

PROJECT OASIS™



A post-apocalyptic role-playing setting for use with Mutant Future™, Apes Victorious™, and other science fantasy RPGs.

Contains a complete overview of 30th century North America, including new creatures and equipment for both the Mutant Future™ and Apes Victorious™ games, more than a hundred adventure hooks, plus a giant poster map.

By Joseph Bloch



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INTRODUCTION

Project Oasis is a campaign setting for post-apocalyptic role-playing. Although designed with the **MUTANT FUTURE™** or **APES VICTORIOUS™** games in mind, it could be used with just about any post-apocalyptic science-fantasy rules, such as **MUTANT CRAWL CLASSICS™**, with minimal tinkering.

The setting takes place a millennium after the Devastation, a combination of nuclear and biotech holocausts that laid waste the world of men in the year 2022. In the years since then, many mutated forms of life have arisen, and pockets of civilization have developed super-scientific advances that would seem as miracles to those who caused the Devastation.

What was once known as North America is now a patchwork of semi-organized lands in and among areas of total anarchy and nuclear ruin. Levels of technology vary wildly from one region to another, and lawlessness prevails in most areas.

The land is still very under-populated, even counting mutants, and there are many stretches of territory, even within nominally-civilized nations, which are essentially wilderness. In such areas, as well as the wider zones of absolute ruin and anarchy, can be found many monsters as described in the **MUTANT FUTURE™** rulebook, or other rules you might be using.

It should also be remembered that scientific and technological progress did not end with the Devastation. Certain pockets of high technology survived, and kept up lines of research that were, at times, somewhat eccentric. Thus, even though the Devastation happened in 2022 (five years from the date of this writing), it is entirely possible for artifacts and technologies to exist that are wildly advanced beyond that which we know today. Tech level for each area is listed in the entry; the classifications are roughly described as follows:

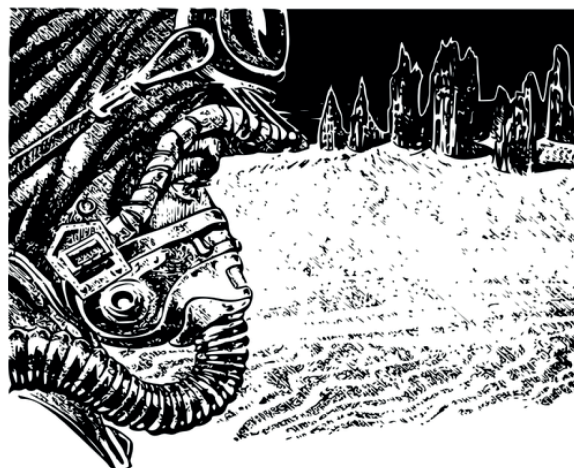
- **Stone age:** No industry, no agriculture, hunter-gatherer society. Inhabitants may have salvaged pre-Devastation objects of metal or plastic. Approx. 10,000 BCE.
- **Iron age:** Able to forge iron weapons, agriculture, stone, brick, and wood construction, galleys, sail-driven ships. Approx. 500 BCE.

- **Medieval:** Knowledge of steel and other alloys, advanced engineering techniques in stone and wood. Approx. 1300 CE.
- **Pre-steam:** Printing presses and widespread literacy, ocean-going sailing ships, gunpowder. Approx. 1700 CE.
- **Steam:** Steam powered travel and industry, construction using steel reinforcements, telegraphy. Approx. 1850 CE.
- **Gasoline:** Electrical power, gasoline powered travel, radio, prop flight. Approx. 1925 CE.
- **Advanced:** Nuclear and solar power, jet air travel, television, computers, spaceflight. Approx. 2020 CE.
- **Very advanced:** Fusion power, laser weaponry, powered armor, artificial intelligence.

These are, of course, very rough estimates, and the Mutant Lord should feel free to make adjustments and exceptions as he sees fit.

Among all this is the city of Oasis, which is dedicated to the restoration of civilization and the pursuit of science and liberty. Oasis sends teams across the continent to undermine hostile forces and help advance those who share its desire for peace.

Project Oasis projects a somewhat different setting than most games of its sort. Rather than a vast wasteland with pockets of ruins that contain high technology, the world of Project Oasis is somewhat civilized and organized. This is not to say that it is safe, or that radioactive ruins don't still exist to be explored; merely that the world has larger levels of civilization and organization that most such games presuppose.



NOTABLE PHYSICAL FEATURES

Each hex on the map is 30 miles from side to side.

Blast areas are marked with a radiation symbol. They were great cities or important military installations before the Devastation, but are now rubble with higher-than-normal radiation. Some ruined buildings and other structures may remain above ground, but subterranean passages and the like may also exist intact, however.

Mountain Passes are marked by black dashed lines. They follow the path of the old interstate highways, but the roadbeds are long since crumbled. Tunnels and grades will still exist for the most part, however.

Highways are found only in the Wastelands (see below), and are marked by red lines. While they may be cracked and in disrepair in places, they are still recognizable and, for the most part, usable.

Radiation zones are found only in the Wastelands, and are marked by red skulls. Due to the time differential, the worst of the radiation from the bombs has not dissipated, and anything more than the briefest exposure presents a hazard.

Towns are marked by black squares. They are inhabited, with more than 10,000 inhabitants. Smaller settlements are not marked.

Capitals are marked by black circles with white stars. They are inhabited and their population is noted in the description. Not all regions will have capitals, especially those in a state of anarchy.

Ruins are marked by three dots. While more afflicted by abandonment and decay than actual blast damage, they are generally uninhabited, or inhabited only by a handful of people. They are often haunted by monsters or animals.

PLAYER CHARACTER ORIGINS

The Mutant Lord or Ape Lord has several options for the origins of the player characters.

- The PCs start off as Oasis field team operatives. This is one of the easiest ways to organize a campaign, as the Mutant Lord / Ape Lord can simply send them on designated missions.
- The PCs start in a conventional manner, on the outskirts of one of the civilized lands, and either run into, or are recruited to become members of, Oasis.
- The PCs are 20th century survivors, who are introduced to the setting in one of several ways:
 - They were cryonically frozen and revived (either by the Neohuman Combine, Oasis, or by accident).
 - They are returning astronauts, who have not aged because of the effects of near-light speed time dilation.
 - They wander out of the Wastelands (see below).
- Some other means devised by the Mutant Lord / Ape Lord.

OVERVIEW OF NORTH AMERICA

The North American continent is hopelessly fragmented into various regions, nations, city-states, and vast swaths of still-uninhabitable wasteland. Significant regions are described below. In the population, “mutants” includes all sorts of mutants (human, animal, and plant), unless otherwise specified.

AJERS, PEOPLE’S REPUBLIC OF

Leader: Comrade Chairman Dolset
 Population: 40,000 humans, 40,000 mutants
 Government: Communist oligarchy
 Capital: Madison (pop. 14,000)
 Tech level: Steam

The People’s Republic of Ajers is a well-ordered if not exactly prosperous place, driven by a fiercely Marxist ideology dedicated to imposing absolute equality on all sentient beings regardless of any sort of biological or economic reality. The economy is entirely driven by a committee in the capital of Madison, and the people are thoroughly indoctrinated from birth to place all their value in the collective welfare of the state and its goal of “omnijustice” for the whole world, which aims to have equal outcomes for all, in every sphere of life; economics, socially, biologically, etc.

Because of their absolute loathing of anything that interferes with their goals of tearing down hierarchies (other than that necessary to ensure the ideological purity of the omnijustice revolution, of course), they despise their monarchical and feudal neighbors in Camelot to the east, the “pro-mutant biogts” of the Mutant Alliance to the southeast, and the imperialistic pro-machine society of H.A.M.M.E.R. to the south. The whole society is infiltrated by agents of the security police, the Buckies, who report the slightest signs of disloyalty and ensure that those not in complete accord with the government and the principles of omnijustice are re-educated in a series of camps in the northern portion of the nation. The national symbol is an all-seeing eye in a circle, symbolizing the ever-present Buckies, who are always watching.

Ajers maintains a large military force, which is engaged in constant skirmishes along its eastern border with

Camelot, and which maintains a defensive posture in the south. It is mostly infantry, with some artillery.

Adventure Hooks:

- Oasis sends the PCs in as a team to recover a list of Ajers spies currently operating abroad. The Buckies are aware of the operation, however, and would like nothing more than to capture the team.
- Ajers maintains several prisoner of war camps, where Camelot prisoners are held and “re-educated.” The PCs organize a breakout.
- There is an underground railroad that helps smuggle people out of Ajers to neighboring, freer, states. The PCs become involved, and must elude the ever-present Buckies.

THE BURN

Leader: n/a
 Population: 5,000 (mostly mutants)
 Government: Anarchy
 Capital: n/a
 Tech level: Iron age

The Burn is a ribbon of destruction encompassing the ruins of several large metropolitan areas. The destruction has not been helped by the fact that the Burn is the primary battleground between the nations of Sangelo, Lunt, and Miresh, where their enormous cybernetic monstrosities, known as cybeasts, fight mighty one-on-one battles for control of the nearly worthless region. Beyond the centuries-old animosities that have arisen between the three enemies because of their continuous warfare, each is convinced that more secrets of the ancients exist within the Burn, which was where the original technology to create the cybeasts was discovered, in an ancient laboratory complex that survived the Devastation.

There are some natives still living in the Burn, eking out a miserable existence and exploring the ruins as scavengers, but they are not organized in any way, out of fear that doing so would make them a target for the cybeast monster-machines.

Adventure Hooks:

- Two warring cybeasts are about to destroy a small farmstead. The PCs have to hold them off while the clan can be evacuated. But some of them don’t want to leave.

- Scavengers experience a windfall every time a cybeast is defeated, because there will be both meat and advanced technology to be found in the carcass. But retrieval teams from Lunt, Sangelo, and Miresh are starting to make such operations risky.
- Oasis is interested in how the cybeasts are controlled from afar. The PCs are sent in to observe a battle and determine the control mechanism, if they can. But the battle gets a little too close for comfort.

CAMELOT

Leader: His Royal Highness, Arthur XVI, King of the Britons and Protector of the Upper Peninsula
Population: 50,000 humans, 30,000 apes
Government: Feudal monarchy
Capital: Camelot (pop. 15,000)
Tech level: Medieval (by choice)

Camelot is a relatively well-ordered nation wherein apes and pure humans coexist peacefully. The society is founded on the principles of medieval chivalry and knighthood, as recounted in books and films such as *Le Morte d'Arthur*, *The Once and Future King*, and *Excalibur*, and self-consciously attempts to recreate an idealized feudal chivalric society.

Technology is self-consciously limited to medieval levels. Advanced technology is strictly forbidden, and technological artifacts discovered must be turned over to authorities or destroyed. Penalties for possession of advanced technology are severe. Expeditions to ancient ruins such as Chicago and Detroit are discouraged by official patrols of local feudal lords.

Although mutants and androids are officially banned from permanent residency within its borders, Camelot maintains good relations with the Mutant Alliance to its south, despite continuous attempts by Ajers to split them apart. Camelot has fought several major naval engagements with Ajers, fighting off a combined land and water invasion less than ten years ago. Ajers is still smarting from the defeat, and the woodlands of the Upper Peninsula are heavily fortified and patrolled.

