

Special Zone Sectors 3

Four special Zone Sectors



Introduction. Welcome to the third Special Zone Sectors compilation I have made for Mutant Year Zero. Three of these Sectors use rules from my free product *Zone Humans*, and describes three different clans of Zone Humans. For “Driftwood Mutants” and “Hole to Eden”, I have drawn inspiration from the previous edition of Mutant, the Swedish-only *Mutant: Undergångens Arvtagare*. All pictures are courtesy of Pixabay or Unsplash, and is free of charge.

by Bjørn Ove Asprem





Up ahead, the road continues out onto the gigantic double-decked bridge that you have seen earlier. The bridge's lower level looks more or less intact, and will allow you to cross and reach the land beyond. Wrecked vehicles dot the bridge's lower level, but a narrow passage has been cleared in the middle. You might not be the first to cross this structure.

The upper level is partially ruined, and appears to have been used for railway traffic. The remains of an extremely long train occupy large parts of it.

Almost at the middle of the bridge's lower level, a huge, burnt-out vehicle lie on its side. Oil has spilled out of its chassis, staining the concrete a mix of black and red. A huge explosion, perhaps?

THE BRIDGERS

This Special Zone Sector describes a clan of Zone Humans who occupy a bridge. They demand payment for anyone wanting to cross, and anyone who refuses to pay, is exposed to their insidious trap.

OVERVIEW

The bridge is close to a mile long, effectively being its own Sector. The zone humans that man the bridge toll are stealthy, silent and difficult to spot. If a Stalker succeeds in a *Find the Path*, he might notice that something is off and that this smells of a trap. In order to actually spot the Bridgers, the PCs must succeed in an opposed Scout vs Sneak roll.

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While the rest of the Zone can have any rot level you seem fit (the Bridgers don't actually live here), a 20-yard area in the middle of the bridge (where the trailer has crashed and spilled its contents) is a Rot Hotspot. On a successful *Know the Zone* roll, a suspicious PC may understand what this is.

The bridge spans either a wild river or a barren canyon. Falling (or jumping) off of it is certain death.

If the PCs are operating a vehicle, the only way across the bridge is through the lower level. PCs on foot may climb to the upper level (a successful *Move* roll) and walk across, but the section with the train is dangerous, and a *Move* with a -1 modifier is required to not fall through a rotten section. A safer way would be to walk through the train cars, but the train cars house a danger of their own.

SITUATION

A clan of zone humans have taken it upon themselves to exact a toll from anyone traversing the bridge. At first, not everyone wanted to pay the toll, and either chose to return to where they came from, run/drive past the zone humans or shoot at them. Zarek then came up with the idea of using the Rot Hotspot as

a lethal ingredient in a deadly trap for anyone not wanting to pay up.

Now, whenever travelers are approaching the Rot Hotspot, the Bridgers spring their trap.

Huge metal sheets hidden in the ceiling are released and fall down in place in front of and behind the PCs, completely blocking both sides of the bridge. At the same time, Zarek calls out with his voice modulator, telling the PCs that the metal walls will be removed as long as they pay the toll to cross the bridge. Both of the walls that came down from the ceiling holds a metal basket. Zarek instructs them to place the toll in the basket. He also informs them that they don't have much time, as the Rot will claim them soon.

The Bridgers keep their word, and if the toll is placed in either basket, the corresponding wall is raised. Using a scrap binocular, one of the Bridgers can verify whether or not the PCs acquiesce. The Bridgers are wary of repercussions, and will carefully aim their weapons at the PCs from hidden and elevated positions until they are out of sight.



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The toll can be whatever you as a GM feel is fitting, and might change from time to time depending on what resources the Bridgers need. It should hurt, but not so much that the PCs feel completely crippled afterwards.

SUGGESTIONS FOR TOLL

- 4 rations of grub or water per person
- 1 artifact per person
- A dozen bullets
- A vehicle
- A slave

KNOW YOUR PLAYERS!

It is in many player's nature to either a) not accept paying the toll or b) pay the toll and attack afterwards. The defensible position of the Bridgers make this a dangerous encounter if the PCs are stubborn. Use this sector with caution if you know your players will react to the extortion with violence.

LOCATIONS

The trap

The Bridgers have fastened two thick metal sheets in the ceiling of the lower level and attached chains to them. A quick pull from one of the hidden Bridgers makes these sheets come down and block both paths off the bridge. A PC who specifically says he is studying the bridge's architecture, may make a Comprehend roll at a -1 modifier to notice that something is off.

The trap seals off an area approximately 20 yards across. The Rot Hotspot affects the entire area. Four Bridgers hide on each side of the metal sheet wall.

The trusses

It's not impossible to climb the trusses and circumnavigate the trap, but it's not a walk in the park either. The Bridgers regularly grease these metal beams, making it hard (-2 modifier) to climb them. Bridgers positioned on the upper level make themselves visible to any PC who starts climbing, but refrains from shooting unless the PC attacks or continues climbing.

Side beams

Ingenious PCs might try to get out on the side beams that run parallel to the bridge, so that they can move to either side of the trap. These beams are also greased. Any PCs moving out on these beams must roll a Move with a -2 modification. Failure means the PC slips and falls to his death. On a success, the PC manages to hold on to a cable or a part of the beam with little grease. The PC needs an extra success in order to actually move somewhere. And even then, he must spend two maneuvers to move one range category.

Bridgers on either side of the metal sheet wall will threaten and eventually fire at any PC moving out on the side beams.

