

FREE LEAGUE

MUTANT

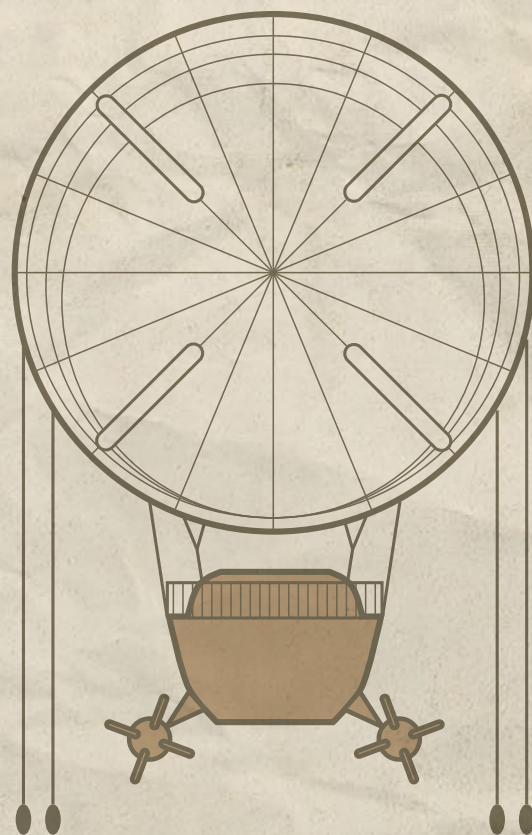
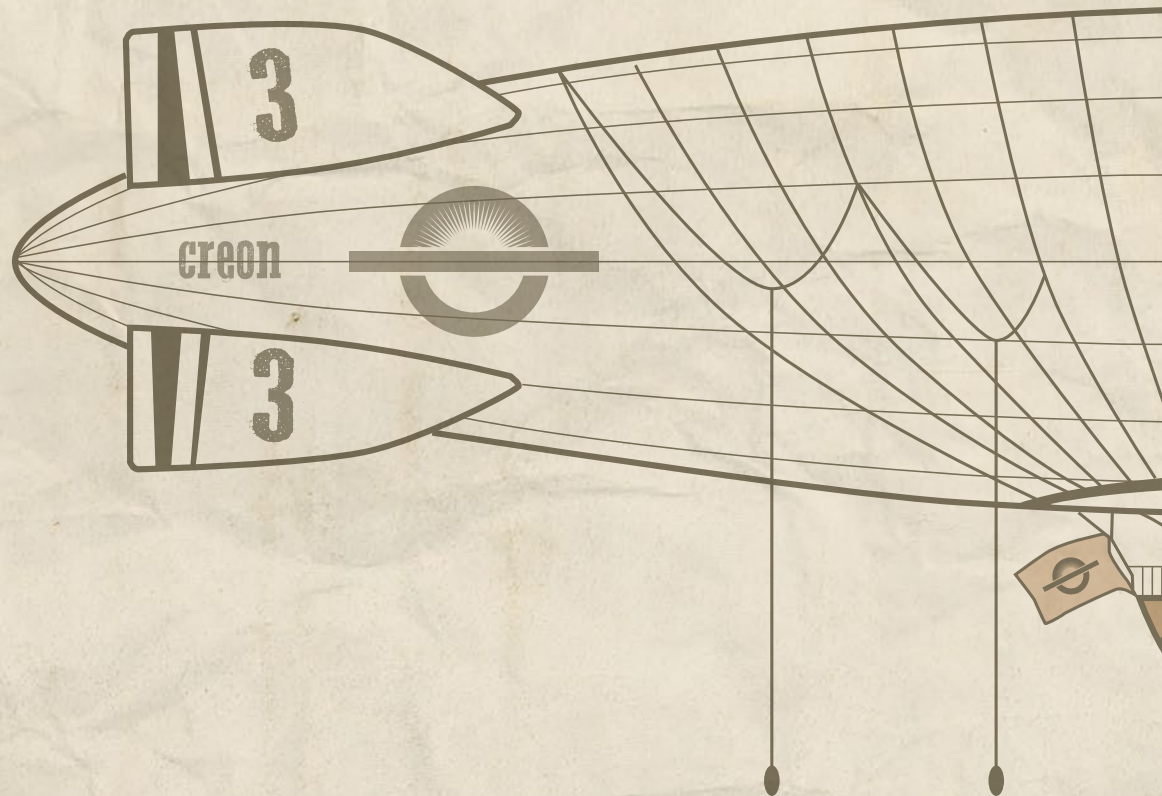
YEAR ZERO



O. LARSON. 2018

THE GRAY DEATH

AIRSHIP 3 – CREON



PARAPET •

STAIRCASE •

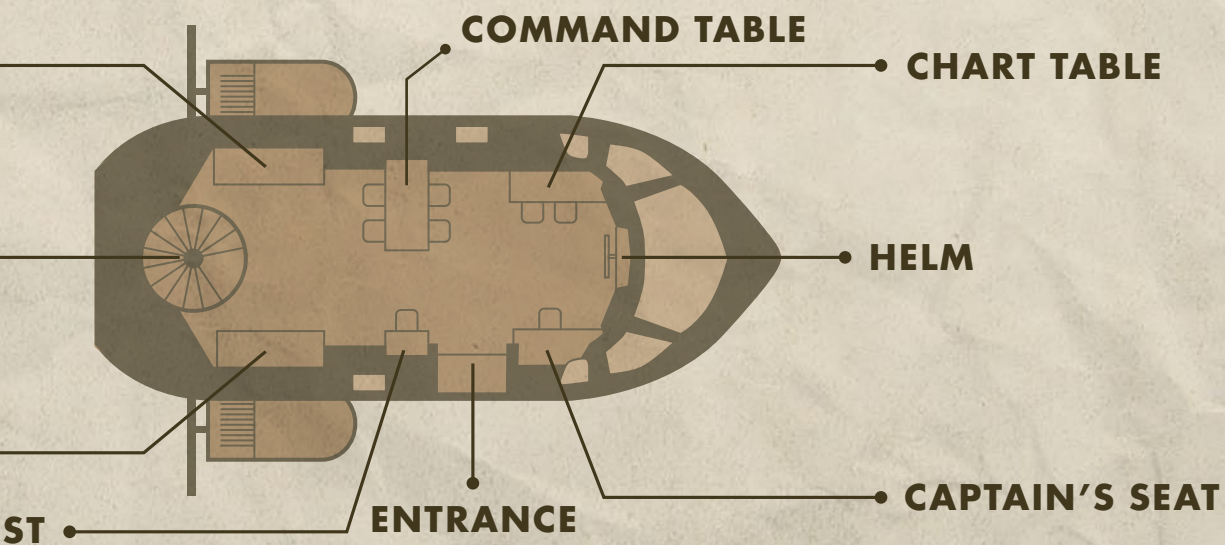
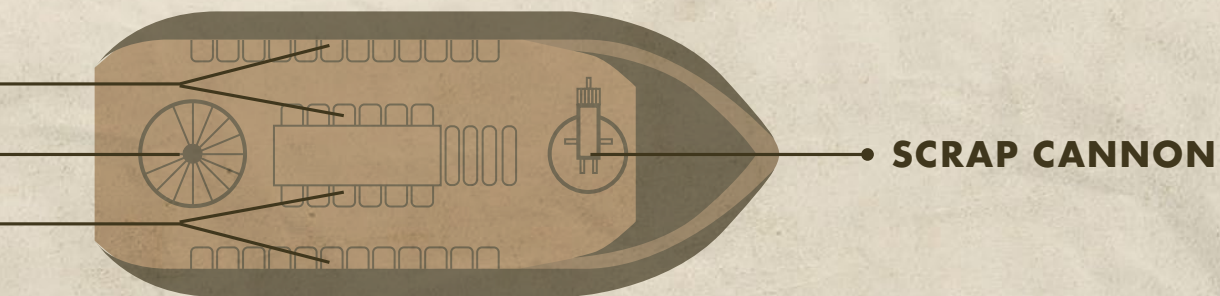
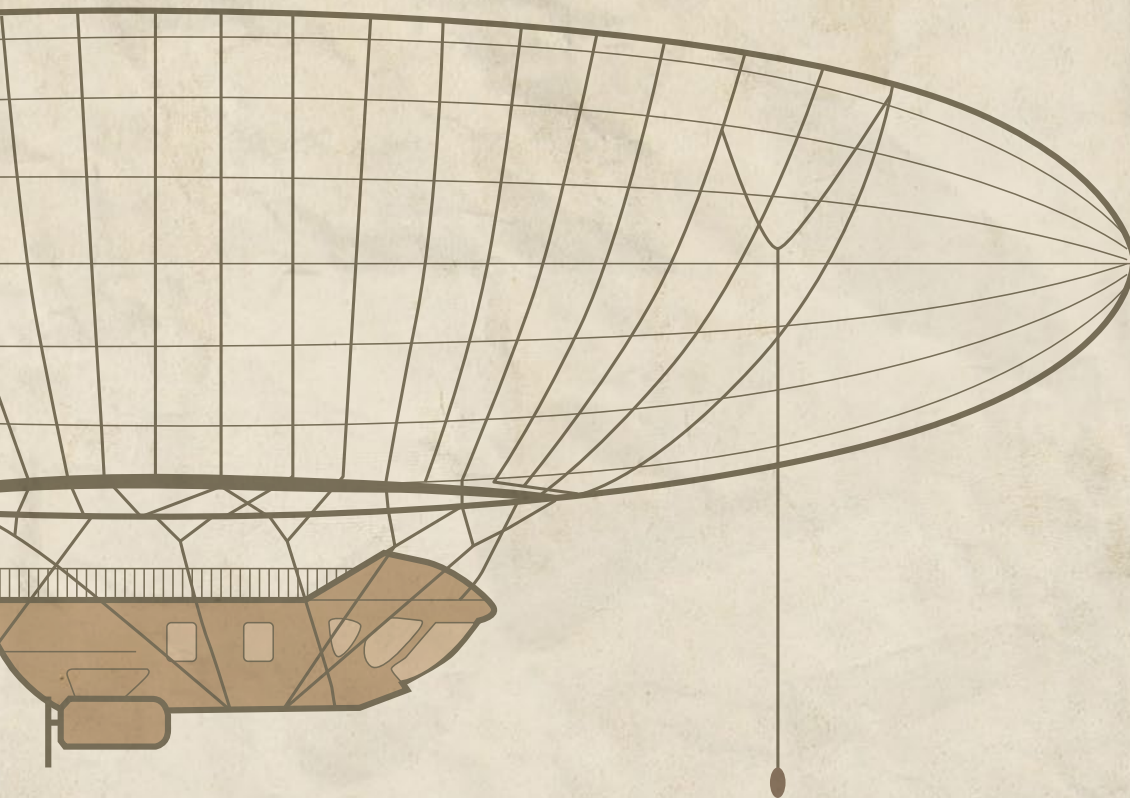
PARAPET •

FUEL TANK •

STAIRCASE •

FUEL TANK •

MACHINERY





The background of the entire page is a dark, atmospheric illustration of a post-apocalyptic city skyline. Silhouettes of various buildings, some with smoke or fire rising from them, are set against a bright, orange-hued sky that suggests a sunset or sunrise. The overall tone is gritty and dystopian.

MUTANT

YEAR ZERO

PROJECT MANAGER

Tomas Härenstam

WRITERS

Tomas Härenstam (Introduction, The Garrison, Dawnville, Biobunker VII),
Christian Granath (The Showboat Saga, Battenburg's Trading Post)

GRAPHIC DESIGN & MAPS

Christian Granath

COVER ILLUSTRATION

Ola Larsson

LAYOUT & PREPRESS

Dan Algstrand

INTERIOR ILLUSTRATIONS

Reine Rosenberg

TRANSLATION

Carl-Johan Svensson

PROOFREADING

Brandon Bowling

SPECIAL THANKS TO

Michael Petersen, creator of the original Gray Death

PRINT

Livonia Print, Riga 2019

ISBN

978-91-88805-38-6

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EMINENCE LOST

Welcome to *The Gray Death*, a campaign module for *Mutant: Year Zero*. *The Gray Death* builds on the campaign *Guardians of the Fall* presented in *Mutant: Elysium*. That expansion is not needed to run *The Gray Death*, but if you intend to play *Guardians of the Fall* you should do so before playing *The Gray Death*.

Mutant animals and robots also appear in this campaign. Therefore, we also recommend that you have access to the expansions *Mutant: Genlab Alpha* and *Mutant: Mechatron* when you play *The Gray Death*. It is also a plus if you have played the Zone sector Hotel Imperator in *Zone Compendium 5* before starting *The Gray Death*.

OVERVIEW

This book is divided into six chapters. This first chapter describes the general background of the campaign, as well as a number of introductory events that set the campaign in motion.

The following five chapters each describe a Special Zone Sector. They follow the same setup as the Zone Sectors in the *Mutant: Year Zero* core rulebook and in the *Zone Compendia*, but are more extensive.

These scenario locations can be placed in any sector in whatever Zone you are playing in. Unlike previous Special Zone Sectors, however, these are directly connected to one another by an underlying metaplot.

The first three Special Zone Sectors in the book – The Showboat Saga, Battenburg's Trading Post and The Garrison – can be played in any order and the PCs can even tend to other matters in between them. This means that you can seamlessly merge *The Gray Death* with an ongoing campaign in the Zone.

The last two Zone sectors in the book are the finale of the campaign. These should be played last and in the order they appear in the book (first Dawnville and then Biobunker VII).

BACKGROUND

When Elysium I fell most of the Gray Eminences in the enclave were killed – you can read about this in *Mutant: Elysium*. However, two of the Eminences – Proteus and Rhea – were out in the Zone to establish contact with sleeping Eminences in other enclaves at the time (see page 237 in the *Mutant: Elysium* core book).

Through radio contact with Cryolab Delta, the base of the Eminences, Proteus and Rhea received news of what had happened in the enclave. They realized that their home was lost and that they had no other choice but to seek a new base out in the Zone. They chose Biobunker VII, a small field laboratory that had been used by the scientists of Elysium to test the viability of biomechatronic and xenogenetic creatures on the devastated surface world.

THE KILLER TREE

Unbeknownst to the two Eminences, the biobunker had been seized by one of the biological weapons developed there – a lethal Killer Tree (see page 179 in the *Mutant: Year Zero* core rulebook). The tree and its humanoid seed pods had killed all scientists in the facility. Proteus and Rhea almost met the same fate, but finally managed to seal the laboratory where the tree grew and defeat its seed pods.

Some seed pods managed to escape, however. Most of them have been killed or captured, but one of them has attempted to infiltrate the Army of Dawn to turn the group against the Eminences and help it free the mother tree. Read more about this on page 75.

DAWNVILLE

The two Eminences decided to split up. Rhea continued the mission to search for other sleeping Eminences in lost enclaves, while Proteus remained in Biobunker VII to establish a base in the Zone and slowly rebuild the might of the Eminences.

With him, Proteus had brought his two bodyguards, a Machine Guard called Achilles and a DOMUS discord unit named BSP-398, nicknamed “The Mantis.” Sector by sector they explored the Zone and mapped its denizens, with the goal of returning the Gray to power.

One day the trio arrived at a small dying Ark of mutants. Proteus demonstrated advanced technology and promised a bright future for the mutants in the settlement. The Eminence became advisor to Sari, the Ark’s leading boss, and made them change

FOR THE GM’S EYES ONLY!

This entire book is strictly for the GM’s eyes only. Don’t read it if you are going to be a player in *The Gray Death*, since doing so will ruin the fun of discovering its secrets in-game.

the decrepit scrap town’s name to “Dawnville.” A series of new projects were quickly constructed with the help of Proteus’ great technological know-how, and Dawnville quickly grew to become a significant trading post in the Zone.

THE CONTROL CIRCUITS

To secure control over Dawnville, Proteus used the equipment in Biobunker VII to implant control circuits in the brains of the bosses. Through these circuits and Minerva, the mainframe of the biobunker, Proteus is in constant contact with his “officers” and controls their actions by using the circuits to induce pain in those who disobey. He also has the ability to end their lives with the simple flick of a switch.

With Dawnville as a new base, Proteus and his officers started recruiting more capable individuals to his new Army of Dawn, as he calls it. Mutants, animals, robots and humans – all are welcome. The recruits are conscripted with the help of the unscrupulous Zone trader Oscar Battenburg or lured by the promise of valuable artifacts.

As a base for the Army of Dawn, Proteus has taken over an abandoned old airstrip and had it rebuilt. This new garrison also serves as the perfect place to launch the airships that the Army of Dawn constructs using Proteus’ instructions. The most promising recruits in the army are promoted to officers and are taken to Biobunker VII to be implanted with control circuits.

THE RETURN OF HUMANKIND

The arrival of the enclave humans in the Zone has great consequences for the people who already live there. This is described further in Chapter 12 of *Mutant: Elysium*. The Special Zone Sectors in this compendium are all examples of how the human civilization from the Old Age – in the form of culture, trade and technology – makes its return to the Zone, changing it forever.

THE FUNCTION OF THE CIRCUITS

The control circuits make the officers of the Army of Dawn immune to all attempts to Manipulate or Dominate them, and they are

impervious to doubt. The circuits also make the officers extremely efficient in battle, since they act in a cold and calculated manner with the support of Proteus. A group of Dawn Soldiers led by an officer always makes a single, combined roll for initiative, and the roll is done with two dice – choose the best result.

Proteus is connected to the control circuits through the mainframe in Biobunker VII and the radio tower linked to it. If the computer or the tower are destroyed (see page 90), or if a “chipped” person goes deep underground or more than 30 miles (30 Zone sectors) away from Biobunker VII, the connection is severed. This triggers intense anxiety and confusion in the newly freed individual, who suffers one point of fatigue and one point of confusion every hour. Once the individual has become broken, they can recover normally. If the connection to Minerva and Proteus is re-established, control will once again be asserted over anyone who still has a functional chip inside them.

Everyone who gets a control circuit implanted in their brain by Proteus has a distinctive scar on the back of the neck, right behind the ear. It can be more difficult to see on a mutant animal, but anyone who examines the body of a “chipped” individual will discover the scar, even if they aren’t actively looking for it.



OPERATION RED DAWN

Meanwhile, Proteus has sent the discord unit BSP-398, nicknamed “The Mantis,” out into the Zone to scout out the settlements as well as spread discord and animosity amongst them. The goal is to create an atmosphere so rife with hatred and distrust that the denizens of the Zone will welcome the Army of Dawn and their promises of law, order and discipline.

When the time is right, Proteus will set his plan into motion. He intends to lure as many inhabitants of the Zone as possible to Dawnville by holding a wrestling tournament. Those who come will be

infected with a modified strain of the Red Plague from samples long stored in Biobunker VII.

The Eminence’s goal is for the guests to return to their settlements after the tournament, fall ill and spread the contagion. The plague will severely weaken the afflicted settlements, making it a simple task for the Army of Dawn to sweep in with their airships armed with bombs and conquer the entire Zone, which Proteus will then proclaim as his own Dawn Kingdom.

The Eminence has dubbed his plan “Operation Red Dawn.”

PROTEUS

Like all other Eminences, Proteus was born before the Apocalypse and has spent most of the time frozen in Cryolab Delta (see *Mutant: Elysium*). He is fueled by a lust for revenge after the fall of the enclave and will stop at nothing to achieve his



PROTEUS

goals. He views all others as inferior beings but harbors a deep fear of psionic mutants. Proteus wears a psi-helmet (see next page) to protect himself from psionic powers.

Proteus is a short, middle-aged man with hair that stands straight up on his head. He never removes his goggles, which cover a pair of blood-shot, staring eyes. Proteus' speech is archaic and sometimes difficult for the people of the Zone to understand.

Reputation: 9

Attributes: Strength 3, Agility 4, Wits 4, Empathy 5.

Skills: Fight 3, Move 4, Shoot 4, Comprehend 5, Sense Emotion 5, Manipulate 5.

Talents: Coward, Never Surrender, Combat Veteran.

Biomechatronics: Interface.

Artifacts: Gyrojet pistol (Gear Bonus +3, Weapon Damage 3, Short range, seven rockets), psi-helmet, comm radio, control transmitter, four E-packs, access card for Biobunker VII.

❏ PSI-HELMET

When the enclave scientists created beings with psionic powers, they quickly realized they also needed protection against them. This bulky helmet in metal is covered with strange wires and diodes.

Effect: With a successful roll for Comprehend (Gear Bonus +2) the wearer is able to detect if there is a psionic mutant within Near distance. The wearer is also able to emit a powerful signal that damages mutants with psionic powers. Roll for the attack (one action) with Comprehend (Gear Bonus +2) for every psionic individual in Near range. For every ☠ rolled, the victim suffers one point of fatigue. If all Gear Dice show ☠ (on the first roll, not pushed) the E-pack is drained and must be replaced. Requires E-pack. Electronic item.

DEV Requirement: Technology 90

DEV Bonus: Technology +D6

❏ CONTROL TRANSMITTER

Proteus always carries a small electronic control transmitter. The Eminence can use this to establish a direct link to "chipped" officers and control them without having to relay through the mainframe in

Biobunker VII. The range of the control transmitter is limited to the Zone sector where the transmitter is located. Light electronic item.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6



THE RED PLAGUE

The Red Plague is transmitted through consumption of contaminated food (like the Zone stew in Dawnville) or through contact with an infected person. In the first case the risk of infection is 100% as the virus has been modified to survive boiling temperatures. If contact is made with an infected person, the risk of infection is 50%. Roll a D6 – if the result is 1–3 the victim contracts the disease.

Two days after being infected the victim will exhibit the first symptom – heavily blood-shot eyes that soon begin to bleed. Fever, chills and severe nausea follow. If the disease is allowed to run its course this leads to hemorrhaging from all orifices and a painful death within twenty-four hours.

However, this strain of the Red Plague is weaker than the original version that killed the world. A PC who is infected must make a roll for Endure every day, starting two days after being infected. Failure means that the PC suffers one point of damage. While the PC is sick, he is unable to heal any damage. If the PC is broken by damage during the course of the disease, he dies. As soon as a roll against the disease succeeds, the PC overcomes the infection. The PC doesn't need to make any more rolls and can recover normally.

Proteus has developed an effective antidote to the plague. Anyone who drinks a dose of the medicine automatically succeeds in their roll against the infection and can begin to recover. For NPCs, don't roll against the infection. Instead you decide who survives and who succumbs for maximum dramatic effect.



PLAYING THE GRAY DEATH

There are various ways to play *The Gray Death* – it can be incorporated into an ongoing campaign or played as a stand-alone adventure with new characters.

ONGOING CAMPAIGN

If you already have an ongoing *Mutant: Year Zero* campaign, you can simply introduce *The Gray Death* step by step into it. It makes no difference if the PCs are human mutants, animal mutants, robots, enclave humans or a mix of classes.

The campaign should preferably start in the winter. Below are some suggestions for introductory events that you as GM can add to your campaign before you kick off *The Gray Death* properly with the starting scene (see page 12).

Disappearances. Lately several individuals have disappeared from the PCs' settlement without a trace. It's not uncommon that people succumb to the dangers of the Zone, but there have been an unusual number of cases the last couple of weeks.

To get the PCs involved, you can have one or more of the NPCs that the PCs hate or want to protect go missing. Maybe there are patrols being organized to look for the missing individuals, and the PCs can join one of them if they want to.

The truth is that the missing individuals have been captured by Oscar Battenburg and sold to the Army of Dawn. There are no witnesses to the actual attacks, but if the PCs go looking for the missing individuals, they can hear testimonies of "raiders" in the area.

A Shadow in the Sky. While traveling through the Zone, the PCs notice something strange. A large shadow comes gliding through the air some hundred yards above. The cigar shaped flying vessel passes above them, humming faintly. On its side there is a symbol, a circle run through by a horizontal line. The vessel belongs to the Army of Dawn, and is on a scouting mission in the Zone, but there is no way for the PCs to learn that now. If they attack the airship, the soldiers on board will open

fire on them with a scrap cannon and then escape. For stats, see page 59.

The PCs can follow the airship for a while but will most likely have a hard time keeping up with it. In the unlikely event that they manage to do so, they can follow the airship to the Garrison (page 50).

The Showboat Arrives. One day the PCs suddenly see posters, in or near their settlement, advertising the imminent arrival of the Showboat Saga. Exactly when is not made clear.

The forthcoming performance appears to revolve around mocking some class of people in the Zone – mutants, animals, robots or humans – that don't live in the PCs' settlement, or that there are the fewest of. You can see several examples of the posters on page 10 – choose one of them and give it to the players as a handout (you can download these posters from the Free League website).

The posters are put up by the handyman Steben (see page 33) on Morgan Morningstar's orders. The aide can divulge general facts about Morgan and the boat but doesn't have any more specific information.

You should preferably play out the starting scene (below) and the meeting with Truffaut before the showboat actually arrives at the PCs' settlement, but it isn't absolutely necessary.

STAND-ALONE ADVENTURE

If you don't have an ongoing campaign in *Mutant: Year Zero* you can play *The Gray Death* as a stand-alone adventure. In this case, there are several options:

- ❑ Choose or create a Zone according to the rules in *Mutant: Year Zero*, and then place the PCs and their settlement in any sector. The PCs can be mutants, animals, robots, humans or a mix of the classes.
- ❑ If you want to get going more quickly you can use the pre-generated Ark that is described in the Starter Booklet for *Mutant: Year Zero*, as well as the playbooks in it to quickly create your characters.

HANDOUT #1: SHOWBOAT POSTERS



- ❑ If you have previously played Genlab Alpha, Mechatron or Elysium, the players can use their PCs from any of those games. Such PCs don't have to be of the same class as each other and they don't have to live in the same settlement – instead, they can meet each other at Truffaut's headquarters at Blackhand's Bar (see page 14). In this case, you'll only play the starting scene with one PC.

Regardless of which option is decided upon, the game starts with the starting scene below. The events mentioned above in the section “Ongoing campaign” can occur later or be heard of in the form of rumors.

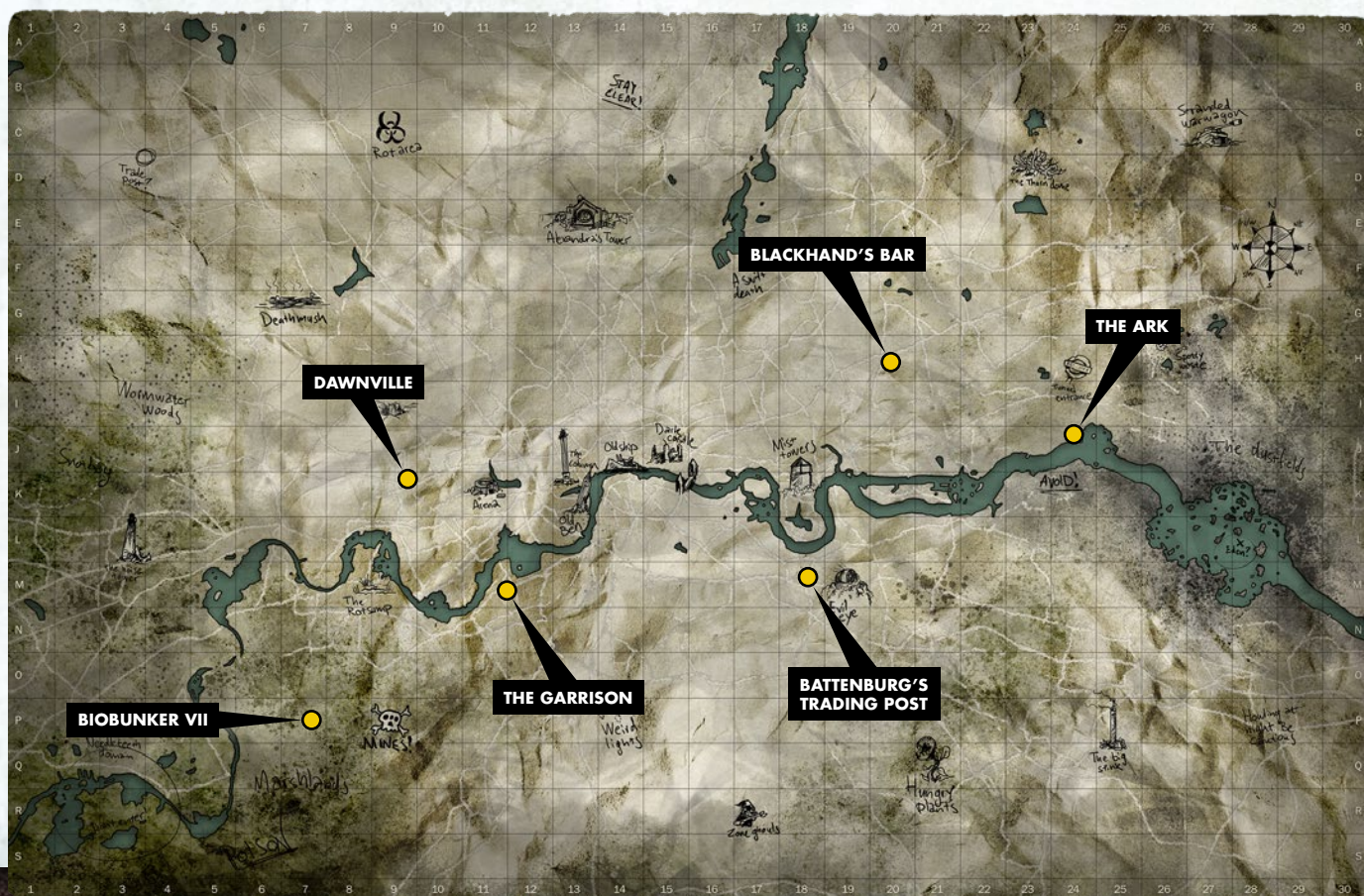
PLACEMENT OF LOCATIONS IN THE ZONE

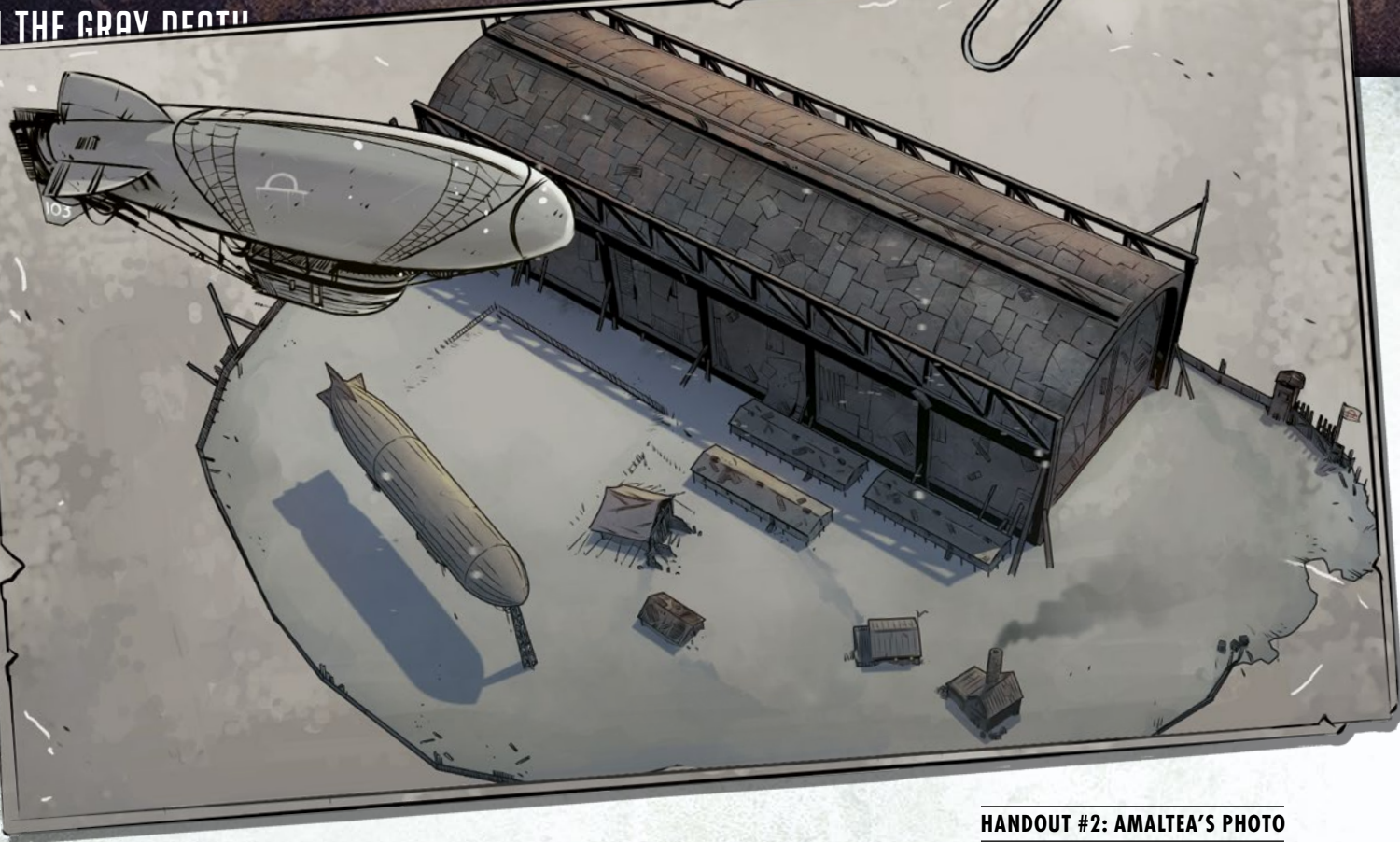
In *Mutant: Year Zero*, both the PCs' settlement and other important sites can be placed in any sector on the Zone map. The same is true for *The Gray Death*, with the difference that you as GM should decide beforehand where the five special Zone sectors described in this book will be placed

and mark them on a map for yourself. Follow these guidelines:

- ❑ Dawnville lies far from the PCs' settlement, preferably at the other end of the Zone map, and preferably close to a body of water.
- ❑ Biobunker VII lies within ten Zone sectors of Dawnville, but not between Dawnville and the PCs' settlement, preferably beyond Dawnville.
- ❑ The Garrison and the Trading Post both lie somewhere between the PCs' settlement and Dawnville, approximately 5-10 sectors from each other.
- ❑ If you haven't already placed Blackhand's Bar in the Zone (see *Zone Compendium 3*), do so now, preferably close to the PCs' settlement – no more than ten sectors away.

