

MUTANT

YEAR ZERO



ZONE COMPENDIUM 2:
DEAD BLUE SEA

MUTANT

YEAR ZERO

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INTRODUCTION

The world has ended. The cities and nations created by mankind are in ruins. Out on the oceans rusty abandoned ships drift from coast to coast. Much of what once lived in the depths is gone, but more and more is slowly recovering. Whales, sharks and fish once again roam the seas, but almost all marine life has changed, mutated beyond recognition.

Your Ark is somewhere out on the endless waves, a fixed point in your existence. You are the People, a group of ocean dwelling mutants fighting to survive every day. Recently, you have started building your first rafts to explore the watery world that surrounds you.

It is said that you are the chosen ones, destined to find Eden one day, the mythical place that is the origin of all mutants. Perhaps this is true, perhaps it is a fairy tale.

One thing is certain. Soon you will have to explore the waters around the Ark. Many speak of the dawn of a new age, an age when everything will change.

MUTANT: YEAR ZERO AT SEA

Welcome to Zone Compendium 2. This book describes a new and different Zone for the game: the *Dead Blue Sea*. Most of the basic *Mutant: Year Zero* game can be used for gameplay at sea. At the same time, there are some major differences in the *Dead Blue Sea*. The very fact that the game is set at sea

changes the basic premise. Boats, rafts, driftwood, oil rigs and many other things found at sea play a major part. Other kinds of artifacts and phenomena also become important.

The first part of the book describes the new Zone, in which you may choose to run your campaign, or have the player characters travel to. Then comes the player section, with guidelines on how to run a campaign out at sea, including new mutations, new projects, boats and rules for navigation.

Finally there is a Gamemaster section. It includes descriptions of ruins at sea, new artifacts the PCs can find, new threats in the Zone and four complete Special Zone Sectors. They follow the same layout as the Zone Sectors in the *Mutant: Year Zero* book. These locations can be placed in any sector in any Zone you play in. Every Zone Sector is described with a map or an exploded view, available in two versions.

- ▣ The Gamemaster map with detailed images showing what hides in different places in the sector.
- ▣ The player map lacks these details and can be displayed for the players when they arrive in the sector. The player maps are collected at the end of this book and are also available for download from the Free League's homepage.



Clusters of oil ran in the known waters. The forms used by mankind a thick black sludge below the bottom of the sea was so valuable that

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THE SEA FORTS

In several places in the Zone, groups of large, odd metal structures rise from the waves. They are rusty metal sheds resting on pillars of iron that are anchored on the seafloor. The Elder has explained that the sheds are sea forts, a form of defense and surveillance installations that were used in ancient wars. The latest expeditions the People have mounted to the forts support this theory: armed and uniformed skeletons have been found in several of the buildings. So far sea forts have been discovered in three different places in the Zone. In those that rise to the south, humanoid shapes have been seen moving around.

THE SCRAP ISLAND

To the north lies a whole island of ancient scrap. The scrap island is obviously inhabited: convoys of large and small boats have been seen moving in and out of the huge, rusty iron gate. Some form of trading post probably hides in the center of the island.

THE TRASH BELT

Recently a massive, stinking belt of trash floated in from the west. The mutants of the People have yet to explore the belt but those that have sailed close to the immense trash mountains have brought back tales of all sorts of oddities floating around in the water. Further exploration is complicated by the thick winding plants that ensnare the whole belt. Some of the People's scouts have also reported eyes glimmering among the trash heaps at night.

Perhaps the trash belt is inhabited by some form of intelligent creatures.

THE RAFT VILLAGE OF THE FARDRIFTERS

A few weeks ago, a floating village built from rafts entered the known waters around the Ark. The inhabitants of the village, called the Fardrifters by the People, seem to originate from a faraway, warmer place. They are all tanned and wear thin clothing made from plastic and cardboard. No one knows who these newcomers are or what they want. Their floating village seems to drift with the currents of the sea. Perhaps it will soon disappear over the horizon.

THE UNDERWATER CITY

Close to a large island, the remains of a whole city cover the ocean floor. Block after block of tall buildings, streets and old car wrecks are partly hidden by dark silt and kilometers of sea weed. Some of the People's divers have reported large caches of treasure, left behind by the Ancients. However, the currents of the area are severely infected by Rot.

THE ISLANDS

In several places in the Zone, barren, dark islands rise from the infinite expanses of water. Some of them are covered by buildings from the old world. The largest island lies in the eastern part of the Zone and is so large it takes hours to go around it in a boat. What the ruins of the island hide is yet to be discovered – dryland is considered the realm of doom, and the People prefer to stay out at sea.





PLAYER'S SECTION

The Zone and campaign setting described in this compendium can be used in two ways:

- ❑ Your characters travel here from another Zone. The Ocean Zone can be placed close to a Zone that has been previously published, such as The Big Smoke and The Dead Apple.
- ❑ A new campaign is based in the Ocean Zone. In that case, the rules for creating an Ark and completing projects have to be adjusted slightly. The following section explains how.

ROLES

Just like in an Ark on land you can choose between several roles in an Ocean zone. The role called Stalker in the *Mutant: Year Zero* book has changed name to Navigator and the skill Find the Path is called Navigate. How it is used is explained later.

MUTATIONS

The following two new mutations are especially useful at sea. If you wish, you can replace two existing mutations (such as Frog Legs and Tracker, both of which aren't very useful at sea) with these two.

CRYOKINESIS

You have the ability to freeze things with the power of your mind. You can:

- ❑ Freeze a living creature within arm's length. Deals one point of damage for every Mutation Point you spend. Requires close contact.
- ❑ Freeze a surface of water – either everything at Near distance or a bridge of ice one meter wide stretching from your feet a short distance in any direction across water. The ice can carry the weight of several people and lasts for about an hour before melting.
- ❑ Put out a fire or cool down a hot object. Larger fires require spending 1 Mutation Point.

HUMAN TOAD

You have taken on the attributes of a toad. Your skin is wet and covered with warts and your favorite food is bugs. You can:

- ❑ Catch smaller objects and creatures at everything up to Near distance with your long sticky tongue. Costs 1 MP.
- ❑ Secrete a paralyzing poison through the skin, dealing one point of Confusion per MP you

spend to whoever comes into direct physical contact with you, for example, in unarmed close combat. (R)

- ❑ Hibernate for 24 hours and avoid all trauma from cold and lack of grub and water. You are unable to take any actions while hibernating, but you can come out of it at any time of your choosing. Costs 1 MP.

CONFLICT AT SEA

Combat and other conflicts are just as common at sea as in a Zone on land. If nothing else is stated here, all rules from *Mutant: Year Zero* apply.

SWIMMING

It is assumed that all the mutants of the People can swim – if you have grown up in the Ocean Zone you could probably swim before you could walk. From a rules perspective, swimming therefore works just like movement on land.

Storm: If a storm occurs (page 11), you have to roll Force for each maneuver you want to add to movement. This roll does not count as an action. If the roll fails, you take damage from drowning (below).

Hypothermia: If you stay in the water a prolonged period of time, you will suffer from hypothermia. Read about hypothermia on page 93 in *Mutant: Year Zero*. Even in fairly warm water, you have to roll Force once per hour and in cold water you have to roll once every fifteen minutes or even more frequently than that.

DROWNING

If you end up under water (voluntarily or not), you have to roll Force once every turn (before you take any actions). The roll can be pushed but does not

BULLETS


Since firearms are rarely used by mutants at sea, bullets are less likely to be used as currency. Trading is done with other merchandise. You can still use the Gear & Services table on page 260 of *Mutant: Year Zero* as a guideline for how much items and service are worth relative to each other.

count as an action. Failure means you inhale water and take a point of damage.

MUTATIONS

The mutation Frog Legs cannot be used in water. Sprinter can be used normally. If you are an Amphibian and spend one MP, you will not suffer the effects of a storm (above) for about a minute. You can also breathe under water during the duration and do not have to roll for damage from drowning (above).

WEAPONS

Projectile weapons, like scrap pistols and scrap rifles, are less popular at sea, since gunpowder easily gets wet and useless. Every day at sea (you don't have to roll on an island or a large ship), you have to roll one Gear Dice for every bullet you have – an  symbol means the bullet is ruined and can't be fired. Guns cannot be used under water, and neither can bows or slingshots.

Because of this, many mutants at sea use harpoon weapons of various kinds. They can be used under water. The table shows some typical models that can be built by Gearheads. When a harpoon has been fired, a maneuver must be spent to haul the line back and make the weapon ready to fire again.

WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Harpoon pistol	+1	1	Near	Light weapon.
Harpoon rifle	+1	1	Short	
Whale harpoon	+1	3	Short	Mounted.
Old Age speargun	+2	2	Short	Artifact.

BOATS IN COMBAT

Combat at sea usually happens on or with boats. Boats follow the rules for vehicles in combat (page 94 of *Mutant: Year Zero*) with a few additions:

Sinking: When a boat's gear bonus reaches zero, the boat is unusable and adrift. It also starts sinking, and sinks completely after 1D6 times Resilience minutes if no action is taken. A Gearhead can repair the boat before it sinks, but only gets one chance.

Escaping & Ramming: Just like ground vehicles, boats can be used to escape from and ram enemies. Roll Agility and Move in both instances.

AN ARK IN THE OCEAN

An Ark in the Dead Blue Sea is located in or close to the ocean. It might be an old shipwreck or something else. Pick something that feels exciting. Suggestions:

- ❑ A lighthouse on a rocky island.
- ❑ One or several oil rigs far out at sea.
- ❑ Ferry, icebreaker or oil tanker run aground.
- ❑ Island of scrap and/or trash.
- ❑ One or more sea forts (see above).
- ❑ Tall building rising from the water.
- ❑ A secluded harbor.

NEW PROJECTS

Mutants in an Ark at sea can undertake projects, just like in an Ark on dry land. Many projects are the same (see page 102 of *Mutant: Year Zero*) but some projects – like Road, Railroad and Train – don't work in water and are not available. Instead, there are several new projects, described below. The Distillery and the Scrap ship were already described in the *Mutant: Year Zero* book but are included here since some adjustments have been made.

❑ DISTILLERY

This aquatic form of the Distillery consists of a tangle of tubes, cans and pipes. A variety of chemical substances can be created by burning dried seaweed and bladderwrack. The Distillery can be used to distill alcohol and turn seawater to rotfree drinking water.

DEV Requirement: Grub 5, Technology 15

Other Requirement: Workshop

Skills: Comprehend

Work Points: 1 × number of PCs

DEV Bonus: Technology +D6

Special: Produces 2D6 rations of water every day. The project can be completed multiple times but only gives a DEV bonus the first time.

❑ SAIL LOFT

A few mutants are sewing large patchwork sails from ancient pieces of cloth. The sails are far larger than a single Gearhead could make.

DEV Requirement: Technology 15

Skills: Force or Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Technology +D6, Warfare +D6

Special: These sails can be used on Scrap sloops and Scrap ships (see below).

❑ SCRAP SLOOP

This mid-sized scrap boat must be built as a project by all the People together. Scrap sloops are often used for exploring, fishing or – when necessary – fighting at sea. They can carry around 15 passengers and can be propelled by sail, steam engine, a motor from the Old Age or oars.

DEV Requirement: Technology 20

Other Requirement: Harbor

Skills: Force or Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Food Supply +D6, Warfare +D6

Special: The attributes of the sloop are described in the section The People's boats below. This project can be completed multiple times but only gives a DEV bonus the first time.

❑ SCRAP SHIP

A large scrap boat, larger than any Gearhead could build on their own. It can carry up to 50 passengers and can be propelled by sail, steam engine, motor from the Old Age or oars.

DEV Requirement: Technology 20

Other Requirement: Harbor

Skills: Force or Comprehend

Work Points: 3 × number of PCs

DEV Bonus: Food Supply +D6, Culture +D6, Warfare +D6



Special: The attributes of the ship are described in the section The People's boats below. This project can be completed multiple times but only gives a DEV bonus the first time.

THE PEOPLE'S BOATS

The People have several boats, without which they would never have survived. They can be any kind of floating vessels. When the game starts, the People have around ten boats, most of them simple rafts.

How boats work in combat is explained in the section Conflicts at sea (above).

Build boats: During the course of playing, your characters may find, steal or build new boats. Boats the People can build are described below. The simpler kinds (raft, sail catamaran) can be built by a single Gearhead by rolling Jury-Rig. Remember that an extra rolled ♣ needs to be used to make the boat durable (page 55 in *Mutant: Year Zero*) – otherwise the boat falls apart after a short journey (from one sector to the next).

