Note that a dead dragun floats easily and can be towed to land.

Draguns also like to ram ships and other creatures that are floating on the surface of the water, using their snouts as battering rams. A vessel of sailboat size or smaller is 90% likely to capsize if rammed; a ship the size of a sailed frigate would have a 5% chance of rolling over.

Finally, draguns have a *New Body Part*: a gizzard that collects large stones and can expel them forcefully out of the dragun's open mouth. A fired stone weighs 2d4 kilograms, has a 40 meter range, and does 6d6 points of damage to whatever it strikes. Draguns only fire stones when floating, not underwater. Because of this effect, and because of the blasting sound made when the stone is launched, the original name of 'dragon' was modified to its current form. A dragun has 1d4 such stones which may be fired at any particular time.

If a dragun senses any sort of poison gas on the water's surface, it immediately submerges and flees the area.

NAME: Flippis (Clicker Fish)
From Dragon #98; Page 47 by William Tracy
NUMBER: 2d4
MORALE: 1d8+1
HIT DICE: 7d6
ARMOR: 8
SIZE: 2 meters long

WATER SPEED: 24/1800/36

MS: 1d10+11 **IN:** 1d10+11
DX: 1d6+12 **CH:** 2d6+4
CN: 3d6 **PS:** 3d6

ATTACKS: 1 Ram (1d6)

ORIGINAL STOCK: Bottlenose Dolphin

MUTATIONS: Actual Metamorphosis, Directional Sense, Dual Brain, Empathy, Heightened Hearing, Heightened Intelligence, Intuition, Radar/Sonar (improved over natural talent), Sound Imitation, Temporal Fugue, Time Distortion, Time Manipulation (see description), Time Suspension

HABITAT: Oceans of the world

DIET: Plants and small fish

DESCRIPTION: The flipp's true physical form has not changed at all from its ancestral dolphin shape. Like its ancestor, it attacks by ramming victims in the water at high speed with its snout.

Though these intelligent mammals have no technology, they possess their own culture and society. They have been known to save Pure Strain Humans and humanoids from drowning, though they are indifferent to the plight of mutated animals. Flippis have never joined the Zoopremisists alliance.

Flippis have been known to use their *Actual Metamorphosis* mutation to join parties of land dwelling adventurers that they have befriended. Of course, they must somehow acquire weapons and clothing on their own. If turned into their true form (as per the *Actual Metamorphosis* mutation), they will take 4 points of damage per round while they are out of water, until they are able to assume a new form or reach a water supply to keep their skins from drying out.

Only 2% of flippis encountered will have the *Time Manipulation* mutation. For many years, flippis have been trying to improve their time related abilities through selective breeding so that flippis with *Time Manipulation* can attempt a series of time jumps to reach a period before the Social Wars. There they try to warn humans in an attempt to alter history, but apparently they are not being taken seriously since the future Gamma World still exists. Still, all the flippis with *Time Manipulation* will eventually try to go back and warn of the danger to come.

NAME: Horsy (Sea Stallion)
By Les Braun
NUMBER: 1d6
MORALE: 1d8+4
HIT DICE: 6d6
ARMOR: 5

WATER SPEED: 15/1800/36

MS: 2d6+2 **IN:** 1d4
DX: 1d8+4 **CH:** 1d4
CN: 1d6+6 **PS:** 2d10+8

ATTACKS: 1 Ram (1d10 damage)

MUTATIONS: None

DESCRIPTION: Horsy (sometimes spelled Horsea) are giant rideable seahorses. Many underwater races prize them as mounts. They are capable of very fast movement underwater and are easy to train once domesticated. Their only attack consists of smashing into an opponent. The Horsy must have enough room to move in order to use this attack. Horsy are quite loyal creatures whether it's to a family group or rider.

NAME: Hydrozoan (Sea Medusae)
By Les Braun
NUMBER: 1d4
MORALE: 1d2+8
HIT DICE: 18d6
ARMOR: 6

WATER SPEED: 12/900/18

MS: 2d6+6 **IN:** 2d6+8
DX: 3d6 **CH:** 1d4
CN: 4d4+2 **PS:** 2d8

ATTACKS: 3 tentacles (1d4 damage+ poison skin (see below).

MUTATIONS: Bodily control - hearing, Chameleon powers, Confusion, Contact poison sap (Intensity 17 - see below), Directional sense, Duality, Hands of power - electrical, Heightened intelligence, Heightened precision, Hostility field, Life leech, Mental shield, Mental paralysis, Regeneration, Telepathy.

DESCRIPTION: Hydrozoans are two meter tall jellyfish-like creatures. They are of a particularly evil nature and consider themselves the most superior form of life on the planet. Because of this all other life forms fall into two categories, food or servants. The Hydrozoans have been actively pursuing plans of dominating the entire ocean environment for sometime now. They have found this to be more difficult than they first expected because of efforts by others to accomplish this same goal. They are now pursuing plans to eliminate said competition. They have a number of attacks they are capable of using on others (in fact, they can even wield weapons which are not too heavy - but this is rare), but their most feared

ability is their poisonous skin which turns victims to stone (exactly as per Ert in the rulebook - but *will* cause damage even if the victim doesn't turn to stone).

NAME: Killer Kelp
By Les Braun
NUMBER: 1d10
MORALE: N/A
HIT DICE: 3d6
ARMOR: 8

WATER SPEED: Does not move.

MS: 1d4 **IN:** 1d4
DX: 1d4 **CH:** 1d4
CN: 3d8 **PS:** 1d4

ATTACKS: See below

MUTATIONS: Spore Cloud, Dissolving Juices, Sonic Blast

DESCRIPTION: This kelp can sense any nearby movement that will first set off the plants sonic blast. It will then release its spore cloud followed by the dissolving juices. It will continue this sequence until either the victim or the plant dies. Any creature which falls victim to this plant will become fertilizer for future generations of killer kelp.

NAME: Kooda
By Zirra Scrohunter
NUMBER: 2d6
MORALE: 2d4+1
HIT DICE: 12d6
ARMOR: 7
SIZE: 4 to 5 meters

WATER SPEED: 30/2250/45

MS: 1d4 **IN:** 1d4
DX: 1d10+5 **CH:** 1d4
CN: 3d4+8 **PS:** 1d12+8

ATTACKS: 1 Bite (3d6 damage)

ORIGINAL STOCK: Great Barracuda (Sphyræna Barracuda)
MUTATIONS: Taller, Chameleon Powers, Speed Increase (Improved)

HABITAT: Occurring worldwide in near shore tropical and subtropical seas (30°N - 30°S), common in the western Atlantic Ocean from Massachusetts (U.S.) to Brazil. It is also found in the Gulf of Mexico and the Caribbean Sea as well as the eastern Atlantic Ocean, Indo-Pacific, and the Red Sea. It is rare or absent in areas of the eastern Pacific Ocean.

DIET: Fish, squids & shrimp, known to attack swimmers

DESCRIPTION: This mutated descendant of the great barracuda retains many of the habits of its ancestor. To become a successful feeder, the Great Barracuda developed a technique of racing through a school of fish with its blade like teeth attacking the helpless fish. After it injures and immobilizes some of the fish, the barracuda returns to snatch them up. Koodas do the exact same thing, but are even more effective due to their larger size and their mutations. The Kooda's *Speed Increase* is improved in that it can be used three times per day. Koodas use their highly evolved instincts to take advantage of the disorder that occurs around dusk, when the nighttime fish switch places with the daytime fish. It is at this time, when their prey least expect it, that Koodas make their attack.

Sources used for background info:
[http://www.flmnh.ufl.edu/fish/Gallery/Description/](http://www.flmnh.ufl.edu/fish/Gallery/Description/GreatBarracuda/Description/Description.html)
<http://www.greenreefbelize.com/reefbriefs/briefs48.html>

NAME: Lobsterfish
By Mars
NUMBER: 1d10
MORALE: 1d4
HIT DICE: 2d6
ARMOR: 7

WATER SPEED: 8/600/8
LAND SPEED: 8/800/12

MS: 1d6 **IN:** 1d2
DX: 3d6 **CH:** 1d4
CN: 1d10 **PS:** 1d6

ATTACKS: Bite (1 point of damage on a natural 20).

MUTATIONS: None

DESCRIPTION: These look like a 20-50 cm long seabass with 8 spiny legs sticking out of their sides. They are nearly harmless, but can be annoying. They sometimes (1 in 4) mindlessly attack anything that moves. On a roll of natural 20 they score 1 point of damage. They are rather tasty if cooked.

NAME: Mer-kind
By Les Braun
NUMBER: 2d6
MORALE: 1d8+4
HIT DICE: 10d6
ARMOR: 7

WATER SPEED: 18/1200/24

MS: 2d6+6 **IN:** 3d6
DX: 1d10+8 **CH:** 3d6
CN: 2d8+4 **PS:** 3d6

ATTACKS: By weapon type.

MUTATIONS: Empathy, Heightened balance, Intuition, Repelling force.

DESCRIPTION: Mer-kind are half-man, half-fish beings (human torso with a fish tail) who live in harmony with most creatures of the ocean. They usually reside in small undersea communities and will sometimes use trained Horsy as mounts. They will generally help any creature they come across who appears to be in trouble. Of the many intelligent beings living in the strange seas of Gamma World, they are perhaps the most noble. They are able to survive for short periods of time above the surface.

NAME: Minda Ray
By BK "death_machine_2416"
NUMBER: 1d4
MORALE: 1d8+4
HIT DICE: 2d6
ARMOR: 9

WATER SPEED: 8/900/16

MS: 5d6+4 **IN:** 1d6
DX: 1d10+4 **CH:** 1d4
CN: 1d8+6 **PS:** 1d6

ATTACKS: See below.

MUTATIONS: See below.

DESCRIPTION: This creature is a detached part of a sentient coral reef (see below). A successful attack means the creature has bitten its target (1d4 damage). A second attack against the victims AC means the creature has attached itself to the victim and stabs the victim for 1d6 damage. A third successful attack means the creature has entangled the spinal cord and now controls the creature via the Coral Reef (see above). Once the creature is attached, all of the target creature's abilities are under the control of the reef. Any land creature which is controlled by the Minda Ray can breathe both water (after 10-20 seconds) and on land, as the ray breathes for the creature underwater and the land animal can breathe for both creatures on land.

NAME: Mingos
By Les Braun
NUMBER: 1-20
MORALE: 1d6+2
HIT DICE: 3d6
ARMOR: 8

LAND SPEED: 4/400/15
WATER SPEED: 12/900/15

MS: 2d6+4 **IN:** 1d6+6
DX: 1d6+12 **CH:** 1d4+4
CN: 1d8+6 **PS:** 1d10+8

ATTACKS: 1 Beak (2d6 damage)

MUTATIONS: Gills, sonar.

DESCRIPTION: Mingos are birdlike creatures descended from Flamingos. They are now more at home in the water than they are on land. Mingos travel in groups to hunt down their meals, often looking like a large school of long legged fish when encountered underwater. They still retain the ability to hunt while standing along shores, but find prey easier to catch in the open sea. They no longer have the capability to fly because of their water adaptations. They have been known to attack humans/humanoids when hungry.

NAME: Par-rana
By Les Braun
NUMBER: 3d10
MORALE: 1d6+4
HIT DICE: 2d6
ARMOR: 8

WATER SPEED: 8/1200/18
AIR SPEED: 4/600/12

MS: 1d4 **IN:** 1d4
DX: 1d8+4 **CH:** 1d4
CN: 1d8+2 **PS:** 1d4

ATTACKS: Bite (1d6)

MUTATIONS: Sonic blast (in frenzy)

DESCRIPTION: This creature is an odd fusion of a Parakeet and Piranha. It can hunt under or above the water. These creatures are very social and hunt together in large schools. They will go into a feeding frenzy much like Herkels, but while in the frenzy a random number of the group will emit high-pitched Sonic Blasts.

NAME: Psirens (Mind Singers)
By Les Braun
NUMBER: 1-4
MORALE: 1d4+2
HIT DICE: 8d6
ARMOR: 8

WATER SPEED: 16/1000/20

MS: 2d6+10 **IN:** 2d6+6
DX: 3d6 **CH:** 3d6+4
CN: 2d8+2 **PS:** 3d6

ATTACKS: Bite (1d6)

MUTATIONS: Beguiling, Empathy, Mental paralysis, Sound imitation

DESCRIPTION: These foul sea creatures look very much like female Mer-kind. However their disposition is quite evil. They are well aware of their physical similarity to Mer-kind (except for a row of razor sharp shark-like teeth) and will use it to every advantage. However, Psirens prefer to remain out of sight of their potential prey, if at all possible. They typically use their mutations to lure victims to their doom by first using Empathy to gage the emotional state of their target. Once this is accomplished, they will then begin "singing" to their potential prey. Using Sound imitation to spread confusion (in any number of ways based on what their Empathy has revealed), or directly into the mind with Beguiling or Mental paralysis. The later is the preferred method to finish off their victims, as it keeps the Psirens out of harms way (and leaves their meal undamaged).

NAME: Radiation Zombies (Glomers)
By Les Braun
NUMBER: 1d10
MORALE: N/A
HIT DICE: 8d6
ARMOR: 10

MS: 1d4 **IN:** 1d4
DX: 1d10 **CH:** 1d4
CN: 3d6 **PS:** 3d6

LAND SPEED: 4/300/6
ATTACKS: 1Bite (1d8) + radiation.

MUTATIONS: None.

DESCRIPTION: Radiation Zombies are "survivors" of the apocalypse, usually found sealed away in ancient structures or underground complexes where they have dwelled mindlessly for many, many years. These "survivors" are not truly alive

anymore, but kept animated through the radiation which killed them. For some unknown reason they have an urge to kill and eat any living thing which they encounter. They are usually easy to avoid if encountered, as they are very slow moving and practically non-intelligent. However in close confines or in large numbers they can be quite dangerous.

Though their insatiable hunger is horrific, it isn't the most feared thing about radiation zombies...it is the deadly radioactivity they carry with them. Each group of radiation zombies will be contaminated with 3d6 Intensity radiation. This will be uniform for each individual within the entire group. Any contact with a radiation zombie will require an immediate check on the radiation table to determine the damage caused by the radioactivity.

NAME: Sea Behemoth, lobster
By Les Braun
NUMBER: 1
MORALE: 1d4+6
HIT DICE: 100d20
ARMOR: 4

MS: 4d4 **IN:** 2d4
DX: 3d6 **CH:** 1d4
CN: 20d10 **PS:** 2d20+200

WATER SPEED: 6/800/18

ATTACKS: 2 claws (15d10 each)

MUTATIONS: None (other than huge size).

DESCRIPTION: Sea Behemoths are little more than gigantic mutant versions of ordinary sea creatures. Their large size (usually around 100 meters or so) makes them extremely dangerous. They can be encountered in any region of the ocean and sometimes will come ashore looking for food when it becomes scarce in their area. In most cases they will have no additional mutations (other than their monstrous size), but some may have numerous mutations which they will use to full effect.

NAME: Sea Crone (Hags)
By Les Braun
NUMBER: 1
MORALE: 1d10
HIT DICE: 12d6
ARMOR: 7

WATER SPEED: 6/800/18

MS: 4d4 **IN:** 4d4
DX: 3d6 **CH:** 1d6
CN: 2d10 **PS:** 2d6

ATTACKS: Claws (2d6)

MUTATIONS: Anti-life leech, Beguiling, Confusion, Density control (others), Devolution, Empathy, Fear generation, Hands of power - withering, Illusion generation, Life leech, Mental control, Sonic blast, Summoning

DESCRIPTION: Sea Crones are evil tempered sea dwelling humanoids whose sole purpose seems to revolve around causing suffering to others. They sometimes have a pet or pets in their company which they use for various purposes. They generally attack using their mutations, but if pressed will use their bony claws.

NAME: Sea Lilies
by Derek M Holland
NUMBER: 2-5 patches (at 20-50/patch)
MORALE: 1d8
HIT DICE: 4d6 per patch
ARMOR: 9

WATER SPEED: 0/1/0

MS: 1d2 **IN:** 1d2
DX: 1d3 **CH:** 1
CN: 1d2 **PS:** 1

ATTACKS: 1d6 damage per patch (see below)

MUTATIONS: See below

DESCRIPTION: Sea lilies are cousins to starfish. They have a base developed to hold strongly onto the bottom in the body of water they dwell (it looks like worms attached to a root). Attached to this are dozens of "arms" covered in fine hairs, used to catch food. Some species have evolved to survive in fresh water, and most of those developed a mass attack to consume large prey. Anything wandering through a sea lily patch to attacked once per phase using an enzymatic approach. If the person is moving, treat every square meter as a single patch. They do grow up to the waters edge, so anyone reaching in the water is also attacked. Their defenses are based on the fact that they are submerged; if they are brought up on land, they have no armor and are totally defenseless (-4 to ranged /melee attacks).