The upper level

Four Bridgers are hidden on the upper level. Their main job is to prevent any PCs from trying to climb to the top. They have excellent cover from anyone firing at them from below. Bridgers on each side of the trap may quickly come to their aid by climbing the trusses and cables of the bridge. A prolonged fight on the upper levels, outside or inside of the train cars may bring about the Zone Rats. They cannot differentiate between Bridger and PC, and attack everyone.

INHABITANTS

The Bridgers have the Silent trait (see *Zone Humans*), and communicate with each other using hand signals. The exception is Zarek, who communicates with the PCs using his special gas mask. After spending months on the bridge, both its levels and the trusses, they have become quite adept at climbing it.

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ZAREK

Zarek is a withdrawn zone human with sullen eyes and a perpetual scowl on his face (for those who get to see him without his gas mask on). Zarek takes no pleasure in extorting travelers like this, but sees it as a way to protect his clan. Zarek often questions why he was even born, and if there is any point to life. The others look up to him, and he finds purpose in leading the other Bridgers. Zarek is wearing a black raincoat like the other Bridgers. He also has a special gas mask, with a voice modulator fitted to it. This gives him a booming voice that offsets his clan's natural penalty to verbally based skills.'

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

Skills: Sneak 4, Move 3, Shoot 3, Endure 2, Fight 1, Manipulate 2, Sense Emotion 2

Trait: Silent (+2 to Sneak, -1 to Manipulate and other verbally based skills)

Talents: Climber (new talent), Rot Tolerant

Gear: Hunting rifle (8 bullets), Gas Mask w/voice modular (new artefact)

TYPICAL BRIDGER

There are a total of 12 other Bridgers on the bridge. Some are hidden on either side of the death trap while some hide on the upper level. They await Zarek's signal before engaging anyone crossing the bridge in combat, but shoot back if fired upon. They always try to get behind cover and spend an action aiming at their enemies. All are dressed in black raincoats and cover their faces with black Rot Masks (Protection 2 vs Rot).

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

Skills: Sneak 3, Move 2, Shoot 2, Endure 2, Know the Zone 2

Trait: Silent (+2 to Sneak, -1 to Manipulate and other verbally based skills)

Talents: Climber (new talent)

Gear: Scrap pistols, scrap rifles or bow & arrow / scrap knife, spiked bat or scrap spear, Rot Mask (PR 2 vs Rot), a few also have scrap binoculars

Zone Rats

A swarm of zone rats live in the train cars on the upper level. The Bridgers feed them regularly, so they rarely venture out of the train. If any PCs enter the train, they are quickly set upon by the vermin.

NEW TALENT | CLIMBER

You are an expert climber and gain a +2 modifier on Move rolls when climbing.

GEAR, GRUB & ARTIFACTS

The Bridgers don't have much grub and water on them (1-2 of each), as they store this in their base of operations. Their base of operations is not far away, but is beyond the scope of this Sector. Each have enough 2d6 bullets/arrows as ammo.

In addition to Zarek's personal items, a fully functional vehicle stands on Zarek's side of the bridge. This is an escape measure for Zarek and a few of the other Bridgers if things take a turn for the worse. The car looks really worn down, and unless a PC specifically says he's looking for working cars (and succeeds in a Comprehend -1), the car will be written off as scrap.

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EVENTS

While this Zone Sector works perfectly as a “random” encounter and a foil to the PCs as they are crossing the bridge to an unknown destination, you can easily expand this with the following hooks.

- A Stalker returns to the Ark, alone. He tells the rest of the Ark that they were crossing a bridge, when walls suddenly trapped them in the middle of a Rot Hotspot. The Boss leading the expedition refused to pay the toll, and they tried to fight the “zone ghouls”. As the rest of the expedition fell around him, the Stalker used his Insect Wings mutation to escape. Another Boss wants to either avenge this or remove the zone ghouls and use the trap himself, and sends the PCs out to clear the way.
- The PCs are preparing for a longer Zone expedition (maybe to find Eden?), and they have to cross a large bridge on their way.
- The Bridgers are a known quantity to the Ark, and might even be on somewhat friendly terms. The toll they exact is fair. Maybe they even protect the Zone against a common enemy from across the bridge? One day, a Bridger arrives at the Ark. He tells the Bosses at the Ark that they need help. They have spotted a huge army slowly approaching the bridge, and they cannot stand against them on their own. This huge army may be Hellriders, rabbits from *The Kingdom of Deeprot* (Zone Compendium 3), Brago Company from *Fort Medina* (Special Zone Sectors 2) or some other large force in your campaign. It may not even be an army, but maybe it is a large contingent of animal mutants from Paradise Valley or enclave humans from Elysium?

NEW ARTIFACT | GAS MASK W/VOICE MODULATOR

In addition to the usual benefits from a gas mask, Zarek’s gas mask is fitted with a voice modulator that gives a +2 modification to Intimidate, Dominate or Manipulate.

The Artifact otherwise works as described on p. 194 of the MYZ CoreBook.



The scrap sloop rests uneasily in the water, waves causing its hull to rock. Your fellow mutants have managed to ignore this, and have fallen asleep on the deck. You cannot sleep, so you gaze out over the endless ocean. Who knows what treasures lies below the surface? Entire cities or civilizations may have been swallowed up by the cold, blue water when the world ended. Or, more importantly, who knows what dangers hide beneath the dark waves? The moonlight casts its gaze on a small reef not too far away from your boat.

Suddenly, you see movement. You see the silhouette of two creatures gliding out of the water. They look like any other mutant, but you don't think they are wearing clothes. You see them pick something up from the reef. Some old driftwood, a few shiny stones and a piece of scrap. One of your fellow mutants starts mumbling in his sleep, and the creatures turn around. You can see their hairless heads and bodies clearly now. With nary a sound, they slip into the water and disappears into the depths. Nobody will believe you come morning.