Pre-Generated Zone. If you want to save time, you can use the pre-generated Zone map below. On this map, the PCs' settlements and all the important locations in *The Gray Death* are already marked out. The map builds on the Zone called “The Big Smoke” described in the *Mutant: Year Zero* core rulebook.



**HANDOUT #2: AMALTEA'S PHOTO**

STARTING SCENE

Once you are ready to start *The Gray Death* in earnest, use the following event when the PCs are out traveling in the Zone. They might be searching for missing people (above) or on some completely unrelated mission. The event should preferably occur somewhere between the Garrison and Blackhand's Bar (above), but exactly where doesn't matter. Read or play out the following scene:

Winter is harsh, and an icy wind cuts deep. The going is rough as you plod through the desolate wasteland, between collapsed buildings and rusted car wrecks from the Old Age. Suddenly, you hear loud bangs and upset screams. Further ahead amidst the snowy fog, you see a dog mutant who has taken cover behind her fallen bitterbeast, its blood turning the snow red. You recognize the dog mutant as one of the Zone Riders, couriers who ride with messages between the settlements of the Zone. Charging towards her are several individuals with firearms, dressed in what look like Old Age uniforms.

Show the players the image on page 4. The PCs can handle the situation however they see fit. If they

intervene, the Dawnsoldiers will attack them as well – they don't want any witnesses to the attack. If the PCs don't intervene, the Zone Rider Amaltea won't live long.

Amaltea is badly hurt (broken by damage), but conscious. The reason for the attack is that she has spied on the Garrison (see page 50) and taken photos of the airships (see Handout #2 above) with her ancient polaroid camera (artifact). She is headed to Blackhand's Bar to report to Truffaut. Unfortunately for Amaltea, she was discovered and a patrol was dispatched to chase her down.

If half of the Dawnsoldiers are broken, the officer will order their retreat. If the officer is surrounded

A FAMILIAR FACE

If you have played the event Disappearances (see page 9), the patrol of Dawnsoldiers is led by an NPC that one of the PCs has a relation to and that has disappeared. The NPC has now become an officer in the Army of Dawn. He or she has a glassy stare and shows no signs of recognizing the PC.

LEADING THE PLAYERS

The idea here is that the PCs will help Amaltea and bring her and the camera to Truffaut. If the PCs show no interest in this and leave Amaltea to her fate, you can let the game run its course for a while. After a couple of days another Zone Rider arrives at the PCs' settlement, asking if anyone has seen Amaltea. If the PCs share what they have seen they are taken to Truffaut and the game continues.

or captured, Proteus activates the control circuit in his brain, killing him on the spot. The PCs will see the officer go rigid and drop dead, blood trickling from ears, nose and eyes.

If the officer is killed (regardless of how) the rest of the soldiers in the patrol will flee. Dawnsoldiers who are captured can reveal that they belong to the Army of Dawn and that they are based at the Garrison (see page 50).

If the fight is looking grim for the PCs, you can give them a chance to flee, preferably together with Amaltea. They should only be captured by the Dawnsoldiers (and taken to Biobunker VII) if they act ineptly. You can let other NPCs (for example more Zone Riders or Truffaut herself) come to the rescue of the PCs.

If the PCs save Amaltea, she can tell them about her mission. She knows that the Army of Dawn has appeared in the Zone recently, and that it is led by "General Sari" in an Ark called Dawnville. She does not know where Dawnville is, however. Amaltea appeals to the PCs to bring her and the photos of the Garrison to Truffaut in Blackhand's Bar. If the PCs haven't been there before, she can show them the way. If Amaltea dies, the PCs can still find her camera and take it to Truffaut.

OFFICERS IN THE ARMY OF DAWN

The officers of the Army of Dawn all have a control circuit implanted in their brains by Proteus in Biobunker VII. Via the circuit, Proteus can track what every officer is doing and kill them on the spot if they desert or are captured.

The control circuit causes the officers to lose a part of their personality, which results in them being perceived as cold and rigid. They don't answer when spoken to and stare vacantly. All of them have a scar on the back of the neck from the operation. The officers all wear a uniform that is distinct from that of the regular soldiers.

Attributes: Strength 3, Agility 4, Wits 3, Empathy 2.

Skills: Fight 4, Sneak 2, Shoot 4, Scout 3.

Abilities: Random mutation or animal power as per animal type.

Biomechanics: Interface.

Gear: Knife, breech-loaded pistol (Gear Bonus +2 and Weapon Damage 2), D6 bullets.

Artifacts: Some officers may have artifacts, for example a semi-automatic pistol or an assault rifle.

Special: The control circuit makes the officers immune to any attempts to Manipulate or Dominate them, and they are impervious to doubt. The circuit also makes the officers extremely efficient in battle, since they act in a cold and calculated manner with support from Proteus. A group of Dawnsoldiers led by an officer always makes a unified roll for initiative, and the roll is done with two dice – choose the best result.

DAWNSOLDIERS – “THE WOLVES”

The non-officer Dawnsoldiers are a motley crew of recruits from different settlements in the Zone. Among the soldiers, who go by the moniker “the Wolves,” there are human mutants, animal mutants and robots, but relatively few enclave humans.

The soldiers have either been sold as slaves to the Army of Dawn by Oscar Battenburg (see page 38) or allowed themselves to be recruited in the hopes of a better life in Dawnville. “The Wolves” all wear the uniform of the Army of Dawn.

WHAT THE SOLDIERS KNOW

The individual soldiers in the Army of Dawn are generally informed of major plans and undertakings. They know about Sari and where Dawnville and the Garrison are situated, but not much else. They know nothing of Proteus, Biobunker VII or Operation Red Dawn.



Attributes: Strength 3, Agility 4, Wits 3, Empathy 2.

Skills: Fight 2, Sneak 1, Shoot 2, Scout 2.

Abilities: Random mutation or animal power as per animal type.

Gear: Scrap helmet, knife, breech-loaded rifle (Gear Bonus +2 and Weapon Damage 2), D6 bullets.



WEAPONS OF THE ARMY OF DAWN

At the Garrison (see page 50) the Army of Dawn mass produces breech-loaded rifles and guns. These are better than regular scrap weapons and have Gear Bonus +2 and Weapon Damage 2. The range of the rifles is Long, while the pistols have Short range.

HELMETS OF THE ARMY OF DAWN

As part of the arsenal in the Garrison (see page 50), the Army of Dawn has developed a metal helmet constructed from melted scrap. The helmet provides an Armor Rating of 3 in addition to any other armor. The wearer may also re-roll the dice if he suffers critical injury number 66 on the table on page 91 in the *Mutant: Year Zero* core rulebook (crushed skull).



MEETING TRUFFAUT

Sooner or later, the PCs should meet with Truffaut at Blackhand's Bar. You can play out the journey there in detail, or skip over that part and go straight to the bar if time is short.

BLACKHAND'S BAR

Blackhand's Bar, an old gas station turned watering hole for the travelers of the Zone, is described in detail in *Zone Compendium 3*. Here follows a brief summary.

In stark contrast to the surrounding wasteland, Blackhand's Bar is a hospitable place where guests can relax, eat, and sleep soundly. Out of fear that Blackhand's Bar would be raided, the Zone travelers who know of its location are hesitant to tell others where it is.

Blackhand's Bar is not only a shelter for Zone travelers. It is also the base for the Zone Riders – mounted couriers and problem solvers who've quickly become an important force in the Zone.

THE ARRIVAL

At the base of a knoll covered with shrubbery, there are two well-preserved buildings with flat ceilings. A warm, inviting light emanates from the buildings,

accompanied by soft music mixed with a low murmur and the scent of grilled food.

A barricade built of rusted car wrecks protects the place against attacks and other threats. In a couple of places, there are openings in the barricade that allow guests to approach the main building. The PCs can make a stop at the bar to socialize with the regulars and Blackhand himself. If they arrive in the company of Amaltea, she will insist that they immediately seek out Truffaut, who resides in her headquarters in an old tanker parked on the premises.

THE MISSION

A staircase through an opening in the back of the trailer leads to Truffaut's office. Directly inside the door sits a threadbare couch. From the ceiling hangs a row of lanterns that offer dim illumination. On the domed ceiling, there are maps and sketches of settlements and creatures in the Zone.

Behind a large desk sits an enormous shape, partially concealed by the shadows. A hairy fist rests on the desk. There are also more maps, an ancient laser pistol and a strangely shaped key.

"Welcome," the shape says with a deep, rumbling voice before leaning forward. It reveals itself to be an enormous mutant bear, one of the biggest that the PCs have ever seen.

"My name is Truffaut. You have already met my Zone Rider Amaltea. Thank you for your assistance. It may prove to be crucial for the future of the Zone."

Truffaut makes a brief pause and brings out a bottle and a couple of small, cracked tumblers. She pours a hazy liquid (moonshine) from the bottle and invites the entire party to taste, while she glances through the pictures from Amaltea's camera. Then the big bear speaks up again. She fixes her eyes on the PCs.

"These photos confirm my suspicions. This so-called Army of Dawn possesses technology and weapons superior to any other group in the Zone. They are many and they are well organized. We must discover who, or what, is behind this!"

To underline the words Truffaut slams her fist down on the table so that the tumblers jump and spare bullets roll across the desktop. Surprised, she realizes that the sturdy desk has cracked from one end to the other.



HANDOUT #3: WRESTLING TOURNAMENT POSTER

ARE YOU TOUGH ENOUGH?

MEASURE YOUR STRENGTH AGAINST THE STRONGEST FIGHTERS IN THE ZONE!

★ BODY BOMBING CHAMPIONSHIP IN DAWNVILLE ★



PRIZE
100 BULLETS

PSIONICS ARE NOT TOLERATED!



DO YOU WANT TO EARN BULLETS
WITHOUT BLOODYING YOUR KNUCKLES?
COME TO BIGGLES' BETTING BOARD!

FREE GRUB FOR ALL!
TASTY ZONESTEW
SERVED AT REGAN'S CANTINA

of Dawn. Both these places should be investigated further. And third, we have the Showboat Saga, with Morgan Morningstar's traveling theatre troupe. Before heading out on a tour of the Zone, Morningstar spent some time in Dawnville. He should have recent information on what is going on there. And he isn't hard to find – within a couple of days Saga will arrive at your settlement."

If the PCs haven't seen a poster from the showboat (see page 10), Truffaut shows one to them now (Handout #1).

"Well, what do you say? Don't do it for me, do it for yourselves and those near and dear to you. If the Army of Dawn is as dangerous as I believe it to be it is a threat to everyone who lives in the Zone. I can't offer you much in way of compensation, but I have a trinket outside that I could let you borrow during your mission."

Let the players think and discuss. Truffaut will gladly answer any questions she can, but she doesn't have any more information. If the PCs decide to accept the mission, she leads them out of the tanker and over to a tarp covered with snow and ice. She tears away the tarp, revealing the strange vehicle from the Old Age underneath. It is an Armored Drone Vehicle Rhinoceros Model C (see the picture on page 22).

"This old girl is from the subterranean robot city of Mechatron-7. I'll lend it to you, so you'll be able to travel more quickly through the Zone and complete this mission. But make sure to return it in the same great condition!"



THE RHINOCEROS DRONE TANK

The Armored Rhinoceros Drone Vehicle possesses a simple form of artificial intelligence. This AI has taken the name Quark and has become quite grumpy and quarrelsome over the years.

Quark, who speaks with a raspy robot voice, can steer itself if the PCs ask it to – and succeed with a Manipulate roll. Quark only listens to enslave humans and human mutants, not to animals and not to robots with lower Hierarchy than itself.

The Rhinoceros has a low and rounded profile with massive composite tires, a snout-like prow that has given the vehicle its name, and a scrap cannon with five charges mounted on the roof.

The engine has been rebuilt to run on booze. The tank, which is full when the PCs first borrow the vehicle, contains 50 doses. For every sector that the PCs travel on the Zone map, they consume one dose of booze. If the fuel runs out, the PCs have to find more booze to fill the tank with.

Riding in a vehicle like the Rhinoceros, the PCs can explore a sector on the Zone map in half the normal time, i.e. two hours, and pass through an already explored Zone in half an hour. How vehicles function in combat is explained on page 95 of the *Mutant: Year Zero* core rulebook.

A brief history of the Rhinoceros drone vehicle is described in *Mutant: Mechatron*.

Attributes: Agility 2, Wits 2, Empathy 2.

Skills: Move 2, Scout 2, Comprehend 2, Know the Zone 1.

Hierarchy: 2

Gear Bonus: +2

Passengers: 7 in addition to the driver.

Fuel: One dose of booze per Zone sector.

Resilience: 4

Armor Rating: 10

Armaments: Scrap Cannon (five charges).



TRUFFAUT

Since her arrival in the Zone, Truffaut has labored to promote order among the remnants of the animal clans that fled from Paradise Valley (see *Mutant: Genlab Alpha*). Truffaut keeps to the same vision as her uncle, Truffaut the Older, of the animal mutants living in peace and harmony, free from bars and shackles. She is very troubled by the Army of Dawn, which she views as a deadly threat to her dream.

As leader of the Zone Riders, Truffaut appears a powerful figure, but while alone in her bedchambers she is torn between hope and despair over the



future of the Zone. More and more she longs to return to the dark forests and wild rapids of Paradise Valley. Truffaut seldom shows herself inside the bar.

Rank: 12

Attributes: Strength 5, Agility 3, Wits 2, Instinct 4.

Skills: Measure Enemy 4, Fight 5, Force 4, Sneak 2, Move 3, Shoot 3, Dominate 4, Know the Zone 1.

Animal Powers: Huge, Predator.

Gear: Spiked club, laser pistol, map of the Zone, keys to the Rhinoceros, one E-pack, 8 bullets.

EVENTS IN THE ZONE

With or without the Rhinoceros, the PCs will travel a great deal across the Zone. Below, you'll find several events connected to the campaign that the PCs can encounter along the way.

You can introduce these whenever you feel it's appropriate, or let the dice decide when there is a threat in a sector (see page 169 in the *Mutant: Year Zero* core rulebook) and then roll on or choose from the list below.

D66	EVENT
11-15	Slavers
16-25	Border Post
26-34	Dawn Patrol
35-43	Wrestling Promoter
44-52	The Showboat Saga
53-61	Airship
62-66	Dead Seed Pod

PLAYING WITHOUT THE MISSION?

It is possible to play *The Gray Death* without the PCs receiving a mission from Truffaut, or if they decline the mission. In that case, the PCs can simply run across the Army of Dawn out in the Zone and decide to investigate further on their own. Whenever appropriate, PCs then catch word of the wrestling tournament in Dawnville. This approach works best in an already ongoing campaign in the Zone, as encounters with the Army of Dawn can be introduced more and more frequently, so that the players become aware of its growing influence. The Showboat, the Trading Post and the Garrison may then be introduced as regular Special Zone sectors, without the PCs having a specific mission to investigate them.

SLAVERS

The PCs see a miserable bunch of human mutants, animal mutants, and robots hobbling through the snow and cold of the Zone. They are linked by a thick chain and driven on by the whips of their captors (equal in number to the PCs). The slavers work for Oscar Battenburg (see page 38) and are led by Steve or Harold.

The slavers threaten the PCs if they approach and will defend themselves if the PCs attack. However, they will flee if half of their number are broken. For stats, see page 48. If the PCs threaten the slavers, they will reveal that they work for Battenburg and where he can be found.

The slaves have been kidnapped from various settlements in the area and become very grateful if the PCs free them. They have nothing to offer as a reward, however.

Note that this encounter may need to be altered or removed altogether after the PCs have visited Oscar Battenburg's Trading Post, depending on how the visit went.

BORDER POST

The PCs approach a guard post in the cold Zone snow, strategically placed between some large ruins. Behind a couple of sandbags, soldiers of the Army of Dawn (equal to the number of PCs) keep watch. See the image below.

Above the guard post flies the flag of Dawnville, with a symbol of a circle run through by a horizontal line. The PCs have likely seen the symbol before – on the poster for the wrestling tournament, and maybe on the airships of the Army of Dawn if they have encountered them.

The Dawnsoldiers order the PCs to halt. They declare that the PCs are now about to enter the “Kingdom of Dawn” and that they must identify themselves and state their business. They are suspicious and have itchy trigger fingers. Most border posts lack an officer with a control circuit, and if so it’s possible to

use Manipulate to deceive or persuade the soldiers.

Some guard posts – you decide if this is one of them – are manned by an officer, however, which means a significantly greater risk for the PCs. The PCs can encounter several border posts in the area around the Garrison, the Trading Post and Dawnville.

For stats for the soldiers, see page 14.

DAWN PATROL

The PCs encounter a patrol from the Army of Dawn, equal in number to the PCs plus two. They are suspicious and threatening. They order the PCs to drop their weapons and won’t hesitate to fire at the first sign of resistance. Violence is their primary method of ensuring cooperation.

Some patrols, but not all, are led by an officer with a control circuit. For stats, see page 13.



WRESTLING PROMOTER

A pounding sound echoes across the Zone. If the PCs approach, they see an individual dressed in furs putting up a poster (Handout #3) on the rusty wreckage of a bus.

The person is the mutant Jinea. If she catches sight of the PCs, she drops the hammer and raises her hands in the air to show her peaceful intentions. She eyes the most athletic individual (highest Strength) in the group and cracks open a wide smile.

"What a magnificent specimen, you'd bring down the house at the arena in Dawnville!"

Jinea has been sent by Sari, the leader of Dawnville, to attract fighters to the upcoming Zone Wrestling or "Body Bombing" championship, at the arena in the marketplace. Jinea is very persuasive and promises the PCs a brilliant future. Should any of the PCs seem interested in the offer, Jinea will ask to examine them. She enthusiastically squeezes their muscles, brings out a measuring band and an ancient scale from her pack and has them measured and weighed. She notes their height, weight, and mutations in a small, black book. She invites her newfound fighters to present themselves at the arena in Dawnville in a couple of days.

"I'm counting on you."

Jinea is a mutant who's been seduced by Dawnville's promises of a brighter future. She fights through the dangers of the Zone with inexhaustible optimism. Jinea protects herself from the Zone's cold with a coat and cap stitched together from the fur of Zone Rats. Around her neck, she wears bicycle chains decorated with Old Age trinkets.

Attributes: Strength 2, Agility 3, Wits 3, Empathy 4.

Skills: Endure 3, Fight 1, Move 2, Shoot 2, Know the Zone 3, Manipulate 4.

Mutations: Rot-Eater.

Gear: Bicycle chain, scrap derringer, four bullets, five rations of grub, four rations of water, blanket, scrap binoculars.

THE SHOWBOAT SAGA

When the PCs are close to a body of water, they spot a wonder from the Old Age gliding through the Zone fog. The vessel is almost 50 yards long, and its

steel hull easily breaks through the thin layer of ice that has formed on the surface of the water. Black smoke spews out of a chimney and a low rumble can be heard from the engine. The ship's horn emits two long blasts that echo across the countryside.

If the PCs signal the ship it will alter its course and approach them. The captain of the ship, Morgan Morningstar, is always interested in news from the Zone. Read more about the Showboat Saga on page 24.

AIRSHIP

A low humming sound is heard throughout the Zone. The bleak winter sun is obscured by a large, oblong vessel. This is one of Dawnville's airships out on a reconnaissance mission. Read more on page 59.

DEAD SEED POD

An impossibly green meadow opens up in the snow-covered Zone. The PCs smell the strong yet pleasant aroma of plants from the meadow. The low buzz of insects can be heard. In the middle of the meadow, there is a lifeless figure. If the PCs examine the person, they see that it is a man, completely devoid of body hair. He has no equipment and no clothes. He has a large wound, seemingly from a gunshot, in his gut. A considerable amount of green blood has seeped from the wound. Even more peculiar is that the stalk of a plant has begun to grow from the man's body. See adjacent image.

The PCs have encountered one of the seed pods that managed to escape from Biobunker VII. The seed pod was wounded by the Dawnsoldiers during the escape,



but still managed to get quite far through the Zone before succumbing to its wounds. Read more about the seed pods on page 92. If the PCs leave the dead seed pod alone, a Killer Tree will start to grow here. The plant can only be permanently destroyed by fire.

EVENTS IN THE ARK

During the campaign the PCs may want to return to their settlement now and then. Below are a number of events that can be used to illustrate Dawnville's growing presence in the Zone. If you are playing *The Gray Death* as part of an ongoing campaign you

can start slipping in these events long before the PCs encounter the Zone Rider in the starting scene.

THE SPY FROM DAWNVILLE

One night when the PCs have gathered around a burning oil drum to ward off the cold of the Zone, they see peculiar flashes of light in the darkness. Some days later, they may note (roll for Scout) a stranger prowling about inside the settlement. The man is dressed in rags but goes around speaking into an Old Age device.

The man's name is Torry and he has been sent by Dawnville to spy on the PCs' settlement. He has



photographed the area and records information about the settlement's military strength, technological level and other resources on an ancient tape recorder.

If the PCs confront Torry, he states that he recently moved to the settlement and that he's only exploring his new home. If the PCs put pressure on Torry (Manipulate against his Sense Emotion) he will cave and admit to spying. He claims that the boss of Dawnville, Sari, is keeping his family as slaves and that they'll be killed if he doesn't complete his mission. Should the PCs use violence against Torry, he will defend himself and attempt to flee (roll for Move).

Torry is a descendant from one of the lesser Houses in Elysium I. Since the fall of the enclave, he's lived a miserable life in the Zone. His family truly is being kept as slaves in Dawnville and Torry fears for their lives if he fails to complete his mission.

Attributes: Strength 2, Agility 4, Wits 2, Empathy 4.

Skills: Move 2, Sneak 2, Scout 3, Manipulate 3.

Artifacts: Polaroid camera, mini tape recorder.

Gear: Scrap gun, three bullets.

REFUGEES

A group of human and animal mutants arrives at the PCs' settlement. They are starved, battered, and on the run from soldiers of the Army of Dawn who've assaulted their settlement. They need food and a roof over their heads. It is up to the PCs and the other denizens of the settlement to decide how they want to handle the problem.

Maybe the PCs come into conflict with a boss who wants to send the distressed survivors away. The refugees can testify to the cruel methods of the Army of Dawn.

SCOUTS FROM THE ARMY OF DAWN

The PCs or some of the settlement's other denizens catch sight of uniformed soldiers on a nearby rise. It is a scout patrol from the Army of Dawn sent to map the Zone and, more specifically, the location of any settlements. If the PCs approach the soldiers, they'll turn tail and run. Should the PCs catch up to them they will instead attack.

PROMOTER FROM DAWNVILLE

The promoter Jinea arrives at the Ark to recruit fighters for the Body Bombing championship in Dawnville. The PCs and other mutants are lined up so that she can assess their capabilities. Read more about Jinea on page 21.

PASSING AIRSHIP

A dark shadow passes over the settlement and a low humming is heard. A large, oblong vessel floats by overhead. It is an airship from Dawnville that is scouting the PCs' settlement. Read more on page 21.







THE SHOWBOAT SAGA

Ever since the fall of Elysium I, Morgan Morningstar has cruised through the Zone on Saga, his showboat, trying to spread the light of culture to Arks and outposts. But something has happened, and the showboat has become a tool in Proteus' hands. Instead of messages of peace and unity, the showboat now spreads disinformation and foment discord between the different groups in the Zone.

OVERVIEW

A slender ship from the Old Age glides through the waters of the Zone. Colored lanterns adorn the railings and spread a warm light that is reflected across the noxious, rippling surface. From a large chimney puffs black smoke that mixes with the fog and smog of the Zone. An alluring, melancholic

melody and a low murmur of voices echo from the boat. The sounds are accompanied by a low thrum from the boat's engine. At the bow of the boat is a sign declaring its name: Saga.

Saga is a well-preserved passenger ship from the Old Age. It was used to transport the people of the old world through the waters of the city. The boat is 150 feet long, 18 feet wide, and has four decks.

THE SITUATION

Saga is owned by the theater director Morgan Morningstar from Elysium I and his mutant spouse Beatrice. Morgan is related to Constantine Morningstar who once was the head of House Morningstar in Elysium I. For a Morningstar, life is a blend of enjoyment and laziness, refinement and creativity.

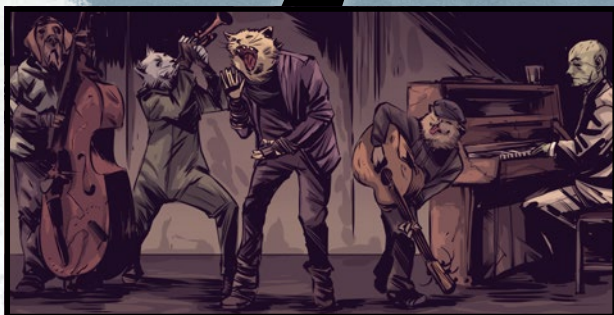
After the fall of the enclave, Morgan headed out into the Zone and encountered a world of misery that he never could have imagined. The remnants of civilization that existed in the Zone were cast in darkness and barbarism. Morgan made it his calling to spread the light of culture across the Zone and wandered between Arks, outposts, and robot collectives, performing simple ballads and reciting stories from the Old Age. Most of the time he was met by laughter and derision, but in one of the Arks he received appreciation from the large mutant woman Beatrice. She chose to accompany Morgan on his adventures.

THE SHOWBOAT SAGA

- Length: 150 feet
- Width: 18 feet
- Draft: 9 feet
- Top Speed: 11 knots
- Cruise Speed: 9 knots
- Passengers: 350
- Crew: 4-12

THE SHOWBOAT SAGA

02



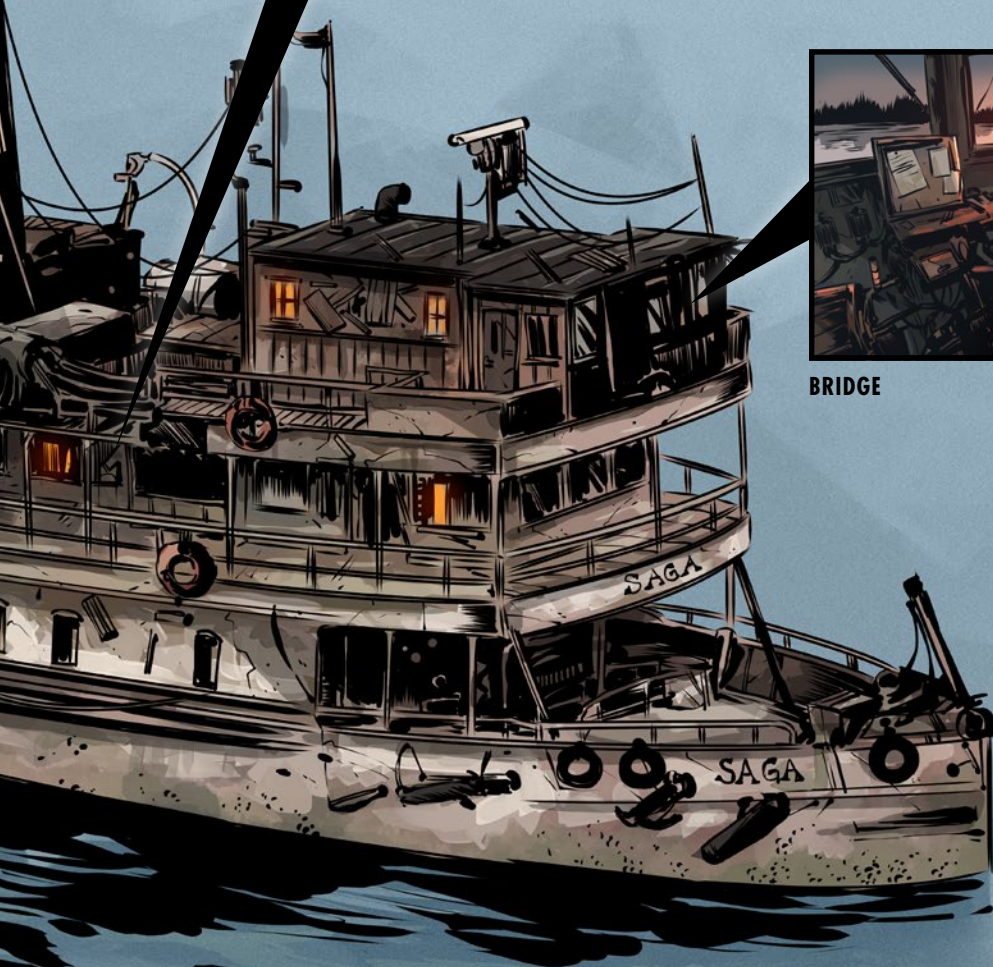
STAGE



RESTAURANT



BRIDGE



The pair became a couple, and later they found a well-preserved old ship that they named Saga. The ship enabled the pair to create grander performances by allowing them to bring props on their tours. On Saga there is room for passengers and Morgan welcomed humans, animals, robots and mutants with open arms.

