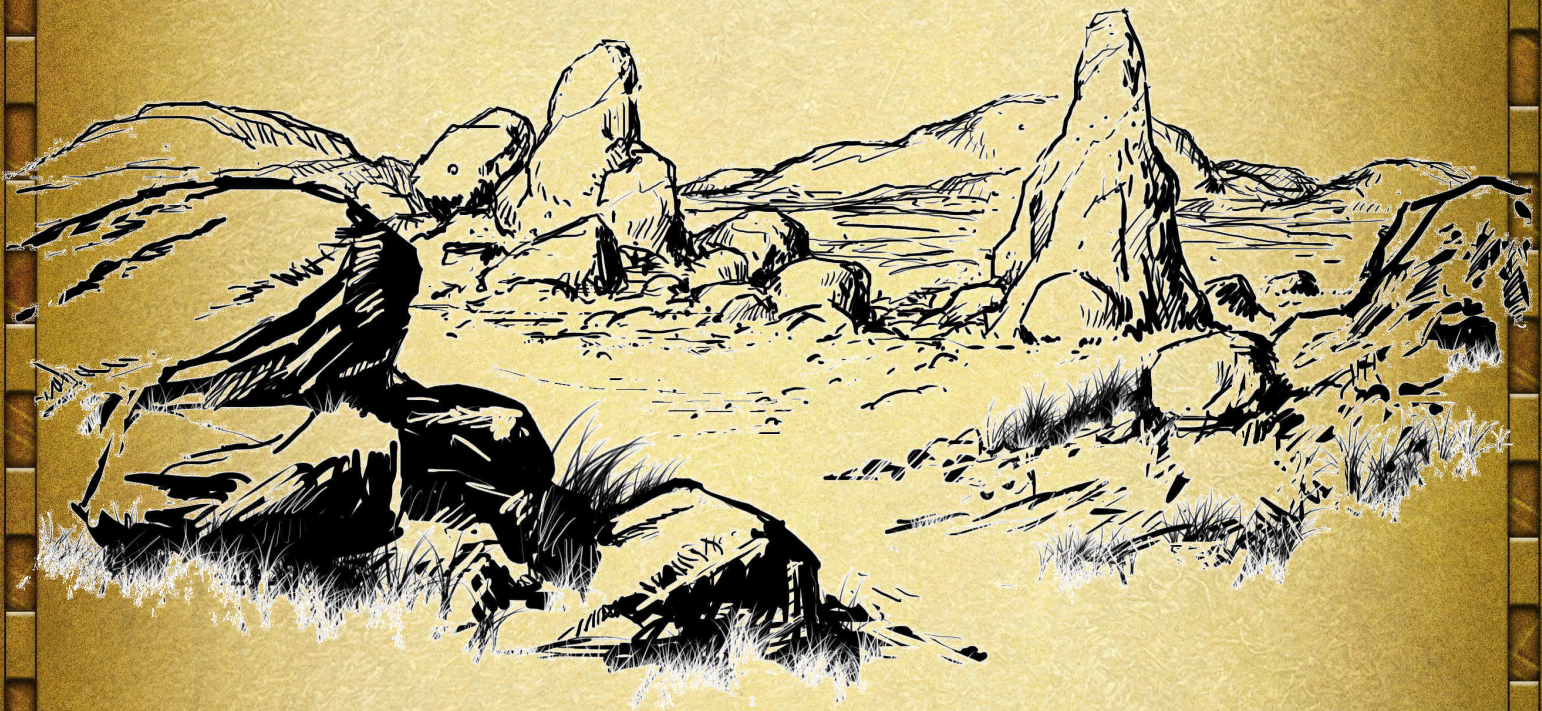


Gregorius21778:

The Rockyhill Badlands

25 Weird, Irradiated Encounters



Version 1.1; created by Kai Pütz
(c) 2017



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How to use this supplement:

The Rockyhill Badlands is a set of 25 inter-linked encounters, with their own d100 Random Encounter table. They are meant to create an individual, named region for a GM that looks for a less-than-nondescript area to put his or her next post-apocalyptic dungeon into. The module alone may be used as a free-form hexcrawl with a few ruins to explore and plunder, and a brief adventure hook is included in the end of the PDF as well.

Factions and individual monsters/monster groups are part of the mix [all marked with an "(i)"]. If such are rolled a second time, they should either be re-rolled or will have a different outcome the second time (as the PC are interacting with a certain group within the area).

Most of the monsters encountered are part of the Mutant Future(tm) core rules (and referred to by page number), but a handful of new "creations" are introduced as well.

Welcome to the Rockyhill Badlands!

#	Encounter
01-02	Black Birds in the Sky
03-04	Charger Herd
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81-82	The Needletower
83-87	Vomit Flies
88-90	Warthog
91-93	Water hole
94-95	Weird Mineral Mutant
96-00	Xeno Cattle

01# Black Birds in the Sky [p.69]

The characters become aware of a couple of vultures in the sky. Whatever they are circling over, it cannot be more than an hour away from. If the PC take the detour, they will find a carcass (choose or use the sub-table below) which 1d4+1 vultures are currently feeding from while they others are still up in the air. These vultures are Death Birds (p. 69) while those up above are regular vultures (who know better than to challenge their mutated brethren's feeding rights). The GM should roll a random reaction for the Death Birds:

Hostile/Unfriendly: they will attack on sight (or when the PC approach the carcass).

