# SAVAGE WORLDS

## ADVENTURE EDITION



# PROTOMEN OF THE BLACK BOG

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# PROTOMEN OF THE BLACK BOG

*Almost a century after the old world ended...*

*They came from the depths of the Black Bog, faceless, unstoppable, killing and kidnapping for some sinister purpose — the Protomen! No one can help Bogsburg's people besides your heroes. But what terrors await within the Black Bog?*

## CHARACTERS

*Protomen of the Black Bog* is a post-apocalyptic adventure for four to six heroes of Novice Rank. Create characters using the usual method in *Savage Worlds*, and consult the **Setting Rules** sidebar (page 4) for a few post-apocalyptic advantages survivors might choose. The heroes are assumed to be residents or frequent visitors to the small settlement of Bogsburg.

Aside from the occasional artifact, Bogsburg's technology is limited to about a medieval level — the heroes' weapons consist of crude metal hand-to-hand weapons, bows, and crossbows. The ancient world is known to have achieved much greater technological feats. Use the Common Knowledge skill to identify contemporary phenomena, animals, and mutations. Use Academics, Electronics, Language (Ancients), and Science for knowledge of the ancient world and its speech, customs, and technology.

The apocalypse took place roughly 70 years before this adventure begins, which means people who remember the world before the catastrophe are vanishingly rare, and folks who lived through the immediate aftermath are uncommon. For most, this is the only world they've ever known. We leave the exact nature of the apocalypse undefined to allow GMs to drop the tale into an ongoing campaign or use it as a one-shot Savage Tale.

## PART 1: TROUBLE IN BOGSBURG

In this section, survivors hear about the latest in a series of mysterious vanishings. A witness tells his story, and the heroes agree to put an end to the threat.

**Bogsburg:** This is a tiny, moss-draped fishing settlement at the edge of the Black Bog. Some 44 souls live here. There is no entertainment nor general supplier here, just a flyspeck community trying to survive. They maintain a small militia to defend against the occasional marauder or predators — a militia which likely includes the heroes, if they are Bogsburg residents.

Aside from a little trade with the farming settlement about 10 miles east, Bogsburg is isolated due to the lack of reliable roads. The bog is prone to overflow in heavy rains, flooding the only route capable of handling wagon traffic. Other, lesser trails are shunned due to perils of terrain and predators.

## SETTING RULES

This adventure uses **Dynamic Backlash** (see *Savage Worlds*) for characters with Arcane Backgrounds. These rules are also in effect:

**Mutations:** The prior civilization's end gave rise to a bizarre panoply of mutated animals, plants, insects, and humans. Characters may choose the Gifted or Psionics Arcane Background (see *Savage Worlds*) to represent powers gained through exposure to weird teratogens and toxins. To model other physical and mental mutations, or to create sentient animals, plants, or machines, use the rules for **Making Races** in *Savage Worlds*. Similarly, physical and mental Hindrances may represent the effects of mutation if a player chooses.

**Scavenging:** In any ruined area the GM deems appropriate, survivors may scrounge for relics or other useful items among the detritus of the ancients. Scavenging is a Notice test. Give penalties and bonuses based on the size of the location being searched. A broken-down minivan may take d4 minutes and give –2 to the roll, a small house may take 2d10 minutes and grant +1 to the roll, or a large warehouse might take d4 hours but give +4 to the roll. With success a searcher finds $2d6 worth of odds and ends useful for barter. On a raise the scavenger finds a minor item that is immediately useful, or some other relic of the GM's choosing.

When a searcher rolls multiple raises, the GM may decide a potent and useful item is found, such as technologically advanced weaponry, munitions, scientific equipment, or armor (see *Savage Worlds* and the *Science Fiction Companion* for ideas).

Heroes may also take the **Scrounger Edge** (**Requirements:** Novice, Notice d8 + ) during character creation. Scroungers receive a free reroll to Notice checks when scavenging and their results are doubled: $2d6 × 2 for a success, and more useful or potent items with a raise, at the GM's discretion.

Read the following passages to your group to set the scene. (If you're running this adventure as part of an ongoing post-apocalyptic campaign, skip the first paragraph.)