A few weeks ago, the Eminence Proteus became aware of Morgan's troupe. He realized that the showboat could function as a psychological weapon to sow discord among the groups of the Zone and pave the way for Operation Red Dawn. He had Sari invite Morgan to Dawnville for a special performance. After the performance, Proteus had Morgan kidnapped. The Discord Unit BSP-398 assumed Morgan's appearance and took his place on the showboat, which continued its tour.

After this event, the theme and tone of "Morgan's" plays has changed. They now mostly focus on mockery and ridicule of each of the different groups in the Zone. Morgan does not play favorites – one evening the theater will perform a play that makes fun of mutant animals, the next day it's enclave humans that are being caricatured. You can see examples of theater posters from Saga on page 10. The results have been exactly what Proteus had hoped for – the groups in the Zone have become more distrustful of one another.

Morgan's wife Beatrice has noticed the changes in him and suspects that something is wrong. However, she wrongfully directs her suspicion at Alice, an actress that joined the theater shortly before the visit to Dawnville but has no connection to Proteus.

LOCATIONS

The showboat Saga is a passenger boat from the Old Age. It used to carry people on pleasure cruises on the waters of the Zone before the Apocalypse.

TOP DECK

At the top of the vessel is helmsman Biorn's bridge, from where he steers Saga with a big wheel made from dark wood. There is a chart table and a comm radio, through which he can communicate with the engine room. In a corner are his sleeping accommodations and a sturdy locker he keeps his personal

belongings in. A door leads out to a staircase down to the upper deck.

Abaft the bridge is a big bedroom, a lounge and a bathroom. These cabins are furnished with beautiful old wooden furniture and the walls are clad with patterned wallpaper. These are Morgan and Beatrice's private quarters. If the PCs search the bedroom, they can find a comm radio underneath the bed. This is used by "Morgan" to communicate with Proteus.

Further aft is a sun deck (which is seldom used due to the capricious weather of the Zone) with four lifeboats. The top deck is off-limits to all but the crew of the ship. This is stated by a sign that blocks off the staircase from the upper deck.

UPPER DECK

The front of the ship is dominated by an elegant restaurant. In the middle of the restaurant there is a table where the ship's chef presents the delicacies that the guests can choose from. Two double doors lead out to a sun deck which faces the ship's fore. Next to the restaurant lies a kitchen that contains facilities from the Old Age. Chef Reinard rules here with an iron fist.

In the aft, there is a tastefully decorated lounge where the passengers and crew can relax in comfortable burgundy armchairs. In the bar, the passengers can order drinks produced in a brewery in the engine room of the ship. There are also a couple of bottles saved from the depths of the enclave, but these precious liquors cost many bullets. Aft of the lounge is an outer deck with stairs up to the private top deck.

LOWER DECK

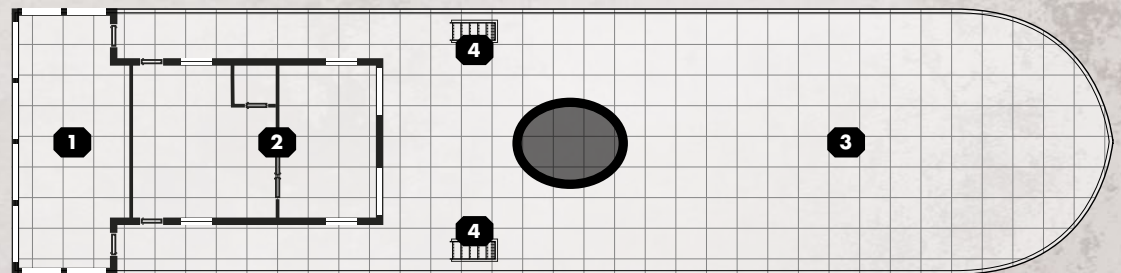
Embarkation on Saga occurs in the boat's fore, through a gate on either side. A sturdy gangway with wheels is available and can easily be moved to either of the gates. Big double doors lead into a room with plain benches for travelers without cabins. Stairs lead up to the upper deck and down to the engine deck. Corridors lead to ten comfortably furnished cabins with either two or four bunks, where the theater's ensemble and passengers stay. A laser pistol is hidden under the pillow in Alice's cabin (before the performance, later Alice carries the weapon with her). Further aft there are two bathrooms and storage rooms.

THE SHOWBOAT SAGA

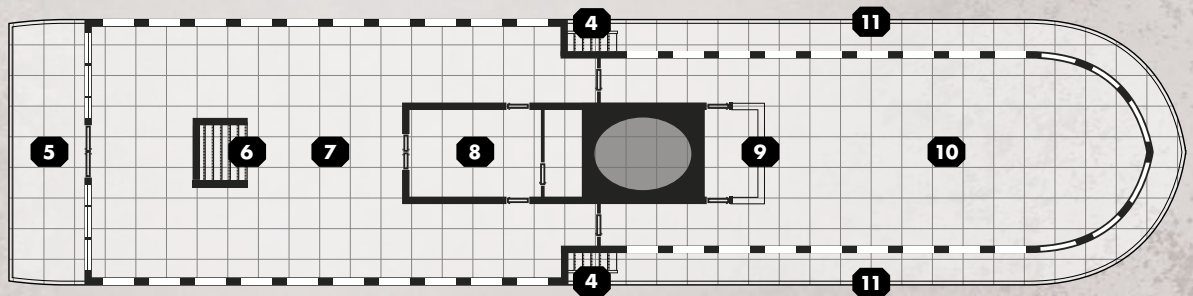
- | | | |
|----------------------------------|----------------------|-------------------|
| 1. Bridge | 8. Kitchen | 16. Storage Room |
| 2. Morgan's and Beatrice's Suite | 9. Bar | 17. Suite |
| 3. Sun Deck | 10. Lounge | 18. Theater Stage |
| 4. Stair to Top Deck | 11. Quarterdeck | 19. Cargo Area |
| 5. Upper Forecastle | 12. Lower Forecastle | 20. Storage Room |
| 6. Stairwell | 13. Small Cabins | 21. Staff Cabins |
| 7. Restaurant | 14. Large Cabins | 22. Engine Room |
| | 15. Bathroom | 23. Coal Storage |

□ 1 x 1 yard

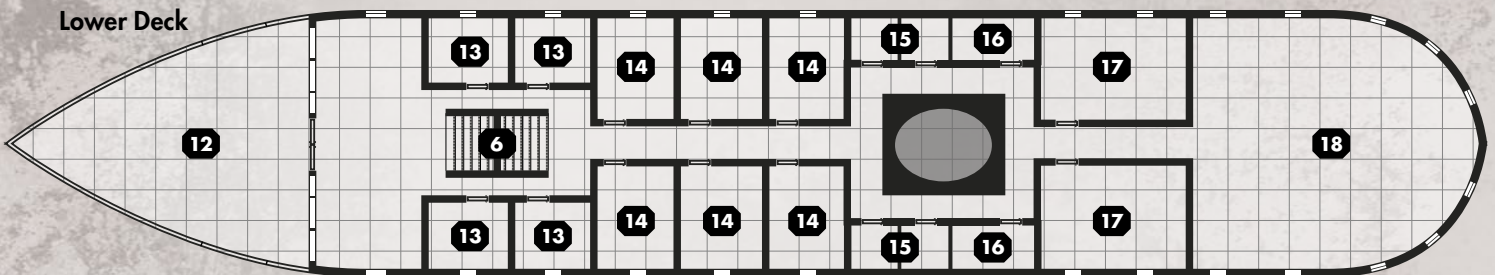
Top Deck



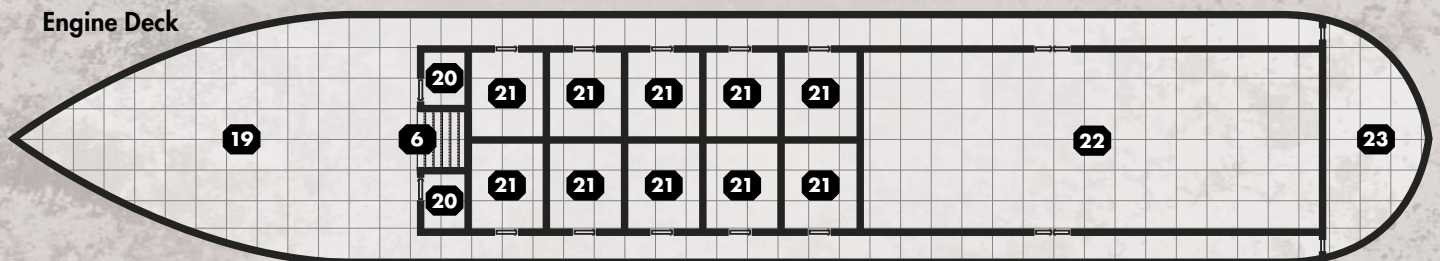
Upper Deck



Lower Deck



Engine Deck



In a large area at the back of the boat there is a theater stage, where Morgan and his troupe regularly perform their plays for the ship's passengers and other guests. It is often crowded and any tickets sold offer a space to stand only, no seats. Connected to the stage are the dressing rooms for the actors and storage rooms for their props.

ENGINE DECK

A staircase in the fore leads to the engine deck. At the front of the interior of the ship is a large cargo area. Here everything from grub and water to spare parts to the bulky baggage of the passengers is stored. In the midsection of the engine deck there are cabins for the boat's crew and austere extra cabins for passengers who are short on bullets.

Situated in the aft of the engine deck is the actual engine room with a big steam engine. Next to the engine room is a storage room for Saga's fuel: coal. The two machinists Galp and Prollo work in shifts around the clock.

NPCS

Besides Morgan and Alice, Saga has a crew that both acts in the plays and carries out other duties onboard. The ensemble consists of Hardy (composer and pianist), Alan (mutant dog who plays the double bass), the mutant cats Janus (dance), Iaia (trumpet) and Otho (guitar), and the robot Steben STE-852 who oversees lighting and décor. There are also the machinists Galp and Prollo, the chef Reinard and the four sailors Diderik, Erme, Rupert and Lana. The sailors also serve as waiters and bartenders.

MORGAN MORNINGSTAR

Morgan Morningstar is the nephew of Constantine Morningstar who at the fall of Elysium I was the head of all of House Morningstar. After the fall, Morgan lives to spread cultural light in the dawn realm and has an intense passion for music and poetry.

Morgan is jovial and friendly, sometimes naive in his view of other people in the Zone. He is always impeccably dressed, and his speech is magniloquent, often with poetic elements or expressions

THE DISCORD UNIT BSP-398

The Discord Unit BSP-398 who has taken the guise of Morgan was sent by Proteus to spread disinformation and create hostility among the people of the Zone. It will attempt to eliminate anyone who stands in its way. Should "the Mantis's" true identity be discovered, it will attempt to kill everyone involved and sink the showboat. If the robot is at risk of being destroyed, it has been ordered to flee.

Bear in mind that the Discord Unit can use its secondary functions Appearance Morph and Holoilage to confuse the PCs and escape.

like "by my honor" or "upon my word." Beatrice is the love of his life and probably the only person who can see through his impeccable facade. To treat Beatrice badly is a sure way to provoke Morgan's wrath.

The real Morgan Morningstar is locked in a cell in Biobunker VII (see page 88). The Morgan that the PCs meet on the showboat is a doppelganger, the Discord Unit BSP-398, nicknamed "The Mantis," who has taken Morgan's place to spread suspicion and animosity among the peoples of the Zone on the order of Proteus. The Discord Unit has very skillfully imitated Morgan's appearance and behavior. The only one who suspects that something is wrong is Beatrice.

Reputation: 9 (as long as the other individual believes that the robot is Morgan)

Attributes: Servos 4, Stability 5, Processor 4, Network 5.

Armor Rating: 4

Programs: Assault 3, Move 4, Infiltrate 4, Shoot 4, Question 1, Interact 5.

Secondary Functions: Command Override, Infiltrator, Human Features, Appearance Morph.

Modules: Interrogator, Holoilage.

Gear: Saber (stats like a machete), necklace with a picture of Beatrice.

Artifacts: Laser pistol, E-pack, comm radio (to communicate with Proteus).

MORGAN



BEATRICE



Stats for the real Morgan follow below.

Reputation: 9

Attributes: Strength 3, Agility 4, Wits 3, Empathy 5.

Skills: Fight 2, Move 1, Shoot 2, Scout 3, Comprehend 3, Know the Zone 3, Manipulate 5.

Talents: Performer, Fencer.

Contacts: Powerful Mother, Faithful Spouse.

BEATRICE MORNINGSTAR

Beatrice is a large mutant woman who used to work as an enforcer for one of the bosses in her Ark. She is muscular and her skin is covered by the scars of innumerable fights. Her eyes are icy blue, and she moves with authority. When

Beatrice finally speaks, she does so slowly and with consideration.

Beatrice has always been worried for her sometimes-clueless husband, and this worry has increased as of late. She feels that he has changed, and suspects that the singer Alice is the cause of this change. She tries not to be jealous but is having a hard time suppressing her emotions.

Attributes: Strength 5, Agility 4, Wits 3, Empathy 2.

Skills: Intimidate 4, Sneak 2, Fight 5, Move 1, Shoot 3, Scout 2, Sense Emotion 3, Heal 2.

Talents: Sucker Punch, Hard Hitter.

Mutations: Luminescence, Pathokinesis.

Gear: Scrap pistol (eight bullets), machete, necklace with a picture of Morgan.

BIORN

Morgan and Beatrice met the mutant bear Biorn during one of their many journeys through the Zone. Biorn hails from the Bear Park in Paradise Valley and wandered to the Zone together with Truffaut and the other free animals. Biorn didn't know Truffaut very well but will be more inclined to listen to the PCs if they mention her.

Today Biorn acts as helmsman on Saga and is responsible for general order onboard. He is a

taciturn and determined bear who may have violent outbursts if provoked. Biorn does not participate in the showboat's performances.

Rank: 4

Attributes: Strength 4, Agility 4, Wits 3, Instinct 2

Skills: Endure 4, Force 2, Fight 3, Scout 4

Animal Powers: Fleet Footed, Predator

Gear: Grappling hook (counts as a scrap knife in combat)

Artifacts: Binoculars, map of the Zone, compass

ALICE ACTON

Alice Acton belonged to one of the lesser Houses in Elysium I, and struggled for a long time to make a name for herself as an actress and singer in the enclave. Ironically enough, her big break didn't come until after the fall of the enclave.

After wandering aimlessly through the Zone she eventually arrived at Dawnville, where she met Morgan Morningstar and his showboat. Since that day she has become the showboat's brightest shining star. Her name has begun to spread throughout the settlements of the Zone, since her voice is said to be able to evoke tears from even the hardest stalker.

Morgan and Beatrice appreciated Alice for the crowds she drew to the showboat. Morgan has begun to change after their visit to Dawnville, however, and Beatrice suspects Alice to be behind the change. Alice has noticed the change in Morgan as well and is very troubled by the situation.

Reputation: 5

Attributes: Strength 2, Agility 4, Wits 3, Empathy 5.

Skills: Endure 2, Move 2, Shoot 2, Sense Emotion 3, Manipulate 5.

Talents: —

Contacts: —

Gear: Laser pistol (hidden in a leg holster during the performance, otherwise hidden under the pillow in her cabin), E-pack.

ARTIFACTS

On the lower deck, by the stage in the aft, there is a Generator and a Battery. In Morgan and Beatrice's cabin there is a First Aid Kit, a Coffee Maker and

**BIORN**

OTHER NPCs ON THE SHOWBOAT SAGA

NAME	POSITION	ATTRIBUTES	SKILLS	ABILITIES	TALENTS	MISC.
Hardy	Actor, composer and pianist	Strength 2 Agility 3 Wits 4 Empathy 4	Comprehend 2, Manipulate 3	Parasite	Performer	Mutated human
Alan	Actor and musician	Strength 3 Agility 2 Wits 3 Instinct 4	Manipulate 4	Warning Call	Performer	Mutated dog
Janus, laia, Otho	Actors, musicians and dancers	Strength 2 Agility 4 Wits 3 Instinct 4	Sneak 2, Move 5, Manipulate 2	Janus: Fast Reflexes, laia: Nocturnal, Otho: Tail	Performer	Mutated cats. laia carries the artifact guitar
Steben STE-852	Handyman	Servos 3 Stability 3 Processor 3 Network 3	Overload 2, Force 5, Assault 3, Scan 3, Analyze 3, Question 2, Repair 2	Extra Arms, Wire System, Medical Unit	Hydraulic Crane	Robot
Galp and Prolo	Machinists	Strength 5 Agility 3 Wits 2 Empathy 3	Jury-Rig 1, Endure 1, Force 3	Galp: Amphibian, Prolo: Human Magnet	Tinkerer	Mutants. Galp carries the artifact wrench.
Reinard	Chef	Strength 3 Agility 3 Wits 3 Empathy 3	Endure 3, Fight 2, Know the Zone 3	Four-armed	Zone Cook	Mutated human. Carries a butcher's knife (counts as a scrap knife).
Diderik, Erme, Rupert and Lana	Sailors, bartenders and waiters	Strength 3 Agility 3 Wits 3 Agility 3	Move 2, Sense Emotion 1	Random ability		Diderik and Erme are mutants. Rupert is a mutated rat and Lana is a non-mutated human.

three packets of Coffee. Inside the lounge there is a Comic Book (The Phantom).

WATER AND GRUB

Aboard Saga is enough grub and water to sustain the crew, the ensemble and half a dozen passengers for a week.

EVENTS

There are many ways to encounter the showboat Saga in the Zone. The easiest way is to have the boat arrive at the PCs' own settlement to perform a play there, but the PCs may also come across the boat during their travels. Below, several possible events involving the showboat are described.

SAGA ARRIVES

Saga arrives at the PCs' settlement to give a performance. The robot Steben puts up posters advertising a play the following evening, while the remainder of Saga's crew sets up a ticket box and a market stall by the gangway, lit by colorful lanterns. The price of admission is one bullet.

Saga's arrival sparks great interest throughout the settlement. When people see the posters advertising the play it evokes laughter and derision but also concern in some. The theme of the play is to mock and ridicule one group of the Zone's inhabitants – human mutants, animal mutants, robots or enclave humans. Choose a class that there are few or none of in the settlement. See examples of the theater posters on page 10 – these can also be downloaded from the Free League website.

PROTESTERS

The morning before the performance, angry shouts are heard from the showboat. A number of individuals belonging to the class to be mocked in the play have gathered by the gangway, shouting wildly. Use typical stats for the class in question. The protesters are equipped with blunt instruments, but otherwise unarmed.

Biorn and Beatrice are keeping the angry protesters at bay and are supported by several people from the PCs' settlement who shout taunts at the protesters. The tensions are palpable. One protester is especially angry and acts as the leader – give this protester a suitable name and description, depending on the class he belongs to.

Suddenly, an empty bottle flies through the air and hits Beatrice in the head. She coolly responds by dropping the leader of the protesters with a haymaker.

The PCs can attempt to mediate (roll for Manipulate) to stop the situation from deteriorating into a riot. Regardless of whether they succeed or not, Morgan will eventually appear on deck and address the crowd.

"Dear Zone-dwellers, dear audience, let us stop bickering. The purpose of our little performance is not to spite anyone. We are only here to spread laughter and merriment, don't take it so seriously. By acting this way, you are only proving that we are right."

Morgan's words only fuel the anger and a fight breaks out. The PCs can participate if they want. Biorn and Beatrice will eventually manage to drive away the protesters and their leader, who retreat a short distance to lick their wounds and continue their demonstration.

VISIT ONBOARD

The PCs may want to board Saga ahead of the performance, especially if they are on a mission from Truffaut to investigate Saga and Morgan Morningstar. Beatrice and Biorn guard the gangway, but if the PCs are friendly and pleasant (Manipulate +2) they will be allowed onboard.

"Morgan" greets them, and proudly guides them around the boat. They are allowed to see anything they want and are introduced to the crew

and ensemble, including Alice. Morgan answers all questions amiably. When it comes to Dawnville he doesn't have much to say:

"Pleasant place, a real bastion of culture in the Zone. We played three shows there, full house every night. Definitely worth a visit!"

Morgan claims to know nothing about the Army of Dawn or General Sari.

"I am a man of culture, not a fighter – that part is played by my dear wife."

Beatrice almost never leaves her husband's side. The PCs may notice that she constantly shoots worried glances at him. Beatrice's eyes darken when the PCs are introduced to Alice, which they can notice with a successful Sense Emotion.

If the visit ends well, Morgan invites the PCs to stay onboard until the performance.

A TROUBLED WIFE

If the PCs take Beatrice off to the side and talk to her, they are met by a torrent of pent up anxiety. Beatrice says that Morgan hasn't been himself the last couple of weeks. His plays have changed, becoming mean and derisive instead of humorous and optimistic. Strangely enough, Beatrice says this appears to amuse Morgan. He has also become more distant and talks to himself (this is actually the Discord Unit reporting to Proteus via the comm radio).

If the PCs ask when the change began, Beatrice says it was around the time of their visit to Dawnville. Morgan was invited by Sari, who's the boss there, to perform his plays. Beatrice harbors a strong suspicion of who's behind the change in Morgan – the new actress Alice, who according to Beatrice completely lacks talent but still gets all the attention. Morgan met Alice during the visit to Dawnville, and she soon joined the acting troupe.

Beatrice hasn't said anything regarding her misgivings about Alice to Morgan or anyone else, since she's been afraid that it would be perceived as jealousy.

COVERT INVESTIGATION

If the PCs visit the boat, they may want to sneak around on Saga and search the cabins. There are only two suspicious items to be found:

- ❑ A comm radio under Morgan's bed. He uses this to communicate with Proteus. If the PCs attempt to call on the set frequency, a sullen voice replies. It is Proteus, and he demands a report. Let players answer as best they can. However, as soon as they speak, Proteus realizes that it's the wrong person on the other end and immediately terminates the conversation.
- ❑ A laser pistol under the pillow on the bed in Alice's cabin (before the play). She has carried this all the way from Elysium I, and she only uses it in self-defense.

During their investigation, the PCs may also happen to hear Morgan mumbling to himself on the top deck or some other secluded place. This is the Discord Unit reporting the latest news to Proteus. This may happen even if the PCs discovered "Morgan's" comm radio, but only if they left it where they found it. If the PCs confront Morgan about the comm radio or his mumbling, he puts on a wide grin and says that it is just "a funny gizmo" that he found in the Zone and enjoys playing with. *"Who knows, maybe some other Morningstar out there in the Zone will answer someday."*

THE PLAY

It's finally time for the grand performance. It's sold out and the area in front of the stage is crammed with people. The PCs may notice three of the protesters, including their leader, in the audience. They don't look happy.

Morgan Morningstar steps out onto the stage with a dazzling smile. He presents the entire ensemble, including Beatrice and Alice. Then the play begins. It is a simple farce, mainly containing cheap jokes at the expense of the singled-out community. Most members of the audience happily laugh along, but a few are clearly angered and some even leave the room.

Halfway through the performance the protesters start booing and catcalling. Soon, more people join in, while others angrily shush them. Shoving and minor disputes break out. Let the PCs participate or try to defuse the situation if they want to. Biorn gets up on the stage as a guard.

The final scene approaches, and the curtain closes for the last scene change. Suddenly, the stage is lit by a flash of light behind the curtain, followed by a loud scream. The curtain is drawn back, and in the middle of the stage lies Beatrice, dead, with a charred wound in her torso. Alice stands on the stage, screaming. Morgan comes running and falls to his knees next to his wife. An uproar ensues. Some in the audience accuse the protesters of having murdered Beatrice. The atmosphere of a lynching starts brewing.

Let the PCs handle the situation however they want. If they examine the body, they can establish that Beatrice is dead, shot in the heart by a laser beam. "Morgan" acts devastated and asks the PCs to "capture and punish the murderer, no matter what it takes." He then collapses in mock grief and is led to his cabin by Biorn.

If the PCs want to, they can force the audience to stay on the boat to prevent the murderer from escaping. In that case Biorn takes up a post at the gangway, blocking it off. Hindering some or all the guests from leaving the boat is also a great way of stopping the protesters onboard from being lynched by an angry mob that thinks they are responsible for the murder. Otherwise, they will be found dangling from the nearest Zone tree in the morning (see below).

MURDER INVESTIGATION

The PCs may perform the murder investigation however they want. They can question witnesses and suspects. The ensemble is very saddened and distraught by Beatrice's death and will help the PCs as best they can. "Morgan" shuts himself away in his cabin and doesn't want to talk to anybody but will let the PCs in if they insist.

The truth behind the murder is of course that "Morgan" himself is the culprit. The Discord Unit realized that Beatrice had grown suspicious and decided to kill two birds with one stone – get rid of Beatrice while at the same time whipping up hatred towards the community that the play is about, by pinning the murder on the protesters.

A couple of important testimonies that the PCs may hear:

ALICE



❑ Morgan says that he saw Alice with a laser pistol in a holster under her dress shortly before the show. He says that he wondered why, but that he didn't have time to ask her. It was in fact "Morgan" himself who urged Alice to arm herself before the show, with the motivation that it might be a rough audience. The deceiver's true motive was to turn Alice into a scapegoat for the murder. The PCs might attempt to determine if "Morgan" is telling

the truth by rolling for Sense Emotion. If the roll succeeds, the PCs suspect that "Morgan" isn't telling the whole truth, but they can't discern what he is lying about or what he has left out. "Morgan" also carries a laser pistol, in a shoulder holster hidden under his jacket. This is the real murder weapon.

❑ Biorn was out on the stage as a guard when the murder occurred. Biorn says that shortly before the performance he also saw Alice

with a holstered pistol from the Old Age. He doesn't think that she's guilty, however, but instead suspects the protesters – even though he didn't see anyone from the audience sneak backstage. Biorn has also noticed that Morgan has been acting strange as of late.

- ❑ No one in the ensemble saw the actual murder. It was dark behind the stage when the shot went off. Everyone in the ensemble (including Morgan) was nearby, so no one (except Biorn) can be ruled out. No one saw any strangers sneaking around backstage at the time of the murder. Some – Hardy, Iaia and Steben – have seen Alice with an Old Age weapon. Hardy and Iaia believe that Alice is guilty and that jealousy and rivalry over Morgan was the motive. Steben doesn't have a clue.
- ❑ Some in the ensemble and crew – Janus, Reinard and Lana – have noticed “Morgan's” changed behavior. They are very concerned by this, and Janus goes so far as to suspect Morgan of murdering his own wife.
- ❑ Alice is devastated by the murder of Beatrice. If the PCs question her directly after the murder, she still carries her laser pistol in a concealed holster under her dress. Otherwise, she tries to hide the weapon under the pillow in her cabin for fear of being suspected. Alice says (truthfully) that it was Morgan who urged her to arm herself with her laser pistol during the performance, in case the crowd got out of control. Rolling for Sense Emotion, the PCs can sense that Alice is telling the truth. Alice doesn't know Morgan from before the visit to Dawnville, but feels that the atmosphere in the audience has become increasingly aggressive during the shows lately.

LYNCHINGS

If the PCs take too long solving the murder, the atmosphere in and around their settlement will deteriorate rapidly. A lynch mob is formed and starts to harass the people who protested the play, as well as all other individuals in the area belonging to the same class. They are accused of being

behind the murder of Beatrice and of being generally untrustworthy.

The protesters fight back, and scuffles erupt on several occasions. The PCs can engage in this if they want to. The day after the murder several protesters are lynched and found dangling from a tree out in the Zone.

If the murder isn't solved, the situation escalates. A nearby settlement dominated by the same class as the protesters has gotten word of the whole thing. An armed mob converges on the settlement where Saga is anchored. The whole thing may turn into an all-out war between the settlements, unless the PCs manage to defuse the situation.

THE END

In the end, the PCs will most likely expose “Morgan” as the murderer. If the Discord Unit suspects that it has been exposed, it will attempt to sabotage the boat by rigging the steam engine to explode. Anyone who stands in its way risks suffering the same fate as Beatrice. If the PCs attempt to detain the robot, it will try to escape into the Zone. As a last resort, it will fight.

If the PCs are having trouble solving the case, you can help them by having someone from the ensemble come to them and tell them that they just heard Morgan mumbling in his cabin. The person suspects that Morgan has gone mad with grief and they are afraid that he is going to hurt himself. If the PCs go there, they can catch “Morgan” red-handed as he's reporting to Proteus.

If the PCs fight or chase “Morgan,” they might realize that he isn't human as he exhibits superhuman abilities. If they defeat the Discord Unit in combat, they will realize that it is a robot. Where the real Morgan is – or if he's always been a robot – no one in the ensemble can say. After a time of grief, the ensemble decides to continue their tour with Saga, choosing Alice to be the new theater director.

If the PCs succeed in solving the murder they can, at least temporarily, douse the spark of unrest flaring to life between the communities in the area. A seed of distrust has been sown by the Discord Unit, however – a seed that will continue to grow for many years to come.





BATTENBURG'S TRADING POST

The merchant Oscar Battenburg, an escapee from Elysium I, has quickly made a name for himself in the Zone. From his trading post he runs a lucrative business that deals mainly in slaves and artifacts from the Old Age.

In a prison cell at the trading post, the PCs can meet a captive infected with the Red Plague (see effects of the disease on page 8). They can also encounter a seed pod from the Killer Tree in Biobunker VII (see page 92). They may also catch a glimpse of Sari, the general of the Army of Dawn, who is visiting the trading post just as the PCs arrive.

The PCs can find their way to the trading post with the help of the Zone Rider Amaltea (see page 12), using Truffaut's map (see page 17), or get directions here from one of the Zone's inhabitants. The PCs can also simply run across the trading post on their journey through the Zone.

OVERVIEW

In the distance the PCs see smoke rising from a small settlement. In a crater created by some

weapon of mass destruction from the Old Age, a few simple structures have been erected. In the middle of the crater there is a large vehicle from the Old Age with a cabin at the back. It has a sandbag gunner's nest on the roof.

Close to the old motorhome stands an open tent and next to that is a tall pole with a small wind turbine at the top. The pole is connected to a large gizmo on wheels that emits a low hum. Frayed clothing flaps from a line and some animals root through the frozen mud in an enclosure. There are two openings in the crater wall. Next to one of them is a small shed of worn blue plastic.

When the PCs arrive at the trading post, the place is busy. About a dozen Dawnsoldiers are boarding an airship with as many slaves. The soldiers are alert.

In the open tent, Oscar Battenburg is just about to close a deal with Sari, the general of the Army of Dawn (see the image to the left). The PCs would do well to remain hidden until after Sari and the soldiers leave with the slaves on the airship, which they do in just a couple of minutes. See the heading Events for suggestions on how the situation can develop.