NAME: Sea Monkeys
By Les Braun
NUMBER: 1-30
MORALE: 1d4
HIT DICE: 5d6
ARMOR: 8

WATER SPEED: 16/1000/12

MS: 2d6+2 **IN:** 3d6
DX: 2d6+6 **CH:** 2d4+4
CN: 2d6+4 **PS:** 2d6+2

ATTACKS: Paws or bite (1d4)

MUTATIONS: Heightened balance

DESCRIPTION: Sea Monkeys are a generally peaceful group of creatures. They are very curious however and will watch or follow anything out of the ordinary with great interest. This includes adventurers who travel through their areas. In fact, Sea Monkey are so curious that after the initial observation period is over, they will actually come right up to the thing which has held their attention for a better look (if it doesn't seem too dangerous). Once in close proximity, they become very playful and mischievous - taking items, throwing small objects, making a chaotic ruckus as they move rapidly in an out of reach. If harmed they will fight back by scratching or biting. They cannot survive out of water.

NAME: Sea Spider
By Les Braun
NUMBER: 1
MORALE: 1d4+4
HIT DICE: 20d6
ARMOR: 4

LAND SPEED: 3/400/9
WATER SPEED: 6/900/12

MS: 2d6+4 **IN:** 1d6+6
DX: 1d6+12 **CH:** 1d4+4
CN: 1d8+6 **PS:** 1d10+8

ATTACKS: 2 Pincers (5d10 each)

MUTATIONS: Regeneration

DESCRIPTION: A giant cross between a crab and spider about 5 meters in size. This creature spins sticky webs in areas of sea currents to catch food. It is non-venomous. It typically hides in its lair (like a cave or rock outcropping) until its prey exhausts itself in the web. Then it goes and picks the victim to pieces with its claws while the victim is still stuck fast.

The sea spider is immune to the stickiness of the web due to body excretions.

NAME: Sentient Coral Reef
By BK "death_machine_2416"
NUMBER: 1
MORALE: 1d8+4
HIT DICE: Special
ARMOR: 6

LAND SPEED: Does not move.

MS: 5d6+4 **IN:** 1d10+6
DX: 1d4 **CH:** 1d4
CN: 7d8+6 **PS:** 1

ATTACKS: See below.

MUTATIONS: Symbiotic attachment, Regeneration, Mass Mind, Telepathy, and whatever else the GM wishes.

DESCRIPTION: A coral bed is one large creature that is comprised of billions of smaller creatures. It therefore cannot be "killed" per se by ordinary damage. Only weapons capable of destroying large areas (nukes, etc) would actually harm or destroy the reef (being that they can be many kilometers in size!). The coral has the ability to displace small "nodes" of itself that it can control up 100 kilometers away. Each node is a small mutant sting ray (see Minda Ray above) with a body about the size of a man's fist and a spine about a foot in length. It will try to control whatever life form it has been placed on. This Minda Ray attaches itself at the rear base of the head with it's mutated mouth and stabs the victim with it's tail. Driving the tail deep into the victims spine, small tendrils wraps round the victims spine and give control of the creature completely over to the reef.

NAME: Shadow Whales (Shamu/Willies)
By Les Braun
NUMBER: 1d8
MORALE: 1d6+2
HIT DICE: 26d6
ARMOR: 6

WATER SPEED: 24/1800/48

MS: 1d6+4 **IN:** 1d6+6
DX: 1d8+10 **CH:** 1d6+4
CN: 1d10+6 **PS:** 1d10+80

ATTACKS: 1 Bite (3d10 damage)

MUTATIONS: Displacement, Physical reflection - electro magnetic, Speed increase.

DESCRIPTION: These mutant killer whales have a number of mutations which have earned them the name of shadow whales. If in dire trouble, they disappear like a shadow using their displacement mutation, only to reappear to attack again. They can move at amazing speeds for short lengths of time (speed increase) looking like nothing but blurred shadows in the water. Shadow whales are also intelligent hunters and work together in groups to capture prey and defeat enemies.

NAME: Shield Worm
By Derek M Holland
NUMBER: 1-3(50-100 when domesticated)
MORALE: 1d8+1
HIT DICE: 12d8
ARMOR: 2

WATER SPEED: 6/600/8

MS: d2 **IN:** d2
DX: d4+2 **CH:** d2
CN: d6+4 **PS:** d6+6

ATTACKS: 1 Bite (1d6 damage)

MUTATIONS: None

DESCRIPTION: This is a very important animal to many underwater races. The worm is covered with plates of chitin that are used to make arms (blades) and armor. A shield worm is 6 to 8 meters long and has 2 plates for every meter. They are usually harvested when they are .5 meters in diameter and grow back in a month.

NAME: Slake
By Derek M Holland
NUMBER: 1-3 (1-6 when domesticated)
MORALE: 1d6+2
HIT DICE: 15d10
ARMOR: 8

WATER SPEED: 2/300/3

MS: d4+6 **IN:** d2
DX: d2 **CH:** d2
CN: d8+10 **PS:** d8+14

ATTACKS: Bite (2d12 damage)

MUTATIONS: None

DESCRIPTION: These giant slugs have elongated bodies similar to a snake. They move slowly along the bottom, hunting the animals hiding in the sand and rarely in the corals. They are about 12-15 meters

long and are a dull gray. Some races use them as food livestock.

NAME: Slashworm
By Derek M Holland
NUMBER: 10-20
MORALE: 1d4+6
HIT DICE: 5d8
ARMOR: 5

WATER SPEED: 12/900/18

MS: d4+3 **IN:** d2
DX: d6+14 **CH:** d2
CN: d6+2 **PS:** d4+6

ATTACKS: Slash x3 (1d8 damage)

MUTATIONS: None

DESCRIPTION: These carnivorous worms have 6 long blades, 3 on each side, used to kill prey by making bleeding wounds. They are .5 to .75 meters long and are light blue in color. They hunt in packs of 10 to 20 and migrate up and down the East coast following several preferred prey species.

NAME: Slimy Grazer
by Derek M Holland
NUMBER: 1 to 1d6
MORALE: 1d8
HIT DICE: 10d6
ARMOR: 9

MS: 2d4 **IN:** 1
DX: d2+3 **CH:** 1
CN: d6+6 **PS:** d6+3

WATER SPEED: 6/600/5

ATTACKS: 1 Bite (1d8 damage)

MUTATIONS: Gills, toxin tolerance, redundant vital organs, diminished senses (sight), sound sensitivity

DESCRIPTION: Slimy grazers are giant sea slugs found in the Great Western Ocean. To see one is considered to be good luck because of their feeding habits. Only the desperate hunt slimy grazers even though they are almost helpless. They can retaliate with a bite, but that's it. Slimy grazers are found only near their only food source: sea lilies. As there are hundreds of thousands of patches of sea lilies in Putrid Sound, slimy grazers are a semi-common sight. Slimy grazers congregate only because of food, otherwise they are solitary except during the fall mating season. Even then, they do

not search each other out, but will mate if they come in contact with each other.

NAME: Sootpurt
By Zirra Scrohunter
NUMBER: 1d4
MORALE: 6
HIT DICE: 10d6
ARMOR: 4
SIZE: 70 to 150 centimeters long

LAND SPEED: 4/300/6
WATER SPEED: 8/600/12

MS: 1d12+4 **IN:** 1d4+4
DX: 1d6 **CH:** 1d6
CN: 1d8+10 **PS:** 1d8+10

ATTACKS: 1 Bite (1d6 damage)

ORIGINAL STOCK: Green Turtle (Chelonia Mydas)
MUTATIONS: Cryokinesis, Directional Sense, Kinetic Absorption, Regeneration, Total Carapace

HABITAT: Shallow waters with abundant aquatic plants, and open seas during migrations

DESCRIPTION: The Green Turtle was declared an endangered species in the late 20th century. Before that it was hunted extensively for the variety of products that could be gained - meat, flipper leather, and oils for use in cooking and cosmetics. Its mutated descendant is hunted by humans and humanoids for the very same reasons, and also for the shells, which are often used to make shields or occasionally pieces of armor. Physically the soopturt looks much the same as its ancestor, having a broad, oval shaped carapace and being olive to dark brown in color, with white edging on the flippers, often in a mottled or radiating pattern.

Sootpurt do not enjoy combat. They typically prefer to use their *Cryokinesis* to discourage predators. If this fails and they cannot get away, they will use their bite as a last resort. If they feel they can drive off the offending creatures, they will. When faced by surface creatures that they do not believe they can defeat, they will submerge and make their escape that way. If they see boats approaching (which they know to be a sign of fishermen and turtle hunters) they will submerge and try to put as much distance between them and the boats as possible.

As hatchlings, soopturts spend a year at

sea, floating on large mats of seaweed, feeding off of small invertebrates and plants. After this year, they return to shallow waters to graze on aquatic plants until maturing. After reaching adulthood at the age of 20 to 30 years, they return to the beaches where they hatched, sometimes traveling 3,000 kilometers or more. There the females lay their eggs. At night they will crawl onto the beach, dig a nest hole, and lay up to 100 spherical, golf ball sized eggs, which will hatch in about 2 months, if not disturbed.

Sources used for background info:
<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=24&recnum=AR0147>

NAME: Spiny Craw
By Zirra Scrohunter
NUMBER: 1d6
MORALE: 8
HIT DICE: 8d6
ARMOR: 4
SIZE: 1 meter long

LAND SPEED: 6/450/9

MS: 3d4 **IN:** 2d4
DX: 2d6 **CH:** 1d4
CN: 3d4+4 **PS:** 2d6+3

ATTACKS: 2 claws (1d6 each), Spines (see mutation description)

ORIGINAL STOCK: West Indies Spiny Lobster (Panulirus Argas)
MUTATIONS: Chameleon Powers, Quills or Spines (Spines), Total Carapace, New Body Parts (poisonous spines - Int 12)

HABITAT: Among rocks, reefs, sponges, and other growth; from low tide line to 100 meters deep (Carolinas to Florida, Gulf of Mexico, West Indies to Brazil)

DESCRIPTION: This mutated descendant of the West Indies Spiny Lobster is approximately 50% larger than its ancestor. It always leaves its *Chameleon Power* mutation "switched on", and therefore often goes unnoticed by many passers by. Its carapace has rows of strong spines, which it uses to capture prey, and as a defense.

The spiny craw will sit patiently in its chosen location, waiting for fish to pass near by. When prey comes too near to the spiny craw, it will grab the prey with its pincers and attempt to force it onto the spines protruding from its carapace. The

spines secrete a paralytic poison. When the prey is immobilized, it can begin feasting. The poison from a spiny craw's spines is not water soluble, but alcohol will neutralize it, but once injected into a living creature, the amount of alcohol needed to neutralize the poison would be far more dangerous to the victim than the poison itself.

Spiny craws are often found in small groups. Rarely (10% chance) a larger group will be found, numbering up to 6d6. If one captures a particularly large fish, the others nearby will typically wait for the capturing 'craw' to finish eating, then sweep in for the leftovers.

The spiny craw is an important source of protein in the coastal regions near where they are found. A few skilled craftsmen in the coastal regions where spiny craws reside have been able to fashion a sort of scale mail out of the pieces of carapace. This carapace armor provides an Armor Class of 4 if a full suit is made.

Sources used for background info:
<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=41&recnum=SC0031>

NAME: Sprey
By Zirra Scrohunter
NUMBER: 1d4
MORALE: 6
HIT DICE: 7d6
ARMOR: 7
SIZE: 50 to 60 cm long, 140 to 180 cm wingspan

LAND SPEED: 3/225/4.5
AIR SPEED: 36/2700/54

MS: 1d4+1 **IN:** 1d4+1
DX: 1d4+15 **CH:** 3d4
CN: 3d4 **PS:** 3d4
ATTACKS: 2 claws (1d6 each)

ORIGINAL STOCK: Osprey (Pandion Haliaetus)
MUTATIONS: Doubled Pain (D), Force Field Generation, Speed Increase

HABITAT: Lakes, rivers, and seacoasts (Found nearly anywhere in North America, wintering in the south)

DESCRIPTION: The use of certain pesticides in the 1950s and 1960s

threatened the osprey population, but the disuse of these chemicals allowed ospreys to make a comeback by the early 21st century and they returned to areas in which they had disappeared. Ospreys survived long enough to witness the Apocalypse of 2322 and their decedents, like many other animals, mutated. The spreys look almost identical to its preholocaust ancestor, having brown feathers except on the underbelly, where it has white feathers. The head is also white, with a dark band running along the side of the face.

Spreys hunt for fish by flying and hovering over the water, watching the surface below. When it locates prey, it dives steeply, its talons outstretched (gaining an additional +5 to its attack rolls), and splashes into the water. It quickly resurfaces, and if it successfully captures its prey, it flies off, adjusting the fish in its claws so the head is pointed forward.

An adult spray is typically solitary, associating with other spreys primarily for mating. The female lays 2 to 4 white, pink, or buff colored eggs, in a bulky mass of sticks and debris in trees, on tall poles, on rocks, or even on the ground (if it can conceal the nest). Younger spray may, upon being ejected from the nest, remain together for some time, until they feel ready to strike out on their own.

Sources used for background info: <http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=1&habitat=996&habitat=986&habitat=999&habitat=997&habitat=988&habitat=998&habitat=1000&habitat=994&range=1009&range=1010&curPageNum=180&recnum=BD0104>

NAME: Tanglepus
By Zirra Scrohunter
NUMBER: 1d3
MORALE: 7
HIT DICE: 18d6
ARMOR: 7
SIZE: 3 to 4 meters long

WATER SPEED: 12/900/18

MS: 2d4+8 **IN:** 1d4+8
DX: 3d6 **CH:** 1d6
CN: 1d6+15 **PS:** 1d6+14

ATTACKS: Tentacles (1d6 each, plus constriction), Bite (2d6)

ORIGINAL STOCK: Common Atlantic Octopus (Octopus Vulgaris)

MUTATIONS: Chameleon Power, Mental Blast, Multiple Body Parts (Tentacles; see description), Regeneration

HABITAT: Among rocks and coral reefs near shore; near low tide line and below in shallow water (Western coastal waters of the Atlantic, Gulf of Mexico, Caribbean Sea)

DIET: Carnivore

DESCRIPTION: This descendant of the Common Atlantic Octopus is a reddish brown color in its natural state, but typically uses its *Chameleon Power* mutation to blend in with its surroundings. The tanglepus is only slightly larger than its unmutated ancestor, but is considerably more intelligent, and far more vicious. This evil-minded creature will use its *Empathy* on prey to feel its fear as it delights in the suffering of its prey. The head of a tanglepus is roughly spherical, and amounts to one-sixth of the creature's total length. A tanglepus has more tentacles than its ancestor. They typically have 10 to 16 tentacles (roll 1d4+4, and multiply by two to determine the number of tentacles a given tanglepus has), but always an even number, unless tentacles have been severed from some previous combat and it hasn't had time to regenerate them (This takes 1d6+6 weeks, and all tentacles severed will be regrown by that time). There have been rumors of tanglepuss being sighted with 20 or more tentacles, but these have not been positively confirmed.

A tanglepus will happily attack a swimmer or small boat in order to get a chance to indulge in its favorite pastime: torturing, and eventually eating, sentient creatures. If none of the preferred prey is available, it will eat nonsentient animals, or seaweed to keep itself alive. It can wrap one tentacle around a creature for each meter (or fraction thereof) of the prey's height or length. If a creature is struck by a tentacle, roll 1d4-2 to determine how many limbs are entangled. If two limbs are entangled, they will be the same type of limb (arms or legs, or whatever) in the same approximate region of the prey creature's body. If no limbs, or only the creature's legs, are entangled, then the body of the creature is held, and the trapped creature suffers a -1 penalty to attack rolls. If one arm is trapped (or two arms on a creature with more than two arms), the creature suffers a -3 penalty to attack rolls. In any case, a creature held by one or more tentacles suffers a -4 penalty to AC and loses any applicable bonuses due to high

Dexterity. Furthermore, if a creature is held by a tentacle, the tanglepus will constrict the creature for 2d4 points of damage on each subsequent round (no attack roll required).

The only way to break free of a tentacle is to sever it from the tanglepus. Each tentacle has 18 hit points (recorded separately from the main body HP). If a tanglepus loses 25% or more of its tentacles in a combat, it is 90% likely to eject a 20 meter cloud of ink that obscures all vision and attempt to escape to its lair or some other suitable hiding place. If it does not attempt to flee after losing the requisite 25% of its tentacles, check again each time another tentacle is severed.