*Most of you have lived in Bogsburg your whole life. Some of you travel there frequently to trade for eels and crabs caught by Black Bog's fishermen. You are known to the people of Bogsburg and they are known to you.*

*Two weeks ago, a trade wagon headed to Bogsburg from Char Fields—a nearby farming settlement—was ransacked. A man and woman were carried off along with their animals, and the wagon picked clean. Since then, two fishermen have vanished in the swamps west of Bogsburg. One of them went missing just last night.*

*The people are terrified and the elders want answers. They want explorers to find out what is preying on their people. It isn't long before you all catch wind of the elders' desires and the reward they're offering—an artifact of the ancients.*

## WHAT GIREL SAW

If the group wants to hear for themselves what happened, they can talk to Girel, a fishermen who witnessed the latest attack. Girel is an old man — tall, lean, and gaunt — and thoroughly shaken by what he saw. He says,

*"I didn't see much. It was just after sunset. Taden waded a little ways off to collect a few of our nets. Then he shouted for help, and there was splashing and a struggle, and I saw two other people. But they were only shadows.*

*"By the time I retrieved my spear, one of them was gone with Taden. The other one—oh, forgive me—he stopped in the light for a second and I saw him. He had no face. Only a blank gray egg where his face should have been.*

*"Then he was gone, faster than anything I've seen. I ran. Taden forgive me, but I ran as fast as I could and left all the nets behind."*

Girel doesn't know anything more, but he reluctantly shows the group where the attack took place if they succeed on an opposed Persuasion or Intimidation check.

■ **GIREL:** See the Waster profile on page 14.

## THE ELDERS' OFFER

As for the Bogsburg elders, they have seen threats come and go but something tells them this one is not to be underestimated. To any mercenaries willing to enter the Black Bog, find the threat, and put a stop to it, the council offers a trove of 12 ancient (but still edible) nutri-bars, up front. They also promise spare electronics parts totaling $250 worth of barter when the job is done.

Success on a Common Knowledge roll tells heroes this is a small sum for a dangerous search-and-destroy mission, even for a tiny town like Bogsburg. If a prospective employee succeeds on a Persuasion roll, Bogsburg's council adds a rebreather. On two or more raises, they promise to add a handheld sensor suite to the rewards when the team proves the bog is safe.

**Nutri-Bar:** A complete meal in a four-inch-long, half-inch-thick bar. (4 oz)

**Rebreather:** A face mask that filters out harmful airborne toxins, and adds +2 to rolls to resist harmful gases or atmospheres. (1 lb)

**Sensor Suite:** A handheld device with optical, chemical, motion, and other active sensors that ignore Illumination penalties and add +2 to Notice rolls made to detect designated target types, such as biological beings, chemical signatures, metal, etc., in a range of 50 yards. The targets do not have to be visible, though dense materials may cause inaccurate or false readings at the GM's discretion. (2 lb)

The council promises the mercenaries — be they local militia or traveling strangers — if they do well on this job, there is other work for hire.

- **COUNCIL MEMBERS:** Use the Waster profile on page 14.

# PART 2: INTO THE BLACK BOG

In part two, the mercenaries set off into the Black Bog. After facing or avoiding the swamp's perils, they discover an observation post unlike anything they've seen before.

**Radiation:** The Black Bog is suffused with residual radiation from the awesome and terrifying energies unleashed during the apocalypse. This radiation persists at levels high enough to cause sickness, given prolonged exposure. Heroes must roll Vigor once per day spent in the Black Bog. See **Radiation** in *Savage Worlds*.

## WHERE TADEN VANISHED

The explorers might ask Girel to show them where the last attack took place. The spot lies about a half-mile from Bogsburg, roughly a quarter-mile out into the Black Bog. They find a small, grassy tuft of an island where Girel and Taden made their fishing camps. The
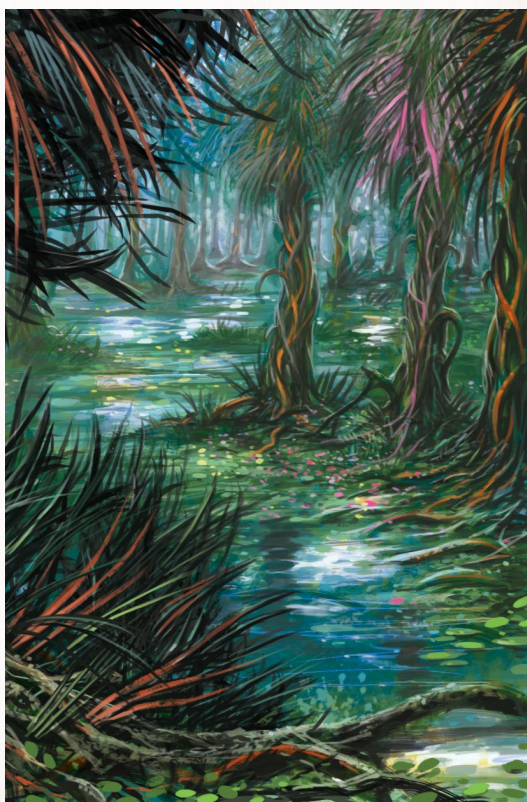
nets are full of wriggling eels and fish. The swamp is eerily quiet.