BOATS

TYPE OF BOAT	BONUS	ARMOR	RESILIENCE	CREW	OARSMEN	PASSENGERS	FUEL CONSUMPTION
Raft	+1	0	1*	1*	1*	5*	1*
Catamaran	+2	0	1	2	2	0	1
Scrap sloop	+1	3	5	1	2	15	2
Scrap ship	+1	6	20	4	12	50	6



Larger boats, like a scrap sloop or scrap ship, must be built as a project by all of the People together.

The boats described below are basic models, not a complete list. Every boat built by the People is unique.

Finding boats: If you are lucky, you can also find fully functional boats from the Old Age. Several such boats are described in the section Artifacts in the Gamemaster part of this book.

Bonus: The Gear Bonus the boat has when you roll to Move from a conflict or ram an enemy.

Armor: The Armor Rating the boat's hull gives everyone onboard, as well as the boat itself, against external attacks.

Resilience: See page 95 of *Mutant: Year Zero*.

Crew: The minimum number of crew members required to steer and use the boat.

Oarsmen: The minimum number of oarsmen required to keep the boat moving, if other modes of propulsion are unavailable. Read more about rowing on page 10.

Passengers: The maximum number of passengers the boat can hold without a problem, in addition to the crew. Oarsmen, if any are onboard, are counted towards the number of passengers.

* **Rafts:** The attributes given are for a mid-sized raft that can carry up to five passengers. A larger raft increases Resilience, Crew, Oarsmen and Fuel consumption. All those values equal the maximum number of passengers divided by five (round up).

RAFT

The raft is the simplest form of watercraft, built from driftwood and scrap. Oil drums, old plastic cans or styrofoam can be used for buoyancy. Rafts come in all sizes and can be propelled by sail, steam engine or even a boat motor from the Old Age.

A typical raft can carry five passengers. For every extra rolled ☢ that the Gearhead uses to increase buoyancy, the maximum number of passengers is doubled.

A Gearhead can build a raft by rolling Jury-Rig. Remember that it takes an extra rolled ☢ to keep the raft afloat for more than a short trip (one sector).

SAIL CATAMARAN

A small sailboat with two or more narrow, parallel hulls instead of a single wider one. The narrow and light construction makes the catamaran faster than other boats propelled by sail, but it also makes it more complicated to carry a heavier load. A catamaran can only carry two people.

A Gearhead can build a catamaran by rolling Jury-Rig. However, this is a more advanced project than building a raft, and takes several days to complete. Remember that it takes an extra rolled ☢ to keep the catamaran afloat for more than a short trip (one sector).

Special: The catamaran is very fast and halves the time it takes to explore a sector (see below).



PROPULSION

The People's boats can be propelled in a number of different ways:

- ▣ **Oars:** The simplest form of propulsion is simply muscles. The advantage is that it is not complicated technically and works in any weather. The disadvantage is that it requires oarsmen – how many are needed for each type of boat is found below. A Force roll is required for every oarsman to move the boat one sector (read more in the section Navigation below).
- ▣ **Sails:** Rafts and sail catamarans can be fitted with a sail as a stunt for Jury-Rig (see page 55 in *Mutant: Year Zero*). To provide sails for bigger boats, the project Sail Loft must be completed. When the project is ready, both sloops and ships can be fitted with sails without additional cost or work. The downside to sails is that they require wind (minimum breeze, see below) and that they can be damaged in a storm.
- ▣ **Steam engine:** When the People have developed the Steam Engine (see page 111 in *Mutant: Year Zero*), sloops and ships may be fitted with a steam engine without extra cost. Steam engines require fuel (see Navigation, below).
- ▣ **Ancient motor:** If you are lucky, you can find functional boat motors from the Old Age. As a rule, a Gearhead has to roll Jury-Rig successfully to get the motor working again. Ancient motors can be run on alcohol or – if you were to obtain it somehow – gasoline or diesel from the Old Age



SCRAP SLOOP

A larger and more stable scrap boat. Scrap sloops are often used for exploration, fishing and – when necessary – combat at sea. They can carry up to 15 passengers and can be propelled by sail, steam engine, a motor from the Old Age or oars.

FUEL

If a boat is powered by a steam engine or a motor from the Old Age it will require fuel. The Fuel Consumption column in the table about boats above shows how much fuel is required to explore a single sector in the Zone. For a motor from the Old Age the number given is the number of doses of alcohol required, while for steam engines it is the number of flammable objects (each taking up one row on your character sheet). A steam engine also requires water, but there's plenty of that in the sea.



Scrap sloops are too big for a Gearhead to build on their own. The construction of a sloop is a project that engages all of the People (see above).

SCRAP SHIP

A large scrap ship that can carry upwards of 50 passengers and can be propelled by sail, steam engine, a motor from the Old Age or oars. Scrap ships are large enough to stay out on the water longer periods of time.

Scrap ships are complicated to build, and the construction of one is a project that engages all of the People (see above).

ZONE TRAVEL AT SEA

To explore a Zone at sea, your characters need access to some sort of conveyance – either one of the scrap boats described above or a functional boat from the Old Age (artifact, see page 43). The exploration of the Zone then basically works as on land. You sail from grid to grid on the map, the Gamemaster describes what you meet, and you try to survive while searching for ruins and artifacts. There are, however, some differences, that are explained in this section.

Creating sectors: How the GM can fill the sectors of the ocean Zone with various things is explained in the GM part of this book (page 13).

TIME

A Zone Sector at sea is roughly one square kilometer in size, the same as on land. Exploring a sector usually takes four hours, just like on land. This may seem slow, but scrap boats are not very fast and you always have to be on your guard against threats and changes in the weather. Some boats are extra fast and decrease the time it takes to explore a sector.

NAVIGATE

When you sail into a new sector of the Zone, the Navigator rolls Navigate – just like when a Stalker rolls Find the Path on land. The two skills work in the same way, but they are two separate skills. A Stalker from dry land cannot Navigate at sea, and the other way around.

If you roll Navigate successfully, you detect any threats in the sector in time. Threats at sea can be anything, like strange boats, mutated sea monsters or sudden changes in the weather and other dangerous natural phenomena.

Stunts: For every extra 🎲 you roll beyond the first, you get to choose one stunt below. Each alternative can only be chosen once.

- ▣ You see a ruin, if there is one in the sector. See below.
- ▣ You can read the Rot level in the sector. See below.
- ▣ You fish one ration of rot-damaged fish from the sea.
- ▣ Exploring the sector takes half the normal time (so usually two hours).
- ▣ You rush through the sector in a quarter of the time it normally takes to explore it (so

usually one hour). You avoid any creatures or phenomena – but the sector does not count as having been explored and you do not find any ruins.

Note that the skill Navigate is not used to pilot a boat – Move is used for that, and is something any PC can do.

Keep Looking: Just like on land, you can roll Navigate again in a sector that has already been explored, to fish or find ruins.

WIND

During zone travel at sea the weather is a deciding factor, that literally can make the difference between life and death. The winds in the Zone are temperamental and fickle. The following table shows the different wind speeds and their effects.

How the Gamemaster determines the weather conditions is listed on page 14.

NIGHT AT SEA

During nighttime it is too dark to explore the Zone. Usually boats are anchored during the dark hours, if the water is shallow enough. Otherwise, the boat is allowed to drift freely in the darkness. It will remain in the same sector, unless the Gamemaster wants to do something different.

REVISITS

Returning to a sector that has already been explored works the same way at sea as on land – the sector can be travelled through in a quarter of the time (an hour with a normal boat). However, threats in the Ocean

WIND EFFECTS

WIND	EFFECT
Calm	The waters of the Zone are flat and calm. Sail powered boats are becalmed.
Breeze	A light and pleasant wind with no effects on the Navigator.
Gale	The wind howls and waves crash over the deck. Visibility is bad and the Navigator has a –1 modification to Navigate.
Storm	The sea is chaotic and the boat is tossed around by waves several meters high. The Navigator has a –3 modification to Navigate. On top of that, whoever is steering the boat must roll Move every hour – failure means the boat takes 1D6 of damage. If the boat is small (anything smaller than a scrap sloop) everyone onboard must successfully roll Move once every hour to avoid being swept overboard.

Zone are more mobile than on land, so new threats might surface in sectors that are already explored.

ROT

At sea, the Rot is in constant motion. It moves on the wind, waves and currents. At any moment you may be exposed to Rot. There are no safe waters, the Rot moves over everything, through everything. On the other hand, the Rot can also move away. Waters that have been lethal can suddenly become habitable again.

Rules-wise this means that Rot in the Ocean Zone works just like Rot on land, with the difference that the Rot level in a sector at sea is not constant. It changes over time. How the Gamemaster handles this is explained on page 14.

ISLANDS

The *Dead Blue Sea* contains a few larger islands, large enough for one or two land sectors. These sectors are explored according to the rules in *Mutant: Year Zero*.





GAMEMASTER'S SECTION

If you do not intend to run the *Dead Blue Sea* as a Gamemaster – stop reading now, this section is meant for Gamemaster (GM) eyes only.

This Gamemaster Section's follows the same outline as the same in *Mutant: Year Zero*. Every section here corresponds to a chapter in the main rulebook. However, there is no equivalent of the opening chapter (Your job as Gamemaster) – simply because there is no need. Everything from that chapter also applies to gaming in the Ocean Zone.

THREATS TO THE ARK

Even in a Zone at sea, the Ark where the PCs live can suffer from all kinds of threats. This works roughly the same way as threats against a land based Ark. Most of the threats in chapter 10 of *Mutant: Year Zero* or the Threat cards can be used at sea. The following threats need modification:

The man on the beach. The man is not necessarily found on a beach. He might come floating on a raft or in a boat, maybe even a lifeboat.

The Helldrivers. Replaced by the island militia on the Slaver scrap island, described on page 28.

The Other People. The mutants from the other Ark arrive on simple rafts. They live in a cluster of sea forts or in some ruins on an isolated rocky island.

CREATE SECTORS

You can use the dice to create a sector in the ocean. The tables you use are not the same as for a land sector, however. Instead, follow these steps:

1. Roll or choose the current wind speed.
2. Determine the sector's threat level and roll for threats.
3. Roll for or choose a ruin in the sector, if any exist.
4. Decide the Rot level.
5. If there is a threat in the sector, roll or choose which one.
6. If there is a Navigator in the group, have him roll Navigate (see page 11 above).

WIND SPEED

As outlined in the player section of this book, wind speed in the Zone is divided into four levels – calm, breeze, gale and storm – all of which have different effects (see table on page 11). First, choose freely which wind speed is prevalent when the PCs start their journey through the Zone. Choose breeze if you want to be nice to the players.

Every time the PCs sail into a new sector, roll 1D6 on the table below, to see how the wind speed in the new sector differs from the one they just left. Of course you can ignore the roll and choose freely how the winds change, should you prefer to do so.

D6	WIND CHANGE
1–2	Wind speed decreases one level.
3–4	Wind speed remains unchanged.
5–6	Wind speed increases one level.

The same sector: Of course wind speed can change over time even if the PCs stay in the same sector. As a rule of thumb, you can roll on the table above once in the morning and once in the evening.

Extreme weather: The table above is used to describe everyday weather in the Zone. Sudden changes in the weather and extreme wind conditions are handled as Phenomena instead, see below.

THREAT LEVEL

Just like on land, threat level is a value from zero and up. Choose the threat level of the sector freely, using the table below as support. A high level means a more dangerous sector but also a greater chance to find interesting ruins there.

THREAT LEVEL	TYPE OF SECTOR
1–4	Open sea.
5–8	Scrap reefs, sea forts, islands, large derelict ships.
9+	Especially dangerous sector.

When the player characters enter the sector you roll a number of base dice equal to the threat level. Every ☢ means there is a ruin (below) in the sector. If you roll at least one ☢, there is a threat in the sector, and the more you roll, the worse the threat.

RUINS

At sea, actual ruins are fairly rare – at least above sea level. If the threat roll indicated that there is a ruin in the sector – or if you decide there is – roll or choose from the table below. The ruins are described in detail in the section with the same name on page 15.

D66	RUIN
11–14	Containers
15–16	Lighthouse
21–23	Sea fort
24–26	Rocky island
31–33	Oil rig
34–36	Sunken city
41–46	Scrap reef
51–53	Battlefield
54–62	Trash belt
63–64	Wind mills
65–66	Derelict ship

ROT LEVEL

You choose or roll the Rot level in sea sectors just like in sectors on land, using this table:

D66	ROT LEVEL	DESCRIPTION
11–12	0	Rot Oasis. The PCs are safe from the Rot here.
13–55	1	Weak Rot. The PCs suffer one Rot Point per day spent in such sectors.
56–66	2	Rot-Heavy Area. The PCs suffer one Rot Point per hour.