Tanglepuss generally prefer a solitary existence, but will work together to bring down larger creatures or boats. This is most common in the spring, when their mating season occurs. Tanglepus lairs are typically sea caves or the remains of sunken ships. Any treasure found in these lairs is incidental, as the tanglepus is unconcerned with wealth.

Tanglepus hide is leathery, tough, and waterproof. Someone with knowledge of leatherworking can make jackets, raincoats, ponchos, or even armor from tanglepus hide. The ink from these creatures is another product that can have value among those who would be brave enough to hunt these creatures.

Sources used for background info: <http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=51&recnum=SC0100>
AD&D 2nd Edition Monstrous Manual, page 271 (Octopus, Giant)

NAME: Trechililies
By Zirra Scrohunter
NUMBER: 2d4 (5% of 2d10)
MORALE: N/A
HIT DICE: 4d6
ARMOR: 9
SIZE: 30 to 100 centimeters tall
WATER SPEED: Does not move

MS: 1 **IN:** 1
DX: 1 **CH:** 1d4+10
CN: 2d4 **PS:** 1d4+1

ATTACKS: See Description

ORIGINAL STOCK: Swamp Lily (Crinum Americanum)
MUTATIONS: Berries, Blue (Heal all damage), Dissolving Juices, Thorns/Spikes (Thorns), Poison (Int 18 paralytic on thorns)

HABITAT: Gulf coast, from Florida to Texas (Freshwater marshes, cypress swamps, ditch & lake edges)

DIET: Minerals from soil (Carnivore)

DESCRIPTION: Post-holocaust humans and humanoid call this descendant of the Swamp Lily the Trechlily, a shortened, time-corrupted form of the term "treacherous lily". This is an apt description of the plant, since it produces berries (from August through November) that can heal all damage to a person, but those berries are hidden behind very poisonous thorns. These berries appear in late fall, and if not harvested (which occurs quite often, due to the difficulty involved), fall off the plant sometime by mid November to produce the new batch of trechlilies the following spring.

Individuals attempting to harvest the berries have a chance equal to (2 x DX)% of successfully harvesting 1d8 berries without being stuck by the thorns. If they fail, they take 1d4 points of damage and will be affected by the poison (as per the rules).

The trechlily does not engage in combat per se, but is quite able to defend itself against those who would try to take its berries. Its thorns secrete a strong paralytic poison, and although the plant is nonintelligent, it is able to sense when it is being tampered with, and will then release its *dissolving juices* around itself. Any creatures that survive this are typically discouraged from attempting to gather the berries after that.

Sources used for background info:
<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=95&recnum=WF0006>

NAME: Trap Worm
By Derek M Holland
NUMBER: 1
MORALE: 1d6+2
HIT DICE: 10d10
ARMOR: 8

WATER SPEED: 4/400/6

MS: d2 **IN:** d2
DX: d6+12 **CH:** d2
CN: d4+10 **PS:** d4+14

ATTACKS: Tentacle x12 (d4 damage)
Bite (d10 damage)

MUTATIONS: None

DESCRIPTION: These worms have 12 tentacles that extend from around the mouth. They dig a burrow in the coral and lay the tentacles out in a circle. When suitable prey (10-45kg) swims over or comes in contact with a tentacle, it attempts to grasp the prey and draw it to the mouth (takes 3 rounds). The worm is 4 to 6 meters long and can change color.

NAME: Vent worms
By Derek M Holland
NUMBER: 50-1000
MORALE: 1d6+4
HIT DICE: 3d10
ARMOR: 8 (4 in case)

WATER SPEED: 10/800/12

MS: d4+1 **IN:** d2
DX: d6+16 **CH:** d2
CN: d4+3 **PS:** d3+2

ATTACKS: Bite (2d10 damage)

MUTATIONS: None

DESCRIPTION: These worms absorb the minerals and metals emitted by the vents they live near and so have iron and zinc based "teeth" used to kill prey (they can rip through some metals). They still eat the bacteria that their deeper dwelling cousins use, but now also add fresh meat when available. They build a case out of the metals captured from the vent(s) and only come out to feed or to collect more nutrients from the hot water. Each worm is between .25 and 1 meter long and is bright red in color. The hot water they dwell in inflicts between 1d6 and 6d10 points of damage depending on the temperature (190 F to 600 F) and the protection the diver has.

NAME: Water Bear
by Derek M Holland
NUMBER: 30-3000
MORALE: 1d4
HIT DICE: 1d6
ARMOR: 8

WATER SPEED: 6/500/5

MS: 1d3+1 **IN:** 1
DX: 1d3+2 **CH:** 1
CN: 1d6+4 **PS:** 1d4+3

ATTACKS: Ram (1d2 damage)

MUTATIONS: See below

DESCRIPTION: This very mutated arachnid is considered the cow of the sea by many. It is an oval with 8 legs and a small head. The true, unmutated water bear (tardigrade) looks the same, but is much smaller (.005 m long at most). But both have an amazing ability, they can last up to 30 years without water. It just seems to wither up and collapse in on itself, but just giving it some water and it will walk away unharmed. Water bears only defend themselves, never attacking. They just try to waddle up and ram the aggressor, if moving away does not work. Many undersea races farm water bears for food - almost to the point of cattle, but water bears can live in the wild without supervision.



Underwater Rules

Holding your Breath:

1 minute for every 3 points of CON, ½ if physically exerting. All characters must make a MS check or break for the surface after 50% of the maximum time has elapsed.

Vision:

30 meters in clear, shallow water on a clear day (assumes native land creatures are wearing a mask or goggles, otherwise reduce by ½). Below 6 meters deep the light fades rapidly. Range is -1 meter for every meter below the surface down to 3 meters visibility at about 30 meters depth. This twilight descends down to 60 meters before darkness sets in and visibility is only 1 meter without artificial light sources (which may attract some creatures). The slightest amount of murkiness will reduce all ranges by ½. Very murky water can be like looking through mud; restricting vision down to as little as 2cm. Overcast skies reduce visibility by ½. Algae in fresh water reduces visibility by ½. Artificial light source ranges are reduced by ½ in murky water.

Movement:

Characters that know how to swim (GM

call) can move at ½ their land rate; those that don't can 'dog paddle' at ¼ their land speed. Characters carrying more than 10kg will sink and have to walk on the bottom at 1/3 their land rate. (Adjust weight for odd sized characters).

Combat:

Land based creatures are penalized 4 (on a d6) for initiative. Exceptions are made for initial attacks with a longer weapon, like a spear. Thrusting weapons used underwater are at -2 to hit, slashing weapons are -4 to hit. Blunt weapons are almost useless (they are -8 and only do 1/4 damage). Natural weapons like teeth and claws are at -1 to hit.

Artifacts:

Many ancient items like pistols were completely waterproof even if they were not designed to be used underwater. Age, damage, or post cataclysm maintenance may have compromised their integrity, causing them to leak and fail underwater. GMs may want to decide on water use suitability on an item by item basis. Problems may occur after items have been in water if they are not cleaned properly. Here is a short list of some underwater effects on weapons:

Vibroblades work well under water, only -1 to hit.

Mk V and Mk VII Blasters are sonic weapons and do an additional die of damage underwater.

Stunrays work normally, (unless they are electrical attacks, then maybe affect an area centered on the weapon - including the owner...)

Most gunpowder weapons are useless, but a 'bangstick'- a spear with a bullet or explosive charge at the tip is effective.

Slug throwers shoot at ½ range and do ½ damage when used underwater.

Lasers are limited to 10% of their normal (above water) range and ½ damage in clear water. They are blocked by murky water.

Needlers work normally. It might require a special underwater model, though.

Explosives have their blast radius halved. Grenades cannot be thrown far enough underwater to be safe to the thrower. (GMs call as to damage taken by the owner).

Fusion and heat guns are prone to boil water and fall under the same restrictions as lasers.

Mutations:

Actual Metamorphosis - can change into water breather.

Infravision- maximum range 30 meters. Reduces penalties by ½.

Light Manipulation- works the same as on land, does not leave a 'bubble'.

Quills can be thrown 3 meters.

Radiation eyes- reduce Intensity by 1 for every meter to target.

Repelling Force- If created above water, it will float on the surface.

Shapechange- Something with gills would be useful in watery environs.

Ultravision- as infravision but non functional below 30 meters or underground.

Wings- Helpful if bat-like ('fly' at normal land speed while in water). Hinders if owl-like (swim at 1/4 land speed.)

New Equipment

Blue-Green Lasers

Blue-Green Laser Pistol

WC: 13 Code: DIII Range: 45
Damage: 5d6 Cost: 750 Kg: 0.5
Value: 1000

Blue-Green Laser Rifle

WC: 13 Code: DIII Range: 150
Damage: 6d6 Cost: 1100 Kg: 2.0
Value: Rank

Blue-Green (B-G) laser weapons have less range than standard lasers, but can be used underwater without penalty.

SCUBA mask

Code AIII, Cost 150, Weight 1kg, Value 300

This device is a full face mask that extracts oxygen from the water. It runs for 6 hours on a chemical cell. The mask fits humans and most humanoids.

Face mask or Goggles

Code ~II, Cost 5, Value 20 Weight .5 kg (mask) or .1kg (goggles)

This simple glass and rubber device allows superior vision underwater for land dwelling creatures. Masks fit most humanoids. Most creatures with non-humanoid faces can wear goggles. Note that goggles narrow the user's field of vision slightly (GM imposed penalty)

Speargun

WC: 9, Code ~II, Range 10 meters,
Damage 1d6/D, Cost 50, Weight 5 kg,
Value 50

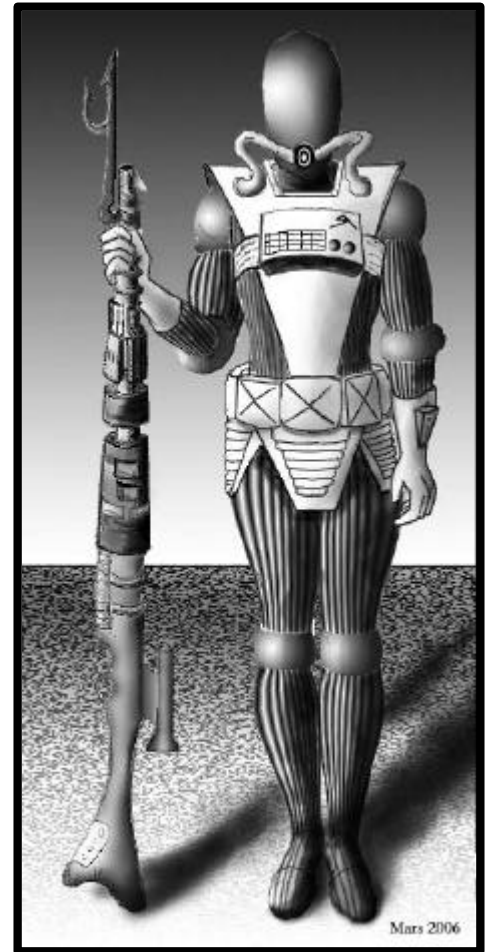
This simple weapon uses strong elastic bands to propel the barbed spear. A 6 meter line is usually attached to the head

of the spear. The target takes 1d4 additional damage if the spear is pulled out.

Speargun, Powered

WC: 9, Code: DIII, Range: 30 meters,
Damage 1d10/D, Cost 250, Weight 4 kg,
Value 250

This weapon magnetically propels the spear using a hydrogen cell good for 15 shots. There is a 20 meter cable attached to a powered reel inside the speargun. The gun can wind in the cable at 5 meters per round.



Marine Battlesuits

These are slightly modified versions of standard powered battle armor. They include sonar gear in addition to their other sensors. This effectively gives the user the same vision range as someone on land while underwater. They are sealed against heavy pressures and can operate at any depth. The user would generally be armed with a blue-green laser weapon.

Swim fins

Code ~II, Cost 5, Weight 2kg, Value 20

Doubles wearer's speed to a maximum of their normal land speed. Fins for non-human feet must be custom fitted at 2x the cost.

Thruster pack

Code EIII, Cost 150, Weight 5kg, Value 300

This backpack uses a jet of water to propel the user at a rate of 12/900/18. It uses a hydrogen cell good for 3 hours of continual use.

Wetsuit, Ancient

Code AIII, Cost 100, Weight 1 kg, Value 200

Tougher and lighter than the lower tech version (see below), this suit is equal to leather armor and also functions as a buoyancy compensator, allowing the wearer to ascend, float, or sink as desired.

Wetsuit, Gamma Era

Code ~II, Cost 40, Weight 3 kg, Value 80
Bodysuit made of a rubbery substance; it protects the wearer from exposure to cold water.

Bubble helmet

Code AIII, Cost 250, Weight 5kg, Value 500

These clever rigs are the watery equivalent of scuba gear allowing native water breathers to breathe water while on land. They are typified by the large name sake clear glass (or plastic) helmet filled with water that is common to all versions. These items are good for about 4 hours of use before needing a fresh supply of water.

art or paper supply stores. Merely cut a sheet to size that when folded in two places will equal a size of just over 8 ½ by 11 inches. This will allow room inside for the text portion of the module. Print the cover art on the two outside surfaces (of the closed jacket). This will leave four "pages" inside for maps. We recommend placing the Lanzend map (pg. 48) on the first inside "page", the Sunken City of Mimi map (pg. 53) on the second "page", the 'Location map for all module encounters' (pg. 46) on the third inside "page", and the 'Area map for introductory encounter' (pg. 47) on the fourth "page". This way if the module jacket is used as a GM screen, the players can see the starting area map on the outside when the jacket is unfolded and stood upright.

Disclaimer

GAMMA WORLD® is a registered trademark of TSR, Inc. This compilation does not represent a challenge to any trademarks or copyrights held by TSR, Inc. This work is not affiliated with TSR, Inc. The copyrights to all submissions are held by their respective authors. This book may be reproduced for personal use, but may not be used to generate personal profit.



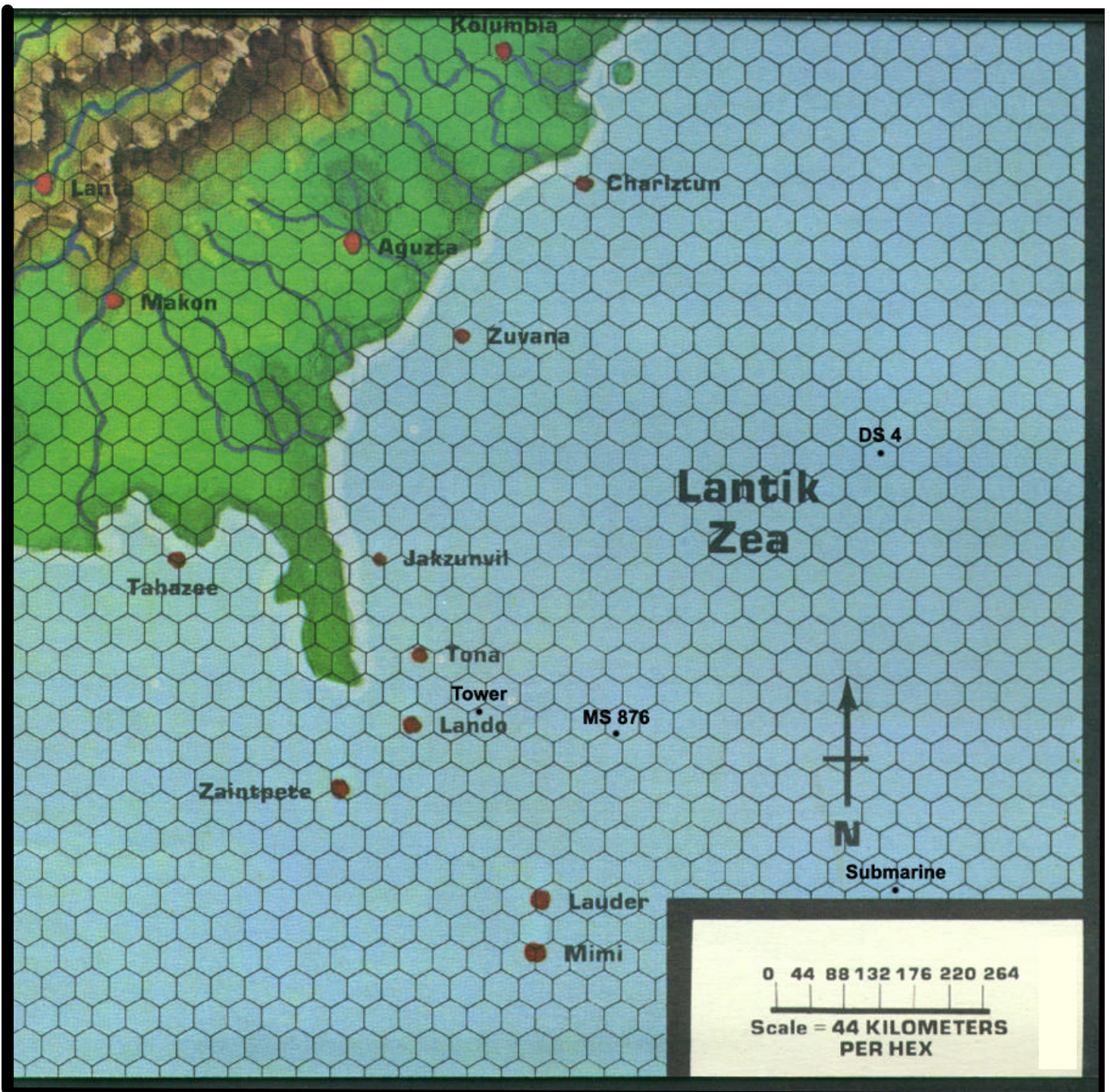
End notes

This module was produced through ideas generated in a community effort by the entire membership (past and present) of the Gamma World Yahoo Online Group. Many thanks to everyone who contributed their input and support. You have made this module a reality!