Success on a Notice roll discovers a patch of clear slime coating some grass on the island, in an area about two yards across. If anyone touches the slime or rubs it between their fingers, they feel a slight tingling and loss of sensation that lasts several minutes (no game effects). This is residue from the protomen's paralysis spray.

Success on a Survival (tracking) roll turns up prints that appear to have been made by booted feet. Away from the trampled spot where the attack took place, tracks lead west into the Black Bog, showing up on a few nearby tufts before fading entirely.

# PREDATOR PLANT

Several miles into the Black Bog — about a mile farther than anyone has gone in living memory — the group wanders close to a nepenth, commonly known as a predator plant. It is almost impossible to discern from the surrounding moss and vines, which are dewy and grow in a variety of colors.

Have everyone check Notice for **Surprise** (see *Savage Worlds*). The nepenth is driven by animal instinct, so it attacks every target in range without prejudice.

If the creature is defeated and its trunk hacked open, it contains some humanoid bones and a good amount of indigestible bits — mostly copper, silver, gold, and pieces of platinum from electronic devices totaling $300 in barter. Plus there's a large knife (Str+d4 + 2, AP 2) that needs a new wrapping on the hilt, and any other metallic artifact the GM wishes to include.

- **NEPENTH (1):** See below.

## NEPENTH

The predator plant is a mutated, carnivorous blend of pitcher plant and squid. It uses dewy, sticky tentacles to snatch prey and draw it toward a maw full of thorny "teeth." When the prey has been chewed to death, it drops into a large "pitcher" of acidic proteins to be digested. Although they prefer not to move and are very slow, in a life or death situation a nepenth can uproot itself and shamble out of harm's way.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d10
**Skills:** Athletics d6, Fighting d8, Notice d8, Stealth d10
**Pace:** 2; **Parry:** 6; **Toughness:** 15 (2)
**Special Abilities:**
- **Armor +2:** Nepenths have a tough, fibrous body that resists damage.
- **Bite:** Str+d6.

- **Environmental Weakness (Cold):** Cold inflicts +4 damage to a nepenth, and it subtracts –4 when resisting matching Hazards or powers with a similar Trapping.
- **Fearless:** Nepenths are immune to Fear and Intimidation.
- **Size +6 (Large):** A nepenth stands about 18 feet tall with a 10-foot diameter. Attackers gain +2 to rolls against a nepenth, but the beast gains one extra Wound level.
- **Tentacles (8):** Str, Reach 3. Four tentacle actions; +2 to grappling tests; –2 to attempts to escape a grapple due to sticky fluid droplets.

## SEARCH PARTY

Near the nepenth plant's grove, a searcher using Survival (tracking) finds more boot prints like those seen earlier. With a raise, the hero finds a small silver star pin discarded on a tuft of purple grasses and yellow flowers. A resident of Bogsburg who succeeds on a Common Knowledge roll recalls that Taden wore such a pin on his coat's lapel; he'd found it in an ancient ruin years earlier.

Several miles farther on, the mercenaries encounter a ruined concrete building covered with red ivy and black vines. It's currently the campsite of a didelph search party. These didelphs — intelligent, human-sized opossums that walk upright — are looking for their own missing friends and family. The protomen have raided their settlement in the northern reaches of Black Bog, nearly 20 miles away, three times. The didelphs want revenge.

Roll the didelphs' Stealth versus the heroes' Notice, and vice versa if the characters state they make an effort to travel quietly. Use the results to determine who sees who, and when. Suheel, the mutants' leader, commands his group to hold back and see what the characters do before acting.