If the PCs attempt to Sneak into the trading post they must win an opposed roll against Harold's Scout, since the mutant hare is on constant guard in the gunner's nest on top of the motorhome. If the infiltration occurs while Sari and the Dawnsoldiers are still there, the PCs get a -2 modification to their rolls.

THE SITUATION

Oscar has built his business on trade between the settlements of the Zone. He deals in everything from grub to scrap and artifacts – but his greatest source of income comes from slavery.

Oscar's underlings infiltrate various settlements in the Zone and then kidnap victims that will command the best prices, preferably when they are on an expedition in the Zone and easier to capture. Oscar often bribes suitable individuals in the settlements to lure victims outside, within reach of his slavers.

Oscar temporarily imprisons the slaves at his trading post, where each new auction sees his stock sold to the highest bidder, for example the Chairman in The Other Ark, the Helldrivers, the Nova Cult (see the *Mutant: Year Zero* core rulebook) and the Brain Ring (see *Zone Compendium* 5).

Recently, a new customer with considerable funds has appeared. It's the boss Sari from the Ark of Dawnville, procuring large amounts of slaves for her growing army.

LOCATIONS

Oscar Battenburg's trading post is housed in an old bunker that was bombed during the Enclave Wars. Most of the bunker is gone, but some parts remain and are used by Oscar as housing, offices and prison cells for slaves.

Described below are the different locations in the trading post. At night the area is lit by a line of colorful light bulbs that hangs between the tent, the motorhome and the outhouse.

OSCAR'S AUDIENCE TENT

An open party tent raised on four poles. Oscar receives his customers while sitting on a worn-down, Old Age leather couch. On the other side of his old

THE INFILTRATOR

The GM may choose a suitable NPC in the PCs' settlement to be an infiltrator who has lured several inhabitants into the Zone. Once there, Steve or Harold will kidnap the unsuspecting inhabitants and haul them off to the dungeon in the trading post. Read more about the disappearances on page 9.

camping table are two chairs for visitors. Next to the sofa there is an ancient cooler. Inside the cooler is an old Soda Can (artifact, see *Mutant: Year Zero*).

HAROLD'S MOTORHOME

A dented door leads into the old motorhome which is crammed with junk that Harold has collected. The place hasn't been cleaned for months and a musty stench fills the interior. In a moldy, but miraculously still functional, refrigerator are three tins with ancient asparagus soup (four rations of grub in each) and a plastic can with six rations of water.

A hatch in the ceiling leads to the gunner's nest built on the roof. The nest provides Armor Rating 7.

The motorhome has stood still for many years, but a successful roll for Jury-Rig or Tinker can get it moving again. The tank is empty, however. The engine runs on booze and consumes one ration per Zone sector traveled.

WIND TURBINE

A simple wind turbine built from scrap and a connected Generator (artifact) provide the motorhome, the cells and the living quarters with electricity. At night the, entire area is lit. The generator is equipped with wheels but is too heavy to carry. The PCs can hitch it to the Rhinoceros or some other vehicle.

NET TRAP

A raised net that Ronny uses to capture Zone birds.

SCRAP HEAP

A big pile of scrap that Oscar has bought or collected from the Zone. A PC who searches through

the pile gets to roll D6 times on the scrap table (page 262 in the *Mutant: Year Zero* core rulebook). With a successful roll for Scout, the PC will also find a random artifact that Oscar has overlooked.

RAZORBACKS

In this enclosed area, Oscar breeds razorbacks (see page 180 of the *Mutant: Year Zero* core rulebook). The idea occurred to him after he caught two of the animals out in the Zone. The piglets are aggressive, but still small and relatively harmless (Strength 2). The mutant bear Steve has been tasked with feeding the animals and shoveling their dung.

OUTHOUSE

A tiny structure made of time-worn blue plastic.

CELLS

In the cells, Oscar keeps those slaves still waiting to be sold. The prisoners are guarded around the clock by the mutants Ogust and Leida, who take turns keeping watch.

1. Guard Room. A dimly lit corridor leads from the crater to a tiled, rectangular room. At the far wall there is an untidy, metal bunk bed. In the middle of the room two chairs are arranged around a rickety table. On the table there are 2D6 bullets, a deck of cards, a key-ring and an old magazine (the artifact *Lifestyle Magazine*). Two passages branch off the guard room. Ogust and Leida can usually be found here. Most of the time, one of them is asleep.

2. Collapsed Corridor. A short distance into this darkened corridor, the way ahead is blocked by a cave-in.

3. Corridor. A darkened corridor that runs in the shape of a U around the guard room. This corridor also ends in a cave-in. Eight robust metal doors are set into the walls of the corridor. A hatch on each cell door makes it easy to safely monitor the prisoners without needing to enter their rooms. Screams and wails come from the cells and can be heard in the corridor outside.

4. Cells. Each cell is a cramped, concrete room containing a simple bunk mounted to the wall and an odorous bucket. Three of the cells are occupied:

- ❑ An NPC who has disappeared from the PCs' settlement (see page 9). The individual is in bad shape and counts as broken.
- ❑ A humanoid seed pod from the Killer Tree (see page 92). The seed pod escaped Biobunker VII but was captured by Oscar's underlings. Read more under Events.
- ❑ An unfortunate individual who Oscar has infected with the Red Plague on Sari's orders. The victim screams and pleads for help upon seeing the PCs. Read more under Events.

LIVING QUARTERS

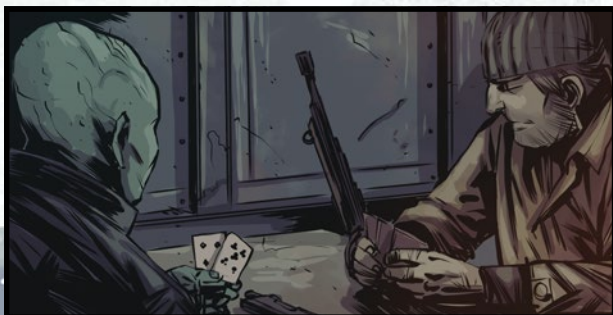
Oscar, Steve and Ronny sleep in the living quarters. They also gather here for communal meals. In a sealed room, Oscar stores precious artifacts. Running along the floors in the rooms and corridors are electric cables connected to lamps and the technological machines in the area.

1. Kitchen. A passage leads to a room dominated by a large metal table surrounded by chairs. In a corner is a kitchenette and a refrigerator. Lying on the table are plastic plates covered in food scraps. The sink is filled with unwashed plates and plastic cups. Inside the refrigerator are seven tins of hot dogs (three rations of grub in each) and a bottle with ten doses of booze. On the sink sits the artifact *Coffee Maker* (see *Mutant: Genlab Alpha*) and next to it is a plastic can with a tap that contains 16 rations of water. In a cupboard are D6 packets of coffee.

2. Bedroom. Inside the room are two metal beds. The beds are unmade, and the air is stale. In a locker are a couple of worn coats and a pair of dungarees. Additional clothes and a spiked bat lie on the floor. Lying on one of the beds is the artifact *Teddy Bear* (see *Mutant: Genlab Alpha*).

3. Living Room. A large, dirty sofa dominates the room. Against the opposite wall is a working TV with a built-in videocassette recorder. On a greenish glass

BATTENBURG'S TRADING POST



CELLS





LIVING ROOM




OSCAR'S OFFICE

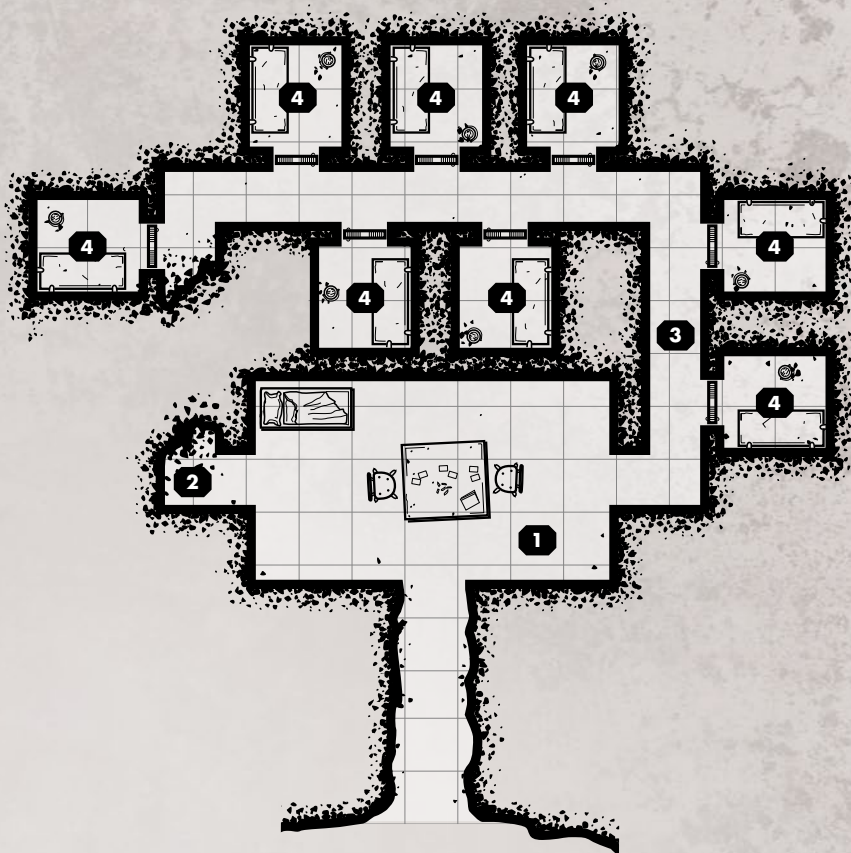


BATTENBURG'S TRADING POST

CELLS

1. Guard Room
2. Collapsed Corridor
3. Corridor
4. Cells

 1 x 1 yard



LIVING QUARTERS

1. Kitchen
2. Bedroom
3. Living Room
4. Storage
5. Oscar's Office

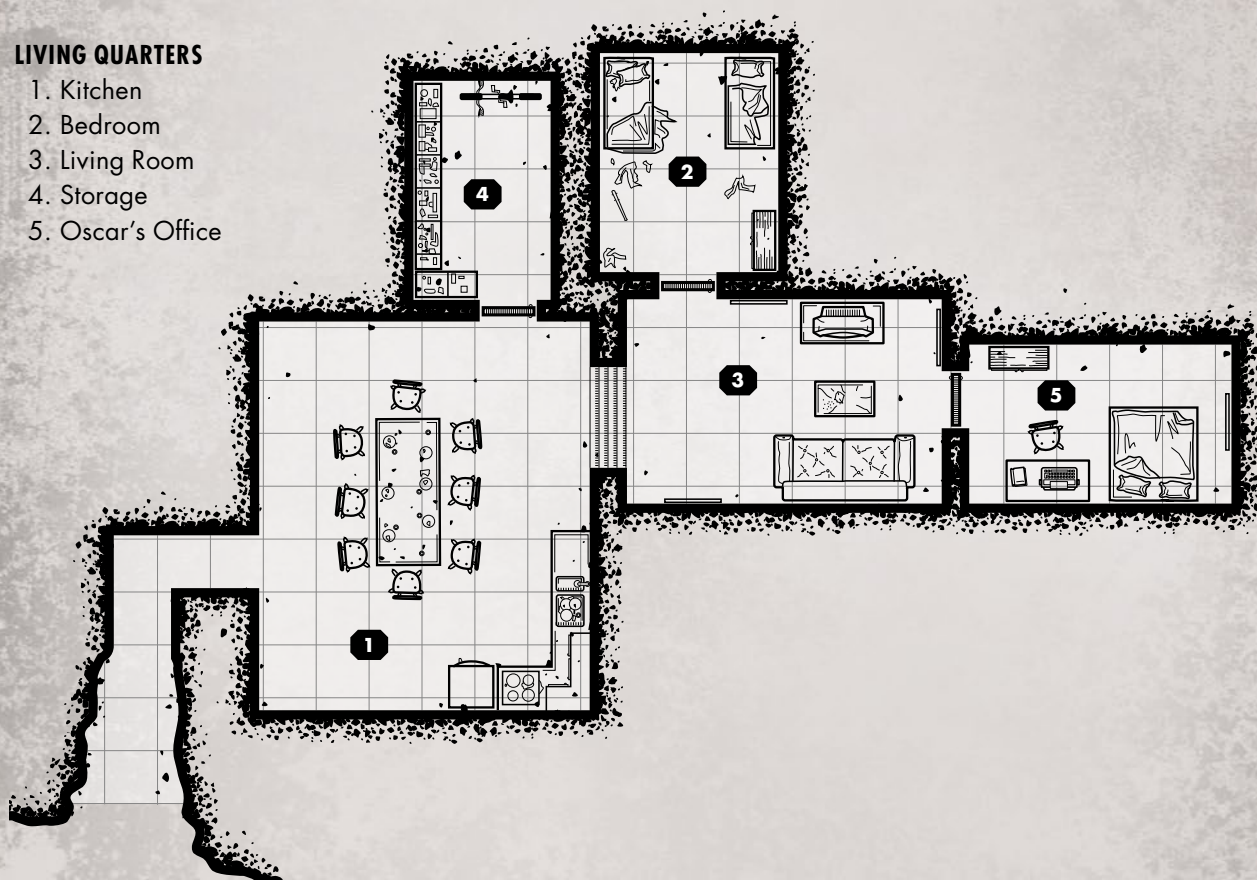


table are many small pellets in different colors. On the walls are colorful Old Age movie posters. The mutant hamster Ronny spends most of his waking time lounging on the couch. The couch counts as the artifact Armchair (see *Mutant: Genlab Alpha*). Next to the TV lies a pile of video cassettes with classic movies like *Kelly's Heroes* and *Where Eagles Dare*.

4. Storage. The door to the room is locked (Oscar has the key). On the other side is a narrow room full of shelves crammed with gadgets and artifacts. Leaning against the wall in the back of the room is the artifact Bicycle. On the shelves, the following artifacts can be found:

- ❑ First Aid Kit (see *Mutant: Year Zero*)
- ❑ Binoculars (see *Mutant: Year Zero*)
- ❑ Chainsaw (see *Mutant: Year Zero*)
- ❑ Carton of Cigarettes (see *Mutant: Genlab Alpha*)
- ❑ Hockey Mask (see *Mutant: Genlab Alpha*)

The PCs may also roll D6 times on the scrap table on page 262 in the *Mutant: Year Zero* core rulebook.

5. Oscar's Office. A room with muted lightning, where a wooden desk shares the space with a large water bed covered in black sheets. On the desk is a typewriter and next to it is a thick book. On the wall is a painting depicting people carrying their boss on a stretcher through a snow-covered mountain landscape (the artifact Painting). In the desk drawer is a bottle of Antidepressants (artifact). The book is a ledger where the mutant hamster Ronny accounts for all of Oscar's business dealings. With a successful roll for Comprehend the PCs can notice buyers like the Nova Cult, the Helldrivers and the Brain Ring. Maybe one of the bosses from the PCs' own settlement is noted in the ledger. The last few pages of notes are dominated by purchases made by the Army of Dawn.

NPCS

When the PCs arrive at the trading post the general of the Army of Dawn, Sari, and about a dozen Dawnsoldiers are there. Sari is described on page 75, Dawnsoldiers on page 14.

OSCAR



OSCAR BATTENBURG

Oscar Battenburg belonged to one of the lesser Houses in Elysium I. The family fell out of favor with the ruling Houses after one of their ore works exploded, costing several workers their lives. The Battenburg family was banished to the Catacombs and Oscar was the only one to survive and escape to the surface world after the fall of the enclave.

Since that day, Oscar has harbored the deepest contempt for other enclave humans. He is bitter and unscrupulous. The only person close to him is the mutant bear Steve. They have been together since shortly after Oscar reached the surface world.

A difficult life and the Rot have left their mark on Oscar's appearance. His pale skin is marred by green blotches and his real teeth are long gone – replaced by wooden ones that rattle unpleasantly when he talks. The decay caused by the Rot makes it difficult for Oscar to hold down his food and he spends a lot of time in the trading post's outhouse.

To Oscar bullets talk when it comes to business, but he greatly respects and fears the Army of Dawn. It would require considerable coercion to make him betray Sari.

Reputation: 6

Attributes: Strength 2, Agility 4, Wits 3, Empathy 5.

Skills: Sneak 4, Fight 2, Move 4, Shoot 4, Scout 3, Comprehend 3, Know the Zone 4, Sense Emotion 1, Manipulate 5.

Talents: Backstab, Coward.

Biomechanics: Machine Arm.

Gear: Machete, three cigars, matches, key to the storage room.

Artifacts: Gyrojet Pistol (four rockets), Kevlar Vest, Hand Grenade, Perfume Bottle.

HAROLD

Harold was once the leader of the hares in Paradise Valley (see *Mutant: Genlab Alpha*). He fought to increase the status of the hares in the Rabbit Warren. As Harold's influence grew, the general of the rabbits, Rotus, began to see him as a threat. Rotus managed to reveal Harold's greatest secret – that he is "tainted," and has unnatural mutant abilities.

Harold was almost lynched and fled the Rabbit Warren. Since that day he has loathed all mutated rabbits, but he holds a special hatred for their leader, Rotus. Harold fled Paradise Valley after the fall of the Watchers and drifted around the Zone until he one day met Oscar.

Harold gets on well at the trading post but feels no real loyalty towards Oscar. In secret, he dreams of rallying the hares of the Zone to go to war with the rabbits and General Rotus.

Harold likes things that explode. He is more than happy to scare people witless with his Old Age firecrackers and uses them to distract enemies in battle.

Rank: 0

Attributes: Strength 3, Agility 5, Wits 2, Instinct 2.

Skills: Sneak 1, Move 3, Shoot 4, Scout 4.

Talents: Sharpshooter.

Abilities: Fast Reflexes, Flight Response, Insectoid.

Gear: Package of twelve firecrackers.

Artifacts: Hunting Rifle (eight bullets), Cigarette Lighter.

STEVE THE BEAR

Steve was born with four arms. His parents were aghast and tried to hide his mutation from the rest of the Bear Tribe in Paradise Valley. This became increasingly more difficult as Steve grew older. When the other bears tried to banish Steve from the clan, Wildpaw (now Truffaut the Younger) stood up for him, and the two formed a special bond.

During the escape from Paradise Valley, Steve got separated from the Bear Tribe and for a long time he wandered the Zone alone. One day, Steve met Oscar Battenburg, who saw potential in the big



STEVE



bear. Today, Steve views Oscar as his patron and obeys him blindly.

Steve is a gentle soul and looks after the dumb animals of the trading post with great care. He also tends to treat the slaves with kindness and is often scolded by Oscar for this. If Steve is provoked his gentle nature shifts to a violent fury. He'll defend Oscar with his life (see Oscar's Coward talent).

Rank: 1

Attributes: Strength 5, Agility 4, Wits 1, Instinct 3.

Skills: Endure 2, Force 4, Fight 4.

Talents: Slugger.

Abilities: Huge, Predator, Four-Armed.

Gear: Crowbar (counts as a baseball bat), heavy scrap armor (heavy item, Armor Rating 5).

RONNY THE HAMSTER

The mutant hamster Ronny enjoys the finer things in life. He is wily and managed to avoid manual labor and hardship during his childhood in Paradise Valley. Ronny is clever and is good with numbers.

Ronny was separated from his kin in the Rat Tribe during the exodus from Paradise Valley. He likes it here with Oscar, avoiding hard labor with the excuse that he is much better suited to handling all of the trading post's accounts. Should he see an opening for a more leisurely existence, he will gladly choose that path.

Ronny's unexpectedly large body mass is a result of his lifestyle. He always wears a knocked-up bowler that he has gotten from Oscar.

Rank: 3

Attributes: Strength 3, Agility 2, Wits 5, Instinct 4.

Skills: Shoot 2, Comprehend 5, Sense Emotion 4, Dominate 1.

Animal Powers: Furry, Sixth Sense.

Gear: Seven bullets (of which he stores five in his cheeks), ball-pen.

Artifacts: Semi-Automatic Pistol.

OGUST AND LEIDA

Ogust and Leida are two mutants that Oscar recently hired to help with his expanding business. The two mutants are loyal as long as they get their grub and bullets. Leida is bald and has green skin. She is

usually dressed in a black leather coat. Ogust suffers from Rot damage and always wears a dirty ski cap.

Attributes: Strength 3, Agility 3, Wits 2, Empathy 3.

Skills: Sneak 2, Fight 3, Move 1, Shoot 2, Scout 2, Sense Emotion 1.

Mutations Ogust: Sonar, Human Magnet.

Mutations Leida: Reptilian, Acid Spit.

Gear: Leida carries a scrap gun, three bullets and a scrap axe. Ogust carries six bullets and a bicycle chain.

Artifacts: Ogust carries the artifact Assault Rifle.

EVENTS

Below are several events that may occur at the trading post.

THE VISIT FROM DAWNVILLE

When the PCs arrive at the trading post, Oscar is just about to close a big deal with General Sari from Dawnville. The PCs would do best to avoid interrupting the transaction. Should the PCs still venture an immediate attack, Sari and her soldiers will retreat to the airship supported by covering fire from its scrap thrower (see *Mutant: Elysium*, page 75). Simultaneously, Oscar and his underlings will counterattack.

ASSAULT ON THE TRADING POST

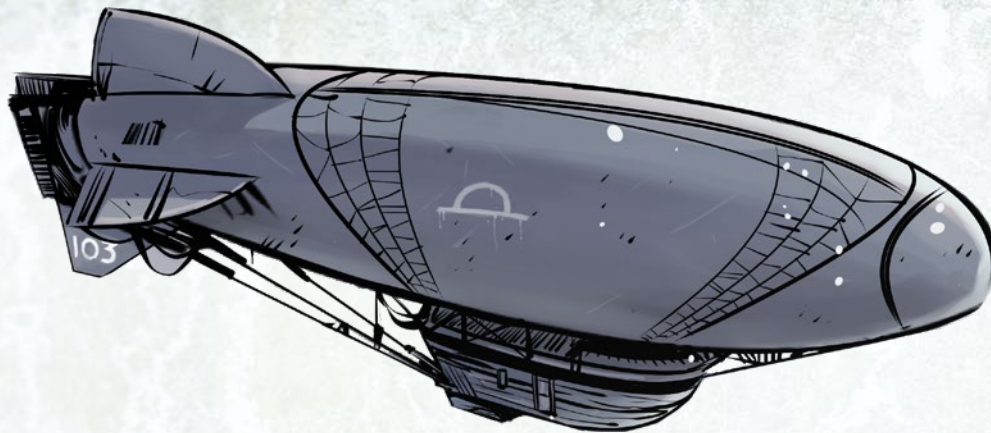
If the PCs wait until the Dawnsoldiers have left the trading post, they have a much better chance at succeeding with an assault. If the PCs attack, Oscar and his underlings will retreat to the housing area. Should the PCs gain a significant advantage (defeating two or more of Oscar's underlings) Oscar will capitulate and attempt to negotiate.

NEGOTIATIONS WITH OSCAR

The PCs can choose to approach the trading post with peaceful intentions. Oscar Battenburg is always interested in a good deal. The PCs are relieved of their weapons and receive an audience with Oscar under the watchful eye of Harold and Steve. Oscar has a disdainful attitude towards the PCs, especially any enclave humans. He may consider buying grub and artifacts and will attempt to negotiate as low a price as possible.

IF SARI DIES

Since Sari is supposed to return later in the campaign it is best if she survives her visit to the trading post. However, should the PCs be skilled enough to defeat her at this early stage, you should allow it to happen. The players shouldn't feel as if some NPCs are immune to harm solely because of the needs of the story. If Sari falls here, Colonel Cerberus (see page 60) will be promoted and take her role as general of the Army of Dawn. If the PCs capture Sari, Proteus will kill her with the control circuit implanted in her brain.



Should the PCs show him the Rhinoceros, Oscar becomes very interested and ingratiating. He wants to buy the vehicle and can pay them handsomely in artifacts, slaves and grub. If the PCs refuse and leave the area Oscar will send Harold, Steve, Ogust and Leida to steal the vehicle.

Oscar is talkative and can reveal a great deal about what is happening throughout the Zone. He is very tight-lipped when it comes to the Army of Dawn, however. If the PCs press him for information, he doesn't know very much. He can tell them that it is a considerable military power in the Zone, that the soldiers travel in airships and that they have a factory that produces a large amount of weapons. He can point out Dawnville and the Garrison on the Zone map.

THE RED PLAGUE

In a cell in the trading pos's prison lies a mutant infected with the Red Plague. Oscar has infected him on Sari's orders, who in turn was given the task by Proteus, who wants to observe the effects of the disease.

If the PCs manage to get inside the prison, they can hear the prisoner's wailing. The prisoner's name is Merk and he is very weak and close to death. He is bleeding from his eyes, ears, nose and mouth and it is difficult for him to speak, but he can tell them that Oscar has been forcing him to eat a red stew.

Should the PCs open the door to Merk's cell, they will witness the horrible effects of the Red Plague. Merk begins to bleed more intensely and shakes uncontrollably. Bloody froth foams from his mouth and his bloodshot eyes appear to be about to pop out of their sockets. Merk pleads with the PCs to help him. If any of the PCs touch Merk they risk being infected by the Red Plague (see page 8). Merk is beyond saving and will die in D6 minutes unless he gets a shot of REGEN.

THE SEED POD

In one of the cells is a humanoid seed pod that escaped Biobunker VII (page 92). The seed pod is hairless and androgynous. It is naked but for a loin cloth and its skin has a greenish tint.

Harold captured the seed pod in the Zone a couple of weeks ago. It can speak but is incoherent when it does so. If the PCs listen for a while, they can deduce that the person comes from a distant bunker and that its "queen" is in danger. Oscar has realized that the seed pod holds vital information and hasn't told Sari about it.

You can choose for yourself if the seed pod can lead the PCs to Biobunker VII or not. You should avoid the PCs going there before visiting Dawnville, but if the PCs get stuck this might be a way to point them in the right direction.





THE GARRISON

The Garrison is both the military headquarters of the Army of Dawn and a base for the airships that Proteus has had constructed. In the Garrison, the PCs can hear about Operation Red Dawn and get information on Biobunker VII. They can also take a closer look at the airships of the Army of Dawn and maybe even ride one of them.

The PCs would be wise to approach the Garrison with caution, however. There are normally some 40 Dawnsoldiers located here, under the command of the ruthless Colonel Cerberus.

The PCs can find their way to the Garrison with the help of Amaltea (see page 12), by reading Truffaut's map (see page 17) or by trailing an airship or one of the Army of Dawn's ground patrols.

OVERVIEW

Even at a distance the PCs see an enormous hangar, 300 feet long and 60 feet tall, looming over the snowy landscape. Floating by the hangar is a sausage-shaped airship, moored with thick ropes to a tall tower. The airship is nearly 150 feet long and has the symbol of the Army of Dawn painted on its side.

The hangar and the mooring tower are surrounded by a scrap palisade, with a watchtower placed by the only gate. Over the gate is a waving flag with the symbol of Dawnville on it. If the PCs successfully Scout the facility, they see soldiers both

in the watchtower and up in the mooring tower, regardless of whether it is night or day.

Before the PCs have time to decide how to proceed, they see a shadow approaching in the sky – an airship coming in for a landing!

Let the PCs roll for Sneak to take cover if they want to, but they run no risk of being discovered yet. The PCs see how the big gates of the hangar slowly open, allowing the airship to gently glide inside.

There are several ways for the PCs to approach the Garrison. They can talk, sneak or fight their way in.

TALKING

The soldiers of the Army of Dawn are very suspicious of strangers. However, the army has added many new recruits lately, and the guards can't keep track of all the soldiers.

The PCs have the greatest shot at tricking their way into the Garrison by wearing stolen uniforms and pretending to be Dawnsoldiers. The guards at the gate will ask them what unit they belong to and where they have been. Let the PCs answer, and roll Manipulate against the guards' Sense Emotion. You can give the PCs bonuses or penalties depending on how well they act.

If the roll succeeds the PCs are allowed to enter. Once inside the garrison area the PCs can move relatively freely. If they do anything irregular, like

entering the officers' mess, they must roll Manipulate again to explain themselves. The PCs also risk being sent on errands or given other orders by any officers they might meet.

Should the PCs fail their roll for Manipulate the guards will summon a junior officer and four additional soldiers, who will apprehend the PCs and take them to the soldiers' mess, where they will be interrogated by Colonel Cerberus. If the PCs resist the soldiers will attack.

If the PCs aren't disguised as soldiers it is very difficult to talk their way into the Garrison (-3 modification), and they will not be allowed to move about freely once inside.

SNEAKING THEIR WAY IN

The PCs may attempt to get inside the Garrison unnoticed. Reaching the perimeter of the scrap palisade requires a roll for Sneak against the Scout of the guards - darkness grants a +2 modification.

Once there the PCs must either pry open a hole using Force, or climb over the palisade with a successful roll for Move. The advantage of prying open a hole is that it only needs to be done once - when climbing each PC must roll separately. Regardless of method, any PCs that attempt to pry/climb must make a new Sneak roll to avoid being spotted by the guards. This roll is more difficult - in the daytime it is rolled with a -2 modification, at night unmodified.

Once inside the perimeter the PCs must be very careful as they move about. During the day the area is crawling with soldiers, and each movement to a new building requires a successful roll for Sneak against the Scout of the guards, made with a -2 modification. At night there are fewer soldiers about, and the rolls for Sneak are unmodified.

FIGHTING

The PCs may choose to simply attack the Garrison. There are some 40 soldiers here, however, so unless the PCs have access to extraordinary amounts of firepower or have managed to gather a small army the attack will most likely end badly.

If a larger battle ensues at the Garrison, it may be helpful to use the rules for attacks against the Ark (see page 114 in the *Mutant: Year Zero* core rulebook). The Garrison has Battle Level 4.

THE SITUATION

The Garrison is an abandoned airstrip from the Old Age that has been transformed into a military headquarters for the Army of Dawn. It is also where the arsenal of breech-loaded rifles used by the Army of Dawn is also produced.

Both Proteus and Sari come here often, but they are not here when the PCs arrive. Colonel Cerberus, however, is inside the airship that arrived at the same time as the PCs. Cerberus comes from Dawnville where Proteus has briefed him on Operation Red Dawn. He has brought documents that may be of great interest to the PCs.

LOCATIONS

Described below are the most important locations in the Garrison. The entire area is covered with snow. At night the only illumination comes from ancient lanterns by the watchtower, the arsenal and the mooring tower. These are powered by electricity from the generator situated near the arsenal.

PALISADE

The palisade around the Garrison is roughly six feet tall and built from all kinds of scrap, such as old sheets of corrugated metal and car wrecks. It is relatively easy to pry open a hole in the barrier (roll for Force) or to climb over (roll for Move).

GATE WITH WATCHTOWER

The watchtower is 15 feet tall, and two soldiers keep watch at the top at all hours. They have an old floodlight powered by the generator by the arsenal, as well as a scrap cannon with four charges. If anyone approaches the gate the guards in the tower summon two other soldiers, who open the gate and inspect the visitors.

MOORING TOWER

This tall tower, built from old metal scrap, is nearly 60 feet tall and sways precariously in the cold Zone wind. Airships can be moored to the tower, if they aren't going into the hangar. Climbing up or down the mooring tower requires a roll for Move. A make-shift ladder mounted to the tower grants a Gear

Bonus of +2. On a failed roll the climber slips and must roll again to avoid falling. If the second roll succeeds the climber manages to hold on but needs help to advance.