Indifferent: they will not pay heed to the PC, unless they interrupt their feeding. In that case, they will spend one round screeching menacingly and flapping about before they attack.

On any better result, the Death Birds will fly away when disturbed (they had enough meat for today).

Carcass Sub-Table(d8):

- | | |
|-----|-----------------------------------|
| 1 | A half-eaten charger |
| 2-3 | A squashed giant ant |
| 4-6 | A left-overs of a harmless animal |
| 7 | 1d3 gutted Pigmen |
| 8 | 1d4 half-eaten Savage Mutants |

Pigmen and Savage Mutants may or may not have useful weapons/gear to loot (up to the GM) while all carcasses but squashed giant ants may provide some meat for rations (2d3 per HD).

After this encounter, there is a 2-out-6 chance that the next encounter will be with #The Great One (as the Death Birds follow him and the other way around).

02# Charger Herd (i) [p.67]

The herd is small, only 6 chargers (a HD 14 steed, three HD 12 / Moral 9 mares and two half-grown youngsters with 7 HD and Moral 7 each). These mutated beasts are the almost undisputed kings and queens of the area. Only the Giant Ants dare to attack them when a patrol encounters them or when the herd strays to close to a #**Nest Entry** (and if individual ants would have any value for their life, they would not). If the GM rolls for a random reaction, *Indifferent* means that the steed (and later, the mares) will only attack with their blast power and allow the characters to flee then. Any other result means that they will attack in full force and chase the characters for 1d4 turns. Moral checks for the mares and the youngsters are in order as soon as they lost half of their hit points, or when the steed has died (which will fight to the death).

03# Circling Accipitoid (i) [p.59]

A small group of Accipitoid, who have a lair on a far away cliff, use #**the Needletower** as a kind of outpost as they scout the area. The accipitoid the PC will meet is one of this scouts. He will fly over them and watch from the distance for a while, before disappearing again. It is armed with one throwing spear but will not attack unprovoked. If it is attacked, it will back off quickly. The next encounter will be with three accipitoid (the whole scouting party), and one of them will be armed with a MK I Laser Pistol Mk 1 (18 shots left). (continued on the next page.)

A *Reaction Roll* decides what will happen if the characters try to get into contact with the scout above them peacefully. A result of Indifferent or better means that the scout will come down nearby and try to

communicate with the PC. It is able to understand the human language, but its ability to speak is limited: it is able to make sounds similar to “no” and “yes” and may try to give directions. As soon as the characters want more than general warnings, it will want something in return: “Trade!” it will caw: any useful item that the characters offers and that it may actually carry will be accepted. It will not reveal the position of **#the Needle Tower** (but to learn it, the characters just need to walk into the direction it flies to after the encounter).

04# Dire Wolves [p.102]

A small pack of dire wolves prowls the area, and members of two further packs from adjacent territories sometimes venture into it as well. The creatures are “man-eaters”, and will attack humans and human mutants gladly. 1d6 of them are encountered. Due to prior clashes with the **#Charger Herd**, they are all deadly afraid of energy attacks: any such attack will call for a Moral test on their part (even if the attack did not hit). When only one or two of them are encountered, a *Reaction Roll* determines their behavior. **Friendly** means that they retreat on sight. When six wolves are encountered (which will always be the case on the second encounter with dire wolves, unless the first one was not a fight) three will charge the PC from the front while the rest will try to flank them (Surprise!) two rounds later.

If dire wolves are encountered after the characters won a fight against them, a *Reaction Roll* determines their behavior. Superior numbers give the PC a matching bonus to the roll (+1 if they are more, +2 if they outnumber the wolves 2:1 and so on...).

05# Giant Ant Nest Entrance [p.60]

There is a Giant Ant nest below, a hive that has been build deep into the earth instead of becoming a large ant hill. The ants dug a lot of tunnels and pathways to travel underground (and avoid areas that are dangerous due to other creatures or higher concentration of surface radiation). The characters just strolled near one such entry: a large, round hole in the ground or in the side of a hill. There is a 15% chance that weapons or other items from the **#Savage Mutants** or the **#Pigmen** may be found near the entry, but there will neither be bones nor corpses (the ants drag their kills inside to feed the hive). 1D3+1 ants on guard lurk inside of the tunnel, and as soon as a character pokes around it for more than 2d6 rounds all but one will come out to

attack. The ants will not follow the characters if they flee, nor will they retreat. The one that stays back will either travel the tunnel if the PC are winning (to alarm the hive) or will join the fray after a while.

A journey into the nest is past the scope of this module, but if the characters insist the GM should allow them to move deeper into the hive and past a junction or two. If the characters are foolish enough to go on, they will be attacked by two groups of of 1d3+1 ants: one from the front, one from the back.

06# Giant Ant Patrol [p.60]

1d4 Ants from the hive (see above) are encountered as they patrol the territory or hunt for food. A lone ant will only attack on a *Reaction Roll* result of **Unfriendly** or worse, while a group of ants will attack on any result but **Indifferent** or better.

07# Harmless animals

Not all creatures in the area are predators. Most of them are prey instead, but the PC will not encounter those as frequently. They tend to shy away from their presence long before the characters are even able to note theirs (d10).

- 1-3: Goats
- 4: Suricates
- 5: Wild ponies (i)
- 6: Giant hogs
- 7: Floatgrazers
- 8: Termite Hills
- 9: Ashcoat Deer
- 0: Coyotes

Goats are encountered in groups of 2d6 animals. They are harmless and will flee when approached, there is a chance 20% that they are in fact a semi-domestic herd that the local **#Savage Mutants** tend to and protect. In that case, two of them (armed with short bows) will confront the characters as soon as they approach the herd (*Reaction Roll*).

