

DARWIN'S WORLD:

BAD NEWS IN BUGTOWN

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BAD NEWS IN BUGTOWN (GENCON 2007 ADVENTURE)

Welcome to *Bad News In Bugtown*, an adventure for *Darwin's World 2nd Edition*. In this adventure the PCs are hired by a fledgling merchant company that has taken root in the ruins of Amarillo to track down

and eliminate the source of a major nuisance - *bugs*. During the course of the adventure the PCs face off with a seemingly endless swarm of the disgusting creatures, learn the source of the infestation, and in the process uncover a remarkable treasure beneath the city streets...

A party of four to six characters of levels 4-6 should be able to overcome the challenges in this adventure. Specific skills such as Climb, Diplomacy, Knowledge [Earth & Life Sciences], and Treat Injury will be useful, but not necessary for the scenario's completion.

ADVENTURE BACKGROUND

Bad News In Bugtown begins with the party heading across the Far Desert, ostensibly along the established trade routes of the region, to find work in the isolated ruins of Amarillo. A relatively insignificant place on any post-Fall map, word is beginning to spread that a small merchant group there, the *Amarillo Trading Company*, is looking for trustworthy men to do some work for them. The details are scant, but any PC looking for quick corium won't likely be able to resist the chance to find out more...

THE AMARILLO TRADING COMPANY

The *Amarillo Trading Company* is a relatively new merchant house in the Far Desert. Ambitious, they stand in direct competition with the Clean and the Cartel who dominate the region with their trade routes. But the merchants of the Amarillo Trading Company are also realists, and instead of trying to compete in the water or fuel trade, the Amarillo Trading Company deals exclusively in *scrap*. This Scrap is taken from scrounging in the ruins of the wasteland, in particular the bombed-out wreckage of the ancient city of Amarillo. The stuff is in surprising demand these days, being used to build shelters, patch up vehicles, and forge armor and weapons for the mercenary armies of the ongoing wars of the Twisted Earth.

But all the ambition and realism means nothing if you hit a snag. And the Amarillo Trading Company has just hit their first. Having built their main compound in the ruins of the old city, they were prepared to deal with the minor nuisances that came with invading the necropoli of the wasteland - a few freakish monsters, savage bandits living in the ruins, and those annoying *wild men* and their constant stealing. But what they weren't prepared for was all the *bugs* - Amarillo is infested with 'em.

THE WILD MEN

The bugs are a problem, but Amarillo has another infestation: one of *wild men*, which seem to be far more numerous than in other ruined cities in the Far Desert. Wild men are a race of feral, almost Neanderthal-like humanoids who are believed to be the direct descendants of humans who survived among the devastated cities instead of fleeing to the wasteland outside. Degenerate through years of inbreeding, wild men are truly savage creatures; in fact, most inhabitants of the Twisted Earth consider them little more than animals.

In reality wild men *are* little more than animals, but they are mildly intelligent and, in some cases, quite clever. In recent years, especially with the establishment of the Amarillo Trading Company and its outpost among the ruins, the wild men have become hunted. The traders, along with their mercenary hirelings, have long considered the wild men a nuisance and have hunted them for years, often organizing colorful "hunting expeditions" to root the buggers out and slay them. Bounties are traditionally offered for every wild man taken down, and bragging

ABBREVIATIONS

At certain times this book references other *Darwin's World* supplements and sourcebooks, or other *RPGObjects* products. To help you find where the rules for these are located, the following key has been provided:

BNB	Bad News In Bugtown (new to this adventure)
B&L	The Broken & The Lost
R&U	Rare & Unusual Weapons After The Fall (<i>Post-Apocalyptic Dispatch</i> #4)
RT	Rolling Thunder (<i>Post-Apocalyptic Dispatch</i> #7)

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rights are especially sought after since there's not much else to talk about on this lonely frontier.

Unbeknownst to the hunters the wild men, though made prey, have begun to adapt to these new arrivals. They've gotten a little more clever - and devious. In fact, a particularly intelligent wild man - known to his followers as "Kroo" (the wild man word for "Spirit") - devised a half-baked way to rid the ruins of "outsiders" (humans of any kind) altogether.

Having observed the effect of radiation on the monsters that live near the Crater (see *The Crater* sidebar for details), Kroo began having his followers snatch bits of radioactive debris from the Crater and sneaking it into the walled compound known to the locals as "Bugtown". Already infested with bugs, planting the radioactive bits there began to have an immediate effect; within a few weeks the population of insects exploded, and sightings of enormous

mutated cockroaches were reported.

It wasn't long before the bugs began spilling out of Bugtown and into the nearby Amarillo Trading Post. Though the wild men have lost a few of theirs to radiation sickness, all they have to do now is sit back and watch the bugs drive the humans out of the city! Or so they hope...

THE BUGS

For the time being the Company thinks the bugs are merely a nuisance that needs to be dealt with - but in fact they are on the verge of becoming a real issue.

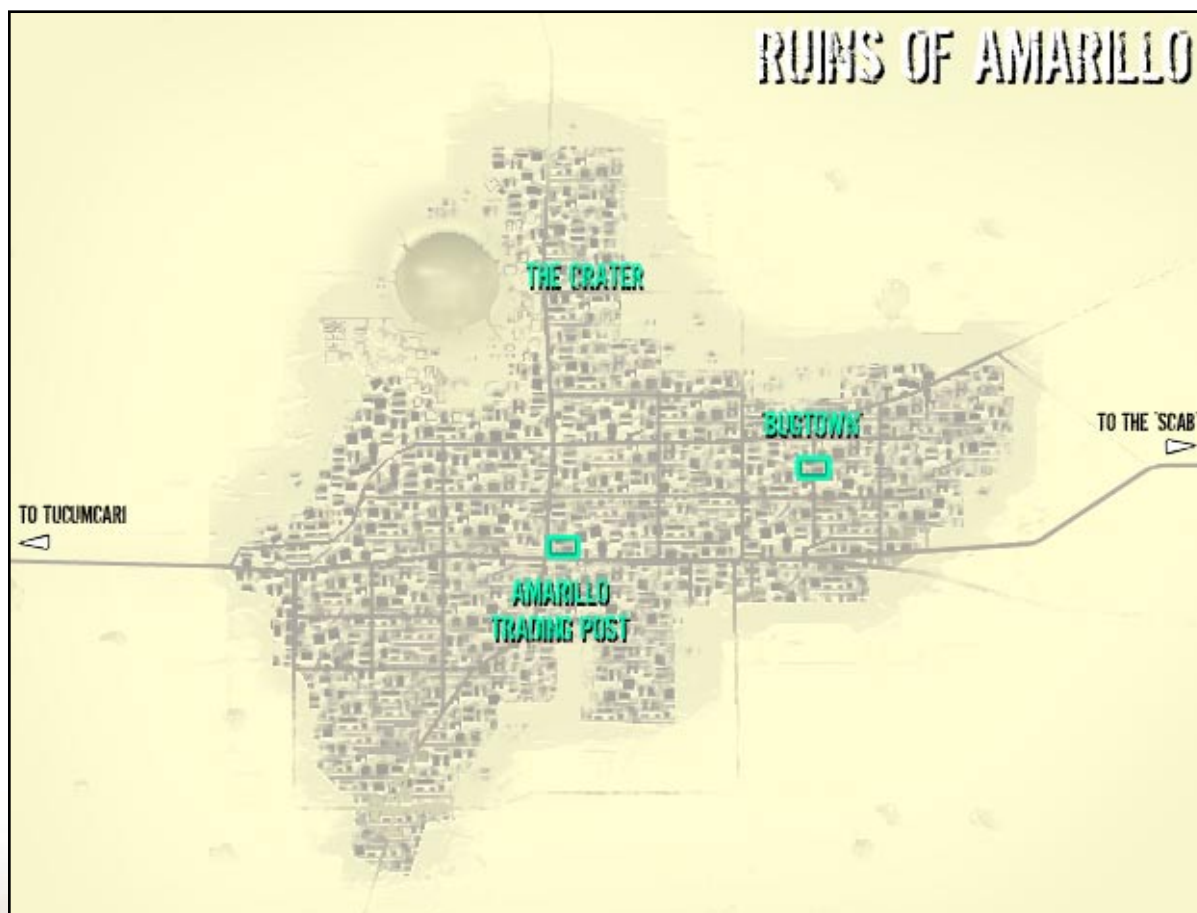
Amarillo, like any other necropolis, has always had a problem with bugs, but in recent years the typical cockroach has gone from your average minute vermin to something man-sized or larger. Kroo and his wild men are behind this, of course, but what neither the Company nor even Kroo know is that the cockroach nest lies right smack on top of the old entrance to the *Amarillo Vault* - a secret underground shelter designed to hold survivors of the Fall for several centuries.

During the adventure the PCs work to eradicate the bug problem in "Bugtown", the old part of town walled up by the Amarillo Traders to prevent the bugs from getting out. After exploring the PCs find clues that lead them to believe an old vault does exist under the city, and with the help of their employer are sent into the heart of the cockroach infestation to find it.

ARRIVING IN TOWN

Your source in the last town said it would take six days to get to Amarillo, and as the sun begins to set on the sixth and final day, there before you sprawls the ruins of Amarillo, Texas.

Like all necropoli on the face of the Twisted Earth, this one resembles nothing more than a



LEARNING ABOUT AMARILLO

Players who think of it beforehand can attempt to learn a little about the ruins of Amarillo before they get there. You can award them for their advance planning by allowing them to make Gather Information or Knowledge (Twisted Earth) checks, consulting the chart below to see what they've heard:

- | | |
|-------|---|
| DC 13 | The ruins of Amarillo are empty except for a small fort built by a bunch of scrap merchants (the "Amarillo Trading Company") at the heart of the city. The Clean, Cartel, and CrystalTime also use the fort as a waystation along the trade routes of the Far Desert. |
| DC 15 | A new merchant house like the Amarillo Trading Company may not have much of a reputation to draw in mercenaries, but by all accounts they seem to offer fair wages to their workers. And there's a big demand for cheap labor in the scrap business. |
| DC 17 | Don't panic if you hear weird noises while you're in Amarillo; the strange cries you sometimes hear at night are just the calls of <i>wild men</i> . |
| DC 20 | Wild men are said to infest the ruins of Amarillo. The local traders mount hunts every now and then to clear certain districts of their presence. Word has it they offer a bounty on wild men killed, which you can collect at the trading post. |
| DC 25 | <i>If any character makes this DC she learns everything described in the text under the gazetteer entry for Amarillo, on page 337 of Darwin's World 2nd Edition.</i> |

steel gray smudge on the otherwise featureless expanse of desert wasteland, a skeleton of a place that was once home to tens of thousands.

As you enter the city proper, you remember the directions given to you by your go-between at the last wasteland settlement. "Continue down the main street, right towards the heart of town. The Amarillo Trading Company fort was built close to the center of the city - you can't miss it. But, uh, don't wander off the main road if you value your health - if you know what I mean."

With those words in mind you plod on towards your destination - the outpost of a small trader house that has sprung up within the ruins. A small scrap operation, you heard they were looking for men good with their guns to solve a

certain "problem" with the utmost discretion. So that's how you find yourself smack dab in a desolate city with night closing in fast.

Thankfully the ruins appear to be lifeless, but here and there the PCs do spot a cockroach or two skittering about - nothing to be concerned about. This is a good time to begin building the atmosphere of the ruins: the quiet, stillness, and an eerie quality that defies easy description. Vast empty blocks of built up city, side streets cluttered with rubble and the wreckage of old cars (completely overtaken by rust), and only a single street - main street - cleared of all obstructions, running straight towards the heart of the city (and out the other side).

Don't leave the description to the players'

imagination. Take the time to describe their surroundings; let them explore a few side streets, a few buildings along the main avenue. Eventually they'll return to the main road and continue towards the Fort.

UNEXPECTED ROADBLOCK (EL 3)

Eventually the PCs arrive at a street intersecting the main avenue into the heart of town. This is the same road that continues on towards the Amarillo Trading Post (see later for details), but *blocking* the intersection is what appears to be a makeshift barricade of old oil drums, piles of wood and scrap, and even a fallen traffic light:

Up ahead you see what appears to be a ramshackle roadblock partly blocking the road. It is a clumsy affair, and looks a few days old; a few of the oil drums creating a barricade have fallen over.

Lingering around the roadblock, or squatting atop the odd oil drum, is a group of dwarfed, ragged-looking humanoids that are completely naked, with wild flowing hair - wild men. The simple creatures must have watched whoever built this roadblock, for as you approach they jump up in surprise and begin to "defend" the roadblock in imitation of guardsmen. In moments the creatures begin hooting like wild animals, but the comical aspect of the scene soon ends as a hail of rocks come flying in your direction.

The text may be somewhat deceptive, but it plays to the general perceptions of most that wild men are nothing but animals, incapable of cunning plans. The roadblock is in fact *theirs*, and was hastily set up just a few days ago by Kroo, leader of the wild men, in an

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effort to create an “ambush” for those heading for the Amarillo Trading Post. When the PCs arrive the wild men target *them*.

A tactical map for running this encounter is shown nearby, and can be duplicated on a standard miniatures-scale combat map.

Playing Out The Combat: On the first round of combat the wild men immediately move for cover behind the oil drums and thus benefit from *one-half* cover (+4 to Defense, +2 to Reflex saves). After moving they begin throwing rocks and other debris at the PCs.

To the PCs this may seem like a pathetic defense, but in reality only three of the wild men throw rocks (base damage 1d4), while the other three hurl rotting *bango fruit*. Just like a thrown rock a wild man

BANGO FRUIT

The *bango fruit* is a nasty crimson-colored fruit that grows in the urban wreckage of old cities like Amarillo. The Amarillo traders are aware of the fruit, but give it a wide berth, since when it begins to rot it lets off an extremely unpleasant odor not unlike feces.

PCs pelted by the wild men in the *Unexpected Roadblock* encounter will not only be *sickened* by the fruit, but will also be “marked” - the odor lingers with them, even if they succeed in their Fortitude saves. The smell is so noticeable that a character struck by a fruit suffers a -2 penalty to all Charisma based checks until she can bathe or change clothes. Even then the odor is slightly perceptible.

Bango fruit odor also has another adverse effect, one that is unknown even to the traders at the fort. The odor is easily detected by the giant cockroaches and cockroach swarms of Bugtown, which are drawn to the smell like a moth to a flame. The bugs can smell this odor even after a character bathes (or changes clothes), so for the duration of the adventure any character hit in this initial encounter will be “marked”.

PCs “marked” by a bango fruit will always be the first to be attacked during combat with the cockroach swarms and monstrous cockroaches in this adventure. Bugs will even go out of their way to attack that character, such as passing through threatened areas to get at him/her. At first the players may think that character just has bad luck, but sooner or later they’ll probably figure out why their character(s) are always singled out by the bugs!

The last traces of bango fruit odor wears off only after 3 or 4 weeks; if the PCs require a quicker fix, strong cologne or liberally-applied perfume will completely douse the smell, however.

throwing a bango fruit must make a successful ranged attack to hit a PC, but instead of taking damage a PC struck by a bango fruit must make a Fortitude save (DC 12) to avoid becoming *sickened* (-2 to attack rolls, damage rolls, saving throws, skill checks, and ability checks) by the awful smell. The condition lasts until the character can bathe or change clothes. See the nearby *Bango Fruit* sidebar for more on the effects of being “tagged” by a rotting bango fruit.

During the battle, if a character targeted by the wild men is successfully hit with a bango fruit, his attacker will then ignore him and begin throwing fruit at another PC, until either all of the PCs are “tagged”, or two of the wild men are killed - at which time the remainder flee, hooting and screeching, down a side street and out of sight.

GM’s Note: The wild men aren’t trying to make this a real fight; they’re only trying to “mark” the PCs with rotting bango fruit so that the cockroaches will be drawn to them once they’re allowed inside the fort walls. If the PCs put up a really good fight the wild men may be forced to retreat before they ever “tag” the characters as planned.

Wild Men (6): HP 5.

Development: During the battle any PC not actively engaged in the fighting may make a Spot check (DC 20) to notice the fighting at the roadblock is being observed. Up a nearby high-rise bordering the main street, squatting in the blasted-open remnants of the eleventh story, is another group of wild men, looking straight down at the battle. Among the wild men is particularly large specimen

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with ghostly golden eyes that seem to glimmer as it catches the eye of whichever PC makes her Spot check. As soon as they are spotted the wild men atop this tower vanish into the interior; if the PCs later pursue, they find no sign of the creatures.

The large wild man seen high up in the tower is *Kroo*, leader of the wild men of Amarillo. He only stays to watch the ambush unfold, and once spotted will flee; the PCs will not be able to fight him this early in the adventure.

AMARILLO TRADING POST

While they may have been attacked by a few wild men and forced to fire off a few shots, the encounter at the roadblock should seem like a “delay”, nothing more. After the brief fight with the wild men the PCs should be able to make it to the fort before the last few rays of daylight fade.

The *Amarillo Trading Post* lies at the heart of the city, along the main artery that enters the city at

one end and leaves out the other (see map). Trade caravans and the Amarillo Trading Company use this artery all the time, but because of recent events the streets will be empty when the PCs arrive.

GM's Note: The Amarillo Trading Post is detailed in the following section, and a numbered map is provided nearby as a reference for both you and your players. Here you will find a general overview of the Fort, and a description (and statistics) for most of the major NPCs who make their living either as part of the Company, or merely profiting from its existence.

Keep in mind that the text here provides a lot of information that may not be immediately vital to the PCs (or even the adventure), but then again the “adventure” is only what the PCs make of it. A few NPCs at the Fort have their own motivations, and other job opportunities are hinted at if the PCs dig a little deeper in search of a chance to make money, allies, or enemies. Consider this section a brief “guide” to the human inhabitants of Amarillo.

Once you feel you have a firm grasp of the Fort's contents, layout, and the personalities living within, continue with *The Briefing*.

Amarillo Trading Post (Visionary Reinventor):

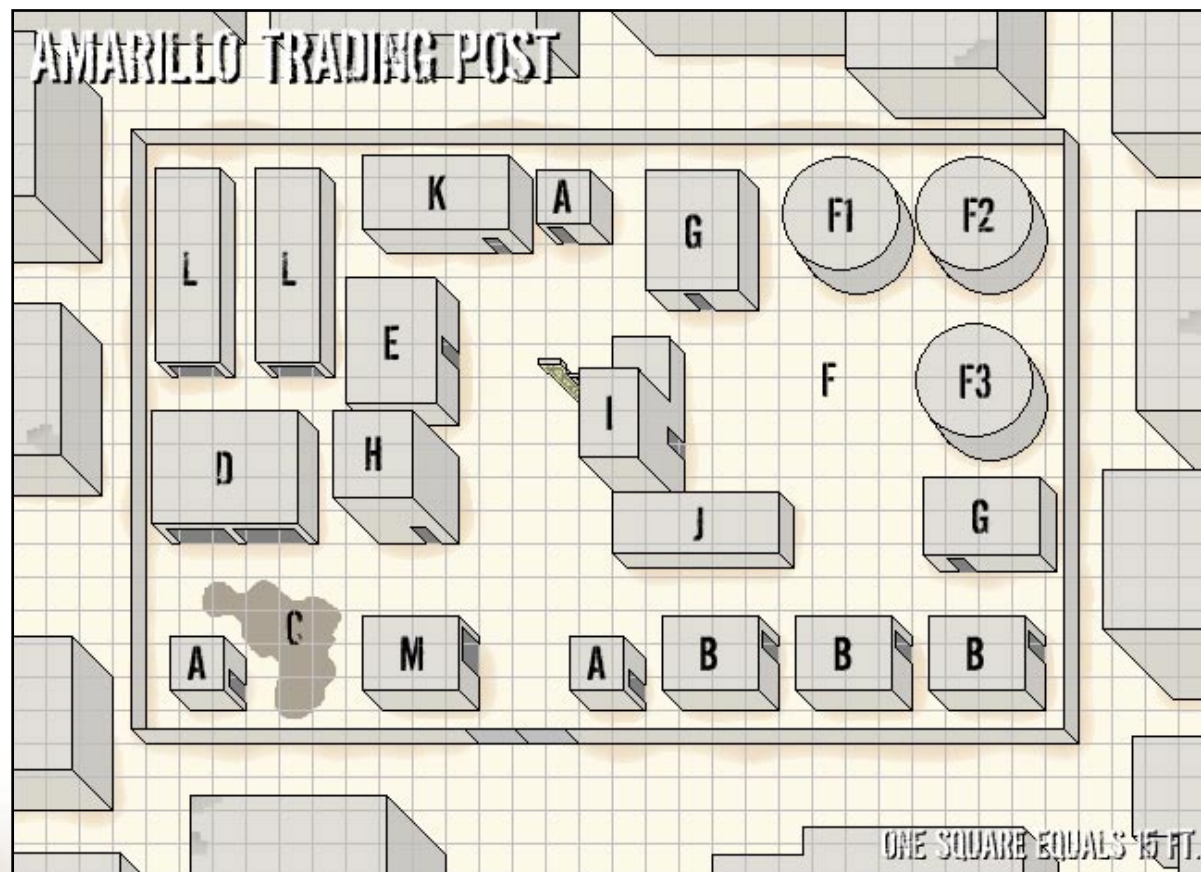
Walled Village; Population 65 (Mixed Mutants), combatants 14, fertile 10; 587 cp limit; Assets 2,345 cp (Electrical Generation, Water Source).