DRIFTWOOD MUTANTS

In this Special Zone Sector, I'm introducing a new subspecies of mutant. In that regard, it isn't much of a settlement per se. As these creatures build their settlements on the bottom of the ocean, it's highly unlikely that the PCs ever get to see it.

The tritons/driftwood mutants first appeared in MYZ's predecessor, the Swedish-only RPG Mutant: Undergångens Arvtager.

OVERVIEW

In a normal Mutant Year Zero campaign, visiting the Tritons' home is less than likely. This Sector will therefore focus on this special subspecies of mutants itself, their origin and how they interact with the other denizens of the Zone.

The tritons were created to live in the ocean and in saltwater, but they can also live comfortably in rivers and lakes.

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SITUATION

The titan power Noatun's expertise was advanced robotics and artificial intelligence, but they didn't put all their eggs in one basket. A separate branch, called Operation Poseidon, managed to steal some of the research material from Mimir's Project Eden, adapting it to their own purposes. They attempted to create a race of mutants that could survive beneath the waves. The result was the Tritons. In fact, the scientists were rather successful (unlike Dr. Retzius of Project Eden). These creatures could reliably use their "mutation" (breathe underwater), everyone had the same mutation and there was no such thing as a "misfire".

Despite this success, the Noatun leaders ignored Operation Poseidon. They were in the middle of the Enclave Wars, and argued that while these creatures were a magnificent accomplishment, they wouldn't win the war for them. Therefore, they continued to focus on robots.

Disillusioned and abandoned by their own leaders, the scientists continued their work on their own, caring for the adolescent tritons as best they could.

When an air strike from a Mimir space station hit Operation Poseidon, all the humans were killed instantly. Most of the tritons were below the surface at the time, and survived. The tritons escaped out into the ocean, where they started a new life for themselves.

This race of mutants were not barren like the mutants of Project Eden, and procreated.

LOCATIONS

Tritons may spend hours above water if they want, but it is taxing for them. This is why they prefer to build communities beneath the surface. If they can find a spot with some nearby caves that are not fully submerged, that is a bonus. Sometimes they find items and food that is desirable to the community, but that rots more quickly if left in the water. These caves are also a defensive measure against predators. A triton can sleep directly on the seabed, but they often build simple walls and structures in the water to protect against predators.

A typical triton community houses 40-100 adult tritons, and half that number of children. If the community grows beyond this number, about half of them will relocate to avoid overfishing. Throughout the generations since their creation, there has been little to none internecine strife with the tritons. Their most dangerous enemies are the huge predators living in

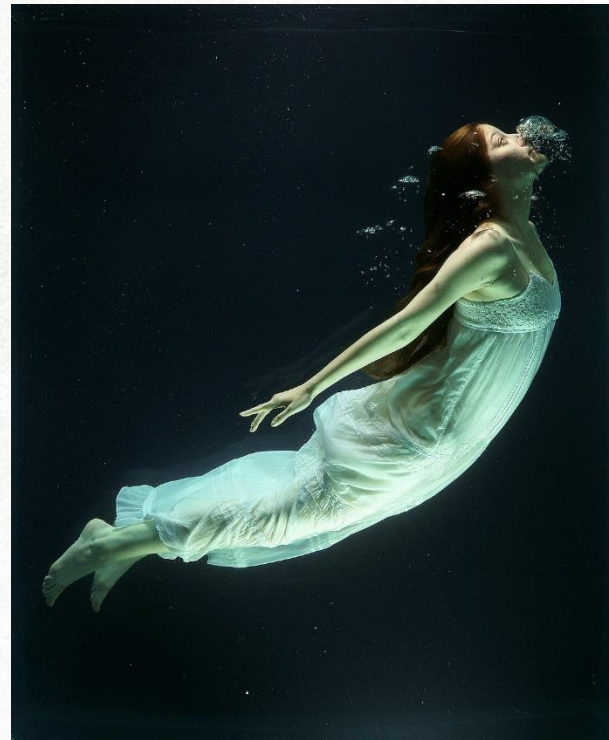
the sea. Triton parents scare their children with stories of the kraken and Rotzilla. While some of the children suspect this to be fairytales, some of the Elders know that the stories are true, and may have witnessed one of these monsters destroying their former home.

GEAR, GRUB & ARTIFACTS

Tritons are adept hunters, and can build simple spears out of driftwood and coral (treat as scrap spear). They can also fashion knives out of coral (treat as scrap knife).

As they live in the ocean, they have easy access to grub. They hunt every day, and stores almost no food.

Few artifacts survive prolonged exposure to salt water. If any artifacts are found close to a triton or a triton's home, it's purely coincidental.



INHABITANTS

The tritons are quite human-like, with discreet gills on their necks, large eyes, thin fish scales covering their bodies and webbing between their toes. They completely lack hair. Their skin is thick and protective against the cold at the sea bottom. They still sometimes wear simple pieces of clothing, especially if they are to communicate with surface dwellers. While the first generation of tritons was taught language, this knowledge

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has become forgotten over the generations since their creation. Instead, they communicate using an advanced sign language where both fingers, hands and webbing are used as gestures. In order to communicate with a triton, a successful *Comprehend* -2 roll is needed. The GM can rule that a PC that has spent enough time in a triton's presence, automatically succeeds. Some tritons learn the language of the surface dwellers, but this is rare.

Surface dwellers who know of these underwater mutants, but haven't made contact with them yet, call them "driftwood mutants" due to the fact that they are most often spotted clinging to driftwood or other kinds of scrap and debris. When scouting from the surface of the water, this is less tiresome for the tritons. Mutants who get to know the tritons quickly learn the name given to them by their creators. None of the tritons alive today know of their creation though, so that secret may be lost forever.