Suricates will watch the characters from hill tops or from the safety of the small holes that lead into their burrows: 2d4 of them will be seen, but more are nearby. The creatures are very watchful, and an encounter with Suricates means that the next encounter has a 20% chance of being one with **#Harmless animals** as well.

Wild ponies (i) count as 2 HD herd animals [p.75]. 3D6+2 will be encountered, and that may very well be what is left of their population in this area (i): the **#Savage Mutants** hunt them for food and capture them in order to turn them into beasts of burden. Dire wolves and other local predators decimate their numbers even further.

Gianthogs are a mutant species of hogs the size of small horses, with short brown fur, a flat and almost human like face and long, powerful legs. They are not "harmless" (HD: 3) but intelligent, telepathic and rather benevolent towards intelligent beings. 1D4 of them will be encountered and greet the PC via Neural Telepathy. The Gianthogs try to live in balance with the eco system, and even decided(!) to only procreate enough to keep their current numbers "as our feeding may otherwise imbalance things even further".

They know about all the other creatures and groups around them, but "telling you where to find all of them may unbalance things". The only exception to this rule of theirs are the **#Giant Ants** and the local **#Pigmen**: the first seriously unbalance the region and thread to extinct all other life when they invade it further, the later are "*cruel, voracious and their actions are without sense or limit. We do not like them*". They can give the PC hints to the location of the pigmen camp and help them to either find or avoid the nearest **#Giant Ant Nest Entrance**. "*There are more, but truth be told: we do not remember all of the locations*". If the characters want to avoid a **#Nest Entrance**, those encounters will be re-rolled if they are among the next three encounters.

If the PC communicate peacefully with the Gianthogs, the GM should make a reaction roll. On a **Friendly** result, one of the hogs (the oldest one) will ask the PC if they are hungry or in need of rations. If this is the case, it will offer them to kill it(!). "*I am long past my prime, I had offspring, my time will come soon as I grow to old to fend off the predators. Your weapons kill quicker than their teeth, I know that. I will rather feed you then, and the others may feed off what you do not take. We would never kill our own, but may eat our own ...*"

Floatgrazers are a bizarre and stable mutation. At a distance, they look like a strange floating balloon, but on a closer inspection they turn out to be grubs the size of a human hand with a bulbous, gas filled membrane on the back, the size of a medicine ball. The creature floats between one and three feet high in the

air and uproots grass, twigs and leafs with two thin, 4' long tentacles at the sides. All the plant matter one uproots ends in its busy, mandible-lined mouth, and that is about all it does.

If one does not cling to a solid object (to "graze" from) it drifts in the wind and waits till it ends up near something edible to cling to. The membrane is filled with a gas that the creature produces by digestion, and it may vent it out of three different openings to propel itself away from a danger (but loses altitude when it does). If the membrane is ruptured, the foul gas forces every other creature within 30' to pass a *Saving Throw vs. Poison*: those who pass it are merely stunned for a round, those who don't will be stunned for 2d6 rounds as their eyes begin to water and they begin to wretch. As Floatgrazers make only for a very meager (and unpleasant) meal, they are only attacked by predators that are inexperienced or very hungry.

Termite Hills can be found all over the area, some as large as two men standing side by side: the termite population did explode briefly after the apocalypse, and as it declined again the hills remained: insect ruins that give testimony of the past glory of an insect civilization (d10):

- 1-3: Still populated by a termite colony
- 4: Damaged by a large beast, and under repair
- 5-6: Dead, but largely intact
- 7-9: Damaged by a large beast, and now dead
- 0: Damaged, dead and now home to a Giant Centipede [p. 66]

Ashcoat Deer are small post-apocalyptic deer with a mottled coat the color of ash gray, light brown and sand yellow. These creatures are encountered in groups of 2d6 and count as HD 1 Herd animals [p.75].

Coyotes in this area are small and often scrawny (between 8 lbs. and 10 lbs). They usually feed on rodents, small mammals and the young, wounded, old or sick of larger herd creatures. And of course, they hunt goats. Larger predators often cull their numbers, as do the **#Savage Mutants** (who perceive them as a threat to their life stock). 1D6 of them will be encountered, and they will give the characters a wide berth.

08# Hideous Boar (i) [p.63]

There is only one hideous boar in the local area, and the **#Savage Mutants** believe that it is a god-like avatar of struggle and destruction, a constant reminder of the mad ways of the ancestors: to kill it means to call forth *the Great Disaster* again. Thereby, they try to sooth and pacify it by sacrificing a goat to it if it prowls near the homestead of a clan. Of course, the beast learned by now that there is always easy food to be found near the humans. It has 45 hit points, and as soon as it drops to 20 or lower a Moral check is rolled for it. If it does not flee, it will go berserk. In that state, it will no longer use its acid attack but its other attacks will all do one additional die of damage.