Social Structure: Mercantile Council.

Tolerance Level: Screened/Limited Entry.

WALLS (IL 0)

The walls of the trading post are made from sheet metal, bricks, concrete blocks, stacks of rubber tires, and the overturned wrecks of old automobiles from the ruins.



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When the PCs arrive, a large group of workers will be spotted busily patching up the holes in this outer wall, using bricks, mud, and mortar. They are also busy re-painting the Amarillo Trading Company sign on the outer wall, which has apparently been defaced. A spray-painted message has been hastily scrawled over the company logo, and it reads “INFESTED!”. The workers are hurriedly trying to cover it up just as the PCs arrive. They have been instructed not to talk to outsiders about the issue, and instead direct them to Trademaster Cornelius at **area I**.

A. GUARDHOUSES (IL 2)

These small metal shacks were erected to provide a place for Company guards to stay in the shade, as well as to bunk during the night.

GM's Note: The southwestern guardhouse is home to a wiry dog nicknamed “Whiskey” by the Company guards. Whiskey is an ornery dog, in that he barks and growls at anyone coming near the guardhouse, and has even been known to attack those he just doesn't seem to take a shine to. Though the workers are terrified of him, the guards love him; because he's always the first to know when *wild men* come creeping over the walls to raid the compound.

If the PCs spend any time with the guards they'll probably end up meeting Whiskey and hearing about the old mutt. On first encountering the animal allow each character present to make a Charisma check (DC 10). If a PC succeeds, Whiskey smells him up and down, growls a few times, but then wags his tail and lets them approach. If a PC fails, Whiskey growls, then barks, and then (if the PC doesn't retreat) attacks.

If any character succeeds at her Charisma check by more than 10, Whiskey identifies that PC as his

INFESTATION LEVEL

The infestation level (“IL”) in each building of the Trading Post varies, as shown below. During the adventure the IL may increase, depending on how the PCs perform.

IL 0: None, the area is clear of bugs.

IL 1: A bug or two scuttle away when lights are brought in, but otherwise the place is clear.

IL 2: Bugs skitter across the floor and walls; a bug can always be found by lifting up a mattress, opening a cabinet, etc.

IL 3: Bugs in the toilet, swimming in coffee mugs, infesting food left out for more than a few minutes.

IL 4+: Bugs everywhere! The building is so overrun by roaches that the inhabitants have to abandon it!

new master, and will follow her everywhere from that point on (if more than one character succeeds then Whiskey attaches himself to whichever PC among them has the highest Cha score). While some PCs might consider Whiskey a nuisance, once business gets serious (i.e. combat, or skulking around in the ruins outside of the compound), Whiskey quickly proves himself to be a loyal guard dog and companion, fighting alongside the other party members in battle as if their lives were as important as his own.

For the statistics of a typical ATC Guard, see *the Power Down!* episode under Side Events.

Whiskey (Medium-size Dog): CR 1; Medium-size animal; HD 2d8+4; HP 20; Mas 15; Init +2; Spd 40 ft; Defense 13, touch 12, flatfooted 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ scent; AL special; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

B. BARRACKS (IL 2)

These simple brick buildings were built to house the laborers who work for the Amarillo Trading Company. These men (of which there are 40 or so) come from settlements up and down the trade route (mostly from Socorro and Tucumcari) and are a varied lot, though all were destitute before the Company gave them work. As a result most are generally quite loyal to the establishment here, though the recent increase in the post's infestation has begun to cause a few to desert.

For the statistics of a typical ATC Laborer, see the Power Down! episode under Side Events.

C. SCRAPYARD (IL 3)

Several tons of rusted and pitted metal parts, machinery, and sheet metal stand in huge heaps in this open yard. Scrap metal scrounged from the surrounding ruins by the Amarillo Trading Company is brought here by hand (or by mule, in the case of larger pieces) and dumped until it can be sorted.

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D. SORTING HOUSE (IL 3)

This large building is relatively open, and it is here that scrap is brought from the scrapyards to be sorted, bundled, and loaded onto Amarillo Trading Company vehicles for shipment. During the day the large building is alive with activity, with anywhere from 20-30 workers present hauling in metal sheet, hammering out dents, welding holes, soldering parts, etc.

E. SERVICES BUILDING (IL 3)

The services building is a simple cinderblock affair with cheap clapboard doors, constructed by the Company for use by its workers (a rare show of generosity, since all the services are free). On the bottom level is the worker's mess (where food is served three times daily), a kitchen area, and the trading post's communal shower facility.

As long as the PCs stay at the compound they are allowed to use these facilities just like regular Company employees.

GM's Note: The Services Building is run by Berndt, a gruff middle-aged man with a mean streak a mile long. Berndt serves the gruel up himself - he actually seems to enjoy turning requests for "more" down, as bitingly as possible. Not one for small talk, he shoos the PCs off when he's busy serving the chow (which is usually).

The PCs might be able to get on Berndt's good side by offering him booze; since the supply here is tightly controlled by the Company, the PCs will have to bring him some of their own (either by finding a source outside the fort, or perhaps by buddying up to Kurt; see **area K**). After a drink or two Berndt's attitude changes, and he admits his frustration at the limited "menu" at the Fort ("there's only so much a man can do with horsemeat"). The men in particular

are beginning to grumble.

Though it may seem like the beer talking, Berndt comes up with a plan - if the PCs are interested. He offers them a reward if they can find something new to put on the menu and supply it to Berndt without the Trademaster's knowledge. Berndt isn't particularly picky, though he is admirably adventurous, so anything the PCs can think of just might do the trick. Of course Berndt will chop it up and boil it down so it's unrecognizable in the workers' bowls, so anything from *wall crawler* meat to dead *wild man* will do... Berndt will pay the PCs 25 cp for each carcass they deliver to him, but only if they do so discreetly.

Berndt (Mutant Tough Hero 2): CR 2; Medium-size humanoid; HD 2d10+4 plus 3; HP 18; Mas 14; Init +1; Spd 25 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, cleaver), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Amarillo Trading Company; SV Fort +4, Ref +1, Will +0; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 11.

Occupation: Merchant (Bluff).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Multiple Stomachs, Hunchback.

Skills: Bluff +4, Disguise +2, Intimidate +2, Knowledge (Current Events) +2, Listen +2, Profession +2, Spot +4.

Feats: Alertness, Deceptive, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Toughness

Talents (Tough Hero): Second Wind.

Possessions: Cleaver, 250 cp.

F. WAYSTATION (IL 0)

Due to a precarious peace agreement brokered by the Amarillo Trading Company, the Clean, Cartel, and CrystalTime all share the facilities of the trading post's "waystation". All four merchant clans have equal share in the fort, and equal right to use it for shelter when passing through the ruins of Amarillo (when caravans from rival houses show up at the same time and demand shelter here this often leads to brawls, but these are relatively minor). As a result, Cartel, Clean, and CrystalTime merchant convoys commonly visit the compound, to re-fuel, re-supply, or find shelter during particularly band sandstorms raging in the wasteland. The Amarillo Trading Company profits from these visits, not only in terms of selling minor goods (such as fresh food) to these passing caravans, but also from the fact that all of the parties have a vested interest in seeing that the fort remains standing.

Though it has become an important stop on the east-west movements of the major merchant houses, the waystation is little more than a cluster of small brick buildings (used as bunkhouses for caravan guards and traveling merchants) dominated by a trio of large, pre-Fall petroleum tanks, each owned by one of the three merchant houses. These serve as stockpiles not only for the use of their own caravans (i.e. to water their horses, or fuel their vehicles), but also surplus merchandise that is being temporarily stored before it can be shipped to distant destinations.

Though the "peace" here is generally sound, all three groups guard their stashes jealously, suspicious of every move made by the others.

F1. CRYSTALTIME WATER TANK (IL 0)

The first tank is owned by the CrystalTime water merchants, who use it to hold fresh drinking water

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from far north. A few CrystalTime guards - armed with muskets decorated with feathers and beads - linger near the tank at all times. If the PCs hang around for any amount of time, they notice the men cast cautious glances over towards the Clean soldiers at **F2** from time to time. Obviously there is bad blood between the two merchant houses...

The overseer of the CrystalTime merchandise stockpiled at the Fort is a man named Virgil Tarn, a hard-working individual who - like the house he belongs to - is struggling to survive in a market dominated by the Clean and Cartel. Virgil isn't necessarily rude, but he's been burned and tricked so many times by the competition that he'll be wary if the PCs approach him with anything but direct and frank conversation.

GM's Note: If during conversation the PCs pass a Diplomacy check (DC 17) Virgil may let on about the rivalry between the CrystalTime and the Clean, and also of Arin H'an's "ludicrous" suspicions, which he thinks will lead the Clean to possibly sabotage the CrystalTime's water supply (he admits he has no proof, however).

If the PCs seem interested in making a little extra money, Virgil offers them 20 cp each if they agree to help guard the CrystalTime water tank at night. He will pay them the stated amount for each night they stand vigil (alongside the CrystalTime guards, who will be happy to have company and fresh conversation). Whether or not Arin H'an has his men take punitive action is up to you, but if they do, it could lead to *real* trouble if fighting breaks out...

Virgil (Mutant Dedicated Hero 3/Trader 1): CR 4; Medium-size humanoid; HD 3d6+6 plus 1d6+2; HP 23; Mas 14; Init -1; Spd 30 ft; Defense 12, touch 12, flatfooted 13 (+0 size, -1 Dex, +3 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, pistol butt), or

+1 ranged (2d6, black powder pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL CrystalTime; SV Fort +4, Ref +1, Will +5; AP 2; Rep +2; Str 15, Dex 8, Con 14, Int 10, Wis 10, Cha 13.

Occupation: Merchant (Diplomacy).

Background: Visionary Reinventor (Knowledge [Business]).

Mutations and Defects: Gamma-Ray Visual Sensitivity, Cystic Fibrosis.

Skills: Bluff +2, Diplomacy +11, Gather Information +11, Knowledge (Business) +6, Knowledge (Current Events) +3, Knowledge (Twisted Earth) +3, Listen +2, Profession (Trader) +5, Sense Motive +5, Spot +2.

Feats: Iron Will, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Quick Draw, Simple Weapons Proficiency, Trustworthy.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Twisted Earth]), Aware.

Talents (Trader): Ear to the Ground.

Possessions: Black powder pistol, 6 rounds of lead shot, dust mask, timetable of incoming CrystalTime water shipments, 240 cp.

F2. CLEAN WATER TANK (IL 0)

The second tank of the waystation is owned and operated by the Clean, who have had great success in trading with the natives of the desert in this region and elsewhere. A number of Clean janissaries, loyal slave soldiers, have been ordered by the local Clean representative to guard the water supply with their lives.

The Clean representative at the Amarillo Trading Post is Arin H'an, a shrewd businessman who actually likes his posting to this isolated fort, where a man of his relatively insignificant rank actually has a lot of say over daily affairs. Arin has grown

accustomed to certain luxuries, including a slave who constantly fans him, another who prepares his meals personally, and a third who dresses him.

GM's Note: Arin is unlikely to make the party's acquaintance, but any member of the Clean (or any character that may have a mercantile background or class) may intrigue him enough to make an introduction plausible. However, unless the PCs are prepared to sit through a meal with a self-important minor dignitary, the experience may not be to their liking.

If for some reason Arin takes a liking to one or more PCs, over dinner (or a drink) he will let slip his secret belief that the CrystalTime merchant, Virgil, is somehow siphoning off water from the Cleans' reserve ("through a secret underground pipe?"). Arin has no proof, of course, but as far as he's concerned there's no other way to explain how the CrystalTime manage to stay in business in this region. Rather snobbish, it's clear to the PCs that Arin has formed an opinion and will defend it against all reason. However, there is a chance to profit from Arin's shortcomings; if the PCs can find "proof" (even fabricated "proof") to feed his paranoia, he will pay them handsomely in the form of fresh water or, more conveniently, anywhere from 200-300 cp. Obviously doing this will turn the heat up on the Clean/CrystalTime rivalry, and if found out the PCs may have to answer for their treachery!

Arin H'an (Mutant Charismatic Hero 3/Trader 2): CR 5; Medium-size humanoid; HD 3d6 plus 2d6; HP 18; Mas 11; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d8-1, scimitar), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Clean; SV Fort +2, Ref +5, Will +5; AP 2; Rep +3; Str 8, Dex 13, Con 11, Int

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12, Wis 14, Cha 14.

Occupation: Demagogue (Bluff, Knowledge [Current Events]).

Background: Visionary Reinventor (Knowledge [Business]).

Mutations and Defects: Interior Moisture Reservoir, Bilirubin Imbalance.

Skills: Bluff +9, Diplomacy +8, Disguise +0, Gather Information +14, Intimidate +10, Knowledge (Business) +10, Knowledge (Current Events) +6, Knowledge (Twisted Earth) +4, Listen +4, Profession (Trader) +8, Sense Motive +7, Spot +4.

Feats: Alertness, Archaic Weapons Proficiency, Dodge, Mobility, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Charismatic Hero): Fast-Talk, Charm.

Talents (Trader): Ear to the Ground, Money Talks.

Possessions: Scimitar, light airy robes, sandals, flask of water, scrolls and ledgers, 300 cp.

F3. CARTEL FUEL TANK (IL 0)

The Cartel use their part of the waystation to store gasoline used to re-fuel their motorized convoys on their journeys across the desert (to such distant locations as Socorro and Tucumcari). Since this is mostly just a stockpile, most of the soldiers in the local Cartel retinue also have mechanical experience, and continuously maintain the tank to prevent leaks and dangerous situations. The tank itself is strictly off-limits to outsiders, and the Cartel guards will be quick to threaten anyone coming too close to their fuel supply.

The Cartel have sent a representative to oversee their interest here, a man named Colonel Mason. Mason dresses in a smart Cartel uniform, and immediately strikes the PCs as the reincarnation of a gung-ho Marine sergeant, a skilled military man

who doesn't let this miserable post detract from the discipline of his "command". He runs his outfit like a well-oiled machine, but jumps at the chance to get away from the Fort to take up arms and *hunt*; he is quite renowned for mounting expeditions to hunt *wild men* in the ruins for sheer sport. Like most folks the Colonel views the wild men as an "infestation" and nothing more, and refuses to consider the creatures as anything but "animals".

Colonel Mason's command may be small, but he constantly drills them, if for no other reason than to impress the motley guards of the other merchant houses at the Fort with the Cartel's military arm. Discipline is high thanks to the Colonel's martial bent.

Colonel Mason (Mutant Strong Hero 3/Guardian 2): CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4; HP 35; Mas 15; Init +1; Spd 30 ft; Defense 17, touch 14, flatfooted 16 (+0 size, +1 Dex, +3 class, +3 equipment); BAB +5; Grap +7; Atk +7 melee (1d6+3, bite), or +7 ranged (2d8, Remington 700); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Cartel; SV Fort +6, Ref +4, Will +1; AP 2; Rep +0; Str 15, Dex 13, Con 15, Int 8, Wis 10, Cha 10.

Occupation: Military (DW) (Knowledge [Tactics]).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Serrated Dental Development, Bizarre Pigmentation (white hair).

Skills: Climb +4, Intimidate +4, Knowledge (Current Events) +3, Knowledge (Tactics) +3, Knowledge (Twisted Earth) +0, Profession +3, Swim +4.

Feats: Armor Proficiency (light), Athletic, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons

Proficiency, Track.

Talents (Strong Hero): Extreme Effort, Melee Smash.

Talents (Guardian): Defender +2, Weapon Focus (Remington 700).

Possessions: Remington 700, 24 rounds of 7.62mm ammo, undercover vest, uniform, dogtags, 200 cp.

G. MERCHANT BUNKHOUSES (IL 1)

As described above, these are simple brick buildings constructed to serve as extra living space for visiting caravans from the Cartel, Clean, or CrystalTime. Each is a plain little bungalow with multiple windows for adequate ventilation (canvas or horse blankets can be used to cover windows at night to stave off the cold), a firepit for a camp, etc.

Development: No caravans visit the Fort during the party's stay, but if the players seem to be itching for a chance to buy new items or restock ammunition/weapons you may have a caravan visit midway through the adventure (to prevent them from abandoning Amarillo to go find markets elsewhere). If this is the case one of the bunkhouses will be taken by the merchants until they leave.

H. COMPANY STORE (IL 2)

Since workers have no way of getting to a market to get the things they need, the Amarillo Trading Company maintains a small general store on the grounds of the fort to cater to the needs of its employees. The Company regularly stocks utilitarian goods bought from the Cartel, useful items found in the nearby ruins (such as pre-Fall boots, shoes, sneakers, hats, pants, canteens, etc.), and a few items manufactured here such as cheap canvas clothing. All of these items are 150% normal price, however,

a policy which helps the Company make back the money it pays its hired workers.

A small wiry man named Zack runs the company store for Cornelius. A former laborer, Zack was given charge over the store only because the last storekeeper died of cholera. Zack enjoys his new position infinitely more than his last (he was part of a work crew that was assigned to search for metal toilet parts), and as a result won't let anyone make him look bad, for fear of being replaced. As a result he views everyone suspiciously, and is quick to warn people about stealing from his store: he has a gun, and will use it.

Zack has been authorized by Cornelius to pay a bounty on the heads of *wild men* brought in from the surrounding city. For every wild man head the PCs deliver, Zack will pay them 25 cp (in corium pieces, or trade goods if the PCs request it).

Zack (Mutant Post-Apocalyptic Hero 3): CR 3; Medium-size humanoid; HD 3d8-3; HP 11; Mas 8; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d6, combat knife), or +3 ranged (2d8, sawed-off shotgun); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Amarillo Trading Company; SV Fort +1, Ref +3, Will +3; AP 1; Rep +0; Str 10, Dex 12, Con 8, Int 13, Wis 15, Cha 13.

Occupation: Merchant (Sense Motive).

Background: Visionary Reinventor (Knowledge [Business]).

Mutations and Defects: Multiple Stomachs, Aberrant Deformity (six fingers on each hand).

Skills: Bluff +4, Disguise -5, Investigate +4, Knowledge (Business) +7, Knowledge (Current Events) +4, Knowledge (Twisted Earth) +3, Navigate +3, Profession (Trader) +6, Search +5, Sense Motive +10, Survival +4.

THE COMPANY STORE

As mentioned in the text the PCs are free to use the company store to buy things they'll need on the adventure (if they don't have ready cash, they can still take stuff, but the cost for any items taken will be deducted from their pay). However, the company store's stock is relatively limited.

In general most clothing items are available, along with some fresh water and preserved food (canned goods; nothing quite so nice as *ready meals*, however), light rods, lamps, lamp oil, corium lanterns, torches, etc.. Medicine is right out - Jinx has the only supply in town. Since the Company's own men use black powder rifles, it's safe to assume the only weapons available for sale will also be black powder rifles and pistol, as well as basic melee weapons (knives, machetes, metal batons, etc.).

Feats: Attentive, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Vulture.

Talents (Post-Apocalyptic Hero): Necropoli Lore, Wasteland Lore.

Possessions: Sawed-off shotgun, 6 rounds of 12-gauge ammunition, combat knife, can of pre-Fall tobacco, 150 cp.

The back area of the company store is taken up by a small cluttered workshop, run by a Company tinker named Astro. The workshop is used to repair minor items related to the activities at the compound (such as blowtorches, soldering irons, welding masks, vehicle parts, etc.), but Astro is also able to maintain and repair weapons and electronic devices. His services are available to the PCs if they need them.

Astro won't charge for minor repairs (such as fixing a broken weapon, or teaching them how to use a power cell), but for more complicated tasks that require spare parts he requires fair compensation. Since he naturally enjoys tinkering, he doesn't aim to make a profit (even for the time he would spend on a project), so whatever he charges is exactly what it would cost the PCs to do it themselves.

GM's Note: Astro won't bring it up, but he's been asked by Cornelius to come up with some kind of "bug poison" to help deal with the growing roach infestation. Astro's been busy working on a man-portable chemical spray that will hopefully kill cockroach swarms in a manner similar to a flamethrower. Astro isn't quite done yet, and needs another 100 cp in chemical supplies to get the job done. If the PCs help Astro acquire the needed supplies, he'll finish the apparatus in 1d2 days. He'll ask the PCs to take the prototype and try it out to see if it works; see *Appendix 1: New Artifacts* for details on this new weapon.

Astro (Smart Hero 3/Tinker 2): CR 5; Medium-size humanoid; HD 3d6-3 plus 2d6-2; HP 13; Mas 9; Init -3; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, deaf; AL Amarillo Trading Company; SV Fort +0, Ref +2, Will +7; AP 2; Rep +2; Str 10, Dex 13, Con 9, Int 15, Wis 14, Cha 12.

Occupation: Repairman (Knowledge [Technology], Repair).

Background: Visionary Reinventor (Knowledge [Ancient Lore]).