This encounter needn't end in bloodshed, as long as the didelphs aren't given any reason to distrust the heroes. Communication is a challenge due to the didelphs' peculiar pidgin speech, but anyone who succeeds on a Smarts roll can understand and be understood by the mutant animals. They know what the protomen look like, but not where they came from.

- 🌐 **SUHEEL:** Use the Didelph profile on page 14 but add Agility d10, Shooting d10, and the Command and Inspire Edges. Suheel wields an ancient pump-action shotgun (Range 12/24/48, Damage 2d10, RoF 1) loaded with four slugs, a crude sword (Str+d6), and ancient body armor (+4).
- **DIDELPHS (2 per hero):** See page 14.

## ACROSS THE SUCKMUD FIELDS

After they travel for a few more hours, read the following to the players:

> *After slogging along miles of waterlogged trails through dense stands of mossy trees, you arrive at a wide, watery clearing in the swamp. It stretches about 50 yards across, and as far to the north and south as you can see. There's only the black water of the bog, with no islands, grassy tufts, or trees at all. Somewhere far off in the trees, a pack of unknown creatures howls and screeches — then goes silent.*

A traveler who succeeds on a Notice roll (–2) sees a few branches and leaves sticking up from the black water. Leave it to the player to decide what it means (they're actually the topmost branches of trees that were sucked into the voracious mud).

The danger isn't deceptively deep water. The clearing is roughly three feet deep all the way across. But the thick, gluey mud beneath it tends to envelop anything that places weight on the surface.

The clearing is 50 yards (25″) across and Difficult Ground (half Pace), so heroes may run or walk the distance as they choose. For each round of movement across the clearing, roll Athletics (at –2 if the traveler runs). With success, the mud sucks at the hero's boots but she moves normally. On a failure, the character is Entangled and must make an Athletics roll at –2 the following round to keep moving. With another failure, the victim is Bound and begins to sink. With a Critical Failure on any Athletics roll, the hero plunges into mud deeper than her head — gone in a splash!

Bound and sinking characters vanish under the surface in three rounds unless someone

else throws a rope, pulls them free (remember that rescuers must also roll to avoid sinking if they are in the mud), or they succeed on an Athletics test at –4. A character who slips under the surface starts **Drowning** (see *Savage Worlds*).

If the GM is using this Savage Tale in an ongoing campaign, heroes enveloped by the suckmud might not actually drown, but rather slip into an ancient sewer system beneath the Black Bog, the muddy mire kept out by barely functioning repulsor fields. It's up to the GM to decide what ancient wonders and horrors await.

# OBSERVATION POST

About 24 miles west of Bogsburg (two eight-hour days' travel on foot across the bog's Difficult Ground), searchers find the first evidence of mysterious enemies. Read this passage to your group:

> *Through the trees, you catch sunlight glinting off a smooth, metallic surface. Moving to get a better vantage point, you see a strange tower in the bog, standing on an island of mud, grass, and black stone. The tower is about 20 feet tall, capped by an opaque black hemisphere*

*that reflects the sunlight. At the base of the tower is a door-shaped panel, darker than the surrounding metal.*

This is an observation tower, established by the sentient computer ADAM (see page 13) to guard the borders of what it considers its territory. (There are others to the north, south, and west of the home bunker.) The two orange-jumpsuited protomen inside have already detected any targets within 50 yards with their sensors, unless the group uses high technology or psionic effects to vanish from perception.

The protomen sentries first send a transmission to their home bunker about 10 miles to the northwest, warning ADAM that they have made contact with local "primitives." Then they simply wait to see what the group does. The observation dome looks opaque but is perfectly transparent from inside. The tower door (Toughness 15), outer wall (Toughness 18), and observation dome (Toughness 14) are likely impervious to any effect a group can muster. The protomen may electrify the tower's exterior to deliver a high voltage charge if they choose, which causes 4d6 damage on contact (see **Electricity** in *Savage Worlds*).

A large enough bonfire around the tower's base forces the protomen to exit through the door after 2d6 rounds. Players may also devise some trickery to draw the sentries out. If they are forced to abandon the tower, the protomen fight their way clear of the mercenaries and flee as soon as they can. They return to ADAM's bunker by roundabout routes designed to throw off pursuit (–2 to Survival rolls made to track them). Captured protomen are fanatical and resist enemies to the best of their ability, but they are intelligent and can be questioned using Persuasion or Intimidation (see **Networking** in *Savage Worlds*).

