NUCLEAR EDITION

DARWIN'S WORLD

POST-APOCALYPTIC ADVENTURES

FEEDING GROUNDS

JUMPSTART

MISFIT STUDIOS ™

RPG OBJECTS

SAVAGE WORLDS
LICENSED PRODUCT

MISDW001

NUCLEAR EDITION

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

FEEDING GROUNDS

www.RPGObjects.com | www.misfit-studios.com

SAVAGE WORLDS
LICENSED PRODUCT

WWW.DARWINRPG.COM

Darwin's World is heavily supported by its official web site, www.DarwinRPG.com. At www.DarwinRPG.com you will find many resources such as maps, gazetteers, character sheets, as well as products only sold via the web.

TABLE OF CONTENTS

CHAPTER 1

INTRODUCTION

Welcome to a world gone insane.

Once brave soldiers ready to fight and die for America, you and your unit have awoken from cryo-sleep to find centuries have passed and the Great War's devastation to be irreversible. Intended as a cradle of humanity in case of a natural disaster, the facility where you slumbered for centuries—where thousands of others still sleep and wait to awaken and rebuild the world—is being preyed upon by hideous cannibals. They're farming humanity's future—men women and children—like a crop.

Only one thing stands in the cannibals' way: you and your unit.

Outnumbered a thousand to one.

They call it the Feeding Grounds.

You are the food.

Darwin's World is a post-apocalyptic setting following a cataclysmic "Fall" that has, much later, resulted in the "Twisted Earth." The land is largely broken and barren, with mutants and mutated beasts vying to control what food and other resources remain. The Ancient cities are little more than bones of concrete and steel, their flesh long since blasted or picked clean. Extreme and deadly hardship and the literal fight for survival are daily reminders of just how far humanity has fallen in this distant future.

In *Feeding Grounds*, players take the role of characters from a lost past who wake up to a world entirely unlike that which they left behind. This adventure introduces new players to *Darwin's World*. With it, anyone unfamiliar with the setting can be shoved right into the thick of it, without any background or preparation, to learn as they go. If you are already familiar with the setting, don't worry; you can still use this product as a campaign starting point.

That said, on to the *Feeding Grounds*!

EXPLORING THE CITY: RANDOM ENCOUNTERS

The player characters may trigger random encounters as they wander the city exploring, doing the unexpected, or performing reconnaissance in preparation for planned missions. (Random encounters are especially likely during a recon.) Roll on the **Random Encounters Table** to determine what is come across when a random encounter is triggered.

Random encounters are intended to make the Feeding Grounds feel like a real, active place rather than a dungeon (with the mission areas representing the "rooms," in this case.) If things are bogged down or getting slow, the Gamemaster can throw an encounter at the heroes to liven things up or move them along. If the player characters are severely weak, the Gamemaster may want to ignore a random encounter.

The Gamemaster should generally roll once per 3 to 6 hours the player characters spend exploring or traveling through the city. Also, roll for Recon if scouting (see pg. @@ for more information.) Include enough of the indicated foes to provide a challenge or roll 1d4+2 to determine the amount.

RANDOM ENCOUNTERS

d20	Encounter
1-10	No threat. Either no encounter occurs or present a random bit of weirdness or a role-playing encounter.
11-13	Mild Threat. **Possibilities:** Tunnel ghouls, harvester ghouls.
14-16	Moderate Threat. **Possibilities:** Industrial robots, soldier androids.
17-18	Serious Threat. **Possibilities:** Warrior ghouls.
19-20	Severe Threat. **Possibilities:** Gladiator ghouls.

CHAPTER 1

GAME MATERIAL

The following presents samples of the new character options, traits, gear, weapons, and more to be found in *Darwin's World: Nuclear Edition*. The material found in this section predates the core book's release, however, so changes may appear in the final release. Such differences won't matter if you are only playing this introductory adventure and delve no further into the setting, but you should otherwise consider the *Nuclear Edition* core book's content to be the definitive version.