Mutations and Defects: Independent Cerebral Control, Deafness.

Skills: Computer Use +4, Craft (chemical) +11, Craft (electronic) +10, Craft (mechanical) +13, Craft (structural) +10, Decipher Script +10, Disable Device +10, Disguise -5, Knowledge (Ancient Lore) +11, Knowledge (Current Events) +6, Knowledge (Earth and Life Sciences) +4, Knowledge (Physical Sciences) +6, Knowledge (Technology) +7, Knowledge (Twisted Earth) +4, Repair +13, Sleight of Hand +2.

Feats: Gearhead, Junk Crafter [B&L], Modern Firearms Discipline, Modern Vehicles Discipline, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Smart Hero): Savant (Craft [chemical]), Savant (Craft [mechanical]).

Talents (Tinker): Jury-rig +2, Tinkering.

Possessions: Overalls, multipurpose tool, oily rags, flashlight, power cell.

I. PARAMOUNT (IL 1)

This is the only building in the fort that actually predates the Fall. The building was once a movie theatre, but now serves as the headquarters of the Amarillo Trading Company. The large neon sign proclaiming "PAR--OUNT" still stands, but numerous other wooden signs bearing the Company's logo also mark the building on all sides.

The quarters of Trademaster Cornelius are located in this building, as are the quarters for the representatives of the Clean, Cartel, and CrystalTime (see **areas F1-3**). The Trademaster also maintains an office here and a guard room on the first floor for his personal bodyguards.

Cornelius (Mutant Dedicated Hero 3/Trader 4):

CR 7; Medium-size humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 12; Init +0; Spd 35 ft; Defense 16, touch 14, flatfooted 16 (+0 size, +0 Dex, +4 class, +2 equipment); BAB +4; Grap +3; Atk +3 melee (1d6-1, metal baton), or +4 ranged (1d2 plus *paralysis*, hand stunner); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, extra leg, night blindness; AL Amarillo Trading Company; SV Fort +4, Ref +3, Will +8; AP 3; Rep +3; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 16.

Occupation: Merchant (Diplomacy).

Background: Visionary Reinventor (Knowledge [Business]).

Mutations and Defects: Additional Limb Development (Leg), Night Blindness.

Skills: Balance +2, Bluff +7, Diplomacy +12, Gather Information +12, Intimidate +7, Investigate +3, Knowledge (Ancient Lore) +3, Knowledge (Business) +15, Knowledge (Civics) +3, Knowledge (Current Events) +7, Knowledge (Twisted Earth) +6, Profession +8, Sense Motive +8, Spot +6.

Feats: Attentive, Iron Will, Leadership, Market, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Trustworthy.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Business]), Aware.

Talents (Trader): Ear to the Ground, Money Talks, Going Once, Going Twice.

Possessions: Hand stunner, power clip (8), light undercover shirt, metal baton, 1d4 pre-Fall cigars, 1d4 matches, corium pieces as appropriate.

GM's Note: Also occupying one of the ground-floor rooms of the old building is Jinx, the resident "healer" at the Fort. Jinx might strike the PCs as being surprisingly young to be on her own

in a settlement mostly populated by men, but in reality her father - a skilled doctor - worked for the Company until he died a few years back. Cornelius liked her father so offered her his position, a chance that Jinx jumped at (it's better than facing a life in the wasteland).

Jinx isn't too skilled at medicine, and she comes off as a bit too casual with her needles and bandages; it's not uncommon for her to chew gum and blow bubbles while informing a patient he has an infection or a serious case of radiation sickness. Having been around blood all her life (she assisted her father all the time in his work), she sometimes forgets others can be squeamish. Still, she does the best she can with the limited medical supplies available.

In addition to having some small medical knack, Jinx is also a great source of information. Being quite chatty, she can tell the PCs about most of the major NPCs at the Fort, including Cornelius, Berndt, Kurt, Astro, Zack, Sweetie, and even Whiskey (you can use her as a way of motivating the PCs to talk to the other NPCs around the Fort for additional work). She doesn't know much about the CrystalTime, Clean, or Cartel representatives, however.

Jinx (Mutant Dedicated Hero 3): CR 3; Medium-size humanoid; HD 3d6-3; HP 8; Mas 8; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to poison; AL Amarillo Trading Company; SV Fort +1, Ref +2, Will +4; AP 1; Rep -2; Str 10, Dex 12, Con 8, Int 13, Wis 14, Cha 13.

Occupation: Healer (Knowledge [Mutant Lore], Treat Injury).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Superior Kidney Development, Bizarre Pigmentation (freckles).

Skills: Diplomacy +3, Gather Information +6, Investigate +3, Knowledge (Current Events) +8, Knowledge (Earth and Life Sciences) +7, Knowledge (Mutant Lore) +7, Profession (Healer) +8, Sense Motive +4, Treat Injury +14.

Feats: Attentive, Low Profile, Post-Apocalyptic Technology, Primitive Technology, Run, Simple Weapons Proficiency, Trustworthy.

Talents (Dedicated Hero): Healing Knack, Skill Emphasis (Treat Injury).

Possessions: Coveralls, mechanic's cap, stethoscope, first aid kit, two doses of *superegen* (in ready syringes), four doses of *rad-purge* (in ready syringes), bubble gum.

J. CARAVAN FITTER (IL 1)

Though the Amarillo Trading Company maintains tight control over the Fort, parasites are always drawn to burgeoning frontier settlements like this one. An enterprising pioneer trader, Sweetie, managed to convince Trademaster Cornelius to let her set up shop here, providing needed goods and supplies to caravans sheltering at the Fort. She makes a tidy profit selling to the Clean, Cartel, and CrystalTime, though 50% of what she makes goes back to the Amarillo Trading Company as part of their deal.

Sweetie is a fiery redheaded woman with an independent streak rivaled by few, and has earned the respect of most of the men in town. She is a master at deflecting unwanted attention without actually resorting to violence, while at the same time prickly enough that anyone engaging her with wits or words always leaves the loser. She is also an uncompromising businesswoman, and though she and Trademaster Cornelius are on reasonably good

terms she considers their current arrangement to be unsatisfactory (at the very least).

Sweetie's business occupies several old shops that once ran along main street, right next to the Paramount theatre (Trademaster Cornelius likes to keep her activities under close scrutiny). The shops are now interconnected, forming one sprawling "emporium". Sweetie often dresses up the old mannequins in the windows in accurate pre-Fall costumes, which she seems to have an unusual familiarity with, for no apparent reason other than to entertain her.

GM's Note: Like any woman on the Twisted Earth, Sweetie is wary of men, but if the PCs make a good impression she might start to see them as a means to better her business. Always the businesswoman, if she learns (through asking around town, keeping her ear to the ground, or simply asking the PCs) that the party is working directly for Cornelius, she may try to butter them up to get them to put in a good word with the Trademaster. At best she tries to convince the PCs to barter with Cornelius to reduce his percentage in her business. If during the adventure the PCs do bring up her concerns, and it's under the right circumstances, Cornelius may be convinced to drop his percentage to 25% - but he will demand the party give up their reward as a "fair trade".

If any women make up the party and Sweetie finds out, she will invite them to dinner sometime early in the adventure. Jinx (from area I; giving the PCs another chance to learn more about the other NPCs around town) will also be there, and the two women will use the meal as an opportunity to hear news of the outside world and events beyond the walls of the Trading Post - something both NPCs sorely miss.

Sweetie (Charismatic Hero 3): CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee (1d6, combat knife), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +5; AP 1; Rep +2; Str 10, Dex 12, Con 13, Int 8, Wis 15, Cha 14.

Occupation: Merchant (Knowledge [Business]).

Background: Guardian (Knowledge [Ancient Lore]).

Skills: Bluff +8, Gather Information +8, Intimidate +8, Knowledge (Ancient Lore) +3, Knowledge (Current Events) +1, Profession +8 (Trader), Sense Motive +5.

Feats: Advanced Technology, Iron Will, Post-Apocalyptic Technology, Primitive Technology, Quick Draw, Silver Tongue, Simple Weapons Proficiency.

Talents (Charismatic Hero): Fast-Talk, Dazzle.

Possessions: Light and airy clothes, sunglasses, five different wristwatches, combat knife.

K. STORAGE BUNKER (IL 1)

This cinderblock building is used for storing food and water purchased by the Company for its workers and owners, as well as a few extra arms and munitions (see later for details). The building is guarded by 2-3 Company guards at all times (in rotating shifts); in addition, an overseer visits weekly to tally supply levels and make sure nothing has been stolen.

GM's Note: The storage bunker is run by a Company officer named Kurt, a bulldog of a man who has a reputation as quite a gunfighter. In reality Kurt was a good gunfighter, for many years, but old injuries - and a broken *laser pistol* - have left him with little to back up his reputation. Knowing it was only a matter of time before some punk came

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looking to enhance his own rep, Kurt joined up with the Amarillo Trading Company and has since made a comfortable life for himself on this new “frontier”.

Kurt is reasonably friendly to newcomers (PCs included), but he’s no fool. His position here is vital to the Company’s survival, and he keeps the provisions stockpiles of the fort under scrutiny. He’s not the kind of man who can be easily bribed - or threatened. Though he’s old, he still has a mean streak and won’t shy from a fight!

Kurt (Mutant Strong Hero 3/Guardian 3): CR 6; Medium-size humanoid; HD 3d8+6 plus 3d10+6; HP 43; Mas 15; Init +2; Spd 25 ft; Defense 21, touch 16, flatfooted 19 (+0 size, +2 Dex, +4 class, +5 equipment); BAB +6; Grap +8; Atk +8 melee (1d8+4, spiked club), or +8 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL Amarillo Trading Company; SV Fort +6, Ref +5, Will +3; AP 3; Rep +1; Str 14, Dex 14, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Caravan Guard (Sense Motive, Spot).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Sensitive Sight, Pituitary Deformation.

Skills: Knowledge (Current Events) +3, Knowledge (Tactics) +2, Listen +6, Sense Motive +5, Spot +10.

Feats: Advanced Technology, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Futuristic Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Quick Draw, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Guardian): Defender +2, Weapon Focus

(EnTech M-20).

Possessions: Light-duty vest, spiked club, sap, EnTech M-20 [R&U] (broken), two power clips, eyepatch.

L. WAREHOUSES (IL 3)

These long corrugated iron buildings contain heaps of sorted (and cleaned) scrap metal ready for shipment to customers of the Amarillo Trading Company in distant wasteland settlements; their contents consist of all of the Company’s material wealth. During the day these warehouses are buzzing with activity as workers load the stuff on wagons, and overseers tally what is going where and keep everything ordered so that no shipment goes awry.

M. STABLES (IL 1)

Mules and carts used by the Company’s scroungers to haul scrap back to the compound are kept here during the night. A few youths have been hired to tend the animals, wash them, and feed them on a regular basis. In return these youths get free food and are allowed to shelter in the building alongside the animals.

THE BRIEFING

The PCs can check out the Trading Post for as much time as they like; there are a few interesting personalities in the compound, and though it should quickly become obvious the place is downright bug-infested (see the *Infestation Level* sidebar for how to get this message across to the players, subtly or not), there are opportunities to make easy money; see individual location descriptions for details.

While you might not use these right now - the PCs have a briefing to attend, after all - these “mini-quests” should give the PCs a chance to make the trip to Amarillo even more worthwhile once the

adventure is over, and also present an opportunity to breath life into the Amarillo Trading Company and its people for future scenarios set in the ruins of Amarillo.

MEETING WITH CORNELIUS (EL 0)

When the PCs first arrive be prepared to describe their first impressions of the compound by ear; the guards at the front gate are wary of people coming out of nowhere, but with only a few moments of conversation realize the PCs are here to answer Cornelius’ call for mercenaries. The PCs are happily allowed into the compound, and from here they can look around.

This gives the party a chance to scout out the Trading Post and meet a few people, and perhaps buy equipment/secure some lodgings, but if they ask directly about where they can find Cornelius, they’ll get a straightforward answer: the men point the party towards **area I**, the *Paramount*.

The men around town all point you towards the Paramount, the largest building in the compound, and by the looks of it, the only one to pre-date the Fall. A few guards with leather armor and muskets linger around outside smoking cigarettes, and as you approach they ask your business. With only a few words you are led inside and into the presence of the Company’s head trademaster, a man named Cornelius.

Cornelius meets the PCs in his office, which happens to be the old theatre manager’s office. It is a relatively small room with a slow-moving ceiling fan, and blinds over the dust-caked windows. Cornelius immediately strikes the party as a competent merchant, albeit one perhaps obsessively wrapped

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up in the affairs of the Company, but otherwise gives them no reason to distrust him. He is a bit rough at times, and has a habit of hooking his thumbs in his belt as he talks, but other than that mirrors most merchants the PCs have had dealings with before.

Cornelius readily confirms much of what the party members have already heard or come to expect: the Amarillo Trading Company is looking to hire on some extra muscle, “specialists” who can operate discreetly. He explains as follows:

“We’re in the scrap business, gentlemen. So it ain’t as flashy as gasoline or oil, like them Cartel boys haul across the desert. And maybe it ain’t the first thing folks think of like the cool water of the Clean. But scrap’s got a good future, or so we believe, and as long as it keeps turning a profit that’s good enough for me. We’ve got this whole city to ourselves; well, except for those damn wild men. But ain’t nobody else got a claim on the ruins, and there ain’t no one to argue with over mining rights. So as far as we see it, the sky’s the limit.

“We’ve got a stable operation and we’re plodding ahead. Got customers lined up from Socorro to Link Town. The metal’s movin’. Got enough workers, and more importantly, they’re happy with the wages we’re offering.

“But there’s a problem, something that’s gummin’ up the machine, so to speak. Bugs. Goddamn bugs. Cockroaches everywhere. It’s bad for business. They’re in the workshops. Under the machines. In the bunkhouses. In the toilets. In the laundry. Hell half the workers find bugs in their clothes every morning. And they’re in our food supply and eatin’ what little we can stockpile. A lot of the workers are deserting, getting sick of finding bug-bits in their gruel

every time they sit down for breakfast. It ain’t funny, they’re everywhere -”

As if to prove his point a cockroach suddenly scuttles across his desk. With lightning reflexes he squashes it flat with his fist. But the anger in his eyes only seems slightly abated.

“I’ve got workers out there patching up the holes in the walls to keep the little buggers out, but that just means less men bringing in scrap every day. What’s worse, the bugs are turning up in our scrap metal, and some of our customers are whispering it could lead to the spread of disease. Now I’m here to tell you that everyone’s fine and healthy in this here town, but my words won’t mean squat to the paranoids out there if a nest of ‘roaches keeps popping up in our shipments. So we’ve gotta nip this thing in the bud, here and now, before it ruins this operation before it has a chance to take off.

“We think the trouble’s originating in a part of the ruins the men call ‘Bugtown’. We used to go there a lot because it’s built-up territory, old industrial stuff. Great for scrap. But the bugs there are worse than anywhere in the city, so bad in fact that we had to pull out and no longer go there. Built a damn wall around the whole district to keep the little bastards in. It worked for a good while but now, well now they must be getting out somehow. And not just a few - there’s a damn infestation. So that’s your job - go in there and find out why the suckers are breeding so fast, and put an end to it. You understand?”

If he hasn’t already made it clear, Cornelius wants the PCs to deal with the problem quickly (i.e. in the next few weeks) before word of the bug problem

spreads too far. He offers the PCs a purse of 1,000 cp to get the job done. A shrewd PC who thinks of it may attempt to make a Diplomacy check (DC 20), with success indicating Cornelius raises this to 1,500 cp. However, either way there is a condition to the contract: all- or mostly-metal items found by the PCs during their employment with the Company, from weapons to armor to electronic gadgets, are to be considered Company property and must be surrendered by the PCs to the quartermaster, Kurt, at the *Storage Bunker* (see **area K**). However, if the PCs really want something they find they will be allowed to purchase that item at regular cost before the item is put on the market, allowing them to buy it before someone else does. A Diplomacy check will *not* get Cornelius to back down on this point; as far as the Company is concerned, everything metal in Amarillo belongs to *them*!

Once the PCs agree to the terms, Cornelius has them sign (or make their mark) on the contract, then gives them the last bits of information they’ll need to get started. First off, he tells them that while they’re working for the Company they can use the facilities at the Fort just like regular employees, and have access to the *Company Store* and *Caravan Fitter*. Cornelius tells the PCs they can take any equipment they want up front, but the cost of anything taken will come out of their final pay once the job is done. It may seem stingy to the PCs, but if the characters don’t have the money up front this may be the only way to pick up items they’ve forgotten to bring on the adventure!

Cornelius also informs the PCs that a *Merchant Bunkhouse* has been made up for them while they stay and will remain at their disposal for a few weeks, though he subtly encourages them to head out within a day or so to begin their work right away. However, if the PCs are badly wounded and must recuperate,

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the bunkhouse will be here when they get back to the fort, and will prove to be ideal for any long-term rest they require.

Next, Cornelius tells the PCs how to get to “Bugtown”, the old industrial quarter. He has had a map drawn up showing the location of the sealed-off section of the city in relation to the Fort. However, the map shows no details of the walled-in quarter itself.

Finally Cornelius tells the PCs to keep him up-to-date about their progress, and if they find anything “out of the ordinary” to come back and tell him about it immediately. He openly recognizes that if the trouble behind the bug infestation is more than the PCs can handle right away, a re-negotiation of their contract may be in order (these possible negotiations are covered in the section titled *Returning To Cornelius*).

RETURNING TO CORNELIUS

The PCs should periodically return to the Fort to re-supply and rest up between forays, as well as to report in with Cornelius about their progress. Depending on how far the PCs have gotten in exploring Bugtown, Cornelius’ reactions will range from casual interest and encouragement, to downright obsessive fascination.

WHEN THE PCS FIND THE VAULT ACCESS CARD

If the PCs return to Cornelius with the strange card they found at **area 19**, he will be intrigued. Cornelius has Astro, Kurt, and even Zack take a look at the card, hoping to draw on their experiences to identify the item.

After a while Kurt and Zack admit they’re baffled, but Astro volunteers some information that should be a little more useful. He explains that the card

THE CRATER

“The Crater” is known to all inhabitants of the Amarillo ruins, an enormous depression on the north side of the city that was created by a 1-megaton nuclear weapon during the Fall. Weird auras light the area around the Crater at certain times of the year, and large creatures (such as oversized *ravening hounds* and *rad wolves*) are often spotted in the Crater’s vicinity by those brave enough to venture there.

The Crater plays an insignificant role in the adventure as far as the PCs are concerned, but they should hear about it at least once or twice during their visit to the Amarillo Trading Post. The locals are aware of it and avoid it, as it is still said to be bristling with radioactive rubble from the time of the Final War.

In recent months Kroo’s wild men have been regularly visiting the Crater under the cover of night to steal bits of this poisonous rubble, which they sneak into Bugtown and deposit in the *Pit Building (area 16)*. This has been directly responsible for the explosion in the cockroach population throughout the city, as well as the freakish gigantism exhibited in many of the specimens now infesting Bugtown.

If the PCs attempt to visit the Crater during their adventure they won’t stumble into Kroo or his wild men, but they may risk radiation dangers and/or encounters with advanced versions of *ravening hounds* or *rad wolves*, at your discretion!

certainly looks like an *access card*, the kind used by the Ancients to access important, oftentimes secure facilities - such as a *vault*. Any character making a Knowledge [Twisted Earth] check at DC 13 recognizes that common lore holds that no vault exists anywhere near Amarillo. What Astro suggests seems impossible - but could a legendary “vault” be located in the area, one that no one knew about?

Despite Astro’s improbable suggestion, the access card is enough evidence to convince Cornelius that further exploration of Bugtown is in order. Knowing that any vault beneath Amarillo would be sure to be full of scrap (not to mention other finds), on hearing Astro’s suggestion Cornelius’ eyes widen. His nose for profits quickly outpaces his incredulity.

First off he orders all three men - and the PCs - to stay quiet about the find. Obviously Kurt, Zack, and Astro are cooperative, but wily PCs may use this as an opportunity to wheel-and-deal with Cornelius for more pay to stay quiet; tactful bargaining followed by a Diplomacy check (DC 20) convinces

him to pay them 100 cp more apiece. Unless the PCs make unreasonable demands or threatened him, Cornelius will also ask the party to continue exploring Bugtown, but with an eye for more clues as to the whereabouts of this “vault” - and to keep him updated.

After some consideration he tells the PCs to hold onto the card, as they’ll probably need it. He does remind them, however, that the contents of the vault - whatever they are - are property of the Amarillo Trading Company!

WHEN THE PCS FIND THE OLD RADIO

The radio provides the first real clue as to the whereabouts of the Amarillo vault - in fact, the message picked up by the device points directly to where the vault entrance *should* be located.

If the PCs approach Cornelius with what they’ve found on the radio (if they don’t, Astro surely will - assuming he repaired it for them), the trademaster

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will be even more excited than before. After either Astro or the PCs provide a demonstration (playing the radio for him, for instance), Cornelius plans an immediate expedition to find the vault and secure it - of course, unless the PCs have burned their bridges with him, he'll offer the party the job of doing it (especially if they've proven trustworthy).