09# Old Ruins

Most of the remains of civilization are gone in this area, but the PC may still stumble upon an odd ruin here and there (d6):

- | | |
|-----|-------------------|
| 1 | Water tower |
| 2 | Remains of a farm |
| 3-5 | Old mine |
| 6 | Car wreck |

A **water tower** has a 20% chance of containing gathered rainwater. Such towers are frequented by other local dwellers, and there is a 10% chance that the characters will have an additional encounter there (d6):

- | | |
|-----|-----------------|
| 1-2 | #Savage Mutants |
| 3 | #Pigmen |
| 4-5 | #Vomit Flies |
| 6 | #Spidergoats |

The **remains of a farm** are usually not more than the crumbling foundation walls, but those who *Search* them may find some of the following items (roll 6d6. The numbers that come up are NOT found, and the PC may search the area up to three times. There is ALWAYS scrap iron):

- | | |
|----|------------------------------------|
| 1 | Old box with 2d6 candles |
| 2 | Hammer and 5d6 steel nails |
| 3 | Shovel |
| 4 | Padlock with key |
| 5 | 1d4 rations of canned food |
| 6 | 2d6 meters of nylon rope |
| 7* | 2d6 lbs. of scrap iron (1 sp each) |

An **old mine** may still hold some useful items (roll 6d6. The numbers that come up are NOT found, and the PC may search the area up to three times), but have a 20% of being the lair of creature:

Creature(d8):

- | | |
|-----|--------------------------|
| 1-2 | #Dire Wolves |
| 3-5 | #Giant Ant Nest Entrance |
| 6 | #Slunks |
| 7-8 | #Spidergoats |

Possible Loot:

- | | |
|----|--------------------------------------|
| 1 | 2d6 filtermasks |
| 2 | Rockdrill (20 lbs; 1d6 x100 gp) |
| 3 | 1d8 spray cans with lubricant (oil) |
| 4 | Old compressor (40 lbs; 1d4 x100 gp) |
| 5 | Diesel generator (120 lbs; 500+ gp) |
| 6 | 2d8 construction worker helmets |
| 7* | 1d4 shovels |

A **car wreck** will either be a jeep or pick-up truck, often found with a broken axle, flat tires and/or half-buried in a landslide. Checking the vehicle may or may not produce some useful finds (roll 3d6 once. The numbers that come up are NOT found inside the wreck. Any 6 means that NOTHING is found).

- | | |
|---|-------------------------------|
| 1 | Pistol (without ammo) |
| 2 | Car-jack |
| 3 | 2d6+1 meter of synthetic rope |
| 4 | Radioactive battery |
| 5 | Large tarpaulin (4x3 meters) |

10# Pigmen (i) [p.88]

From a victim they had captured and tortured to death, the pigmen have learned about this area and that there would be ruins and humans to raid and plunder. So, they gathered supplies, weapons and a war party of close to 30 pigmen before they entered the Rockyhill Badlands. That was three weeks ago. Their numbers dwindled to 18 by now, they are running out of supplies and ammo. Worse, the uneasy truth that Oscow (40 hit points), the current leader of the war party, was able to establish between the different pigmen groups will not hold for long anymore.

The first encounter with the pigmen will be with a small hunting party of them: 1d3+1 pigmen, one of

them armed with an automatic rifle (1d12 dmg) /w 9 shots left, half of them armed with short bows (1d6 dmg) and 12 arrows each, all of them armed with mace-like hand weapons (1d6 dmg). They have water skins, but no other supplies and are underfed (24 hit points each). After the GM checks who surprises whom, the pigmen will attack unless they were surprised.

The second encounter will either be another hunting party [see above, but with two pigmen armed with carbine rifles (1d10; 3d6+1 shots of ammo each) instead of an automatic rifle] or the characters will have stumbled over the camp (fifty-fifty chance).

The third encounter with pigmen will lead the character to their encampment, and to the aftermath of a brutal scene: in a dug out earth bowl, six large and worn military tents have been erected around a fireplace. A number of pigmen (12 minus the number the characters already took out) are scattered between the tents, and crouch over corpses of other pigmen in groups of two or three: they eat their comrades raw, with weapons next to them and wary of one another. Oscow's truth finally broke and after another unsuccessful hunt the pigmen turned upon one another inside of the camp. Those who survived this moment of carnage now eat the fallen, to end their hunger. Violence may erupt again. If the characters attack, the pigmen will unite against the outside threat. If half of their number is dead and a Moral check is failed, the surviving pigmen will just run for their lives. If the pigmen beat at least half of the PC and outnumber them, a moral check is in order as well. If it is failed, infighting starts anew and the characters may take this as a chance to flee or to turn the tide of battle.

Oscow (40 hit points) wears a ballistic vest (AC:5) and is armed with a gauss machine pistol (2d6 dmg; 19 shots left). The remaining pigmen are underfed (determine hit points with a d6 instead of a d8); two of them are armed with sub machineguns (1d10; 3d6+2 shots each), one with a shotgun (3d6; 2d6+2 shots left). All are armed with mace-like hand weapons (1d6).

The loot inside the camp consists of water supplies, tents, bed rolls, mess kits, maps, empty canned rations and the like. Among the more useful finds are:



One laser rifle /with an empty power clip

One set of studded leather armor (looted)

One 3 feet long missile (10 lbs, 4d6 damage if it explodes)

One satchel charge type "A"

One boron solution spray (1 application left)

1d6 rolls of ion bonding tape

2 survival kits

2 autograpnels

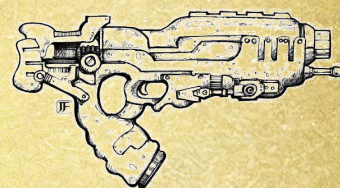
2d6 cigarette lighters

3d20 salt pills (in 2d4 bottles)

2d6 cured furs of local animals (2d6 gp each)

2d6 ropes (each 2d6+1 meter in length)

...and a disquieting amount of knives, bladed instruments, hooks and needles.