Camelot doesn't maintain a standing army, but each feudal lord is expected to contribute to any ongoing campaigns, such as that against Ajers. Specifics vary, but most are armed with swords, armor, and bows.

Cavalry is usually heavily armed and armored, used as shock troops.

Adventure hooks:

- All large mutated monsters such as gamma wyrms, giant draco lizards, giant land squids, porcine devourers, etc. are collectively referred to as "dragons." Knights will sometimes go into last zones in search of such dragons to slay. The PCs accompany a knight on such a quest.
- Lejer maintains a large and active spy network within Camelot, including some assets close to the king himself. The PCs become inadvertently involved in a Lejerian spy operation.
- A legendary warrior known as the Black Knight has appeared off and on at tournaments for more than 150 years, almost always winning, although he has not been seen for nearly 20 years. He suddenly reappeared a month ago.

DEAD LANDS

Leader: n/a
Population: 20,000 mutants
Government: Anarchy
Capital: n/a
Tech level: Stone age

The Dead Lands are a huge open range between the three large fields of nuclear devastation that used to be the major missile launch fields of the United States of America. The resulting very high levels of fallout across the northern plains rendered most of the landscape uninhabitable for centuries. It has only been in the last 300 years that animal and intelligent life has been able to move into the area at all, and that has been almost exclusively mutated by the experience.

Adventure Hooks:

- The Dead Lands are home to some unique and fierce mutated species. Hunters from as far as Thorrant and New Vega will pay handsomely for guides. The PCs are either a group of such hunters, or passing themselves off as guides.
- The numerous missile launch sites across the plains were almost all totally destroyed during

the Devastation, as they were high-priority targets. Almost.

- The Dead Lands' primary value to outsiders is as a route to get to the northern passes through the great mountains to the west. The PCs sign on as caravan guards for a group of traders, and must deal with monsters and brigands, as well as their unscrupulous masters.

DEAD ZONE

Leader: n/a
 Population: 2,000 mutants
 Government: Anarchy
 Capital: n/a
 Tech level: Stone age

The Dead Zone is a region entirely sterilized by fallout after the Devastation. A line of blast zones marks its southern border, and the scorched lands abruptly give way to lush grassland to the north. It is home to only a few thousand mutants, mostly scratching out a bare existence in the ruined cities. The Neohuman Combine does try to recruit from the mutant population from time to time, but without much success, as they are highly distrustful of, and hostile to, strangers. The apes to the north regard the area as taboo, and rarely enter it at all.

Adventure Hooks:

- The Dead Zone encompasses several ancient pre-Devastation high-tech research centers, some of which were specifically designed to withstand such blasts. The PCs go in to investigate to see what, if anything, has survived.
- The Neohuman Combine is experimenting with kidnapping the children of mutants from the Zone. The PCs run afoul of one such expedition and must act to reunite the mutant family.
- The Underdwellers from beneath the Haunted Mountains have heard rumors that there is some sort of ancient pre-Devastation library that was protected from the blasts. The PCs must stop the Underdwellers from locating and exploiting this bastion of knowledge.

DESERET

Leader: His Grace, The Prophet Reginald White
 Population: 160,000 humans, 140,000 mutants
 Government: Theocracy
 Capital: Young (pop. 65,000)
 Tech level: Steam

Descended from the original Mormon settlers who came to live around the Great Salt Lake, the inhabitants of Deseret are almost all members of the Restored LDS Church. The lands of Deseret are, as a rule, peaceful and prosperous, and dissention is not so much suppressed as it never arises in the first place. Deseret is an orderly society.

This is not to say it is without perils, however. The Feral Lands continually spawn nomads and monsters that plague the outer borderland of Deseret, and the inhabitants of New Vega are generally hostile to the Mormons on religious grounds. The last full-scale war between the two occurred nearly a century ago, though, and left neither side with a taste for battle.

Deseret maintains a large militia, whose members are armed with rifles. Approximately 25% of the force is cavalry. Each town has a small force of regulars who operate around restored armored vehicles which have been converted to steam power.

Adventure Hooks:

- A secret pre-Devastation bunker exists in the mountains near the ruins of Salt Lake City. It is said to contain an invaluable treasure; the original golden plates given to Joseph Smith.
- A larger-than-usual horde of monsters has come out of the Feral Lands and is approaching the town of Jared. The PCs are enlisted to help in the fight.
- Oasis sends the PCs on a mission to Smith to investigate rumors of an anti-mutant pogrom being planned. The rumors are false, but the PCs do uncover a plot to assassinate the current Prophet and replace him with someone who wants to launch such a pogrom.

EASTERN WILDS

Leader: n/a
Population: 20,000 humans, 20,000 apes
Government: Anarchy
Capital: n/a
Tech level: Pre-steam

The Eastern Wilds is a wilderness, mostly covered with thick woodlands, where exiles and renegades, both ape and human, eke out a living from the land outside the strict confines of ape society.

The inhabitants here are a fiercely independent lot, but there is little prejudice between ape and human. The society here is very much live-and-let-live in its nature, with small mixed communities scattered throughout the wilderness and a larger number of hunters, trappers, and woodsmen (woodsapes?) living semi-nomadic lives.

Occasionally Camelot or the Simian Union will launch an armed foray into the Wilds, but either find absolutely nothing or are given a bloody nose by the fiercely independent woodsmen who band together to drive them out.

Adventure Hooks:

- A particularly valuable ape renegade from the Simian Union has fled into the woods. The PCs assist him in eluding his pursuers.
- Bad blood has been building up between two clans of woodsmen for years. It has now erupted into a full-blown feud.
- A knight from Camelot has been wandering throughout the Eastern Wilds for years, on a quest for an elusive beast. He's kindly and harmless (and more than a little cracked), but his quest is about to come to an end.



EMPOX

Leader: n/a
Population: 40,000 humans, 25,000 mutants, 8,000 apes
Government: Hive-mind
Capital: Orgon
Tech level: Steam

Empox is less a nation of individuals than it is a single entity. It is a hive-mind, in which every individual is part of a vast interconnected mind. Individuality is still retained within the hive brain, but together it forms a gestalt personality that makes decisions on a group basis. This is accomplished through 1,200 "auditors," telepathic mutants who facilitate the functioning of the hive mentality and absorb new members into the hive mind (see below).

Outsiders tend to avoid Empox entirely, as they are usually absorbed into the hive mind as soon as they arrive at a settlement or city. There is some limited trade between Empox and the Scornian Republic to the north, and the Underdwellers beneath the Haunted Mountains to the southeast.

Empox doesn't maintain a permanent military, but there are caches of rifles and other weapons throughout the territory, and the hive mind can decide to raise a force of more than 10,000 soldiers literally at a moment's notice.

Adventure Hooks:

- The characters are on a trade mission from Scornia, but no one in their party is absorbed into the hive mind upon arrival. They must discover the reason and act upon it before it's too late.
- The recent absorption of a large group of rebels from Primatia has unsettled the hive mind, filling it with thoughts of violence and resentment.
- Oasis has been attempting for years to create a psionic shield that would enable their agents to resist being absorbed into the hive mind. The PCs are sent in to test the latest version. How the hive will react if the device is successful remains to be seen.

Auditors absorbing characters into the hivemind

Anyone coming within 30 yards of an auditor is automatically absorbed to become part of the hive; see below for mechanics. Once absorbed in the hive brain, the character will have complete knowledge of the its thought process and locations of all other members, but this knowledge works both ways. Once the character is removed from a 10 mile radius of an auditor for more than 24 hours, he or she is removed from the hive, and must be reabsorbed.

*Using the **APES VICTORIOUS™** rules, auditors have a PSI of 18, and an absorption attempt costs 3 PSI points. Absorption requires a successful psionic combat roll.*

*Using the **MUTANT FUTURE™** rules, a successful mental attack roll is required for an auditor to absorb an unwilling subject. Auditors are considered to have a WIL of 18.*

In both cases, additional attempts can and will be made, should the first fail. Willing subjects, of course, do not require any sort of roll.

FERAL LANDS

Leader: n/a
 Population: 5,000 humans, 10,000 mutants
 Government: Anarchy
 Capital: n/a
 Tech level: Stone age

The Feral Lands are a wasteland without resources, organization, or hope. Weather patterns immediately after the Devastation caused enormous amounts of fallout to the area, and to this day it is a breeding ground for monsters and higher-than-normal incidents of mutants. No bands larger than a few hundred have ever been reported, and those rarely last beyond a few weeks before scattering.

Adventure Hooks:

- Several pre-Devastation military laboratories were located in this region. Even after all this time, their vaults no doubt still contain powerful weaponry.
- A field team with a key Oasis scientist was lost in the Feral Lands two weeks ago. The PCs are sent in on a search and rescue mission.

- A mutant leader with incredibly powerful mind-control abilities has arisen and is bringing the mutants together into a great army.

FLORIDIA

Leader: President Archie Bocks
 Population: 30,000 humans, 20,000 gatorfolk, 10,000 mutants
 Government: Parliamentary democracy
 Capital: Lilvana (pop. 12,000)
 Tech level: Pre-steam

Florida is a fairly sleepy land, with good-natured people who are generally interested more in fishing and dancing than in weighty affairs. Their leader, "President Archie" as he is known, has held the office for the last 39 years, and no one seems inclined to change things, as he sees his primary role as vetoing legislation that might interfere with the people's laid back lifestyle.

The great swamp in the middle of Florida is home to a large population of gatorfolk, who are well-integrated into Floridian society, and who generally make a small living off acting as guides for fishermen and selling home-made alcohol.

Florida doesn't have a standing army, but the citizenry is well-armed and constitutes a "militia of the whole" in times of trouble. The last time the militia mustered was when a fishman army tried to raid Orno ten years ago. The resulting fish-fry is still legendary as far away as Lilvana.

Adventure Hooks:

- Oasis is interested in the ruins of the old space center, now underwater. The PCs are sent in as a team to enlist local aid to pinpoint its location and determine its state.
- The fishermen from the ruins of Miami have returned to attack Orno once more, and they are armed with advanced weaponry from an unknown source.
- A feud between the human Jezzek clan and the gatorfolk Pew clan is threatening to erupt into large-scale violence.

FORBIDDEN ZONE

Leader: Successors Prime I-V
Population: 200,000 successors, 10,000 man-apes, 10,000 apemen, 5,000 humans and mutants
Government: Totalitarian
Capital: Ruins of New York (pop. 30,000)
Tech level: Very Advanced

The Forbidden Zone is a place of extremes. On the surface, it is a twisted and barren waste, cut by deep ravines and inhabited by savage mutated beasts. Scattered bands of mutants and bedraggled pure humans scavenge for food here and there, but it is on the whole uninhabitable and inhospitable. The northern boundaries are patrolled by the Simian Union, and sometimes humans and renegades will flee into the Zone, never to be heard from again.