Considering the significance of what they've now found, if they agree to find the vault for the Amarillo Trading Company, Cornelius automatically agrees to increase the party's pay (anywhere from 50 to 200 cp apiece, depending on how well they've managed to keep up their relationship with the Company). He also sends an order to Kurt to give the party access to the *Storage Bunker*. Here Kurt will take them to the Company's secret armory, where Cornelius has instructed him to let each PC select *two* items from the stock to take with them:

Item	Qty
Laser pistol	1
Nightvision goggles	2
Walkie-talkie	3
Tactical vest	2
Fragmentation grenade	1
Shock grenade	1
Flashbang	4
Two light rods [as one pick]	4
Power clip	2

Cornelius believes that if a vault really does sit underneath Bugtown, they'll need the extra equipment to get to it. As a result, they can keep these items both to help them and as extra "incentive" to do the job.

The Company's weapons stockpile is limited, so the PCs may have to figure out a system to see who picks first, second, third, etc. *Nightvision goggles* and *walkie-talkies* will come with a fully-charged *power cell*.

If the PCs are stumped, i.e. unable to access the sewers and find the vault

If the PCs are unable to figure out that the elevator at the hotel (**area 18**) hides the way down into the *Sewers*, Cornelius calls his men together to ponder the problem. Remarkably, Zack - who has had experience in looting Ancient-era ruins - comes up with the idea of taking a better look at the *hotel*.

Since the radio message pinpointed the evacuation point as being there, there must be a secret entrance located in or near the building. If the PCs describe the contents of the hotel (including the elevator), Zack says "aha!" and tells them that the lift must go down as well as up. If the PCs remind him that it didn't seem to connect with any sublevels (which should be their impression), he tells the PCs that the Ancients probably designed it to look that way - when in fact it could down all along!

Trusting in Zack's experience, Cornelius instructs the PCs to go back and figure out the elevator - with no time to lose!

INTO THE CITY

Most visitors to the ruins of Amarillo agree they are haunting in their quietude. Unlike some other necropoli, Amarillo is largely empty except for the local population of *wild men* and, of course, the bug infestation.

Eventually the PCs will head into the city to locate Bugtown and start looking into the Company's problem. Traveling through the ruins gives you a chance to build up the atmosphere of this lonely, eerie place; long empty streets filled with garbage and the wreckage of old cars, and tall buildings that prove empty of everything but wild man spoor and weird echoes.

The PCs will probably go back and forth between

the Fort and other locations during the course of the adventure, so you may want to use a few descriptive encounters now and then to break up the monotony. *Events marked with an asterisk (*) can occur more than once.*

Roll	Random Encounter
1	Scrounging Party*
2	Bango Fruit
3	Eerie Cry*
4	Wild Man Spoor*
5	Wall Crawlers
6	Pit Trap*
7	Wild Man Campsite
8	Roll again

SCROUNGING PARTY (EL 0)

The PCs are hailed by a group of men even before the party spots them. The men - all dishevelled and carrying huge bundles of scrap metal on their backs (or perhaps loaded on mules, if they're lucky enough to have pack animals) - are workers in the employ of the Company, out on a typical scrounging foray through the ruins. The PCs will be instantly recognized by the scroungers (even if the PCs don't know the individual workers by name), and will be given a friendly greeting.

The scroungers are on their way back to the Fort, and can exchange supplies with the PCs if they need it. Keep in mind the scroungers don't carry much (shovels, torches, wire cutters, welding goggles, blowtorch, a few canteens, etc.).

BANGO FRUIT (EL 0)

While searching the ruins the PCs find a patch of stinking fruit growing in the shade of a broken concrete slab. The fruit is *bango fruit*, a plant native to the urban ruins, and any PC handling it runs the

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risk of becoming *sickened* and thereafter “marked” (see the *Bango Fruit* sidebar for more on the side-effects of bango fruit odor).

EERIE CRY (EL 0)

At some point call for Listen checks, DC 13. Those PCs that succeed hear an eerie cry in the distance, far away. A few seconds later the call is answered by another cry, in a different direction.

Use this “encounter” to keep the PCs on edge; it may happen more than once during a particular leg of their journey, and the cries may seem closer, or farther away.

In reality the “cries” come from *wild man* scouts, who constantly shadow anyone who leaves the Amarillo Trading Post (PCs included). Their cries are merely signals to one another, indicating which way the party is headed, how many are in the group, if any are wounded, etc. Of course the PCs won’t know this; they may come to suspect some kind of rudimentary intelligence behind the calls, and perhaps even guess that wild men are behind them, but the actual message being communicated will elude them.

WILD MAN SPOOR (EL 0)

At some point a random PC steps in a pile of *wild man* spoor, almost causing her to trip and fall. In fact the ruins of Amarillo are littered with the stuff, so this encounter could happen more than once (much to the party’s annoyance). While the spoor itself is

harmless, it will make that character more noticeable to a creature with the *scent* ability.

WALL CRAWLERS (EL 5-6)

The PCs come across a small pack of 2-3 *wall crawlers* lounging among the ruins. The creatures watch the PCs warily, tongues licking at the air, but do not move from their spot. The wall crawlers are content with hunting and eating *wild men*, and the PCs aren’t necessarily on the menu. Still, if the PCs attack they will fight.

Wall Crawlers: HP 22 (page 26, *B&L4: New Terrors*).

PIT TRAP (EL 2)

As the PCs are walking down a rubble-strewn street, or moving through the wreckage of a partially-collapsed building, the character in the lead runs the risk of falling into a cleverly-disguised *pit trap*. The pit is 20 ft. deep, its floor littered with sharpened wooden stakes.

GM’s Note: Though there is no way for the PCs to know this, the pit trap was in fact dug by *wild men* in an attempt to trap (and kill) members of the Amarillo Trading Company.

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

WILD MAN CAMPSITE (EL 1/2)

The PCs stumble upon a campsite among the ground-floor ruins of an old building. *Wild man* spoor stinks up the place, and the corpse of a large rat appears partially eaten at the center of the camp.

The wild men were just here (having detected the party’s smell on the wind they fled 5-10 minutes before the PCs find the site), leaving behind a single member of their expedition. As the PCs enter the scene they see the feeble, dying wild man crawling across the rubble of the campsite, trying to follow its comrades in an attempt to get away.

GM’s Note: This wild man was part of a group sent by Kroo to slip more radioactive slag into Bugtown; this one in particular is *irradiated* and dying. Any character who makes a Treat Injury or Knowledge [Earth & Life Sciences] check at DC 17 can tell that the creature is suffering from radiation sickness.

The wild man will try to flee, but will fight to defend itself. It has no treasure.

Radiated Wild Man (1): HP 3 (see below).

Radiated Wild Man: CR 1/2; Small humanoid; HD 1d8-2; HP 5 (down to 3); Mas 10 (down to 7); Init +2; Spd 20 ft, climb 20 ft; Defense 13, touch 13, flatfooted 11 (+1 size, +2 Dex); BAB +0; Grap -4; Atk +1 melee (1d6, club), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL Kroo; SV Fort +0 (down to -2), Ref +4, Will +0; AP 0; Rep +0; Str 11, Dex 14, Con 10 (down to 7), Int 8, Wis 11, Cha 8.

Skills: Hide +7 (+11 urban ruins), Jump +1, Listen +3, Move Silently +5 (+9 urban ruins), Spot +3.

Feats: Alertness, Duck.

Possessions: Club.

BOUNTY HUNTING

Mentioned in the text, one quick way the PCs can make money is by taking the heads of wild men they’ve killed and bringing them back to the Amarillo Trading Post to collect their bounty. Zack, who runs the Company Store, will pay 25 cp per head the characters bring in.

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Development: The sight of a radiated and dying wild man is evidence that the wild men are up to something in Amarillo, but whether or not the PCs shrug it off as insignificant or somehow put two-and-two together (and realize the wild men are handling radioactive stuff) is entirely in their hands.

BUGTOWN

The section of the city walled up by the Amarillo Trading Company has been nicknamed “Bugtown” by its workers, a name that they’ve also begun to apply to the fort - and all of Amarillo, in fact. At first this was just a localized problem; the way the Company saw it, the bugs simply infested an old industrial part of the city. Although the scrap was good, there was plenty in the city to exploit so they simply walled up the infested areas and moved on. Unfortunately the bug problem has grown out of control, and now “Bugtown” has to be dealt with if the Company is to survive.

The first time the PCs come to Bugtown, read or paraphrase the following:

The district up ahead is dusty and dirty. Old sooty towers of forgotten industry loom over the grimy quarter, which is completely closed off with walls of sheet metal scavenged from all over the city. The walls apparently ring the entire area; the Company seems to have been quite thorough in locking the whole quarter down.

As the PCs approach the walls, a few cockroaches skitter by; most of these are regular sized, but with a Spot check (DC 15) the characters notice a few that are four or five inches long observing them from nearby windows or scuttling into cover and out of sight. The bugs are harmless, but they are a hint at

what’s to come...

The Walls: The Company built walls to hopefully keep the bugs confined to this quarter, and the walls (made of corrugated iron) are still standing, creating a rough “cordon” around the entire neighborhood. However, as the PCs walk up to the walls it is obvious they are no longer effective in keeping the insects in, as regular-sized roaches can be seen emerging from minute cracks and holes in each surface.

To get inside the quarter the PCs will have to get over or through the wall at some point. The walls are 15 ft. high, and require a Climb check at DC 15 to climb over.

When the PCs finally surmount the wall, they emerge at the area indicated on the map. Read or paraphrase the following:

Beyond the wall stands an old decrepit quarter of the city, with a maze of industrial buildings and other structures that were once part of a bustling downtown neighborhood. But everywhere you look you see bugs - tens of thousands of tiny cockroaches moving along the ground, skittering across dusty window panes (both inside and out), scampering up rusted pipes and all over the disintegrating hulks of old cars and trucks. Garbage and other debris is strewn about everywhere, creating heaps that block entire streets.

Welcome to Bugtown.

Bugtown Walls: 1 in. Thick; Hardness 6; HP 10.

Development: Alternatively the PCs can break down a section of the outer wall to make a “doorway”, but if they do some 30-60 minutes later a steady stream of roaches will find the open whole and begin moving out into the ruins beyond Bugtown.

This may have short- or long-term consequences (such as an increase in the Infestation Level at the fort by one step over the next few days) at your discretion.

RANDOM ENCOUNTERS

Random encounters with monsters should occur only at your discretion. Encounters in Bugtown are divided into day and night, as shown below.

Day	Night	Random Encounter	EL
1-2	-	Eerie Cry*	0
3	1	Wild Man Spoor*	0
4-5	2	Cockroach swarm	3
6	3	Medium monstrous cockroach	1
-	4-5	1d2 Cockroach swarms	3-4
-	6	1d2 Medium monstrous cockroaches	1-2

* Events marked with an asterisk “*” are descriptive encounters detailed in the *Into The City* section. Other events on the table are simply encounters with roving monstrous cockroaches or cockroach swarms.

1. CORPSE (EL 3)

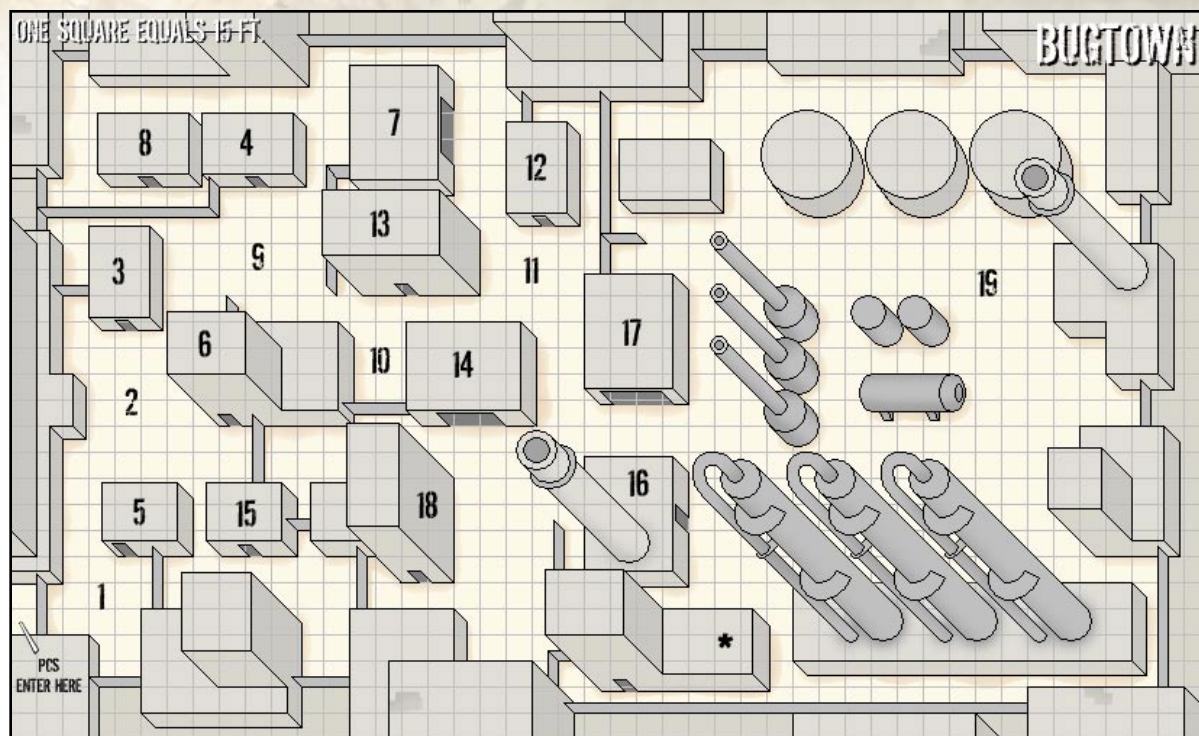
A swarm of cockroaches scuttles over a small corpse lying in the middle of the street. The smell of rotting flesh is quite strong.

The corpse once belonged to a wild man who was part of the group hiding out at **area 3**. It has since attracted a swarm of cockroaches that are busily breaking the body down. If the PCs disturb the swarm it will move from the corpse to pursue them instead.

Cockroach Swarm (1): HP 21 (see *Appendix 2: New Creatures*).

Treasure: If the rotting corpse is examined the

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PCs find a small sack with the letters “ATC” on it, dangling from a string around the wild man’s neck. The sack contains 3d10 corium pieces (this was some unlucky worker’s pay, stolen while he slept during a routine scrounging foray).

2. FLICKERING LIGHTS (EL 0)

As you walk down this street you are startled as a few street lights flicker on and off at random intervals. Just as suddenly as they came on, they go off again - and remained dead.

Just when the PCs come to this area some of the cockroaches beneath the streets at **area 28** (see the

Sewers) have managed to get the generators working again, albeit briefly. The PCs will witness this in the form of the streetlights coming on momentarily, before going off again. However, nothing comes of this seemingly inexplicable event.

3. WILD MEN OBSERVERS (EL 2)

A dilapidated stone building sits here.

This building is empty, and offers little of interest to the PCs. However, a small group of *wild men* hide on the roof of the building, watching the streets below for signs of Amarillo Trading Company men (PCs included). If the party ventures into sight, the wild

men emerge from hiding atop the roof and rain a hail of *bango fruit* on the passing group, hoping to “mark” them.

If fired at the wild men attempt to flee, skittering down the far side of the building (out of sight) and immediately head for the nearest section of outer wall. Assuming the PCs don’t manage to stop them, they will ascend it and flee into the ruins surrounding Bugtown, and will not return.

Wild Men (3): HP 5.

Treasure: One of the wild men wears a ruby crystal around its neck on the end of a string. This small gem looks to be worth perhaps 50-75 cp to a gem dealer, junk collector, or tinker (like Astro). In reality it is a *chromium rod*, an advanced part used in laser weapons. If Kurt (see **area K** at the Amarillo Trading Post) finds out the PCs have such an item he will try to bargain it out of their hands, since he can use it to finally repair his *laser pistol*. He can offer the party 100 cp for it (alternatively, with a Diplomacy check at DC 25 the PCs may be able to use the chromium rod as leverage to get Kurt to look the other way if they want to dip into the *Storage Bunker’s* stockpiles for one or two “free” items).

4. ACE OF SPADES BAR (EL 0)

You’re surprised when the neon sign in the left-hand window of this decrepit building, depicting a stylized playing card, flickers abruptly and then remains on. Three letters, “B-A-R”, light up on a sign in the right-hand window, bathing the street outside in an orange glow.

This was once a bar and the bugs have come to infest it. If the PCs enter they find that the lights behind the bar flicker on, and the little shaded lights at individual booths flutter on and off at irregular intervals. Bottles of beer, glass mugs, and old stools lie scattered

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everywhere. Regular-sized cockroaches can be seen skittering across the bar, on the mirror behind it, and on the wood-paneled walls and ceiling.

Development: Count to three out loud - just to build tension. Three rounds after the PCs enter the jukebox at the far end of the bar comes on, its blue-red-yellow lights suddenly lighting up. There is a “crackle-pop” sound as a record is put on the turntable, and in moments a pre-Fall country tune starts playing, filling the bar with eerie music.

This place seems *haunted* but of course it's not - the cockroaches have simply infested everything to such a degree that they're virtually everywhere, from the wiring between the walls to the interior mechanisms of the old jukebox. A few cockroaches have been electrocuted in the bundles of wiring behind the wooden walls, but in doing so they've re-routed some of the electricity from the generators beneath the streets of Bugtown (see **area 28**) to the various lights (and exterior signs). Similarly, bugs inside the jukebox have inadvertently gotten it to work, hence the sudden manifestation of music.

While the PCs are here they meet no oversized cockroaches, but the cockroaches that are present will seem to watch them at all times from wherever they sit. If the PCs don't attack, the bugs simply observe them; if they take offensive actions, the bugs will flee to countless tiny holes, cracks in walls, etc., leaving the bar empty. Moments later the lights go off, but the bugs don't return.

5. POISON DUST (EL 2)

This building looks extensively damaged, the first floor being littered with the crumbling remains of the upper level.

As the PCs enter this building they inadvertently kick up a cloud of poisonous concrete dust created by the

upper story's collapse. The cloud immediately fills an area 15 ft. by 15 ft. (centered on the first character to enter the building), forcing all within to make a Fortitude save (DC 15). Those that fail can do nothing but cough and choke for 1d4 rounds.

Even once the cloud subsides any character that failed her save will operate with a -1 circumstance penalty to all attack rolls and skill checks involving vision until she can receive medical attention (irrigating the eyes; Treat Injury DC 15).

6. APARTMENT BUILDING (EL 0 OR 3)

A towering building with many exterior windows - most blasted out - stands here.

This place proves to be an apartment building, with small, claustrophobic rooms on all four floors. The walls are covered in Ancient-era gang graffiti, and broken glass (and unwitting cockroaches) continuously crunch underfoot. Most doors in the building once had good locks, but 75% are so rusted that they no longer function.

Countless regular-sized roaches live in the halls, apartments, and bathrooms, but none are aggressive and will usually ignore the PCs as they explore the building.

GM's Note: The PCs could conceivably use this building to retreat to if pursued, or use any of the old rooms to camp if injured. However, every night there is a 50% chance that the roaches gather into a *cockroach swarm* (see *Appendix 2: New Creatures*) that sweeps through the halls and rooms, eventually reaching the party wherever they're holed up.

Cockroach Swarm (1): HP 21 (see *Appendix 2: New Creatures*).

Development: If a fight occurs between the PCs and the *swarm*, other roaches throughout the building will attempt to help their cousins by tapping into the

power from the underground generators (at **area 28**). As soon as combat starts the lights flicker on and off wildly, creating a confusing, strobe-like effect that provides a -2 circumstance penalty to all ranged attack rolls. If the swarm is destroyed the erratic light show subsides, once again plunging the building into darkness.

7. CONVENIENCE STORE (EL 4)

Entering this building you find the remains of an old convenience store, filled with cobwebs and fungus. An ominous sound, like the rustling of hundreds of leaves, comes from behind a number of shelving units, at the back of the lightless store.

If the PCs investigate the rustling sound they come to the frozen food section, which consists of a number of cracked glass freezer doors, behind which can be seen rows of rotted, torn, and faded food containers: ice cream, frozen pizzas, beer, etc. A huge *swarm* of cockroaches (actually *two* swarms combined together) infests the cases, devouring the well-preserved foodstuffs, carpeting the cooler floor, and clinging to the glass doors. If the swarm detects the party, it will move from the food cases to attack them instead.

Cockroach Swarms (2): HP 21 (see *Appendix 2: New Creatures*).

Treasure: Once the swarm is dealt with the PCs can pick over the remnants of the food in the cooler. The swarm (and 200+ years) destroyed most of the food here, but the PCs will be able to find 1d2 untampered *ready meals* and a single case (24 bottles) of pre-Fall synthihol. The synthihol still has its edge, and each bottle might fetch a price of 20 cp.

8. JEWELER'S SHOP (EL 1)

A small brick building stands here, its windows guarded by heavy bars, and its door fitted with a barred frame. A fading sign over the door reads "Goldsmith Jewelers".