The tritons are an honorable people, but life in the ocean is harsh and has instilled a somewhat paranoid attitude towards surface dwellers. If someone can gain their trust, they can become a valuable ally and trading partner. The tritons will be very interested in spearguns and harpoons, as this will make hunting in the sea much easier.

Game statistics

All tritons can breathe underwater indefinitely. They may be out of water for 1 hour. For each hour after the first, they must make an Endure roll. If they fail, they are effectively *Dehydrated* until immersed in water. They suffer damage and fatigue every hour (not every day). If broken by trauma while dehydrated, they will die within an hour.

Tritons don't have mutations in the normal sense, and have no Mutation Points.



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If a PC succeeds with a *Know the Zone* modified by -2, he has heard tales about these fascinating creatures.

TRITON

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

Skills: Move 2 (+3 in water), Endure 2, Scout 3, Fight 2, Sneak 1

TRITON | HUNTER

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

Skills: Move 3 (+3 in water), Endure 3, Scout 4, Fight 4, Sneak 2, Know the Zone 2

TRITON | ELDER

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

Skills: Scout 2, Fight 2, Move 1 (+3 in water), Endure 1, Comprehend 3, Know the Zone 2, Manipulate 2

EVENTS

Here are some hooks to introduce the tritons to your campaign.

- One of the PCs accidentally spots a triton on the ocean. Either on a reef or clinging to some driftwood. It disappears before the PC can make contact. The PCs may stake out the area for a while, and the triton appears again. If the PCs act calmly and in a friendly manner, the triton may try to communicate with them.
- The PCs find a wounded triton washed up on shore. At first, they might mistake the mutant for a normal mutant with the Amphibian mutation, but when he wakes up, it becomes clear that this isn't the case. The triton will slowly suffocate on the surface, and will try to get back into the ocean.
- If the PCs are on friendly terms with the tritons, the tritons may turn to the PCs if they need help with a surface threat. Maybe some pirates/whalers are

exhausting the supply of fish near the tritons home? Or maybe an industrial ruin from the Old Age has started leaking oil or other dangerous chemicals into the ocean. The tritons may have some valuable artifacts for the PCs as rewards, information about a secret, underwater lair (Mechatron-7?) or maybe a crate full of bullets, lost at sea before the Fall.

- The tritons' new leader is an aggressive, territorial warlord who claims the surface of the sea as his domain as well. Boats are attacked, island dwellers killed and coastal settlements sabotaged. A Boss at the PCs Ark sends the PCs out in a boat to act as bait. Their goal? To capture a live triton for information and possible ransom.
- A triton becomes infatuated with a PC. Maybe the triton spots the PC several times as the PC stands watch close to sea at night? Or maybe this is the same triton that washed up on shore and was discovered by the PC? If the PC reciprocates, this can lead to several interesting dilemmas. How can this relationship work if one cannot stay underwater, and the other cannot stay on land? A union between a triton and a mutant would give birth to a mutant with the Amphibian mutation.



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You hear the sound of the huge motor vehicle before you see it. As the engine roars again, you spot a long, black and windowless bus that speeds down the highway. All sides of the vehicle, including the windows and doors, are clad in a black material. How can the driver see anything? If there even is a driver?

The black plates are covered in white graffiti. Warning symbols like a skull over a crossed pair of bones, text in capital letters saying “STAY AWAY” and other more elaborate, but disturbing illustrations adorn the vehicle. On top of the roof, a pipe sticks out. It slowly moves back and forth. Also mounted on the roof are two white plastic megaphones.

THE ZONE EXPRESS

This Special Zone Sector is a little different – it moves around. A clan of zone humans with an anti-mutant vendetta travels the Zone, and you can have them appear in various places.

OVERVIEW

The Zone Express is difficult to halt while it's driving. Individuals trying to hail the speeding vehicle are ignored. If someone simply gets in the way, the driver (Thomas) must succeed in a Move roll (modified for distance as if the character was trying to sneak) in order to stop before the bus runs over the character. If the PCs try to pursue the bus with vehicles of their own, the Zone Express issues a warning to stay back. If this is not heeded, they activate their defense measures. While the passengers are wary of the Rot, they prefer to handle short-term problems first.

The clan has a 360 degree of their surroundings due to the periscope that the first mate uses to guide the driver.

If approached when the bus stops for a break (preferably in a Rot Oasis), the clan members are wary, but not outright hostile. They might be interested in trade or information, but as the clan's leader, Erick, hates mutants, this is most likely a temporary ploy.

THE SITUATION

When the world started burning, three families of humans stole the tour bus of a rock'n'roll band and tried to get their loved ones to a safe location. The adults of the original crew were all scientists and engineers, and soon realized two things: They couldn't stay too long in one place, and they needed to be able to survive the radioactivity that had been unleashed on the world. To that effect, they pimped the bus with protective armor, not only against bullets and explosions, but against the Rot as well. They installed a periscope so that they could see where they were driving, and later added a pair of megaphones so that they could communicate with others outside of the bus.

The three families have lived a life on the open road for generations now, probably seeing more of the destroyed world than any other creature alive on the scorched Earth.

While the clan has always led a nomadic lifestyle, the current crew had been acting as weapon dealers far away from the Zone for a period, supplying weapons to both sides in a gruesome war. When the feuding parties settled their differences amicably, their attention turned to the Zone Express, who had been playing them against each other. The Zone Express was forced to relocate, and drove for weeks before coming to the Zone.

