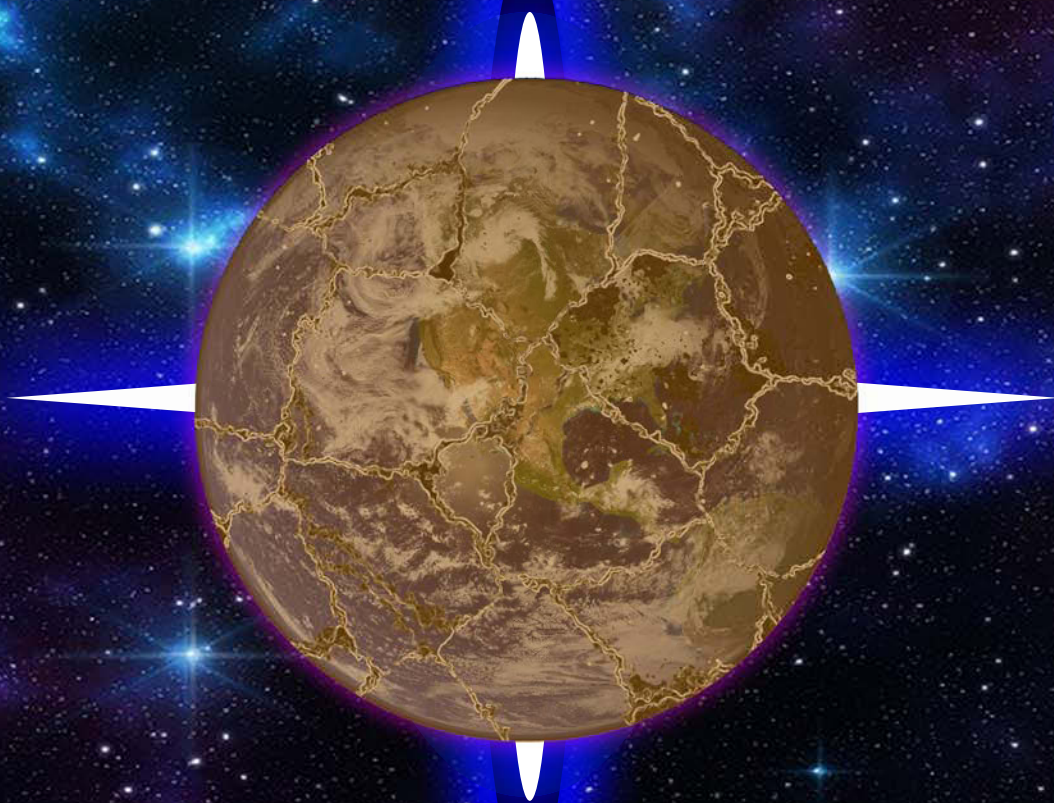


# GateWalker

DIMENSION LOG: I



~ THE JUNK YARD ~

RT WYNTER





# GateWalker: GW010 – Dimension Log 1

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Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain’s Crew

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## ~ The Junk Yard ~

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**D.E.D. #:** DV-0114

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**Gravity Classification:** Normal Gravity.

**Temporal Classification:** Normal Time Flow.

**Shape/Size Classification:** Appears effectively Infinite.

**Morphic Classification:** Alterable Morphic.

**Elemental/Energy Classification:** Standard.

**Alignment Classification:** None.

**Magical Classification:** Water magic is impeded, and any such water created appears dirty or rust colored. Earth magic is enhanced, but always takes the appearance of rusty metal. All other magic appears to function normally.

**Technological Classification:** All technological items appear to function normally.

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**Description:** Dimension DV-0114, more commonly referred to as The Junk Yard, is a seemingly endless maze of broken machinery and rusting scrap.

Heaps of junk cover the explored portions of the landscape and as far beyond as can be visibly observed. The sky is constantly covered in a grey-green cloudy haze of varying density. Scrap, junk, and sometimes nearly-whole vehicles and machinery rain from the sky. Mostly this takes the form of constant streams of junk pouring out of the sickly clouds while other streams are intermittent. Odors are noxious and the sound of raining and clattering metal is always present.