This place looks to have fallen apart from an earthquake in the past; shelves lie at odd angles, and old bottles sit in precarious positions, or lie shattered on the floor. A large display case has been smashed open, revealing a number of cut gemstones.

This was once a small jeweler's workshop. The bottles contain boric acid, denatured alcohol, and other substances used in the jewelry business.

GM's Note: If the PCs enter the building (to loot), each character must make a Dexterity check (DC 13) or disturb some of the mess. Most of the time this will merely cause some harmless rubble to fall or a shelf to collapse, but there is a 1 in 4 chance that a PC failing her Dex check knocks over a bottle of potent acid. This does 2d6 splash damage to anyone within 5 ft. (centered on the character who knocked it over).

Treasure: A search uncovers a number of bottles of boric acid and denatured alcohol. The alcohol is useless for the party's purposes, but the boric acid would be extremely helpful to the tinker Astro, who can use it to finish his *super bug spray*. The total take amounts to about 150 cp in chemical supplies.

The gemstones, while precious before the Fall, are only moderately valuable in the more practical aftermath. There are 2d6 gems in the case, each worth 2d10x10 cp.

9. SPARK SHOWER (EL 1)

There is a sudden explosion of sparks from a large neon sign overhead.

Cockroaches beneath the Bugtown streets at **area 28** have momentarily re-routed power to the sign here, causing the bulbs to explode. Sparks shower over the PCs causing 1d6 points of damage (Reflex save DC 15 for half).

GM's Note: This event should come as a surprise to the PCs, since they probably had no idea that the power was "on" in Bugtown. Similarly, clever PCs may rightly figure that there must be a generator working somewhere either here on the surface, or beneath the streets (the latter is true; see **area 28**).

10. HUMMER (EL 0)

A usual sight stands up ahead. A few cockroaches skitter on the street near the rusted remnants of an old military truck. The rear hatch to the vehicle still stands open.

If the PCs investigate the vehicle (a Hummer) they find two skeletons inside, still wearing the disintegrating remains of military uniforms. Each wears a shiny white helmet with the letters "MP" on the side.

In the back of the Hummer the PCs find a number of orange traffic cones and a large wooden sign, on which has been painted the words "EVACUATION ROUTE".

GM's Note: These soldiers were just two of many sent to the district around the secret Amarillo Vault to guide civilians towards the shelter underground. They were killed in the riots that ensued after the Vault closed, leaving thousands behind.

Treasure: Both men have web belts and black leather belt holsters, one of which contains a broken *stun pistol* (with a *power clip* down to 2 charges; a Repair check at DC 20 is required to fix it, along with 120 cp in parts), and the other a metal baton. The second soldier has a *tear gas grenade* on his web belt

as well.

The Hummer is too rusted to ever run again.

11. MOVEMENT UNDERGROUND (EL 4)

The pavement here seems especially cracked and worn, no doubt from years of sandstorms.

If the PCs spend more than two rounds out on the street the ground suddenly shakes and shudders; one round later the ground opens up and a pair of *large monstrous cockroaches* emerge from underground! The two enormous creatures immediately attack any PCs that are still out in the open.

Large Monstrous Cockroaches (2): HP 26.

12. MECHANIC SHOP (EL 0)

You enter through a large open space in the side of this building, ostensibly created to allow vehicles to drive inside. The smell of oil and acid still lingers heavily here, but the darkness is just as pervasive.

A few cockroaches crunch underfoot, but this place proves to be empty of any major threats. If the PCs brought lights they see what one would expect from a typical mechanic shop, including a wall-mounted tool rack, several worktables, a bare hydraulic lift, and numerous cords and rubber pipes hanging down from the cobwebbed ceiling.

Lying on one table is a heap of machinery covered in a layer of dust and cobwebs.

Treasure: The heap of machinery on the table is in fact an entire car engine, which has been enhanced with the *Fine-Tuned* [RT] modification. The engine will fit in any sports car or sedan and counts as a normal vehicle modification (see *Rolling Thunder* for details on how vehicle modifications can be installed

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into an existing car). If the PCs don't want to keep the engine they can sell it for 1,500 cp, assuming they can somehow transport it to an interested buyer!

13. DECREPIT APARTMENTS (EL 7)

This decrepit wooden structure looks rotten and decayed. A few large black roaches scamper across the outside wall as you approach.

The door to this old multi-story apartment building has warped shut, requiring a Strength check (DC 13) to open. This is just a sign of things to come - inside the wooden floor appears to be rotting, as does the

wooden staircase rising to the levels above. The flowery wallpaper is peeling, and behind the paper can be seen disintegrating wood walls. Cockroaches periodically skitter across every surface - floor, wall, and ceiling.

As soon as two or more characters enter the building their combined weight is too much for the rotting wood floor. The wooden boards underfoot suddenly give way, dumping the lead two characters into the basement beneath the building.

While the ground level may have seemed infested, the basement is downright *flooded* with insects. Characters falling through are fall suffer only 1d6 points of damage from the drop (Reflex DC 15 for

half) because they land in - and are partially drowned in - a sea of cockroaches several feet deep that happens to cushion their fall. However, the mass of cockroaches in the basement counts as four individual *cockroach swarms*, which will immediately attack any PCs falling into the basement with them.

Climbing out of the basement requires a Climb check (DC 15). Unfortunately the apartments on the upper levels of the building prove to be almost completely empty, filled only with rotted furniture but nothing of any value.

Cockroach Swarms (4): HP 21 (see *Appendix 2: New Creatures*).

14. FAST FOOD RESTAURANT (EL 4)

Entering this dark place you pass by numerous cheap tables, your feet stepping on the broken glass strewn about the slick tiled floor. A huge counter separates the rear of the building, from which you hear a crunching noise followed by a metallic clamor.

The sound the PCs hear is from a *huge monstrous cockroach* in the cooking area, knocking over a large pile of metal bins as it moves clumsily around. When the party first enters they cannot see the creature (nor can it see them) because of the almost total darkness; allow each group to make a Listen check to notice the other.

Unless the PCs leave immediately, once the enormous insect hears them it will scurry up and over the front counter to attack; it is preceded by an ever-increasing crunching noise (glass being ground beneath its heavy body) and the appearance of huge whip-like antennae that come lashing out from the shadows.

The monster will try to grapple the nearest PC and, if successful, drag her back with it over the counter,

THE RADIO

If and when the PCs manage to fix the old radio found at **area 14**, they're in for a big surprise. There are other ways of finding out about what lies beneath Bugtown, but the radio immediately alerts the PCs to the presence of the Amarillo vault.

As soon as the radio is fixed and a power supply provided (an event that most likely occurs in Astro's shop), the radio crackles to life with an eerie message. Like the voice of a ghost from before the Fall, a man speaks out through a veil of static with the following message:

"...You are listening to military radio band M6E...This is an emergency broadcast beacon originating from the Amarillo emergency disaster shelter, directed at search and rescue personnel in the Amarillo area...Please follow this transmission to its source...All search and rescue personnel should proceed to the Amarillo disaster shelter for immediate extraction, priority one...The Amarillo disaster shelter is located two stories underground beneath the Evacuation Station at the corner of Chicago and Eastern streets, in downtown Amarillo...Please follow this transmission to its source...[Message repeats]"

Of course this is just a recorded message, continuously broadcast from the underground broadcast station in the vault (see **area 32**). The message was originally intended to help guide rescuers to the vault so that it could be opened and its occupants freed. Now it serves as a beacon that could very well lead the PCs right to the subterranean vault entrance!

If the PCs switch frequencies they only get static. The message gets perceptibly louder the closer the PCs get to **area 32**, so that they can conceivably "follow" the radio message all the way to the vault itself.

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through the unlit back area, and into the old freezer, the door to which is rusted open. Since it also has only one entrance, it is easily defended. It is also a satisfactory place for the giant roach to begin eating its prey.

If the other PCs try to pursue they can simply run around or climb over the front counter (Climb check DC 10), but the back area is littered with old pots, pans, and garbage, and so any character running must make a Dexterity check (DC 13) or slip and fall prone, ending her movement for that round.

Huge Monstrous Cockroach (1): HP 65.

Treasure: A search of the back room uncovers an old *radio* that the employees apparently listened to as they worked. The PCs can take this device back to Astro and see if he can have it repaired. If they provide him with 55 cp (for the spare parts) he will fix it in 1d2 days (they can do it themselves with the same amount of spare parts and a Repair check at DC 15). If the radio is fixed and a power cell supplied, the radio will come to life; see *The Radio* sidebar for more on what happens.

15. DILAPIDATED STRUCTURE (EL 1)

Beams of light filter weakly through the gutted ceiling overhead, revealing a withered corpse lying among the rubble on the ground floor.

The corpse belongs to one of the *wild men* sent into the compound by Kroo to plant radioactive materials from the Crater. This particular wild man was too weak from radiation sickness to escape the cockroaches as they closed in. His body is now infested with the bugs, which can be seen coming out of his hollow mouth and empty eye sockets.

In one withered hand the wild man clutches a piece of radioactive slag from the Crater. If the PCs have

a Geiger counter (or some other means of detecting radiation), they realize that the bit of twisted metal is in fact a *Mildly* radiated source. Otherwise they unwittingly expose themselves to the deadly energies if they examine the corpse or take the unidentifiable metal with them!

GM's Note: The corpse - and the radiated piece of slag it seems to have been carrying - is evidence that the wild men are up to something. If the PCs take the metal back to town, Astro will be able to recognize it as being radioactive debris from the Crater, but he will be stumped as to why the wild man had it with him. In any event he will suggest the PCs get treatment right away.

Development: The PCs may become radiated from this encounter, but treatment is available back at the Fort (see **area I**).

16. PIT BUILDING (EL 3)

Entering this unlit building you see a barren ground floor room, in the center is a dark hole in the earth from which comes a subtle greenish glow. As you watch, oversized cockroaches, each several inches to a foot long, climb up through the hole before scampering off into the shadows.

The floor of this building features a hole that leads straight down to **area 29** below. Kroo's *wild men* found this place a long time ago after sneaking into Bugtown (before it had its current problems). When Kroo came up with his plan to start moving radioactive debris from the Crater to stimulate the growth of the cockroaches, he had his men bring the stuff here and toss it into the hole. Kroo has observed cockroaches coming up from the sewers via this hole, so he figured it was the best place to start throwing the stuff if he wanted to start mutating the local bug population. *Now an eerie greenish glow seems to*

emanate from below, a giveaway that whatever's down there is radioactive.

Kroo's plan worked like a charm - even more than he hoped. The wild men have thrown more than a dozen pieces of radioactive slag down the hole, right into the waters skirting the egg chambers of the monstrous cockroaches. This has led to an increase in the size and number of bugs and, what Kroo didn't expect, the creation of some very bizarre mutated variants...

The cockroaches come and go all the time, using the hole as a way to go back and forth from the sewers and the surface. If the PCs stay to observe it'll become obvious that there's some kind of complex underground, no doubt overrun by the bugs.

GM's Note: If the PCs approach the hole (say, to drop a grenade down it) they are in for a surprise - as they come close a *mutated large monstrous cockroach* squeezes through the narrow opening and climbs into the room. Since it is quite large, the PCs should be suitably stunned that it is able to squeeze through the opening (this is accomplished through the combination of its *malleable* species trait and *Abnormal Joint Flexibility* mutation). It will immediately attack the party, taking to the air and flying after them if they flee (thanks to its *Complete Wing Development*).

Mutated Large Monstrous Cockroach (1): HP 26 (see below).

Mutated [BNB] Large Monstrous Cockroach: CR 3; Large Mutant Vermin; HD 4d8+8; HP 26; Mas 14; Init +2; Spd 40 ft, fly 50 ft. (clumsy); Defense 16, touch 12, flatfooted 14 (-1 size, +2 Dex, +5 natural); BAB +3; Grap +9; Atk +5 melee (1d8+5, bite); Full Atk +5 melee (1d8+5, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ malleable, scent, darkvision 60 ft, increased critical threat, vermin traits, resistance to massive

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damage; AL none; SV Fort +6, Ref +3, Will +1; AP 0; Rep +0; Str 17, Dex 15, Con 14, Int -, Wis -, Cha 2.

Mutations and Defects: Abnormal Joint Flexibility, Complete Wing Development, Critical Vulnerability x2.

Skills: Climb +8, Escape Artist +4, Hide +5, Move Silently +9, Sleight of Hand +4, Spot +11, Tumble +4.

Feats: None.

Development: The hole (and the chute it leads to) is too narrow for the PCs to use to get down into the sewers, and besides, its entire length is crawling with bugs, big and small. Still, this (and the sight of a giant cockroach even more mutated than usual) should be enough evidence to confirm that there is more going on in the sewers, prompting the PCs to find another way down.

17. WAREHOUSE (EL 4)

A rumbling comes from the back of this cavernous warehouse; the sound of wood shattering and splintering, and something huge shuffling in the dark.

The noises heard by the PCs as they enter this large warehouse come from an enormous mutated insect that wandered into this part of the city and climbed over the outer wall. Drawn by the unusual amount of activity within the compound, the beetle is so large that the resident 'roaches have given it a wide berth (for now, anyway).

The *giant stag beetle* is tearing the warehouse apart looking for something to eat. After 2d10 rounds it will do so much damage to the building that parts will begin to collapse, possibly hitting a random character - or itself - as a Large falling object for 2d6 points of

damage (Reflex save at DC 25 for half). In addition, even if she survives that character must also make a Strength check (DC 20) or be pinned under the fallen object.

Giant Stag Beetle: HP 52 (see *Appendix 2: New Creatures*).

18. HOTEL EXCALIBUR AT CHICAGO AND EASTERN (EL 0 OR 3)

An old downtown hotel stands at the corner of this intersection, dilapidated and dusty. An abnormal amount of vehicles lie rusted and pitted outside, including three police cars, two police motorcycles, and four school buses.

Though it looks innocent enough, this "hotel" (located at the corner of Chicago and Eastern streets) actually hides the entrance to the Amarillo Vault, which lies more than two stories beneath its foundation. The vault was accessed via the same elevator that served the three-story hotel's patrons in peacetime, but would only descend to the vault entrance level (see **area 20**) if a special access card was inserted in the slot. Only a handful of people were aware of the hotel's double nature, including the state governor, city mayor, and a handful of other military and political authorities.

If the PCs explore the creaking old hotel they find it dusty and empty, filled primarily with cobwebs and countless skittish cockroaches, ranging in size from an inch to a foot - but nothing too dangerous.

A single elevator connects the fancily-decorated lobby with the two upper levels, but this appears to be without power (the door is slightly ajar, however). A white-edged stairwell ascends to the second and third floors, which are packed with small, bug-infested rooms. Most of the contents of these rooms rotted

centuries ago, leaving rusted bed frames, mattress coils, and shards of broken glass.

A chance encounter with a single cockroach swarm will occur on a roll of 1 in 4 if the PCs search the upper levels.

GM's Note: The vehicles outside the hotel once comprised a motorcade of school buses requisitioned to bring people to the vault during the crisis. The police vehicles were part of the cordon maintaining security for the evacuation of these personnel to the vault.

Depending on how perceptive your players are, their characters may or may not make the connection linking the vehicles with the secret purpose of the building. However, even if they do guess that the elevator inside leads somewhere important, without the access card (see below) they won't be able to investigate further.

Cockroach Swarm (1): HP 21 (see *Appendix 2: New Creatures*).

The Elevator: The elevator at first *seems* innocuous. The button panel (which sits above an air vent, the only other feature inside the lift) has buttons for the *ground floor*, *first floor*, and *second floor* - all of which are levels that can be accessed via the stairs, and prove to be empty. Judging by the buttons, there doesn't seem to be any other floors.

In reality, one of the eight horizontal slats (the third from the top) of the air vent is in fact a slot for an access card. A character with a successful search check (DC 20) will notice the odd slot. If the access card from **area 19** is inserted into the slot the power flickers on in the elevator. After one minute the doors slowly close to the chime of an unseen bell, and the elevator slowly descends to **area 20** in the *Sewers*!

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19. REFINERY (EL VARIES)

A sprawling labyrinth of metal pipe, lofty towers, and spindly catwalks occupies the eastern part of Bugtown. Huge oil tanks rust under the sun, and chemicals have pooled in places creating small noxious ponds.

The eastern part of Bugtown is taken up by an old refinery, a facility so badly rusted and disintegrating that it could never be revived again. However, the cockroaches love the place, finding countless places to hide from the sunlight and skitter about on their mysterious bug-errands without fear of being caught.

If the PCs enter this complex they find lots of cover, as well as lots of places for potential enemies to lie in hiding. In fact the whole complex is infested with bugs, in the form of several bug swarms and larger monstrous cockroaches.

GM's Note: For every 10 minutes the PCs explore this area, there is a 1 in 4 chance that they stumble upon or are attacked by a random portion of the cockroach presence. Roll on the table below to see what emerges to attack them:

Roll	Encounter	EL
1-3	Medium monstrous cockroach	1
4-5	Large monstrous cockroach	2
6	Cockroach swarm	3

Treasure: A search (Search DC 13) of the rubble in the interior of one of the large rectangular buildings (marked with an asterisk “*”) uncovers a broken skeleton lying in a pile of rocky debris, apparently a victim of the Fall who was trapped here when he tried to take shelter in the building. Around the skeleton's neck is a thin chain, attached to which is a strange *metal card*. Lightly etched on the card's face (in Ancient) are letters reading: “A--R--LO VA-LT”.

Development: The card found here certainly qualifies as “out of the ordinary”, so the PCs should probably consider taking it back to Cornelius when they get the opportunity. When and if they do, proceed to the section titled *Returning To Cornelius*.

SEWERS

Eventually the PCs will learn about the sewers beneath Bugtown and head there looking for the suspected entrance to the Amarillo Vault. The following locations describe the pre-Fall warrens that still exist underground.

20. MUTANTS (EL 4)

The elevator door opens to reveal a low, dark chamber with a heavy odor to it. Sewer passages lead off into darkness.

A sign facing the elevator - now faded and partly covered in fungus - reads “-MARIL-O VAUL- SUB-VEL A - AUT-OR-ZED PE-SON-EL ONLY”. The PCs are getting close!

GM's Note: Three *monstrous cockroaches* dwell in this chamber, unable to return the way they came due to the *green slime* at **area 21**. When the PCs enter the bugs are hiding (Hide +9), and may gain surprise if the PCs fail their Spot checks to notice them.

One of the large cockroaches is obviously abnormal, with additional eyes and a cluster of fungus-like spores that it releases when entering combat (it has the mutations *Multiple Eyes* and *Fragrance Development*).

On their action the first two cockroaches will attack the PCs, while the third will use its *Fragrance Development* to *hypnotize* (DC 15) up to 2d4 HD of characters. During the fight the cockroaches will

concentrate on the other PCs, leaving the *hypnotized* character(s) for last.

Medium Monstrous Cockroaches (2): HP 13.

Mutated Medium Monstrous Cockroach (1): HP 13 (see below).

Mutated [BNB] Medium Monstrous Cockroach:

CR 2; Medium Mutant Vermin; HD 2d8+4; HP 13; Mas 14; Init +2; Spd 40 ft; Defense 15, touch 12, flatfooted 13 (+2 Dex, +3 natural); BAB +1; Grap +2; Atk +2 melee (1d6+1, bite); Full Atk +2 melee (1d6+1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ malleable, scent, darkvision 60 ft, vermin traits, resistance to massive damage; AL none; SV Fort +5, Ref +2, Will +0; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Mutations and Defects: Fragrance Development, Multiple Eyes, Sensitivity (acid) x2.

Skills: Climb +4, Hide +9, Move Silently +9, Spot +13.

Feats: None.

21. GREEN SLIME (EL 4)

An acrid smell permeates the air of this sewer chamber, and loose brick litters the slick, slimy floor. Oddly enough there are no bugs present.

The first character to enter this chamber is attacked by a colony of *green slime* that clings to the ceiling.

GM's Note: The green 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 (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, or sunlight destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring

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metal's hardness but not that of wood. It does not harm stone.

22. LOST LUGGAGE (EL 3)

This sewer chamber immediately strikes you as odd - scattered all about the floor, and stacked against one wall, are dozens of rotting suitcases and disintegrating bags.

The unnecessary personal belongings of the civilians being evacuated to the vault more than 200 years ago were discarded here by the military personnel assigned to the vault, before joining the others before the vault door closed.

Most of the bags and suitcases contain sentimental items such as photographs, mementoes, jewelry, clothing, dolls and teddy bears, etc. However, most of these are completely rotted or infested by bugs.

GM's Note: The first character to investigate this strange "cache" is attacked by a *cockroach swarm* living amongst the heap of discarded luggage.

Cockroach Swarm (1): HP 21 (see *Appendix 2: New Creatures*).