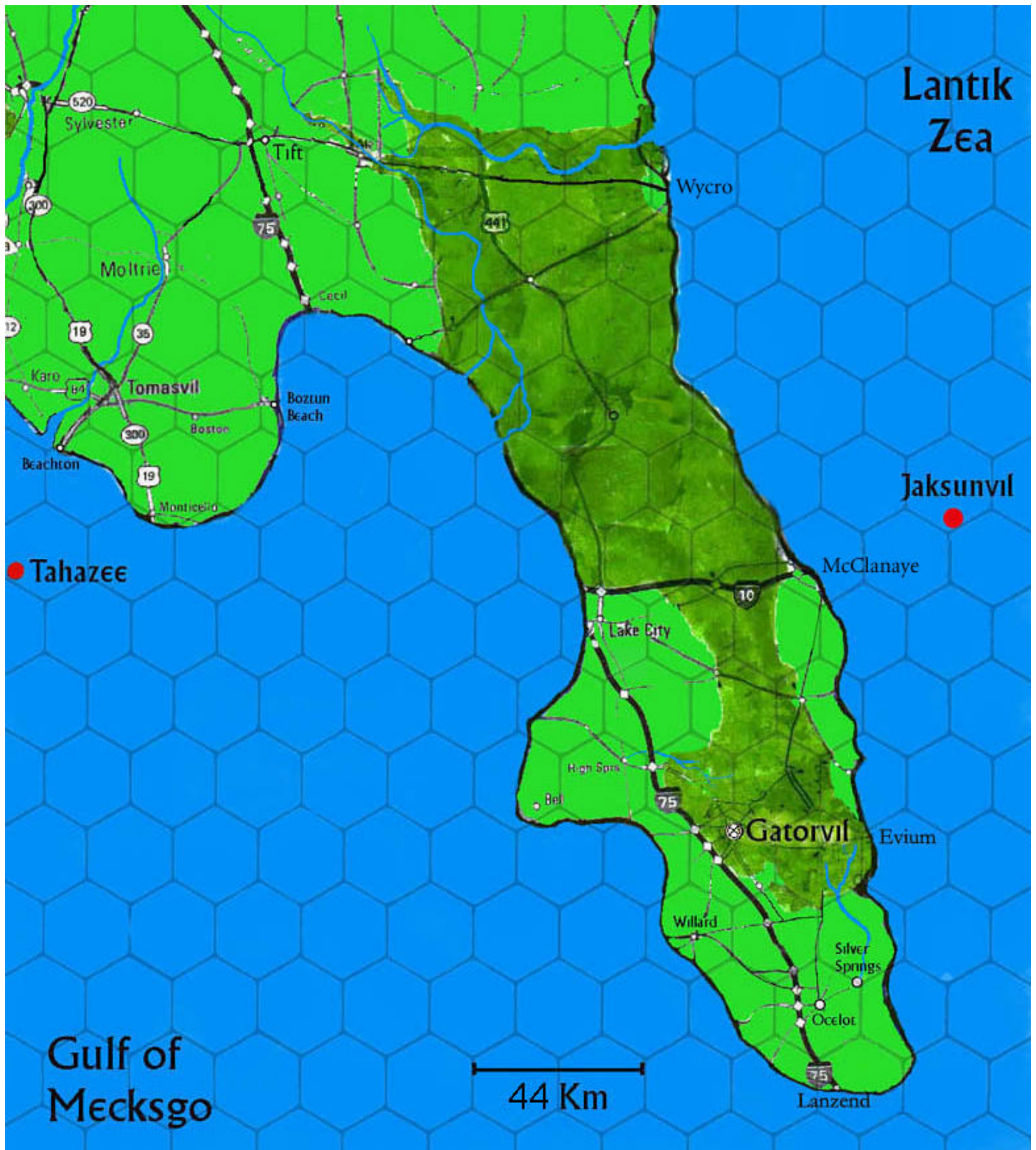
Module Jacket

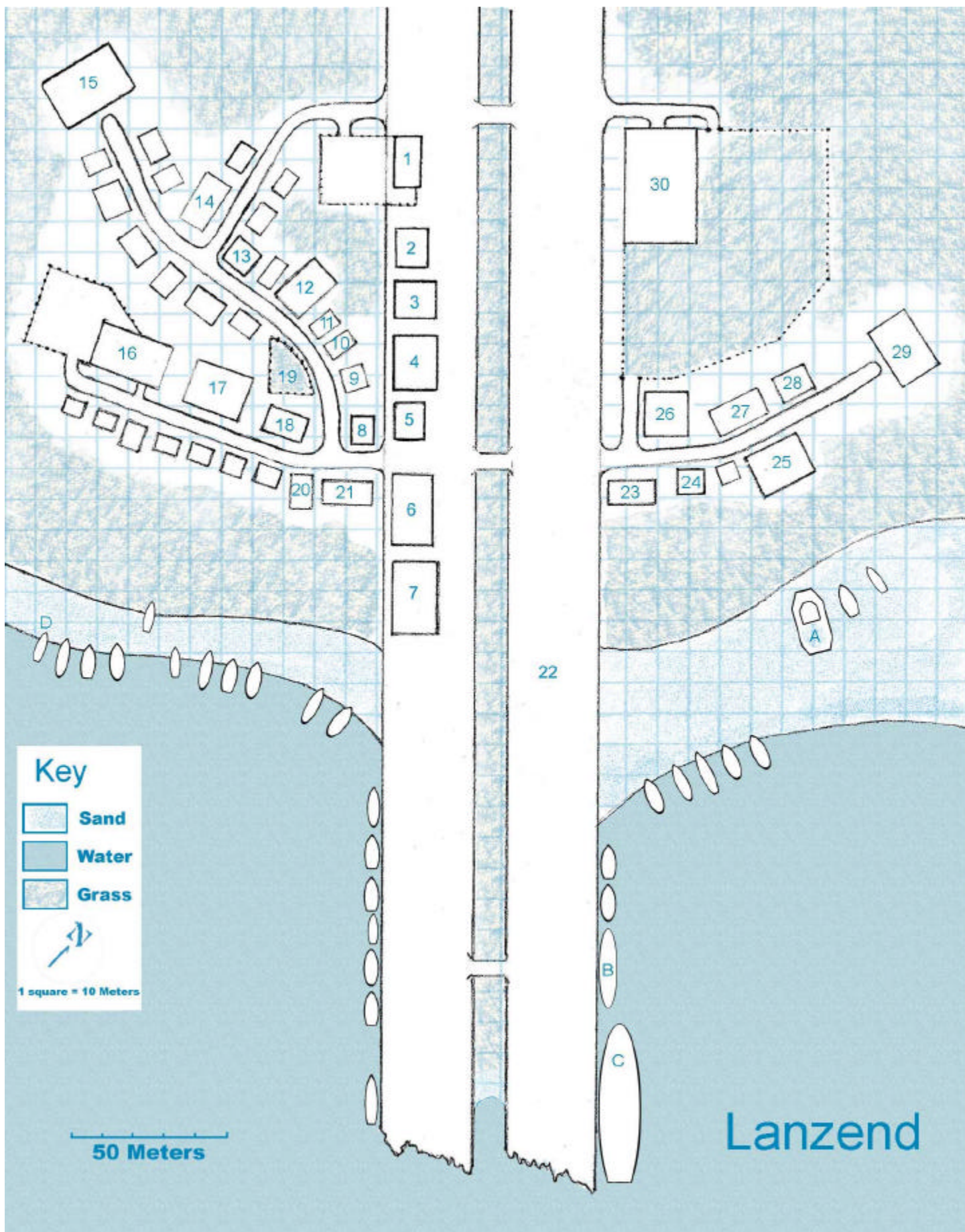
It was our intention to provide a tri-fold module jacket cover just as TSR would have included had they produced the module. Due to the PDF nature of this document, this was of course impossible. To make one for the module, some light cardstock sheeting can be found at most

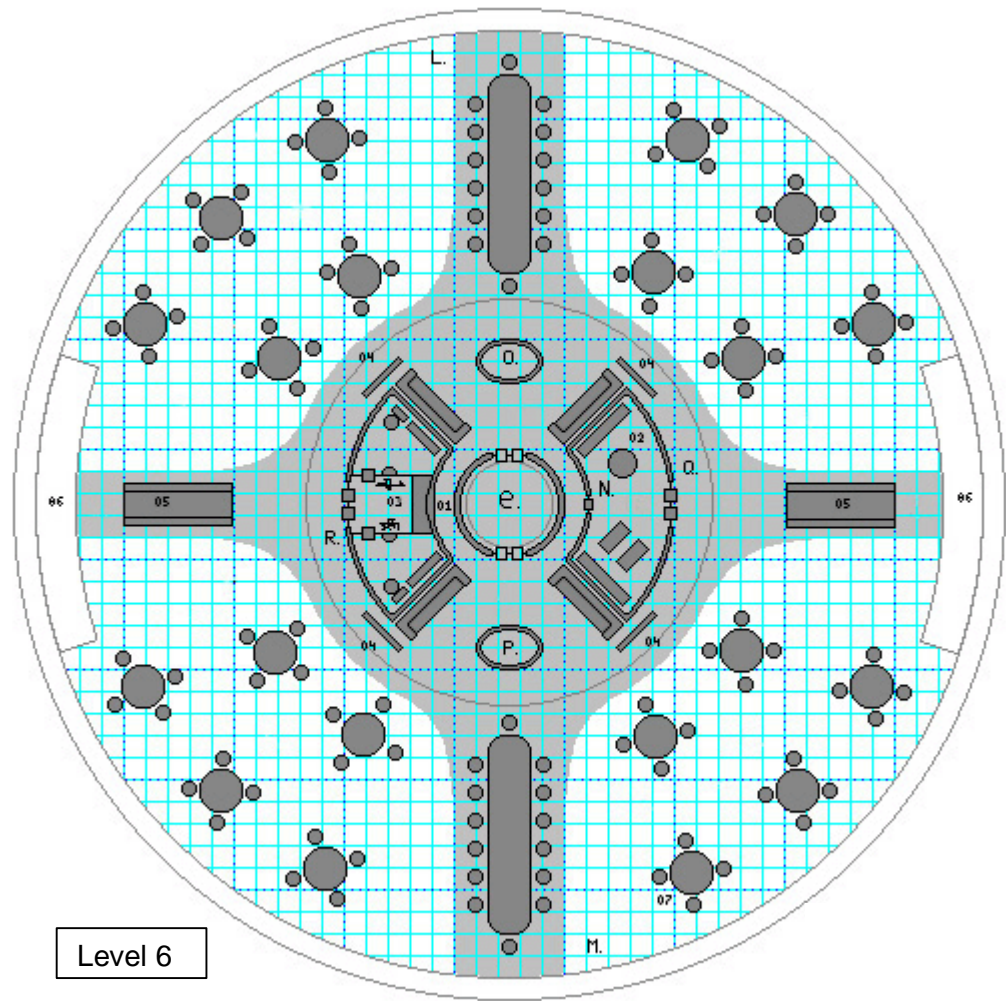
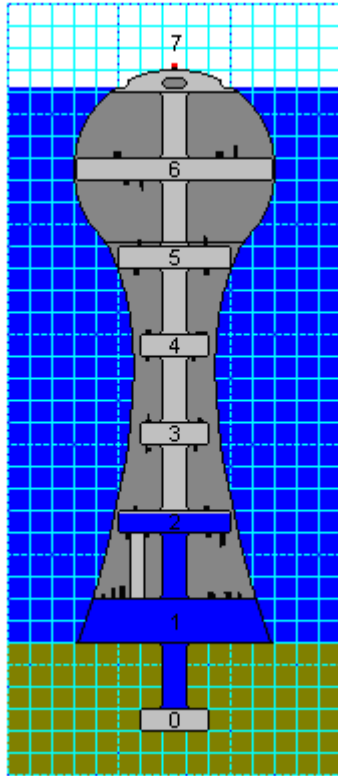
Location map for all module encounters



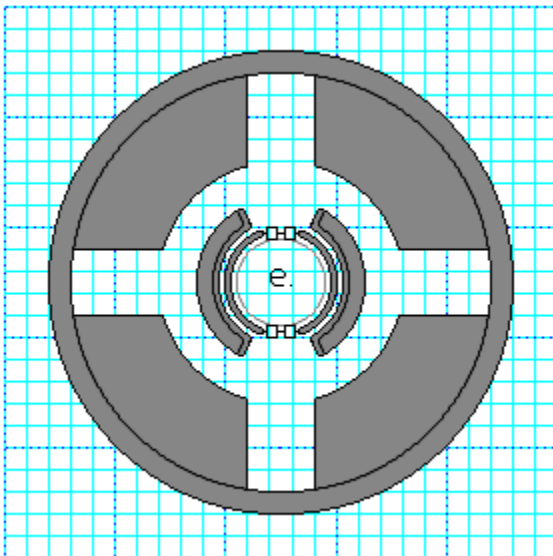
Area map for introductory encounter “Mysterious Disappearances”