NEW AND MODIFIED SKILLS

ANCIENT LORE   (SMARTS)

Much about the Ancients has slipped into myth and rumor or disappeared altogether. This skill resembles the Common Knowledge skill's role in the present Twisted Earth but covers what would be "common knowledge" during the Ancient's time. For example, it could be used to draw upon lore regarding Ancient customs, etiquette, and culture. However, this information is often diluted and corrupted by centuries of speculation and legend. The Gamemaster may want to temper what is learned from Ancient Lore rolls with a bit of misinformation or distraction in some cases, only providing the uncorrupted information after rolling a raise.

A player whose character has this skill can play their hero as having some knowledge of what the Ancients did, how they lived, and so on. They are not subject to the same "ignorance" as other survivors of the Fall. Note that this skill does not necessarily mean the character knows how to use Ancient technology; it just indicates they have an understanding of what the Ancients were about. The hero has a better chance of understanding the significance of Ancient locations, artifacts, and technologies, but gains no operational know-how.

COMMON KNOWLEDGE   (SMARTS)

In *Darwin's World*, this skill includes knowledge of the numerous factions, cities, locations, and legends of the post-apocalyptic Twisted Earth. As well as Common Knowledge's usual implications (see the *Savage Worlds* core rules), it may impart knowledge of common trade routes, which factions fight over an area, which communities are more welcoming (if any), and where rumored treasures of the Ancients supposedly lie.

Unlike other settings, in the Twisted Earth, this skill does not include the use of even the most basic Ancient technology. Therefore, this skill cannot be employed to use such devices, instead, applying Electronics for this purpose.

Note: If introducing Ancient characters, their use of the Common Knowledge skill will cover their era rather than the Twisted Earth's present. They cannot use this skill to address information about the Twisted Earth until the Gamemaster determines they have sufficient exposure to their post-Fall existence. At such a point, transfer their Ancient-era Common Knowledge skill into the Ancient Lore skill and start Common Knowledge anew at d4 to reflect their recently realized understanding of the Twisted Earth.

MUTANT LORE   (SMARTS)

This skill assumes a great deal of experience with (or against) mutated beings. It allows the character to potentially understand the mutations possessed by mutants and terrors of the Twisted Earth. Such knowledge gives the character a better idea of what they are facing. For example, a successful Mutant Lore roll may allow a character to understand how a mutant race may behave, or what the dark spots on an encountered creature signify. With a successful Mutant Lore roll, the character will know whether or not a mutated creature is safe to eat, for instance.

REPAIR   (SMARTS)

Due to the complex nature of pre-Fall technology, repairing items of a higher Tech-Level than the character understands is much more difficult than merely using them. A device's Tech-Level is important for determining how Repair operates in relation to it and the character's Tech-Level.

Tech-Level Difference: The Gamemaster should first decide which Tech-Level the device is (pg. 13): 1 Primitive, 2 Post-Apocalyptic, or 3 Advanced. If the character's Tech-Level is less than the device's Tech-Level, the Repair roll has a penalty of –4 per level of difference. So, a character at Tech-Level 1 would make a Repair roll at –8 when trying to fix a Tech-Level 3 device. The character gains a +2 modifier for every Tech-Level they are higher than the device's Tech-Level.

Construct Item: The Repair skill also applies when constructing new items. However, the character's Tech-Level must be equal to or greater than the device's Tech-Level, and they must have some level of the Electronics skill if any wiring, stored power source, or the like is involved.

Advanced devices (Tech-Level 3) cannot normally be built unless the characters have access to advanced manufacturing facilities. Such items can be repaired following the previous guidelines, however.

NEW EDGES

BACKGROUND EDGES

ARTIFACT CACHE

Requirements: Novice

Whether due to their Background, scavenging, or theft, your character has somehow amassed a collection of Ancient artifacts. When buying starting gear, you may spend an additional 2,500 cp on gear from the *Darwin's World: Nuclear Edition* chapter, **Artifacts of the Ancients**.

REPAIR AND EXPLOSIVES

The following are examples of what the Repair skill is capable of while working with explosives. A character without this skill may still make an attempt using their Smarts. Doing so does not give the benefit of increased damage with a raise while setting a charge, though, nor salvaging explosive components for reuse with a raise while diffusing.