However, there is one crucial difference – Rot at sea is not constant, since it is always in motion. If you roll for Rot levels, you should reroll when the PCs return to a sector where they have already been.

THREATS IN THE ZONE

There are threats in sea sectors just like those on land. The threats are different and are described later in this book. Choose or roll for threats using these tables. Either roll D6 or D66.



D6	THREAT TYPE
1–2	Humanoid
3–5	Sea monster
6	Phenomenon

D66	HUMANOID THREAT
11–15	Envoys of the Floating village
16–25	Merchant convoy
26–32	Noatun scouts
33–41	Castaways
42–46	Slavers
51–56	Trash bandits
61–66	Whalers

D66	SEA MONSTER THREAT
11–13	Inkfish (page 20)
14–16	School of fish (like Grazers, page 178, <i>Mutant: Year Zero</i>)
21	Kraken (page 26)
22–24	Steel Shark (page 20)
25–31	Strangle Weed (page 25)
32–34	Rot Plankton (page 25)
35	Rotzilla (page 26)
36–42	Trash Hawk (page 181, <i>Mutant: Year Zero</i>)
43–45	Scrap Gulls (like Scrap Crows, page 181, <i>Mutant: Year Zero</i>)
46–52	Leviathan (page 25)
53–55	Gorge Whales (sid 26)
56–62	Beachfish (like Rotfish, page 181, <i>Mutant: Year Zero</i>)
63	Steel Jaws (page 26)
64–66	Torpedo Fish (page 26)

D66	PHENOMENON THREAT
11–12	Temperature Drop/Heat Wave (page 187/184, <i>Mutant: Year Zero</i>)
13–14	Electric Storm (page 184, <i>Mutant: Year Zero</i>)
15–16	Carcass (page 27)
21–22	Giant Wave (page 27)
23–24	Pillars of Light (pages 186, <i>Mutant: Year Zero</i>)
25–26	Magnetic Field (page 185, <i>Mutant: Year Zero</i>)
31–32	Rot Wind (page 187, <i>Mutant: Year Zero</i>)
33–34	Night Lights (page 186, <i>Mutant: Year Zero</i>)
35–41	Oil Spill (page 28)
42–44	Rot Hotspot (page 186, <i>Mutant: Year Zero</i>)
45–46	Hovercraft (page 28)
51–53	Acid Rain (page 184, <i>Mutant: Year Zero</i>)
54–55	Vacuum (page 187, <i>Mutant: Year Zero</i>)
56–63	Zone Cyclone (page 28)
64–66	Zone Smog (page 187, <i>Mutant: Year Zero</i>)



RUINS IN WATER

This section is the Ocean Zone's equivalent to the chapter Ruins in the Zone (page 163, *Mutant: Year Zero*). Ruins are rare out at sea – at least above the water. Instead the PCs may find other kinds of ancient ruins – categorized here as floating and stationary.

Use the texts below as suggestions for ruins. The texts are written so you can change them easily so they can be reused. Just vary number, size and condition and you will have many ruins to choose from.

Keep in mind that most of the things the PCs can find at sea are visible from far away. It is rare that something blocks line of sight. Of course, floating ruins are mobile and can show up in several different locations in the Zone – or disappear completely.

CONTAINERS

A large number of interlinked metal containers floating around on the currents. They are either from a ship long lost beneath the waves or a far-away port. The containers all appear to be sealed. Perhaps there is something within.

❑ LIGHTHOUSE

On a small, lonely cliff a high stone tower from the Old Age rises. It is still intact and can be climbed. At the top of the tower there are large mirrors and you can see far out across the water. This was probably some sort of vantage point once.

❑ SEA FORT

A cluster of sea forts – large, massive metal buildings resting on legs of concrete or metal – stand in the middle of the ocean. These installations seem to have had some form of military purpose. Some contain weapons, bullet holes and signs of explosions. The remains of old furniture, electronics and some provisions can be found here.

❑ ROCKY ISLAND

The rocky island is visible from miles away, even though it's not that big. A few more or less intact buildings still stand on the island. The outline of a road can be discerned in the tall, windswept grass covering most of the island. A few derelict boats and several skeletons from both humans and animals can be seen on the beach. Hundreds of shrieking birds whirl around the island. They nest among the steep cliffs.

❑ OIL RIG

Far out at sea, a few huge and very visible platforms rest on stout legs, anchored to the sea floor. The platforms have a few more or less intact buildings, several of which are around ten stories high. Anyone who can gain access to the platforms – either by an elevator system or a very long ladder – finds small boats and skeletons in thick protective gear scattered everywhere. More skeletons and a plethora of broken things can be found inside the buildings.

❑ SUBMERGED CITY

The sea level wasn't always as high as it is now. In this area the upper stories of a few tall building from the Old Ages rise from the water. Inside, the buildings are damp and rotting, but fully habitable. If you dive below the surface you soon discover that a whole block – or maybe even a whole city – is hidden in the depths. There are streets, car wrecks

and ruins down in the darkness – all of it covered by a thick layer of dark silt. Schools of glimmering fish move around the once grand buildings.

❑ SCRAP REEF

A huge pile of rusty metal scrap and other debris from the Old Age rises from the water like a mountain. The pile is large and heavy enough to be able to withstand even the most powerful of waves. Wrecks of buses, trucks and even larger vehicles can be seen among the debris. Diving here reveals that the larger part of the scrap pile rests below the surface.

❑ BATTLEFIELD

The superstructures and masts of a large number of submerged or sunken ships break the surface of the water. It is obvious several of the hulks have been destroyed by explosions and impacts from various weapons. Skeletons wearing uniforms can be found onboard. The civilizations of the Old Age seem to have been anything but friendly.

❑ TRASH BELT

The currents bring a vast – maybe tens of miles long and a few miles wide – belt of floating trash. Parts of the belt consist of fairly or very large objects. A wooden house can be discerned among the debris, slowly rising and sinking on the waves. It also seems like some small animals normally seen on land have made their homes in the piles of trash. The trash belt is surrounded by a vile, rotten stench.

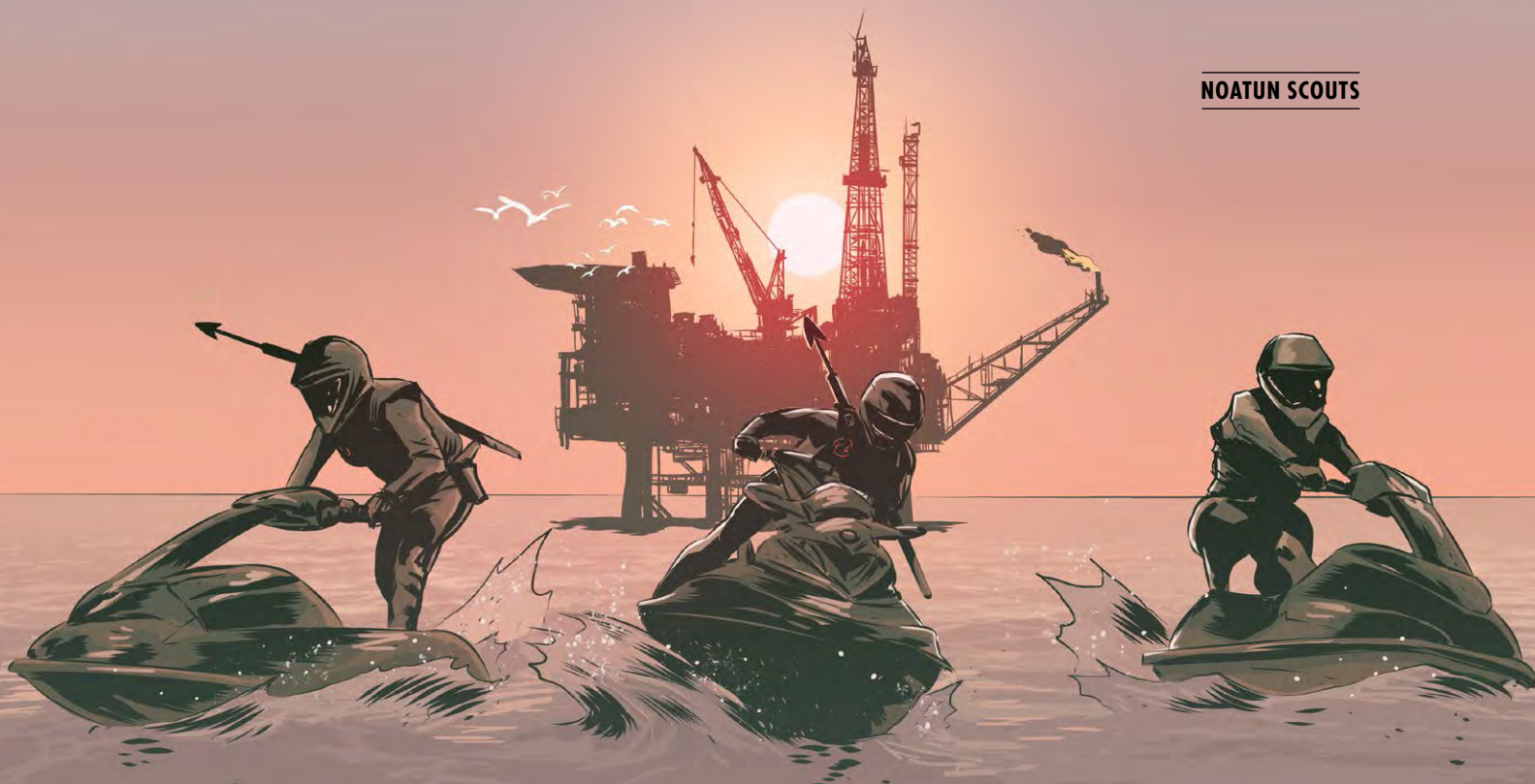
❑ WIND POWER STATION

Around one hundred tall towers topped with propellers arranged in long symmetric lines. Some are still functional and spin frenetically with a loud buzzing sound, others are partially ripped apart or broken halfway up by rust and wind. The towers are hollow and can be climbed using an internal ladder. It is unclear if the Ancients built these odd white constructions as artwork or if they had some other, more practical function.

❑ GHOST SHIP

A large ship drifts with the waves. It's rusty and has large holes in the hull here and there, but it is obviously still seaworthy. A number of smaller

NOATUN SCOUTS



lifeboats hang along the hull. There are gigantic cargo holds, sleeping quarters, storage room and maybe skeletons from the dead crew can be found inside. It is obvious the ship has been adrift a long time, maybe several hundred years.

THE THREATS OF THE OCEAN ZONE

The PCs will be subjected to threats in the Dead Blue Sea just like they would be in any Zone on land. However, these differ somewhat from threats on land. The Apocalypse simply manifested in a different way at sea. Threats in the Ocean Zone are divided into three main categories: humanoids, sea monsters and phenomena at sea.

HUMANOIDS

The Ocean Zone is inhabited by other groups than the Zones on land. Castaways, traders and whalers are just some of the groups the PCs may encounter. They are all described below. All types of boats that are used by these groups are described in the section The People's Boats above or the section artifacts below.

ENVOYS OF THE FLOATING VILLAGE

-1

Four stout houserafts – build from driftwood and other debris – approach. Four or five mutants are visible on each. They are Fardrifiers, tanned and skinny figures, wearing patched clothing made of tarp, cardboard and plastic bags. Only one person – a tall and skinny old man – can speak in a language the PCs understand. The group has been sent from a floating raft village. They are peaceful and want to trade. They have something the PCs lack – water, grub, potted plants or maybe some kind of artifact. If the PCs seem friendly, they will be invited to the raft village.

If the PCs are threatening or violent, the people on the rafts will do everything they can to escape. If needed, they will send up flares hoping for aid from the raft village. The village is a special Zone Sector, described on page 36.

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

Skills: Force 3, Fight 1, Move 3.

Mutations: One random mutation.

Weapons: One envoy carries a flare gun (artifact), the rest are unarmed.

MERCHANT CONVOY

+1

A convoy of three housecrafts and three small boats is visible in the distance. Around thirty mutants from a remote settlement are onboard. They are on their way to the slavers' scrap island (see below) to sell five slaves (gaunt wretches chained to one of the housecrafts). Since they are wary of being attacked, they treat the PCs with suspicion. If the PCs seem dangerous, the traders of the convoy can pay for safe passage with a few artifacts or a few rations of grub. They avoid combat as long as they can. Accommodating PCs may learn quite a bit about both the scrap island and another settlement in the Zone. Perhaps they can also accompany the convoy and enter the market in the scrap island.