Beneath its blasted surface, however, the Forbidden Zone is a maze of tunnels, chambers, and enormous caverns concealing factories, armories, laboratories, slave pens, and the entire civilization of the Successors, a race of mutant cyborgs bent on global conquest, seeing themselves as the natural successors to the human race. They are led by five enormous disembodied brains in enormous transparent spheres, the Successors Prime, who are located in a heavily fortified fortress beneath the ruins of New York City, whence they plan their strategies for conquest.

As a strategic imperative, they have set their sights on the Simian Union as a first step in their campaign, and have finally achieved a level of armament they feel is sufficient to crush their enemies without risk; they are building enormous war machines and arming their drones with advanced ray weapons. Those few who even dream of the Successors' existence are unaware of just how soon war will come to the surface.

Although they have nothing but contempt for all other life-forms, the Successors breed apemen and semi-intelligent man-apes for use as slaves and fodder for their armies. Small man-ape settlements are scattered throughout the Forbidden Zone on the surface. They are also making covert alliances with various disaffected factions within the Simian Union, promising them nearly anything in return for support and intelligence. They, of course, do not realize they are merely dupes for the Successors. The Successors kill apes that fall into their hands (except those they have



fooled into thinking they are allies), but will take humans and mutants as slaves for their factories.

The Successors maintain a large and well-supplied army in secret. They have ray weaponry and large war machines, resembling enormous tanks with multiple weapons on the hull. The bulk of their army is infantry, but they do use drones on dragonhorses as scouts, and assault teams will ride in armed and armored hovercars.

Adventure Hooks:

- The PCs are used as couriers between a faction within the Simian Union and the Successors, but stumble on the true nature of the mutants' plan.
- The PCs enter the Forbidden Zone to escape an ape patrol, but end up captives of the Successors and must escape with news of their true power.
- Oasis has heard rumors of something stirring beneath the Forbidden Zone, but details are scarce. The PCs are sent in as a team to investigate.

GENRU EMPIRE

Leader: Warmaster Brak
Population: 70,000 humans, 110,000 pig-men, 30,000 suidoids
Government: Dictatorship
Capital: n/a
Tech level: Steam, some salvaged higher

The Genru Empire is a hodgepodge that has grown up in recent years by an enormous horde of pig-men with suidoid officers under the leadership of Warmaster Brak. Human mercenaries from all over the continent have streamed into Genru in search of plunder and glory, and Brak's generals have welcomed them with open arms, although it has in recent years transformed

from expansion to cross-border raiding to keep a steady stream of loot coming in.

There are no large settlements within the Empire; only temporary encampments which are well-fortified with a palisade and ditch, and which move every few days when there is a campaign in progress. Communications equipment has been salvaged from conquered lands, and keeps all of the various units in constant touch with one another.

There is little subtlety in the Genru political sphere. Feuds between leaders frequently end in bloodshed, and foreign policy decisions are made on the basis of which neighbors appear weakest. Thorant recently established two heavily-fortified towns on the border with Genru, and H.A.M.M.E.R. is too high-tech for easy plunder. They are said to be looking for a way to reach Gynotopia, which the Genru leaders feel is ripe for the plucking.

The Genru Empire is highly militarized and well-organized. The basic level of organization is the brigade, each broken up into regiments. Equipment varies widely, with most being armed with rifles and explosive grenades, but some individuals having scavenged lasers or other high-tech weapons. These are scattered haphazardly, however, and no units are entirely so equipped.

Adventure Hooks:

- The PCs are enlisted by the inhabitants of a small border village to help them fight off a coming Genru raid.
- Oasis has been trying to undermine Genru for years. In their latest attempt, the PCs are inserted as mercenaries, to infiltrate the command structure and cause what harm they can.
- A Genru scavenger team has uncovered a cache of nerve gas warheads. The PCs must prevent the weapons from being used in an offensive against their neighbors.

GREAT DESERT

Leader: n/a
 Population: 5,000 humans, 10,000 mutants
 Government: Anarchy
 Capital: n/a
 Tech level: Stone age

The Great Desert is not only an arid waste, but one which saw more than its fair share of radioactive fallout during the Devastation. Rumors abound of secret pre-Devastation bunkers, and even entire cities, which were located in the wasteland to increase their chances of survival. This is in fact true and several such facilities have been discovered and looted over the years. That is the only thing that keeps explorers coming to this otherwise-worthless chunk of land.

Adventure Hooks:

- Somewhere within the Great Desert is a long-lost cryopreservation facility, filled with scientists and business leaders who intended to survive once they saw the war coming.
- Some sort of living metal nanotechnology has taken root in a remote corner of the desert and is forming itself into an enormous tower tall enough to reach into space. This is, in fact, a self-generating space elevator. Where the nanobots came from in the first place is a mystery.
- Over the years, several cybeasts from Lunt and Sangelo have wandered into the desert after being defeated in battle. Someone is healing/repairing them and building an army of such terrifying warriors.

GREPAINE / UPPER GREPAINE

Leader: n/a
 Population: 39,000 humans, 11,000 mutants
 Government: Anarchy
 Capital: n/a
 Tech level: Pre-steam

Grepaine is a large but sparsely-populated land, with no government to speak of and no large settlements of any kind. The people are farmers, rough and ready types that are generous but jealous of their freedom. There is a loose network of itinerant peddlers that carries news from one farmstead to the next, and taverns are not uncommon as meeting places for the farmers within a given radius. If threatened, however, word spreads quickly and any invaders quickly find there is a gun behind every blade of grass.

Upper Grepaine is just like Grepaine, only even more sparsely populated.

Adventure Hooks:

- Every year, there is a steady trickle from farmers displaced by the expansion of H.A.M.M.E.R. to the southeast. Some of the farmers think enough is enough, and band together to save the latest threatened farmstead.
- One of the great military command centers of pre-Devastation times was right in the heart of Grapaine, in what are now the ruins of Omaha. There are doubtless secrets buried below the rubble.
- Ajers has long viewed Grepaine with a combination of disdain and envy, but attempts to expand by force have met with little success. Now they are trying a new tactic; they've sent waves of "missionaries" in to convince the farmers of the benefits and moral superiority of omnijustice.

GYNOTOPIA

Leader: All-Mother Whilma III
Population: 65,000 humans, 10,000 mutants
Government: Monarchy
Capital: Mother (pop. 6,000)
Tech level: Steam

A purely matriarchal society, Gynotopia has women in all positions of authority, and males (both human and mutant) are deemed inferior and good for little more than labor and breeding. Gynotopia aspires to pacifism, but the presence of the Empire of the Vampires on its southern border makes this difficult on an ongoing basis. They get along well with Outside to their north, except for the occasional males who flee there to escape their second-class status, and more rarely entire families who wish to live as equals.

Gynotopia maintains a single small military force to patrol the southern border and repel incursions by the vampires. Other than that, there is no military to speak of, but there are overseers armed with stun wands to keep the males in line.

Adventure Hooks:

- Oasis does not believe in segregation by gender, and sends in a team to stir dissention among the servile males.
- The PCs run into a group of runaway males, hotly pursued by female overseers.
- No one knows the source of the males' subservient nature; is it some mind-control

technology? A psionic mutation among the women? Some sort of drug? The PCs investigate to discover the secret.

GYRE REPUBLIC

Leader: President Armando Jacobs
Population: 100,000 humans, 30,000 mutants, 9,000 gatorfolk
Government: Representative Republic
Capital: Storna (pop. 15,000)
Tech level: Steam

The Gyre Republic is a relatively peaceful and stable nation. It is on good terms with its neighbors Florida and the cities of the Marjorie Coast, and protects the rights of both human and mutant equally. The Republic gets by mostly on agriculture, and has a strong trading relationship with its neighbors.

The great swamps in the middle of the country are a continuous problem, however, as they continuously spawn mutated animals, including giant mutant alligators and insects, snakes, and mobile plants of strange types. This continuous flow of problems from its midst keep Gyre from gathering enough resources to develop more advanced technology.

Gyre maintains a relatively large army, both to keep the vampires to the north at bay, as well as to deal with the horrors that emerge from the Okfee swamp.

Adventure Hooks:

- Oasis is concerned that the peaceful nation of Gyre isn't advancing as quickly as it should. The PCs are sent into the Okfee swamp to investigate the origin of the constant flow of monsters from its heart.
- The daughter of the governor of Millbanks has been kidnapped by renegades from Marjorie. They are demanding a huge ransom for her return.
- The head of the army is dissatisfied with the defensive stance towards the vampires, and is plotting a coup so he can launch a war of extermination against them.

H.A.M.M.E.R.

Leader: Heuristic Algorithm for Maximum
Mastery of Earth's Resources
(H.A.M.M.E.R.)
Population: 100,000 robots/androids
Government: Totalitarian
Capital: Ruins of St. Louis (pop. 10,000)
Tech level: Very Advanced

H.A.M.M.E.R. is a mechanized utopia, a vision of clockwork perfection in which every entity has a purpose, and is engaged to the fullest use of its abilities, all under the direction of a benevolent Artificial Intelligence whose prime directive is the efficient distribution of natural resources for maximum utilization. At least, that is what H.A.M.M.E.R. would like the world to believe.

In reality, this insane AI's primary mission has been corrupted by radiation damage to its central core, and it now seeks complete domination over the entire planet. It is obsessed with evenness and equality, however, so it is psychologically incapable of concentrating any resources, even military ones, in one place to achieve a decisive advantage. This is the one thing that prevents it from overrunning the neighboring areas, which are well able to contain its attempts to spread its dominion (again, always equally on all sides at once, almost invariably resulting in being repulsed).

Biological intelligences are classified as resources and are required to "engage in the fullest use of their abilities for the good of the collective directive." That is, they are placed in slave labor camps and worked to death, given only enough food and rest to prevent them from collapsing immediately.

There is no army *per se*. All units under H.A.M.M.E.R.'s control can function in a combat capacity, if needed.

Adventure Hooks:

- The PCs enter H.A.M.M.E.R. territory in order to rescue someone who has been taken captive, before they are killed by the machine-like pace they are required to endure.
- Oasis attempts to send in a team to repair the H.A.M.M.E.R. computer core itself and restore its original, non-imperialistic, programming.
- The PCs are sent in to scout the area, to determine when the next H.A.M.M.E.R.

expansion attempt will take place. They run the real risk of capture.

HAUNTED MOUNTAINS

Leader: His Holiness Vidal XXVIII
Population: 10,000 humans, 5,000 apes, 65,000
underdwellers
Government: Theocracy
Capital: None
Tech level: Very high

The Haunted Mountains themselves are heavily forested, home to bountiful game. A rough community of scattered humans and apes lives in peace and harmony, with the apes being renegades who have deliberately eschewed the human-hating society of Primatia to form their own.

What gives the mountains their name, however, are the underdwellers, a mutated race of albino humans with psionic powers who dwell in vast underground tunnel and cavern complexes, where they worship the very nuclear bombs that destroyed (or created, depending on your point of view) the world, and send teams to the surface to snatch the unwary, returning them below for inhuman experimentation and to fight in gladiatorial games.

The underdwellers do not maintain any sort of permanent army, but small units will be encountered in the mountains, armed with energy weapons and wearing armor. In their cities, defenses will be chaotic at first, but will very quickly firm up and become organized.