One of the scientists of the original crew had worked with Dr. Atwood, and was strongly opposed to his radical ideas about a mutated human race. In his diary, he claims that Atwood might

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himself have played a part in developing and unleashing the Red Plague upon the world. This scientist is the forefather of Erick, the unspoken leader of the Zone Express. When the Zone Express first discovered the existence of mutants, Erick remembered what his ancestor had written about Dr. Atwood. Eric has concluded that his ancestor was right about Dr. Atwood, and that these creatures are the work of that mad man. Erick now blames the mutants for the destruction of the world, and has taken it upon himself to cleanse the Earth of these abominations.

LOCATIONS

While there is space for almost 30 people on the bus, no more than a dozen can live there over time. Throughout their history, they have rarely suffered overpopulation as members have fallen to the Zone's many dangers.

The bus

The Zone Express itself is a heavily improved and enforced bus, with a souped-up engine and retractable spikes and blades. The materials and chemicals the clan continuously maintain gives everyone inside the bus a Protection Rating of 6 against the Rot.

Parts of the cover on both the left and right side of the bus may be detached using a lever on the inside of the bus (one action). This gives the passengers quick and easy access to fire at a threat outside of the bus. The driver may also quickly press another switch to activate spikes and blades in front of and at the sides of the bus. This increases the weapon damage to 2.

The periscope is manned at all times by a first mate, and allows the bus to travel the zone even when their front windows are blocked. The megaphones on the roof are connected to the generator (artifact) in the middle of the bus. Erick generally controls it.

Sleeping quarters

The sleeping quarters at the back of the bus consist of three bunk beds. A total of 12 people can squeeze in here, but there are rarely more than 7 or 8 people at the most, even at night. Some stand watch while others fall asleep in the chairs and seats placed elsewhere on the bus. Erick's twins share one of the top bunk beds, together with an old Teddy Bear with only one eye.

Storage

Spare parts for the bus are stored in a compartment below the bus, alongside several jerrycans (artifact) with fuel, a dozen large jugs of water and enough food to make it through a month or two.

STATS FOR THE ZONE EXPRESS

Bonus +2, Armor 6, Resilience 6, Weapon damage
2, Occupants 25

INHABITANTS

The clan now consists of 12 members. This includes the teenagers Konrad and Kaya, two toddlers and the slave mutant boy Travis.

ERICK

The current leader of the clan is Erick, a calculating and vicious man who will stop at nothing to ensure the complete destruction of the mutants. Erick is a man in his 40s, with a bushy black beard, an evil grin and a toughened physique. After discovering the existence of mutants, Erick started attacking and slaughtering any they would encounter. A couple of weeks ago, they captured a mutant for interrogation. Erick's plan is now to try and infiltrate or befriend one or more mutant Arks. He realizes that he cannot destroy the mutants alone, and needs allies.

Erick lost his wife to a devourer a year ago. His twin sons are 2 years old, and the clan helps Erick look after them, especially now that Erick's mind is set on destroying the mutants.

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

Skills: Move 4, Shoot 3, Fight 4, Know the
Zone 3, Comprehend 4, Scout 2, Jury-rig 2,
Find the Path 4, Manipulate 3, Force 2

Talents: Motorhead, Fast draw, Never
surrender

Armor: 6 (Kevlar vest)

Gear: Semi-auto pistol, shotgun, kevlar
vest, protective suits, chain saw, 3 hand
grenades (artifacts) Extra arms

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THOMAS

The blonde, blind head driver of the Zone Express lost his sight trying to tame a bitterbeast a few years ago. He is a direct descendant of the original families. He is married to Sonya, and father to Kaya and Konrad. Since the Zone Express maneuvers using a spotter giving directions to the driver, being blind never hindered Thomas much. Thomas is currently caught in the strife between his wife and his good friend Erick about their current goals.

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

Skills: Move 4, Shoot 2, Jury-rig 3, Sense Emotion 3, Scout 3

Talents: Motorhead, Zone Cook

Gear: Scrap pistol, Flare gun



SONYA

Sonya is a headstrong woman that often clashes with Erick over the paths taken and choices made by the Zone Express. She is not convinced that they should risk the lives of everyone in the clan on some stupid, century-old revenge mission. She is constantly berating her husband for taking Erick's sides on matters. Sonya is the best mechanic on the bus, and she knows it.

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

Skills: Move 3, Shoot 2, Jury-rig 5, Comprehend 4, Know the Zone 3, Fight 2, Endure 2, Heal 2

Talents: Motorhead, Sharpshooter

Gear: Hunting rifle, Protection suit, painkillers, first aid kit, wrench, smoke grenade (artifacts)

KAYA

Kaya is the 16-year old daughter of Thomas and Sonya. While the blonde girl might look frail and timid, her time in the zone has hardened her. She is not squeamish around blood and gore, and if danger presents itself, she is one of the first to draw her weapon and fire at their enemies. She is fiercely protective of her little brother Konrad (13). Kaya felt sorry for Travis the mutant, and has persuaded Erick to let him live for now and use his mutation for information about the other Arks.

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

Skills: Move 2, Shoot 1, Jury-rig 2, Sneak 3, Fight 1, Manipulate 2, Sense Emotion 2

Talent: Sleepless

Gear: Compound bow (artifact), 10 arrows, Protection Suit (PR 4)

TRAVIS

Travis is a young mutant with fiery red hair and a lot of freckles. Travis is not the most powerful of mutants, and while he had always wanted to explore more of the Zone, the other mutants of his Ark refused to let him go with them. A couple of weeks ago, he stealthily followed a group of Zone travellers going out into the Zone to scavenge. When they were beset by the Zone Express, Travis tried to help them. He was shot in the shoulder, but survived. After telling Erick and the others everything he knew about his Ark and other settlements he knew of, he was told he was going to die. Only the timely intervention of Kaya saved him. He is now a captive of the Zone Express, and sometimes uses his Clairvoyance mutation to give his captors information.