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

Skills: Fight 2, Sneak 2, Move 3, Shoot 2, Make a Deal 3.

Mutations: One random mutation.

Weapons: Scrap knife and harpoon gun or scrap rifle (with D6 bullets).

Special: The convoy's merchants can sell grub, clean water and maybe even an artifact.

NOATUN SCOUTS

-1

A patrol of ten people race by on three fast jet skis (page 43). The men and women of the patrol are all muscular and wear black, tight overalls. They wear helmets with dark visors. None of them have visible mutations.

The patrol is a part of a larger delegation from the Titan Power Noatun, that control one of the Zone's oilfields. If the PCs don't seem to constitute a threat they are ignored, even if the PCs attempt to communicate. If the PCs can be seen as a problem - if they for example seem interested in Noatun's oilfield - the patrol threatens them and then, if necessary, attack swiftly. The men and women are all clones (they look almost exactly the same and are non-mutated humans) and speak an ancient but understandable dialect. The oilfields of the Titan Power and its inhabitants are described in more detail on page 32.

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

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

Mutations: None.

Weapons: Knife and speargun.

CASTAWAYS

+1

A sad, gaunt group of twenty or so dressed in rags are crammed onto two small boats and a raft made from driftwood. The group consists of non-mutated humans. Their ship, that drifted on the waves of the oceans for decades, went down recently in a storm. The castaways are hungry and desperate. Primarily they want something to eat and drink. If the PCs seem weak, the castaways will attack, maybe they'll try to take the PCs' boat as well. If the odds are worse, they are more humble and ask for grub and water. If they get help they insist on accompanying the PCs to their Ark. The castaways speak an odd but fully comprehensible dialect.

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

Skills: Force 3, Fight 1, Move 2.

Mutations: None.

Weapons: Blunt instrument.

SLAVERS

+1

Out of nowhere - perhaps having been hidden behind a ship wreck - ten slavers appear. The sound of their roaring boat motors is very powerful. The slavers are heavily armed mutants. The ferocious group use a motorboat (crewed by four slavers) and two big jet skis (three slavers on each). If the PCs appear the least bit vulnerable, the slavers attack at once. Their primary goal is to take all artifacts the PCs may have. Secondly, if the PCs survive, the slavers want to take them to their scrap island to sell them at the slave market. Those who are sexually attractive or capable of heavy labor are especially interesting.

If the PCs scare off their attackers or fight them off, rumor soon spreads to the slavers' scrap island. The mutants there are very vindictive. The scrap island, which is a Special Zone Sector, is described in detail on page 28.



SLAVER

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

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

Mutation: Amphibian.

Weapons: Scrap rifle (with D6 bullets) and baseball bat or scrap knife.

TRASH BANDITS

+1

A small trash belt approaches. A broken raft made of driftwood is caught in the midst of the floating debris. A small skinny mutant sits there crying for help. He explains that he is the only survivor from a settlement to the north that burned down. Now he needs help with water and grub. In exchange

he claims to be able to offer valuable artifacts. The mutant on the raft is bait. Eight bandits hide in the debris, waiting to attack the PCs. They make a living on well-planned attacks, and reside nearby.

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

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

Mutations: One random mutation.

Weapons: Spike bat and scrap pistol (with D6 bullets) or harpoon pistol.

WHALERS

±0

A dozen mutants – all wearing clothes made from fish scales and whale skin – approach in two small motorboats. They want something. It is obvious they come from a bigger ship that must be somewhere close by. The silhouette of a large harpoon gun can be seen at the bow. It seems to be manned.

The group are whalers. They hunt giant mutated beasts that swim in the deeps, but they are also cunning traders. They are very tight-lipped (they communicate almost exclusively using telepathy among each other), but can speak a dialect that is fairly comprehensible to the PCs.

How the whalers act is completely up to the PCs. If they seem trustworthy and/or heavily armed, the whalers want to trade a massive slab of whale meat (2D6 rations of grub) for something valuable. If the PCs seem vulnerable, the leader of the whalers – a small, bald woman in a whale skin overall – holds up a grenade in her hand. She orders the PCs to come with them to the bigger ship, or she will throw the grenade. Once onboard the ship, the PCs will be locked in a cargo hold with other slaves. The idea is to sell them at the scrap island (see the section on Special Zone Sectors). If the whalers are challenged to combat on open water, they have a major advantage: the harpoon gun at the bow of the boat.

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

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

Mutations: Telepathy.

Weapons: Harpoon rifle, whale harpoon.

SEA MONSTERS

Down in the dark depths there are plenty of monsters the PCs can encounter.

INKFISH

-2

Schools of inkfish can be glimpsed in shallow waters as they dart past with fluttering tentacles behind their elongated bodies. As the name implies, the inkfish is a mutant size squid. They often congregate near boats, housecrafts and other places where mutants stay. They try to steal gear and artifacts that are left unattended by gunwales and the edges of rafts, and sometimes attempt to pull careless mutants overboard.

When inkfish gather in the waters around a settlement no one sleeps well – nightmares about drowning, dark waters and tentacles inevitably haunt the inhabitants.

Among navigators, there are stories about inkfish holding weapons or gadgets in their writhing tentacles. Some claim that inkfish have even tried communicating with them by creating images and ancient words on their mottled bodies.

Attributes: Strength 2, Agility 4, Empathy 1.

Skills: Fight 2, Shoot 2, Sneak 3, Move 3, Comprehend 1.

Mutations: One random mutation or Amphibian.

Armor: –

Weapon: Bite (weapon damage 2), blunt instrument or scrap harpoon in some cases.

Ink attack: The inkfish can squirt a black sticky goo that blinds its victim. Each ♣ gives one level of Confusion (trauma against Wits). Under water the ink darkens the water and makes it near impossible to see the inkfish (-2 to Fight or Shoot, and +2 for the inkfish to Move).

Nightmares: The inkfish has an ability closely resembling the mutation Mind Terror. Every night a school of inkfish are close to a settlement, raft or camp of the mutants, they can send dreams causing one level of Fatigue per MP. Mutants cannot heal by sleeping during the time they suffer from nightmares.

Smart: Some, if not all, inkfish are intelligent and have the attribute Wits. That makes communication with the inkfish possible. Perhaps the PCs can get vital information about the Zone from the fish?

Special: Mutants with the talent Butcher can make ink cutlets, a circular steak, from inkfish. A Butcher may also extract an ink shield, the bone structure from within the inkfish. The ink shield has the same effect as a normal shield (*Mutant: Year Zero*, page 88) but counts as a Light item.

STEEL SHARK

+1

Something or someone has attracted a school of huge steel sharks from the depths of the ocean. Their thick fat dorsal fins rise from the water. The school are searching purposefully for something to sink their teeth into. It can be both living creatures or inanimate objects. Once they start biting they never let up. If blood spills into the water more ravenous sharks may come searching for prey.

Attributes: Strength 8, Agility 6.

Skills: Fight 3, Move 3.

Armor: 4

Weapon: Bite (weapon damage 3).

Special: Steel sharks don't eat only meat, they also eat plenty of plastic and metal. They need this for their thick, very durable skin. Some of the inhabitants of the Zone have learned how to make leather armor from their skin. It is possible to find artifacts in the stomach of a steel shark – sometimes broken, sometimes sort of functional.

STRANGLE WEED

-1

A tangle of seaweed several hundred meters long stretches along a shore, a rocky island or a few large derelict ships. The weed shimmers in the sun, shifts in green, purple and blue and smells seductively. If you look closer you can see the weed moving in slow spasms and convulsions.



PLAYER MAP 1: CAGE ISLAND

PLAYER MAP 2: OILFIELDS OF THE ANCIENTS



COMPILED TABLES

WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Harpoon pistol	+1	1	Near	Light weapon.
Harpoon rifle	+1	1	Short	
Whale harpoon	+1	3	Short	Mounted.
Old Age speargun	+2	2	Short	Artifact.

BOATS

TYPE OF BOAT	BONUS	ARMOR	RESILIENCE	CREW	OARSMEN	PASSENGERS	FUEL CONSUMPTION
Raft	+1	0	1*	1*	1*	5*	1*
Catamaran	+2	0	1	2	2	0	1
Scrap sloop	+1	3	5	1	2	15	2
Scrap ship	+1	6	20	4	12	50	6

BOATS FROM THE OLD AGE

TYPE OF BOAT	GEAR BONUS	ARMOR	RESILIENCE	CREW	OARSMEN	PASSENGERS	FUEL CONSUMPTION
Jet ski	+3	0	1	1	1	1	½
Motor boat	+3	2	2	1	1	5	1

WIND EFFECTS

WIND	EFFECT
Calm	The waters of the Zone are flat and calm. Sail powered boats are becalmed.
Breeze	A light and pleasant wind with no effects on the Navigator.
Gale	The wind howls and waves crash over the deck. Visibility is bad and the Navigator has a –1 modification to Navigate.
Storm	The sea is chaotic and the boat is tossed around by waves several meters high. The Navigator has a –3 modification to Navigate. On top of that, whoever is steering the boat must roll Move every hour – failure means the boat takes 1D6 of damage. If the boat is small (anything smaller than a scrap sloop) everyone onboard must successfully roll Move once every hour to avoid being swept overboard.

WIND SPEED

D6	WIND CHANGE
1–2	Wind speed decreases one level.
3–4	Wind speed remains unchanged.
5–6	Wind speed increases one level.





1 12 13 14 15 16 17 18 19 20 21



North Oil Field



Northeast Oil Field

The City Beneath

Wrecked Junkship



Central Oil Field

Eastern Sea Forts



Poisonous thicket

Southern Sea Forts



Weird mist

COMPILED TABLES

THREAT LEVEL

THREAT LEVEL TYPE OF SECTOR

1–4	Open sea.
5–8	Scrap reefs, sea forts, islands, large derelict ships.
9+	Especially dangerous sector.

ROT LEVEL

D66	ROT LEVEL	DESCRIPTION
11–12	0	Rot Oasis. The PCs are safe from the Rot here.
13–55	1	Weak Rot. The PCs suffer one Rot Point per day spent in such sectors.
56–66	2	Rot-Heavy Area. The PCs suffer one Rot Point per hour.

THREATS IN THE ZONE

D6	THREAT TYPE
1–2	Humanoid
3–5	Sea monster
6	Phenomenon

D66	HUMANOID THREAT
11–15	Envoys of the Floating village
16–25	Merchant convoy
26–32	Noatun scouts
33–41	Castaways
42–46	Slavers
51–56	Trash bandits
61–66	Whalers

D66	SEA MONSTER THREAT
11–13	Inkfish (page 20)
14–16	School of fish (like Grazers, page 178, <i>Mutant: Year Zero</i>)
21	Kraken (page 26)
22–24	Steel Shark (page 20)
25–31	Strangle Weed (page 25)
32–34	Rot Plankton (page 25)
35	Rotzilla (page 26)
36–42	Trash Hawk (page 181, <i>Mutant: Year Zero</i>)
43–45	Scrap Gulls (like Scrap Crows, page 181, <i>Mutant: Year Zero</i>)

RUINS

D66	RUIN
11–14	Containers
15–16	Lighthouse
21–23	Sea fort
24–26	Rocky island
31–33	Oil rig
34–36	Sunken city
41–46	Scrap reef
51–53	Battlefield
54–62	Trash belt
63–64	Wind mills
65–66	Derelict ship

D66	SEA MONSTER THREAT
46–52	Leviathan (page 25)
53–55	Gorge Whales (sid 26)
56–62	Beachfish (like Rotfish, page 181, <i>Mutant: Year Zero</i>)
63	Steel Jaws (page 26)
64–66	Torpedo Fish (page 26)

D66	PHENOMENON THREAT
11–12	Temperature Drop/Heat Wave (page 187/184, <i>Mutant: Year Zero</i>)
13–14	Electric Storm (page 184, <i>Mutant: Year Zero</i>)
15–16	Carcass (page 27)
21–22	Giant Wave (page 27)
23–24	Pillars of Light (pages 186, <i>Mutant: Year Zero</i>)
25–26	Magnetic Field (page 185, <i>Mutant: Year Zero</i>)
31–32	Rot Wind (page 187, <i>Mutant: Year Zero</i>)
33–34	Night Lights (page 186, <i>Mutant: Year Zero</i>)
35–41	Oil Spill (page 28)
42–44	Rot Hotspot (page 186, <i>Mutant: Year Zero</i>)
45–46	Hovercraft (page 28)
51–53	Acid Rain (page 184, <i>Mutant: Year Zero</i>)
54–55	Vacuum (page 187, <i>Mutant: Year Zero</i>)
56–63	Zone Cyclone (page 28)
64–66	Zone Smog (page 187, <i>Mutant: Year Zero</i>)



PLAYER MAP 3: FARDRIFTERS' RAFT VILLAGE

PLAYER MAP 4: GHOST SHIP



Here and there the remains of dead creatures can be found, having been slowly suffocated by the strangle weed.