11# "The Great One"(i) [p. 89]

"The Great One", as **#the Savage Mutants** call him, is a gigantic beast, even for a Porcine Devourer: it is more than 30' long (HD: 9; 70 hit points) and the scourge of the region. It usually keeps away from the **#Charger Herd**, but even those it will attack when hungry enough, as it is *Immune to Radiation* and thereby unharmed by their energy blasts. The Deathbirds (see encounter #01) are a nuisance to it as it cannot reach them and they have learned to use their Death Sphere to drive "the Great One" away from a half-eaten kill in order to take their share.

The Great One will always attack the PC upon, unless they have "Surprise" on it and use this to hide themselves. A *Reaction Roll* will determine if it is willing to give chase for more than 1d4 rounds when they flee (Indifferent or better means it will not). The *Reaction Rolls* of any **#Savage Mutants** encountered will gain a +5 bonus when the characters have a proof that they killed "the Great One".

12# Sabre-Toothed Tiger (i) [p. 66]

There is only one Sabre-Toothed Tiger in the area, a powerful but lean (40 hit points) and experienced hunter with all the cunning of a cat. It has developed *Thermal Vision* due to further mutations as well as a *Dural Cerebellum* with the ability to generate a *Force Screen* [p.29]. Due to its experience, the Sabertooth gets a +2 bonus to *surprise* the PC and they suffer a (-1) penalty to *surprise* it. If it gains *Surprise*, it will try to follow the character till one of them has been heavily wounded or till night fall. It will then either attack the wounded character or a lone guard at night. Once it killed one of them, it will retreat and wait for the PC to leave the dead body alone. It will only use its *Force Screen* when it backs off or when it has to attack while being under fire by the PC.

If the characters encounter #Dire Wolves while being shadowed by the Sabre-Tooth, the dire wolves will attack the Sabre-Tooth instead (if at all): the canine and this cat already have a history of skirmishes in this area, and as they compete for the same prey the wolves see the tiger as the greater evil.

13# Savage Mutants

The Rockyhill Badlands are home to half a dozen family clans of savage mutants, the descendants of families who survived the first month after the apocalypse in their own fallout shelters and later managed to eke out a living on the surface. Each of the clans lives in the now-expanded shelter of their ancestors and has erected simple structures above (e.g. a watch tower, an enclosure for the meager life stock, a garden for vegetables, etc.). They are territorial and fierce when they protect what is theirs, are neither murderous nor warlike. There is even trade between the different clans, often during autumn, and they regularly exchange daughters among another. They all know how to use modern firearms (but not lasers and similar advanced weapons), but have next to no ammo. They rely on more primitive means for survival unless the circumstances are dire indeed. All of them keep away from the #Smalltown Ruins, as they believe that this place is cursed and means death to all that enter it.

The PC are likely to encounter a well-armed hunting party of one clan or the other: the #pigmen had launched numerous attacks on the mutants in the past two weeks, and the increasing presence of #giant ants seriously bother the hardy mutants. All encounters call for a *Reaction Roll*, further encounters depend on how the last encounter ended. The chance to encounter members of the same clan as before is 6 out of 8.

Encounter type (d12):

- | | |
|-------|-----------------------------|
| 1-4 | Hunting party, on the prowl |
| 5 | Hunting party, successful |
| 6-7 | Scouting party |
| 8-9 | War party |
| 10-11 | Trade offer |
| 12 | Home of a clan |

A **hunting party on the prowl** consists of two or three Lvl 1 mutants (d6: 1-4 = two / 5-6 = three). Each has 12 hit points, is armed with a knife and a spear or a short bow (1d6) with 16 arrows. They all wear skins and furs (AC: 8). There is a 50% chance that the hunters already lie in wait and will thereby not be surprised by the characters. When a hunting party of a clan goes missing, they will send out a scout party, and the next "hunting party" encounter will thereby be a scout party instead.

A **successful hunting party** is the same as above, but will have a fire burning while they dress a kill and prepare the flesh for transport. Due to the smoke of the fire, the hunting party cannot surprise the characters. Their kill is (d10):

- | | |
|------|-----------------|
| 1 | a dire wolf |
| 2 | 1d3 slunk/s |
| 3 | a spidergoat |
| 4-5 | a wild pony |
| 6-7 | a wild goat |
| 8-10 | an ashcoat deer |

A **scouting party** consists of two mutants of level 2 or 3 (d6: 1-4 = two / 5-6 = three), one of them will have an *Increased Sense* [p. 24] (50% for increased sight, 50% for increased hearing). They expect trouble and are weary (all Reaction results of Friendly will be treated as Indifferent instead). If it is the first encounter of the clan with the characters, there is a 80% chance that the scouts will try to follow them. They wear skins and furs (AC:8), are armed with short bows (1d6; 12 arrows) and hatchets (1d6), and there is a 15% chance that one of them has an automatic pistol (1d10) with three shots. Each has 18 hit points.

A **war party** is only send out by a clan if a serious thread needs to be dealt with. This might be a group of pigmen, giant ants or (depending on their behavior) even the PC. In fact, if a hunting party our scout party reports the PC back as a serious threat, the next encounter with the same clan will be a war party.