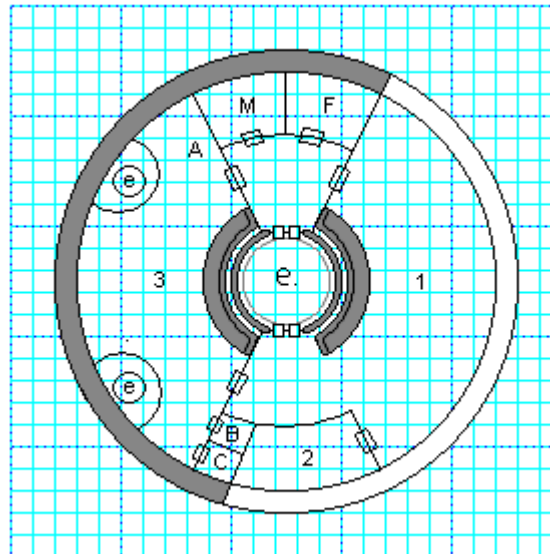




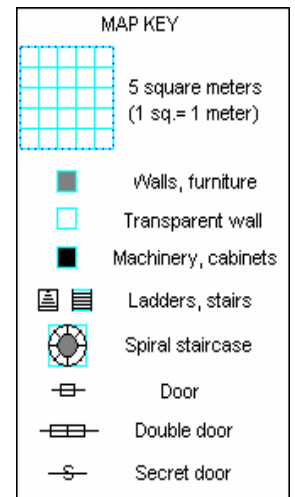
Level 6

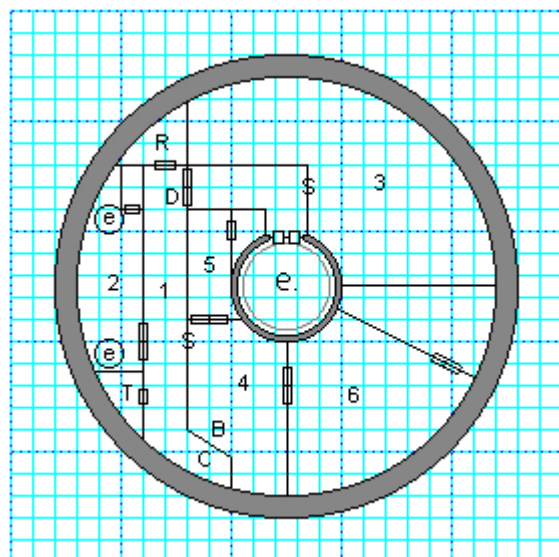


Level 7

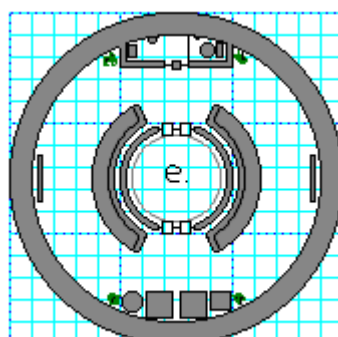


Level 5

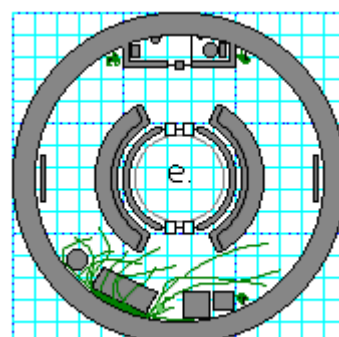




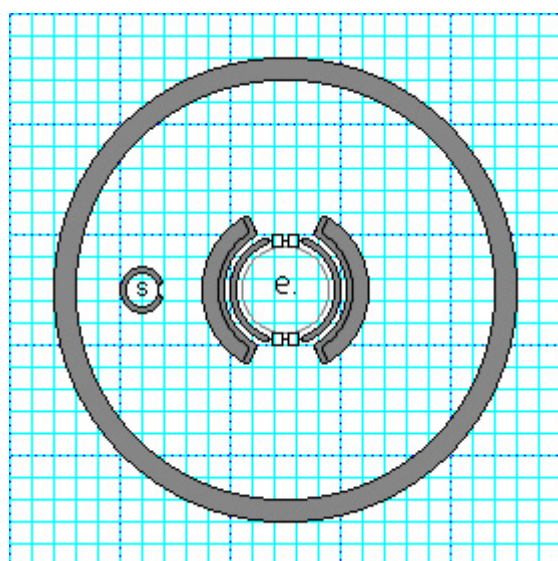
Sub Level 5



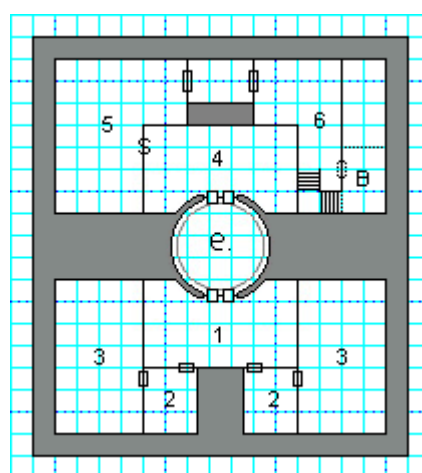
Level 4



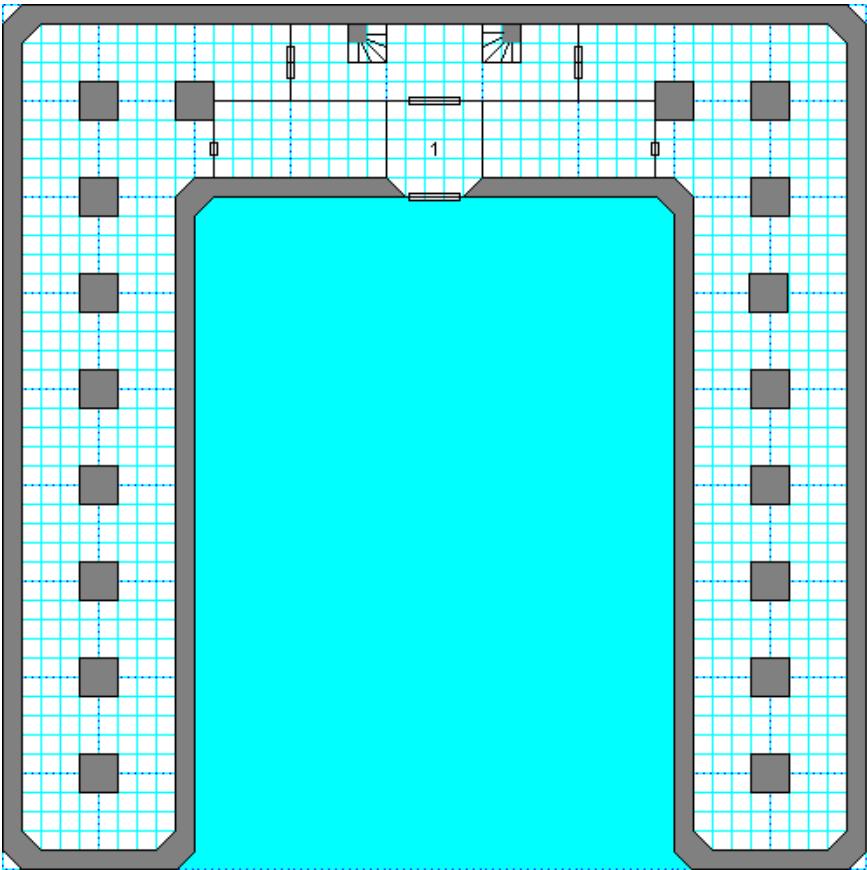
Level 3



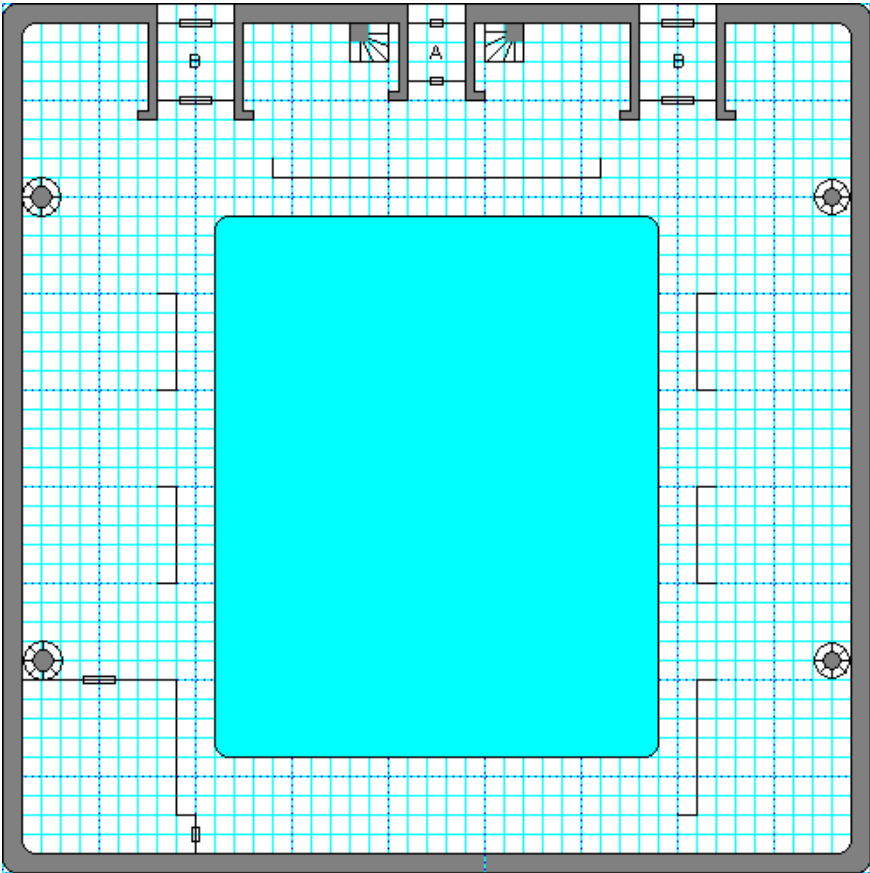
Level 2



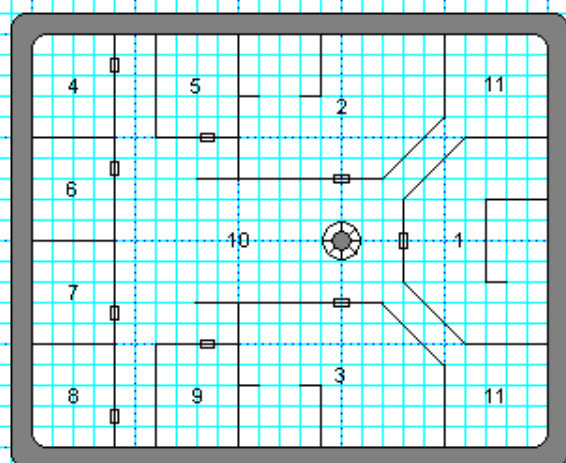
Level 0



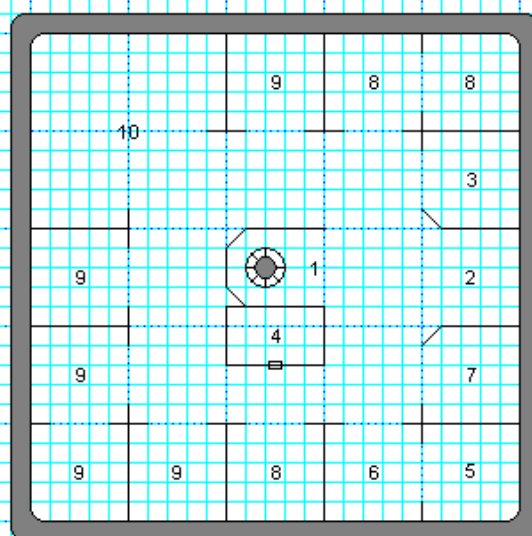
Lower Area of Central Docking Structure



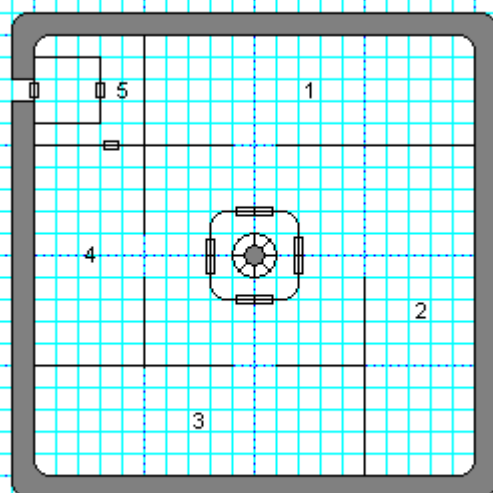