Attributes: Strength 8, Agility 2.

Skills: Fight 3.

Armor: —

Weapons: Weed snare (weapon damage 1, ensnares the victim who must roll Force to struggle free).

Spores: A victim at Near distance can be affected by the strangle weed's seductive spores. Everyone within Near distance must roll Move to resist – failure inflicts one point of Confusion and the victim must move closer to the strangle weed.

Weed snare: The strangle weed can split its Base and Skill Dice between several victims and attack them all in the same turn – as long as they are at Near distance or closer. Victims ensnared by the weed suffers one point of Confusion per turn.

ROT PLANKTON

±0

Millions of tiny plankton swarm in the water. They are only visible at night when they glow with an intense turquoise light. The sparkling lights are very beautiful. But it is a deceptive beauty. These plankton carry intensive Rot with them.

Swarm: Rot plankton are so small that they cannot be harmed by any weapons available to the PCs. Their only way to escape them is to Move.

Effect: Mutants that swim through waters infested with Rot plankton are attacked with seven Base Dice. Armor offers no protection but applicable mutations and Rot Suits do. A hit does no damage – instead the victim suffers one point of Rot per ▲.

LEVIATHAN

+1

In the great depths where the Dead Blue Sea extends unbroken by islands, islets, scrap islands or sea forts – there dwells the feared Leviathan. The Leviathan is said to grow throughout its life until finally it becomes as big as the mythical Apocalypse

monsters Rotzilla and Kraken. Some Chroniclers claim that Rotzilla and Kraken are simply that, tall tales told by mutants, and that the largest monster in the Zone is the Leviathan. With its massive jaws and razor sharp teeth over a meter long it can chew through anything from a mutant to scrap hulls, or simply devour them.

Attributes: Strength 10, Agility 3.

Skills: Fight 2, Force 4.

Armor: 6

Weapons: Bite (weapon damage 4).

Devour: By rolling Force the Leviathan can swallow its prey whole and alive. This is its preferred method of feeding. The purpose of its massive teeth is mainly to hold reluctant victims in place until they can be swallowed. Living prey that find themselves in the belly of the beast are submerged in stomach acid and suffer one point of damage every turn. The victim can attack the stomach and cut themselves out by inflicting a total of six points of damage.

GORGE WHALES

+1

The mottled whales called gorge whales live in small pods close to scrap reefs and small islands. Their gluttonous nature earned them their name. They can easily devour prey after prey, zone animals and mutants alike, without being satisfied. Thanks to their mutated pectoral fins, that mostly resemble large paws, they can move across land for a short distance. When in the grip of food frenzy, pods of gorge whales can jump up on houserafts and enter houses hunting for food. They are smart enough to use pincer movements to force prey into a corner or into the water.

Navigators that spot gorge whales always look for calves, because the whales are hungrier than ever during calving season.

Attributes: Strength 5, Agility 3.

Skills: Fight 3, Move 4.

Armor: 2

Weapons: Bite (weapon damage 3).

Movement: Gorge whales move unhindered through water but they can also move on land. However, they can spend no more than a single maneuver per turn on movement while on land. With a successful Move a gorge whale can jump up on a raft, quay or shore and hunt prey fleeing up on land.

STEEL JAWS

-1

The machine creatures of the ocean are different from those that roam the Zones on dry land. These creatures of plastic, steel and ceramics shoot through the surface waters of the Zone using fins, propellers and waterjets. As soon as they catch the scent of mutant blood or hear the sound of oars, propellers or something similar they race towards the source of the noise to sink or kill.

Attributes: Strength 8, Agility 6.

Skills: Move 4, Fight 4, Shoot 4.

Armor: 6

Weapons: Chainsaw teeth (weapon damage 2).

Self-destruct mechanism: If a steel jaws is on the verge of being destroyed it self-destructs in a powerful explosion with Blast Power 12 (see page 94 of *Mutant: Year Zero*).

Special: The robot never suffers Fatigue and its Agility never decreases.

TORPEDO FISH

+1

The greatest fear of all rafters and divers has many names: torpedo fish, cracklers, the Grey Death. A loud bang in the side of the scrap boat or the sound of lumber splintering on the raft is usually the only warning zone travelers get when a torpedo fish attacks. It rises from the deepest trenches and the only way to discover it is the powerful surge of water preceding it as it powers upwards towards floating structures on the surface. Torpedo fish seem to appear more often during gales and storms. For unknown reasons, it only attacks floating objects and creatures, and leaves quickly as soon as they

sink below the water. Some claim loud noises and warm water can scare it off which is why many mutants pee into the water during storms.

Attributes: Strength 8, Agility 5.

Skills: Fight 3, Move 3, Force 5.

Armor: 8

Weapons: Bite (weapon damage 5).

Capsize: When the torpedo fish attack it can choose to keel over or crush the boat's hull by rolling Force. The boat immediately starts sinking. To execute the attack the torpedo fish has to gather speed using at least two movement maneuvers, at the surface.

ROTZILLA AND THE KRAKEN

-1

In the wake of the Apocalypse that lead to this new world mutants call home, slumbering zone monsters rose from the bottom of the ocean. Monsters that could devour the whole Ark should they so choose, according to the Elder. Monsters that live and thrive in the Rot destroying the ocean around the mutants' settlement and in the Zone. Stories abound in the Ark about the two biggest Apocalypse monsters: Rotzilla - with a back the size of a mountain range and jaws than can crush a scrap ship in one bite, and the Kraken - a tentacled monstrosity larger than an island, that can pull anything from whales to scrap islands down into the deep.

The worst thing that can happen is that these two monsters face off and fight, causing rot storms, maelstroms and giant waves. However, in a few lucky instances Rotzilla might suck all the Rot from an area or the Kraken might herd schools of fish, whales or inkfish into the waters around the Ark.

Effect: There are several ways of using Rotzilla or the Kraken in-game: as a phenomenon in the Zone, as monsters, or simply as scary stories the Chroniclers use to scare mutants. For example, the mutants might make camp on an island on a foggy night, only to wake up when the "island" sinks, because Rotzilla or the Kraken dives. As a phenomenon the two monsters can have the same effect

as maelstroms, giant waves or anything the GM thinks is appropriate, with descriptions of gigantic tentacles flailing in the water or rocky islands that rise and then disappear beneath the surface. As monsters the following can be used to describe the attributes of Rotzilla and the Kraken.

Attributes: Strength 15, Agility 2.

Skills: Fight 1, Move 2, Force FV 4.

Armor: 10

Weapons: Bite (weapon damage 5) or flailing tentacles (weapon damage 5).

Movement: Both Rotzilla and Kraken move unhindered through the water and are so large that it is impossible to escape them without some form of motor-driven boat or raft.

Rot Sponge: Rotzilla absorbs Rot. The Rot level drops to zero in any zone sectors haunted by Rotzilla. After 24 hours the Rot goes back to its usual levels.

Capsize: Same effect as the Torpedo Fish, by ramming (Rotzilla) or crushing with a tentacle (Kraken).

Special: These massive zone monsters are not particularly interested in small mutants, just like mutants don't care about insects. They are unlikely to attack mutants directly or for any longer period of time, they tend to attack rafts and other boats.

PHENOMENA AT SEA

The PCs can encounter threats in the form of phenomena in the Ocean Zone, just like on land. Many of the phenomena suggested in *Mutant: Year Zero* can be applied at sea without any major modifications. Below are a few additional phenomena you can use in the Ocean Zone.

CARCASS

+1

One or several carcasses – for example a whale, a few humanoid corpses or thousands of fish – float in the water. The carcasses are relatively fresh and

the air reeks of decay. Thousands of birds are attracted by this abundance of flesh, and perhaps other things that are hungry enough.

Effect: None, as long as it is dead animals only. If the carcasses are of humanoids as well, the PCs have to roll Move or suffer a point of Doubt.

GIANT WAVE

-1

Suddenly and without warning a giant wave appears, towering over ten meters high. The wave moves quickly and drags anything that's loose and not very big along.

Effect: To avoid being dragged into the giant wave you have to have enough time to get up on something high, big and stable – for example a very large ship, a durable oil rig or an island. This requires a successful Move roll, usually with a -2 modification. A failed roll means the victim is dragged into the wave and has to roll to avoid drowning, every turn (see page 6). To get to the surface and reach air again requires a Move roll at -2, which counts as an Action. As soon as the PCs is successful in such a roll, no more rolls for drowning have to be made.

Boats hit by the giant wave instantly take D6 points of damage – with no protection from armor. Even scrap islands and other settlements can be severely damaged by the wave – the details are up to the GM. The giant wave is a powerful phenomenon that could be used to change the living conditions for all inhabitants of the Ocean Zone.

MAELSTROM

+2

The water slowly twirls in a wide circle and then speeds up. A huge whirlpool is created and sucks down everything that gets caught up in its frothing frenzy. Debris, old scrap, even entire housecrafts can be dragged down into the depths.

Special: It is said that mutants that are dragged down into the maelstrom end up in the belly of the Kraken or in underwater bunkers, as the maelstrom is created when the Kraken gulps down water, or bunker gates open on the ocean floor.

Effect: Everyone that is caught in the waters of the maelstrom must roll Move to escape. Those that fail are dragged down into the maelstrom and are subjected to an attack with a massive ten Base Dice. Armor offers no protection, though the artifact Diving suit grants Armor Protection 3 in this case. The same applies to the mutation Amphibian.

OIL SPILL

±0

The water suddenly changes color and texture. A large mass of thick viscous oil draws closer. The spill is full of dead birds and dead fish. The stench is overpowering. If the water is calm the oil remains for a long time.

Effect: All rolls for swimming (see page 6) are modified by -3. A Navigator cannot catch fish in the area (see page 11). It is also possible to set fire to the oil spill. The fire can spread far, perhaps not without risk to whoever set it. An industrious Gearhead can pump up and purify the oil and use it as fuel. This takes D6 hours, requires a Jury-Rig roll and generates fuel equal to 2D6 rations of alcohol if successful.

HOVERCRAFT

-2

Strange flying machines are sighted on the horizon several days (or nights) in a row. They fly in formation and seem to come closer before moving away, out of sight. What are these machines? What are they doing here?

Effect: None. But let an NPC tell a tale of the war machines of the Old Age or flying messengers from Eden.

ZONE CYCLONE

+1

A ferocious circular storm, large enough to cover several sectors, sweeps across the Zone. Anyone on a boat caught in the cyclone have to hold on tight!

Effect: The mutant steering the boat has to roll Move, modified by -1. On a successful roll the boat evades the worst of the storm and escapes unscathed. On a failed roll winds and waves cause D6 damage to the boat. On top of that, another Move roll has to be made, as above. Every failed roll inflicts another D6 of damage to the boat and the mutant has to roll Move again, and so on. As soon as a Move roll is successful the boat escapes from danger.

Every time the mutant steering the boat rolls Move the others on deck (passengers and crew) must roll Force. On a failed roll they are washed overboard and have to roll for swimming in a storm (see page 6).

Once the Zone Cyclone has passed, the winds in the sector subside to their previous level.

SPECIAL ZONE SECTORS

Chapter 15 (page 201) in *Mutant: Year Zero* describes several Special Zone Sectors. Most of them cannot be used for playing in an ocean environment. Instead there are four new Special Zone Sectors below, all specifically suited for the Dead Blue Sea. Of course, the GM can also create new Zone Sectors, perhaps inspired by the floating and stationary ruins described earlier.

Details from the metaplot (Chapter 16 of *Mutant: Year Zero*) are mentioned in several of the Special Zone Sectors below. The three key artifacts – the cassette player, the video camera and the ID card) – can be placed in any of the sectors, or somewhere else.

The Special Zone Sectors described below contain several new artifacts. They are described in a later section on artifacts.

CAGE ISLAND

The scrap island is a central place in the Dead Blue Sea. Over time its inhabitants can become a serious threat to the People of the Ark. But the island also holds many things of interest to the PCs.