War parties consist of 4+1d6 mutants. Most of them will be level 2, every fourth one will be of level three. At least one of them will be armed with a shotgun (3d6) and 2d6+2 shots of ammo, another one with a pistol (1d10) and 1d6+2 shots of ammo. The rest will be armed with short bows (1d6; 12 arrows) and hatchets (1d6). 1D4 of them will wield axes (1d8), and 2d3 of them will be clad in leather armor (AC:7) while the rest wears skins and furs (AC:8). Each of them has 18 hit points.

A **trade offer** is always brought to another group by a team of two, both of them level 2 mutants (same as scouting party). If the characters have had encounters with this clan before and the encounter went well, the trade offer might very well be meant for them! Otherwise, the group is on their way to a nearby clan to barter for medicine. If the characters can make a good offer, they may strike a deal. The mutants brought the followings things along (roll three times on the following table /d12):

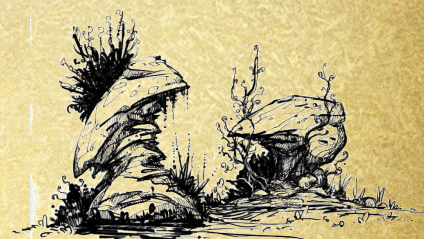
- | | |
|----|-----------------------------------|
| 1 | a 16-year old mutant girl |
| 2 | a goat |
| 3 | a bundle with 50 arrows |
| 4 | 2d4 shotgun shells |
| 5 | 1d4 pounds of garlic |
| 6 | 1d4+1 bottles of moonshine |
| 7 | a set of leather armor |
| 8 | 2d4 bullets for a pistol |
| 9 | a mechanical wrist watch |
| 10 | a binocular |
| 11 | two life chicken in a wooden cage |
| 12 | 2d6+4 pounds of goat wool. |

The **home of a clan** will always be guarded by 4+1d6 mutants of level 2 [see scouting party; but one of them will be armed with a shotgun(3d6) or hunting rifle (1d12) with 3d6+2 shots]. All Random Reaction rolls will have a 2-point penalty if the PC are still strangers to them: a Neutral reactions means that the characters are send away "or else", Indifferent means that the characters are send away unless they make a trade offer. A Friendly reaction is treated as indifferent, unless the characters have a proof that they have killed "the Great One" (in which case Neutral and Indifferent are treated as Friendly, and Unfriendly or worse is treated as Neutral instead). Each clan consists of 20+2d12 members, a third of whom will be children and only a third will be armed and able to put up a fight. The clan is willing to barter for ammo, energy sources and medicine, and is in turn willing to offer a place to rest, rations (but no more than 3d6), informations about the area as well as directions, and 1d3 gizmos [p.109] that the clan has no use for (as they don't know what it is or do not have the energy source for it).

14# Shrieker Bushes

"Shrieker Bush" is the name of the local mutants for a Screecher Bush [p. 93], but it is the same type of plant. Different predators make use of this bushes to locate prey, and there is a 4 out of 6 chance that the characters will have one of the following encounters a turn after they ran into a Shrieker Bush (d6):

- | | |
|---|-------------------------------|
| 1 | 1d4+1 dire wolves |
| 2 | 1d3+1 #pigmen |
| 3 | #Sabre-Toothed Tiger |
| 4 | #Savage Mutants hunting party |
| 5 | 1d4+1 spidergoats |
| 6 | 1d4 xeno cattle |



15# Skinner Tree [p. 95]

There are not many skinner trees in the area, and they are only encountered one at a time. The **#Savage Mutants** already keep away from trees they are not familiar with. The **#Pigmen** learned this lesson only recently, and some of the other animals simply aren't smart enough (d10):

- | | |
|-----|---|
| 1-3 | no victim dangling from the tree |
| 4 | a skinned coyote |
| 5 | a skinned ashcoat deer |
| 6 | a skinned goat |
| 7 | a skinned spider goat |
| 8-9 | a skinned pigmen (gear at the foot of the tree) |
| 0 | a skinned vulture |

From afar, it may look like a hunter hung up a kill in the tree, or that somebody left a grisly warning to the pigmen. On closer inspection... one is already to close to the tree!

16# Slunks [p.96]

Slunks are both predator and prey in this area, their actual role depending on the number they are encountered in. Said number is determined by rolling 1d6, but every even number is doubled [2 becomes 4, 4 becomes eight, 6 becomes 12]. When the group counts six or more, only half of the slunks are seen, and those try to provoke the characters into chasing them. After 1d3+1 rounds, the PC will run into an ambush (Surprise!) by the rest of the group.

17# Smalltown Ruins

There is little left of this former smalltown besides a few heaps of rubble, enclosed by the remains of foundation walls. Bushes and grass grow freely, and wouldn't it be for the cracked and shattered remains of streets and sidewalks, one could walk through this place without noting what it once was. After a turn, every character will note that it is far too quiet in here...

While the surface has been picked clean by looters a long time ago, the rubble heaps still hide some treasure: back then, nobody cared to dig out the cellar entrances, and so there are still some goods to be collected. The time to dig into a buried cellar is equal to three hours, divided through the number of characters actually digging. If a GM wants to take the Strength Bonus into account, the bonus is added (or subtracted) as a "tenth digit" (a character with STB +2 counts as 1,2 instead of 1,0). Possible loot is listed below (20 Cellar Examples), those are the product of the following table (if the GM wants to roll up some more).