Adventure Hooks:

- The PCs are captured by the underdwellers and forced to fight in gladiatorial games against other humanoids, and mutated monsters. Unless they escape, this will be their fate forevermore.
- Old Luther's wife and daughter have been abducted, and he's ready to go to war with the underdwellers to get them back. But are they really to blame?
- Primatia launches a raid into the mountains to send a message to the rebels that have fled there over the years. They are met with a stiff reception, and the mountain-dwellers both ape and human want to send a message of their own; "leave us alone."

*Note: Mutant Lords or Ape Lords with access to the **APES VICTORIOUS™** rules may wish to use them to flesh out underdweller society, although the social structure described herein does vary somewhat from that in the book.*

KANEBRA FOREST

Leader: n/a
Population: 2,000 humans, 2,000 mutants
Government: Anarchy
Capital: n/a
Tech level: Pre-steam

The Kanebra Forest is a thickly wooded region that is seemingly endless. While there are scattered handfuls of woodsmen, trappers, and furriers within, most of the forest is given over to monsters and other horrors. The place is thick with giant spiders and vomit-flies, and spider-goats swarm through its northernmost reaches.

Most of the population is clustered around the Kennesaw River in the southern third, which sees a great deal of boat traffic traveling from the trading posts beyond the bounds of the forest to the west, down through to the Riverlands and its trading center of Sterling. This is, in fact, a major artery of trade between the west and southern coasts.

Adventure Hooks:

- Some merchants still try to duck the portage fees and duties imposed on river traffic, and move their goods through the forest. The PCs sign on as guards for one such caravan. The results are not pretty.
- Oasis regularly sends teams in to try to tame the western reaches of the forest. The PCs are sent in to try to eradicate nests of monsters that might threaten travelers.
- The northern half of the forest is actually a single sentient entity, with a distributed brain-network that communicates telepathically and through root connections. And it resents the people and boat traffic along “its” river to the south...

LUNT

Leader: President-General Alberto Uruz
Population: 110,000 humans, 40,000 mutants
Government: Militocracy
Capital: Lunt City (pop. 30,000)
Tech level: High

Lunt is one of the three nations that rose out of the ashes of the Republic of Dex, which rose a few centuries after the Devastation and quickly re-established a stable and technologically advanced society. Dex even attempted to re-establish trans-oceanic travel on a regular basis before it fell because of a vicious civil war. To this day, Lunt, Miresh, and Sangelo all blame Oasis for the fall of Dex. The truth, if it exists, is deep in the Oasis archives, and the Council of Elders isn't talking.

Today, Lunt is in a state of near-continuous war with its two neighbors, Miresh and Sangelo, using enormous bio-weapons known as cybeasts. Cyborg mutant monsters hundreds of feet tall, these creatures rampage across the Burn, while swarms of ordinary troops try not to get killed in the crossfire. Since all three nations have access to this remnant of Dexan technology, the war is in its 35th year of stalemate.

Lunt is possessed of a relatively high level of technology, although the needs of the military take a large share of the available resources, but its people enjoy material comfort. Lunt also tries to maintain the tradition of naval exploration started by Dex, and even enjoys a steady, of low-level, amount of trade with what was once South America, and even occasional expeditions to and from Europe.

Lunt maintains a large standing army which is almost continuously in the field in the Burn against Miresh and Sangelo. Its troops are armed with gauss rifles and wear armor. Powered armor is not unknown for some units, and military vehicles are common.



Adventure Hooks:

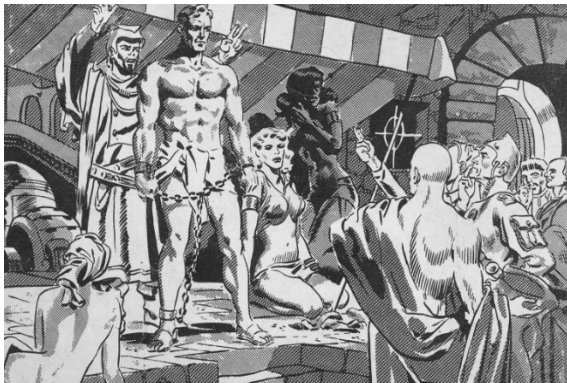
- Oasis has, on many occasions, attempted to obtain the secret of the cybeast weapons. The PCs are sent into Lunt City to make yet another attempt.
- A high-ranking defector from Sangelo has crossed the lines into Lunt. The PCs must protect him before the Sangelese can recapture or kill him.
- A ship from Europe has just arrived in Lunt City. It brings with it all manner of strange news, trade goods, and some passengers with very strange customs and mutations never before seen in North America.

MARJORIE COAST

Leader: n/a
 Population: 200,000 humans, 50,000 mutants
 Government: Various
 Cities: Wiloon (pop. 40,000)
 Onerie (pop. 27,000)
 Greytown (pop. 33,000)
 Farage (pop. 31,000)
 Sardon (pop. 29,500)
 Tech level: Internal combustion

The Marjorie Coast is a collection of smallish city-states that have banded together for mutual protection. Each is sovereign in regards to internal affairs within its domain, but foreign relations are conducted collectively, as is defense.

Law and order is somewhat lax outside the walls of the cities themselves, and the countryside is notorious for its collections of brigands and pirates. However, the cities themselves are considered safe havens, and brigandry is considered a noble occupation by most; an expression of the individualistic streak of self-reliance that the Marjorians value so highly.



Slavery is common in the Marjorie Coast, as it is in the surrounding nations.

Fishing and trade are the primary economic engines of the Coast, although each of the cities has a reputation for being a center of a particular craft; the glassworks of Onerie are legendary, for instance, as are the metal foundries of Wiloon. Marjorian trading ships can be found as far as Gynotopia and what used to be called Central America. Communications between the cities is good, through a well-maintained telegraphy system.

The cities of the Marjorie Coast each maintain a strong militia, which can be combined into a formidable fighting force with only a few days' notice. Forces are mostly mechanized infantry with prop air support.

Adventure Hooks:

- A particularly effective and ambitious pirate gang is wreaking havoc with shipping in and out of Sardon.
- The city of Wiloon has made an industry out of scavenging in the ruins of Houston for reusable raw materials and technological artifacts. This time, however, someone came across something very significant; a cache of nuclear warheads from a military base on the outskirts of the city.
- A highly tense conference of the five cities is taking place to discuss a controversial treaty with Mires. Luntish and Mireshean agents are in the hotel. Complication; the meeting is happening during the annual Carnival, making the whole thing a chaotic scene.

MIRESH

Leader: Consul Regar Vunt
 Population: 90,000 humans, 50,000 mutants
 Government: Representative republic
 Capital: Wallington (pop. 35,000)
 Tech level: High

Mires is one of the successor states to the now-vanished Republic of Dex. Mires actually maintains a space travel capability; it is able to launch satellites into orbit, and has intermittent contact with the lunar base at Copernicus Crater that was founded by Dex after the Devastation. The Miresi spaceport is located just outside of Thren. Both Oasis and the Neohuman Combine have engaged in joint space missions with Mires.

Miresh is in a constant state of war with Lunt and Sangelo, and deploys its massive cybeasts into the Burn to fight its neighbors. No end to the decades-old war seems to be in sight. They are on good terms with Thorant, and enjoy a thriving trade with their neighbor to the northeast.

Miresh maintains a large military, an even mix of infantry and armored units. They have excellent battlefield intelligence due to their dominance of low Earth orbit and the ability to maintain intelligence-gathering satellites.

Adventure Hooks:

- Sangelene terrorists have taken over part of the spaceport complex just as a manned mission is due to return. The PCs must go in and defeat the terrorists before the ship is due to land.
- An epidemic is sweeping through Miresh. Victims are struck permanently blind, and medical resources are near the breaking point. Miresh suspects that the virus is artificial, invented by their enemies in Lunt.
- A Mireshi cybeast has malfunctioned, and is rampaging across the countryside. The PCs are brought in to help defeat it, with the help of their special skills and high-tech artifacts.

MOJAVE

Leader: n/a
Population: 1,000 humans, 2,000 mutants
Government: Anarchy
Capital: n/a
Tech level: Stone age

Mojave is an arid wasteland with little resources and little reason to visit. The few dwellers live in small communities of perhaps a few dozen people each, eking out a bare existence from the sand and rock. Giant scorpions swarm the desert, and various forms of mutated cactus lure in prey with the promise of moisture, only to kill them with poisonous or shooting spines.

Adventure Hooks:

- A former Oasis scientist who left the organization to become a hermit in the desert has gotten a message back to the city. He has made an earth-shattering discovery and needs

to be picked up. The PCs are given the mission.

- Both the Neohuman Combine and New Vega send out patrols beyond their immediate borders. Two such patrols are engaged in a firefight, and the inhabitants of the small village that lies between them are in peril.
- A strange “metal plague” is spreading throughout the desert. All living creatures seem susceptible; their flesh is converted to metal, and they become part of a hive-mind.



MUTANT ALLIANCE

Leader: President Skelleb Roon
Population: 98,000 mutants
Government: Parliamentary Democracy
Capital: New Chicago (pop. 28,000)
Tech level: Steam

The Mutant Alliance bills itself as a bastion of freedom and tolerance for all sentient beings, regardless of physical or mental mutation. However, in so doing they are completely intolerant of all pure humans. This causes a great deal of friction with Ajers to the northwest, but somewhat paradoxically has led to solidly friendly relations with Camelot to the north. Both nations realize they are somewhat complementary to one another in regards to their mutant/human prejudices, and regularly trade deportees.

Factions abound within the Alliance, as various types of mutants tend to cluster together and form blocs within the larger mutant society. Thus, there are dozens of different interest groups that all run counter to one another. It makes for a very raucous political life within the Alliance.

The Mutant Alliance maintains a large and efficient military, with known enemies to the south and west. Forces consist of infantry armed with rifles and artillery, and a small kernel of cavalry.

Adventure Hooks:

- A mixed mutant-human family is being torn apart by the deportation law. The PCs are enlisted to help.
- Oasis sends in an all-mutant team to observe military maneuvers on the Genru border to determine military capabilities and intentions. The team is exposed, however, and goes on the run.
- The Successors from the Forbidden Zone are slowly starting to infiltrate the Alliance by making secret contacts with some of the factions. The PCs get wind that something is going on, and investigate.

NEOHUMAN COMBINE

Leader: Dr. Milo Lazarus, Director
 Population: 40,000 (human), 50,000 (mutant)
 Government: Oligarchy
 Capital: Extropia (pop. 15,500)
 Tech level: Very high

The Neohuman Combine embraces technology and evolution as an ideology. They view pure and unenhanced humans as inferior (they refer to them as “baseline humans”), and almost all of the 40,000 human Neohumans is a cyborg of some sort, as are many of the mutants. They also maintain a strict program of eugenics, breeding for special mutation powers, intelligence, and overall physical strength and health.

The Combine constantly explores for new technologies and maintains a generally high level of scientific knowledge. They are aware of Oasis, and have been known to work together on specific projects, but on the whole the two are suspicious of one another due to their differing ideologies.

One ongoing project the Combine has is to seek out patients who were cryopreserved in the 20th and 21st centuries and revive them. It is felt that such “forward looking” people are of immense benefit to them.