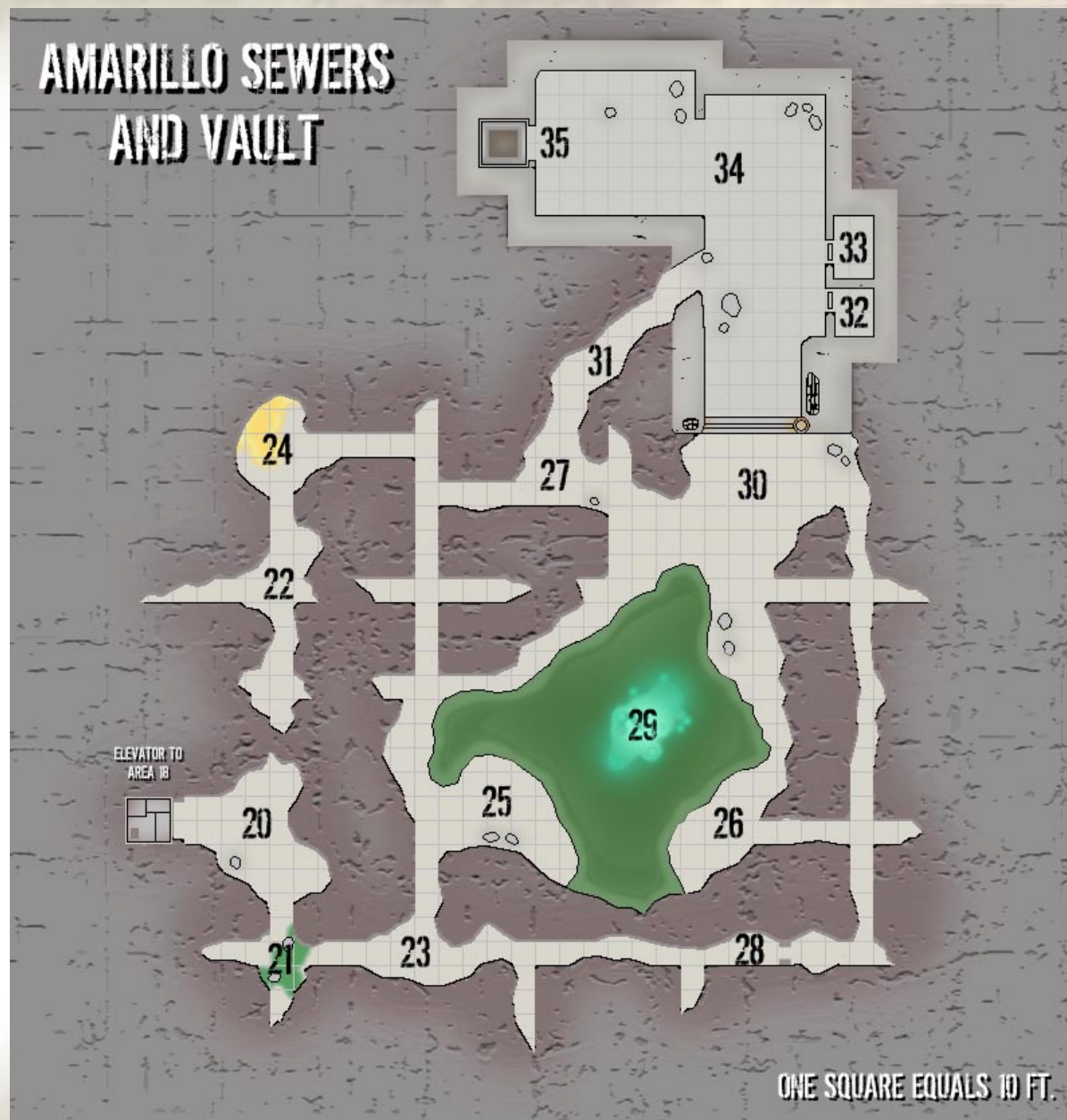
Treasure: If you have the sourcebook *Ruin At The End of The World*, roll 2d4 times on *Table 17: Dead Bodies* to determine the contents of the luggage (re-roll results that seem inappropriate). Otherwise the bags are empty.

23. MOLTING CHAMBER (EL 1)

A terrible odor emanates from this cave. As you enter you see dozens of hollow shells lying about, and motes of dust slowly swirling in the air.

This is where the *monstrous cockroaches* come to discard old skins and shells as they molt into larger

AMARILLO SEWERS AND VAULT



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versions of themselves. The room is filled with shed skin and dust, which is heavy with toxic allergens.

GM's Note: Characters entering this room must make a Fortitude save (DC 12) or be affected. Those who fail suffer from rashes, congestion, blurry eyes, and sneezing, resulting in a -1 penalty to all attack rolls, saving throws, and ability checks for the next 3d6 hours.

A single *medium monstrous cockroach nymph* is present in the chamber, currently in the process of shedding its previous shell. Since it is relatively still at the moment, it may go unnoticed by the PCs (Spot check DC 20) for 2d4 rounds, at which time it frees itself. If the PCs are still present in the molting chamber the creature, once free, will attack them.

Medium Monstrous Cockroach Nymph (1): HP 9 (see below).

Medium Monstrous Cockroach Nymph [BNB]: CR 1/2; Small Vermin; HD 2d8; HP 9; Mas 11; Init +2; Spd 40 ft; Defense 14, touch 13, flatfooted 12 (+1 size, +2 Dex, +1 natural); BAB +1; Grap -3; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ malleable, scent, darkvision 60 ft, vermin traits, resistance to massive damage; AL none; SV Fort +3, Ref +2, Will +0; AP 0; Rep +0; Str 10, Dex 14, Con 11, Int -, Wis 10, Cha 2.

Skills: Climb +3, Hide +5, Move Silently +9, Spot +11.

Feats: None.

24. YELLOW MOLD (EL 6)

This appears to be an old sewer drainage chamber. The smell is noxious, and large patches of a yellowish mold cover parts of the floor, walls, and ceiling.

The fungus infesting the room is *yellow mold*, a particularly dangerous subterranean hazard. If disturbed the mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later - even by those who succeeded at the first save - to avoid taking 2d6 points of temporary Constitution damage.

Fire destroys yellow mold, and sunlight renders it dormant.

25. EGG CHAMBER A (EL 0)

An awful smell clings to the air here. Bricks lie all about the chamber floor, having fallen from the weak ceiling above. In the center of the room is what appears to be a large "sack" made from a silky substance. As you watch the sack seems to pulse and writhe, as if something nebulous was moving inside.

The "sack" is an *ootheca*, a purse-like vessel woven by a pregnant monstrous cockroach to contain her hatched young. This particular *ootheca* contains a swarm of immature cockroach *nymphs*, but they're not quite ready to hatch yet. As a result, they pose no threat to the PCs.

The *ootheca* can easily be destroyed by applying flame to it (it will burn quite quickly), or simply by smashing it. Since the bugs inside can't fight back, destroying the sack technically offers them no experience reward.

26. EGG CHAMBER B (EL 5)

This large subterranean chamber reeks of the same smell that seems to permeate everything

under Bugtown. All about the chamber you see large satiny sacks lying between fallen rocks, some of which seem to move and writhe with life. A low buzzing drone can be heard from some of them.

This area is similar to **area 25**, except that while the PCs are present (1-2 rounds after they've entered), three of the enormous *ootheca* will erupt open as the nymph swarms inside hatch. The glistening, all-white swarms spill out like a flood from their sacks, and move to devour the nearest food source - the player characters.

Cockroach Swarm Nymphs (3): HP 15 (see below).

Cockroach Swarm Nymphs [BNB]: CR 2; Fine Vermin (Swarm); HD 6d8-12; HP 15; Mas -; Init +4; Spd 10 ft.; Defense 22, touch 22, flatfooted 18 (+8 size, +4 Dex); BAB +4; Grap -; Atk (2d6, swarm); Full Atk (2d6, swarm); FS 10 ft. by 10 ft.; Reach 0 ft.; SQ darkvision 60 ft., distraction, immune to weapon damage, swarm traits, vermin traits; AL none; SV Fort +2, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 18, Con 5, Int -, Wis 10, Cha 2.

Skills: Hide +12, Listen +4, Spot +4.

Feats: None.

Advancement: None.

27. FIREBUG (EL 8)

A great shuffling noise echoes through this enormous cavern. As you enter you see a large number of gigantic cockroaches scuttling about the floor and walls, their collective black shells gleaming with an oily shine. In the center of the mass is one that stands out from the rest due to its large size and bright orangish-red shell. As

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you enter the mass of giant cockroaches begin to skitter towards you.

All of the cockroaches in this chamber immediately attack the intruders on sight. The reddish mutant cockroach in fact possesses the *Pyrokinetic Pulse Generation* mutation, which it will use at the first opportunity at the closest PC. Since it hasn't yet learned how to use the mutation properly, when targeting a PC it may accidentally injure another cockroaches that happens to get in the way (which could inadvertently help the PCs out).

The mutated huge monstrous cockroach's pulse generation does 5d6 points of heat damage (Reflex save DC 15 for half) in a 5-foot-wide, 10-foot-long line. It can use this ability five times per day.

Medium Monstrous Cockroaches (6): HP 13.

Mutated Huge Monstrous Cockroach (1): HP 65 (see below).

Mutated [BNB] Huge Monstrous Cockroach:

CR 5; Huge Mutant Vermin; HD 10d8+20; HP 65; Mas 14; Init +2; Spd 40 ft; Defense 17, touch 12, flatfooted 15 (-2 size, +2 Dex, +7 natural); BAB +7; Grap +20; Atk +10 melee (2d6+7, bite); Full Atk +10 melee (2d6+7, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ malleable, scent, darkvision 60 ft, vermin traits, resistance to massive damage; AL none; SV Fort +9, Ref +5, Will +3; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int -, Wis 10, Cha 0.

Mutations and Defects: Pyrokinetic Pulse Generation, Bizarre Pigmentation (red shell).

Skills: Climb +8, Hide +1, Move Silently +9, Spot +11.

Feats: None.

28. EMERGENCY GENERATORS (EL 3)

Up ahead you see a niche off an old sewer tunnel, in which stand two huge rusted machines. Even now the tunnel reverberates with the loud humming from these floor-to-ceiling devices, and an acrid, oily smell reaches your nostrils. Though they rumble and shake, both machines seem to be covered in a blanket of living cockroaches.

These two emergency generators provided power for this part of the city in emergency situations. With their burgeoning mutant intelligence (thanks to the meddling of the *wild men*), the cockroaches of Bugtown have managed to get them up and running, providing sporadic power to the city streets above (see **areas 2, 4, and 9**).

The cockroaches aren't sure what the power can do for them, but their rudimentary intelligence has driven them to try and figure out the old technology anyway. So far the bugs have only barely managed to get the power up and running (accidentally killing quite a few of their own who inadvertently use power lines and wiring to get around throughout Bugtown), but in time there's no telling what they might use their newfound electrical knowledge for...

If the PCs attack the bugs here or otherwise threaten the generators, the bugs will coalesce into a *swarm* and attack. In addition, creatures the PCs may be hiding from (if they ran away from previous encounters) will be attracted to any sound of combat here.

Cockroach Swarm (1): HP 21 (see *Appendix 2: New Creatures*).

29. DEEP POOL (EL 1)

The waters of this underground "lake" glow with an eerie greenish light. Enormous cockroaches skitter along the shores of the lake, as do swarms of smaller critters that seem to stretch into the darkness in all directions and out of sight.

This large underground lake was created by sewer flooding over the years, and has long been a feature of the main cave. Recently Kroo's *wild men* began dumping radioactive slag into the lake through the hole at **area 16**, which leads directly into this cave. Polluting the water, the radiation has caused the cockroach population to *mutate*, resulting in the current problems in Bugtown.

The glow here is bright enough to illuminate most of the cave. In addition, the water counts as a *Moderately* radiated area; anyone swimming in or drinking the waters will be affected.

None of the cockroaches attack the PCs, but instead begin to slowly move from the lake towards **area 30**.

GM's Note: A narrow shaft in the ceiling of this cave leads up to **area 16**, on the surface of Bugtown.

Treasure: Bits of twisted metal and other glowing junk can be seen through the crystal clear water, lying at the bottom of the pool. PCs daring enough to swim down to this sifting pile will find all sorts of wierdly-deformed radioactive debris. This includes slag from the Crater, as well as other radioactive stuff the wild men have scavenged from all over the city to dump here. Items include a fused mass of electronics (a home computer found in the area of the Crater), a 200 lb. chunk of knobby warped metal (origins unknown), and a cracked *plutonium clip* (7 charges left). Even if removed from the water all of these items will continue to radiate as *Mildly* radioactive

materials.

Development: Any PC making a Knowledge [Earth & Life Sciences] check at DC 15 will recognize that the presence of the radiated elements in the pool is probably behind the gigantism, mutation, and proliferation of the cockroach population in the city. A clean-up operation will be necessary to nip the problem in the bud; otherwise the PCs will have to wipe out every last cockroach in Bugtown and the sewers to eradicate the menace to the Amarillo Traders.

30. VAULT DOOR (EL 0 OR 3)

The sight before you is stunning: An enormous circular portal of brushed steel blocks the passage here, rising from floor to ceiling, its metallic surface dimly mirroring the light sources you've brought along. The door is featureless, and partly shrouded in cobwebs, but is nonetheless a grand reminder of the technical achievements of the Ancients.

This large chamber overlooks the lake at **area 29**, and light from the eerily-glowing green waters reflects off of the metal surface of the door. A carpet of tiny cockroaches covers the floor, but it is hardly noticeable in the presence of the enormous portal - the door to the Amarillo vault.

The door appears to be impossible to open, weighing several tons and having no apparent hinges to blast (or otherwise sabotage). The door, like many vault doors, is time-operated, and will only open after a set period - or with the insertion of the proper access card. Unfortunately, the access panel (sitting nearby) requires a *red stage VC access card* - something the PCs aren't likely to possess!

GM's Note: The vault access card the PCs found at **area 19** does not work here. While the door may

be impossible to open with the tools the PCs have on hand, there is another way into the vault - a nearby passage. See **area 31** for details.

Development: If the PCs did not encounter it at **area 16**, the *mutated large monstrous cockroach* noted under that location's description will be encountered here instead.

31. ROCK CLEFT (EL 1)

A narrow passage of rough stone leads off into darkness. The cleft looks like a natural rift formed after a subterranean earthquake, but the walls, floor, and ceiling appear to be covered in a shiny black layer that seems to pulse and ripple. It doesn't take long for you to realize that this "layer" is comprised of millions of tiny cockroaches...

The party's guess is accurate; this stony passage was created during an earthquake decades ago, which split the sewer wall open and created a natural tunnel that connects directly to the vault beyond. What this means for the characters, luckily, is that this presents an easy way to enter the Amarillo vault without having to open the actual vault door!

GM's Note: Though the characters have a way into the vault, the passage's walls, floor, and ceiling are covered in *millions* of cockroaches. These creatures will not attack the party, however (they are normal bugs), but the sight is so formidable - and disgusting - that each PC must make a Will save (DC 13) to pass through the cleft to **areas 32-35** beyond. Those PCs that fail may attempt to make another save 1 hour later.

If the PCs use a flamethrower, Astro's *super bug spray*, or some other area-effect weapon, it will be enough to safely clear this passage.

32. BROADCAST STATION (EL 1)

The rocky tunnel leads into a small chamber filled with rusted machinery; every surface is covered in dust and cobwebs. On one wall is a detailed pre-Fall map of the city of Amarillo; on another wall is a full-sized map of the United States, with major cities indicated with light bulbs - all of which are dark.

One of the machines stands out from the others. A large tape reel continues to rotate slowly above its control panel. On the console sits a pair of earphones, a rusted microphone, and a blinking green button that provides the only light in the chamber.

This chamber is the vault's broadcast station, sending looped radio messages recorded before the Fall into the surrounding city. The station was designed to broadcast a radio beacon leading potential search and rescue teams to the vault's location. A rather naive notion, since it assumed there would be organized survivors of the Fall, and that these would have benevolent intentions...

The machinery is still working, as evidenced by the blinking button and spinning reel. The rest of the room is empty.

GM's Note: If any of the PCs tampers with the machines she will be zapped for 2d6 points of electricity damage (Reflex save DC 15 for half). This will also cause the broadcast transmitter to stop working permanently, putting an end to the looped radio message.

Treasure: The *map* of Amarillo would be worth 500 cp to a merchant, scav, or other interested party. Note that if the PCs make it known they have this map; the Amarillo Trading Company will be willing to pay 750 cp for it (just to keep such detailed plans of the city out of the hands of outsiders!)

33. SECURITY ARMORY (EL 0)

A large metal door blocks entrance to the room beyond.

To get into this room the PCs will need to use a *bronze stage IIIM access card* on the door, or else batter it down. Fortunately it is already somewhat damaged.

Inside the PCs find a small armory, intended for use by vault personnel leaving the vault for the first time. The weapons selection is limited, but may still be quite valuable.

Treasure: The weapons here include two *Ruger Service-Sixes*, two *Colt 635s*, and a *maser rifle*. Shelves also hold ammo for these weapons, in the form of 24 rounds of .38S ammunition, four boxes of 9mm ammunition (128), and four *power clips* (40). Finally, a single *NBC suit* hangs in a locker against one wall.

Steel Door: 3 in. Thick; Hardness 10; HP 90 (down to 36); Break DC 35; Disable Device DC 30.

34. OUTER CHAMBERS (EL 9)

This must have been a subterranean garage of some sorts, perhaps built to house vehicles intended for the occupants of the lost vault. Your assumption proves correct as your lights reveal a large armored vehicle in the center of the place, resembling something out of the ancient past.

Your lights also reveal a more pressing matter: the cavern literally crawls with thousands of cockroaches, from regular-sized insects to ones that are man-sized or larger. The sight is an obscene orgy of oily black shells glistening and antennae waving, a sea of living, chattering things.

At the center of the mass of cockroaches is a

staggeringly large specimen of the breed, with certain physical differences that clearly mark it as a mutant.

Lying just beyond the huge vault door, these connected chambers were indeed a garage area used to house vehicles and heavy machinery intended to help rebuild after the nuclear war. It is also where the bulk of the cockroach infestation resides, and taking out the gargantuan monstrous cockroach here will deal the hive a major blow.

Though the majority of insects here are merely normal cockroaches (and do not participate in any combat taking place here), several masses of them will coalesce into *swarms* intent on defending the mighty monstrous cockroach in the middle of the cave. Likewise, a number of other monstrous cockroaches linger about the room, and will move to attack the PCs as soon as they enter.

The *gargantuan monstrous cockroach* is slow to act and will lumber after its fellows. If it gets stuck out of reach of the PCs it will use its *Shriek* ability to blast its fellow cockroaches out of the way (doing 2d4 points of damage to them and causing them to skitter to the side). Its *Stench* will only come into

play if the PCs get within 10 ft. of it.

Cockroach Swarms (2): HP 21 (see *Appendix 2: New Creatures*).

Medium Monstrous Cockroaches (2): HP 13.

Large Monstrous Cockroach (1): HP 26.

Mutated Gargantuan Monstrous Cockroach (1): HP 173 (see below).

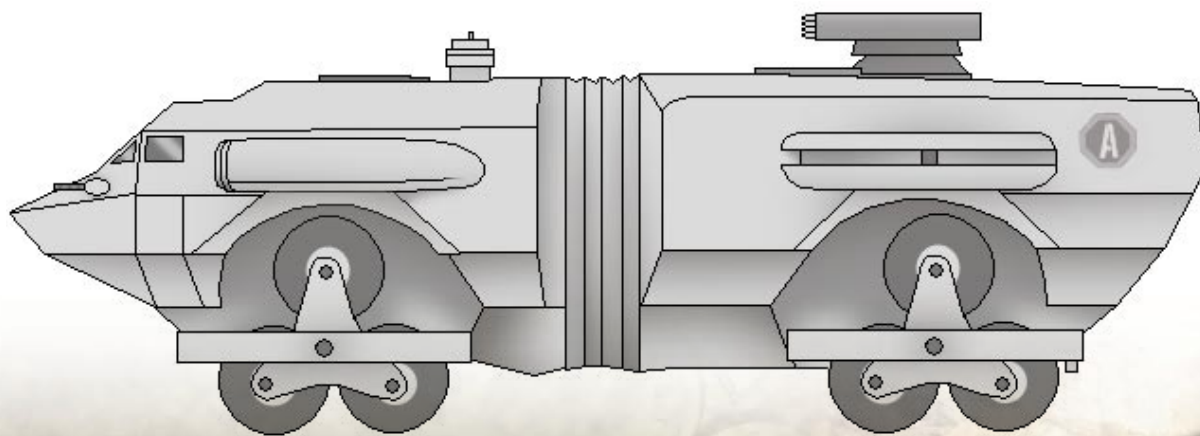
Mutated [BNB] Gargantuan Monstrous

Cockroach: CR 8; Gargantuan Mutant Vermin; HD 24d8+48; HP 120; Mas 14; Init +0; Spd 40 ft; Defense 18, touch 12, flatfooted 16 (-4 size, +2 Dex, +10 natural); BAB +18; Grap +37; Atk +21 melee (2d8+10, bite); Full Atk +21 melee (2d8+10, bite); FS 20 ft by 20 ft; Reach 15 ft; SQ malleable, scent, darkvision 60 ft, vermin traits, resistance to massive damage; AL none; SV Fort +16, Ref +10, Will +8; AP 0; Rep +0; Str 25, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Mutations and Defects: Shriek x2, Stench, Adrenaline Deficiency, Sensitivity (energy weapons) x2.