OVERVIEW

From a distance, the scrap island looks like a round heavily fortified island. A ten meter high wall made from rusty sheets of metal protects the island's center from view and attack. Five towers of different height reach for the sky inside the wall. Every tower is equipped with a heavy weapon – scrap cannon, flamethrower or large harpoon gun. The towers are usually manned by guards. A massive gate in the wall opens a few times every day to allow boats and rafts to pass into or out from the island. When the gate is open, a throng of mutants and boats can be seen inside the walls.

Closer scrutiny reveals that the whole island rests on a mountain of ancient scrap, most of it beneath the surface of the water. The part above the surface is shaped like a circle and is covered by rusty wrecks and driftwood sheds. A large crane and a dozen windmills rise above the walls, inside the island. Most of the area within the walls is water.

In the shallows there are long docks where varying numbers of small boats and housecrafts are secured. A larger raft devoid of buildings holds island's marketplace. Several rafts with cages float next to it. The cages hold groups of chained, emaciated slaves waiting to be sold. A plethora of other merchandise is sold from simple market stalls.

Diving in the vicinity of the island reveals that the bottom of the ocean around it is covered with shipwrecks and a plethora of scrap and trash. It is very hard (but not impossible) to enter the island under water. A large amount of very heavy scrap has to be moved while avoiding detection from the island's own diving scouts who patrol the waters regularly to discourage any intruders.

THE SITUATION

The scrap island is an unusually large and well-organized trading post. The merchants on the docks and rafts inside the iron walls can offer up the most desirable of goods. Exactly how much and what is available on every occasion varies depending on which merchants have set up shop. The scrap island is a part of a slowly growing network of trading posts – most of them small, fortified settlements – connected by heavily armed convoys. At least one convoy bearing goods arrives every week. Slaves are the most important commodity, but fresh water, grub, scrap and boats are also available for purchase.

The operation is governed by a simple and functional system. A council of notaries keep ledgers of everything that is brought in. Everyone allowed through the iron gates must pay a trading fee in the form of bullets, grub, water or some other valuable product. Visitors are not allowed to carry weapons, and must surrender them before entering the island. Trading is monitored by the island's militia, a troop of imposing mutants who have been exiled from neighboring settlements.

For many years, the island has been under the command of the charismatic mutant Ephraim Strong, who goes by the title First Secretary. He leads a team of notaries, all of them literate and skilled in accounting. Most of them are familiar with the secrets of the Old Age. Lately, Ephraim has had problems with his notaries – they are demanding a larger cut of the profits – and the island

militia, who are arming themselves to the teeth. To placate his subjects he has secretly begun planning a raid against a nearby settlement: the Ark of the People.

INHABITANTS

Around 150 mutants make up the permanent population of the scrap island. Most of them have been exiled or have fled from other settlements. The island militia number around 50 warriors and mostly consists of large mutants wearing harnesses of shark or whale skin. The mutations Amphibian, Rot-Eater and Manbeast are common. All of them wear some sort of helmet or leather hood and are armed with bats and axes. Some also have firearms like hunting rifles or revolvers. The island militia is undisciplined and many of them go on raids of their own.

The other permanent residents (about 100 people) in the island are mainly slavers, fishermen and notaries. They mostly wear worn clothes from the Old Age and are armed with switchblades or hunting knives. In addition to the permanent population, there are usually 100–200 visitors at the island at any given time. About half of these are slaves (cadaverous wretches, most likely without weapons and gear), the rest are traders and travelers from the merchant convoys. What they look like and carry varies. Many of them have information about unknown waters and faraway places – for example other settlements in the Dead Blue Sea.

Ephraim Strong, First Secretary. Small man in a patched cotton suit. Large thick glasses. Hungers for power, cunning survivor. Shrill voice. Likes using his megaphone. Talks extremely fast.

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

Skills: Fight 2, Shoot 4, Manipulate 5, Command 4.

Mutations: Acid Spit, Cryokinesis.

Gear: Gas mask, megaphone, revolver (artifact), five bullets.

Gregoria, slaver. Large, muscular women dressed in a shark skin outfit. Suspicious. Wants to fill her housecraft with stolen merchandise. Arrived from a settlement far to the north. Has a son named Ibor who tends to run away a lot.

CAGE ISLAND



CAGED SLAVES



GURAD TOWER WITH FLAMETHROWER



DIVING SCOUTS

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

Skills: Fight 4, Make a Deal 2, Scout 3.

Mutation: Human Magnet.

Gear: Baseball bat.

Davison, slave leader. Caged on a raft. Tall and wiry with a shock of blue hair. Huge nose. Was taken from an Ark on land during a raid. Familiar with the geography of the land. Supported by the other slaves. Planning an escape.

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

Skills: Fight 2, Sneak 3, Move 4, Make a Deal 4.

Mutation: Sprinter.

Gear: Switchblade (counts as scrap knife).

BOATS

Exactly how many boats and rafts that can be found within the walls of the scrap island varies over time. On a normal day, it might be the following: fifteen large houserafts (can carry 20 passengers each), five smaller rafts, three sail catamarans, two motor boats, and a scrap sloop. The island militia command their own boats: three jet skis, a motor boat and two sail catamarans. During the day most of the boats are out on the water, away from the island, during the night almost all of them are inside the walls.

ARTIFACTS

The scrap island is full of artifacts. Among the merchants on the marketplace raft several artifacts are available: 2D6 cans of gasoline, a generator, D6 batteries and several smaller items. The residents of the island keep other artifacts on the houserafts and in the driftwood shanties on the island itself. Some stand out: two generators, the wreck of a bus, a trailer and a large crane. Several smaller scrap items can also be found. The GM decides which.

GRUB AND WATER

Both grub and clean water is available for purchase among the merchants on the marketplace raft (usually about 50 rations, partly infected by Rot) and in scattered storage tanks on houserafts (one week's supply for the entire permanent population).



MILITIAMEN ON JET SKI

EVENTS IN GAME

Some of the PCs closest friends (and maybe a few more mutants from the People) have disappeared without a trace. Rumors say they are in the scrap island. Some of the Bosses among the People are suspicious of the islands's slavers and want to know their agenda. By assuming the role of traders, the PCs may gain entrance to the island and make contact with people who know what is actually going on. Step by step and perhaps by coincidence the following things are revealed.

- ❑ The missing mutants are imprisoned on a cage raft and will be sold as slaves.
- ❑ Someone the PCs know – friend or foe – is secretly allied to Ephraim Strong and is spying for him.
- ❑ Ephraim Strong is planning an attack on the People's Ark. He keeps detailed maps of the Ark and records of the resources of the settlement on his housecraft.
- ❑ One of the notaries has an old wrinkled map of the area around some sort of defensive installation from the Old Age. Maybe Eden can be found on the map.

An unusually large trade convoy arrives at the scrap island. The convoy's boats and rafts contain around 100 slaves and several valuable artifacts. The new arrivals, refugees from a faraway settlement that burned down, change the whole balance of power at the island. At first they are very generous and offer everyone grub and alcohol. After a few days they start pressuring Ephraim Strong and his notaries. They want a hefty tribute. If their demands are not meant they will take the whole island by force. Soon it becomes apparent that they are cannibals. While the conflict rages a large numbers of slaves escape. The PCs, who are in the island for some reason, have to pick a side.

OILFIELDS OF THE ANCIENTS

The oilfields belonging to the Titan Power Noatun are a conspicuous place that sooner or later will attract the PCs. The Noatun operatives guarding the oilfield can become enemies or allies. On top

of that, the oil rigs themselves are potentially important resources.

OVERVIEW

Four large oil rigs rise from the water far out at sea. They are visible from a great distance. The oil rigs are placed in a slightly asymmetrical square with a few hundred meters between each rig. Large flames soar towards the sky in controlled bursts from three of the rigs. At night lights are visible in the tall buildings on the platforms. The fourth rig is in constant darkness.

It is obvious that the three lit oil rigs are inhabited. Figures move around between the buildings. In the surrounding waters jet skis and small, fast motorboats patrol around the clock. It is very hard to approach the area undetected, unless you are under water.

THE SITUATION

The Titan Power Noatun (see page 233 in *Mutant: Year Zero*) sent operatives to the rigs a few years back to extract the remaining oil from the almost empty oil reservoirs. An oil tanker from a faraway port arrives a few times every year, to collect the oil and resupply the oil rigs with supplies and new personnel. Since the oil is very valuable – this is one of the last oil fields in the world where oil can be extracted – the operation is rigorously guarded. Half the operatives are well-equipped clone soldiers. The whole project is run by Xerxes, a despotic and very human-looking robot. Xerxes is a part of the leadership team of Noatun.

Until recently, the oil extraction has been working well, but during the last six months contact with home base has become more and more sporadic and for the last few weeks communications have ceased completely. Neither the robot Xerxes nor any of his colleagues know why. The operation is facing some challenges now since both food supplies and fuel for their boats are running low. There are also rumors that the faraway home base has been destroyed. Extraction in the oil field continues, but everyday more people wonder if there is any point in continuing. Xerxes stubbornly pushes his subordinates – nothing must be allowed to threaten the extraction!

INHABITANTS

Roughly 30 Noatun operatives live in the three inhabited oil rigs. None of them are mutants, but not all of them are regular non-mutated humans. Around 15 are clone soldiers, men and women cloned to be highly efficient in combat. They are all tall and resilient and closely resemble one another. Half of the soldiers have lost their faith in the mission and are questioning their orders. When the clone soldiers are out at sea (they work in shifts, about half are out at any given time) they usually use jet skis. They wear tight black overalls and helmets with dark visors. They are all armed with hunting knives and spearguns, and tend to travel in teams of seven. At least one in every team carries a flare gun. During their free time on the rigs, the clone soldiers wear more casual clothes and are often drunk and unarmed.

The other half of the Noatun operatives (also around 15 people) is made up of technicians, divers and medical staff. They are all non-mutated humans and prefer not to get on a boat. They are usually unarmed but carry at least one artifact each. Most of them are growing tired of the oilfield and Xerxes' rigorous discipline. All of the Noatun operatives consider mutants dangerous and primitive savages, at least from the start.

Xerxes, chief of operations. Robot, but looks very human. A handsome and fit man. Neat appearance, scornful smile. Speaks in a calm pedagogical voice. Eloquent and manipulative. Sees himself as a divine, perfect creation. Sadistically meticulous. Will defend the oilfield at any cost.

Attributes: Strength 5, Agility 6, Wits 6, Empathy 5.

Skills: Force 5, Fight 4, Sneak 3, Move 4, Shoot 5, Manipulate 4.

Gear: Automatic pistol (7 bullets), hunting knife (same as scrap knife).

Special: Has an armored shell underneath the humanlike skin, granting Armor 6.

Vanja, rebellious clone soldier. Tall, athletic woman. Long dark hair. Having problems accepting that she is simply one clone of many. Hates Xerxes and Noatun. Curious about the world outside the oilfield. Wants to get away. Often drunk.

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

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

Gear: Protective suit (artifact), speargun, hunting knife

Lona, doctor. Small, thin woman in a white lab coat. Shaved head, large glasses. Blinks nervously. Very familiar with the oil rigs' supplies. Suspects that Xerxes is insane. Fears mutants. Would like to leave the oilfield but doesn't know how. Lovesick.

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

Skills: Sneak 2, Move 2, Heal 4.

Gear: Stimulants (artifact).

BOATS

The Noatun operatives have three jet skis (artifact) and a large motorboat (Xerxes' boat). When the boats are not on scouting missions they are usually moored (and chained) to the pillars of the oil rigs. There are also lifeboats up on the rigs.

ARTIFACTS

The three inhabited oil rigs are full of valuable objects. Most things that could be found in a home before the Apocalypse are here: furniture, books, TVs, computers, gym equipment and medicines (painkillers, energy pills and stimulants). There is also a generator and D6 cans of fuel, a diving suit, an air compressor and several lifejackets on each inhabited rig. There are no artifacts on the abandoned rig but there is plenty of scrap.

GRUB AND WATER

Locked storage units on the three oil rigs hold canned food (enough for all the inhabitants for a week) and water tanks (one week's ration).