Upper Area of Central Docking Structure



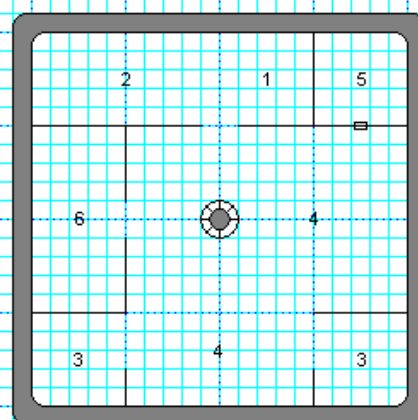
Living Quarters Pod



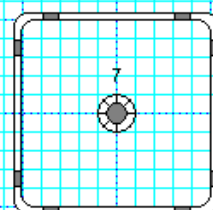
Medical Pod

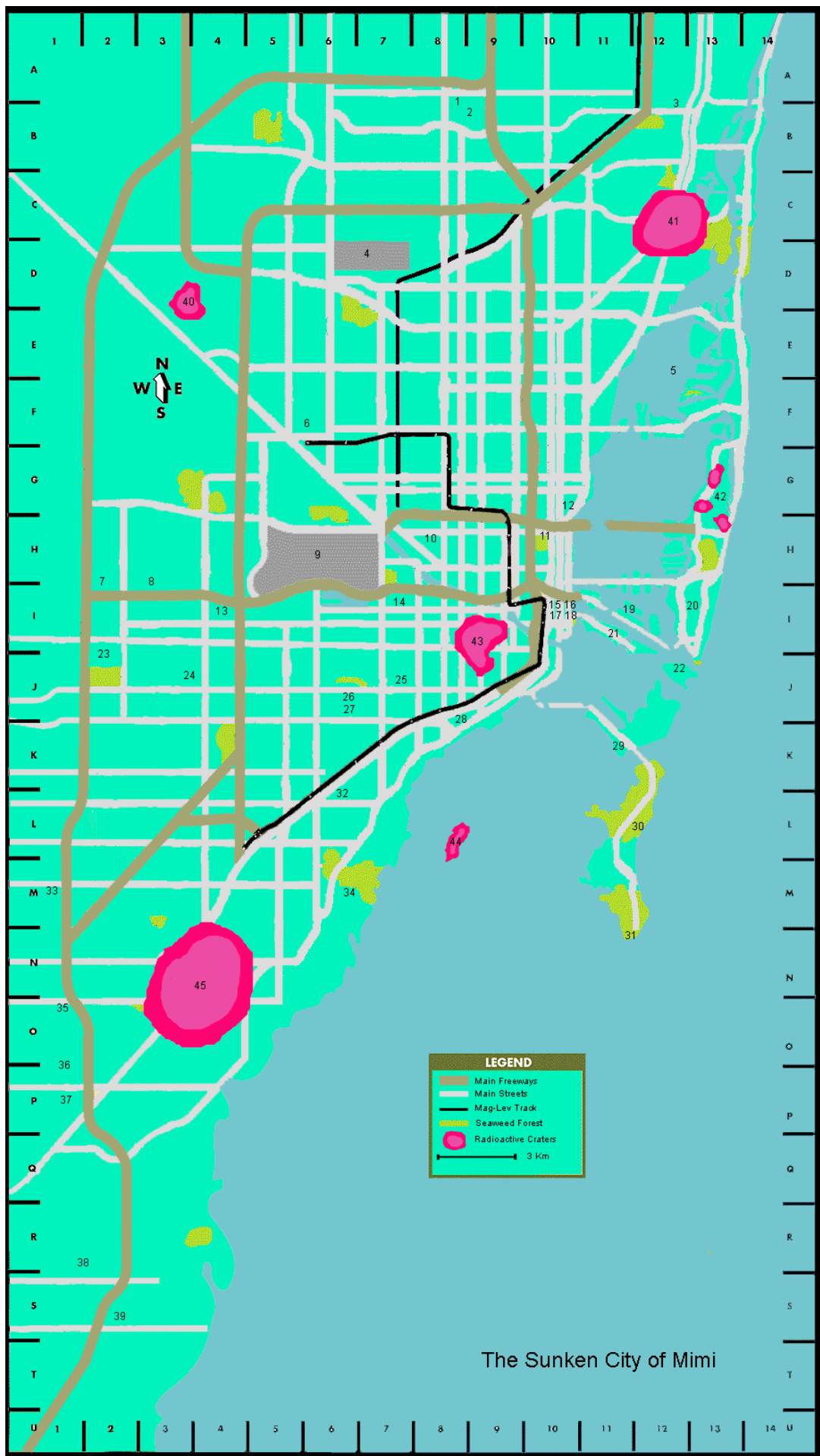


Laboratory Pod

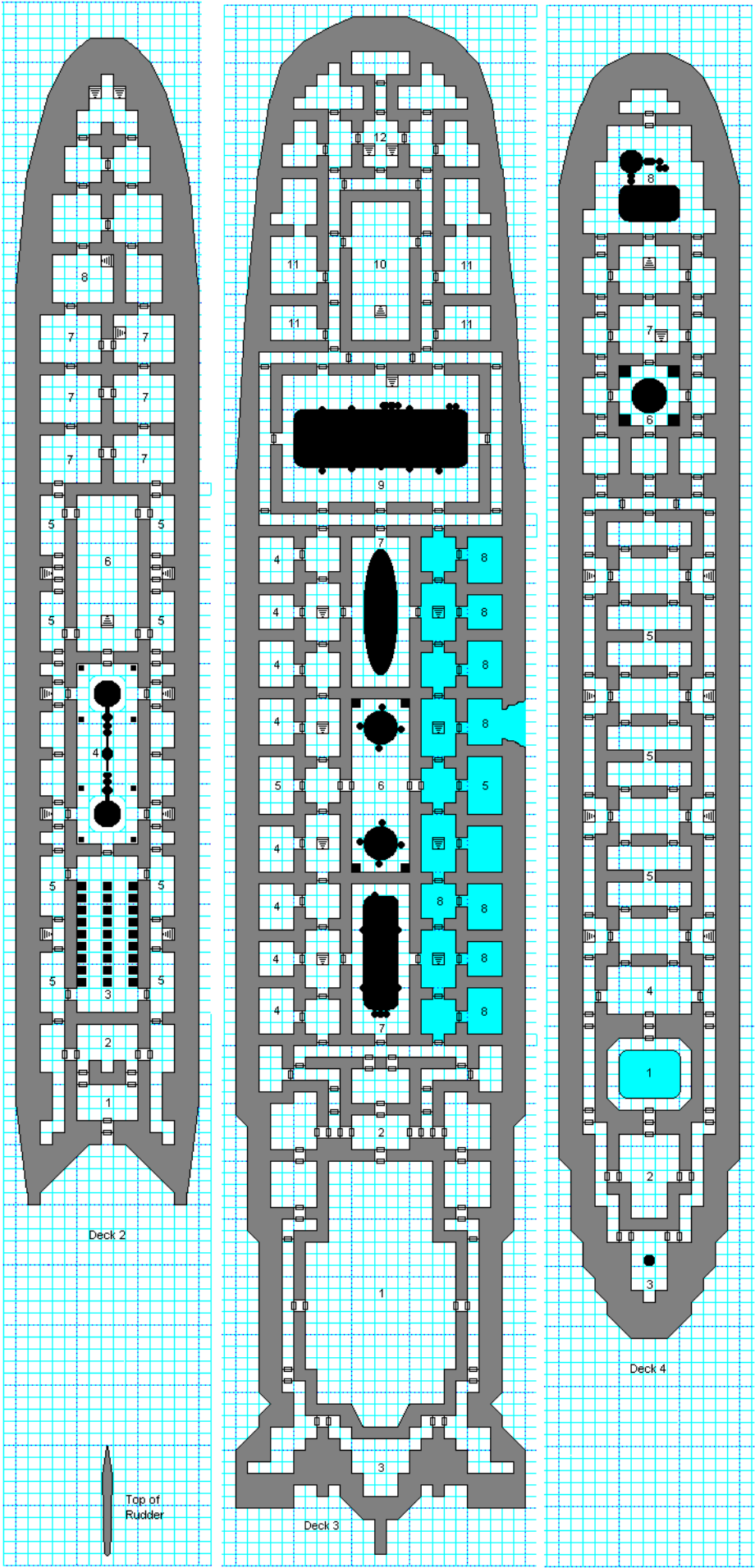
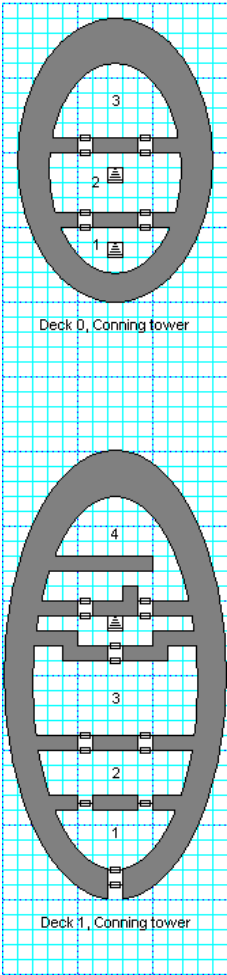


Command pod
(with observation deck)

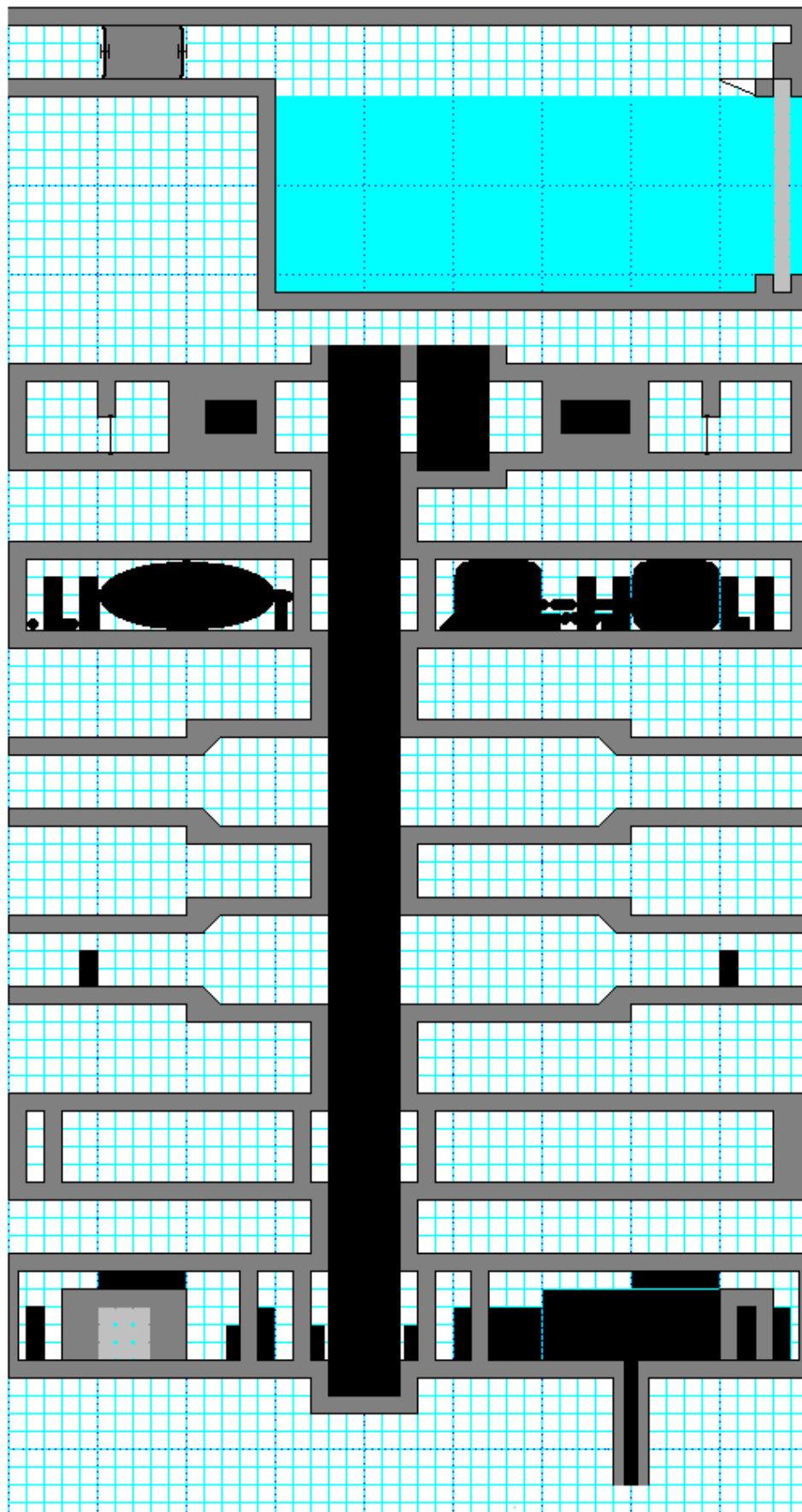




Army of the
Deep
Submarine
Project

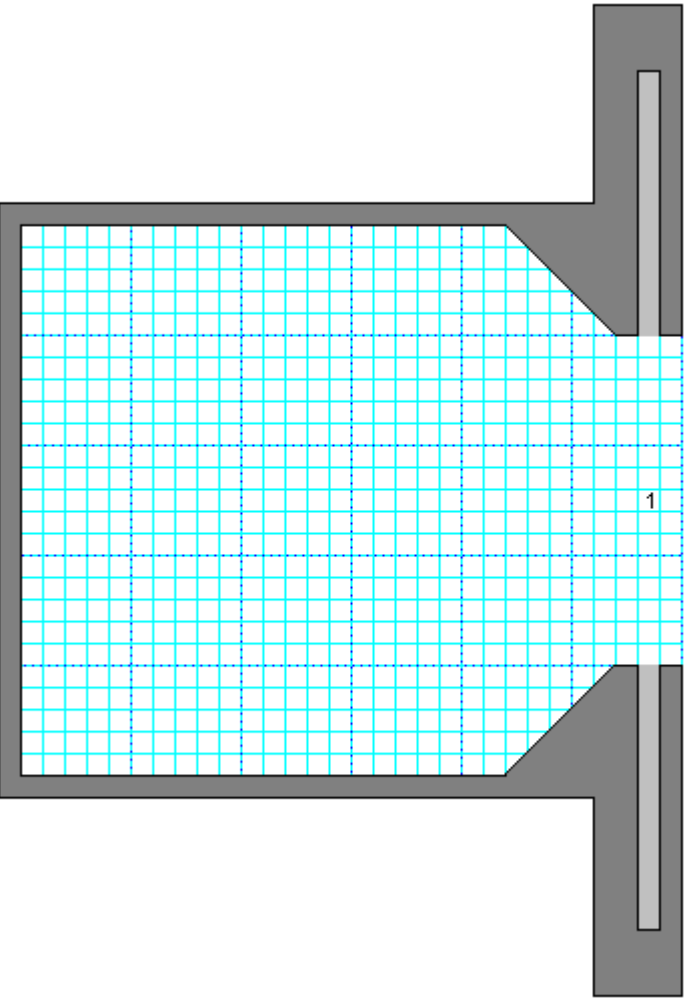


Main Underwater Base “Deep Station 4”

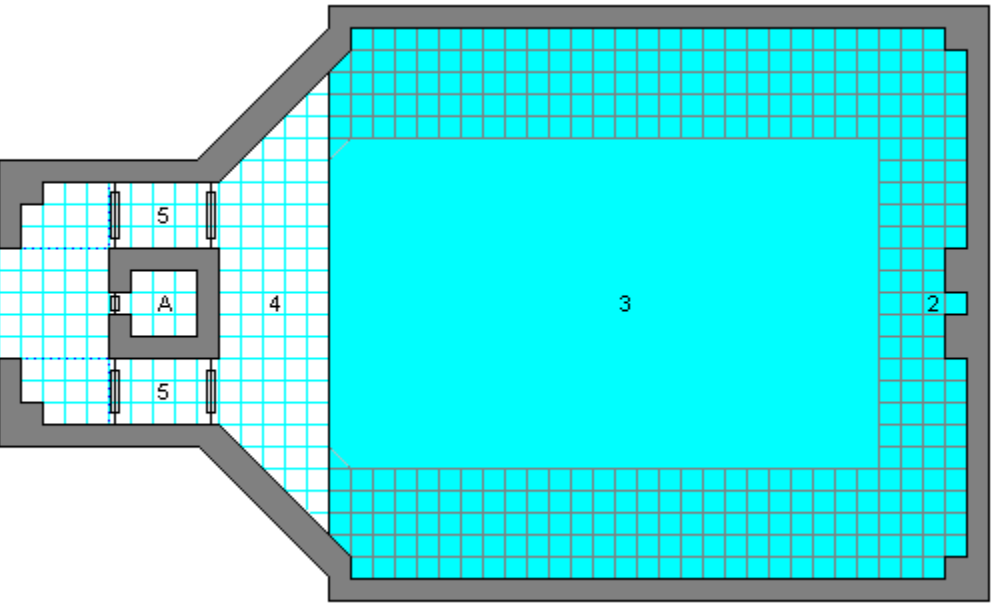


Side view of complex

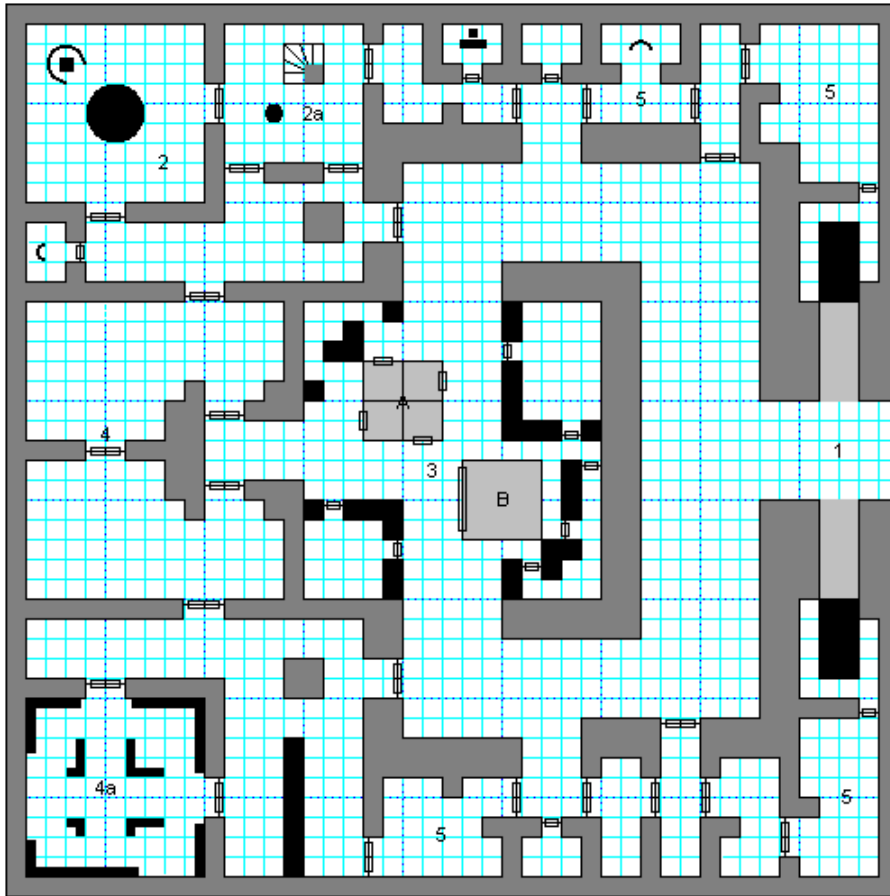
(Security Sector One
not shown to left of
docking bay)