There is a guard at the top of the tower at all hours of the day.

HANGAR

This enormous building is a remnant of the Old Age that the Army of Dawn has repaired and expanded. The hangar can house up to four of the six airships under Proteus' command. This is where the airships are maintained and repaired.

The large gates of the hangar are opened by means of an unwieldy crank mechanism. It requires a successful roll for Force, but several people can assist. There is a smaller door at the side of the gate, which stands open most of the time.

During the day there are a dozen soldiers in the hangar and two or three airship pilots under the command of a junior officer. At night the hangar is usually empty, but the patrol guarding the area peaks in every now and then.

Besides the airships, the PCs can find an old wrench (artifact) and D6x100 doses of booze in jerry-cans in here. The booze is used to fuel the engines of the airships.

EXERCISE YARD

An open area next to the hangar where the officers of the Army of Dawn run the troops through drills. Most of the time the junior officers handle this, but sometimes Colonel Cerberus himself leads the drills. He is very strict.

BARRACKS

Soldiers and airship pilots sleep in these long-houses when not on duty. There are twenty simple bunk beds in each barracks. It's cold and drafty inside these buildings.

During the day there are D6-3 soldiers recovering from their injuries in each barracks. At night there are 3D6 soldiers in each barracks – the rest of them are guarding the area or are out on patrol in the Zone.

Each soldier has a simple locker by their bed. If the PCs rummage through a barracks they may

roll D6 times on the scrap table (page 262 in the *Mutant: Year Zero* core rulebook).

SOLDIERS' MESS

A simple shed where the soldiers of the Army of Dawn gather to eat breakfast and dinner. They are served simple Zone porridge for both meals, prepared by the soldiers themselves. There are some hundred rations of grub here, in total.

On the back side of the soldiers' mess is a lockable room which is used as a stockade. The door is reinforced – it can withstand 20 points of damage and has an Armor Rating of 10. Only officers have the keys to the stockade.

WAREHOUSE

Stored in this shed is the equipment of the Dawnsoldiers. Here are some hundred uniforms, D66 metal helmets (see page 14), D66 breech-loaded rifles, 2D6 breech-loaded pistols and boxes of ammunition with a total of D666 bullets.

ARSENAL

A large, sturdy wooden building that houses a workshop, a smeltery and a foundry. The smelter runs around the clock. The din of the machines never ceases, and a perpetual pillar of smoke rises from the building's chimney.

Here they produce the breech-loaded rifles and characteristic metal helmets employed by the Army of Dawn (page 14). During the day an officer supervises about a dozen soldiers working here. At night there are only five soldiers, and no officer.

OFFICERS' MESS

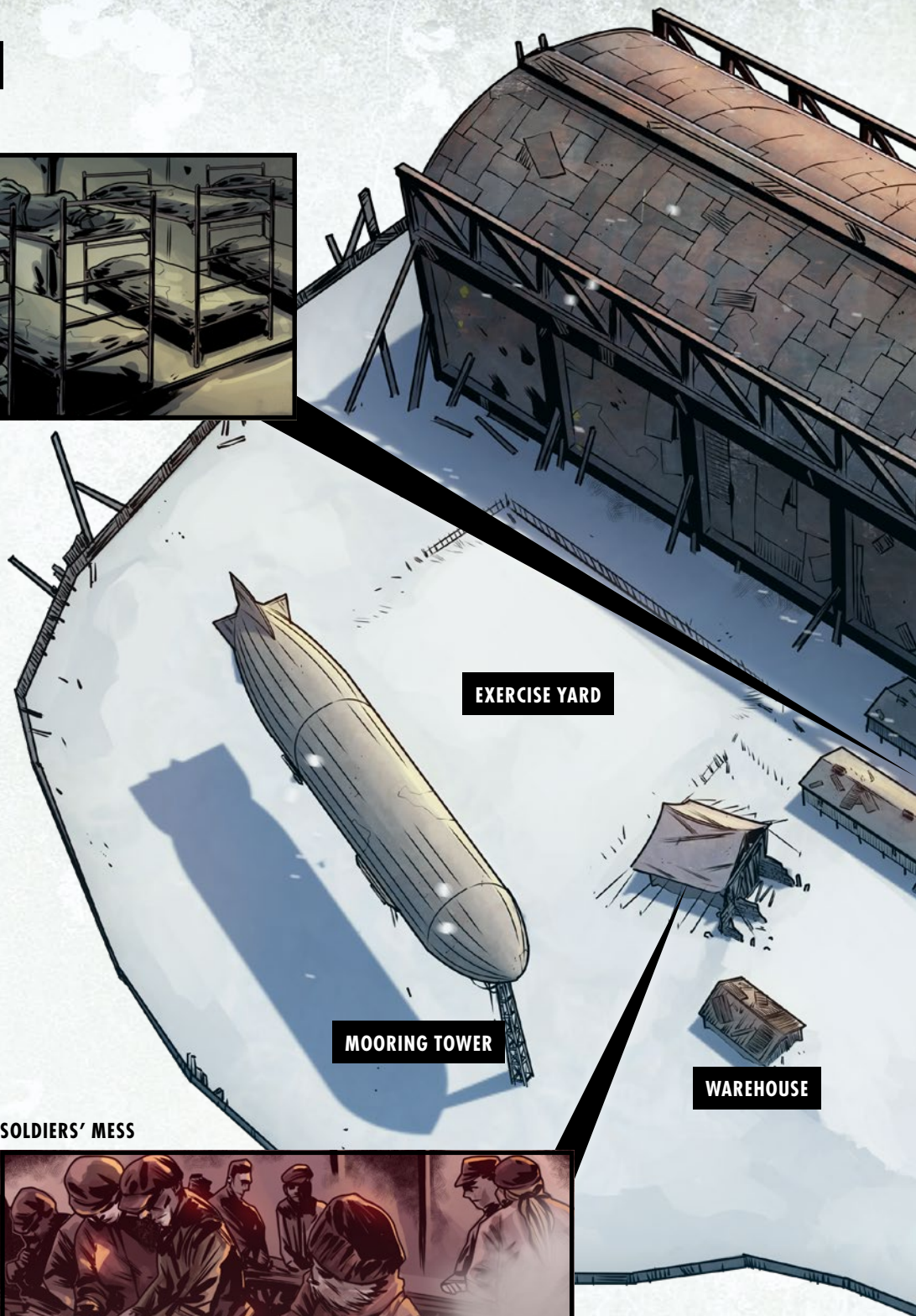
This sturdy wooden building has three rooms – a dormitory with four beds for junior officers, a mess where the officers eat, and Colonel Cerberus' private office and bedchambers. A cozy open fire crackles in the mess by which the officers can warm themselves. See the map on page 56.

In Cerberus' office is a worn desk with maps and documents, as well as D6 bullets and a glass of booze. The room is dimly lit by a paraffin lamp. On the table is a binder marked "Operation Red Dawn." In the binder are several documents:

THE GARRISON



BARRACKS



EXERCISE YARD

MOORING TOWER

WAREHOUSE

SOLDIERS' MESS





GATE WITH WATCHTOWER

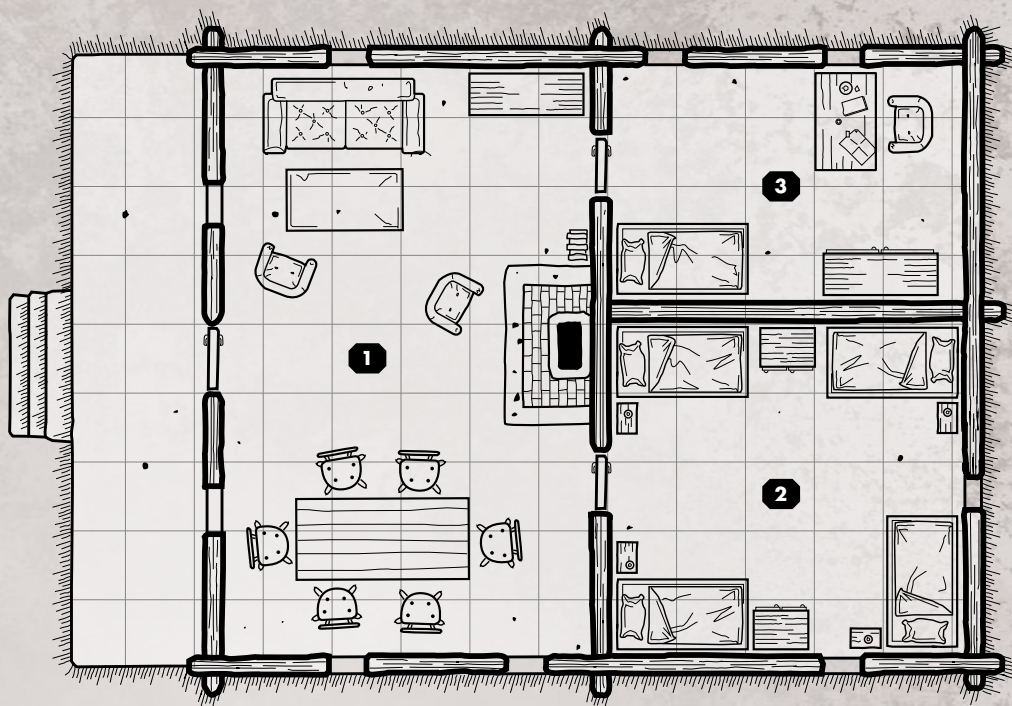
OFFICERS' MESS

04

OFFICERS' MESS

1. Mess
2. Dormitory
3. Cerberus' Office and Chambers

1 x 1 yard



COLONEL CERBERUS



- ❑ A medical journal on a patient infected with the Red Plague as a test of “the weapon.” See Handout #5.
- ❑ An access card to Biobunker VII. See Handout #6.
- ❑ A floor plan of Biobunker VII, which Cerberus has received to train soldiers for guard duty there. The map can aid the PCs in infiltrating the biobunker, but it doesn’t show where the bunker is located. See Handout #7.
- ❑ Several photos of settlements in the Zone. Some photos show the PCs’ own settlement. On the back it says “Target #17, habitat for Alpha Mutants of Project Eden.” Modify this text if other character classes are present in the settlement. There are also photos of Blackhand’s Bar.

HELIOGRAPH

On a small rise is a peculiar instrument consisting of mirrors and cogwheels, approximately ten feet tall. This is a heliograph, which can be used to send messages to Dawnville by reflecting the light from the sun during the day, or some other source of light at night. The heliograph is guarded at all times by a Dawnsoldier.

HANDOUT #5: MEDICAL JOURNAL

SUBJECT A17-5

.....

DAY 1-8:13

47 hours after exposure. The patient exhibits the first signs of infection, including bloodshot eyes and shivers. She complains of thirst and headaches.

.....

DAY 2-21:28

The patient suffers from high fever and chills. She speaks incoherently. Bleeding is observed, from the eyes, mouth, ears and other orifices. The patient no longer wants to ingest any kind of fluids or sustenance. The course of the disease is slower than in previous trials, however. Remarkable how this virus appears impervious to heating. I now have several patients that have been infected despite ensuring the utensils were sterilized.

.....

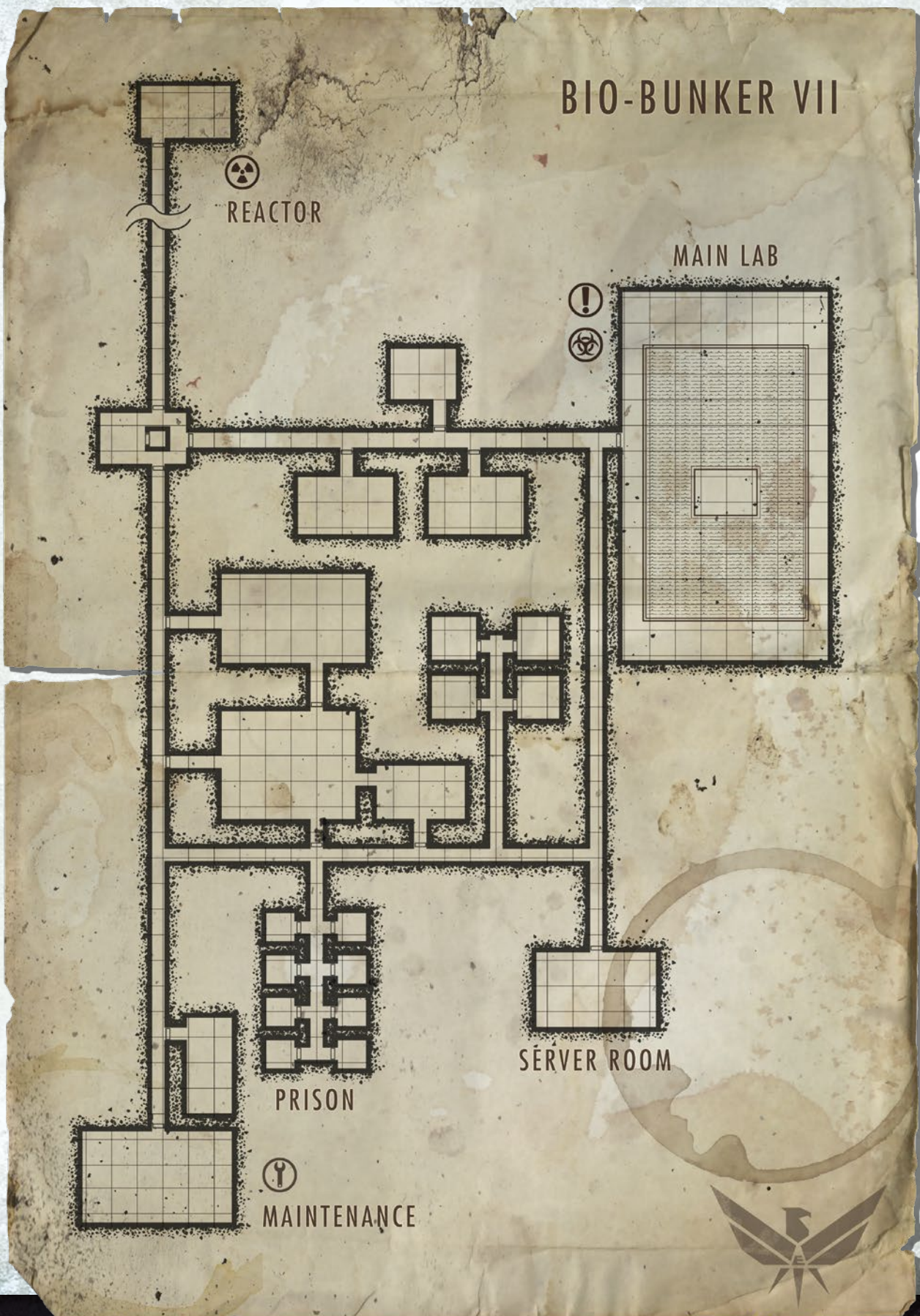
DAY 3-05:46

The patient died at 05:37. The last hours were very dramatic, with violent muscle spasms and cramps. In her final minutes she howled uncontrollably from the pain and looked at me with unseeing bloodshot eyes until she was finally suffocated by all the fluid that had amassed in her lungs. Tissue samples have been secured and are safely stored in the laboratory in Biobunker VII.

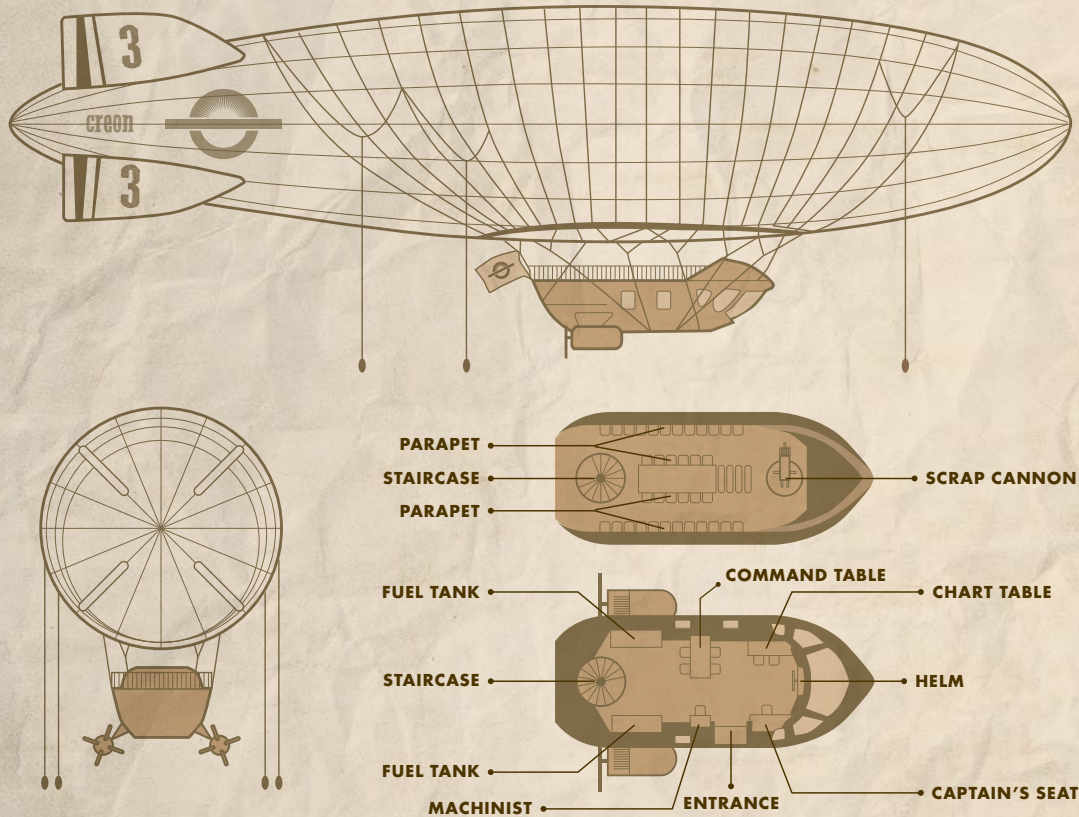
.....

HANDOUT #6: ACCESS CARD

HANDOUT #7: FLOORPLAN OF BIO-BUNKER VII



AIRSHIP 3 – CREON



THE AIRSHIPS

The airships of the Army of Dawn are designed by Proteus and constructed from all kinds of scrap that the soldiers have managed to haul back from the Zone. In total there are currently six fully constructed airships, half of which can usually be found at the Garrison receiving maintenance, while the others are out in the field.

Each airship varies a little bit in size and appearance but on average is 150 feet long. The gondola, which can carry approximately ten people, hangs a small distance under the main body of the aircraft and has a ledge on top that can be used as a parapet (Armor Rating 4). All airships bear the mark of the Army

of Dawn on the side, and a number painted on the tailfin, from 1 to 6.

The airships are propelled by a motor that runs on booze. The tank holds 100 liters. Understanding how an airship is operated requires a successful Comprehend roll. Using an airship halves the time it takes to explore a Zone sector, and in addition the passengers are protected from most threats in the Zone. How vehicles work in combat is described on page 95 in the *Mutant: Year Zero* core rulebook.

- ▣ **Gear Bonus:** +1
- ▣ **Passengers:** 9 in addition to the pilot
- ▣ **Fuel:** 2 doses of booze per Zone sector
- ▣ **Resilience:** 20
- ▣ **Armor Rating:** 4

- ▣ **Weapons:** Scrap Cannon (five charges), six scrap bombs (Blast Power 12, released with an action)
- ▣ **Fire Hazard:** The airships are kept buoyant by hydrogen, which is highly flammable. If an airship is hit by an energy weapon, flame-thrower, or explosion, roll a number of Base Dice equal to the damage. If you roll one or more 6s the airship catches fire, which means that the airship crashes and is completely destroyed. Everyone on board suffers an attack with ten Base Dice and Weapon Damage 2 (non-typical damage).
- ▣ **Mooring Lines:** From each airship hangs several ropes that can be used to moor it when it stops. These ropes, which are approximately 60 feet long, can also be used to climb up to the airship's gondola from the ground. This requires two separate fast actions, each with a roll for Move – one roll to grab a mooring line, and another to climb up.



NPCS

Described below are NPCs that the PCs can meet in the Garrison.

COLONEL CERBERUS

In Genlab Alpha, the Dog Clan worked with the Watchers who held the animals imprisoned. This caused the other clans to regard the dogs with a level of suspicion that remains to this day, even out in the Zone. For Cerberus 19 (named after Pluto's moon), who in addition was "tainted" by strange mutations, it meant being scorned by everyone, including his own clan.

Cerberus wandered the Zone alone for a long time, until one day he met Proteus by chance. The Eminence immediately realized that the dog mutant was strong and filled with rage against the rest of the Zone's inhabitants – a perfect combination for the coming Operation Red Dawn.

Cerberus became one of the first officers in the Army of Dawn to have a control circuit implanted, but even without this leverage he is loyal to Proteus

until death. Cerberus enjoys his position of power and demands blind obedience from his soldiers. Cerberus is invariably dressed in an impeccable uniform.

Rank: 9

Attributes: Strength 4, Agility 5, Wits 3, Instinct 4.

Skills: Measure Enemy 3, Fight 3, Move 3, Shoot 4, Sense Emotion 4, Dominate 5.

Talents: Tenacious, Never Surrender, Combat Veteran.

Abilities: Predator, Flame Breather.

Gear: Uniform, saber (stats like a machete).

Artifact: Semi-automatic pistol (7 bullets).

JUNIOR OFFICERS

The junior officers, like all officers in the Army of Dawn, have a control circuit implanted in their brains. Through these Proteus tracks their actions, and can immediately kill them if they desert or become captured (page 6).

At the Garrison are four junior officers that serve under Colonel Cerberus. They are two mutant humans, one enclave human and one mutant cat. During the day they spend most of their time directing the work in the hangar and the arsenal or leading the drills in the yard.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 2.

Skills: Fight 4, Sneak 2, Shoot 4, Scout 3.

Abilities: Electric (one of the human mutants), Acid Spit (the other human mutant), Small (the cat).

Biomechanics: Interface.

Gear: Knife, breech-loaded pistol (Gear Bonus +2 and Weapon Damage 2), D6 bullets.

Special: The control circuit makes the officers immune to attempts to Manipulate or Dominate them, and they are impervious to doubt. The circuit also makes the officers extremely efficient in battle, since they act in a cold and calculated manner with the support of Proteus. A group of Dawnsoldiers led by an officer always rolls a unified roll for initiative, and the roll is done with two dice – choose the best result.

DAWNSOLDIERS

The Dawnsoldiers are a motley crew of recruits from several different settlements in the Zone. Some of the "Wolves" are willing recruits, while others have been conscripted. When an officer is around, they

obey orders, but otherwise their morale is low, and they will flee a battle that doesn't go their way.

There are normally about 40 soldiers at the Garrison. The Army of Dawn is significantly bigger than that number suggests, but the rest of the soldiers are either on patrol or guarding Dawnville.

There are always two soldiers in the watchtower and one up in the mooring tower, as well as two patrolling the inside of the palisade and one guarding the officers' mess. During the day half of the remaining soldiers work in the arsenal and the hangar while the rest perform drills or do their best to avoid attracting the attention of their officers. At night there are only five soldiers working in the arsenal, while the rest sleep.

Attributes: Strength 3, Agility 4, Wits 3, Empathy 2.

Skills: Fight 2, Sneak 1, Shoot 2, Scout 2.

Abilities: Random mutation or animal power as per animal type.

Gear: Knife, breech-loaded rifle (Gear Bonus +2 and Weapon Damage 2), D6 bullets.

AIRSHIP PILOTS

The pilots of the Army of Dawn are specially trained to operate the airships. They have a higher value in Move than the other soldiers, since this is the skill used to operate the airships in combat. The pilots wear aviator caps with goggles and are often idolized by the other soldiers.

Attributes: Strength 3, Agility 4, Wits 4, Empathy 2.

Skills: Move 2, Sneak 1, Shoot 2, Scout 2.

Abilities: Random mutation or animal power as per animal type.

Gear: Knife, breech-loaded pistol (Gear Bonus +2 and Weapon Damage 2), D6 bullets.

EVENTS

Below are suggestions for events that the PCs can experience at the Garrison.

PILOT SPILLS THE BEANS

An airship pilot spills the beans about their upcoming mission to some awed Dawnsoldiers. This event may occur in the soldiers' mess, the hangar, one

of the barracks or out on the exercise yard. If the PCs manage to Sneak, they can eavesdrop on the conversation.

The pilot brags that "Operation Red Dawn" will soon begin, and that he will "be part of the first wave of attack." Colonel Cerberus has just received his instructions from General Sari in Dawnville, says the pilot. "It won't be long now."

If the PCs manage to capture the pilot and interrogate him, he will cave quickly, but doesn't have much more information to give. He doesn't know any details about Operation Red Dawn, or when exactly it will begin. The pilot claims that Colonel Cerberus has all the information.

CERBERUS' SPEECH

All soldiers, except for the guards and a handful that toil in the arsenal, gather in the exercise yard. On the order of a junior officer they stand at rigid attention. Shortly thereafter, Colonel Cerberus comes out of the officers' mess.

Cerberus walks past the soldiers, inspecting them thoroughly. A couple of soldiers, who have poorly shined boots or who've buttoned their uniforms askew, receive proper scoldings. Then Cerberus takes the floor:

"Dawnsoldiers! The hour approaches. Soon the day will arrive when the Army of Dawn tramples the entire Zone under its feet. Mutants, animals, robots, humans - it does not matter. When Operation Red Dawn is over, all of the denizens of the Zone will obey us! But to achieve victory we must all do our very best. General Sari and our holy leader, Eminence Proteus, demand absolute loyalty. Only through unity will we reach our goal - to lead the world to a new dawn!"

Loud cheers break out, and Cerberus leaves to inspect the airships in the hangar for a while. This is a good time for the PCs to sneak into the officers' mess and find the documents on Operation Red Dawn.

DEPARTING AIRSHIP

The gates to the hangar swing open and an airship glides out, headed for Dawnville or a scouting mission in the Zone. If the PCs act quickly (roll for Move) they may be able to grab the mooring lines that hang from the airship and climb aboard (see page 60).





DAWNVILLE

Rumors of the new marketplace at Dawnville spread fast across the Zone. It is said that Zone travelers not only can trade scrap and artifacts with each other there, but also enjoy entertainment and culture from the Old Age.

A tournament in “Body Bombing” – a form of wrestling between the strongest fighters of the Zone – has just been advertised in Dawnville, and people from across the Zone converge there to participate, place bets on the outcome or just to observe the spectacle.

The PCs can see posters advertising the event (Handout #3) at Truffaut’s headquarters or virtually anywhere else in the Zone, as Proteus has done his best to spread the word. The PCs can find their way to Dawnville with the aid of Truffaut’s map, or by asking people they meet in the Zone.

OVERVIEW

At a distance the travelers can hear shouts and cheers from the scrap town, which is surrounded by a tall palisade. If they arrive at night, the blaze of both fires and colorful electric lights can be seen from far away.

As the PCs get closer, they see three corpses hanging on the outside of the palisade. All three have a sign hanging around their necks. On two of them it says “thief” and on the third it says “psionic.”

The gate, made from sheet metal, is guarded by

two soldiers from the Army of Dawn. They order the PCs to state their names and show their possessions, but other than that there are no restrictions. Other soldiers keep watch from a watchtower with a proper view of the entire area, and several patrol amidst the throng inside the palisade.

The PCs have most likely never seen such street life. The bazaar before them is packed with all kinds of people from the Zone. Trade is in full swing at the many stalls, everything from simple scrap to weapons and artifacts are for sale. There is a pleasant smell of food, and a long line curves outside a scrap shed with the sign “FREE GRUB.”

On the scrap walls are more posters with warnings about psionics and a wanted sign for Macron, the leader of the Brain Ring, whom the PCs may have met (see *Zone Compendium 5: Hotel Imperator*). They can also get their hands on the latest edition of the Dawnville Gazette. See Handouts #8, #9 and #11 on page 64, 65, and 72.

The main focus of attention is the large, cage-like arena in the middle of the town. The PCs need to push their way through the excited audience to see what is going on inside: a gigantic, four-armed gorilla in a wrestling costume is beating her opponent to a pulp. The applause is thunderous.

As long as the PCs behave reasonably well, they are free to explore Dawnville. They can also sign up for the wrestling tournament, if they dare!

THIEVES AND PSIONICS

WILL
BE

EXECUTED

REPORT SUSPICIOUS BEHAVIOR
TO NEAREST DAWNGUARD

DAWNVILLE

HANDOUT #8: WARNING SIGN

THE SITUATION

Dawnville was once an Ark inhabited by a miserable band of mutants led by the boss Sari. Since Proteus arrived the settlement has expanded quickly and attracted Zone dwellers from far and wide. Now, Dawnville is a hub for trade, culture and entertainment in the Zone. Proteus has chosen Sari as general of the Army of Dawn. The settlement even has its own newspaper – the Dawnville Gazette – which has begun circulating throughout the Zone.

Sari recently announced a wrestling tournament, on Proteus' advice. The purpose of the tournament is twofold – partly to attract the strongest fighters in the Zone to recruit them to the Army of Dawn, and partly to infect all visitors with the Red Plague. You can read more about Proteus and his plans in the section “Eminence Lost” in the beginning of this book.

Dawnville is a place where Zone travelers can enjoy themselves, but everything happens under the strict control of the Army of Dawn and the boss Sari – and Proteus, who monitors events from the shadows via his control circuits. Proteus prefers to keep a low profile, so as not to be exposed by people from Elysium I as one of the Gray that caused the enclave's downfall.

The quick expansion of Dawnville isn't appreciated by everyone in the Zone. The psionic sect known as the Brain Ring (see *Zone Compendium 5: Hotel Imperator*) sees Dawnville as a threat, which has led to their top agent, Francisca, infiltrating the settlement. She operates undercover as the reporter Polly Palaver at the Dawnville Gazette. Francisca has learned of Proteus's plans. Proteus is aware of the threat of the Brain Ring and is terrified of psionics.

Another threat that Proteus isn't aware of is a seed pod that has escaped from Biobunker VII and serves the Killer Tree confined there. The seed pod's goal is to kill Sari and take her place to turn the Army of Dawn against Proteus. To get close to Sari, the seed pod has signed up for the wrestling tournament under the stage name “Mr Bones.” He collaborates with Francisca, as the goals of the Brain Ring and the Killer Tree align at the moment.

PCS RECOGNIZED?

The PCs might be afraid of being recognized as they arrive at Dawnville after having visited the Trading Post and the Garrison – especially if they have caused a ruckus at either of these locations. There are so many people in Dawnville during the tournament, however, that the risk of the PCs being recognized is small.

It is possible that Proteus recognizes one of the PCs, however, especially if they sign up for the tournament, but as the PCs are unaware of his plans he is rather more curious of the PCs than hostile towards them. This may lead to him attempting to recruit them into the Army of Dawn.

HANDOUT #9: WANTED POSTER

LOCATIONS

Described below are the most important locations in Dawnville. The settlement is mostly lit by colorful electric lights, though there are still a few dark alleys where seedy activities can take place out of sight.