The Combine maintains a small but efficient and technologically advanced army. Flight-capable craft and armored vehicles make up the bulk of the force.

Adventure Hooks:

- The PCs are all cryonauts, frozen in the 21st century and have been revived by a Neohuman archaeological team.



- Oasis has received intelligence reports that the Combine has located some sort of high-tech weapon cache. The PCs are sent in to investigate and if possible prevent the Combine from taking possession.
- There is a small core of unenhanced pure humans who resist enhancement. These “baseliners” are under increasing pressure, and the situation is getting tense. The PCs find themselves in the middle of this conflict by accident.

NEW VEGA

Leader: Englebert Copperfield XII, Hereditary Ambassador from Alpha Lyrae
 Population: 25,000 humans, 10,000 mutants
 Government: Monarchy
 Capital: New Vega (pop. 25,000)
 Tech level: Pre-steam

The inhabitants of New Vega believe themselves to be the descendants of aliens from the star Vega, whose ship crashed to the west (the ruins of Las Vegas). They have developed an elaborate religion around this belief, and this has brought them into conflict over the years with Deseret to the north.

New Vegans are inveterate gamblers, and the heart of New Vegan society is wagering on the outcome of gladiatorial contests in the Great Cirque; warriors fight

one another in a huge sphere, jumping from dangling platforms, ropes, and chains, in an elaborate and unique acrobatic fighting style. Other popular entertainments in the Great Cirque involve fights against animals and mutated monsters. Repeated winners in the Great Cirque are the superstars of New Vegan society.

New Vega does not maintain a standing army. Police forces are privately hired by each of the ruling Families, and have been known to indulge in private feuds.

Adventure Hooks:

- The PCs are arrested on trumped-up charges and sentenced to fight in the Great Cirque.
- The Pandella and Caruso Families are going to war. Ambassador Copperfield wants the violence tamped down immediately. That's where the PCs come in.
- Mormon missionaries from Deseret are captured in the city. The PCs are needed to break them out of jail and help them escape.

OASIS

Leader: Doctor Plourgyl, President of the Council of Elders
Population: 25,000
Government: Democratic Oligarchy
Capital: Oasis (pop. 25,000)
Tech level: Very High

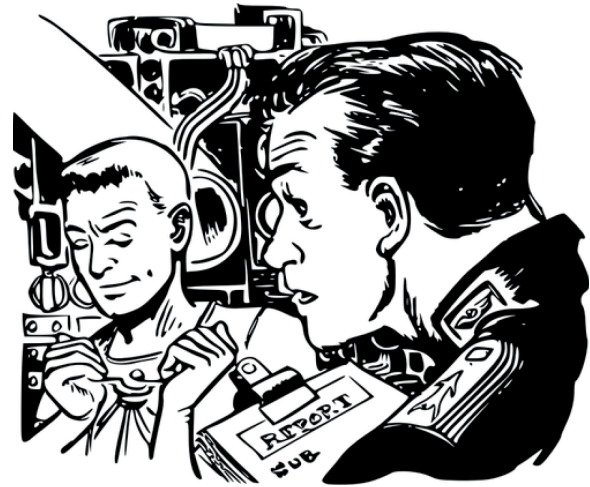
Secure in a secret and mostly-underground mountain city fifty miles northwest of the ruins of Denver, Oasis lives up to its name. It is an outpost of peace, technology, prosperity, and hope in an otherwise mostly savage and backwards world.

The city of Oasis was founded almost immediately after the Devastation by those scientists and utopian thinkers from across the continent who had survived the nuclear holocaust, with the ideal of restoring civilization and the principles of liberal civil society. Its very existence is relatively unknown, and its exact location is closely guarded.

Oasis goes about its mission by sending carefully selected and trained teams to on missions designed to uplift tolerant societies and undermine those which are hostile and/or dangerous to their neighbors. At the same time, they attempt to improve technology levels

by introducing advances in communications, agriculture, medicine, and the like.

Oasis sends out teams of operatives by means of supersonic aircraft, which can reach any point on the continent within a few hours. These advanced vehicles are stealthy, allowing for secret insertions and extractions. Teams will consist of several specialists appropriate for the mission, as well as support and security personnel. They operate under a general principle of pacifism, but can be very efficient at defending themselves if needed.



Oasis also maintains long-term operatives in a variety of different places across the continent, to keep them informed of developments and gently guide their host societies in more desirable directions (from the standpoint of Oasis, anyway). As they are open to all races, from pure humans to ape to mutant, as long as they agree with the principles and goals of Oasis, they have a varied well of talent from which to draw for such assignments.

Oasis is led by a Council of Elders, whose members are elected to their positions for life.

The city of Oasis itself is a paradise. The streets are clean and well-maintained, there is little or no crime, and the inhabitants get along despite their varied origins and species. The level of technology is as high here as it is anywhere in North America, and there is enough synthetic food to keep the entire population well-nourished without the need for labor-intensive farming. Deep beneath the city are what are regarded as its greatest treasures; a vast seed bank of pre-Devastation plant strains, and a huge library containing as much scientific and other knowledge as possible. It

has, of course, all been transcribed into data storage, but the originals are retained here as well.

Oasis field operatives will be fitted out with the following equipment at a minimum, unless the specifics of the mission require special infiltration tactics that make possession of advanced technology impossible:

- Vibro dagger
- Ballistic nylon armor
- Short-range communicator
- Food and water for the expected duration of the mission

Security personnel will also have stun batons and plastex armor. Medical personnel will also be equipped with diagnostic scanners and healing packs. The team will also have one support member with a long-range communicator capable of keeping the team in touch with Oasis.

Oasis always prefers subtle “soft” tactics of infiltration to head-on confrontations, but if the latter is unavoidable, field teams can call in support from heavier-armed teams, up to and including five-man EMA squads. These are, naturally, only deployed in the rarest of circumstances, and then only with the direct authorization of the Council (and woe betide the team leader who calls for such support without a *very* good reason!).



Adventure Hooks:

- There is a traitor within Oasis. Operational details of field operations have been leaked, resulting in the deaths of entire field teams.
- The PCs have heard stories about an impossible paradise in an underground city in the mountains. They follow the rumors and investigate.
- An epidemic is ravaging Oasis. Even their advanced medical technology has proven ineffective in treating the disease. Records indicate the disease is very similar to a bacteriological warfare strain developed before the Devastation. A team must be sent to an ancient military base to look for a cure.

THE OUTLANDS

Leader: n/a

Population: 5,000 humans, 10,000 mutants

Government: Anarchy

Capital: n/a

Tech level: Medieval

The Outlands is a sparsely populated no-man's land between several strong powers, and the tension between them helps maintain it so. The very small population means there are a higher-than-normal number of monsters and other horrors roaming the countryside, and there are a number of ruined cities along the periphery, many of which were military and scientific centers before the Devastation.

Two hundred years ago, there was a thriving civilization, Thoria, centered in the area. Although it had achieved a high level of civilization that surpassed pre-Devastation levels (thanks in part to support from Oasis), it couldn't sustain itself and collapsed. Many Thorian installations can still be found, especially in the many enormous river-cave systems that undergird the landscape.

Adventure Hooks:

- A Thorian military command post has been discovered, and a force from Genru is speeding there to loot it. The PCs must beat them there and prevent them from gaining its secrets.
- A merchant caravan from the Marjorie Coast was attacked by mutant brigands. The PCs

are hired to recover the stolen merchandize and any survivors.

- Thorant is cautiously expanding its settlements into the Outlands. One such new settlement seems to have been wiped out by some attack. The PCs are sent to investigate.

OUTSIDE

Leader: n/a
Population: 40,000 humans, 10,000 mutants
Government: Technocracy
Capital: Young City (pop. 20,000)
Tech level: Very high (city), pre-steam
(surrounding countryside)

Outside is an unorganized wilderness, although pleasant and fertile enough. The inhabitants are scattered throughout small villages and individual farmsteads.

The real focus of Outside is the Young City, which is a completely self-contained community surrounded by an impervious dome, which maintains a constant population of 20,000 pure humans. The city is idyllic, with all of the inhabitants' material needs met by sophisticated automated systems. The catch is that all of the inhabitants are killed when they turn 26, in a ritual known as the Culling. The Culling is enforced by a force of androids known as the Huntsmen, who make sure that those who try to flee the Culling are hunted down and slain unceremoniously.

There are secret ways out of the city, however, and an "underground railroad" has formed over the years to assist those who want to flee the Culling. Approximately 10% of the inhabitants of Outside are the descendants of those who escaped the city, and over the years some bizarre legends about the goings-on in the city.

There are only pure humans in the city; all mutants are Outside.

There is no organized military per se. The Huntsmen are heavily armed, but are more of a paramilitary police force, and are almost always restricted to the Young City itself.

Adventure Hooks:

- Oasis wants to infiltrate the Young City in order to gain intelligence with an eye towards guiding it into a less dystopian society. The

PCs must convince an escapee to help them do what nobody has ever done; break *into* the city.

- A team of Huntsmen has found a secret passage to Outside and found their programming completely confused by what they see. They have taken to Culling everyone they encounter, and must be stopped.
- The PCs are inhabitants of the city who have decided to escape the Culling. They must find one of the ways out of the city, while avoiding the ruthless Huntsmen androids.

PRIMATIA

Leader: Prime Minister Augustus
Population: 110,000 apes, 15,000 ape mutants
Government: Representative democracy
Capital: Central City
Tech level: Pre-steam

Primatia is one of two great ape nations, the other being the Simian Union on the east coast. There is no direct contact between the two, but they share a common culture, language, and social structure. It is theorized by Oasis scientists that some type of "emperor ape" exists with long-range telepathic or empathic abilities, but this has never been proven.

Primatia operates on a strict caste system, with gorillas as soldiers and police, chimpanzees as administrators and scientists, gibbons as farmers, and orangutans as leaders both secular and religious. They worship the Great Legislator, who set down the substance and shape of their legal and social system 800 years ago, and who is viewed as a semi-divine messenger from God, who created the ape in His own image.

There are no humans or human mutants in Primatian society, where they are regarded as dangerous and inferior animals. There are a few ape mutants, but they are generally considered outside the mainstream of ape society. Humans are hunted down for use in medical experiments or for sport. Regular hunts are held to "cull the human herd."

Primatia is fairly isolationist, and only in rare circumstances will the apes work in cooperation with others. Both Empox and the Neohuman Combine leave them to themselves, but the underdwellers beneath the Haunted Mountains have their own designs (see above).

Primatia maintains a large paramilitary police force, mostly cavalry, armed with rifles and pistols.

Adventure Hooks:

- Invasion! The underdwellers have finally decided to mount a full-scale incursion into Primatian territory.
- A group of dissidents wants to leave Primatia and flee into the Haunted Mountains. The PCs must help them evade the police and make their break to freedom.
- A young chimpanzee is wrongly accused of murder. The PCs must prove his innocence while at the same time demonstrating that not all non-apes are savages.