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

Skills: Sneak 3, Fight 1, Endure 2, Scout 2

Mutation: Clairvoyance

Gear: -

TYPICAL PASSENGER

The four remaining clan members are men and women in their early 20s, cousins of either Erick or Thomas. They are drawn to Erick's leadership. All are at least decent motorheads and know how to fire a gun. One of them acts as first mate to Thomas the driver.

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

Skills: Move 2, Jury-rig 2, Shoot 2, Fight 2, Sneak 1, Know the Zone 2, Comprehend 2, Scout 2

Talent: Motorhead

Gear: Revolver (artifact), protection suit (PR 4), machete

GEAR, GRUB & ARTIFACTS

The clan stockpiled as much water and grub they could before they had to flee into the Zone. This is stored in the compartment beneath the bus. Food and water are not primary concerns for the moment.

As former weapons dealers, the clan has a lot of artifact weapons (see individual descriptions) and ammo. They also have about a dozen scrap pistols and rifles for trade. While mutants of the Zone can easily see that these weapons are of a different make and construction than what they are used to, mechanically they function the same way.

In addition to the personal artifacts carried by the clan members, the following artifacts are communal, and can be found inside the bus:

- Megaphones (on the roof)
- Generator
- Binoculars
- Teddy Bear (belongs to the twins)
- Armchair

EVENTS

With Erick blindly pursuing his current agenda, it should only be a matter of time before the PCs become involved, one way or another.

- The Zone Express appears on the Ark's doorstep. In this scenario, Travis is either a member of the PCs Ark (or is familiar with it) and know that the Ark is interested in peaceful relations with other denizens of the Zone. Erick conceals his hatred well, and tells the PCs that he hails from a large settlement not too far from here. The Zone Express can trade some (non-artifact) weapons to the PCs or others in the Ark, as well as food and scrap. Erick tries to gain as much information as possible about the Ark's enemies. Erick might try to coax the Ark into going to war against an enemy Ark if he feels they are susceptible to his suggestion. He will lie, tell them that members of the other Ark killed his wife, and add other made up atrocities.
- If Erick and the Zone Express linger in the Ark, Sonya and some of the others may realize that the mutants aren't as bad as Erick has made them out to be. Sonya might approach a friendly PC and tell him the truth about Erick. If a confrontation with the PCs and Erick and his allies comes to pass, Erick will call the mutants "abominations" and blame them for the Red Plague. He will not reveal the secret about the mutants outright, but his cryptic words might push the mutants further in their quest to find Eden.
- The PCs come upon the Zone Express at it makes an emergency stop in the middle of the Zone. Maybe one of their tires blew out? Sonya and a few of the others go outside, dressed in protective suits in order to fix the wheel. If the PCs stay hidden, they suddenly see Travis make a run for it. Erick suddenly appears in the doorway ready to shoot Travis, but Kaya stops him. Unless the PCs intervenes however, one of the others intercepts Travis.
- The PCs encounter Kaya and Travis in the Zone. They have escaped the Zone Express, but are now lost without any water or grub. As the PCs are talking to the pair, the Zone Express thunders into view.





As you gaze out of the broken window and into the deserted ruins, you are reminded how boring watch duty is. The Zone is empty — everyone knows this. What can possibly be out there lurking, that isn't dead already? Nobody can survive outside an Ark for long. You can feel the Rot seep through your body, and your only hope is that a night's exposure won't kill you yet. Wait, what was that? Was that footsteps? You press the button on your most precious item, the Lightcaster from the Old Age and a cone of light shoots out of it, illuminating a strange, bipedal creature hunched over the rotting carcass of a Zone Rat. It turns toward you as the light hits it. It hisses. Its eyes are closed, as if it were blind, and its skin is grey. It crouches and runs toward the narrow shaft you spotted earlier, the hole in the ground the Chronicler said was an old well, a place where the Ancients got their water from. Without hesitation, the creature jumps over the edge and starts crawling down. In the darkness. In a Rot zone.

THE HOLE TO EDEN

This special zone sector contains a clan of zone humans living deep belowground. They have changed physically since the Fall, and are barely recognizable as humans. After listening to the stories about an injured stalker about Eden, their religious leader has decided to travel to Eden — by digging a hole through the earth.

This special zone sector draws a lot of inspiration from the mutant clan *Avskrädesätare* described in the supplement *Göborg - Encyklopedistens Klagan* for the *Mutant: Undergångens Arvtagare* game.

Special Zone Sectors 3

OVERVIEW

The tunnels the sub-humans call home is a vast network of subway tunnels, sewage pipes, service tunnels and more primitive excavated tunnels dug by the sub-humans themselves. Mapping the complex could take months, as several tunnels are closed off due to cave-ins or because the sub-humans simply stopped digging. There are plenty of cul-de-sacs here.

The sub-humans are quite familiar with the tunnel system, and their Sonar ability allows them to hear approaching characters from far away. It should be almost impossible to surprise the sub-humans in the tunnels.

The PCs can stumble upon the tunnels by chance, maybe via a subway station (possible Morlock Station from Special Zone Sectors 1), a train tunnel, an emergency shelter or the basement of a building.

SITUATION

Beneath the Zone, there is a veritable maze of tunnels, sewers, catacombs and shelters. A clan of zone humans have lived here, deep beneath the Zone, since the Fall.