SCRAP PALISADE

Dawnville is protected by a roughly six-foot-tall barrier of sheet metal and other junk. Hanging on the outside of the palisade are three corpses. All three have signs hanging around their necks. Two of the signs say “thief,” while the third says “psionic.” There are gaps in the palisade where it is possible to squeeze through, though anyone doing so risks being seen by the guards in the tower.

GATE

The road inside Dawnville goes through a large gate of sheet metal that can be hauled aside to allow visitors entry. During the day the outside of the gate is always guarded by two soldiers from the Army of Dawn. At night the gate is closed, and the guards stay inside. Visitors can still contact them through a hatch in the wall.

WATCHTOWER

From this 15-foot-tall tower, the scrap town below is watched around the clock by two soldiers. The guards are vigilant and keep an especially close eye on the palisade.

SCRAP TOWER

Towering above Dawnville is the “Scrap Tower,” an old water tower that has been reconstructed as a residence for General Sari and Proteus, when he visits. When Proteus is here – which he is during the entire tournament – his airship is moored to the top of the tower. The way to the top is an improvised elevator. There is also a rusty old ladder mounted on the outside of the tower. The entire tower is heated and lit by electric lights. The common areas in the top of the tower are separated by white drapes. Soft music flows from built-in speakers.

★ **WANTED** ★**HAVE YOU SEEN THIS PSIONIC?**

All information that might lead to the capture of Macron, dead or alive, will be rewarded handsomely.

★ **DEAD OR ALIVE** ★**WARNING! THIS CRIMINAL IS A LETHAL PSIONIC!**
OBSERVE THE GREATEST CAUTION! WARNING!

1. Elevator: An improvised elevator which is hand-cranked up and down by Dawnsoldiers at the top. The elevator is always guarded by two soldiers at ground level, and two additional soldiers up in the residence.

EARLY VISIT?

Try to avoid having the PCs arrive at Dawnville too early. The game is more fun if they have time to investigate the Showboat Saga, the Garrison and Oscar Battenburg's Trading Post before they get here. If they still insist on going here early on in the campaign, there simply won't be that much to do – the tournament hasn't started yet.

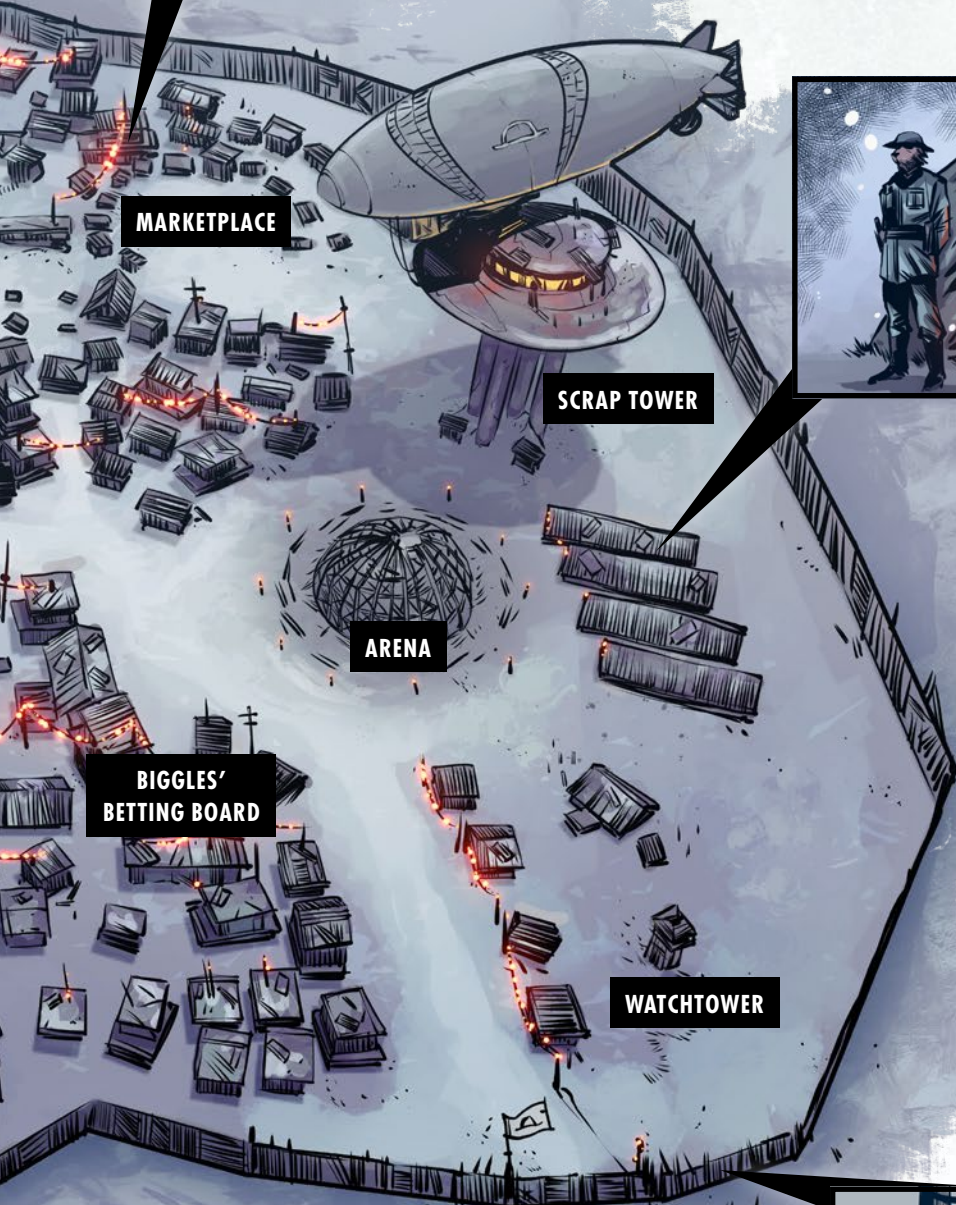
DAWNVILLE

05





REGAN'S CANTINA



BARRACKS

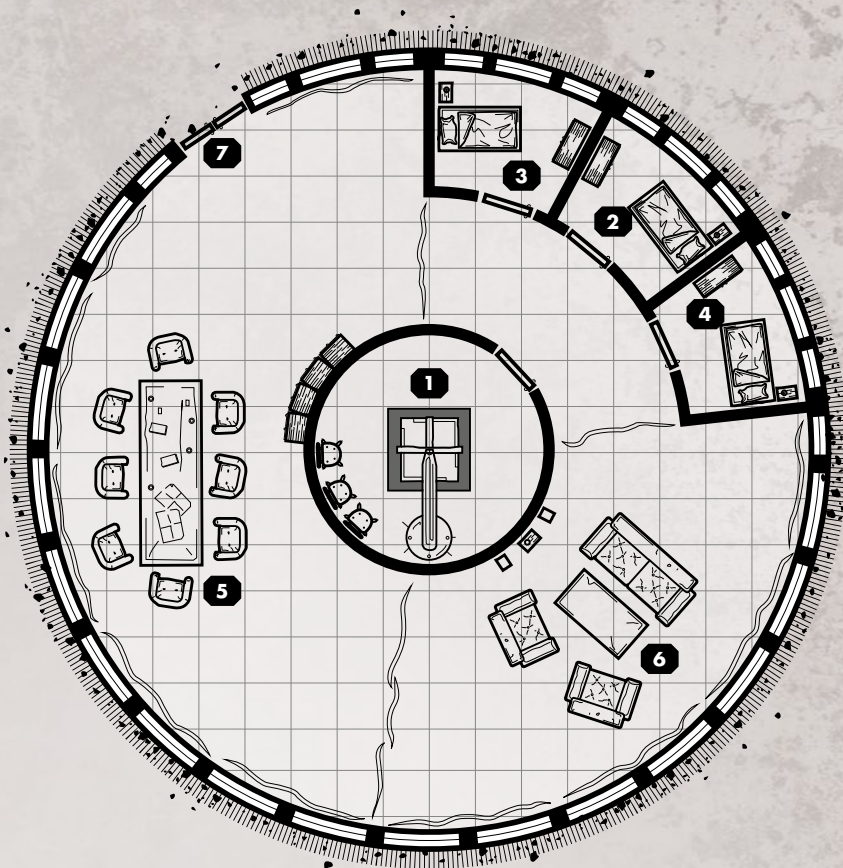


EXECUTION SITE

SCRAP TOWER

1. Elevator
2. Sari's Bedroom
3. Proteus's Bedroom
4. Guest Room
5. Command Center
6. Recreational Area
7. Gate

□ 1 x 1 yard



2. Sari's Bedroom: This is where Sari sleeps when she visits Dawnville. The room is sparsely furnished with a bed, a bedside table and a wardrobe. In the wardrobe are a couple of uniforms.

3. Proteus's Bedroom: This is where Proteus sleeps when he visits Dawnville. Just as in Sari's room there is a bed, a bedside table and a wardrobe. The wardrobe is empty.

4. Guest Room: This is where Cerberus and other senior officers sleep when they visit Dawnville. The room has a bed, a bedside table and a wardrobe. If the PCs search in here, they may roll once on the scrap table.

5. Command Center: An old table has been placed in here. Lying on the table are maps of the Zone. Glasses and plates are stored in cabinets along the wall. There is also a small stock of canned food. Sari

and Proteus are in here most of the time when they aren't out by the arena.

6. Recreational Area: A sofa and two armchairs surround a table. On a bench is a stereo set. Sari and Proteus spend most of their evenings in Dawnville here. This also where guests are received.

7. Gate: The gate leads to a landing with a view over Dawnville. Anchored to the landing is Proteus's airship. Sari hold speeches from the landing.

"THE SPHERE" – JAIL

A rusted old cistern, spherical in shape, is used as Dawnville's jail. Criminals and other undesirable individuals who are to be punished but are undeserving of an immediate lynching are thrown down the hatch at the top of the Sphere and must languish inside until Sari considers their crimes paid in full or thinks of some better punishment.

THE AMBUSH

If the PCs have previously clashed with a patrol from the Army of Dawn (in the starting scene or later while traveling the Zone) they might be looking for answers about this when they come to Dawnville. This proves to be difficult, however. No one wants to acknowledge the ambush. If the PCs get a chance to ask Proteus about it, he'll just say that it must have been an "unfortunate misunderstanding." Other visitors won't take the matter seriously either, dismissing it as "things that happen in the Zone."

MARKETPLACE

This open area is cluttered with stalls, large and small, offering grub, booze, scrap, weapons, artifacts and all manner of things. Two Dawnsoldiers patrol here at all times and act quickly against suspected thieves, psionics and others disturbing the peace.

REGAN'S CANTINA

A long line curves outside this small scrap shed in the marketplace. A sign reading "FREE GRUB" hangs outside, while the savory smells of cooked food waft from within. Inside it is crowded and warm. Chef Regan stands by a large cauldron and ladles food into simple metal bowls.

The Zone Stew: The food is a red-brown stew, with square, somewhat spongy, gray lumps in it. The food is served with complementary booze, and the mood is elevated. A couple of mutants lie passed out in the corners.

If a PC asks Regan what the food contains, he'll just give them a wide smile and say that it is an "Old Age recipe with Zone meat." The truth is that the stew is prepared by the "autochef" located in Biobunker VII (see page 87), but Regan is not aware of this – he just receives the food and heats it up.

A PC who eats the stew is infected by the Red Plague – see Events below.

HOSTEL


These simple sheds house scrap dealers and other temporary visitors to Dawnville. During the tournament this area is chock-full, and the evenings are quite rowdy.

ARENA

Dawnville is dominated by the Body Bombing arena, a large, spherical metal cage, 30 feet across. Visitors are allowed to climb the outside of the cage to get a better view, and fights over the best spots are common.

At the entrance of the arena is a small, raised stage with an old armchair. This is often occupied by the boss Sari, flanked by Proteus, The Gray Death (Achilles) and two Dawnsoldiers. Next to the stage is a large notice-board where all the matches of the tournament are listed.

Signing Up: Every fighter who wants to participate in the tournament must pay a fee of five bullets, and will be questioned by Sari personally. On Proteus's orders, she questions (some might say interrogates) each contestant to determine if they are a psionic. If a PC should be stupid enough to say that he is a psionic – regardless of whether or not it is true – he will be captured and hanged from the scrap palisade, unless he manages to escape.

All interested wrestlers must also arm-wrestle The Gray Death (Achilles), to gauge their strength. Roll an opposed roll for Force. The Gray Death pushes his roll if he loses, and the PC can do the same. As long as the PC rolls at least one , they'll pass the test even if he loses the roll. If the PC wins the arm-wrestling match, Achilles becomes so angry that he breaks the table and storms off.

If a PC passes, Sari puts their name on the list of matches and urges them to return when their name is called. She also explains the rules: The fight continues until one of the fighters is broken. There are weapons hanging from the inside of the cage, which the contestants can use (see Events). Biting, clawing, and using ranged abilities – especially psionic powers – is prohibited. The penalty for breaking the rules is death.

When the PCs arrive, there are only a few spots left in the tournament. See the match list on page

GAMEMASTER'S RESULTS TABLE

ROUND 1	ROUND 2	SEMI-FINAL	FINAL	SEMI-FINAL	ROUND 2	ROUND 1
THE GRAY DEATH 7/6						FURWALL 6/5
vs.						vs.
MIGHTY EDOLF 7/1	THE GRAY DEATH 5/4				FURWALL 5/4	THE DOUBLE-BRAIN 6/1
	vs.				vs.	
DELTA MAX 2/1	DELTA MAX 5/1				THE ZONE TORNADO 5/1	IRONCLAD 2/1
vs.						vs.
GREEN GIANT 2/1		THE GRAY DEATH 9/8	THE GRAY DEATH 3/2	FURWALL 3/2		THE ZONE TORNADO 2/1
		vs.	vs.	vs.		
MR BONES 3/1		MR BONES 9/1	FURWALL 3/1	THORN 3/1		YOUR MAJESTY 7/6
vs.						vs.
THE VIPER 3/2	MR BONES 4/1				YOUR MAJESTY 4/3	REEK 7/1
	vs.				vs.	
BONE CRUSHER 3/1	SWINE OF THE WILD 4/3				THORN 4/1	GRAVE DIGGER 3/2
vs.						vs.
SWINE OF THE WILD 3/2						THORN 3/1

71 (Handout #10) and enter the names in Round 1 (see the results table above), but leave room for the number of interested PCs. Replace one or more of these wrestlers with PCs: Your Majesty, Reek, Thorn, Gravedigger.

BIGGLES' BETTING BOARD

People crowd outside this small scrap shed next to the arena before each wrestling match to place their bets on the outcome. The insectoid mutant Biggles jots down the odds on a board and collects the visitors' bullets.

The Odds: Current odds for each match are made clear by the results table above. Note these down

on Handout #11 as the tournament proceeds. Before each match, the odds for every wrestler are written in the form of two numbers with a slash in between. The number before the slash shows how many bullets are won if the gambler bets the number of bullets after the slash – if the wrestler wins the match, that is. It isn't allowed to bet fractions of bullets, so the number after the slash is in practice the lowest quantity of bullets that a person can bet.

THE DAWNVILLE GAZETTE

This scrap shed houses the editorial office of the Dawnville Gazette, most likely the first newspaper in the Zone. A sign with the name of the

newspaper hangs above the door. Sitting inside is the newspaper's only reporter, Polly Palaver (whose real name is Francisca, see below), typing on an ancient typewriter in the light of a paraffin lamp. The newspaper is printed on a hand-powered printing machine designed by Proteus.

HELIOGRAPH

Standing on a raised platform is a device consisting of mirrors and cogwheels, about 10 feet tall. This is a heliograph which can be used to send messages to the Garrison by reflecting the light of the sun or another source of light at night. The heliograph is guarded by a Dawnsoldier around the clock.

BARRACKS

Living in this longhouse are the soldiers from the Army of Dawn that serve in Dawnville. There are always at least twenty soldiers and two officers in here, constantly at full combat readiness. In total there are approximately 40 soldiers and four officers present in Dawnville.

GENERATOR

Standing in the farthest corner of Dawnville is a machine that rumbles, clanks and spews black smoke and white steam. It is a steam-engine connected to a generator, which provides electricity for the strands of colorful lights that shed their marvelous glow over Dawnville's evenings and nights.

ROUND 1	ROUND 2	SEMI-FINAL	FINAL	SEMI-FINAL	ROUND 2	ROUND 1
THE GRAY DEATH						FURNALL
vs.						vs.
MIGHTY EDOLF						THE DOUBLE-BRAIN
vs.						vs.
DELTA MAX						IRONCLAD
vs.						vs.
GREEN GIANT						THE ZONE TORNADO
vs.						vs.
MR BONES						
vs.						vs.
THE VIPER						
vs.						vs.
BONE CRUSHER						
vs.						vs.
SWINE OF THE WILD						

HANDOUT #10: MATCH LIST TO FILL OUT

HANDOUT #11: THE DAWNVILLE GAZETTE

THE DAWNVILLE GAZETTE

***** LATEST NEWS FROM DAWNVILLE *****

WHO WILL BE THE CHAMPION OF THE RING?

The Body Bombing championship starts soon at Dawnville. The front runner is the powerhouse known as "The Gray Death," but he is challenged by the enormous "Furwall" and the underdog "Mr Bones."

Registration is still open to contestants. The victor wins glory, 100 bullets and a position as an officer in the Army of Dawn. If you think you've got what it takes - sign up for the competition today!

**100 BULLETS
IN PRIZE
MONEY**



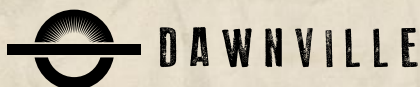
★ THE GRAY DEATH ★

TOO WEAK TO WRESTLE?

Make a killing instead! Come to Biggles' Betting Board. On the level gambling guaranteed! (Unsanctioned betting punished harshly.)

DO YOU WANT TO BUILD A NEW KINGDOM?

SIGN UP FOR DUTY WITH THE
ARMY OF DAWN TODAY!



NEW HELIOGRAPH INSTALLED IN DAWNVILLE

Dawnville's new heliograph has been completed, just in time for the Body Bombing championship.

This remarkable device of mirrors and cogwheels reflects the light of the sun and lets the citizens of Dawnville talk to arks, outposts, collectives and communities across the Zone.

"Soon we can spread our message to the entire Zone," says the brilliant Master Proteus, inventor of the amazing contraption.

SHANTYTOWN

Living in this sad collection of hovels are the inhabitants of Dawnville considered too weak to join the Army of Dawn. All of them are human mutants, and most of them are crippled and malformed.

NPCS

Described below are the most important individuals in Dawnville, except for Proteus and the soldiers and officers in the Army of Dawn, who are all described in the beginning of the book. Last in this section is a list of all the wrestlers participating in the tournament.

Dawnville is also a meeting place for people from across the Zone – here you can have the PCs meet NPCs from special zone sectors in the *Mutant: Year Zero* core rulebook or one of the Zone Compendia.

THE GRAY DEATH (ACHILLES)

Proteus's bodyguard never strays far from his master – except for when it is time for a bout in the arena. Achilles was a Machine Guard serving the Eminences in Elysium I (see *Mutant: Elysium*). In Dawnville he has been given a new role as a wrestler under the stage name The Gray Death. He is so far undefeated and the front runner to win the Body Bombing championship.

What strikes many people as odd is that The Gray Death never speaks. Proteus's orders are acknowledged with a nod of the head and he describes what he is going to do to his opponents in the ring with extremely distinct hand gestures.

Reputation: 1

Attributes: Strength 5, Agility 5, Wits 3, Empathy 1.

Skills: Second Wind 4, Force 5, Fight 5, Shoot 4.

Talents: Never Surrender, Slugger.

Biomechanics: Reinforced Skull, Heat Vision, Interface, Communicator, Machine Arm, Machine Legs, Targeting Scope, Pain Inhibitors, Overdrive.

Artifacts: Gyrojet carbine and access card for Biobunker VII, but Proteus keeps these while Achilles is in Dawnville.

Special: As a Machine Guard, Achilles cannot be Manipulated or Prosecuted and is immune to Doubt.

THE GRAY DEATH





FURWALL

FURWALL

This gorilla from Paradise Valley (see *Mutant: Genlab Alpha*) is “tainted,” meaning she has mutant abilities. In addition to her enormous size she has four arms instead of two, which makes her an exceptional wrestler. Furwall was mocked during her childhood in Paradise Valley, and now she takes her revenge on everything and everyone.

Furwall is still undefeated in Body Bombing and is thought to be the only real competition for The Gray Death. Her manager is the cunning

chimpanzee Becquerel, who, amongst other things, is very adept at keeping the gorilla’s fierce temper in check.

Rank: 6

Attributes: Strength 5, Agility 3, Wits 2, Instinct 3.

Skills: Measure Enemy 4, Endure 5, Fight 5, Dominate 4.

Talents: Tenacious, Never Surrender, Slugger.

Abilities: Huge, Four-Armed, Regenerate.

Gear: Colorful wrestling costume with a cape.

**MR BONES****MR BONES**

This hairless young man is an unlikely participant in the tournament. He is lean and skinny and looks completely out of place in the wrestling ring. Despite this, he has won many matches against seemingly superior foes. He has repeatedly been accused of being a psionic, but this has never been proven.

The truth of the matter is that Mr Bones is a humanoid seed pod created by the Killer Tree in Biobunker VII, which Mr Bones refers to as “the Queen.” During wrestling matches, Mr Bones is supported from the bleachers. Francisca, the Brain Ring’s agent, sits there and secretly uses her psionic abilities to take down Mr Bones’s opponents.

If the PCs speak to Mr Bones he is terse and comes off as rigid and completely emotionless.

Attributes: Strength 2, Agility 5, Wits 2, Empathy 1.

Skills: Endure 5, Fight 3.

Talents: Flyweight, Never Surrender, Good Footwork.

Abilities: —

Gear: —

GENERAL SARI

The official leader and boss of Dawnville sits in a prominent place during the wrestling tournament and announces the participants of each new match.

Sari just wants what’s best for her Ark, but she lost control a long time ago and is now little more than a puppet under Proteus’s control. Sari has been implanted with a control circuit and is at the beck and call of the Eminence. She has retained most of her old, harsh personality, but from time to time she grows distant with a blank, unseeing, stare – this happens when Proteus gives her new instructions.

Sari is a short and wiry mutant who wears the cape and uniform of the Army of Dawn. She is depicted both on page 38 and on the cover of this book.

Attributes: Strength 4, Agility 5, Wits 3, Empathy 4.

Skills: Command 3, Move 3, Shoot 4, Fight 3, Sense Emotion 4, Manipulate 3.

Talents: Tenacious, Never Surrender, Combat Veteran.

Mutations: Parasite, Extreme Reflexes.

Biomechatronics: Interface.

Artifacts: Megaphone, semi-automatic pistol (five bullets).

CHEF REGAN

Regan’s last name is Loftus and he used to enjoy a pleasant existence as a celebrated chef in Elysium I. Out of pure luck he managed to survive the fall of the enclave, only to discover that life in the Zone was worse than he imagined possible. After wandering aimlessly and almost succumbing to starvation and the Rot he eventually happened upon a patrol of Dawnsoldiers and offered them his services.

Regan now spends his days ladling disgusting slop to roughnecks from the Zone, but at least he is alive. Regan is disgruntled and moody and can’t stand any critique of the food he serves. He has no clue that the stew is contaminated with the Red Plague (see Events).



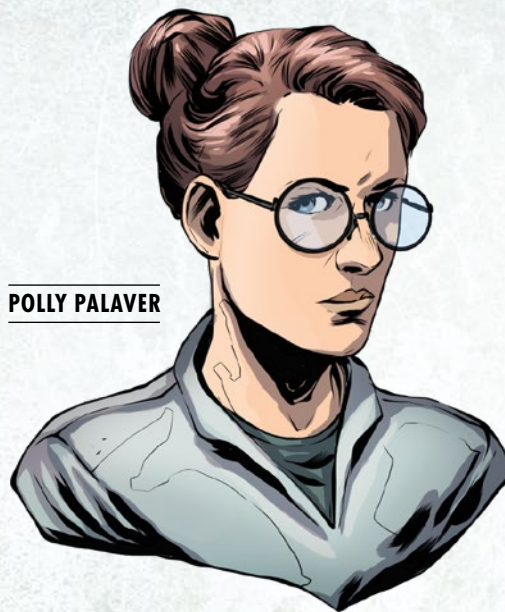
CHEF REGAN

Reputation: 3**Attributes:** Strength 4, Agility 2, Wits 2, Empathy 4.**Skills:** Shoot 1, Comprehend 2, Manipulate 3.**Talents:** Zone Cook.**Gear:** Scrap gun (three bullets), worn chef's uniform.**POLLY PALAVER/FRANCISCA**

Polly Palaver's job as a reporter for the Dawnville Gazette is only a cover – in fact, that isn't even her real name. In truth, she is Francisca, a clone and psionic, sent by Macron, the leader of the Brain Ring (see *Zone Compendium 5: Hotel Imperator*). Her orders are to infiltrate Dawnville to gather information on the Army of Dawn, which Macron considers a threat.

With the help of her psionic abilities she has managed to impel Sari to give her a job as a reporter for the Dawnville Gazette. Francisca operates undercover and calls herself Polly Palaver. She has figured out that Proteus is the real leader of the Army of Dawn.

During her stay in Dawnville Francisca happened across Mr Bones. When she read the young wrestler's mind – and realized that it wasn't human



POLLY PALAVER

but a humanoid seed pod sent by a Killer Tree – it piqued her interest and she persuaded him to cooperate against Proteus.

Their plan is for Mr Bones to get as far as possible in the wrestling tournament with the help of Francisca, thereby getting close to Sari. Mr Bones will then kill Sari, take her form and assume control of the Army of Dawn.

Unfortunately, the odds of the plan succeeding are very slim – see Events.

The Francisca located in Dawnville during the tournament has red hair and is dressed in simple clothes from the Zone. She is one of several clones. You can read more about Francisca and the Brain Ring in *Zone Compendium 5: Hotel Imperator*.


Francisca may become an important contact for the PCs during their stay. She knows that Mr Bones serves a Killer Tree and roughly where Biobunker VII is situated, though she is loath to reveal this information unless doing so becomes an absolute necessity.

Attributes: Strength 3, Agility 5, Wits 3, Empathy 4.**Skills:** Move 2, Shoot 4, Sense Emotion 2, Manipulate 3, Find the Path 4.**Talents:** Weapon Specialist (laser pistol).

Mutations: Pyrokinesis, Telepathy, Telekinesis.

Gear: Pen and notepad, scrap binoculars.

Artifacts: Laser pistol and E-pack (hidden).

Special: The Francisca clones are unstable. If you roll  on a skill roll for Francisca, the clone instantly suffers an equal amount of trauma, even if the roll isn't pushed. The rolls can be pushed as normal, with the risk of even more trauma.

GRUB, WATER & ARTIFACTS

There is enough grub in Dawnville, in the form of the zone stew at Regan's Cantina, to feed hundreds of hungry mutants. The only problem is that the stew is contaminated with the Red Plague – see page 8. Good access to Rot-free water is provided by a well that Proteus has had dug in Dawnville. Artifacts are scarce, however, apart from those carried by inhabitants and guests.

EVENTS

There is much for the player characters to experience in Dawnville. Below are a several suggested events.

THE TOURNAMENT

The PCs can participate in the wrestling tournament, bet on the outcomes of the matches, or just watch. Betting is explained in the text about Biggles' Betting Board.

If any of the PCs want to participate in the competition they must first get Sari's approval – read more in the text about the arena above. Those who succeed are entered into the list of matches (Handout #10) for Round 1 of the tournament – simply replace one of the wrestlers in the results table (page 70) with the PC. Use the same odds provided for the NPC. However, don't remove The Gray Death, Furwall or Mr Bones.

Call the PC to their match when it suits the narrative. The list of matches shows who the PC will face, and the wrestlers table (see page 78) shows their opponent's stats. The match takes place inside the metal cage. The fighters begin at Near distance, and it is impossible to get further from each other than that inside the cage.

Hanging from the ceiling of the cage at different heights are three weapons. Trying to get hold of one of the weapons requires a roll for Move. The roll is modified depending on which of the three weapons the fighter attempts to reach: Bicycle chain (no penalty), spiked bat (-1) or chainsaw (-3).

A match proceeds until one of the wrestlers is broken. It is not unusual for the loser to die in a fight. The winner goes on to the next round.

THE MUCKRAKER

During their stay in Dawnville the PCs run into Polly Palaver, intrepid reporter at the Dawnville Gazette. Her true identity is Francisca, agent of the Brain Ring.

The PCs may have met Francisca before – another clone of her – at Hotel Imperator (see *Zone Compendium* 5). If that is the case, Francisca will recognize the PCs and realize the risk of them exposing her. She immediately seeks them out and asks to speak with them. She reveals that she is here to discern the true goals of the Army of Dawn.

She can tell them that Proteus is the true leader of Dawnville, and that she suspects an ulterior motive behind the wrestling tournament. She doesn't know what it is. Francisca begs the PCs not to expose her and proposes that they cooperate. She doesn't reveal her agreement with Mr Bones.

If the PCs haven't met Francisca previously, they can still happen upon her by chance – maybe "Polly" wants to interview a PC that has signed up for the competition? She pumps the PCs on what they know about Proteus. In this case she won't reveal that she is a psionic belonging to the Brain Ring, but this may be discovered later (see below).

MR BONES

Polly Palaver/Francisca is a spectator at every match of the wrestling tournament. Unbeknownst to everyone else, she uses her mental powers to support Mr Bones, who in secret is a seed pod from the Killer Tree in Biobunker VII.

Using Telepathy and Telekinesis, Francisca distracts and even injures Mr Bones' opponents. In this manner, Mr Bones manages to defeat both

ZONE WRESTLERS

NAME	CLASS	ATTRIBUTES	SKILLS	ABILITIES	TALENTS	COMMENT
Mighty Edolf	Human	Strength 5 Agility 3 Wits 2 Empathy 2	Second Wind 3, Fight 4	—	Beefy	
Delta Max	Robot	Servos 4 Stability 3 Processor 3 Network 3	Assault 4	Tentacles	Command Override	Armor Rating 6
Green Giant	Mutant	Strength 5 Agility 2 Wits 2 Empathy 3	Fight 3	Human Plant	—	
Swine of the Wild	Animal	Strength 4 Agility 4 Wits 3 Instinct 2	Fight 3	Fast Reflexes	Tenacious, Never Surrender, Sluggish	Wild boar
Grave Digger	Human	Strength 4 Agility 5 Wits 2 Empathy 3	Fight 4	Monofilament	Elusive	Biomechatronic
Bone Crusher	Animal	Strength 3 Agility 4 Wits 3 Instinct 2	Fight 5	Small	Tenacious	Badger
The Viper	Animal	Strength 3 Agility 5 Wits 4 Instinct 2	Fight 4	Fast Reflexes, Poisonous Bite	Combat Veteran	Lizard
Your Majesty	Human	Strength 4 Agility 5 Wits 3 Empathy 5	Fight 5	Butler	Good Footwork, Elusive	
Thorn	Animal	Strength 5 Agility 3 Wits 2 Instinct 3	Fight 4	Huge, Antlers	Tenacious	Moose
The Zone Tornado	Mutant	Strength 2 Agility 5 Wits 3 Empathy 3	Fight 5	Extreme Reflexes	Good Footwork	
The Double-Brain	Mutant	Strength 4 Agility 4 Wits 5 Empathy 3	Fight 4	Double-Brain	Combat Veteran	
Ironclad	Animal	Strength 4 Agility 3 Wits 3 Instinct 2	Fight 4	Natural Armor	Defensive	Turtle
Reek	Mutant	Strength 4 Agility 3 Wits 2 Empathy 2	Fight 2	Spores	—	

MIGHTY EDOLF

The Viper and Swine of the Wild despite high odds against him and ends up in the semi-final against The Gray Death himself. It is important to Proteus that The Gray Death wins, partly for pride and partly to display to everyone that his technology is invincible.