*Note: game masters with access to the **APES VICTORIOUS™** rules may wish to use them to flesh out ape society, although the social structure described herein does vary somewhat from that in the book.*

RIVERLANDS

Leader: Simon Thiess, Chairman of the
Mercantile Council
Population: 70,000 humans, 25,000 mutants
Government: Plutocracy
Capital: New City (pop. 31,000)
Tech level: Steam

The Riverlands are one of the great hubs of commerce in the world. Spanning three important river systems, much of the trans-continental movement of goods travels through this land. Ruled by the Mercantile Council, itself made up of the ten most successful merchant clans in the Riverlands, peace is maintained with all of its neighbors, and the state has an official policy of neutrality, making it not only an ideal transit point for merchants, but also an important hub for diplomats, some of whom cannot speak to one another officially.

The Riverlands maintains its government through a system of modest tolls on traffic through its territories, and spends most of that money making sure foreign merchants have a reason to bring their traffic here; they built the great Arkansas Canal to connect two of its great waterways, and the main job of the police is to keep merchant goods safe, on water or land. Fleets of steam-powered ships ply the rivers, carrying cargo and passengers.

The Riverlands maintains a paramilitary police force that doubles as a national defense force, but its policies and importance as a trading center make it a less-than-attractive target for aggressors. It is also rumored that there are secret treaties in place with its neighbors to come to its defense should it be seriously threatened, which are backed up by favorable tariffs. They are armed with pistols and rifles.

Adventure Hooks:

- Membership in the Mercantile Council is fluid, depending on the wealth of each merchant clan at the end of each fiscal year. The PCs are hired to steal a large amount of gold from one of the houses currently on the council, in order to remove them from power.
- An entire riverboat has gone missing, seemingly snatched right out of the water overnight. The PCs are hired to investigate the abduction and return the ship, if possible.
- An old Dexan automated factory on the border has restarted itself, and is cranking out dozens of basic androids a day. The PCs are enlisted to reach the factory and claim control of the androids, before rival powers do so.

SANGELO

Leader: Chancellor Milhome Farnor
Population: 67,000 humans, 34,000 mutants
Government: Parliamentary democracy
Capital: Sangelo (pop. 32,000)
Tech level: High

Sangelo is one of three nations that rose from the ashes of the now-defunct Republic of Dex, which rose to great heights of technology and fell due to internal strife. Sangelo is in a state of near-continuous war with its neighbors Lunt and Miresch, using enormous cyborg war-monsters called cybeasts. These creature-things war in the Burn, in a never-ending stalemate.

Chancellor Farnor was recently voted into power on a platform of seeking peace with Sangelo's neighbors. His peace feelers have gone unremarked as yet, but he remains hopeful that the cybeast wars can finally be ended and prosperity returned to the region.

Sangelo maintains a large modern army, with mechanized units supported by large infantry formations and air support. They have not launched any major offensives since Chancellor Farnor took



power, however, although they do maintain defensive operations.

Adventure Hooks:

- Chancellor Farnor's peace initiative is not popular in all quarters of Sangelo. The military is highly skeptical, and the opposition party rails against it in super-patriotic terms constantly. It won't be long before someone attempts to remove him from power, either by coup or assassination.
- Both Lunt and Mireh are convinced that the peace initiative is a ploy, and both have sent spies into Sangelo to obtain proof. The PCs become involved in those operations by accident (or are directly involved on one side or another).
- The Children of the Bomb, a doomsday cult led by the charismatic and messianic Brother Charles, has gained a foothold in the town of Crockett. Brother Charles came out of the Wasteland several years ago, and his mind was shattered by the reality of the world. The Children of the Bomb practice self-irradiation, in the hopes of triggering mutations. Its members are more sick and scarred from radiation than mutated, and have an adulation of "true" mutants that verges on the obsessive.

SCORNIAN REPUBLIC

Leader: President Susan Rath
Population: 90,000 humans, 15,000 mutants
Government: Representative democracy
Capital: Resthan (pop. 39,000)
Tech level: Pre-steam

The Scornian Republic is something of a paradox. On the one hand, it is almost idyllic; the wilderness is relatively unscathed by radiation and monsters are few, arable land remains productive and the people have plenty to eat, and violent crime is low. On the other hand, it is a living nightmare, in which the population is controlled via emotion-dampening drugs placed in the water by the government, which render all emotions impossible or hopelessly deadened. Attempts to resist the drugs, or any demonstration of emotion, are severely punished. It is rumored that special empathic mutants are employed by the police to seek out those who feel emotion.

The Republic is relatively isolated, and seems content to remain that way. There is some small amount of trade with Empox to the south, but nothing more far-faring.

Adventure Hooks:

- Oasis naturally finds this society intolerable, and sends a team in to determine the source of the drugs in the water and eliminate it. The problem is blending in with a completely emotionless society.
- There is a secret underground made up of people who are naturally resistant to the emotion-dampening drugs. The PCs inadvertently become involved with a rebel cell.
- A predator or predators has taken up residence near a Scornian village, and the inhabitants are being devoured at a steady rate, but no one is particularly interested in getting rid of the beast. The PCs must step in to save the remaining villagers.

SIMIAN UNION

Leader: Marcus, Chairman of the Citizens' Council
 Population: 80,000 apes, 70,000 humans
 Government: Oligarchy
 Capital: Ape City (pop. 9,000)
 Tech level: Pre-steam

The Simian Union is geographically isolated by the radioactive waste known as the Forbidden Zone to the south and west, and the Eastern Wilds to the north, and it deliberately cultivates this isolation to the point of xenophobia. The borders are well patrolled by gorilla soldiers, and mutants are slain on sight. Humans are taken as prisoners, to be sold into slavery.

The Simian Union maintains a caste system (although there have been recent reforms to allow for a more liberal policy regarding social mobility) where orangutans form the religious, legal, and political caste, gorillas the military and police, and chimpanzees the scientific and administrative level. There are no gibbons in the Union. Humans perform manual labor and agricultural tasks; some few have achieved the status of serfs, but are still at the bottom of the ape social structure, with no prospects for advancement beyond that.

Although they don't need to deal with neighboring nations, the Simian Union does have to deal with a steady trickle of both apes and humans into the Eastern Wilds, where the rigid caste system doesn't exist, and where humans can exist on equal terms with apes. Some even go so far as Camelot. This is causing increasing tensions within the Union, as such liberal social policies are not tolerated.

As a whole, the inhabitants of the Union are completely ignorant of the civilization beneath the blasted sands of the Forbidden Zone and their designs. The Successors have formed alliances with some prominent apes, however, hoping to use them for their own purposes.

The Union maintains a large army of gorillas, both infantry and cavalry. They are armed with rifles and have cannon.

Adventure Hooks:

- Oasis has sent the PCs as a team to assist a mass exodus of human slaves from the Union.

- Conservative apes opposed to the recent social reforms have instigated a covert campaign of terror against "jumped up" chimpanzees who have forgotten their place.
- A prominent landowner in the southern part of the Union has shown a sudden influx of wealth. He is, in fact, a spy for the Successors in the Forbidden Zone.

*Note: game masters with access to the **APES VICTORIOUS™** rules may wish to use them to flesh out ape society, although the social structure described herein does vary somewhat from that in the book.*

SUPROR FREEHOLD

Leader: President Phuron Vive
 Population: 10,000 humans, 10,000 mutants
 Government: Democracy
 Capital: D'luth (pop. 5,000)
 Tech level: Pre-steam

The Supror Freehold is a sparsely populated region of fiercely independent folks who, as any of them will tell if asked, "don't cotton to folks telling us our business, dontcha know." The town of D'luth serves as the only major population center in the region, and hosts an election for the entirely ceremonial office of President every three years, amid a week-long celebration of parties, fireworks, drunkenness, and the occasional brawl.

Adventure Hooks:

- Ajers has cast covetous eyes on Supror for years. A new election is about to happen, and the Central Committee has a plan to rig the election in favor of a pro-Ajers candidate. The PCs get involved in what could be a raucous good time. The fact that the President has no power is all the better.
- An Ajers patrol has strayed onto land owned by a Supror freeholder family and has been taken captive. The PCs must defuse a situation that Ajers is calling "a major diplomatic incident," while the family in question is calling it "setting an example for the neighbors."
- Yetis! An invasion of what can only be described as abominable snowmen is threatening the Freehold from the north. The PCs are brought in to help put a stop the threat.

THORANT

Leader: President Karl Phuge
Population: 65,000 humans (clones), 10,000 human mutants
Government: Pure democracy
Capital: Geshtone (pop. 23,000)
Tech level: Steam

Thorant is a unique place. While some mutants are tolerated as a minority, the only pure humans in the country are clones of the original Edom and Eva who founded their society three hundred years ago. This is done through very advanced automated cloning facilities. The Thoranters know how to maintain and operate these centers, but the secret of their construction has been lost. These facilities are highly fortified and strongly guarded with all of the salvaged or captured high-tech weaponry the Thoranters can find. The human mutants among the population are “defective” clones who are tolerated as tragic figures deserving of pity.

Throanter society is relatively prosperous and well-ordered, if given to a certain streak of xenophobia regarding people who are not descended from the clone line. Outsiders will be closely watched and treated politely but coolly, and it will be made clear that they had best be just passing through.

Thorant maintains a moderate military force of infantry, mostly concentrated on its eastern and northern borders to deal with threats from H.A.M.M.E.R. and Genru. They do have giant weasel cavalry that is as effective as it is eccentric. As stated above, any advanced weaponry is used to defend the cloning centers.

Adventure Hooks:

- Oasis has wanted to learn the secret of the cloning facilities for years, but has never been able to get a team inside one, due to the unique circumstances of the Thoranter population (only clones are allowed near the facilities). The PCs are surgically altered to appear as clones, and sent in to infiltrate a base.
- The mutant clones are not happy with their position in Thoranter society, and there are cells of discontented rebels determined to change society. The PCs become aware of such a cell.

- Thorant maintains foreign zones within each of its large towns, and visiting merchants and dignitaries are subject to strict curfews. The PCs run afoul of the curfew, or run into trouble within a foreign zone, where policing is more aimed at keeping visitors within, rather than keeping them safe.

VAMPIRES, EMPIRE OF THE

Leader: n/a
Population: 30,000 vampires
Government: n/a
Capital: n/a
Tech level: Stone age

Although relatively contained at this moment in time, the empire of the vampires is a hazard to all those around it because of the nature of its inhabitants.

Because they are little more than animals, the vampires have no organization, as such. However, because of the speed with which they spread their disease and thus add to their ranks, even a small victory makes them stronger for the next encounter.

Because Gyre, the Marjorie Coast, and Gynotopia have all organized themselves to prevent vampire incursions, the creatures have recently begun to spread into the Outlands to the west. Because of the threat, some strategically-minded Genru leaders have begun to argue in favor of a pre-emptive strike, but to date those arguments have been in vain, as there is little loot to be gained in such an endeavor.

Adventure Hooks:

- A recent raid on Fort Trouble showed signs of organization and strategy that the vampires had previously not possessed. The PCs must find out why.
- A merchant vessel from Farage on the Marjorie Coast encountered a storm off the vampire lands and was wrecked. The PCs are hired to rescue the survivors, if any.
- A Genru colonel wants to make a name for himself by launching a pre-emptive strike into the vampire lands. The PCs are part of the force that invades, but is tragically overwhelmed. What started as a quest for glory is now a struggle to escape through a

hundred miles of vampire-infested countryside.