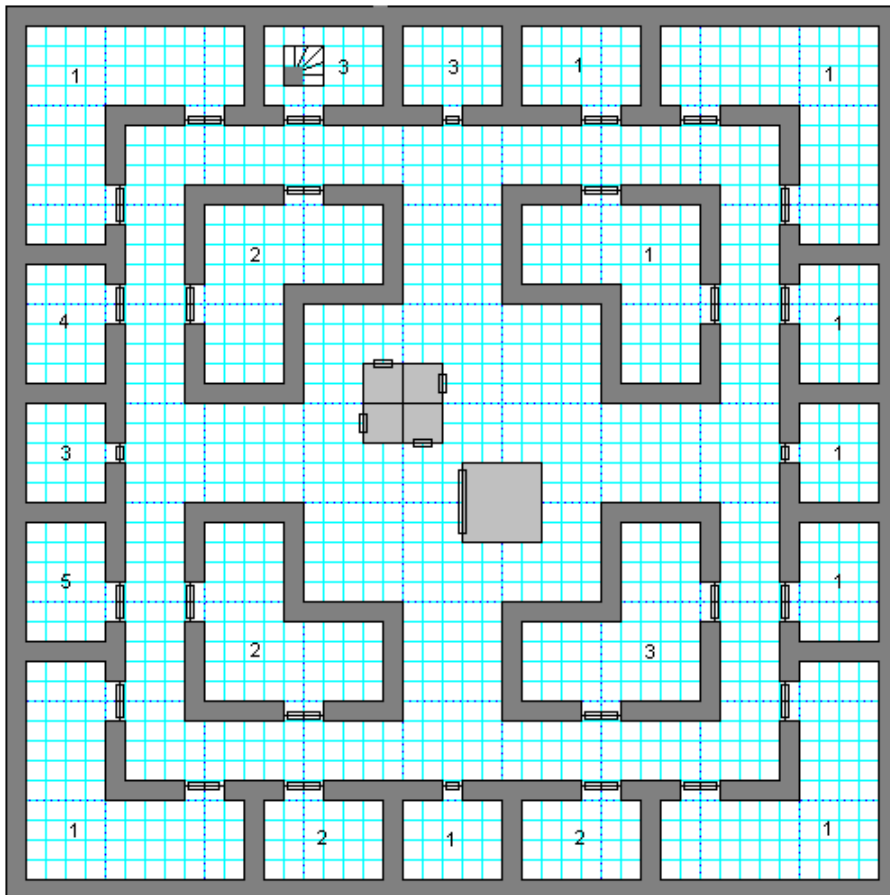
Lower bay



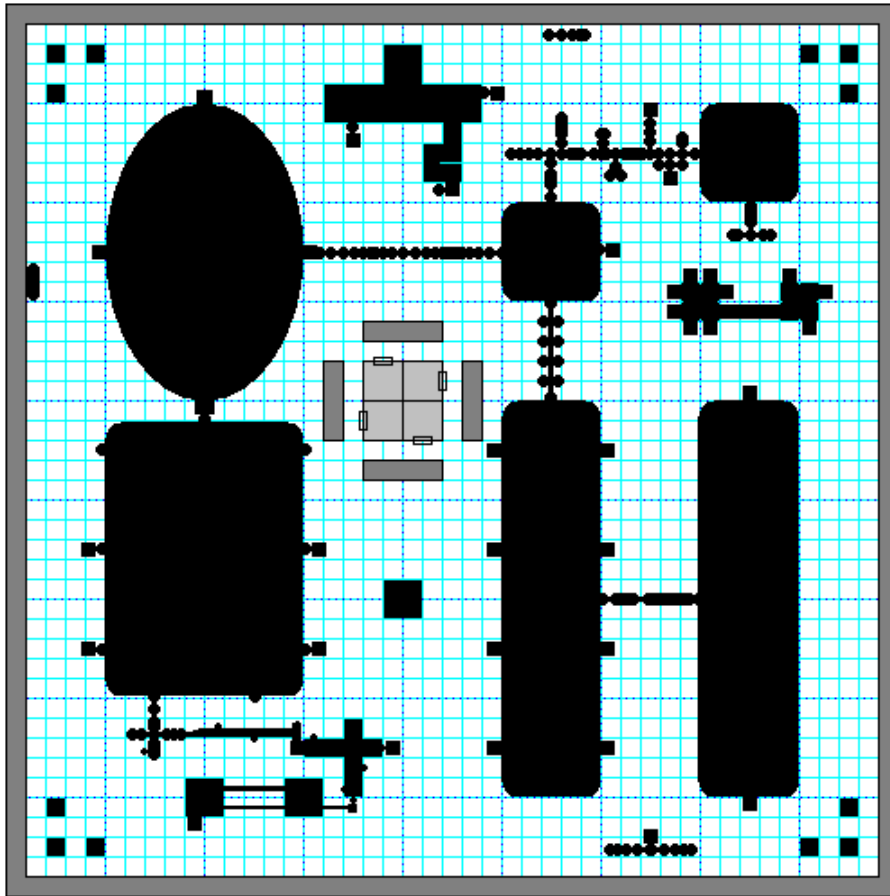
Upper bay



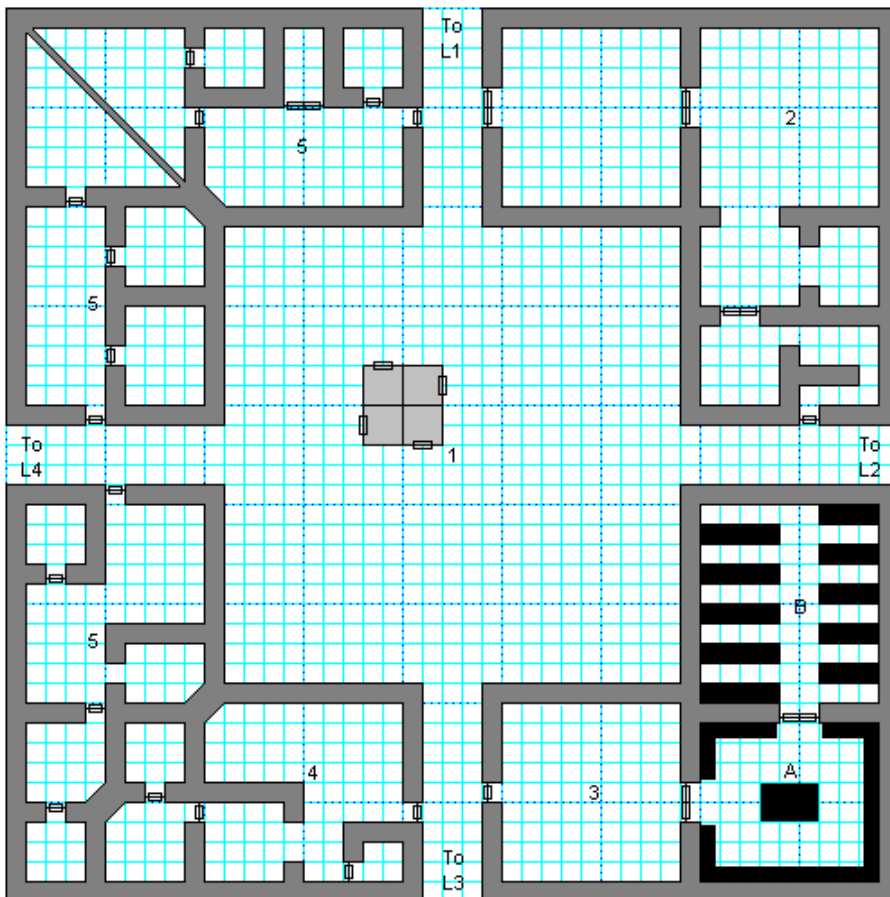
Security Sector One



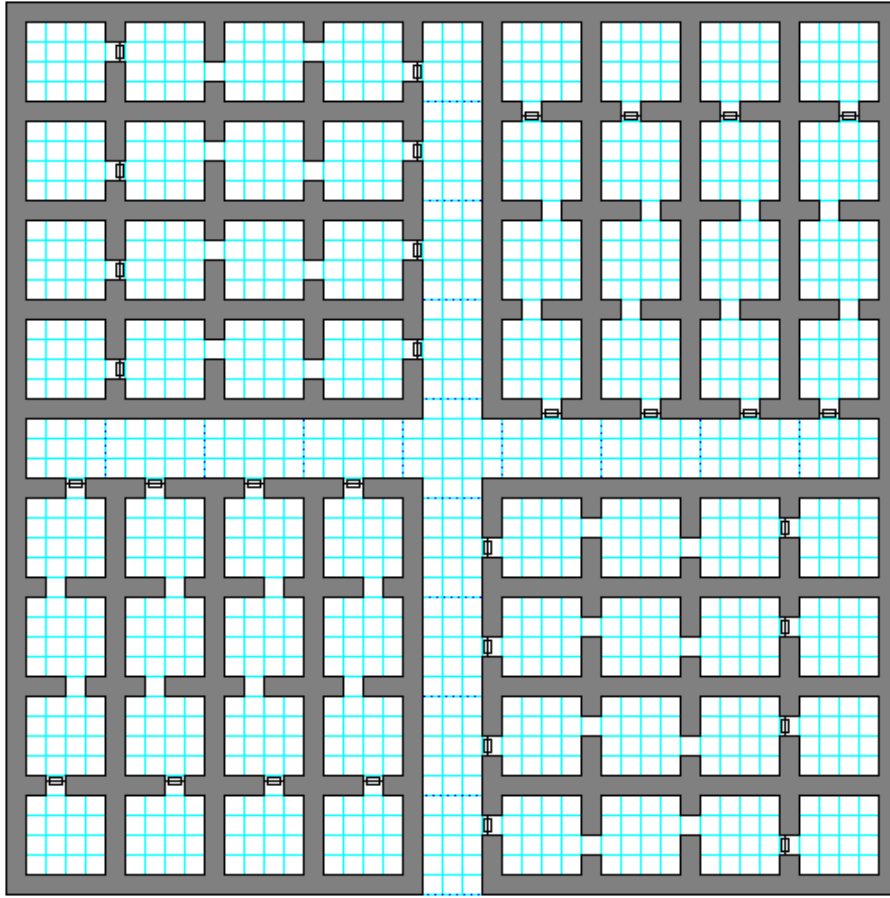
Storage area



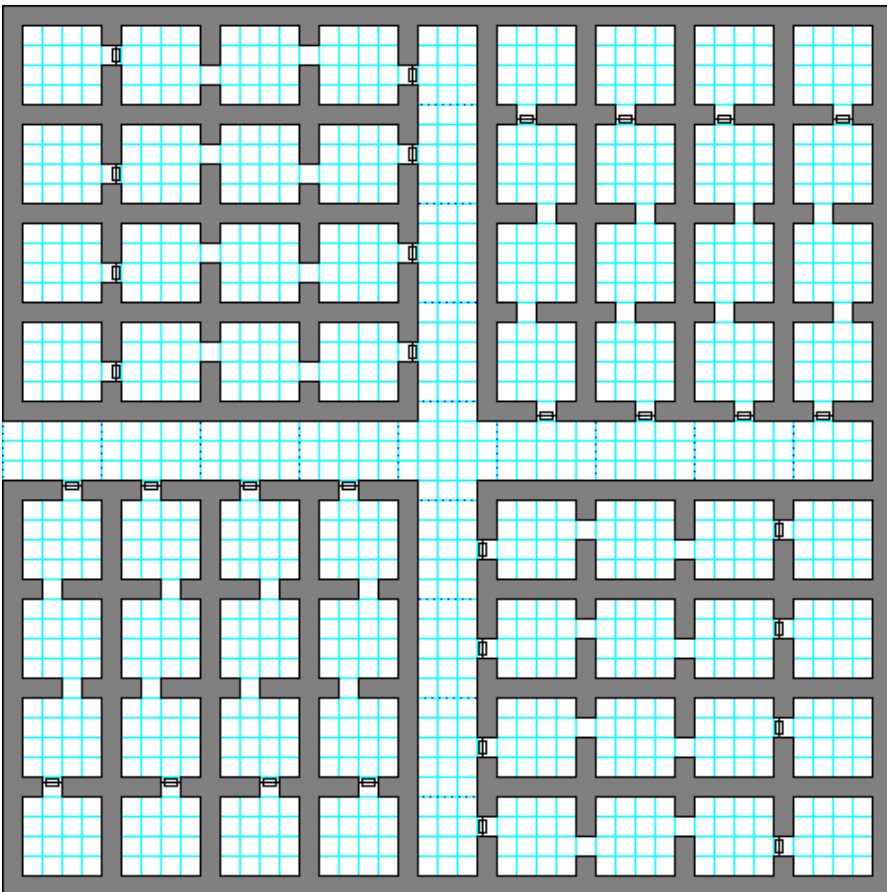
Life support



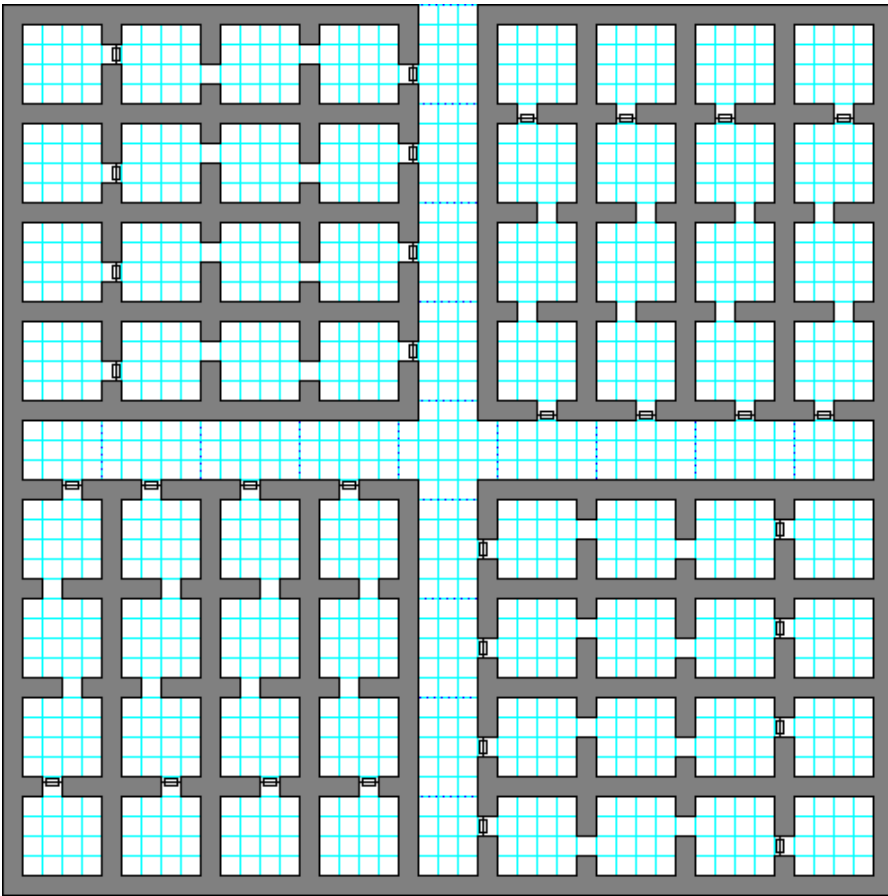
Main Living



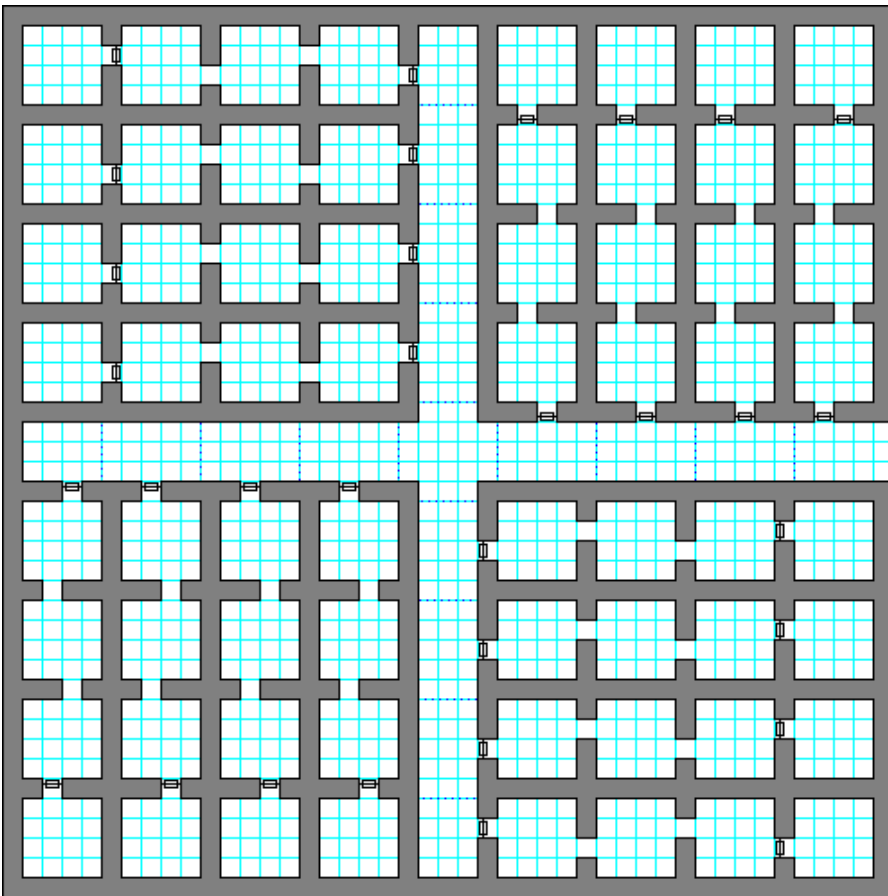
Living 1