Loot in the cellar (d12):

- | | |
|-------|--|
| 1-4 | Nothing |
| 5-7 | 1d12 canned foods |
| 8 | 1d6 bottles of strong synthihol |
| 9 | (1x) Drugs, Chemicals... Table [p.109] |
| 10-11 | (1x) Power Sources Table [p.108]
Treat plutonium clip as radioactive battery. |
| 12 | (1x) Gizmos |

Staying in the smalltown ruins is not safe: a well frequented **#Giant Ant Nest Entry** is nearby, all encounters will be **#Giant Ant Patrols**. Those who look around the ruins will find the remains of a camp (a ragged tent for four persons, pots and mess kits, a carbine with 1d8 shots left, a sword, a broken spear, shovels and picks) next to a partially dug-out cellar entry.

20 Cellar Loot Examples (choose or roll):

- | | |
|-----|---|
| 01# | 1x medi-spray I (10 appl.) and 8x powercells |
| 02# | 9x canned food and 5x synthihol |
| 03# | 6x canned food and 6x superregen |
| 04# | 21x canned foods |
| 05# | Advanced Breathing Apparatus and Medi-pray (10 appl.) |
| 06# | Nothing of value! |
| 07# | 2x canned food |
| 08# | 1x power pack and 1x radioactive battery |
| 09# | 4x canned food and 5x synthihol |
| 10# | 1x power belt-pack |

- | | |
|-----|---|
| 11# | 1x geiger counter |
| 12# | 12x canned food |
| 13# | 1x radioactive battery |
| 14# | 10x gas mask filters and 6x canned food |
| 15# | Nothing of value! |
| 16# | 6x canned foods |
| 17# | 1x radioactive battery and power |
| 18# | 1x power belt-pack and 8x canned foods |
| 19# | 2x Minifusion cell and 5 canned food |
| 20# | Nothing of value! |

18# Spidergoats [p.98]

Spidergoats are numerous in this area (1d8 per encounter). They belong to a mutated strain that is smaller than the regular species (HD:3 and hit points are determined with a d6 instead of a dd8), with the lower third of their body really akin to a spider (including the last pair of hind legs) while the rest of the body is that of the "regular" spidergoat (aside from large compound eyes). They procreate as spiders do. As the last batch of eggs largely staid unmolested, there is a current surge in their numbers. Due to their lag of genetic diversity (and stability) they suffer a (-2) penalty to all Saving Throws vs. Poison and Radiation. These goats are next to mind- and fearless (Moral: 10)

19# Stuck Food-Vendor Robo-Truck (I)

There is one (1) stuck, automated, robotic food-vendor-truck in the area. It belonged to "Deli-2-Home", a franchise whose concept was to send automated shop-trucks out into regions with too low a population to sustain a conventional, stationary business. Shop-truck *Belmond-24890* suffered badly from the apocalypse (tires are flat, rear axle is broken, communication system and coolant is gone), but the battery is still up and running, and parts of the semi-AI still know the job. It is on stand-by and waits for a service robot that will never arrive, but this will not stop it from opening its doors to interested customers.

To the now non-communicating, weathered robo-vehicle (the size of a school bus, with the driver area occupied by a solid block of electronics while the rear is akin to a small shopping aisle lined by glass-covered shelves) any human (that means: "pure" or without an aberrant form) that moves near the entrance door is such a prospective buyer, and so the old folding doors will open with a creak (and stay that way). Back in the days, a customer would have walked through the small aisle, stated the desired good and "Belmond" would

have provided it through a hatch after the payment would have proceeded (via virtual cash transfer). Now, the glass that covers the "goods" is stained by brownish dust and webbing while most of the food is spoiled beyond recognition. The only exception to this are bottles of fine wine and champagne (20+1d12 of them, none of them fit for consumption anymore) and 3d8 deli-class canned foods spread throughout the aisle, all behind glass. Breaking the glass will lead to two things:

(1): the mutated fungus that has spread behind the glass (the brownish growth and "powder") will react with a small spore explosion: everybody within the robo-truck must pass a Saving Throw vs. Poison (-1) per round or will lose a hit point (PC that do not need to breathe are immune).

(2): Belmond's anti-theft/vandalism protocol activates and closes the door till police arrives (the door would open in case of a fire or another emergency, but the corresponding sensors are malfunctioning). It takes a *Force Doors* test to pry them open. The test is (-4) at first, but as the door gives more and more, it gets one step easier per failed attempt, each takes one round.

20# The Needletower (I)

This building of the ancients can be seen from far away, as it rises 25 meters high: a slender tower, shaped like a needle, with a disc-shaped platform surrounding it five meters away from its top.

The **#circling acippitoid** use this ruin (a former communication relay station) as an outpost: at the disc on top the PC may find 2d6+5 large waterskins (half of them empty) and an improvised fireplace (made from an alloy satellite dish). The ground around the tower is covered by many large, whitish stains (the feces of the birdmen). Aside from flying, the only way to reach the platform is the narrow staircase inside of the needle tower, but both fire doors (the one at the ground and the one near the platform) are rusted shut [*Force Doors* (-3)], so that the acippitoid feel pretty safe up there. The actual tip of the tower holds specialized electronic equipment that weighs about 40 lbs in total and would be worth 1d6 x100 GP per lbs. to the right buyer, but it takes a successful Technology Roll (base chance: 10%) to notice the value (and finding a buyer might be even more bothersome).

There are always 1d3 birdmen at the tower (but no more than three, see **#circling acippitoid**), unless the characters have "neutralized" them in a previous encounter.