The junk seems to be dropped out of dimensional portals hanging in the noxious clouds. Some of these portals appear permanent

while others seemingly open and close only when needed. Drones sent to investigate these gateways have been unable to penetrate whatever dimension lies beyond. This seems to indicate that the portals are one-way. Leading only into DV-0114 for the purpose of disposing of the mostly metallic refuse and preventing anyone or anything entering via said portals.

If there is a land mass below the mountains of junk it has yet to be discovered. The “ground” appears to be composed of layers and layers of rust and scrap built up over hundreds, if not thousands, of years.

No solar body has been detected and the plane’s light seems to be generated by the sky itself somewhere above the cloud cover. As of yet no drones have been able to find the upper limit of the toxic clouds. No day-night cycle is present and DV-0114 seems to be cloaked in various levels of perpetual twilight. The light levels being primarily determined by the density of the clouds above.

Temperatures seem mostly temperate. Much like the ambient light levels, temperatures seem to be primarily determined by the density of the clouds above. No seasonal cycles have been observed and they only noted weather seems to be an occasional light acid rain.

**Hazards:** Obviously the primary hazard comes from the junk itself; jagged metal, collapsing piles of junk, and of course the constant rain of scrap from the sky. Although the later is usually only a hazard if one ventures to near one of the constantly falling streams of junk.

Noxious clouds of gas and pools of toxic liquid are also prevalent as is the rain that occasionally falls. At the very least this rain is dirty and oily but quite often caustic enough to inflict damage to exposed organic tissue.

Other hazards come from the inhabitants listed below.

**Inhabitants:** The primary inhabitants of DV-0114 are the ever-present robot workers. They



come in various sizes and shapes from less than a meter tall to well over thirty with one observed instance well over a hundred meters in height. No two of these mismatched robots seem identical and they seem to maintain and repair themselves with scavenged materials.

The machines seem to be attendants of the huge scrap piles, constantly moving, rearranging, and sorting through mountains of junk. Whatever overall purpose of plan they are following has yet to be determined.

Although not overtly hostile they do not seem to be sentient and only seem to recognize their fellows. Thus, getting in the way of one of these ever-moving machines poses a hazard in and of itself. They will readily run over organic life as they will a broken toaster.

There have also been several encounters with hostile robotic entities, but these do not seem to be native. It seems likely that these are discarded machines that have entered through the scrap portals.

Although there does not seem to be any native plant or animal life there is a surprising amount of biological life. This comes in two broad groups.

First, are the “Scrappers.” A name they use in reference to themselves. The primary intelligent inhabitants of DV-0114 are a mix of beings drawn from a multitude of other dimensions. They spend their lives scrounging salvage from the mountains of scrap and selling or bartering it for goods and services in the various junk-towns that dot the landscape. A full 50% of these individuals seem to be human, human mutants, or human-based cyborgs.

The second broad classification of organic life is referred to as parasites by the resident scrappers. Although the great majority of these creatures do not seem to be inherently parasitic. The name is just used as a catch-all term for any hostile life they encounter out in the scrap heaps.

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## Archetype

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<b>Scrapper</b>
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Rogue Archetype
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Scrappers are the salvage experts of the junk yard. They spend their lives combing the endless scrap heaps in search of valuable salvage. A scrapper has the following class features.

**Salvage Expert:** A scrapper adds 1/2 her rogue level (minimum +1) as a bonus on all Disable Device and Escape Artist checks. A scrapper cannot use Disable Device to disarm magical traps. A scrapper gains technologist as a bonus feat at 1st level.

This ability replaces trapfinding.

**Junk Scrambler (Ex):** At 2nd level, a scrapper gains a bonus equal to half her rogue level on Climb checks (minimum +1).

A scrapper ignores difficult terrain caused by junk, garbage, and metallic debris.

She takes no penalty on Acrobatics or Stealth checks while in the Junk Yard or similar environments. All these abilities apply only when she is wearing light or no armor and carrying no more than a light load.