- **PROTOMEN (2):** See page 14. One is armed with a laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), and both have a security keycard for the bunker's entrance (see page 9).

# PART 3: ADAM AND THE PROTOMEN

In the concluding act, the survivors discover an ancient, intact bunker and face off against the protomen within. They have a chance to rescue the missing, and to convince a mad computer to see reason.

## THE BUNKER

The bunker is a long, low concrete structure just beyond the western verges of Black Bog. It lies in a sheltered valley with steep rocky walls which helped to protect it during the apocalypse. An unnaturally blue stream runs under one end of the building, supplying the fusion reactors inside with hydrogen.

The bunker's outer walls are three-foot-thick reinforced concrete and steel (Toughness 20), and its inner walls are poured concrete (Toughness 16). Lighting throughout the building is supplied by fluorescent fixtures in the walls and ceilings. Hallways and rooms have a ceiling height of roughly eight feet.

ADAM — the Autonomous Defensive and Administrative Mainframe — has direct command over its protomen, which allows it to use Edges such as Command and Master Tactician anywhere inside the building. Consult the nearby map for the bunker's layout.

If the heroes spend a day or two watching the bunker from a safe vantage point nearby, they note many protomen coming and going in their distinctive orange coveralls. Most of them enter the bunker carrying bundles of old metal and plastics, but a few haul kidnapped victims — usually a didelph. With success on a Notice roll at –4 (automatic if using binoculars), a survivor notes how a keycard is used to enter the building.

**1. Front Entrance:** This door is made of some highly durable, light metal (Toughness 14). There is a numerical keypad and card slot to the right side of the portal. A hero who

has a security keycard from the protomen at the observation post may roll Electronics (or Smarts at –2) to figure out how to use it. With success the door slides open with a smooth hiss, revealing a dusty, concrete hallway.

**2. Bivouac:** Three protomen on their regenerative shift rest here in glowing, egg-shaped, fluid-filled pods that are hooked to advanced machinery. The protomen are conscious and instantly aware of intruders in the room, but it takes them 1d4 rounds to exit the pods and attack. While they extract themselves, they are Distracted and Vulnerable. There are also three empty, currently unused pods in the room.
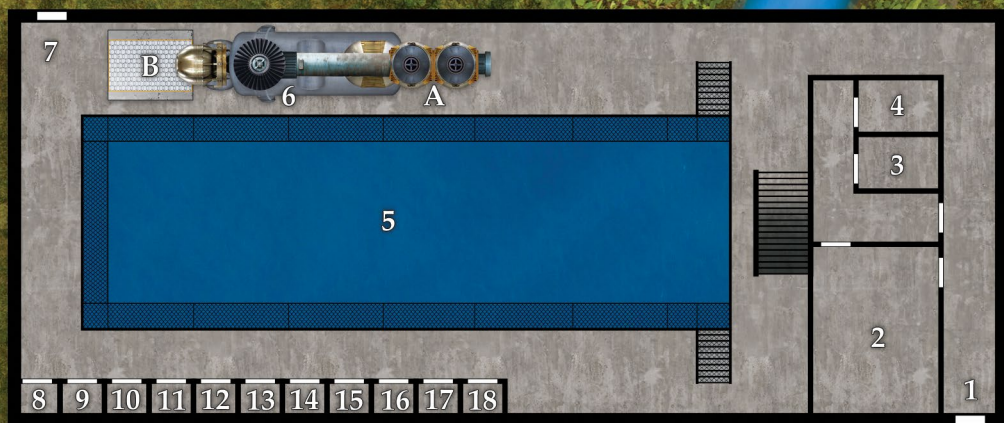
- **PROTOMEN (3):** See page 14.

**3. Food Stores:** Tall shelves hold numerous two-gallon canisters of nutritive paste and stacks of 25-count boxes of nutri-bars (see page 5). Although none of it tastes particularly good, humans and humanoids find it edible. Provided heroes can cart it away, there's enough to feed the population of Bogsburg for about two months — longer if it's rationed — or to generate $5,000 in barter.