21# Vomit Flies [p. 101]

Over the last two years, the vomit fly population has grown constantly in this area. Due to their ability of flight, they do not have to fear any other predators but the Deathbirds. They are only kept in check by the mutated spidergoats (whom they keep in check as well). Every encounter will be with 2d8 vomit flies (instead of 2d6).

22# Warthog

The warthogs in this area are HD 3(+2) creatures that deal 1d12 damage if they are able to charge at the first round (which they are if they did not suffer damage in the first before) and 1d6 on every successful attack in subsequent rounds (gorging tusks). They are solitary but aggressive creatures: a Reaction Roll result of Neutral is treated as unfriendly (will attack 50% of the time), and unfriendly is treated as "hostile".

In addition, there is a 10% chance that the encountered warthog is having its young with it. In that case the reaction will always be Hostile. Warthogs have Moral 7 (10 for those with young).

23# Waterhole

The grass in the area is higher and looks more healthy, and the characters will note the slight increase in gnats and other insects even before they see the large body of water in the otherwise acrid area. Waterholes are frequented by both prey and predators, and the chance for an additional encounter here is 4 out of 6. The exact nature of the encounter is determined with a d12 (see below), and if the creature type is a predator, the beast/s will already lie in wait (no chance for the PC to Surprise the monster).

1	#Charger Herd
2	#Dire Wolves
3-6	#Harmless Animals
7	#Pigmen
8	#Skinner Tree
9	#Slunks
10	#Spider Goats
11	#Vomit Fly
12	#Xeno Cattle

24# Weird Mineral Mutant

The characters come across a field of very odd rock formations, 2d12 in number, that range in size from a sitting duck to a standing horse. They look a bit like irregular, shard-shaped columns, and their surface is dotted with spike-like crystals the color of coffee and amber. Characters that have a closer look will notice a bitter sweet smell. The crystals break easily and may be ground into powder (or licked), and taste salty as well as bitter sweet.

This is a new, unique mineral mutant life form. It has roughly the same qualities as salt (and the characters may harvest about 1d12 lbs from each rock formation), but those who consume it for more than two days must pass a Saving Throw vs. Poison. On a failure, it begins to spread in the veins and the character loses one point of CON and needs to repeat the Saving Throw every day. If three tests in a row are successful, the character is cured and will regain CON with a rate of 1 point per week. If the character fails three tests in a row or if CON drops to three, the character dies of from calcification of the inner organs. The feces of an infected character will seed new mineral mutants.

25# Xeno Cattle [p.103]

The dreaded xeno cattles used to be the scourge of the region, only hunted and decimated by the **#Savage Mutants**, the **#Hideos Boar** and of course, **#the Great One**. Now, with the arrival of the **#Giant Ants**, their numbers slowly begin to dwindle. A xeno cattle is able to bring down a Giant Ant on its own, but the insects have superior numbers, use group tactics while on the hunt and seem to focus on the slow and zeisty xeno cattles as a food source. Characters will only encounter 1d4 xeno cattles, instead of 1d6.

Adventure Idea: Forgotten Ruins

In a post-apocalyptic settlement at the edge of the Rockyhill Badlands the characters hear about rumors of ruins that shall be located in the midst of it. Water merchants and other traders that braved the slight radioactivity of the area to trade with the local mutant clans confirm that the mutants mentioned such a ruin, but called it "taboo". *Spitfire Jack*, a long-legged, orange eyed mutant whose spittle is highly irritating to other peoples skin, is willing to hire the characters as additional caravan guards, as "half of my regular crew

chickened out as they heard about an increase in giant ants in that area. *"I still have four guards with guns, but I would not mind a few more. Are you interested? It is three days till we reach the Knox Clan, and three days back, and I pay 10gp a day. What do you say?"*

His remaining guards are the Dingo Brothers: Level 2 pure humans, armed with sport rifles and 3d6 shots each, as well as studded leather armor and machetes (swords). *Joswell*, the oldest, is cruel, a gambler and a cheater. *Naycob*, the youngest, is smart, lecherous and a false little viper. Those in the middle, *Hicks* and *Hokey*, are dumb, hardy and bicker among another.

As long as the characters accompany Spitfire Jack (who always seals a deal with a handshake and spittle) and his large robo-elephant pulled water cart, all encounters are determined with a d20+5 instead of d100 during the day (normal rules for encounters) and 2d20 during the night (re-roll "Old ruins").

Spitfire Jacks visits the *Knox Clan* every two to three month and is accepted by them. On the second day of the journey, the caravan will encounter **#Savage Mutants** from the rivaling *Scotter Clan*. Jacks says those are no problem, as their eldest is not interested in spilling blood if it does not have to be. What Jack does not know is that the old patriarch died five weeks ago, and now one of his sons leads the clan (Reaction Roll).

At the home of the Knox Clan, the characters may acquire the general location of "the forbidden ruins", but will need to search for it (the Knox Clan simply stays away from the area since a generation ago). From that point on, it is "random table as usual", but till the middle of the second day of the journey, all results of **#Smalltown Ruins** should be re-rolled. At the beginning of forth day, the characters WILL encounter the **#Smalltown Ruins**.

Danger! Radioactive Area!

It is suggested that the GM asks for a Saving Throws vs. Radiation every two days while the characters are in the Rockyhill Badlands. On a failure, a character loses 1d4 hit points due the mild overall radioactivity of the area. Those critters and mutants living there have a developed immunity against it and/or know which spots to avoid).

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