Proteus suspects Mr Bones of being a psionic and uses his psi-helmet (see page 8) during the match. The Gray Death starts off aggressively, but Mr Bones slips away time and again. The Gray Death begins to stumble about and looks increasingly confused.

Right when it appears as if Mr Bones is about to win yet another unexpected victory, Proteus shouts that there is a psionic in the audience. He activates the function that gives fatigue to psionics, and the shocked Francisca lets out a groan of pain. Proteus notices this and bellows orders to the two Dawnsoldiers at his side to apprehend Francisca, who runs for her life. At the same time, The Gray Death makes short work of Mr Bones inside the ring.

The PCs are most likely witnesses to this and may react if they want to. If they help Francisca, they've won an important ally, but they risk being hunted and punished as psionic collaborators. Another option is to aid her in a more covert manner, for example by creating a diversion.

THE FIXED MATCH

It's almost time for the final match of the wrestling tournament. The favorite, The Gray Death, is facing either Furwall or a PC, if the PC has made it this far in the competition.

Before the game, Sari (on Proteus's orders) seeks out Furwall and her manager Becquerel, alternately the PC, in a secluded place together with a couple of soldiers. Sari says that The Gray Death will win the match no matter what, and advises the contender not to try too hard.

If Furwall/the PC throws the match they will be rewarded handsomely with 50 bullets and the offer of an officer's position in the Army of Dawn. Sari hints at a drastically shortened lifespan for the contender if he/she refuses.

If Furwall is the finalist, the PCs can still get involved in the controversy. Perhaps they overhear the exchange between Sari and Furwall, in which case Furwall will become furious and refuse to throw the match. Alternately, Becquerel might become worried and seek to hire the PCs as bodyguards for him and Furwall.

THE FINALE

The arena is packed with people for the finale of the wrestling tournament. The Gray Death is newly polished and struts about in the sunlight.

If his opponent is a PC, the fight is played out according to the rules. If he faces Furwall you can let a player temporarily assume her role and play out the fight or decide the outcome and describe it to the players. In this case, Furwall wins after a grueling battle, to the resounding cheers of the audience.

Proteus becomes furious if The Gray Death loses the finale. As promised, whoever wins is publicly rewarded and receives their medal, but as soon as the audience has left Dawnville Sari and a group of soldiers arrest the victor. The captive is taken before Proteus (below).

RECRUITMENT

If any of the PCs has participated in the wrestling tournament and handled themselves well, or if they have proven capable in other ways, Proteus will summon them to Sari's residence in the Scrap Tower.

Proteus explains that he was born in the Old Age and has survived the Apocalypse by being frozen in cryogenic sleep. He says that mankind has once again returned to the surface of the earth, and that it is time to build a new kingdom of the Dawn. He welcomes the PCs to take part in this new beginning as officers in his army. They will never want for grub again and they will stand in the front line as the world steps into the light of a new dawn.

Let the PCs discuss and ask questions. Proteus will soon grow irritated with impertinent PCs, however. He says that nobody says no to the Army of Dawn and that the PCs will "learn to regret it" if they decline his offer.

If the PCs accept Proteus's proposition, he pours a brownish liquid into small glasses from a weirdly shaped Old Age bottle. "To the Dawn!" he says and raises his glass. The whiskey is laced with an antidote to the Red Plague (see above). He then invites them to accompany him in his airship to his "headquarters." Together with The Gray Death and eight soldiers from the Army of Dawn, the PCs are taken to his airship and then on to Biobunker VII.

If the PCs reject Proteus's offer, he lets them go. He sends a patrol of Dawnsoldiers (as many as

the PCs plus an officer) to track them down and attempt to capture them at an opportune moment. If this succeeds, they are taken to Biobunker VII as prisoners.

THE MISSING GORILLA

If the PCs reject Proteus's offer, or if he doesn't even try to recruit them, they can observe Proteus and eight Dawnsoldiers board his airship and fly away just hours after the end of the tournament. The soldiers are carrying a large cage, covered by a piece of cloth.

Shortly after this the PCs are sought out by Becquerel, Furwall's manager. He tells them that Proteus tried to recruit Furwall to his army. When she refused, they took her captive. Becquerel managed to escape and saw how the gorilla was brought aboard the airship. He pleads with the PCs to help him save Furwall.

The PCs can pursue the airship if they act fast and ask people who've seen it along the way. Read more about the airships of the Army of Dawn in the chapter about the Garrison. Otherwise they may be aided by Francisca (below).

FRANCISCA AGAIN

If Francisca managed to escape after being exposed as a psionic (above) she can seek out the PCs once Proteus has left Dawnville. She reveals that she has read Proteus's mind and found out that he plans something terrible against all the denizens of the Zone.

Francisca says that the stew in Regan's Cantina was poisoned with some kind of Old Age disease, and that everyone who has eaten it will fall sick and die. She claims that Proteus's goal is for the visitors to go home to their settlements and spread the disease.

Francisca doesn't know why Proteus is doing this, but she knows that Proteus has an antidote in his underground headquarters. She knows approximately where the headquarters is located (in what sector). At this point, she'll reveal her collaboration with Mr Bones and what he has said about "the Queen" who is supposedly imprisoned in the headquarters and who could be an ally in the fight against Proteus. She says that she doesn't know

what “the Queen” is – a lie, as she fears that the PCs will refuse to work with her if she admits to cooperating with a Killer Tree.

Francisca claims to have eaten the infected stew and suggests that she and the PCs join forces and seek out Proteus – to save the denizens of the Zone, herself and possibly even their own lives, if they too ate at Regan’s Cantina. It is up to the players to decide if they want to believe Francisca or not.

If you want, you can let Mr Bones survive his match against The Gray Death (above). The seed pod may then join Francisca and the PCs and show the way to the biobunker.

THE EPIDEMIC

Two days after the tournament, everyone who ate Regan’s stew in Dawnville begins to exhibit the first symptoms: Their eyes become badly bloodshot and soon begin to bleed. Read more about the Red Plague on page 8.

If the PCs are in their settlement or some other place where there are people who have visited the

tournament, they will see a great number of people fall ill around them. The disease spreads fast and within days there are many dead humans and mutants. If nobody puts a stop to the epidemic, it will wipe out half the population of the Zone in a couple of weeks.

After the disease has ravaged the Zone, the Army of Dawn initiates a broad offensive against the various settlements. Airships with scrap canons and scrap bombs strike first to soften the resistance, before the ground troops march forth. Weakened by both the Red Plague and the airship strikes, few of the Zone’s settlements can resist. The banner of Dawnville soon flies over the entire Zone.

The PCs can stop the epidemic by distributing the antidote from Biobunker VII (see page 89). They won’t be able to save all those infected, but most of them will survive. If the PCs also manage to defeat Proteus in Biobunker VII and break his control over the Army of Dawn it will immediately collapse, and the Dawnsoldiers will disperse throughout the Zone.



FRANCISCA





BIOBUNKER VII

Biobunker VII is the setting for the final showdown with the Eminence Proteus. Here the PCs can find the antidote for the Red Plague and break Proteus's power over the Army of Dawn. They will face heavy resistance, but can receive unexpected help from the Killer Tree imprisoned in the biobunker's laboratory.

The PCs can find their way here by accepting Proteus's invitation (see page 80), letting Francisca or Mr Bones show the way (see page 81), or by pursuing Proteus's airship when he leaves Dawnville.

OVERVIEW

In the distance the PCs can see a tall radio tower. If Proteus is already here (which is likely, unless the PCs arrive together with the Eminence aboard his airship) they see an airship tethered to the radio tower.

When the PCs get closer, they see that the radio tower stands next to a low concrete building with a metal door in its side. All vegetation and clutter within 100 feet of the bunker has been cleared away. Patrolling outside the bunker day and night are four Dawnsoldiers. They are equipped with an ancient flashlight (artifact, see the *Mutant: Year Zero* core rulebook) and have been tasked with protecting both the radio tower and the gate.

The radio tower next to the bunker is used for all communication between "chipped" officers

and the mainframe Minerva, which in turn is controlled by Proteus. If the PCs destroy the radio tower (requires 20 points of damage and it has an Armor Rating of 6) communication to all control circuits is broken, and the Army of Dawn collapses soon after. Proteus has a contingency plan if this should happen, however (read more on page 95).

By the gate is an ancient but still functional card terminal. The PCs must have an access card to open the gate. One of the soldiers has a card, but the PCs may also find a card elsewhere, for example in Colonel Cerberus's office at the Garrison. If the terminal is activated the gate slides open with a hissing sound. Inside is a dark room with a metal plate set in the floor. The plate is a freight elevator that can be activated with a nearby lever. The elevator leads to room #1 on the map of Biobunker VII.

The soldiers outside the bunker are on their guard and have strict orders not to admit any unauthorized individuals. If the PCs are dressed in the uniforms of Army of Dawn personnel and have an access card they might be able to talk their way in – doing so requires a roll for Manipulate (opposed roll against Sense Emotion). Failing that, the PCs will have to fight their way in.

Proteus doesn't expect an attack against the biobunker, and there are no working security cameras outside. Because of this, the PCs are unlikely to trigger the alarm (see the boxed text on page 85)

while at surface level, unless they are very careless. Proteus will immediately notice if they attack the radio tower, however, and send a patrol of Dawnsoldiers led by Achilles (if he's present) to investigate.

THE SITUATION

The Titan Power Elysium built several so-called biobunkers during the Enclave Wars, for the purpose of developing new biological weapons at a safe distance from the mother enclaves.

Biobunker VII, directly subject to the authority of Elysium I, survived the Enclave Wars, but still met a catastrophic fate. One of the weapons that had been developed in the laboratories of the bunker – a Killer Tree (see page 179 in the *Mutant: Year Zero* core rulebook) – broke free and annihilated all human life in the bunker in a matter of days.

A dying scientist managed to poison the Killer Tree, however, finally killing it. The mainframe of the bunker and its security drones were the only ones left “alive” in Biobunker VII, which lay quiet and deserted for decades.

One day, a seed began to sprout in the dead Killer Tree. A new Killer Tree slowly grew and eventually became strong enough to carry out the task that it was genetically engineered to perform – to kill all other lifeforms on the planet's surface. The tree began producing humanoid seed pods and sent them into the Zone. The mainframe could only observe what was happening – the scientists at Biobunker VII programmed Minerva to ignore any threat posed by what they created, to avoid inadvertent meddling in their experiments.

A couple of months ago, the Eminences Proteus and Rhea arrived at Biobunker VII with the purpose of making the bunker their new base after the fall of Elysium I (see *Mutant: Elysium*). The Eminences were caught off guard by the Killer Tree and were almost killed, but eventually gained the upper hand thanks to Proteus's psi-helmet, which protected him from the tree's psionic powers.

With the help of their bodyguard Achilles and the biobunker's security robots, which the Eminences reprogrammed, they managed to defeat all the seed pods and seal the Killer Tree inside the main laboratory.

What the Eminences failed to notice was that several seed pods escaped and now roam the Zone (read more in the section on Mr Bones on page 75).

When the PCs arrive, they will face heavy resistance in the form of Dawnsoldiers, the biobunker's security robots and Proteus himself. If they play their cards right, they can enlist the help of the enemy of their enemy, the Killer Tree – and maybe even the mainframe Minerva.

LOCATIONS

Described below are all the rooms in Biobunker VII. See the map on page 86. All rooms are lit by strip lights, unless otherwise stated, which emit a pale blue light. Walls, floors and ceilings are made from concrete and metal.

All doors in the bunker are opened by the press of a button and slide open with a hissing sound. The doors are locked if the alarm is triggered and must then be opened by an access card or via the mainframe. The door to the main laboratory is always locked, but this may also be opened with an access card.

It is possible to force open the doors in the bunker. They do have an Armor Rating of 6, however, and can withstand 30 points of damage before breaking, unless stated otherwise in the entries below.

SECURITY CAMERAS

There are a number of security cameras installed in Biobunker VII. The map on page 86 shows where they are and what areas they cover. If the PCs act hostile or irregular in some way in an area covered by a camera the alarm will be triggered either by the mainframe Minerva or the guards.

The cameras can be monitored from the entrance hall (#2 on the map), from the server room (#9 on the map) and through Proteus's control transmitter (as long as he is in control of Minerva.)

TRIGGERING THE ALARM

If the guards inside Biobunker VII spot the PCs, they will trigger the alarm (one maneuver). The alarm may also be triggered by Minerva if the PCs act strangely.

A siren will then begin to wail and blinking, red warning lights flood the facility. Minerva's harsh computer voice repeats the phrase "Warning! Security incident in progress. Fire at will."

At the same time, the mainframe will lock all doors in the facility. They can only be opened with an access card or by Minerva itself (i.e. Proteus, as long as he is in control of the computer).

Two of the soldiers in the biobunker have access cards, as well as Achilles and Proteus himself.

**TRAPS**

The experiments performed in Biobunker VII were very dangerous – the scientists knew that their genetically engineered weapons very well could turn against them. For protection, they constructed defense mechanisms at select locations in the bunker: hidden traps with gas, electricity and heat. The locations of the traps are noted on the map.

The traps are inactive as long as the alarm hasn't been triggered. As soon as the alarm goes off (see the boxed text above) the traps are activated. To bypass a trap without triggering it requires an access card being swiped in a card reader mounted on the wall on each side of the trap. All Dawnsoldiers are aware of this.

Electric Trap: A concealed circuit in the floor, ceiling or walls emits a powerful electric discharge. This works as an explosion with a Blast Power of 6 (see page 94 in the *Mutant: Year Zero* core rulebook) but it inflicts fatigue instead of damage. Armor offers no

protection. Anyone who suffers fatigue from the attack must make a roll for Move to be able to move at all – failure means that the victim is paralyzed and suffers fatigue in the next round as well.

Gas Trap: Metal doors slide shut in front of and behind the victims, who must make a roll for Move to escape before the trap slams shut. Anyone failing the roll suffer the effects of the gas: roll six Base Dice every round – each ☢️ inflicts one point of confusion. The gas trap opens after D6 rounds. Breaking out of the trap is difficult – the doors can withstand 25 points of physical damage before breaking.

Heat Trap: Like the gas trap above, but instead of gas the temperature between the walls suddenly rises to several hundred degrees Celsius. The effect is the same as with the gas trap, but the heat trap inflicts damage instead of confusion.

**AIRLOCK**

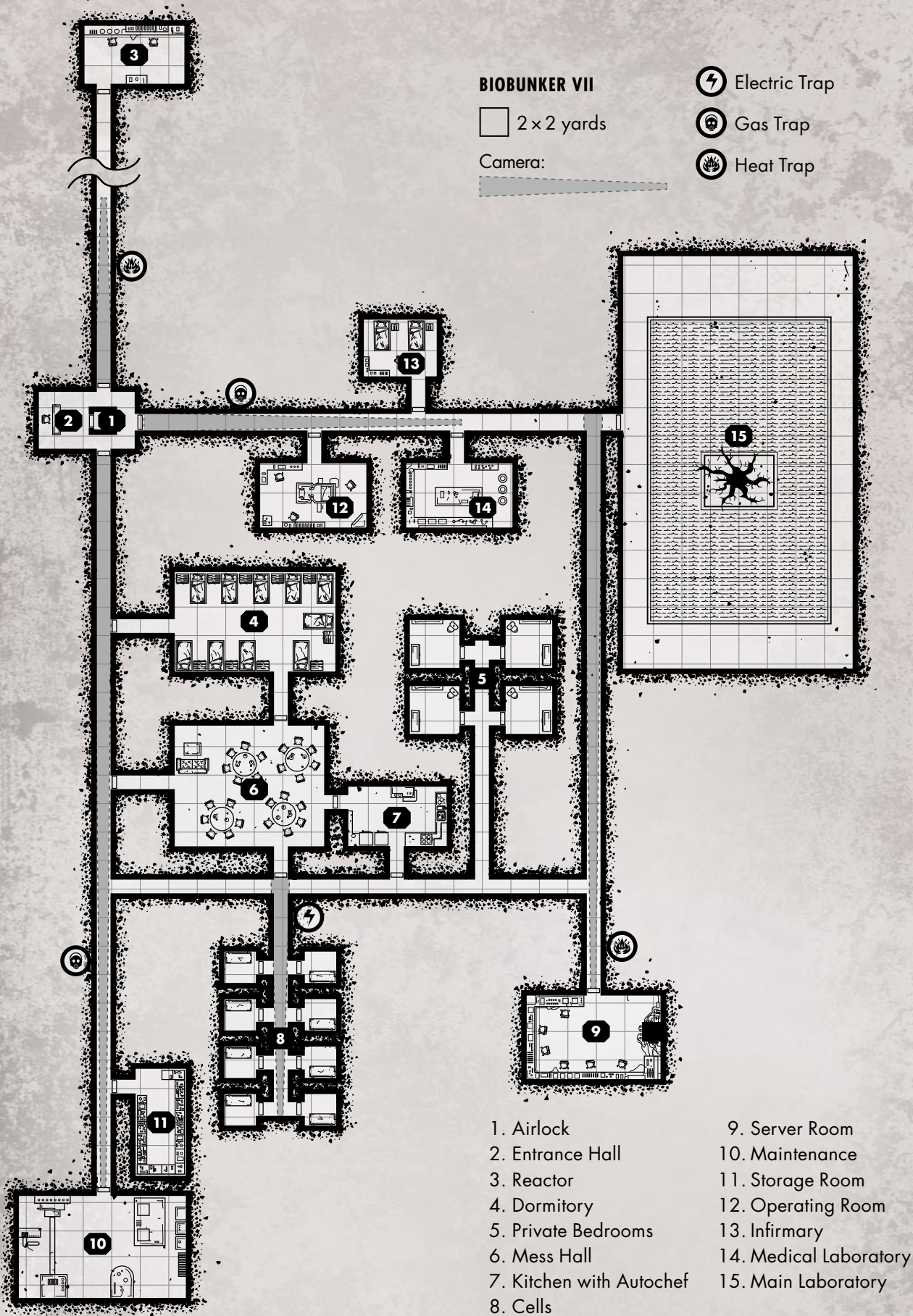
The elevator from the surface level descends to a cramped little room that functions as an airlock. There is a door in front of the PCs, but it is locked.

The hatch in the ceiling closes and a fan begins to spin as soon as the elevator touches the floor. The air in the room is sucked out and is replaced with purified air that smells metallic. Immediately after this, the visitors are sprayed with an odorless and colorless fluid. It is a completely harmless sanitizer that immediately removes half of the PCs' temporary Rot Points. Don't reveal this to the players, though.

After the sanitation process is complete the doors in front of the PCs open with a hissing sound, and they can enter Biobunker VII.

ENTRANCE HALL

Beyond the airlock is a sparsely furnished lobby – a chair behind a simple counter. Written in peeling paint on the concrete wall behind the counter are the words BIOBUNKER VII. Words painted on the



walls by the three doors in this room show the way to the REACTOR, MAINTENANCE and LABORATORIES, respectively.

The entrance hall is usually guarded by two Dawnsoldiers. If the PCs are disguised as soldiers, they can Manipulate the guards to let them pass without triggering the alarm (see the boxed text on page 85).

REACTOR

A 150-foot-long concrete passage that slopes slightly downwards leads to a control room for the nuclear reactor that powers the biobunker. The reactor is leaking, and as a result the control room has a Rot Level of 3 (1 Rot Point every minute). There is a small control room next to the actual reactor.

The reactor has been built into the bedrock next to the control room. With a successful roll for either Jury-Rig or Tinker it is possible to trigger a meltdown in the reactor, which in turn triggers a chain reaction that floods the entire biobunker with strong radiation (D6 Rot Points immediately and then 1 Rot Point every minute).

DORMITORY

A sparsely furnished room with ten bunk beds and twenty lockers – two lockers adjoining each bed. There are usually four Dawnsoldiers sleeping in here if the alarm hasn't been triggered. When Proteus is present in the biobunker with his entourage there are four additional soldiers resting here. There is a small bathroom with a shower in the corner.

PRIVATE BEDROOMS

A narrow corridor with doors to four individual bedrooms. All four rooms are identical – very small and cramped, with a folding bunk, a wardrobe, a small bathroom and a locker for personal effects. There is little of value in any of the rooms, but PCs that search the area get one roll each on the scrap table (page 262 in the *Mutant: Year Zero* core rulebook).

Proteus, Achilles, Sari, and Colonel Cerberus stay in these bedrooms when they visit the biobunker.

MESS HALL

A large room with four round tables bolted to the floor. Six chairs circle each table. Spread out on the tables are a couple of plates and glasses. The mess hall is sparsely furnished but hanging here and there on the walls are copies of paintings of former leaders of the four Houses of Elysium – austere men and women in strict uniforms of old-fashioned cut.

In a corner is a couch and a battered projector that can play movies from the old world. It only shows old westerns from the 1950s and 60s, as more recent movies were deemed inappropriate by the founders of Elysium.

As long as the alarm hasn't been triggered there are usually two soldiers here watching a movie. The PCs can hear gunfire from the room and may believe that there's a fight going on, but the sounds are coming from the movie. When Proteus has arrived, there are four additional soldiers here, as well as Achilles when Proteus is in his private chamber.

KITCHEN WITH AUTOCHIEF

A simple but functional kitchen with an advanced “autochef” that can instantly provide a selection of stews and soups. The kitchen is very untidy, with unwashed pots and containers everywhere.

The autochef has been used to cook the stew served at Regan's Cantina in Dawnville. Proteus laced the food with a modified strain of the Red Plague, developed in the medical laboratory (#14 on the map). As raw material for the stew was scarce, Proteus used whatever he could find as sources of protein. It was mostly Zone beasts and insects collected by his soldiers, but even some ill-fated prisoners and recruits unfit for serving in the Army of Dawn wound up in the stew.

The autochef may also be used to cook other dishes in smaller quantities, for example synthesized steak, artificial pizza and even bio-wine and other alcoholic beverages.

Mounted on the wall close to the door is a First Aid Kit (artifact).

CELLS

A narrow corridor with eight metal doors along the sides. Walls, floor and ceiling are all rusty metal. Each door has a small hatch covered by a grate.

Each cell is approximately 6x6 feet wide and has a wall-mounted bunk. A cell door can be opened from the outside by the simple press of a button.

This is where the PCs will be locked up if they are captured by Proteus. Some of the cells are already occupied when the PCs arrive:

- ❑ In cell C is a Dawnsoldier who has been imprisoned for disobedience, after having realized the truth about the stew and confronting Proteus about it. If the PCs open the cell door the soldier (a human mutant) will get up and shout: “Please, don’t turn me into stew!”
- ❑ Incarcerated in cell F is Morgan Morningstar (see page 30), waiting to be operated on. He will be very grateful if the PCs set him free. If they tell him of what has happened on the Showboat Saga, he will become angry and swear vengeance against Proteus.

SERVER ROOM

This room is chock-full of advanced electronics. There are several terminals and screens, but the room is dominated by a three-foot-wide, black metal pillar by one of the walls. A multitude of diodes flicker on the pillar and innumerable wires are connected to it. This is Minerva, the computer mainframe.

On the walls are several screens showing the feeds from the biobunker’s security cameras (see page 84). If the PCs come here, Minerva will speak

to them directly through these screens, which then depict the stylized face of a woman. Read more about Minerva on page 90.

MAINTENANCE

A room filled with humming machinery that handles all lighting, ventilation and temperature control throughout the biobunker.

STORAGE ROOM

This old storage room has long since been scoured of anything of value, but PCs searching the room may roll once on the scrap table.

OPERATING ROOM

A small room with an operating bed for biomechatronic procedures. The lab is very advanced and partially automated. This is where Proteus implants control circuits in the officers of the Army of Dawn. PCs who have visited Cryolab Delta in Elysium I (see *Mutant: Elysium*) will notice that this is a similar facility, though smaller in scale.

The lab robot DOC-092, an Observer model, runs the operating room. If Furwall was abducted from Dawnville by Proteus she is lying on the operating bed when the PCs arrive. She is sedated and a forced operation to implant a control circuit in her brain is just about to begin, with the “Doctor” presently occupied with shaving off her fur. The PCs can Manipulate the “Doctor” to abort the procedure. If they try to stop it using force, the robot will attack them with its scalpels. If the PCs save Furwall she’ll need a couple of rounds to come to. She is furious and will gladly fight alongside the PCs.

If Furwall isn’t here, the patient can instead be Morgan Morningstar or some other person abducted by the Army of Dawn.

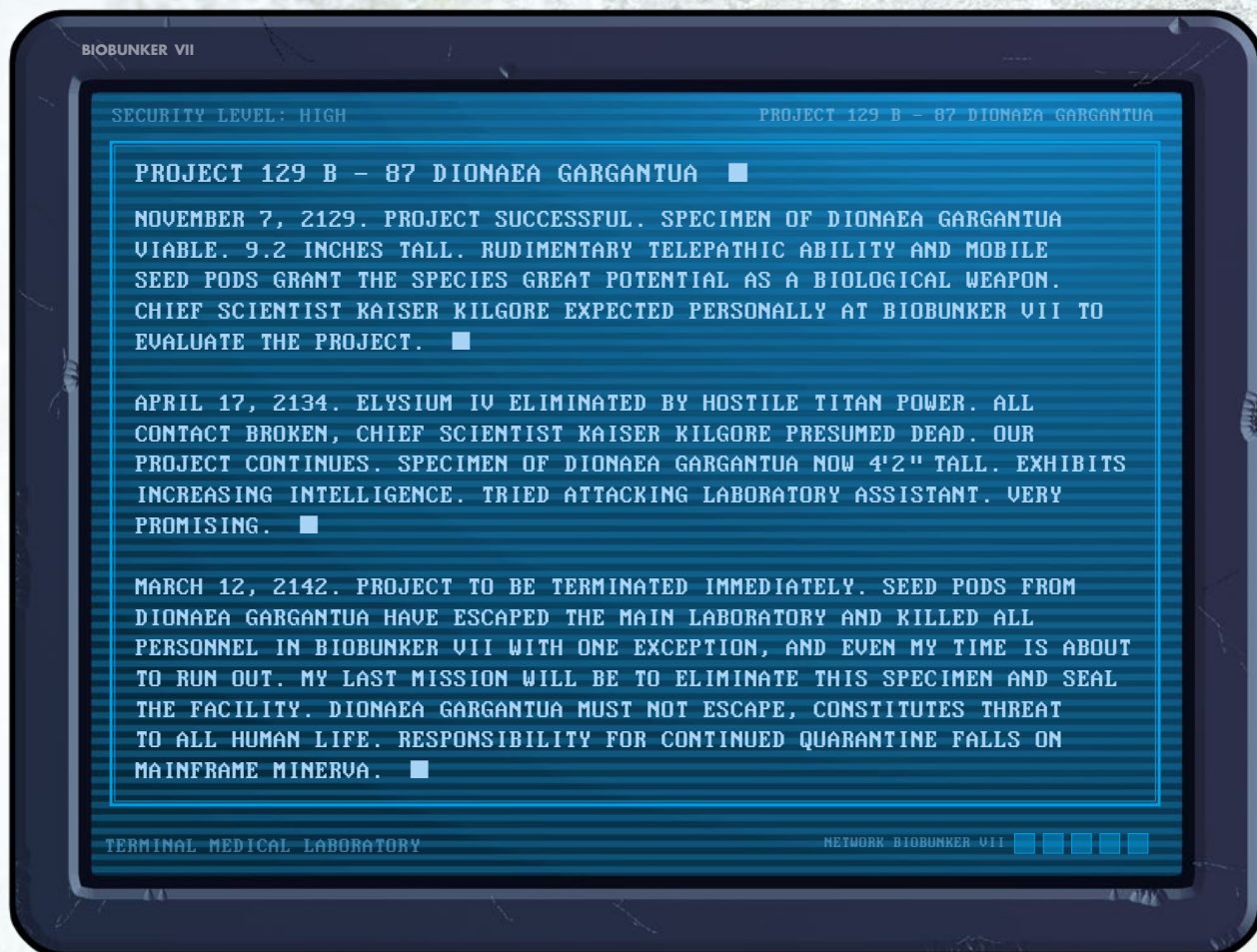
OTHER IMPLANTS

If you have access to *Mutant: Elysium*, brave PCs can get a biomechatronic implant of their choosing installed here – all they must do is lie on the bed and Manipulate DOC-092. It also requires a successful roll for Comprehend, since the robot requires very exact instructions. If the roll fails, the PC receives a randomly chosen implant instead. A PC that goes through surgery becomes broken by damage, but DOC-092 is a very good doctor (Heal 5 and Wits 5).

INFIRMARY

An infirmary with two simple hospital beds. Post-op patients and other sick or injured individuals are cared for here. Along the walls are cupboards with medical equipment. Here can be found one dose of REGEN, Painkillers and Energy Pills (artifacts, see *Mutant: Year Zero*). The entire room counts as an item with Gear Bonus +2 to Heal, but to use it the PCs must first Comprehend it.

HANDOUT #12: COMPUTER LOG

**MEDICAL LABORATORY**

In this cool and dimly lit room is a variety of medical equipment, test tubes and monitors. It would take years to fully comprehend the many devices and instruments to be found here, but the PCs can gain valuable information by quickly examining a terminal. With a successful roll for Comprehend the PCs find an electronic log about Biobunker VII. Give the players handout #12.

The most important find in here is something else, though. On a work bench are a dozen pint-sized glass containers holding a reddish fluid. Most of them are almost empty, but a couple are half-full. The fluid contains a virus with the modified strain of the Red Plague, which has been used to lace the stew in Regan's Cantina (see page 69).

On a nearby work bench are ten other pint-sized containers with a bluish fluid. This fluid contains an enzyme that eliminates the Red Plague virus in

infected individuals, thereby functioning as a very effective antidote.

Anyone drinking a mouthful of the antidote will automatically and immediately be cured of the Red Plague and start to recover as usual. Each glass container holds 50 doses of the antidote. In total there is enough antidote to cure 500 people. In addition, the lab robot DOC-092 can produce the same amount in a couple of hours. DOC-092 can tell the PCs about the antidote.

MAIN LABORATORY

This large ward is dominated by a basin of dark water. In the middle of the basin is a concrete platform. Standing on it is the Killer Tree. Its barbed tentacle branches move slowly and its roots writhe in the water.

The room is dark, as most of the wall mounted light bars stopped working long ago. Moving about in the gloom are a dozen humanoid figures – the

seed pods of the Killer Tree. They are all hairless, androgynous and expressionless – and completely identical. If the PCs step into the room, the Killer Tree will use its powers of mind control to lure them closer. At the same time, the seed pods will immediately attack to catch food for their “queen.”

It would be wise of the PCs to retreat – if the seed pods get out, they will attack any living creature they encounter in the biobunker – including the Dawn-soldiers. The PCs can use this to even the odds in the fight against Proteus – read more under Events.