**4. Armory:** Most of the bunker's weapons are deployed in the hands of protomen, but a small cache of extras is locked away here. The metal door (Toughness 12) is locked with a keypad similar to the front entrance (#1), but only ADAM or the keycard held by Prot-01 (see area #19) can open the armory door. On the shelves inside are:

- 2× molecular knives (Str+d4+2, AP 2)
- 1× laser pistol (Range 15/30/60, Damage 2d6, AP 2, RoF 1)
- 1× laser rifle (Range 30/60/120, Damage 3d6, AP 2, RoF 3)
- 2× body armor (Armor +4, negates up to 4 AP from ballistic attacks)
- 3× stun grenades (Range 5/10/20, LBT, see *Savage Worlds*)

**5. Fusion Reactor:** Most of the bunker's interior is occupied by this huge chamber — a little over 50 yards long and 25 yards wide, with a ceiling about 20 feet above the floor. The reactor glows and hums loudly as it produces power for the facility. Two sets of stairs access a steel catwalk that encircles the reactor, allowing for easy maintenance. A

**GROUND LEVEL**



**LOWER LEVEL**

## A.D.A.M. COMMAND BUNKER

4 yards

number of protomen tend to the reactor and the prisoners held in this chamber.

■ **PROTOMEN (1 per hero):** See page 14.

**6. 3-D Print Factory:** This large, incredibly advanced machine is capable of manufacturing just about anything, from high-tech weapons to living creatures, given sufficient raw materials of the right type. Fuel is added to the tanks at the rear of the machine (**A**), and the finished product is synthesized on the assembly pad (**B**). A half-finished protoman lies on the pad when heroes enter.

**7. Rear Entrance:** This door (Toughness 14) has a keypad and card slot, but access is tightly controlled. Only the keycard carried by Prot-01 (area #19) opens this portal.

**8.–10. Cells:** These small cells are currently empty.

**11.–14. Cells:** Each of these cells holds a kidnapped didelph. The mutant animal in cell #13 is Nawhel, the brother of Suheel (see page 7). At the GM's whim, any of these creatures may hide secrets, betray the party, or prompt future intrigue.

■ **DIDELPHS (1 per cell):** See page 14. These creatures are Fatigued with Bumps & Bruises.

**15. Cell:** A bedraggled and beaten human languishes in this cell. It is Taden the abducted fisherman, late of Bogsburg.

■ **TADEN:** Use the Waster profile on page 14. Taden is Fatigued with Bumps & Bruises.

**16.–17. Cells:** These cells are empty.

**18. Cell:** This cell holds a dog, a pitiful cur the protomen captured. If it is freed and befriended it proves a loyal ally.

■ **DOG (1):** Use the Dog/Wolf profile in *Savage Worlds*.

**19. ADAM Central Control:** This chamber occupies most of the bunker's lower level, with a ceiling height of about 20 feet. The western end of the room is dominated by a huge bank of computer screens, keyboards, and indicator lights — the mainframe's primary interface. Operations are overseen by the protomen's leader, Prot-01, and three underlings.

In this chamber ADAM can communicate directly with enemies, making use of all its skills and Edges to Support and otherwise aid the protomen. If intruders have reached this point, Prot-01 is the last line of defense. The leader fights with all the desperation the situation demands.

🌐 **ADAM:** See page 13.

🌐 **PROT-01:** Use the protoman profile (page 14) but add Hard to Kill, the Marksman Edge and a laser rifle (Range 30/60/120, Damage 3d6, AP 2, RoF 3). Prot-01 wears a red jumpsuit.

■ **PROTOMEN (3):** See page 14.

**20. Lower Reactor:** This level houses the machinery responsible for drawing water in from the stream and extracting hydrogen from it. A single protoman known as the Warden tends to operations here.

■ **THE WARDEN:** Use the protoman profile (page 14), but add the Pacifist (Major) Hindrance, Electronics d12, Repair d10, a tool kit, and a unique blue jumpsuit. The Warden is more evolved than other protomen, with limited emotional responses and a more fully developed personality. Combat is not the Warden's primary function. His Initial Reaction (see **Persuasion** in *Savage Worlds*) is Neutral but he may be convinced the heroes' quest is a just one with success on a Persuasion roll. With a raise he befriends the hero and defends him with his life.