As external threats have discovered their existence, they have gone deeper. When they couldn't go deeper, they started digging. Using the tools at hand and having the patience to realize that they were, perhaps, digging for the next generation(s), they carved out new havens for the clan. As they initially were based around the old network of subway tunnels, they came to call themselves "subway humans". And then, this was shortened to "sub-humans".

As the generations passed, it became harder and harder to maintain electricity and light. Their relentless digging also brought them into contact with all kinds of garbage, waste, chemical leaks and debris. Many succumbed to the Rot and illnesses, but those that survived, changed and became stronger.

The sub-humans developed traits allowing them to survive in their extreme environment. They developed a sort of sonar which allowed them to navigate the dangerous tunnels in the dark. Their stomachs became accustomed to eating whatever was available, and they developed a resilience towards the Rot itself.

A couple of years ago, Yassan, a lone stalker from a mutant Ark fell through a weakened part of the Zone city, and practically fell into the sub-humans' lap. As the curious, but benevolent sub-humans nursed the stalker back on his feet, he told them that he was searching for Eden. Yassan told the sub-humans all the stories he had been told by the Elder. Quintus, the current Head Digger, was intrigued by Yassan's stories, but scoffed at the idea that this place was anywhere near here. "If Eden is the paradise you make it out to be, it must surely be on the other side of the Earth." This prompted Clever to jokingly suggest Quintus: "Maybe we can dig through the Earth to find Eden?" Nobody really knows if the suggestion was serious, but everyone can agree that Quintus loves the idea.

Ever since, the sub-humans, with the reluctant help from Yassan, have been trying to reach deeper and deeper into the ground. Whenever they hit solid rock, they start somewhere else. The foundation itself in several sectors are in danger of falling apart. Already, their digging has caused buildings to collapse.

Just a few weeks ago, a group of diggers found the entrance to a new shelter from the Old Age. This facility, an emergency Elysium facility, housed a huge tunnel boring machine. A hesitant Yassan has told them how this contraption look like, and Quintus is convinced this is a breakthrough (pun intended). Now, all that's missing, is to make it work. Yassan has (truthfully) said he has no idea how to use it. Quintus now considers sending teams up on the surface to search for something Yassan has called "a Chronieler".

LOCATIONS

The network of tunnels inhabited by the sub-humans is a vast and labyrinthine maze of hallways, rooms, holes and pits. Here are a few of the more interesting locations.

Explosives storage

After Boomer's dynamite charge went off prematurely, Quintus banned the use of explosives. He realized that he might change his mind at some point, and ordered Clever to hide them somewhere. The explosives are hidden in an old service tunnel closer to the surface. PCs may stumble upon this place before locating the sub-humans. The place is not guarded.



The storage contains plenty of dynamite, wicks and blasting caps. In game terms, this is 6 explosive charges (Blast Power 6).

Tunnel boring machine

The tunnel boring machine is part of an emergency shelter built by the Titan Power Elysium. Reaching the shelter from the surface was possible through an extremely long ladder, but that part has collapsed long ago. The shelter contains food and water for several months (useless for the sub-humans) and medicine. The artifacts First Aid Kit, Painkillers, Antidepressants and REGEN may be found here.

The tunnel boring machine has a DEV Requirement of 60. A Comprehend roll -3 is necessary to figure out how to operate it. On more than one success, a PC will understand that the steering mechanism has been broken, and that the machine only allows for movement in a horizontal direction.

Main living area

The sub-humans main living quarters are a large, natural cavern dug out a generation ago. The cavern is almost 300 by 150 yards. Almost 200 sub-humans live here, sleeping on cardboard boxes, wooden pallets, and dirty mattresses or directly on the ground. The cavern has several entrances, all lightly

guarded. The sub-humans haven't experienced an external threat in a long time.

The Underground "Lake"

One of the caverns contains a large puddle of brackish water that the sub-humans use as drinking water. The water refills itself from seepage from above. The water is considered Rot water to everyone else. Even if boiled, this water may contain Gutfish. The parasite cannot survive long in a sub-human's stomach.

The Forbidden Caverns

A while back, a team of diggers excavating an until then untouched part of the tunnel network, stumbled upon what was a breeding ground for Death Worms (MYZ CoreBook p. 178). Several sub-humans were killed before the remaining diggers managed to escape and close off the entrance with an explosive charge (this was before Boomer's accident). Quintus has banned all further digging in this part of the tunnels, but the Death Worms are now aware of the sub-humans and will surely become a threat to the sub-humans in time.

Special Zone Sectors 3

GEAR, GRUB & ARTIFACTS

With their Rot Eater trait, the sub-humans can live off of whatever is available. Uncooked, raw, Rot-infested, poisonous — it doesn't really matter. Hunters scavenge the surface at night, bringing home carcasses, roots, grass, bark etc. As long as it is organic, the sub-humans can eat it. There's plenty of grub here, but only the grub in the shelter is edible for the PCs.

While the sub-humans' culture and technology have deteriorated somewhat since the Fall, they should not be considered primitive. They are experts in using excavations tools, setting up support beams and inventing pulley systems for transporting gear and crew.

There are few ranged weapons down here though, as the caves and tunnels are often too cramped for bows and guns to be of any help. Spears and knives are their favorite weapons. They also have a stash of dynamite. After a couple of fatal accidents, the use of explosives has been prohibited by Quintus. If they cannot make the tunnel boring machine work, however, Quintus may see the explosives as a last resort and try to blow his way through the Earth.

The emergency shelter contains several medical supplies, as well as a generator (gas driven) and a jerry can with gas.