WASTELANDS

Leader: n/a
 Population: 75,000 humans
 Government: Anarchy
 Capital: n/a
 Tech level: Gasoline

The Wastelands is a true anomaly. At the outset of the Devastation, scientists at a secret laboratory at White Sands set off what they called the Time Bomb, in an attempt to save themselves and their research. The attempt failed miserably, but they inadvertently created a sphere wherein time ran at only 1% of the rate it ran outside the sphere.

So, where 1,000 years have passed in the outside world, everyone within a few hundred miles of White Sands, NM thinks it's only around the year 2040.

Needless to say, this is a very different world. There are no mutants – not enough time has passed for evolution to play its game – and no high technology such as laser rifles, artificial intelligences, and the like. San Antonio is not only a radioactive blast zone, but the surrounding areas are still poisoned and uninhabitable. In the wider world, enough time has passed for hard rads to not pose such a hazard.

There is still a lot of 21st century technology that can and is salvaged. Gangs of nomads roam the still-extant highways on motorcycles and driving junker cars with salvaged gasoline or converted to steam power, while pockets of survivors attempt to put their lives back together with canned food.

Those who take off on foot for Santa Fe are in for heartbreak, as they finally leave the zone affected by the Time Bomb and slowly realize the truth about what has happened. Pecos is the closest thing to an area of law and order, as it has managed to organize patrols to keep most of the nomads out of their area, which is largely cut off by the mountains.

Few people enter the zone, but those that do are usually in search of ancient artifacts that can be restored and used. Needless to say, mutants and cyborgs attempting to do so will stand out.

Adventure Hooks:

- The PCs are 21st century survivors of the Devastation who emerge from the area of the Time Bomb into an unimaginably different world.
- Oasis (or perhaps the Neohuman Combine) sends a team into the zone to recover some pre-Devastation technology, possibly the secret of the Time Bomb itself.
- A gang of nomad bikers has somehow left the zone and is terrorizing nearby settlements. The PCs must intervene and save the innocents.

*Note: It is possible for an enterprising Mutant Lord to set an entire campaign within the Wastelands. Such a campaign would be very different in flavor, consisting of only pure humans, lacking the lasers, robots, and mutants of a standard **MUTANT FUTURE™** game, and centering on survival in the immediate post-apocalyptic world, facing off nomad biker gangs, scavenging ruins for food and fuel, etc. This option wouldn't really be appropriate for an **APES VICTORIOUS™** game.*

WESTERN WILDS

Leader: n/a
 Population: 10,000 humans, 10,000 apes, 3,000 mutants
 Government: Anarchy
 Capital: n/a
 Tech level: Pre-steam

Where the Eastern Wilds are at least inhabited enough to give the appearance of a veneer of civilization, the Western Wilds are so sparsely populated as to be called a true wilderness. A vast territory covered with thick woodlands, there are but scattered woodsmen, very few settlements (and those small trading outposts), and numerous monsters.

Due to its remote locale, a network of brain gorging incursions has set up here, preying on the isolated hunters and trappers. Interestingly, it appears that their *ancestral form* power does not work on their ape captives; they do experiment on various ape-human hybrids and cyborg options, however, with an eye towards creating an army.

Adventure Hooks:

- The PCs are asked to rescue a pair of trappers who disappeared in the wilderness.

They have been captured by the brain lashers.

- A Thorian-era battle satellite was seen crashing in the remote wilderness. Oasis has sent the PCs to recover the satellite before Miresch can.

- The notorious gorilla outlaw Valarius fled into the Western Wilds ten years ago, and the Simian Union and Camelot both have substantial bounties on his head. Rumors indicate he is still alive, and living as a trapper. The PCs go in to try to capture him and claim the bounty.

APPENDIX A: MUTANT FUTURE RULES SUPPLEMENT

NEW MONSTERS

CACTUS, DEADLY

	<u>Poison</u>	<u>Electric</u>
No. Enc.:	2d4	2d4
Alignment:	Neutral	Neutral
Movement:	0	0
Armor Class:	7	7
Hit Dice:	2	3
Attacks:	1	1
Damage:	1d6	1d8
Save:	L10	L10
Morale:	None	None
Hoard Class:	None	None

	<u>Dart</u>	<u>Barbed</u>
No. Enc.:	2d4	2d4
Alignment:	Neutral	Neutral
Movement:	0	0
Armor Class:	7	7
Hit Dice:	4	5
Attacks:	4	1
Damage:	1d3/1d3/1d3/1d3	1d10
Save:	L10	L10
Morale:	None	None
Hoard Class:	None	None

This family of mutated cactus plants have become quite common in arid regions, where they lure in prey with bright flowers and the promise of moisture, only to use their spines to kill animals, which they then use for fertilizer and food. All are semi-mobile; they cannot move from place to place, but can move their bodies and "arms" to attack prey that comes within range.

Poison cactus has spines that inject a deadly venom. Those hit must make a saving throw vs. poison or take an additional 1d6 hp damage.

Electric cactus has spines that generate an arc of electricity which discharges on touch. Those struck must make a successful saving throw vs. energy attack or take an additional 1d8 hp damage.

Dart cactus has spines which can shoot out up to 20'.

Barbed cactus has spines that have tiny barbed hooks on the tips, which stick in flesh and rip skin and muscle, inflicting an additional 1d6 hp per melee round until the target spends 1d3 melee rounds carefully removing the hooks. They can do nothing else during this time.

CYBEAST

	<u>Bipedal</u>	<u>Quadrupedal</u>
No. Enc.:	1	1
Alignment:	Neutral	Neutral
Movement:	360' (120')	480' (160')
Armor Class:	-3	-6
Hit Dice:	30	25
Attacks:	5 (2 stomps, 2 plasma beams, bite, tail sweep)	13 (4 stomps, bite, 8 anti-personnel maser beams)
Damage:	2d10/ 8d6/ 8d6/ 3d6 / 2d6	4x 2d10 / 2d6 / 8x 2d8
Save:	L18	L18
Morale:	None	None
Hoard Class:	None	None

Cybeasts are enormous mutated creatures which have been cybernetically enhanced with advanced weapons, communications, armor, and mind-control devices. They are controlled from a remote point, but will guide themselves using the last received instructions if command control is lost. Since they are controlled externally, they never make morale checks.

The two types listed above are only examples; the Mutant Lord is encouraged to come up with new and unique designs of his own, using the advanced weapon tables in the rulebook as a guide.

The bipedal cybeast is based on a tyrannosaurus rex, with plasma beam emitters mounted on either side of the skull. It is 90' tall.

The quadrupedal cybeast is based on a huge turtle, some 50' in diameter, with anti-personnel maser beams mounted around its perimeter.

DRAGONHORSE

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 3 (hoof, hoof, bite)
 Damage: 1d4/1d4/1d6
 Save: F3
 Morale: 8
 Hoard Class: None

Dragonhorses are beasts of burden that resemble nothing so much as reptilian horses with thick limbs and tails and a leathery hide. They are found mostly in blasted wastelands, serving as steeds and pack animals.

GATORFOLK

No. Enc.: 2d4 (2d6)
 Alignment: Neutral
 Movement: 90' (30'), Swimming: 180' (90')
 Armor Class: 3
 Hit Dice: 5
 Attacks: 2 (bite, weapon)
 Damage: 1d6 / by weapon
 Save: L5
 Morale: 9
 Hoard Class: Individuals I, group XIX

Gatorfolk are mutations of alligators, at home in both water and on dry land. They are generally a peaceful, laconic folk, but a small few (10%) have quick tempers.

Gatorfolk are humanoid in appearance, with long alligator snouts and thick tails. They walk hunched over, but are swift for their thick bodies. They are covered with leathery hides.

Mutations: *bizarre appearance*

MAN-APE

No. Enc.: 1d8 (3d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 2
 Attacks: 2 (claws)
 Damage: 1d3/1d3
 Save: L7
 Morale: 9
 Hoard Class: I

Man-apes are ape-human hybrids. Where apemen (as described in the **MUTANT FUTURE™** rulebook) have the strength of an ape combined with the intellect of a human, man-apes are far less intelligent, and have strength between that of ape and man. They are invariably shunned by ape society, and treated as somewhat pitiable mutants in most human societies.

Man-apes resemble a cross between humans and apes.

Mutations: *bizarre appearance*

SUCCESSOR

	<u>Drone</u>	<u>Prime</u>
No. Enc.:	2d4 (5d6)	0 (5)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	0
Armor Class:	2	-7
Hit Dice:	6	12
Attacks:	1 (weapon)	0
Damage:	5d6	0
Save:	L3	L10
Morale:	11	14
Hoard Class:	None	XVIII (technological artifacts only)

Successors can only be found in the Forbidden Zone, unless a group of drones has been dispatched on some errand. Drones are near-identical mutant cyborgs, whose skulls are capped with transparent bullet-shaped plastex skulls to protect the complex communication and cybernetic implant equipment that connects the drone to the entire hive-mind under control of the Successor Primes. Drones wield laser pistols, and sometimes ride thunderbeasts or fly in hovercars or war machines (see below). Drones are incapable of surviving once cut off from the central control of the Successors Prime.

Drones are short, squat, thickly muscled, ugly creatures, but are uniform in appearance. They wear ballistic nylon loincloths.

The Successors Prime are great disembodied brains, each some 10' across, who live in great plastex globes through which nutrients are continuously pumped, where they control the entire population of drones through their cybernetic implants. They cannot survive outside the environment of their nutrient-globes, and their command chamber is one of the most heavily fortified locations on the planet.

Mutations: *bizarre appearance (drones and primes)*, *empathy (primes)*, *greater force screen (primes)*, *increased willpower (primes)*, *intellectual affinity (primes)*, *mental barrier (primes)*, *metaconcert (primes)*, *mind thrust (primes)*.

VAMPIRE

No. Enc.:	4d4
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	8
Hit Dice:	6
Attacks:	2 (claws)
Damage:	1d4/1d4
Save:	L6
Morale:	8
Hoard Class:	None

Vampires are humanoid creatures, but possessed of only an animal-like intelligence. They are carnivores, rather than strict sanguinarians, but their pale, hairless appearance, large fangs, and nocturnal habits have led to the somewhat-inaccurate “vampire” appellation. They travel in packs, seeking out whatever sort of animal life they can upon which to feed. While they are mindless, they are also incredibly single-minded, and will pursue prey until physically unable to do so (and even then, it might take a while for the vampire to realize it).

Mutations: *bizarre appearance*, *increased smell*, *night vision*

YETI

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	4
Hit Dice:	9
Attacks:	2 (claws)
Damage:	2d4/2d4
Save:	L9
Morale:	9
Hoard Class:	III

It is unknown as to whether yetis were created in the aftermath of the Devastation, or whether they were here all along and simply became emboldened by the downfall of humanity. Either way, they are arctic-dwelling creatures, tall, massively muscled, and covered with thick white fur. They are intelligent creatures, but

relatively rare, although they have been seen more often in the northernmost latitudes lately.