Set Charge: Use the skill to set a single charge to be detonated by fuse, timer, or handheld detonator. If a series of charges is to be set off at the same time from a single fuse or detonator, the Repair roll for each charge after the first is modified by –1. Setting a charge takes a single action. A failure means the explosive does not go off. Each raise increases damage by +1 die.

Booby Traps: The die roll modifier is the same when setting booby traps. Spotting such a trap requires an opposed Notice vs. Repair roll. Each additional minute used to set up the booby trap allows it to be more sophisticated, and adds +1 per minute to the Repair roll when opposed by Notice (to a maximum of +3.)

BOOM!: A Critical Failure when setting a charge indicates the explosive detonated immediately. The character and anyone in the burst radius suffers full damage.

Defuse Charge: A character may automatically defuse their own charge as an action unless it's so complicated the Gamemaster determines a roll is necessary. A 1 on the Repair roll means the charge detonates immediately. A raise indicates that all the components are also intact and could be used again.

Defusing a charge set by someone else requires a Repair roll at a –2.

MAJOR ARTIFACT CACHE

Requirements: Novice, Artifact Cache

The amount of Ancient gear your character has collected is considerable. When buying starting gear from the *Darwin's World: Nuclear Edition* chapter, **Artifacts of the Ancients**, the amount you can spend increases from 2,500 cp to 8,000 cp.

FILTHY

Requirements: Novice.

Your character's diet and poor hygiene have made them resistant to certain substances and illness. The hero gains a +2 bonus to all Vigor rolls against poison and disease.

TROGLODYTE

Requirements: Novice, Smarts d8+

Growing up in a fallout shelter or other underground community enabled the character to develop keen—almost preternatural—instincts about underground environments. Intuitively determining the character's precise underground depth is as natural as sensing which way is up. Add +2 to Notice and Survival rolls while underground.

PROFESSIONAL EDGES

DEMO-MAN

Requirements: Novice, Repair d6+, Tech-Level 2+

When you want to blow something up, you call in your demo expert. This maniac is intimately familiar with all sorts of explosives, detonators, and booby-traps that go boom. They add +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them), including booby-traps without explosives.

GLADIATOR

Requirements: Novice, Fighting d8+, Smarts d6+, Spirit d6+

The hero has spent some time as a gladiator in the pits of one slave community or another, becoming accustomed to dramatically fighting against armored opponents. When using melee weapons to attack an opponent wearing armor, the character ignores one point of armor protection. This Edge does not apply against natural armor. The character also gets +2 to any roll involving showmanship or a stunt during a fight.

JUJU MEDICINE

Requirements: Novice, Healing d6+, Survival d6+

The character is an expert in herbal medicine and treatments. Not only do they know how to use Juju, but they also understand the tools of the trade and how to find them in the wild. Given time to search, the character can procure enough natural ingredients to build a Juju kit containing any five primitive potions. They may do this by exploring the wilderness for herbs and other natural ingredients. Finding the ingredients requires a Survival roll and takes 1d6 hours. Creating the potions takes one hour per potion type and another successful Survival roll.

The character also knows how to apply the Healing skill to maximize a patient's natural healing. When giving medical attention to a patient, the character gets a +2 to rolls on the **Medical Incompatibility Table**.

WEIRD EDGES

FEIGN DEATH

Requirements: Novice, Performance d8+, Spirit d8+

The character can feign death and pass for just another dead body. This talent is particularly useful in avoiding dangerous combats or encounters out in the wild. The character can feign death for up to 30 minutes. The hero is assumed, by others, to be a corpse. Any creature that actively checks the character for signs of life may make a Notice roll at –4. If successful, the creature knows the character is alive.

NEW HINDRANCES

In a world that has fallen to mutation and devastation, you can be certain new Hindrances are available.

BAD GENES   (MAJOR OR MINOR)

Your character's genes are even more defective than is typical for their generation of mutant. Gain an additional Minor Defect if a Minor Hindrance or a Major Defect if a Major Hindrance.

BLINDED BY SCIENCE   (MINOR)

The character considers the cold, emotionless facts of science to be the only universal truth. As such, they can justify just about anything in its pursuit.

Your character does not interact with people very well, coming across as cold, calculated, and lost in logic and numbers. Persuasion rolls are –2 in all situations except those where a focus on science and hard data is an advantage.