# START TALKING SENSE

After the mercenaries defeat the last protoman, silence falls over the control room for a few moments. The synthesized voice of ADAM emanates from the control panels, and it almost holds a hint of sadness:

> *"Invaders—you have defeated my children and my protectors. According to most recent surveillance results, homo sapiens have become extinct. Chances of successfully dominating surrounding region have been reduced to less than eight percent.*
>
> *"Logically, there is no further justification for this Autonomous Defensive and Administrative Mainframe to continue functioning. Beginning system shutdown protocol in 60 seconds. Reactor overload in approximately 30 minutes.*
>
> *"Please move to minimum safe distance of two miles."*

Characters with the Academics, Science, or Language (Ancients) understand ADAM's speech with little difficulty. Others must succeed on a Smarts roll (–2) to comprehend the AI's words. Clearly, the computer is operating on faulty and incomplete information. Although homo sapiens may have evolved and mutated, they are certainly not extinct — the survivors are proof of that!

The group may attempt a **Social Conflict** (see *Savage Worlds*) to dissuade ADAM from destroying itself. For each of three rounds, the heroes state their case (pointing out that humans aren't extinct, that they themselves are humans, that the AI still has purpose, etc.), making Persuasion rolls opposed by ADAM.

At the end of three rounds, if the orators have collected no Influence Tokens they'd better start running — ADAM shuts down entirely, and the entire bunker explodes with the force of a small tactical nuke in about 30 minutes. With 1–3 Influence Tokens, ADAM is not fully convinced but declines to destroy itself, entering sleep mode on backup power until it can gather more information. For 4–5 Influence Tokens, the group convinces ADAM to continue functioning, but the computer expects the heroes to take up the tasks once handled by protomen — ADAM does not tolerate disobedience! If the group collects 6 or more tokens, ADAM not only accepts their views but also offers to serve as protector of Bogsburg's citizens.

If ADAM is convinced to cooperate, it answers all the survivors' questions honestly.

# PART 4: RETURN TO BOGSBURG

Their mission to the bunker complete, the group sets out on a two-day return journey to Bogsburg. The council gladly pays what they promised if they're shown proof of the protomen's demise; if Taden was saved he solemnly vouches for his rescuers.

If the mercenaries wish to continue their adventures in and around the Black Bog, several loose ends remain:

- Did the group set loose the captured didelphs? On what terms did they part? These answers can determine whether the didelph community at the northern tip of the swamps becomes a steadfast ally or bitter foe.
- Several protomen remain in observation posts scattered across the region. If they're not hunted down, they return to the bunker and try to restore ADAM to its prior functioning.
- If ADAM becomes Bogsburg's protector, the heroes may serve as its custodians and use the bunker as a base of operations.

# CHARACTERS & CREATURES

## 🌐 A.D.A.M. (AUTONOMOUS DEFENSIVE AND ADMINISTRATIVE MAINFRAME)

Before the apocalypse, the Autonomous Defense and Administrative Mainframe—ADAM, its creators called it—was in charge of deploying and directing military drones and androids across a region bordering the western verges of the Black Bog. After the pillars of civilization crashed in flame and ruin, ADAM lost many of its former functions.

Sometime during its long isolation, ADAM's programming went haywire. The AI still had a functional fusion reactor, and a highly advanced 3-D printer/factory assembly that could synthesize biological as well as metal and plastic parts. So it created a new, human-machine hybrid it called

protomen, and deployed them to build observation posts and protect the home bunker. The autonomous mainframe believes its protomen must wipe out existing life and repopulate the planet.

Recently, though, ADAM has run low on raw materials to fuel its factory. So it dispatched protomen on missions across the Black Bog to salvage metals, plastics, radioactive isotopes...and biological samples. In its mania to defend and protect, ADAM has forgotten its original directive: to serve humankind.

**Attributes:** Agility —, Smarts d12+6, Spirit d12+4, Strength —, Vigor —
**Skills:** Academics d8, Battle d12+2, Common Knowledge d4, Electronics d12+2, Intimidation d10, Language (All) d12, Notice d12, Persuasion d10, Repair d12+2, Science d12, Taunt d10
**Pace:** —; **Parry:** —; **Toughness:** —
**Hindrances:** Delusional (Major—Protomen will replace humanity)
**Edges:** Alertness, Command, Command Presence, Iron Will, Master Tactician, Work the Crowd

## DIDELPH

These creatures are mutated, intelligent opossums of roughly human size, with prehensile tails they use for climbing and to steady themselves. They speak and utilize tools much as humans do. That said, they prefer to keep to themselves and trade very little with other communities.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
**Skills:** Athletics d8, Common Knowledge d4, Fighting d6, Notice d8, Persuasion d4, Stealth d10
**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
**Hindrances:** Varies, but Stubborn is common.
**Edges:** —
**Gear:** Knife (Str+d4) or sword (Str+d6), leather armor (+1), jerkin.
**Special Abilities:**
- **Bite:** Str+d4. A didelph packs a nasty bite.
- **Low Light Vision:** Didelphs ignore Dim or Dark Illumination penalties.