NEW ARTIFACTS

SUCCESSOR WAR MACHINE

The successors have created a formidable force of war machines in their slave factory complexes beneath the Forbidden Zone. Their standard war machine is an enormous tracked vehicle, heavily armored with rounded, sloping duralloy plates and sporting a canon on a rotating turret. There is a blaster emitter (same as a blaster rifle) on a separate gun port that can only fire in the front 90° of the war machine. It is AC 3, has 150 hp, and the cannon does 10d10 hp of damage with a normal range of 3,000' and a maximum range of 6,000'. The blaster does 7d6 hp of damage unless the target saves vs. energy, and has a normal range of 75' and a maximum range of 150'.

APPENDIX B: APES VICTORIOUS RULES SUPPLEMENT

NEW MONSTERS

CACTUS, DEADLY

	<u>Poison</u>	<u>Electric</u>
<i>Encountered:</i>	2d4	2d4
<i>Movement:</i>	0	0
<i>Intelligence:</i>	None	None
<i>Psionic Potential:</i>	None	None
<i>Hits:</i>	2d4	3d4
<i>Armor:</i>	7	7
<i>To-Hit:</i>	13	14
<i>Save:</i>	G10	G10
<i>Attacks:</i>	1	1
<i>Damage:</i>	1d6	1d8
<i>Morale:</i>	None	None
<i>XP:</i>	29	65

	<u>Dart</u>	<u>Barbed</u>
<i>Encountered:</i>	2d4	2d4
<i>Movement:</i>	0	0
<i>Intelligence:</i>	None	None
<i>Psionic Potential:</i>	None	None
<i>Hits:</i>	4d4	5d4
<i>Armor:</i>	7	7
<i>To-Hit:</i>	15	16
<i>Save:</i>	G10	G10
<i>Attacks:</i>	4	1
<i>Damage:</i>	1d3/1d3/1d3/1d3	1d10
<i>Morale:</i>	None	None
<i>XP:</i>	135	350

This family of mutated cactus plants have become quite common in arid regions, where they lure in prey with bright flowers and the promise of moisture, only to use their spines to kill animals, which they then use for fertilizer and food. All are semi-mobile; they cannot move from place to place, but can move their bodies and “arms” to attack prey that comes within range.

Poison cactus has spines that inject a deadly venom. Those hit must make a saving throw vs. poison or take an additional 1d6 hp damage.

Electric cactus has spines that generate an arc of electricity which discharges on touch. Those struck

must make a successful saving throw vs. energy attack or take an additional 1d8 hp damage.

Dart cactus has spines which can shoot out up to 20’.

Barbed cactus has spines that have tiny barbed hooks on the tips, which stick in flesh and rip skin and muscle, inflicting an additional 1d6 hp per melee round until the target spends 1d3 melee rounds carefully removing the hooks. They can do nothing else during this time.

CYBEAST

	<u>Bipedal</u>	<u>Quadrupedal</u>
<i>Encountered:</i>	1	1
<i>Movement:</i>	360’ (120’)	480’ (160’)
<i>Intelligence:</i>	Animal	Animal
<i>Psionic Potential:</i>	1d4, inactive	1d4, inactive
<i>Hits:</i>	30d8	25d8
<i>Armor:</i>	-3	-6
<i>To-Hit:</i>	24	24
<i>Save:</i>	G18	G18
<i>Attacks:</i>	5 (2 stomps, 2 plasma beams, bite, tail sweep)	13 (4 stomps, bite, 8 anti-personnel maser beams)
<i>Damage:</i>	2d10/2d10/8d6/8d6/3d6/2d6	4x 2d10/2d6/8x 2d8
<i>Morale:</i>	n/a	n/a
<i>XP:</i>	13,000	19,000

Cybeasts are enormous mutated creatures which have been cybernetically enhanced with advanced weapons, communications, armor, and mind-control devices. They are controlled from a remote point, but will guide themselves using the last received instructions if command control is lost.

The two types listed above are only examples; the Ape Lord is encouraged to come up with new and unique designs of his own, using the advanced weapon tables in the rulebook as a guide.

The bipedal cybeast is based on a tyrannosaurus rex, with plasma beam emitters mounted on either side of the skull. It is 90’ tall.

The quadrupedal cybeast is based on a huge turtle, some 50’ in diameter, with anti-personnel maser beams mounted around its perimeter.

DRAGONHORSE

<i>Encountered:</i>	0 (1d6)
<i>Movement:</i>	180' (60')
<i>Intelligence:</i>	Low
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	3d8
<i>A armor:</i>	6
<i>To-Hit:</i>	14
<i>Save:</i>	G3
<i>Attacks:</i>	3 (hoof, hoof, bite)
<i>Damage:</i>	1d4/1d4/1d6
<i>Morale:</i>	8
<i>XP:</i>	50

Dragonhorses are beasts of burden that resemble nothing so much as reptilian horses with thick limbs and tails and a leathery hide. They are found mostly in blasted wastelands, serving as steeds and pack animals.

GATORFOLK

<i>Encountered:</i>	2d4 (2d6)
<i>Movement:</i>	90' (30'), Swimming: 180' (90')
<i>Intelligence:</i>	Low-Average
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	5d10
<i>A armor:</i>	3
<i>To-Hit:</i>	16
<i>Save:</i>	G5
<i>Attacks:</i>	2 (bite, weapon)
<i>Damage:</i>	1d6 / by weapon
<i>Morale:</i>	9
<i>XP:</i>	200

Gatorfolk are mutations of alligators, at home in both water and on dry land. They are generally a peaceful, laconic folk, but a small few (10%) have quick tempers.

Gatorfolk are humanoid in appearance, with long alligator snouts and thick tails. They walk hunched over, but are swift for their thick bodies. They are covered with leathery hides.

MAN-APE

<i>Encountered:</i>	1d8 (3d8)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Feeble
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	2d6
<i>A armor:</i>	6
<i>To-Hit:</i>	13
<i>Save:</i>	C7
<i>Attacks:</i>	2 (claws)
<i>Damage:</i>	1d3/1d3
<i>Morale:</i>	9
<i>XP:</i>	20

Man-apes are ape-human hybrids, but are far less intelligent than either a human or ape, and have strength between that of ape and man. They are invariably shunned by ape society, and treated as somewhat pitiable mutants in most human societies.

Man-apes resemble a cross between humans and apes.

SUCCESSOR

	<i>Drone</i>	<i>Prime</i>
<i>Encountered:</i>	2d4 (5d6)	0 (5)
<i>Movement:</i>	120' (40')	0
<i>Intelligence:</i>	Low	Ultra-genius
<i>Psionic Potential:</i>	2d4, inactive	4d4+4, active
<i>Hits:</i>	6d6	12d8
<i>A armor:</i>	2	-7
<i>To-Hit:</i>	17	21
<i>Save:</i>	A3	C10
<i>Attacks:</i>	1 (weapon)	0
<i>Damage:</i>	2d6	None
<i>Morale:</i>	11	14
<i>XP:</i>	320	665

Successors can only be found in the Forbidden Zone, unless a group of drones has been dispatched on some errand. Drones are near-identical mutant cyborgs, whose skulls are capped with transparent bullet-shaped plastex skulls to protect the complex communication and cybernetic implant equipment that connects the drone to the entire hive-mind under control of the Successor Primes. Drones wield energy pistols, and sometimes ride thunderbeasts or fly in hovercars or war machines (see below). Drones are incapable of surviving once cut off from the central control of the Successors Prime.

Drones are short, squat, thickly muscled, ugly creatures, but are uniform in appearance. They wear ballistic nylon loincloths.

The Successors Prime are great disembodied brains, each some 10' across, who live in great plastex globes through which nutrients are continuously pumped, where they control the entire population of drones through their cybernetic implants. They cannot survive outside the environment of their nutrient-globes, and their command chamber is one of the most heavily fortified locations on the planet.

Successors prime have the following psi powers: empathy, empathic projection, telekinetic attack, and brain drain. They do not have telepathy as a psi power; their ability to communicate is entirely technological in nature.

VAMPIRE

<i>Encountered:</i>	4d4
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	6d8
<i>Armor:</i>	8
<i>To-Hit:</i>	17
<i>Save:</i>	G6
<i>Attacks:</i>	2 (claws)
<i>Damage:</i>	1d4/1d4
<i>Morale:</i>	8
<i>XP:</i>	570

Vampires are humanoid creatures, but possessed of only an animal-like intelligence. They are carnivores, rather than strict sanguinarians, but their pale, hairless appearance, large fangs, and nocturnal habits have led to the somewhat-inaccurate "vampire" appellation. They travel in packs, seeking out whatever sort of animal life they can upon which to feed. While they are mindless, they are also incredibly single-minded, and will pursue prey until physically unable to do so (and even then, it might take a while for the vampire to realize it). They have infrared vision with a range of 60', and a heightened sense of smell.

YETI

<i>Encountered:</i>	1 (1d3)
<i>Movement:</i>	90' (30')
<i>Intelligence:</i>	Average
<i>Psionic Potential:</i>	3d4, inactive
<i>Hits:</i>	9d10
<i>Armor:</i>	4
<i>To-Hit:</i>	20
<i>Save:</i>	G9
<i>Attacks:</i>	2 (claws)
<i>Damage:</i>	2d4/2d4
<i>Morale:</i>	9
<i>XP:</i>	1,000

It is unknown as to whether yetis were created in the aftermath of the Devastation, or whether they were here all along and simply became emboldened by the downfall of humanity. Either way, they are arctic-dwelling creatures, tall, massively muscled, and covered with thick white fur. They are intelligent creatures, but relatively rare, although they have been seen more often in the northernmost latitudes lately.

NEW ARTIFACTS

SUCCESSOR WAR MACHINE

The successors have created a formidable force of war machines in their slave factory complexes beneath the Forbidden Zone. Their standard war machine is an enormous tracked vehicle, heavily armored with rounded, sloping duralloy plates and sporting a canon on a rotating turret. There is a blaster emitter (same as a blaster rifle) on a separate gun port that can only fire in the front 90° of the war machine. It is AC 3, has 150 hp, and the cannon does 10d10 hp of damage with a normal range of 3,000' and a maximum range of 6,000'. The blaster does 7d6 hp of damage unless the target saves vs. energy, and has a normal range of 75' and a maximum range of 150'.

APPENDIX N: INSPIRATIONAL WORKS

PRINT

A Canticle for Leibowitz

Alas, Babylon

The Iron Dream

Judge Dredd

Planet of the Apes (the Marvel magazine series from the 1970's, especially the original story "Terror on the Planet of the Apes" which spanned most of the run of the magazine)

FILMS

A Boy and His Dog

City of Ember

Logan's Run

Mad Max (series)

No Blade of Grass

The Omega Man

On the Beach

Planet of the Apes (the original film series, but particularly the first, second, and fifth installments)

Planet of the Apes ("rebooted" series of films)

The Postman

The Quiet Earth

The Road

The Ultimate Warrior

Wizards

TELEVISION

Ark II

The Day After

Earth II

Jericho

Life After People (documentary)

Logan's Run

Planet Earth

Planet of the Apes

The Twilight Zone (in particular the episodes "The Old Man in the Cave" and "Two").

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Where mankind and his newfound fellow intelligent species try to pick up the pieces and rebuild civilization.

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