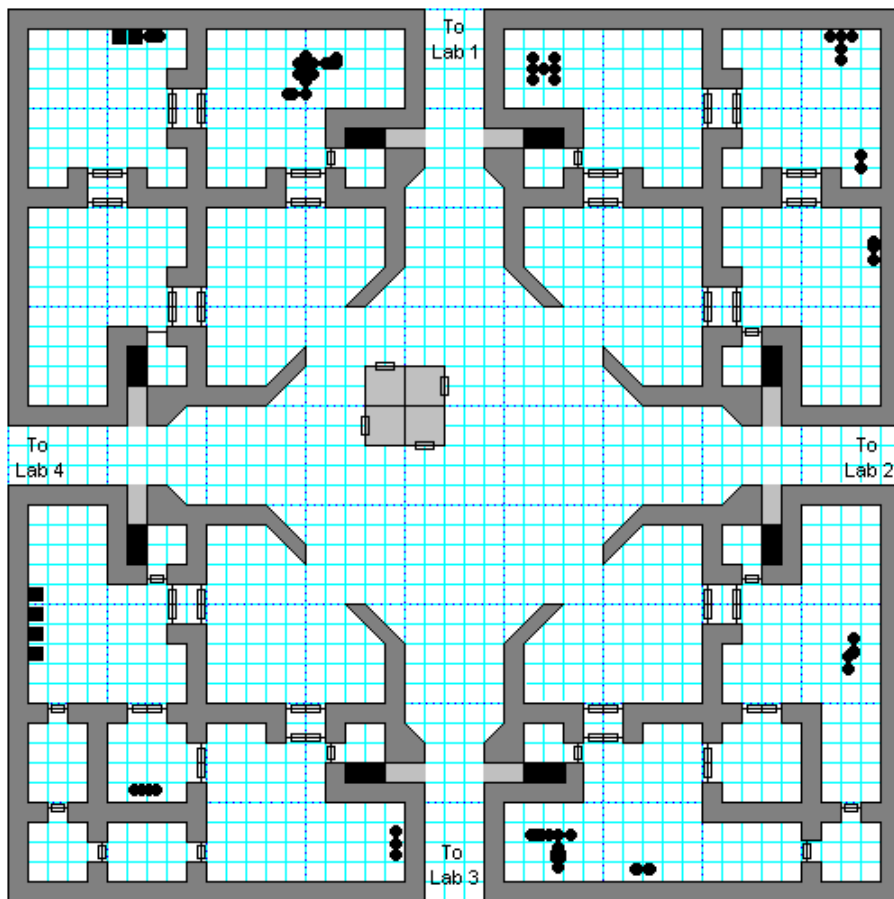
Living 2



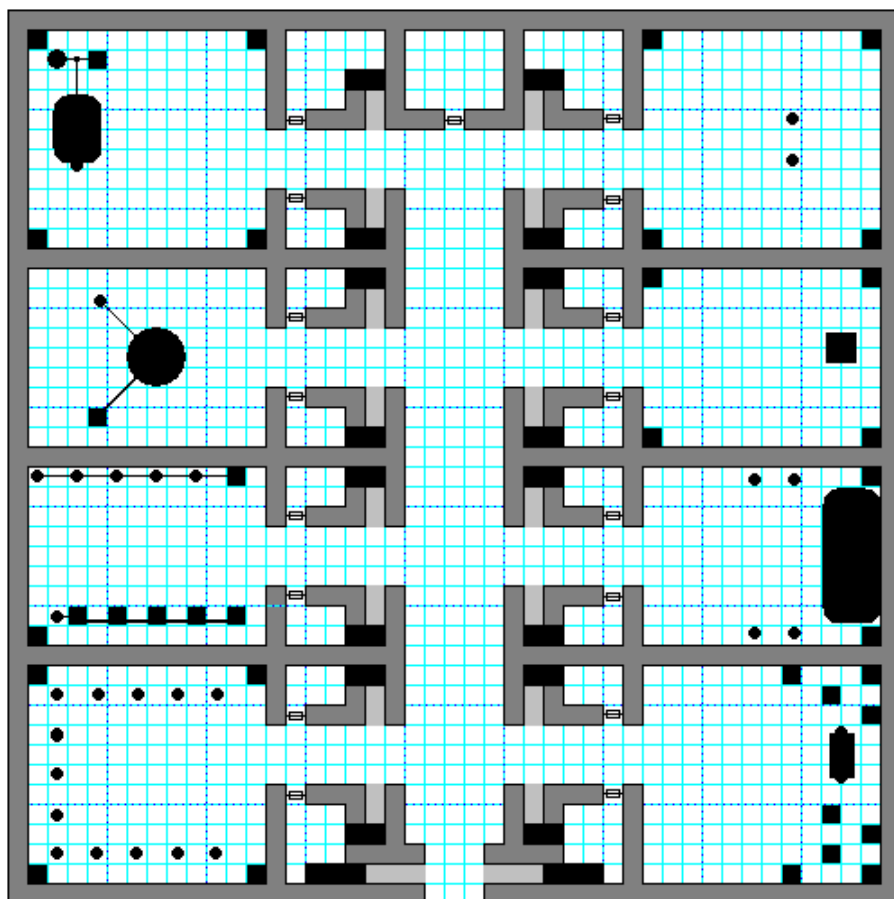
Living 3



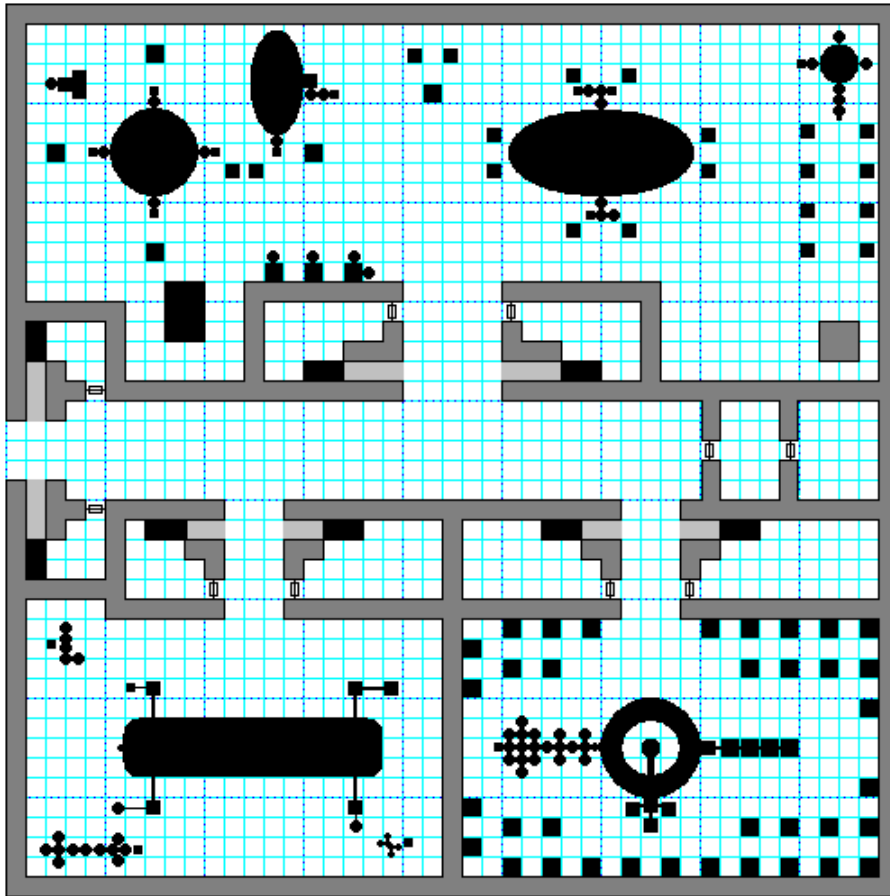
Living 4



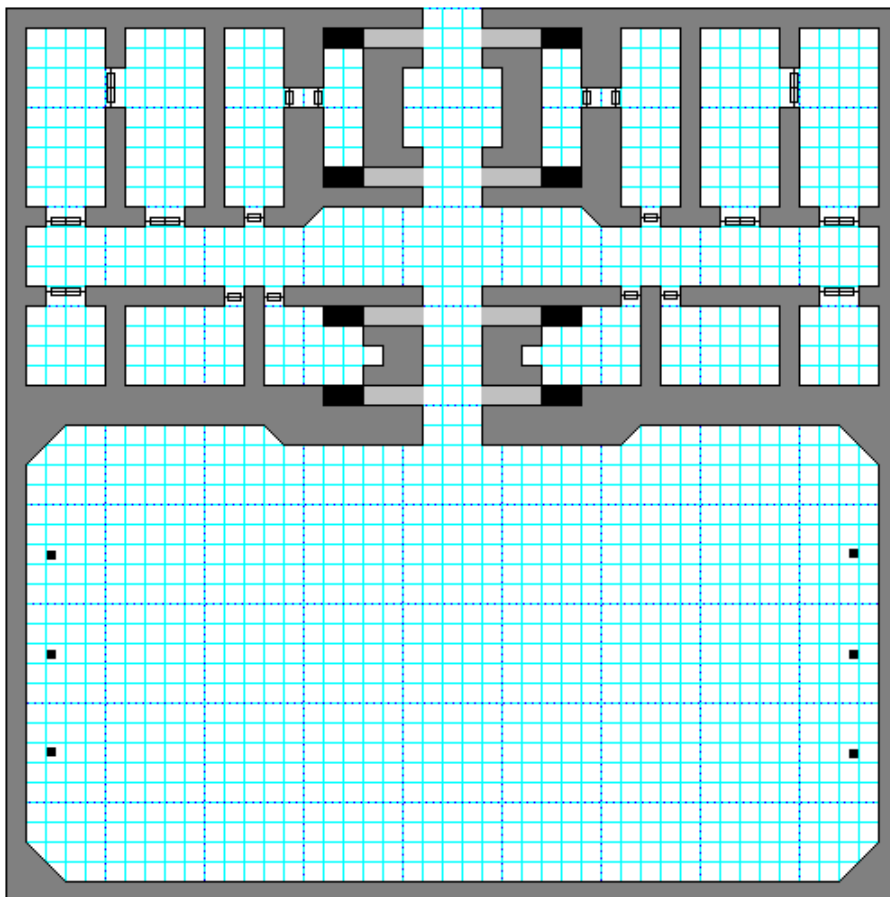
Central Lab



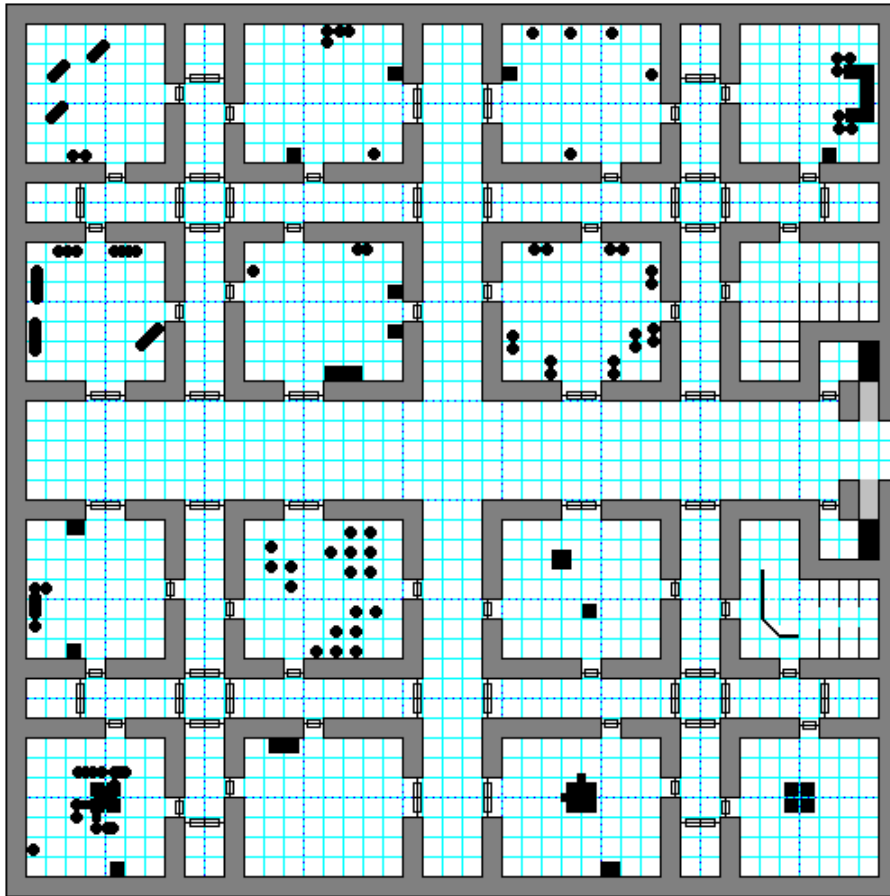
Lab 1



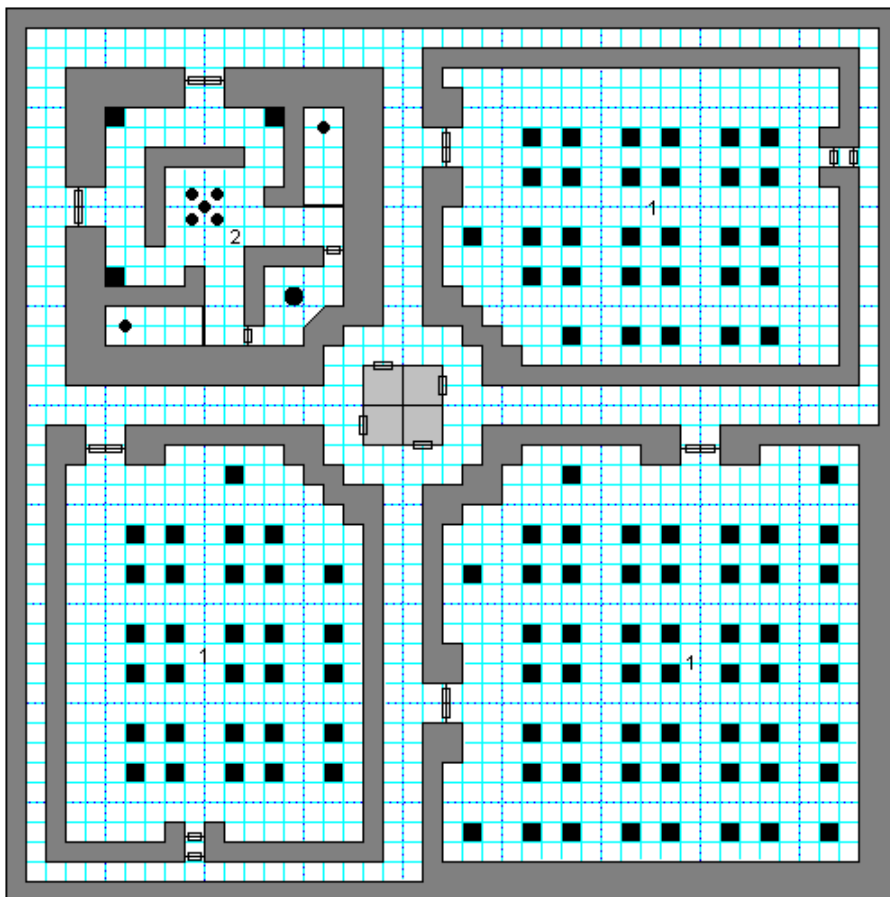
Lab 2



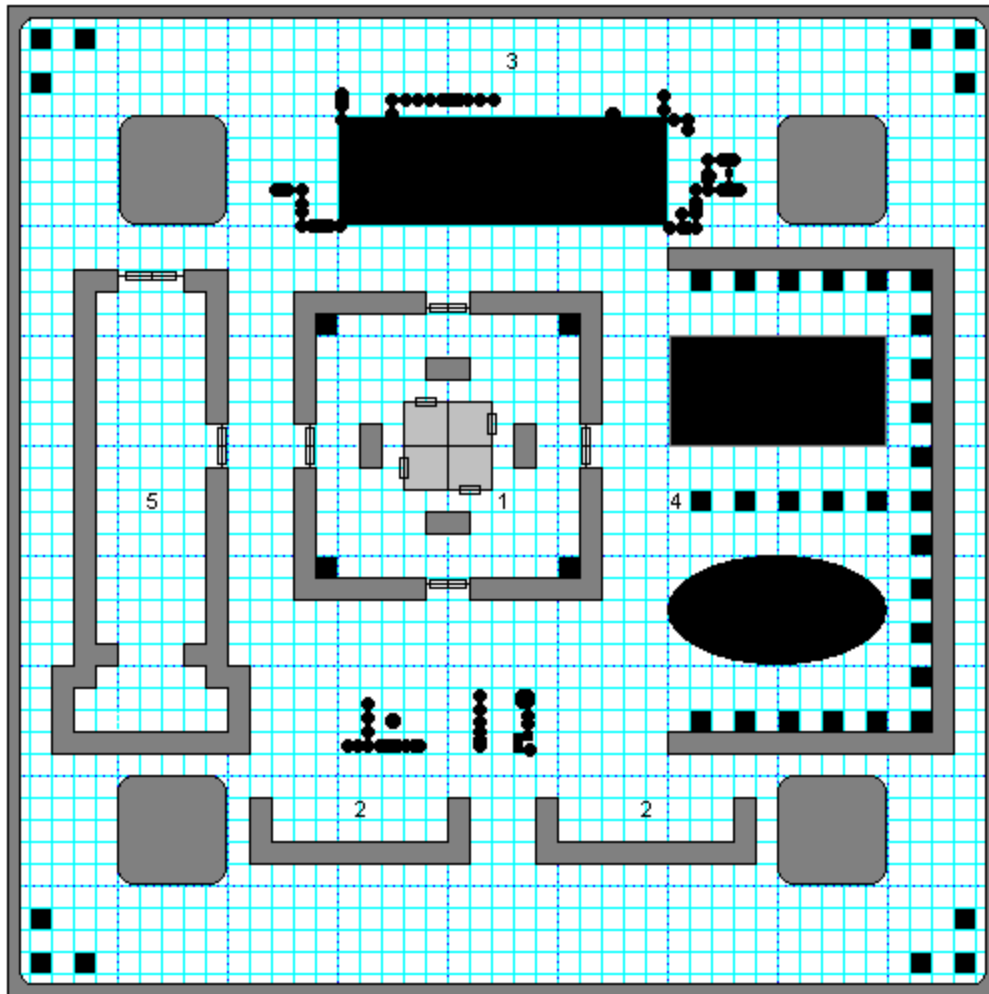
Lab 3



Lab 4



Computer level



Power level