EVENTS IN GAME

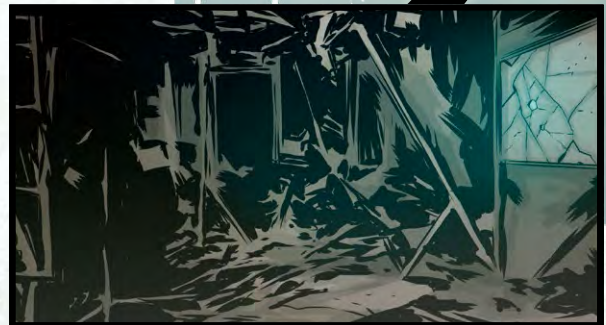
- ▣ Rumors flourish about the oilfields among the People in the Ark. They speak of gigantic stockpiles of grub, mountains of artifacts and warriors with weapons from the Old Age. One of the People's bosses sends the PCs to investigate the oil rigs up close, perhaps under the cover of darkness. When they arrive they witness an internal showdown between two groups of clone soldiers. Five of them – a

rebellious separatist group – flee and request help from the PCs. They offer something valuable in exchange. But helping them can become very costly: they end up in Xerxes' crosshairs and he is very tenacious.

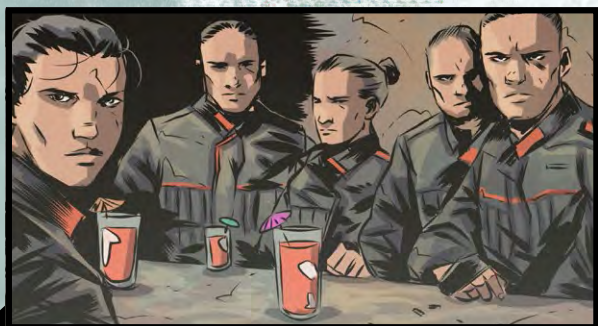
- ❑ From afar the PCs see a pillar of smoke rising into the sky. One of the oil rigs is on fire. After a few minutes it explodes. Mutilated bodies and gear and boats float around in the burning water. The bosses of the People send a team – perhaps lead by the PCs – to find out what has happened. Once on the site, chaos ensues – at least one other group, perhaps the mutants from the scrap island's militia, arrive at the same time. Who takes what?
- ❑ Xerxes reestablishes contact with the leadership team of Noatun. A new oil tanker arrives, loaded with supplies and new clone soldiers. The new arrivals have better equipment and are more motivated. When the tanker leaves, more clone patrols are sent out into the area around the oilfield. Someone from the Ark of the People – perhaps the PCs themselves – is captured and questioned by Xerxes in an interrogation room on one of the rigs. His long term plan is – preferably through strategic alliances – to destroy anyone that could threaten the oil field. Does he have a reason to perceive the People and/or the PCs as a threat?
- ❑ A violent roar is heard from the sky. Ten attack helicopters from the Titan Power Elysium, who are Noatun's enemies, fly by. A violent battle, visible from all over the Zone, begins. The attackers are victorious within a few minutes. More helicopters arrive and Elysium become the new rulers of the oilfield. Xerxes and a few clone soldiers manage to escape and appeal to the People for help. They are prepared to go to any lengths to reclaim the oilfield.

OILFIELDS OF THE ANCIENTS

ABANDONED OIL RIG

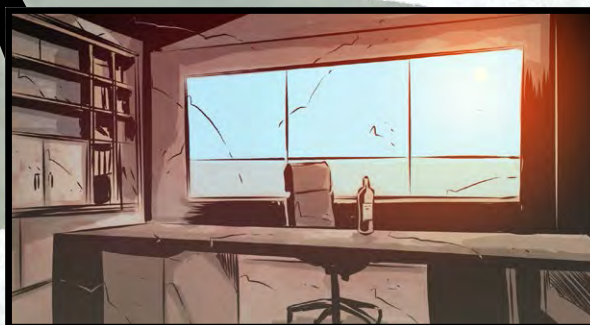


CLONE SOLDIER'S MESS HALL



XERXES' MOTORBOAT

XERXES' OFFICE



DRIFTERS FROM AFAR

The raft village is a Special Zone Sector that floats into the Zone from far to the south. This Sector can be used in a number of ways. Trade, culture clashes, conflict and power struggles are a few options. Since the village consists of a large number of rafts it can be split up and appear anywhere in the Zone.

OVERVIEW

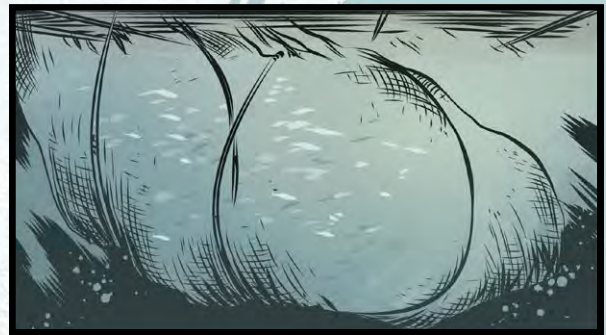
A conglomeration of rafts, lashed together to form a large, almost square floating village. The rafts of the village are made of reeds, driftwood, containers and parts of old ships. Each raft has one or two small huts made from driftwood. The very center of the village is made up of larger rafts with massive huts. The biggest hut has several stories and is clearly visible from anywhere in the village. A tall mast with a huge patchwork sail in different colors reaches for sky close by the biggest building. The sail and mast are visible from miles away.

The raft village is brimming with people. A multitude of tanned mutants and humans in strange clothes made from plastic and cardboard move around between the huts and onboard smaller rafts and motorboats drifting around the village. Large whale harpoons and flamethrowers are mounted on some of the smaller rafts. They are manned by vigilant guards wearing thick lifejackets and helmets made of tin cans. The village is shrouded in the smell of gasoline, trash and fried fish.

THE SITUATION

The raft village drifted into the waters of the Zone recently. It is one of eight floating villages that broke off from the Motherraft, far down south, several generations ago. The inhabitants of the village, called Fardrifters, have been through many ordeals in the form of storms, rot, attacks and famine. But during their travels the village has also grown, and plenty of resources in the form of new rafts and artifacts have been added to it. Sometimes strangers have been allowed to come onboard and join the community. The villagers have kept the tradition of trade they carried with them from the Motherraft alive. Among the huts there are plenty of valuable and exotic objects from different ships and faraway shores.

FARDRIFTERS' RAFT VILLAGE



UNDERWATER FISH FARM

GUARD FORCE





GRUB STORAGE



MAST WITH LOOKOUT



For some time the three ruling matriarchs have struggled to keep order in the village. A large amount of valuable goods was recently salvaged and the villagers are unable to come to a consensus on how to divide it. One of the matriarchs, Azulla Granda, and her seven fearsome husbands have laid claim to most of it (hundreds of well-kept cans of fruit). Other villagers claim the matriarch intends to keep all the cans and gorge on their contents without sharing. The tension is palpable and many fear that soon the raft will divide again, the first since they left the Mothercraft.

INHABITANTS

The 200 villagers are predominantly non-mutated humans but there is also a group of mutants (about 50). Among these the mutations Pathokinesis, Human Magnet and Spores are common. The inhabitants of the raft village are descendants of survivors from a warmer continent to the south and speak a melodic language the PCs cannot understand. A few of the older villagers can speak the PCs' language well enough. Since the villagers are used to a warmer climate they are dressed lightly; most of them wear simple loincloths of plastic and cardboard. Trade, run by the village matriarchs (large older women with many husbands), defines the culture of the village. There is a small contingent of guards (20 guards), but the strategy is to avoid armed conflict. In addition, from the humanoid inhabitants the village is also populated by around 50 semi-domesticated rodents, skipping around between the rafts. They are butchered when food is scarce.

Azulla Granda, matriarch. Powerfully built, older mutant woman in a robe made of cardboard and seaweed. A plastic basket serves as a hat. Burps a lot. Loves electronics and good meals. Wants to find husbands for her three daughters and silence the other matriarchs.

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

Skills: Force 4, Comprehend 3, Sense Emotion 2, Manipulate 4.

Mutation: Puppeteer.

Gear: Comic book (artifact).

Evgenia, interpreter. Thin woman with gray hair, wearing a plastic poncho. Huge sunglasses. Speaks the PCs' language but with a strange, melodic accent. Sighs a lot. Interested in young men. Has her own housecraft. Stubborn.

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

Skills: Force 3, Comprehend 4, Manipulate 2.

Gear: Umbrella (artifact).

Granullius, estranged husband. Small, stooped and skinny man. Wears a plastic loincloth. Continuously shakes his head in discontent and makes despondent gestures. Kleptomaniac. Previously husband to one of the matriarchs. Likes singing monotonous hymns in a shrill voice.

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

Skills: Force 3, Fight 2.

Gear: Wrench (artifact).

BOATS

The village consists of about twenty housecrafts of various sizes (most are large or very large) lashed together. The villagers also have five smaller rafts and four motorboats.

ARTIFACTS

Most of the houses contain several well-preserved objects, but most of them are not really useful and count as scrap. However, the GM can distribute the following items throughout the village: a distiller, a hand grenade, binoculars and two lifejackets. If the GM so desires, the cassette player or the video camera from the metaplot can be found somewhere among the huts. Most things in the village are available for trade, even if the villagers have a tendency to fight over who owns what.

GRUB AND WATER

The villagers are skilled fishers. Three to five days worth of fish or whale meat can be found on every housecraft. Azulla Granda also has around 50 daily rations of canned fruit on her large raft at the center of the village. Her husbands guard the cans obediently (but not without having a piece of fruit now and again). There are ten daily rations of water in

cans and bottles on every housecraft. Ten percent of the water supplied is tainted by Rot.

EVENTS IN GAME

- ❑ The PCs trade with the villagers and are invited to the village for food and a feast. After a short period of music and dance one of the male PCs is named honorary impregnator by the matriarch Azulla Granda. He is expected to impregnate some of the matriarch's daughters. If he accepts, some of the other villagers are jealous and try to persuade him to come over to their raft in another part of the village. Soon a lot of villagers are involved in the conflict. A fight can break out if the PC refuses the role as honorary impregnator. Perhaps he is kidnapped and has to perform his duties under duress.
- ❑ A vicious conflict has divided the raft village into a rich half and a poor half. There are now two free-floating villages whose matriarchs hate each other. The poor village try to enlist the PCs for a nighttime attack against the rich village. Their matriarch offers them parts of any loot from the raid. Perhaps others from the People's Ark involve themselves in the conflict, perhaps

on different sides. A large number of artifacts and plenty of grub is at stake.

- ❑ Another large patchwork sail appear on the horizon. It is the fabled Motherraft that has drifted north after generations in the southern waters. But all is not well on this older and large raft village. The villagers are poor, emaciated and sick with Rot. They are also slavers and demand a hefty tribute from anyone that crosses their path. Both the People and the newly arrived village of the Fardrifters (or both villages, if it has been divided) are fundamentally changed by the arrival of the Motherraft. Perhaps it also carries diseases? Or a frail, strange plant that evolves quickly into a ravenous killer tree?

GHOST SHIP

An immense ship appears on the horizon. It is a derelict luxury cruise ship, full of valuable artifacts. There is also a whole ecosystem onboard, filled with more or less dangerous monsters. The old ship is also severely damaged by rust. Will the PCs manage to get onboard and salvage priceless artifacts before the ship goes down?

OVERVIEW

The luxury ship, once built to carry the richest people in the world on extravagant



cruises around the world, is a sight both grandiose and bizarre. Big parts of the hull are covered with thick, ropy vegetation, shifting in green, brown and orange. Here and there the hull is visible behind the vegetation, great swathes of peeling white paint and large areas of rust. Some kind of animal life also thrives on board. A large number of fist-sized bugs can be seen buzzing around an opening halfway down the hull. The vegetation is robust enough to climb, with a great deal of effort, all the way up to the main deck. Several of the lower decks are accessible through broken portholes or where a large part of the hull has rusted through. Since the ship has been powerless for a very long time its innards are mostly gloomy or pitch-black. The old cruise ship has five decks, connected by spiral staircases and elevator shafts (the elevators haven't moved in decades but it is possible to climb the vegetation hanging down the shafts).

Main deck: The remains of what was once a lavish and luxurious recreational area is partly hidden by the thick vegetation on the main deck. Bars, restaurants, a casino, tennis courts, a shopping mall and swimming pools. The wreck of a helicopter and a battered but fully functional motorboat can also be found under the vegetation.

The PCs can move around the main deck without too much difficulty. If they search actively for an hour or more (outside the buildings on the deck), they find one random artifact, hidden by plants. During their search they also find around fifty human skeletons in various conditions.