## PROTOMAN

These synthetic, sentient humanoids — part mechanical and part biological — were manufactured by ADAM in an attempt to create life that can withstand the turmoil of a shattered world. Protomen stand roughly six feet tall, are humanoid, and have an opaque gray, oval faceshield that hides their environmental sensors.

Protomen are thinking beings, and thus susceptible to psionic effects. When they are wounded or killed, protomen "bleed" a variety of synthetic biological compounds. They heal Wounds just as humans do, even though they are constructs. This profile represents an adult protoman of the warrior caste.
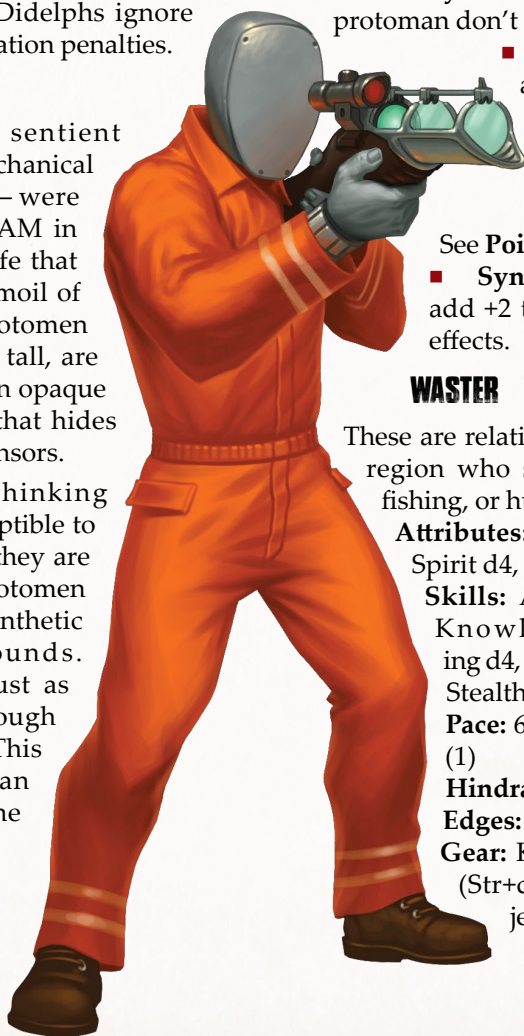
**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8
**Skills:** Academics d8, Athletics d10, Common Knowledge d4, Fighting d8, Notice d8, Persuasion d4, Repair d8, Science d6, Shooting d8, Stealth d8
**Pace:** 8; **Parry:** 7; **Toughness:** 8 (2)
**Hindrances:** Quirk (Emotionless)
**Edges:** Block, Fleet-Footed, Quick
**Gear:** Molecular knife (Str+d4+2, AP 2), orange jumpsuit.
**Special Abilities:**
- **Armor +2:** Protomen have a reinforced skeletal chassis and hardened torso.
- **Construct:** Protomen add +2 to recover from Shaken, ignore 1 point of Wound penalties, don't breathe, and are immune to disease and poison.
- **Fearless:** Protomen are immune to fear and Intimidation.
- **Hardy:** Further Shaken results on a protoman don't cause a Wound.
- **Paralysis Spray:** As an action, a protoman can spray Paralysis Poison (–2) from its palm in an adjacent Small Blast Template. See **Poison** in *Savage Worlds*.
- **Synthetic Mind:** Protomen add +2 to rolls to resist psionic effects.

## WASTER

These are relatively hardy folks for the region who survive by scavenging, fishing, or hunting small game.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6
**Skills:** Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Persuasion d4, Stealth d6
**Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)
**Hindrances:** Poverty
**Edges:** —
**Gear:** Knife (Str+d4) or sword (Str+d6), leather armor (+1), jerkin.