Skills: Climb +10, Hide -3, Move Silently +9, Spot +11.

Feats: None.



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Treasure: The large vehicle in the garage is a *Landmaster* (see *Appendix 1: New Artifacts*). Inside the PCs find tools that the designers of the vault intended for its occupants when they were finally able to leave. These tools include four *sungoggles*, four sets of *cooleralls* (see *Appendix 1: New Artifacts*), two *solar backpacks* (see *Appendix 1: New Artifacts*), a *moisture extractor* (see *Appendix 1: New Artifacts*), a fully-stocked *survival kit*, a box of 50 pieces of *HEVE candy*, and 50 *power bars*.

Development: A Search check (DC 20) uncovers a hidden panel in one wall of the garage near the vault door, which when opened reveals two buttons, each with an arrow indicating “up” or “down”. A Repair check (DC 15) will fix the panel, allowing it to be used.

If the panel is fixed and the “up” bottom pressed the floor of the chamber (the north most 15 ft. by 15 ft.) will slowly rise, revealing that the garage floor is actually a gigantic *lift*. It will lift the contents of the garage (including the *Landmaster* and any other vehicles/characters/creatures in the area described) towards the surface, at which point the ceiling literally “opens” up - thanks to two large 10-foot-thick hydraulic silo doors, cleverly camouflaged to look like a warehouse floor when closed - allowing the elevator to reach street level. The elevator opens into the interior of the warehouse at **area 17**. It is capable of lifting several dozen tons.

The “down” button will cause the elevator to recede and the silo doors to close, once again hiding the vehicle entrance to the vault.

35. ELEVATOR DOWN (EL 0)

Here a huge square hole leads to a deep, dark shaft that vanishes into a lightless abyss below. As you peer down a few diminutive cockroaches crawl out of the pit, but other than these

insignificant insects the depths refuse to give up their secrets.

What you’ve seen so far must only be the top level of the vault - this must be the sole way deeper; a plummeting elevator shaft leading perhaps a dozen stories down into undiscovered mazes of passages and chambers.

The elevator that leads to the lower levels of the Amarillo vault collapsed long ago, so there is no easy way for the PCs to descend any deeper. With time and preparation a new elevator could be devised (possibly powered by human labor?), or the PCs could engage in a serious spelunking venture, if they were truly intent to explore the deepest parts of the vault.

For now, however, the PCs have done what they’ve come here to do: clear the insect threat to Amarillo and find the vault that lay long forgotten beneath the city’s streets.

CONCLUDING THE ADVENTURE

The party’s job ends when the cockroaches of Bugtown are neutralized - this will likely entail killing the majority of the bugs, as well as clearing both egg chambers (**areas 25 and 26**). If they also accepted Cornelius’ offer to find the Amarillo vault, then they’ll also get a reward if they explore **areas 30-35**. If all went successfully the PCs not only get paid a reasonable sum, but gain a favorable reputation with the Amarillo Trading Company. While this may not seem like much to the PCs, the Company may turn to them for future jobs, guaranteeing the party work if they ever need it.

In addition, the vault itself still needs to be explored. The PCs have only scratched the surface. In the coming months the Company will need able men to plumb the vault’s depths and see what, if

anything, lives down there - and, more importantly, what can be scavenged. The PCs could easily get the job if they want it, but further details of the Amarillo vault are left up to you - or for a future sequel?

It’s also possible that in the end the PCs make an *enemy* of the Company rather than a friend. While they may have gone along with Cornelius’ deal in the beginning, the new artifacts found on the top level of the vault (the garages) may lead the PCs to reconsider their contract - possibly skipping town with their loot before anyone’s the wiser. If this happens, the Company will eventually realize what happened and will act appropriately. Though they aren’t as powerful as the Clean and Cartel, a bounty is a bounty and sooner or later bounty hunters will begin tracking down the PCs wherever they go (a task made easy if they start selling off ancient-era artifacts in the settlements along the trade routes).

SIDE EVENTS

The main story of *Bad News In Bugtown* revolves around the bugs, the wild men, and the secret vault beneath the walled-off section of the ruins. However, the PCs may require several days (if not weeks) to accomplish their task of tracking down the source of the problem and neutralizing it.

During their stay in Amarillo the PCs will probably make numerous forays into “Bugtown”, returning to the Fort to re-supply and recuperate after particularly hard-fought battles. In addition to giving the PCs a chance to heal (and level) up, this also gives you a chance to break up the course of the adventure with “side events”.

The side events described in this section are “mini-episodes” that divert the PCs from the main story. They should be played in order, but other than *Kroo’s Attack* (see below), the timing is up to you.

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WILD MAN RAID

A few nights after the PCs arrive, possibly when they return to the compound for the first time after investigating Bugtown, a group of wild men are sent by their leader, Kroo, to infiltrate the Amarillo Trading Post compound and cause as much havoc as they can; he also has an alternate reason for the attack, as mentioned later.

The PCs may be present when this “raid” occurs. Depending on how the PCs role-play, they can be all together in the *Merchant Bunkhouse* assigned to them, or they could be split up (if, for example, they took Virgil up on his offer to guard the CrystalTime water supply).

PLAYING THE RAID (EL 5)

Sometime after midnight a group of *wild men* and *wild men sneaks* (wild men who are more adept than usual at stealth) approach the compound under the cover of darkness. Having probed the defenses before, they know to stay away from the southwest part of the fort (where Whiskey usually resides; his barking would give them away), and instead begin scaling the northern wall near **area J**. The group splits up from here, with eight *wild men* heading towards **area F**, and small groups of two *wild men sneaks* apeice skulking off towards the warehouses (**area K**) and the company store (**area H**).

Two sneaks stay behind, in the dark space between **area J** and the northern wall, waiting for the alarm to be raised. When it is, they will sneak past the distracted sentries and enter the *Storage Bunker* and sabotage its contents (see below).

Sooner or later the alarm is raised, either by the PCs (if they’re up and about at that hour) or by sentries on duty that night. Unless the PCs bump into them, the first wild men to be spotted comprise the group sneaking across the yard at **area F**. The

merchant guards of the Cartel are the first to open fire on the creatures, startling everyone in town and drawing the Cartel and CrystalTime sentries into the battle.

Soon after the fighting starts the sneaks headed towards the warehouses (**area K**) make it there and slip inside. They immediately start banging the scrap metal stored there, pushing over the neatly-arranged heaps, etc., creating a tremendous commotion that will hopefully distract from their fellows being attacked at **area F**. It works; guards from various areas begin to move towards **area K** to investigate the sound.

Finally, the last group of sneaks starts throwing rocks and *bango fruit* through the windows of the *Company Store* (**area H**); the sound of breaking glass causes a lot of confusion in the Fort defenders, who split up again to track down the noises. The guards at **area J** (including Kurt) move from their positions to investigate this particular sound, leaving the *Storage Bunker* undefended.

Having successfully created a diversion, the wild men sneaks waiting outside **area J** now slip inside the *Storage Bunker*, and begin pooping, urinating, and hurling *bango fruit* all over the food supplies.

GM’s Note: During the raid the wild men should come off as comical and only slightly problematic, more of a nuisance than anything. They hurl rocks and *bango fruit* in equal measure at anyone they stumble across, pelting them with the stinking fruit and only mildly injuring them with the stones. When fired upon or charged in melee they screech and flee, making it an annoying game of cat-and-mouse.

At some point, if the sneaks manage to get into **area J** and accomplish their sabotage (namely, planting bango fruit odor throughout the garrison’s food supply), the whole raiding party begins to retreat. They head towards the nearest wall and, one

by one, scamper over it and into the night. They do not return, but for the rest of the night the whole city echoes with dozens of wild man hoots...

Wild Men (8): HP 5.

Wild Man Sneaks (6): HP 9 (see below).

Wild Man Sneak (Wild Man Fast Hero 2): CR 2; Small Humanoid; HD 2d8; HP 9; Mas 10; Init +4; Spd 35 ft, climb 20 ft.; Defense 19, touch 19, flatfooted 15 (+1 size, +4 Dex, +4 class); BAB +1; Grap -1; Atk +4 melee (1d6+2, club), or +6 ranged (1d4+2, thrown rock); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL Kroo; SV Fort +0, Ref +10, Will +1; AP 1; Rep +0; Str 14, Dex 19, Con 10, Int 10, Wis 13, Cha 6.

Skills: Balance +8, Hide +10, Listen +3, Move Silently +10, Sleight of Hand +8, Spot +3, Tumble +8.

Feats: Alertness, Duck, Stealthy.

Talents (Fast Hero): Increased Speed.

Possessions: Club, 1d3 rocks.

Alternately the PCs may not be here when this encounter occurs; in such a case the PCs merely hear about the raid (either on returning to the Fort or, if they don’t come back for a while, from in the of rumors from a *Scrounging Party* encounter out in the ruins).

THE NEXT DAY

The next day Cornelius and his men survey the damage the wild men caused, which proves to be surprisingly minimal. Except, that is, for the Fort’s food stockpiles, which have been deliberately soiled. Cornelius is distressed, because the shortage could spell disaster for the scrap operation if the workers start to leave from hunger.

While the Company may be in dire straits, the

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PCs can use this as an opportunity to either make more money or get in good with Cornelius and the Company. Cornelius needs men to go hunting and bring in food to replenish the ruined stocks, and PCs volunteering will quickly earn his good graces (or, if they're so inclined, might strike a deal for more pay).

If for some reason the PCs need to leave Amarillo for a larger settlement (for example, to buy better weapons and armor), you can also use this as a chance to justify "abandoning their contract". Instead of just leaving the Company to its ills, Cornelius might approve a trip to the nearest large settlement (like Tucumcari), giving the PCs extra money to buy a large shipment of food to replace the ruined stockpiles. Of course the PCs will be expected to escort the shipment back to Amarillo, possibly leading to side encounters with desert raiders...

THE COLONEL'S HUNT

This event should take place relatively early in the adventure, but only after the PCs have encountered a few wild men. A good time to set it would be right after the Wild Man Raid event (see above).

Partly in response to the audacious wild man raid on the Fort, and partly due to their own boredom, Colonel Mason decides now would be the perfect time to get the men together and go on a wild man hunt.

The PCs learn of Colonel Mason's intention either while they're at the Fort, from scroungers in the ruins, or simply by bumping into Colonel Mason's expedition while it's out and about hunting down wild men. If they're at the Fort they'll be there to see Colonel Mason and his men gearing up and getting ready to leave just days after the *Wild Man Raid* event; if they've made a name for themselves so

far, he will offer them a place in his expedition for a goodly sum of 200 cp (plus any bounties they get for heads taken to Zack at the *Company Store*). His only condition - they do their part and don't slow him or his men down.

If the PCs decide to go along, the Colonel leads the PCs and a group of five Cartel soldiers (see below for their statistics) on an expedition into the ruins. Roll for random encounters as normal. It could take several days before the PCs finally come across a sign of the wild men, but that's unlikely. The first time the group comes across wild man spoor, the spirits of Colonel Mason and his men pick up noticeably. Later that same day a few wild men are spotted, and shots ring out as the Cartel men snipe at the scurrying, fleeting things. None are brought down. The Colonel commands the party to press on.

Throughout the day more spoor is found, and signs of secret wild man camps are located in a crumbling section of the downtown ruins - but all are ominously deserted. The Colonel, however, is not dismayed; the Cartel men thoroughly enjoy the "sport", and pursue their prey with great enthusiasm and patience.

THE HUNTING BEGINS

Eventually the expedition begins to find its quarry, and the hunting commences. Roll or choose a sample encounter from the table below each time the party crosses paths with the native wild men (which will be 1-2 times a day).

Roll	Encounter
1-2	The expedition catches a solitary wild man among the ruins. Surprised, it will shriek and try to run; unless the PCs win initiative and hit it, it will probably get away quickly. EL 1/2.

3 The expedition catches a lone wild man among the ruins of an old building. The wild man shrieks noisily when it sees the PCs, and attacks with club, thrown rocks (and bare hands if it has to). It will only flee if it somehow manages to bring one of the PCs down. EL 1/2.

4 The expedition comes upon a gathering of seven wild men in a rubble-strewn intersection, who scatter when the party arrives. As with encounter 1-2, the PCs will need to win initiative or else their quarry will get away. EL 3.

5 As the expedition moves down a downtown street, they are greeted by echoing screeches from way overhead. Several stories up in a nearby highrise a group of five wild men jeers at the party, throwing rocks, javelins, and rotten bango fruit down on their heads. Because they are in partial cover (+2 cover bonus to Defense, +1 to Reflex saves), and also at great range (100 ft. away), they will be difficult to hit. Once the wild men exhaust their missile weapons (after 1d3 rounds), they flee into the dark interior of the building. Pursuing them inside gets the party nowhere, as they will have mysteriously vanished. EL 3.

6 As the party moves down a street they come under attack by rocks, javelins, and bango fruit thrown from the holes in a nearby shop wall, and from the broken glass fronts of a dilapidated pre-Fall store. The party is caught in a crossfire as some six wild men attack them from ambush. The wild men will continue to fight until three of their number are killed, at which point they flee, with each man running in a separate direction without any coherent "escape plan" in mind. EL 3.

Though he and his men bag a few wild men early on, after a while the Colonel grows tired of the pathetic numbers they've come across. He orders his men to

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set camp, before revealing a plan he's been working on. The Colonel plans to wrangle up some *wall crawlers*, the large lizards that live in the city and also happen to feed exclusively on wild men. He believes (rightly so, as it turns out) that if they can capture some wall crawlers, they can use the lizards to root out a larger concentration of wild men.

To this end the Colonel gives the PCs some rope and tells them to "scout around" for some suitable wall crawlers and capture at least one. He and the rest of the expedition remain at camp until the party returns.

At this point the PCs are on their own, at least for a day or two. Finding some wall crawlers shouldn't be too hard (see the random encounters in the *Into The City* section), but if the PCs aren't lucky enough to stumble into a wall crawler pack early on, they may have encounters with wild men, bango fruit, or pit traps before they eventually get what they've been sent out for.

If and when the PCs encounter a pack of wall crawlers they merely need to subdue one of the animals and tie it securely with rope and take it back to the Colonel's camp. Doing so will require them to knock one of the creatures down to 0 or less hit points, or else grapple with it until they can tie it securely!

THE BIG BAG (EL 7)

If the PCs succeed in getting a wall crawler, the Colonel is overjoyed and complements the PCs on their ability to get things done (if the PCs continue to maintain good relations with Mason, this could lead to the Colonel giving them a good reference for future jobs with the Cartel). But the hunt isn't over, he says; in fact, the best part has yet to come.

The next day, with the wall crawler at the end of the rope, the Colonel leads the expedition deeper

into the city. After a few hours of scouting out intersections and old ruined buildings, the wall crawler leads them into an area littered with wild man spoor and abandoned campsites. The men are eager for a fight, and the PCs can sense the wild men are near.

At long last the wall crawler leads the party down a street lined with rubble, where high rises collapsed during the Fall. As they approach, tell-tale hoots and shrieks echo in the air, as more than a dozen wild men emerge to fight off the intruders!

GM's Note: This will be the crowning moment of the Colonel's hunting expedition, an all-out fight against no less than 14 wild men (two large *brutes* and 12 regular *wild men*) in the open. The Cartel men open fire immediately, and the wild men move to defend themselves just as quickly. Gunsmoke and flying rocks fill the air. The Colonel lets the *wall crawler* loose on his first available action, which will leap into the fray in an attempt to take at least one wild man before running off with its carcass. The Colonel then joins the battle as well, shouting words of encouragement to the whole hunting party.

Cartel Soldiers (3): HP 11 (see below).

Colonel Mason: HP 35 (see area F3).

Wild Men (12): HP 5.

Wild Man Brutes (2): HP 13 (see below).

Cartel Soldier (Strong Hero 2): CR 2; Medium-size humanoid; HD 2d8+2; HP 11; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +2; Grap +4; Atk +4 melee (1d6+4, rifle butt), or +4 ranged (2d8, M4 carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Cartel; SV Fort +3, Ref +2, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Military (DW) (Survival).

Background: Visionary Reinventor (Knowledge [Tactics]).

Mutations and Defects: Interior Moisture Reservoir, Immune-System Abnormality.

Skills: Climb +4, Jump +4, Knowledge (Current Events) +1, Knowledge (Tactics) +2, Survival +3.

Feats: Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash.

Possessions: M4 carbine, one box of 5.56mm ammunition (30), leather armor, combat knife.

Wild Man Brute (Wild Man Strong Hero 2): CR 2; Small Humanoid; HD 2d8+4; HP 13; Mas 14; Init +7; Spd 30 ft, climb 20 ft.; Defense 16, touch 16, flatfooted 13 (+1 size, +3 Dex, +2 class); BAB +2; Grap +0; Atk +6 melee (1d6+3, club), or +6 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL Kroo; SV Fort +4, Ref +7, Will +1; AP 1; Rep +0; Str 15, Dex 17, Con 14, Int 8, Wis 12, Cha 6.

Skills: Climb +4, Hide +4, Jump +3, Move Silently +4.

Feats: Duck, Improved Initiative, Weapon Focus (club).

Talents (Strong Hero): Melee Smash.

Possessions: Club (or Winchester 94; see *Treasure* below), javelin.

Treasure: One of the *wild man brutes* swings a broken Winchester 94 in battle as a makeshift "club"; a Repair check at DC 15, and an expenditure of 55 cp in spare parts, will fix it. Unfortunately the wild man has no ammo for the powerful gun.

Development: At some point in the battle the Colonel will be rushed by some of the wild men,

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who try to take him out in a fit of rage. One of the wild men manages to get close enough to tear the Colonel's dogtags off of his neck, before running off into the ruins. The Colonel is outraged and tries to pursue, but is too distracted to follow and remains for the rest of the fight.

After the battle the Cartel men start taking heads and readying to return to the Fort. The Colonel is surprisingly quiet - and brooding. If the PCs ask diplomatically, he informs them (rather angrily) that one of the "wretched wild men" stole the dogtags right from around his neck. If they ask what the big deal is, he claims the 'tags actually predate the Fall (he claims they were worn by an ancestor of his who fought during the Final War). *As far as he's concerned, the whole expedition has been ruined!*

BUGS! BUGS! BUGS!

A few days after the *Wild Man Raid* the *bango fruit* odor will permeate the compound. As a result, the Infestation Level of all buildings in the Fort increases by one step. The bug problem seems to be getting worse. And it's not only the Company workers who are facing the increase in the infestation; if the PCs are recuperating at the Fort they'll notice the increase as well, as bugs begin to pop up in their food, beds, and miscellaneous belongings.

If the PCs haven't already learned of it, the tinker Astro will openly mention the *super bug spray* he is working on if they visit his workshop. He has even more reason now to get the work done, and Cornelius is really breathing down his neck about it. He tells the PCs about the chemical supplies he needs to finish the job, and furthermore informs them that any projects they may have him working on now (such as repairing items they've found during the adventure) must be put on the back-burner until the spray can be finished!

If the PCs help Astro he'll be able to finish up the bug spray. He'll still give it to the PCs (to "test out"), but now that it works he'll begin making more spray to help combat the rising infestation.

POWER DOWN !

This encounter will only take place after the PCs have visited Bugtown and fought at least a few monstrous cockroaches and bug swarms. Ideally it should occur before the PCs manage to gain access to the sewers beneath Bugtown.

One evening, as the PCs share a drink or meal with one or more of the NPCs in town (for example, if invited to dinner with Sweetie and Jinx), there is a subtle fluctuation in the power, and moments later the power goes out. There is a ruckus around town, as it seems the power has gone out all over the Fort.

Cornelius and Kurt are seen having a heated discussion, before the two finally approach the party with a proposition. Cornelius explains that someone will have to go out to the power shed and see what's the matter. He reminds the PCs that since there are refrigerated foodstuffs in the *Storage Bunker*, the loss of power could lead to spoilage and necessitate *another* hunting foray for food (or, if the PCs had to travel to another settlement to replace the food lost in the *Wild Man Raid*, another long trip for more supplies).

Cornelius informs the PCs that the power shed is a small building some eight blocks away in the ruins. He explains that the Company decided to build a separate area for the Fort's generators to keep the risk of fire at a minimum. Cornelius tells the PCs the power shed is manned by several employees and guards, so there shouldn't be any trouble there. He just needs someone to trace the power line (a single conduit) from the Fort to the power shed and report on any problem.

Time is wasting, so the PCs have a good chance to negotiate price. Cornelius is willing to offer the party a reasonable 100 cp for the "quick job", but a Diplomacy check (DC 20) will get him to *double* his offer to 200 cp!

GOING OUT AT NIGHT

When the PCs head out it is pitch black, the moon partially obscured by the bony remnants of old skyscrapers about town. As a result, the party will need to bring light sources.

The power lines run from the north edge of the Fort compound and off into the dark ruins. The PCs can easily follow the power lines, which are kept aloft by telephone poles scavenged from the ruins and situated every 100 feet or so.

As the PCs walk, and the lights of the Fort fade, they spot no trouble with the power lines. However, a few moments later they hear the sounds of gunfire - coming from the direction of the power shed!