It's hard, but not impossible, to gain access to the buildings. Thick and often thorny vegetation covers most of them, both outside and within. It can be cleared away with the studious use of machetes or flamethrowers. Most of the vegetation is made up of Nightmare Flowers (page 179, *Mutant: Year Zero*). The casino, a castle-like building in the corner of the main deck, is relatively free of vegetation. However, it is inhabited by around thirty Zone Rats (see page 182, *Mutant: Year Zero*) who are chewing their way down through the floor (the next deck is accessible through a hole about one meter across). Some of the Zone Rats shift their focus when the PCs arrive and attack ravenously.

GHOST SHIP



UPPER PASSENGER DECK

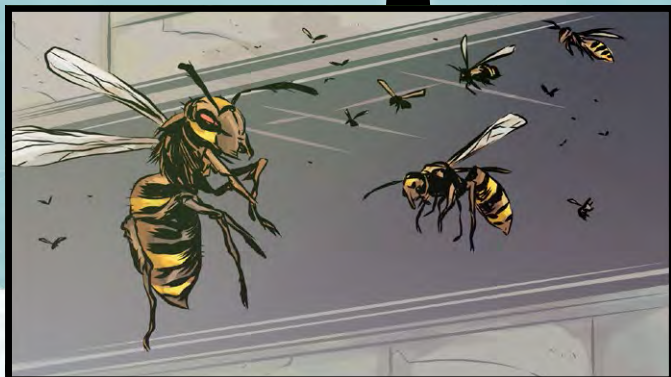




ZONE RATS IN THE CASINO



ZONE WASPS ON UPPER CAR DECK



Upper passenger deck: Very thick and thorny vegetation fills most of this very luxurious space, where there are 80 extravagant cabins (each about 50 square meters) with large panoramic windows. The cabins are connected by wide avenues lined with marble statues and overgrown fountains. Over a hundred skeletons are more or less hidden by the vegetation. The plants here are not dangerous but hard to get through. If the PCs search here for an hour or more they will find an artifact.

Lower passenger deck: Roughly the same layout as the upper passenger deck, but this deck is in much worse condition. Several walls have caved in and some rooms are half filled with brown, reeking seawater. The vegetation is not as thick here so movement is easier, but on the other hand seven Zone Spiders have built a nest in one of the avenues. As soon as anyone, like the PCs, start moving around nearby, the hungry Zone Spiders get ready to hunt their prey in the darkness. If someone has the time to search here they will find around fifty skeletons and one artifact.

Upper car deck: Around 50 luxury cars are packed together in three long rows in the damp darkness. Most of the cars are rusty and in very bad condition, only one is fully functional. Enough fuel for D6 cans can be salvaged from the cars. Human skeletons and D6 artifacts can be found in the cars. At the far end of the deck, thick plants wind through a large hole in the hull. Zone Wasps have built a nest there and aggressively attack anything living close to it.

Lower car deck: This lower deck is shrouded in absolute darkness. No vegetation has managed to find its way down here. The deck holds about 200 containers. It is up to the GM to decide what they contain – if anything.

THE SITUATION

The old cruise ship has been drifting across the ocean for hundreds of years, at the whim of currents and winds. Time has taken its toll on the ship: rust is gnawing ever bigger holes in the hull. If nothing is done the ship will sink below the waves within a short period of time. The arrival of the ship in

the waters close to the People's Ark has drawn the attention of several groups within the Zone. The PCs might be the first intelligent beings to step onboard the ship in a very long time but within a few hours or maybe a day (the GM decides what fits the game best) other groups arrive, having realized that she ship may contain many interesting things. The cruise ship could be the stage for much drama – perhaps even after it has begun its slow descent towards the bottom of the ocean.

If the GM so desires, there is the possibility for the PCs to use the old ship as a refuge – there are plenty of compartments to hide in. Another possibility is that the cruise ship, after lots of repairs, becomes the People's new home.

INHABITANTS

Scattered onboard are Zone Rats, Zone Wasps, Nightmare Flowers and Zone Spiders. Exactly where these creatures reside is outlined in the descriptions of the various decks of the ship, above. During the game, others may arrive – see the section Events in Game below.

BOATS

A large motorboat is hidden in the vegetation on the main deck. See description above.

ARTIFACTS

The cruise ship is full of artifacts and scrap of varying conditions. Thick vegetation and aggressive monsters hamper the PCs' ability to find them. Details about what can be found onboard are outlined in the descriptions of each deck. The GM can also place one or more of the artifacts from the metaplot – the cassette player, the video camera, the ID card or the diary – somewhere on the ship.

WATER AND GRUB

There is no grub or potable water on the ship. The water in the swimming pools on the main deck is severely infected by Rot – falling in counts as a Rot attack.

EVENTS IN GAME

- ▣ One of the mutants of the People (someone the PCs know well) has gone to the cruise ship on his own and has climbed up to the

main deck. Since then he or she has not been seen. The as yet unknown truth is that the mutant has been forced to lock himself in a cabin on the lower passenger deck. A couple of hungry Zone Spiders wait in the corridor outside. The PCs are tasked with getting on-board to bring their lost friend back home.

- ❑ When the PCs have been on the ship for a while, representatives from another group in the Zone show up. They could be warriors from the slavers' scrap island or a team of clone soldiers from Noatun's oil field. They also want to explore the cruise ship. Sooner or later they will encounter the PCs. Make sure the encounter is dramatic. Maybe there will be a fight over newly found artifacts. Or maybe one of the groups is given the opportunity to save the other from a tough predicament – a monster attack or a serious cave in (see the next event).
- ❑ The ship is in very bad shape. Rust and the aggressive vegetation have been eating away at the load-bearing parts for a long time. As the PCs are somewhere in the depths of the ship one or several decks cave in. Tons of scrap, objects, plants and creatures fall straight down. Perhaps one or more PCs fall as well, but without serious injury. The cave in changes the situation onboard significantly. Decks the PCs have yet to explore are exposed and it becomes easier to climb from one deck to another – at the same time monsters and others can show up in unexpected places. Perhaps the first cave in is followed by another a short time later.
- ❑ Finally the old cruise ship runs into a sharp reef. The rusty hull is torn apart and seawater slowly and steadily into the ship. In an hour or two the ship sinks. Will the PCs have time to get out? Which artifacts do they manage to salvage? Are there others onboard? Can exploration of the cruise ship continue on the bottom of the ocean?

BOATS FROM THE OLD AGE

TYPE OF BOAT	GEAR BONUS	ARMOR	RESILIENCE	CREW	OARSMEN	PASSENGERS	FUEL CONSUMPTION
Jet ski	+3	0	1	1	1	1	½
Motor boat	+3	2	2	1	1	5	1

ARTIFACTS AT SEA

In addition to all the artifacts described in *Mutant: Year Zero*, the PCs can find objects in the Dead Blue Sea that are of particular use in a Zone at sea. Some suggestions of such objects can be found below. Just like in Zones on land, you as GM can choose to reward the players with artifacts if they have put an extra effort into the game.

In an Ocean Zone, artifacts are often found in other places than on dry land. Objects might be found floating in the water or can be salvaged from a derelict ship. In addition to the objects below, various kinds of boats can serve as artifacts. Several types of boats are already described in the Player Section of this book since they are an important part of the Ark where the PCs reside.

❑ JET SKI

A small motorboat that seats two. Instead of sitting in the boat itself you sit on an elongated saddle. The narrow hull and powerful engine make this boat extremely fast.

Effect: The jet ski is a vehicle and can be used for combat and exploring. Its speed halves the time it takes to explore a sector (see page 11). See the table at the end of this section for details about the jet ski.

DEV Requirement: Technology 20

DEV Bonus: Technology +D6

❑ BOAT MOTOR

A big metal lump with a long metal pipe that ends in a small propeller. Everything is painted bright red, but some of the paint has peeled off. It is heavy but can be carried by someone reasonably strong.

Effect: The boat motor can be mounted on boats and rafts. It must be repaired by a Gearhead before it can be used. Read more on page 10.

DEV Requirement: Technology 30

DEV Bonus: Technology +D6

❑ LIFEJACKET

An orange and lightweight protective vest. Works especially well at sea as it keeps its wearer above the surface of the water. Conveniently a small whistle hangs from a string fastened to the vest.

Effect: Has a Gear Bonus of +3 when rolling to swim (see page 6) but cannot be used to swim under water, of course.

DEV Requirement: -

DEV Bonus: -

❑ SPEARGUN

A strange and light firearm from the Old Age. It is loaded with a long and very sharp arrow instead of bullets. This Old Age speargun is far more powerful than those constructed from scrap.

Effect: Gear Bonus +2 to Shoot. Weapon Damage 2, Short range. When the speargun has been fired one maneuver must be spent hauling the arrow back and ready the gun to fire again.

DEV Requirement: Technology 10

DEV Bonus: Technology +1, Warfare +1

❑ CASTING ROD

A long rod made from a strong but very flexible material. A long nylon line, wound on a reel, runs through metal hoops along the rod and then hangs freely from the end of the rod. At the end of the line hangs a small metal fish with a sharp hook on one end.

Effect: Has a Gear Bonus of +3 when rolling Navigate to catch fish, when a sector is already explored (page 12).

DEV Requirement: Technology 10

DEV Bonus: Grub +D6

❑ AIR COMPRESSOR

A strange contraption of metal, plastic and rubber hoses. When it is turned on a buzzing noise emanates from a small whirling propeller visible through a metal grill. In some miraculous way, this machine can be used to fill metal tubes with air, air that can then be used for diving.

Effect: This machine can refill the metal tubes for the artifact Diving suit, so it can be used again. The compressor runs on alcohol (one dose per tube filled).

DEV Requirement: Technology 25

DEV Bonus: Technology +D6

THE METAPLOT & EDEN

The metaplot outlined in *Mutant: Year Zero* can be applied to an Ocean Zone as well. Using the key artifacts – the cassette player, the video camera, the ID card and the diary – the PCs can finally figure out where Command Center Eden is located. The journey to the Old Age bunker can be very long – or fairly short. Below are three suggested places where Command Center Eden could be found:

- ❑ Command Center Eden is hidden on one of the islands in the Zone. There are several abandoned small communities on the islands, filled with skeletons and car wrecks. The Rot level in the area is very high. The bunker itself is hidden deep down in the bedrock.
- ❑ Command Center Eden is hidden deep down on the bottom of the ocean. It is surrounded by sunken shipwrecks. Ravenous Steel sharks roam the area. The bunker might also be hidden from view behind a wall of seaweed and other plants. To gain access to the submerged bunker, the PCs probably need diving gear, the mutation Amphibian or some sort of submarine.
- ❑ Command Center Eden is not located in the Dead Blue Sea. Instead, it is carved into a mountain far to the north (perhaps on Greenland or in Svalbard). The PCs must undertake a long and dangerous journey – first on the open sea, then in a new arctic environment on land. Surrounded by icebergs, pack ice, snowstorms, abandoned military bases and huge mining complexes they search for their final destination.

The wind grew stronger and the waves even bigger, wilder. The scrap barge heeled over and creaked under the strain, cold Zone water flooding it with every crashing wave. We had left the Ark at dawn and set out for the old oil rigs on the northern horizon. Now the tall swells and lashing rain blocked all sight of them. We could only fight to stay on board, and pray to the Ancients that the barge wouldn't break apart. "Torpedo fish!" Franton suddenly yelled. "Underneath us!" he continued, pointing into the dead blue sea. For a fraction of second, I saw a dark shade in the deep. A large shadow. That was no torpedo fish. It was something far worse...

Zone Compendium 2: Dead Blue Sea is the second official supplement to the *Mutant: Year Zero RPG*. This booklet gives you a whole new way to play the game: at sea. Features:

- ❑ A whole new Zone at sea, described in text, illustrations, and a full-color map. Let your characters travel here, or play an entire campaign in the *Dead Blue Sea*.
- ❑ New mutations and rules for Zone travel at sea, including navigation, weather, wind, and diving.
- ❑ New monsters from the deeps to hunt your characters. Face torpedo fish, strangle weed, rot plankton, and the huge Leviathan.
- ❑ New maritime artifacts for the characters to find in the *Dead Blue Sea*.
- ❑ The Zone Sector *Cage Island* – Can the characters escape the clutches of the mutant slavers?
- ❑ The Zone Sector *Oilfields of the Ancients* – Who are the mysterious soldiers guarding the ruined oilfields from the Old Age?
- ❑ The Zone Sector *Drifters from Afar* – Where do these faraway strangers come from, and why are they here?
- ❑ The Zone Sector *Ghost Ship* – What secrets are hidden on board the rusted wreck of an ancient super-yacht, drifting in the Zone?



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