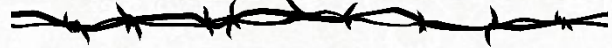
INHABITANTS

The sub-humans have no real name for the underground network of tunnels, holes and chamber they have inhabited (and expanded upon) for generations. For them, this is simply "home" or "home below". A total of 250 sub-humans live in the tunnels belowground. About 200 are adults, while the rest are children. Few sub-humans survive their 40th birthday.

The lack of sunlight and their life spent underground digging in the earth and stone have changed their appearance. Their skin has a grey sheen to it, they lack fingernails and their eyes have never really developed that well in a couple of generations. The exposure to dangerous fumes and chemicals has also made them somewhat resistant to the Rot.

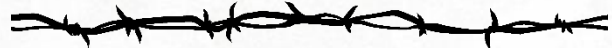
For some reason, it is custom that sub-humans change name every now and then based on something the sub-human has done or said. A woman named Lucy may suddenly be known

as Stumbler if she stumbled and fell down a hole. If Borkus curses a lot, he may be known as Cursus.



DENIZENS OF THE ZONE

Rules for creating Zone Humans, including the rules for Traits, can be found in *Zone Humans*.



TRAITS SHARED BY ALL SUB-HUMANS

Rot resistant – they always count the Rot level as one level below the actual level.

Omnivore – they can get nourishment from all kinds of organic material, be it raw or poisonous food, Rot-infested food, inedible plants and roots, etc. They can only heal 1 damage per day, however, and takes 1 damage if they eat fresh food.

Sonar – they can navigate perfectly below ground using their Sonar. On the surface, the Sonar doesn't work as well because of the more open space. All skill rolls are modified

Fragile – if a sub-human rolls any 1's on the base dice when rolling for a skill, he takes an equal amount of trauma immediately. The rolls can be pushed normally, risking more damage.

Special Zone Sectors 3

HEAD DIGGER QUINTUS

The leader of the sub-humans. He is possessed with the idea of digging through the earth, and sees it as his holy mission. He cannot be talked out of this crazy idea, not by his own people and not by anyone else. He changed his own name when he became Head Digger, reasoning that he was *quintessential* for the clan's digging projects.

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

Skills: Command 3, Fight 2, Scout 2, Manipulate 2, Endure 2

Traits: See above (Boxed text)

Gear: Scrap spear, hard hat

Armor: 3 (hard hat)

CLEVER

Formerly known as Gurgle, Clever got his new name from Head Digger Quintus himself. Yes, Clever was the one who came up with the idea to dig through the Earth. Clever was maybe the first to realize the sheer stupidity of the idea, and everytime someone calls him by his name, he is reminded about the dangers of opening his mouth. He tries to provoke a name change by doing stupid things like trying to tame a death worm (almost killed Clever), staying an entire day on the surface or eating fresh food. Still, everyone calls him Clever.

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

Skills: Inspire 2, Comprehend 2, Sneak 2, Fight 3

Traits: See above (Boxed text)

Gear: Scrap spear, shovel, rope, grappling hook

BOOMER

This young woman has been fascinated with explosives her entire life. She has more courage than brains, however, and she is the reason why Quintus has banned the use of explosives.

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

Skills: Jury-rig 3, Comprehend 2, Sneak 2, Fight 1

Traits: See above (Boxed text)

Gear: Hand grenade, dynamite (hidden from Quintus, Blast Power 6, dmg 2), shovel

YASSAN

At first, Yassan found the sub-humans fascinating. Even after he was healed of his injuries, he stayed to learn more about their culture. After a few days of digging through the Earth, he realized that they were serious. Even if Yassan's Ark is no more technologically advanced than the rest of the Zone, Yassan understands that this will not work. Yassan cannot find his way out of the tunnels, and is not allowed to leave anyway. Not when they are so close to finding Eden!

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

Skills: Find the Path 3, Know the Zone 2, Shoot 2, Fight 2, Endure 1

Mutation: Rot Eater, Corpse Eater

Gear: Flashlight (battery is empty), Oil lantern, Scrap pistol, Machete, Rot Suit (PR 4)



Special Zone Sectors 3

EVENTS

The following events can bring the PCs and their Ark into contact with the sub-humans digging a hole to Eden.

- One or more of the PCs spot a lone sub-human on the surface. They might pursue her or follow more stealthily. After walking through the old tunnels, they eventually come upon what is most certainly of a more primitive construction. The PCs may have some accidents on their own before being discovered by the sub-humans. The sub-humans aren't outright hostile, and may bring them to Quintus.
- The PCs are approached by a group of sub-humans. They ask if any of the characters is a Chronicler. If there is a chronicler, the sub-humans tell him that they have found a magnificent machine from the Old Age, and need help understanding how to use it. This should be enough to motivate most Chroniclers, but if he is hesitant, the sub-humans try to take him by force. They don't care too much about his friends. When the Chronicler sees the cave system and the tunnel boring machine, he realizes that using this device would probably collapse the entire tunnel system and large parts of the city with it.



- The PCs will get a chance to see these strange creatures and their living environs. They will be offered food (which they should not eat) and speak to Quintus. Quintus rambles on about being close to finding Eden. If Yassan is present, he might try to warn the PCs about the folly and madness of Quintus' plan and try to signal to them that he needs help getting out of here.
- The sub-humans have figured out how to use the tunnel boring machine. Using stolen generators, the machine is up and running. Unfortunately, the steering mechanism is broken and the sub-humans can only move in a straight line. This happens to be directly beneath the PCs Ark. The PCs may hear a rumbling sound for some time, before it stops. The sub-humans will use explosive to blow a way up to the surface. This might lead to a version of *The Sinkhole* event from the MYZ CoreBook.

Special Zone Sectors 3

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