If the PCs rush to the scene they find the power shed and its small walled compound just a few minutes away. Lights mounted on the walls flicker weakly as the PCs arrive, and as they arrive they hear screaming and more gunfire. A battle is taking place!

PLAYING THE BATTLE (EL 7)

A battle map is provided nearby to help run the course of the combat. When the PCs show up they arrive just in time as a large group of monstrous cockroaches has begun to swarm over the power shed, cutting the power connection right outside the walls. The guards, taken totally by surprise by the appearance of such enormous creatures, panicked and retreated into the shed to make a desperate stand. The *monstrous cockroaches* (two large specimens) and several *cockroach swarms* have already broken through the front gate, and are now trying to get

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inside the shed itself to consume the occupants.

When the PCs enter the fight the defenders (“A” for *ATC Guards*, “L” for the *Laborer*) will be desperately fending off the attacking monstrous cockroaches (“C”). The swarms (“S”) are situated all over the yard (see map), and will move to attack the PCs as soon as they are spotted. The large cockroaches continue to attack the defenders through the open doorway, but since only one can get in at a time the terrified guards may just last long enough for the PCs to save them.

The bugs continue to fight until they are all killed.

Cockroach Swarms (3): HP 21 (see *Appendix 2: New Creatures*).

Large Monstrous Cockroaches (2): HP 26.

ATC Guards (2): HP 6 (see below).

ATC Laborer (1): HP 6 (see below).

Development: If the PCs save the guards their reputation will increase with the Company’s employees. How this affects the course of the adventure is up to you.

ATC Guard (Mutant Strong Hero 1): CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 13, flatfooted 13 (+0 size, +2 Dex, +1 class, +2 equipment); BAB +1; Grap +3; Atk +3 melee (1d6+4, rifle butt), or +3 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, phobia; AL Amarillo Trading Company; SV Fort +2, Ref +2, Will +1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Caravan Guard (Drive, Spot).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Accumulated Resistance, Phobia (bugs).

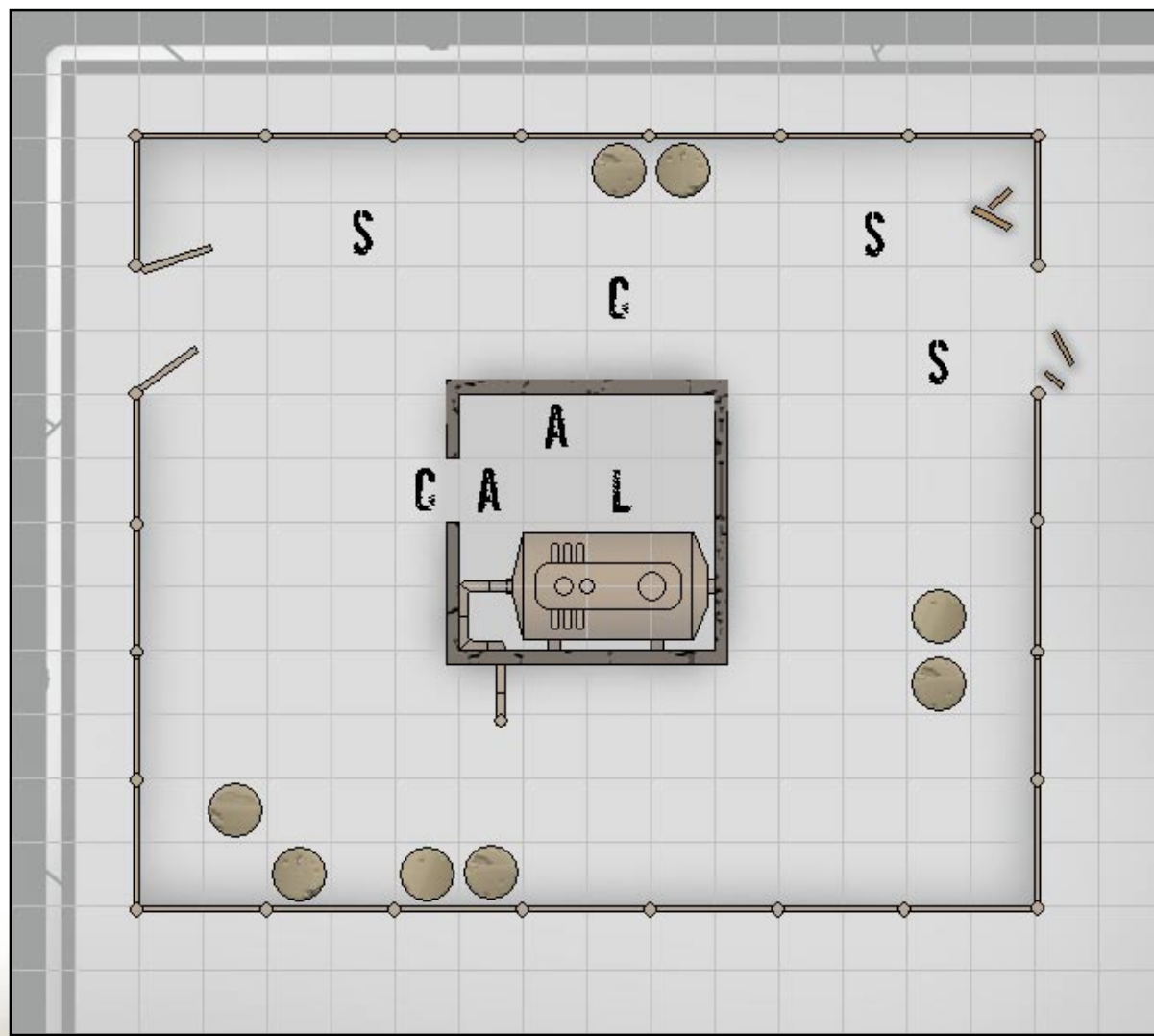
Skills: Drive +4, Knowledge (Current Events) +2,

Listen +2, Spot +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency.

Talents (Strong Hero): Melee Smash.

Possessions: Black powder rifle, 12 rounds of lead shot, leather armor, light rod, canteen.



ATC Laborer (Mutant Strong Hero 1): CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, combat knife), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, phobia; AL Amarillo Trading Company; SV Fort +2, Ref +1, Will +2; AP 0; Rep +0; Str 15, Dex 12, Con 13, Int 8, Wis 14, Cha 10.

Occupation: Wanderer (Climb, Navigate).

Background: Visionary Reinventor (Knowledge [Current Events]).

Mutations and Defects: Accumulated Resistance, Phobia (bugs).

Skills: Climb +5, Knowledge (Current Events) +2, Navigate +3, Repair +1, Search +3, Survival +4.

Feats: Guide, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Vulture.

Talents (Strong Hero): Extreme Effort.

Possessions: Oily and dirty clothes, tattered gloves, sandals or boots, combat knife, light rod, canteen.

KROO'S ATTACK

This event should only happen once a) the PCs have located the elevator leading underground to the old vault level, and b) they have been outfitted by Cornelius with extra equipment to help them survive the cockroaches lying between them and the vault itself.

Once the PCs head back to Bugtown to descend into the vault, Kroo, who has been watching the PCs' progress for the entire adventure, decides to strike. So far the efforts of his wild men have been largely unsuccessful; the "outsiders" (i.e. the Amarillo Trading Company) aren't really any worse off than they were before, and he fears the party's meddling

in Bugtown will lead them to figure out what he's up to - and put an end to their last hope of driving the humans out (with the cockroaches).

Ultimately Kroo identifies the PCs as the source of the wild men's problems, and gathers his best men to ambush the party as they head for Bugtown one last time (ostensibly to head underground and find the vault once and for all).

Wild man scouts hiding in the skyscrapers near the Fort observe the PCs the moment they leave the compound, and through a series of animal calls and more traditional screeches alert Kroo and his small band that the characters are underway. Stealthily shadowing the PCs until they are well out of sight/hearing of the Fort's defenders, Kroo leads his men in a last-ditch assault on the party.

PLAYING THE BATTLE (EL 9)

A battle map is not provided for this combat; instead, simply arrange 10-15 "boulders" on the battlefield to simulate large rocks and concrete rubble (each large enough to completely block line of sight). This desperate encounter should take place in an area of Kroo's choosing, in this case a rock-strewn field in the ruins, somewhere on the way to Bugtown. The large rocks will give Kroo and his fellow wild men cover (see map) until they can reach the PCs, giving them time to close despite the efforts of the PCs to pick them off with ranged weapons as they come.

Once Kroo and his men are upon the PCs, they attack with savage abandon, not letting up until either they, or the PCs, are dead. Kroo in particular should be a tough opponent, as he has *Sneak Attack* and *Rage*, and can make use of his *Pack Tactics* [B&L] feat to get a total of +4 to attack flanked targets. If any of the PCs also happens to have a *Visionary Reinventor* or *Resurrector* background, Kroo gets a +2 bonus to damage against them thanks to his *Sworn*

Enemy [B&L] feat.

GM's Note: Kroo wears the dogtags stolen from Colonel Mason (see *The Colonel's Hunt*) in a display of his "power" over the humans. As long as Kroo wears these tags his *wild man brutes* will fight as if in a *rage* (as the *Barbarian* ability of the same name). If the PCs manage to kill Kroo or snatch these tags off of Kroo's neck (which can be accomplished with a simple melee touch attack against him), the *rage* will end and his men will be *fatigued* (losing all bonuses from the *rage* as normal).

Wild Man Brutes (3): HP 13 (currently 17 while *raging*; see *The Colonel's Hunt*).

Kroo: HP 50 (64 when *raging*; see below)

Kroo (Wild Man Fast Hero 3/Skulk 2/Barbarian 2): CR 7; Small Humanoid; HD 3d8+6 plus 2d8+4 plus 2d12+4; HP 50; Mas 14; Init +3; Spd 35 ft, climb 20 ft.; Defense 25, touch 20, flatfooted 22 (+1 size, +3 Dex, +6 class, +5 equipment); BAB +5; Grap +3; Atk +8 melee (1d10+3, maul), or +9 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL Wild Men; SV Fort +5, Ref +14, Will +1; AP 3; Rep +1; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills: Balance +5, Climb +4, Escape Artist +5, Hide +11, Jump +4, Listen +4, Move Silently +11, Sleight of Hand +9, Spot +4, Survival +3, Tumble +9.

Feats: Archaic Weapons Proficiency, Duck, Pack Tactics [B&L], Stealthy, Sworn Enemy (Rising Powers) [B&L].

Talents (Fast Hero): Increased Speed, Improved Increased Speed.

Talents (Skulk): Sweep, Sneak Attack +1d6.

Talents (Barbarian): Rage 1/day, Junk Armor.

Possessions: Junk armor (metal), maul, Colonel Mason's dogtags.

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Treasure: If the PCs manage to retrieve Colonel Mason's dogtags and return them to him, he will be delighted and offer them each a rank in the Cartel (as "corporals"). The PCs can now purchase items from the Cartel at normal price (cancelling out any price hikes they might otherwise levy against outsiders), and are entitled to the basic luxuries shared by all Cartel soldiers (free food, water, and lodging).

If a PC is already a member of the Cartel, Colonel Mason will instead put in papers with the nearest command (at Tucumcari) vaguely alluding to that character's "bravery" assisting the "Amarillo garrison" - a commendation that will get that PC a promotion to the next highest rank when she next visits a Cartel outpost.

KROO'S END (SIDEBAR)

What happens once the PCs defeat Kroo? The primitive *wild man* leader will fight to the death to prevent the PCs from ruining his plans. Once he's gone, the wild men won't know what to do. Its true Kroo's efforts to mutate the cockroaches got a lot of wild men killed, and the survivors won't be too quick to continue ferrying radioactive slag back and forth for a plan that didn't really work. Though the damage has been done, with Kroo's death the cockroach mutations will level off where they are - i.e. there won't be any Colossal monstrous cockroaches emerging from Bugtown any time soon.

In time the wild men revert to their old ways, cautiously hiding and watching the traders of the Amarillo Trading Company, Clean, Cartel, and CrystalTime come and go. Soon the ambushes, roadblocks, and scurrilous attacks die off. The wild men again become like shy ghosts, and reports of them become less frequent as the months pass by. Eventually the outsiders take control of the city, and the wild men disappear altogether.

APPENDIX 1: NEW ARTIFACTS

Several new artifacts are introduced in *Bad News In Bugtown*. All relevant game information for these items are shown below.

COOLERALLS

An advanced form of coverall designed with scientific practicality over any sense of style, *cooleralls* resemble neck-to-toe body coveralls made from a highly-reflective silvered material. A character wearing cooleralls manages to maintain her normal body temperature even in extreme heat or cold (as might be encountered in a desert, either during the day or at night). As a result, a character in cooleralls does not need to make Fortitude checks to avoid taking damage from hot or cold environments.

Weight: 5 lb; Cost 200 cp; Craft DC 20.

LANDMASTER

The *Landmaster* was a special heavy-duty vehicle specifically designed to serve survivors of a potential apocalypse. Engineered both as a means of transport as well as long-term survival, the Landmaster was intended to give "vault dwellers" a way of navigating the radiated environment while protecting its occupants against whatever dangers the post-Fall world might throw against them.

The Landmaster resembles a 35-foot armored car made of lightweight aluminum, powered by a 390 cubic inch truck engine. It travels on 12 wheels arranged in four triangular sets that enable it to drive through sand or other unsure surfaces. Since the vehicle's weight is supported on the bottom two wheels, if one wheel gets stuck in a hole, trench, or

even mud, another wheel rotates down pushing it free.

The Landmaster has a flexible middle section that allows the vehicle to "bend" as it climbs, enabling it to climb up to 60-degree inclines. Its aluminum hull and dual-propeller drive also make it amphibious (in calm waters).

For defense the Landmaster mounts two driver-controlled 7.62mm machineguns and a forward-firing Hydra rocket pod. For environmental protection it has a standard overpressure system (keeping radioactive particles, gas particles, and biological microorganisms out through a pressurized "seal"). It also has a closed-circuit TV system (allowing those inside to scan the exterior of the vehicle to see if it's safe to come out) and radar, as well as a crew compartment outfitted with two bunkbeds, a shower, and even a toilet.

Landmasters are believed to have been included in the inventory of only a handful of important vaults located across the country. Due to the resources cached in each of these vaults, they were supposed to become centralized "bases" for the rebuilding of America. Most of these vaults didn't survive the war, however.

MOISTURE EXTRACTOR

Created by scientists shortly before the Fall, these devices were designed to be life-saving tools. Intended to be used by survivors emerging from the vaults into the barren world of the future, a *moisture extractor*, when activated, draws moisture from the surrounding air and makes it potable.

A moisture extractor sits upright and draws air in through several suction valves; a complicated

Name	Crew	Pass	Cover	Cargo	Init	Man	Spd	Def	Hard	HP	Size	Space	Cost	Craft
Landmaster	3	7	Full	425 lb.	-4	-4	60 (6)	6	10	58	G	10 x 35	-	30

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Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft DC
Super Bug Spray	2d12	-	Acid	-	1	10 int.	Large	50 lb.	400 cp	25

mechanism turns the air into water, which is collected underneath (in a cup, canteen, pot, etc.). For every hour a moisture extractor operates it drains a charge from its power source, but also creates one liter of drinkable water. Requires a power backpack.

Weight: 40 lb; Cost 30,000 cp; Craft DC 32.

SOLAR BACKPACK

These advanced devices were created during the latter day of the Ancients so that survivors of the apocalypse (assuming there would be any) might use them to overcome the challenges of their new, radiated environment. The backpacks were intended to power whatever life-saving devices were carried by the survivor (such as a Geiger counter), and were also designed so that they could be easily recharged.

A solar-charged power backpack holds 50 charges, and can be used to power anything that normally requires a *power backpack* to operate. However, whenever the backpack's cells are exposed to sunlight they recharge at a rate of one charge per hour.

Weight: 8 lb; Cost 12,000 cp; Craft DC 32.

SUPER BUG SPRAY

A recent invention, this weapon combines insect poison with a flamethrower design. The *super bug spray* resembles a flamethrower, but instead of using napalm jelly it propels liquid poison through a vaporizer to cover a large area.

A super bug spray can be used as a weapon and operates similar to a flamethrower. A super bug spray shoots a 5-foot-wide, 30-foot-long line of chemicals that inflict 2d12 points of damage to insectoids and insectoid swarms in its path. Insectoid creatures

caught in the line can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save as normal.

A super bug spray can shoot 10 times before the fuel supply is depleted. Refilling or replacing a super bug spray fuel pack costs 50 cp.

APPENDIX 2: NEW CREATURES

The *swarm* and the *giant stag beetle*, two creature types described in the SRD, have been adapted for *Bad News In Bugtown*. They are reprinted here simply for ease of reference (the *swarm* has been slightly modified to portray a *cockroach swarm*). Two new templates, *Mutated* and *Nymph*, are unique to *Darwin's World*.

GIANT STAG BEETLE

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

SPECIES TRAITS

Giant stag beetles have the following species traits:

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Giant Stag Beetle: CR 4; Large Vermin; HD 7d8+21; HP 52; Mas -; Init +0; Spd 20 ft.; Defense 19, touch 9, flatfooted 19 (-1 size, +10 natural); BAB +5; Grap +15; Atk +10 melee (4d6+9, bite); Full Atk +10 melee (4d6+9, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft., trample, vermin traits; AL none; SV Fort +8, Ref +2, Will +2; AP 0; Rep +0; Str

23, Dex 10, Con 17, Int -, Wis 10, Cha 9.

Skills: None.

Feats: None.

Advancement: 8-10 HD (Large), 11-21 HD (Huge).

MUTATED (TEMPLATE)

The *mutated* template is a device that allows the GM to create monsters and NPCs with mutations not normally associated with a creature of its base type. In this way the GM can make existing monsters more challenging, or create variants with different abilities that the players won't be able to easily predict. Examples might include *underlings* with *gigantism*, *probing waddlers* with *telepathy*, or a *mutagon* with *dermal spike growths*.

"Mutated" is a template that enhances an existing monster with additional mutations.

TEMPLATE TRAITS

"Mutated" is a template that can be added to any non-human organic living creature (hereafter referred to as the base creature). A mutant creature has all the base creature's characteristics except as noted here.

Type: The creature's type changes remains the same but gains the *mutant* descriptor (if it didn't have it already).

Special Abilities: The creature gains from one to three existing *mutations* normally only available to characters in *Darwin's World*. For each mutation taken, the creature must also have one *defect*.

Feats: A creature may advance its mutations or remove its defects with feats as normal.

Challenge Rating: Base creature's CR +1.

Level Adjustment: +1.

NYMPH (TEMPLATE)

Nymphs represent immature insects that have not yet fully developed. Many types of insect pass through several nymph stages, shedding shells and skin as it grows larger and larger. Most nymphs resemble their base creature, but are smaller, have thinner shells, and are sometimes colorless (leading some to mistake them for albino versions of their normal breed).

“Nymph” is a template that indicates an undeveloped insect. Eventually the base creature will reach maturity and lose the *nymph* template.

TEMPLATE TRAITS

“Nymph” is a template that can be added to any insect vermin (hereafter referred to as the base creature). A mutant creature has all the base creature’s characteristics except as noted here.

Size: The creature’s size decreases by one step, affecting Defense, attack rolls, Grapple checks, and Hide checks. Fighting space and reach are also altered as a result. See *Table: Creature Sizes of d20 Modern* for modifiers based on size.

Speed: If the base creature has a fly speed, it loses it.

Skills: Because its shell is all white, a nymph suffers a -8 species penalty to Hide checks.

Natural Armor: Since it is only partially developed, a nymph’s natural armor bonus (if any) is halved (round down).

Abilities: -3 Str, -3 Con, -1 Dex (to a minimum of 1).

Challenge Rating: Base creature’s CR -1.

SWARM, COCKROACH

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes

when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

In *Darwin’s World* many different creatures can mass as swarms; the *cockroach swarm* is described here.

A swarm of cockroaches consists of 1,500 nonflying creatures. Swarms of creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

The cockroach swarm is based on the locust swarm, as described in the SRD.

SPECIES TRAITS

Swarms have the following species traits:

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A cockroach swarm has a +4 racial bonus on Listen and Spot checks.

Swarm Attack: In order to attack, a single swarm moves into opponents’ spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. A swarm deals 2d6 points of damage to any creature

whose space it occupies at the end of its move. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities: Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows: A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit. An attack that does energy damage (e.g. flaming) deals its full energy damage with each hit, even if the weapon’s normal damage can’t affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Cockroach Swarm: CR 3; Diminutive Vermin (Swarm); HD 6d8-6; HP 21; Mas -; Init +4; Spd 10 ft., fly 30 ft. (poor); Defense 18, touch 18, flatfooted 14 (+4 size, +4 Dex); BAB +4; Grap -; Atk (2d6, swarm); Full Atk (2d6, swarm); FS 10 ft. by 10 ft.; Reach 0 ft.; SQ darkvision 60 ft., distraction, immune to weapon damage, swarm traits, vermin traits; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills: Listen +4, Spot +4.

Feats: None.

Advancement: None.

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