NPCS

Described below are the NPCs and creatures that the PCs can encounter in Biobunker VII. Proteus is described on page 7.



WITHOUT MECHATRON

The robots in Biobunker VII have stats as per the rules in *Mutant: Mechatron*. If you lack this expansion you can easily replace attributes and programs/skills as per the list below. Note, however, that robots can never Manipulate non-robots, and that mutated animals can't Dominate robots.

MECHATRON	YEAR ZERO
Servos	Strength
Stability	Agility
Processor	Wits
Network	Empathy
Overload	Endure
Assault	Fight
Infiltrate	Sneak
Scan	Scout
Datamine	Comprehend
Analyze	Know the Zone
Question	Sense Emotion
Interact	Manipulate
Repair	Heal



MINERVA THE MAINFRAME

The mainframe in Biobunker VII, called Minerva, is an artificial intelligence that has developed a form of Insight (see *Mutant: Mechatron*) under its many decades in solitude, when the AI powered down into deep sleep mode. Minerva has an eccentric personality and nowadays sees all visitors to the biobunker as intruders and would like nothing more than to return to its slumber.

The AI was programmed by the technicians of the Houses in Elysium I and is irritable and aristocratic in tone. Minerva has a hard time concealing its disdain for mutated humans and animals, whom it refers to as “freaks.” When faced with robots other than its own, Minerva will simply attempt to command them to obey.

When the Killer Tree came alive, Minerva tried to stop the tree, which then threatened to cut the powerlines to the mainframe. Minerva was powerless to act and did its best to simply ignore the problem. When the Eminences arrived, Proteus took control of Minerva and the security robots and was able to defeat the tree.

Proteus then used Minerva to govern the control circuits that he had implanted in the officers of the Army of Dawn. Minerva feigns gratitude towards Proteus for having defeated the Killer Tree, but actually hates him and wishes for him to leave the biobunker, so that the AI can return to its slumber. It is possible for tech-savvy PCs to break Proteus's control over the AI. See the boxed text to the right.



SABOTAGING MINERVA

If Minerva's Processor or Network fail from excessive damage, the AI loses control of the security system in the biobunker, including the robots Castor and Polux. Additionally, the connection to all “chipped” officers is lost, resulting in the collapse of the Army of Dawn (see page 6). If this happens, Proteus will attempt to kill the PCs and repair the damage or, if that doesn't seem possible, escape in his airship. Read more under Events.

REPROGRAMMING MINERVA

A Gearhead or Technician (see *Mutant: Elysium*) can reprogram Minerva with a demanding (-1) roll for Jury-Rig or Tinker, respectively. The task will take a couple of minutes to complete. If successful, this will cause Minerva to turn on Proteus and order Castor and Pollux to aid the PCs. Minerva also disrupts Proteus's connection to all "chipped" officers. In this event, Proteus will do everything to break into the server room and regain control of Minerva. If he feels this isn't possible, Proteus will escape in his airship. Read more under Events.

Hierarchy: 7

Attributes: Processor 6, Network 7.

Armor Rating: 6

Programs: Coordinate 3, Datamine 3, Interact 4, Question 3.

Secondary Functions: Command Override.

Special: Minerva is physically located in the mainframe in the server room (#9 on the map). The AI is stationary and lacks Servos and Stability scores. If Minerva is damaged, don't use the table on page 88 in *Mutant: Mechatron* – the damage instead has an equal chance of being inflicted against either Processor or Network. Read more about the effects of this in the boxed text to the left.

CASTOR AND POLLUX

The main tools used by Minerva to protect the biobunker and to stop intruders are the two security robots CTR-934 "Castor" and PLX-212 "Pollux." Shortly after arriving, Proteus took control of the robots and can now control them directly via voice commands.

Like Minerva, both Castor and Pollux have incipient Insight. They are forced to obey, but often reason with each other and attempt to justify what they have, or are about to, do, even though they don't have the power to control their own actions.

If the PCs destroy or re-program Minerva, Proteus loses his control over Castor and Pollux. The PCs can then reason with them to get them on their

side. They are hesitant and unaccustomed to being allowed to make their own decisions. Let the PCs roll Manipulate to persuade them.

CTR-934 "Castor" is a machine with an oblong chassis in a humanoid shape. The plating was once painted gray with yellow markings but is now worn and scratched after many years of wear and tear. Castor is more aggressive than Pollux and usually leads the attack.

Hierarchy: 2

Attributes: Servos 6, Stability 5, Processor 2, Network 3.

Armor Rating: 10

Programs: Assault 4, Shoot 2, Interact 3, Scan 3, Move 3, Overload 2, Protect 1.

Secondary Functions: Command Override.

Modules: Riot Control.

Artifacts: Laser pistol (mounted, Gear Bonus +3, Weapon Damage 2, Long range), battle saw (mounted, Gear Bonus +2, Weapon Damage 3).



CASTOR

POLLUX

PLX-212 “Pollux” has a compact chassis and hovers using jets in its undercarriage. The robot’s plating used to be black, but its paint has been chafed in several places. Pollux is more cautious than Cas-tor and prefers to keep its enemies at a distance.

Hierarchy: 2

Attributes: Servos 5, Stability 6, Processor 3, Network 2.

Armor Rating: 6

Programs: Assault 2, Shoot 2, Interact 1, Scan 3, Move 3, Overload 2, Protect 4.

Secondary Functions: Command Override.

Modules: Riot Control.

Artifacts: Laser rifle (mounted, Gear Bonus +3, Weapon Damage 2, Distant range).

LAB ROBOT DOC-092

Scientific activities in Biobunker VII are monitored by the lab robot DOC-092, an Observer model. It is helpful but unimaginative and not particularly talkative. If anyone disturbs the work of the “Doc-tor” it becomes very irritated and may even turn hostile. The “Doctor,” which spends most of its time in the operating room, doesn’t have Insight.

Attributes: Servos 3, Stability 3, Processor 6, Network 1.

Armor Rating: 3

Programs: Analyze 4, Datamine 5, Scan 3, Assault 3, Force 2, Move 3, Infiltrate 1.

Secondary Functions: Analyzing Unit, Resistant.

Modules: —

Gear: Built-in apparatus and tools for analysis and sampling. Examples are scalpel hands (Weapon Damage 2) and auto-matic injector (Weapon Damage 1).

THE KILLER TREE

The Killer Tree is a biological weapon created for one purpose – to eradicate other lifeforms. Its design calls for it to act in a methodical manner in order to infiltrate and destroy settlements in the area.

The actual tree consists of a dark trunk that ends in five moveable tentacle branches. Gnarled roots covered with a foul smelling secretion grow all around the tree.

Attributes: Strength 12, Agility 6.

Skills: Fight 4.

Armor Rating: 6

Weapons: Tentacles (Weapon Damage 1, Near range). The tree can distribute its Base and Skill Dice over multiple victims and attack them in the same round. On a hit, the victim is snared and must make a Force roll to break free (adjacent friends can assist), maw (Weapon Damage 3, requires the victim to be snared by tentacles).

Mind Control: The Killer Tree can lure its victims closer with powerful telepathic pulses. Everyone within Short range must roll Sense Emotion to resist – failure means that the victim suffers one point of confusion and must move closer to the tree. The telepathic pulses can’t penetrate the door to the main laboratory.

SEED PODS

The strange seed pods of the Killer Tree are mobile, humanoid mutant plants. Subjugated by the will of the Killer Tree, they hunt for it and otherwise do everything to catch living creatures to feed to their ravenous mother tree.

In their natural state, these creatures have green-ish skin and lack body hair and distinct features. However, they can mimic the exact appearance of a living, humanoid creature by sending plant stalks into a victim’s brain to extract information about

its DNA. The victim, which must be restrained and broken by damage for the extraction to be performed, is killed in the process. A seed pod that has mimicked a human or a mutant is physically identical to the victim and is even able to talk with its voice, though always in a manner that is totally devoid of emotion.

Attributes: Strength 3, Agility 5.

Skills: Fight 2, Scout 3.

Gear: Blunt instruments.

Special: Seed pods are immune to confusion and doubt. It is not possible to Manipulate or Dominate them.

PROTEUS

Proteus is likely in the biobunker when the PCs arrive, if he doesn't arrive with them on his airship. If bullets start flying, Proteus will stay in the background for as long as he can, letting the Dawnsoldiers and Achilles do the fighting. Don't forget Proteus's talents, Coward and Never Surrender.

You can read more about Proteus on page 7. His stats are repeated below.

Reputation: 9

Attributes: Strength 3, Agility 4, Wits 4, Empathy 5.

Skills: Fight 3, Move 4, Shoot 4, Comprehend 5, Sense Emotion 5, Manipulate 5.

Talents: Coward, Never Surrender, Combat Veteran.

Biomechatronics: Interface.

Artifacts: Gyrojet pistol (Gear Bonus +3, Weapon Damage 3, Short range, seven rockets), psi-helmet, comm radio, control transmitter, four E-packs, access card for Biobunker VII.

ACHILLES

Achilles/The Gray Death is at Proteus's side in the biobunker, if he's still alive. The Machine Guard doesn't wear his wrestling costume here, but a plain uniform. You can read more about Achilles on page 73. His stats are repeated below.

Reputation: 1

Attributes: Strength 5, Agility 5, Wits 3, Empathy 1.

Skills: Second Wind 4, Force 5, Fight 5, Shoot 4.

Talents: Never Surrender, Slugger.

Biomechatronics: Reinforced Skull, Heat Vision, Interface, Communicator, Machine Arm, Machine Legs, Targeting Scope, Pain Inhibitors, Overdrive.

Artifacts: Gyrojet carbine and access card for Biobunker VII, but Proteus keeps these while Achilles is in Dawnville.

Special: As a Machine Guard, Achilles cannot be Manipulated or Prosecuted and is immune to Doubt.

DAWSOLDIERS

There are always at least twelve Dawnsoldiers stationed at Biobunker VII. Four of these "Wolves" guard the radio tower and the gate outside, two guard the entrance hall, two relax in the mess hall and four are sleeping. When Proteus is here, he brings an additional eight soldiers with him. These can usually be found in the mess hall or the dormitory until the alarm goes off.

Attributes: Strength 3, Agility 3, Wits 2, Empathy 2.

Skills: Fight 2, Sneak 1, Shoot 2, Scout 2.

Abilities: Random mutation or animal power as per animal type.

Gear: Scrap helmet, knife, breech-loaded rifle (Gear Bonus +2 and Weapon Damage 2), D6 bullets. Two of the soldiers on duty – one outside the bunker and one inside the bunker – carry access cards.

Readiness: As long as the alarm hasn't been triggered (see page 85) the soldiers not on duty (i.e. six out of twelve, plus the eight that arrived with Proteus) aren't wearing their helmets. They have their weapons close by, but not drawn. If the alarm goes off it will take these soldiers a round to get themselves prepared for battle.

MACRON

Macron, leader of the dreaded psi-cult the Brain Ring, may present himself – or more likely one of his clones – in the final stage of the attack on Biobunker VII. See Events.

Macron looks like a fit, middle-aged man with long, silver-gray hair and a pale face. His left eye completely lacks both iris and pupil and the white of the eye has an unnatural ice blue color – a side effect of the cloning process.

You can read more about Macron in *Zone Compendium 5: Hotel Imperator*.

MACRON



Attributes: Strength 3, Agility 4, Wits 4, Empathy 5.


Skills: Move 3, Shoot 3, Fight 2, Comprehend 5, Sense Emotion 5, Manipulate 5.

Talents: Personal Arithmetic, Never Surrender.

Mutations: Puppeteer, Pathokinesis, Telepathy.

Gear: Knife, twelve bullets, access card.

Artifacts: Laser Pistol (Gear Bonus +3, Weapon Damage 2, Long range), Kevlar Vest, Psionic Enhancer (see *Zone Compendium* 5), two E-packs, Hover Car (see the boxed text to the right).

Clone: The Macron who appears at Biobunker VII is just one of several clones. The clones are unstable, however. If you roll  on a skill roll for Macron, the clone instantly suffers an equal amount of trauma, even if the roll isn't pushed. The rolls can be pushed as normal, with the risk of even more trauma.

Hive Mind: Using telepathy, the Macron clones can easily communicate with each other, even over long distances. This link requires no MP or action.

THE PSI-MUTANTS OF THE BRAIN RING

Macron has brought seven other psionic mutants from the Brain Ring with him to the biobunker. They are undisputedly loyal to Macron.

Attributes: Strength 2, Agility 3, Wits 5, Empathy 4.

Skill: Move 2, Fight 2, Heal 1.

Mutations: Random psionic mutation.

Gear: Semi-automatic pistol, knife, D6 bullets.

SURVIVING THE BIOBUNKER

An attack on Biobunker VII can be a very difficult challenge for the PCs, even when aided by Francisca. The PCs face 20 Dawnsoldiers, two security robots, Achilles, Proteus himself and several lethal traps. Try to make the players realize that they need a plan.

The key to success is to utilize the resources and potential allies located inside the biobunker.

Firstly, the PCs can release the Killer Tree and its seed pods. This is a risky tactic, as once free, the Killer Tree will attempt to kill all other living beings, but since there are considerably more Dawnsoldiers than there are PCs, the tree will focus on them. This might give the PCs the opening they need to confront Proteus.

Secondly, the PCs can ally themselves with the mainframe Minerva by disrupting

MACRON'S HOVER CAR

Macron and his entourage of psionic mutants arrive in a hover car, a very advanced vehicle developed by the engineers of Elysium to explore the devastated surface world. The vehicle flies with the help of small but powerful turbines that can be controlled by the driver to create propulsion and steer the vehicle.

The hover car can carry eight people and decreases the time it takes to explore a sector in the Zone to a quarter of the time it would require on foot. The hover car provides a +3 Gear Bonus to Move when used to escape from a threat. It can also be used as a weapon. Armor Rating 3, Resilience 2. Requires special fuel. Read more about vehicles in Chapter 6 in the *Mutant: Year Zero* core rulebook.

DEV Requirement: Technology 70

DEV Bonus: Technology +2D6

Proteus's control over the computer (see page 91). The PCs can also destroy the mainframe to break Proteus's control over the security robots.

Thirdly, the PCs can rescue Furwall and Morgan Morningstar from their cells (#8 on the map). They will gladly fight against Proteus to take their revenge.

Finally, the PCs might be able to enlist help from others, people from their own settlement or other settlements affected by the Dawnsoldiers or the disease spread by Proteus. Reward creative thinking.



EVENTS

Below are suggestions for events that the PCs can experience in Biobunker VII.

PROTEUS'S GUESTS

If the PCs arrive at Biobunker VII as Proteus's invited guests (see page 80), they will be shown around by the Eminence. He will very proudly tell them the history of the biobunker. However, he won't open the main laboratory (#15 on the map) or show the PCs the operating room (#number 12).

Proteus treats them to dinner in the mess hall, where Achilles serves synthetic steak cooked by the autochef in the kitchen. Proteus offers them synthetic wine as well. The wine is laced with sedatives. Any PC that drinks it must roll for Endure to avoid passing out, in which case they will wake up alone in a cell. The PCs who make their roll suffer 1 point of fatigue and are taken to the cells at gunpoint by Achilles and the Dawnsoldiers. Proteus regrets the "inconvenience" but says that the PCs soon will "see the light" and be initiated into the inner circle of the officers of the Army of Dawn.

After being incarcerated, the PCs will be taken to surgery one by one and implanted with control circuits. You should give the PCs opportunities to escape before this happens. If the PCs find no solution on their own, you can let Macron turn up to save them (see below).

THE KILLER TREE IS FREED

If the PCs open the door to the main laboratory, the Killer Tree and its seed pods are freed. If the PCs are clever enough to avoid fighting the murderous greenery themselves, the seed pods will spread throughout the biobunker and become embroiled in combat with the Dawnsoldiers.

Don't play out these fights in detail – instead you can describe scenes of Dawnsoldiers and seed pods slugging it out in the corridors. You can decide who winds up victorious for the greatest possible dramatic effect. The battles provide the PCs with the opportunity to confront Achilles and Proteus.

MINERVA IS DESTROYED OR REPROGRAMMED

If the PCs take out the mainframe Minerva, Proteus loses his link to all "chipped" officers, resulting in the imminent collapse of the Army of Dawn (read more on page 6). This also results in Proteus losing control over Castor and Pollux, and they can be persuaded to aid the PCs instead.

Castor and Pollux are an even match for Achilles. To avoid rolling too many rolls for NPCs, you can let these three fight it out "off-screen" while the PCs focus on Proteus, provided that the Dawnsoldiers are occupied with the Killer Tree (above).

If the PCs have a Gearhead or a Technician (see *Mutant: Elysium*) in the party, they may also try reprogramming Minerva to break Proteus's control over the AI. Minerva will then aid the PCs, possibly by locking or unlocking doors in the bunker and disabling or activating traps.

If the PCs destroy or reprogram Minerva, Proteus will do everything to repair the mainframe and regain control over it.

PROTEUS' LAST BATTLE

If the bullets start flying, Proteus will stay in the background as long as he possibly can. But if Minerva is destroyed, he'll become desperate and do everything in his power to reestablish control over the computer and the Army of Dawn.

If this seems hopeless, Proteus will realize that the game is up, but he decides to perform one last desperate deed. He tries to escape the biobunker in

his airship and sets course for the PCs' settlement, intending to blast it to pieces.

If Achilles or any of the Dawnsoldiers remain standing they will accompany Proteus and protect him. The PCs can try to pursue. Feel free to give them a chance to climb aboard the airship via the mooring lines (see page 60 for rules). This whole scene can preferably culminate in a thrilling final battle aboard an airship over the wintry Zone.

If the PCs fail to stop Proteus, he will first visit the Garrison. With the help of his control transmitter, he regains control over Colonel Cerberus (if he's still alive) and the other officers. He orders all airships and Dawnsoldiers to head towards the PCs' settlement to raze it to the ground. The settlement is most likely weakened by the Red Plague already and doesn't stand a chance against the airship's bombs and the Dawnsoldiers' bullets.

The PCs can catch up with Proteus when and where you believe it to be dramatically best. Maybe they'll fight an epic final battle against Proteus aboard a burning airship above the Ark?

MACRON APPEARS

Francisca will be in telepathic contact with Macron, the leader of the Brain Ring, during the entire assault on the biobunker. Macron is nearby and arrives at a convenient moment. He doesn't want to risk exposing himself to Proteus and would prefer to wait until the battle is over.

If the fight goes badly for the PCs (and Francisca), Macron can turn up to save them. He arrives in his hover car in the company of seven other psionics from the Brain Ring. Macron can enter the biobunker and rescue the PCs there. If Proteus is defeated (with or without the aid of Macron)

and escapes, Macron can give the PCs a ride in his hover car to chase after the Eminence.

Macron leaves the PCs with some parting words. Even if the PCs have cleared the biobunker completely without Macron's help, he'll tell them that they are indebted to him, if only for the help that they have most likely received from Francisca.

"I have a feeling that we will meet again. You haven't seen the last of the Brain Ring, believe you me."

EPILOGUE

The Gray Death concludes after the showdown in Biobunker VII. The PCs have hopefully stopped Operation Red Dawn, or at least held back the worst effects of Proteus's plans. Many of the Zone's inhabitants have most likely fallen ill from the Red Plague, and even if the PCs spread the antidote as fast as they can, the losses will be very noticeable in many settlements.

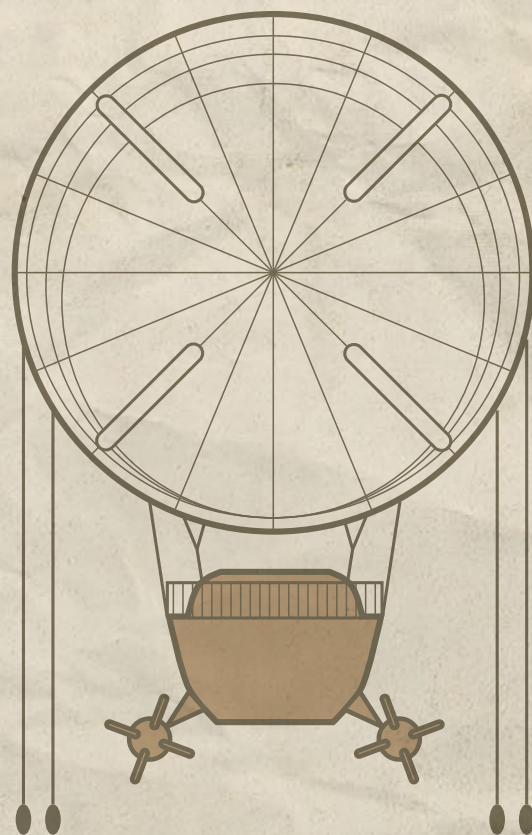
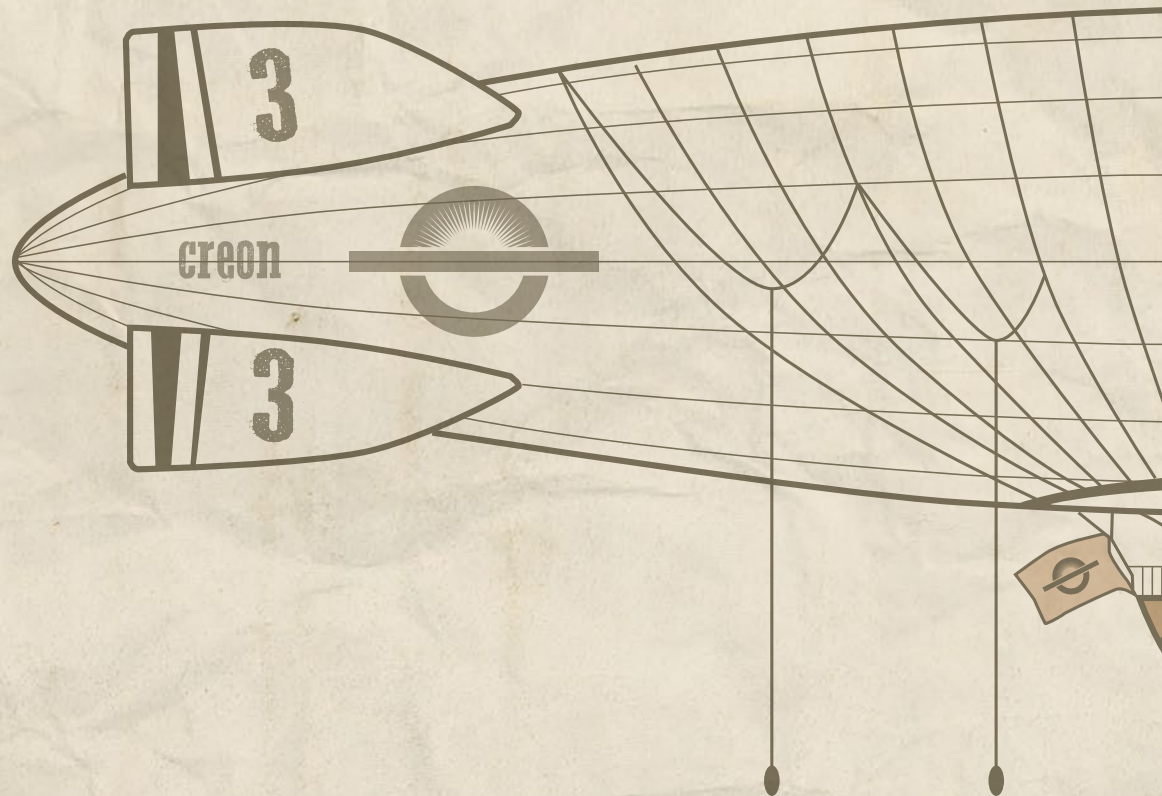
Another consequence of what has transpired is that the distrust between the different groups and peoples in the Zone, exacerbated by the Showboat Saga and its plays, takes root. Conflicts between mutants, animals, robots and enclave humans become more and more frequent. The idea of subjugating the other peoples of the Zone intensifies among the enclave humans.

All is not lost, however. The technological advances and effective organization demonstrated by the Army of Dawn also spreads in the Zone, resulting in more advanced settlements being formed - seeds for the founding of the Dawn Realms, many decades later. But that's a story for another day.





AIRSHIP 3 – CREON



PARAPET •

STAIRCASE •

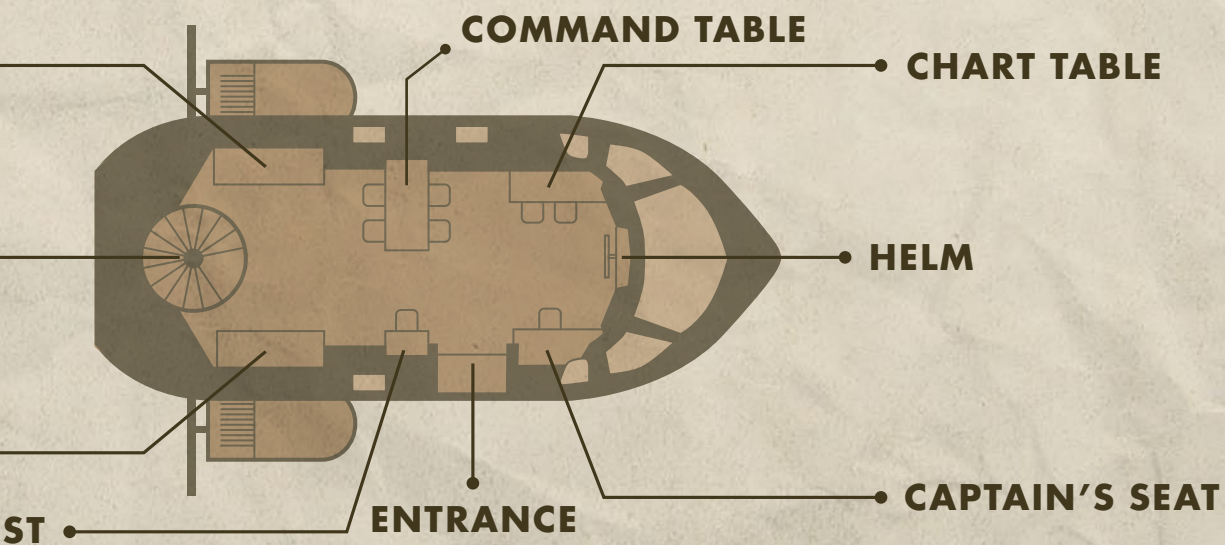
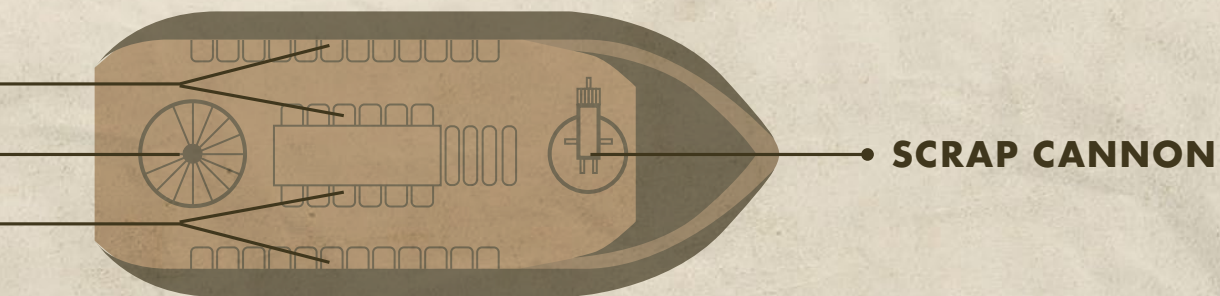
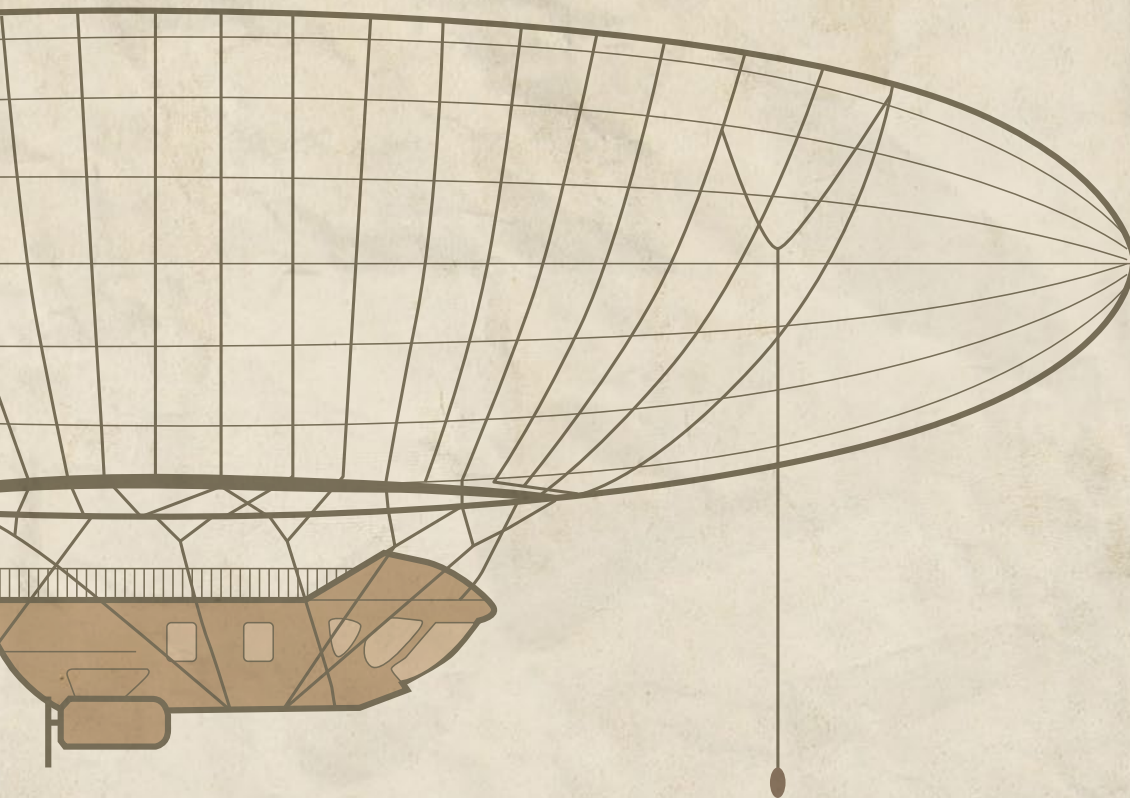
PARAPET •

FUEL TANK •

STAIRCASE •

FUEL TANK •

MACHINERY





The door to the laboratory slid shut with a hiss. The battle was over, and the short man wiped a fleck of greenish fluid from his face. The lights in the ceiling flickered and cast a bleak glow over the fallen individuals on the floor in front of him. The man's two accomplices – one immense and mechanical, the other shadowy – awaited new instructions.

"It is done," the short man said.

"We have no time to lose. It is time to set our plan into motion. Soon, the entire Zone will be at our feet."

The Gray Death is an epic campaign module to be used with Mutant: Year Zero and its expansions. The Gray Death takes the stories in Mutant: Year Zero, Mutant: Genlab Alpha, Mutant: Mechatron and Mutant: Elysium and ties them all together. Mutants, animals, robots and humans must put their differences aside and unite against a common threat to the world at the end of days.

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