This replaces the rogue talent gained at 2<sup>nd</sup> level.

**Resilience (Ex):** A scrapper is inured to dangers presented by disease-carrying parasites, acidic rain, and toxic pools. At 3rd level, a scrapper gains a +1 bonus on saving throws against disease and poison effects. This bonus increases by 1 every 3 levels thereafter, to a maximum bonus of +6 at 18th level.

This replaces trap sense.

**Scrapper's Luck (Su):** At 8th level, as an immediate action, an scrapper can attempt an Escape Artist check at a –10 penalty and apply the result in place of either a failed Reflex save or her AC against an attack that would have hit her.



If she succeeds, her contortions and nimbleness let her avoid the attack or effect entirely. Using this ability leaves the scrapper staggered until the end of her next turn. If the scrapper can't become staggered, she can't use impossible escape. This ability replaces improved uncanny dodge.

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## Hazards / Traps

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### **Falling Scrap (CR 8)**

XP 4,800

The constant streams of falling junk can be easily avoided. It is the intermittent garbage portals that are extremely dangerous. Not only do Junk Yard explorers face the danger of being crushed by tons of falling metal, but even if they survive they might be buried beneath a pile of rubble. Falling scrap buries anyone in the middle of the target area, and then sliding debris damages anyone in the periphery. A typical scrap-fall might have a bury zone with a 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone.

A scrap-portal about to open can be spotted with a DC 20 Perception.

Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear scrap and debris equal to five times her heavy load limit. The amount of loose

junk that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose material twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

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### **Caustic Slime (CR 4)**

XP 1,200

Pools of a green-slime-like ooze are a common hazard. Caustic slime devours flesh and organic materials on contact but is not capable of dissolving metal, earth, and stone. Sickly green-black, wet, and sticky, it forms pools of various sizes on the ground and in pockets of junk. Even whole lakes of caustic slime exist in portions of the Junk Yard.

A single 5-foot square of caustic slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying most scraping devices), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of caustic slime. Against wood, rubber, or plastic caustic slime deals 2d6 points of damage per round, ignoring the hardness of plastic and rubber but not that of wood.

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# Monster

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## Robot, Junk Crawler (CR 11)

*This large clawed robot rumbles along on a pair of giant tank-treads.*

### XP 12,800

N Large construct (robot)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, superior optics; **Perception** +20

### DEFENSE

**AC** 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

**hp** 132 (15d10+30), force field (55 hp, fast healing 11)

**Fort** +10, **Ref** +12, **Will** +10

**Defensive Abilities** hardness 10, resilient;

**Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

### OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +22 (1d6+8 plus grab), 2 quantum shovel +22 touch (1d10 force/19–20)

**Ranged** laser cutting torch +16 touch (2d10 fire)

**Space** 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

**Special Attacks** combined arms, constrict (1d6+8), rockets

### STATISTICS

**Str** 27, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

**Skills** Knowledge (engineering) +19, **Perception** +20

**Languages** One random

### SPECIAL ABILITIES

**Laser Cutting Torch (Ex):** A integrated, head-mounted, laser cutter with a range increment of 50 feet.

**Quantum Shovel (Ex):** Two smaller arms are quantum force shovels and can hit targets up to 20 feet away. These are normally used for moving junk and debris but can also function as capable weapons. These are primary attacks that deal force damage on a hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved by Power Attack. A quantum shovel threatens a critical hit on a natural 18–20.

**Resilient (Ex):** Crawlers receive a +3 racial bonus on all saving throws.

**Excavation Rockets (Ex):** As a standard action, a crawler can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 half). A crawler carries a maximum of five rockets. It can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components. The save DC is Intelligence-based. Superior Optics (Ex)

### ECOLOGY

**Environment** The Junk Yard

**Organization** solitary

**Treasure** none

No one is sure if these robots are native to the Junk Yard or just displaced labor-bots from somewhere else. They seem to endlessly sort and relocate random piles of scrap. Although they do possess some intelligence and can understand and communicate, they only ever respond or interact with other beings when attacked and then only to eliminate the threat as quickly as possible.

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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