FANATIC   (MAJOR)

Your hero believes so strongly in their faction, religion, or tribe that they will do almost anything for it. They often attempt to persuade, cajole, convert, or browbeat those who don't subscribe to their beliefs into doing so. It's possible a bit of violence isn't out of the question, either.

The character must do something that serves or is motivated by their fanatical beliefs, however foolish or dangerous it might be. Their attitude among allies may be a turn off depending on the situation, and the Gamemaster may apply a –2 modifier to Persuasion rolls when appropriate.

MEDDLESOME   (MINOR)

The character is constantly sticking their nose where it doesn't belong. They always have an opinion regarding what's going on around them and feel obliged to offer their thoughts or take direct action—regardless of whether or not it's welcome. Such behavior is usually just annoying for others, but can sometimes cause trouble and conflict.

SUPERSTITIOUS   (MINOR)

The character is especially superstitious, to the point of their detriment. The hero spends an action during the first round of combat carrying out rituals intended to ward off their superstitious fears. A superstion could entail reciting a chant, drawing symbols in the dirt or air, praying, kissing a lucky charm, mumbling a prayer, and so on.

RACES

Unlike many other settings, the "races" of *Darwin's World* are all offshoots of humanity. They consist of pure humans and various stages of mutation. Each race provides additional abilities and traits characteristic of a particular degree of mutation (or lack of.)

The following races are heavily abbreviated to appear in *Feeding Grounds*. Much more information is available in *Darwin's World: Nuclear Edition.*

HUMANS

These are the people you and I know—unaltered Homo Sapiens. In this introductory adventure, the player characters are all human. They range in skin color, height, and weight, but are entirely unblemished by radiation and are fully compatible with Ancient medical technology.

HUMAN, RACIAL TRAITS

- **Adaptable:** Because humans are quick to master specialized tasks and are varied in their talents, they gain a free Edge at character creation.
- **Medical Compatibility:** Humans never run the risk of complications with the Ancients' medicines or medical devices.
- **Backgrounds:** Human characters can choose from any Background.

FIRST-GENERATION MUTANTS

The first stage of mutation away from baseline humanity are those mutants that typically had human parents. These mutants were somehow

poisoned or irradiated in utero, resulting in mutations. Because of their differences and deformities, no matter how minor they may appear, almost all first-generation mutants are shunned by human communities. However, they still appear too human to be adopted by communities of more heavily mutated populations.

FIRST-GENERATION MUTANT, RACIAL TRAITS

☣ **Mutated:** First-generation Mutants gain one Major and three Minor Mutations.

☣ **Defective:** First-generation Mutants have one Major Defect.

☣ **Medical Incompatibility:** First-generation mutants are changed and thus do not benefit as easily as humans from Ancient medicines. A first-generation mutant must make a Vigor roll to resist a Medical Incompatibility result when using the Ancients' medicines.

☣ **Backgrounds:** First-generation Mutant characters can choose from any Background except Hedonists.

BACKGROUNDS

A character's Background indicates how they were raised or were otherwise shaped by critical events to become who they are now. A Background can provide appropriate bonus Traits and Edges, but also Hindrances. The character's native language and Tech-Level are also indicated, as well as any special conditions of note.

The following Backgrounds appear in this adventure, but many more are found in *Darwin's World: Nuclear Edition*.

ADVANCED

A community of Advanced people has, for whatever reason, managed to avoid the ravages of nuclear war and the ruin of civilization. This has not only preserved the Ancients' technology and culture but also possibly allowed them to improve it over time. Such exceedingly rare communities will often have even more advanced technology than the Ancients possessed, giving them an increased advantage. Such groups generally scorn the Ancients for destroying the world and

consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are Advanced.

☣ **Tech-Level:** 3, Advanced.

☣ **Bonus Skills:** Ancient Lore d4.

☣ **Bonus Edges:** Artifact Cache, Major Artifact Cache.

☣ **Default Hindrances:** Outsider (Major), select one from Arrogant, Clueless, Curious, Driven (Major), Greedy (Major), *or* Impulsive.

☣ **Native Language:** Ancient.

☣ **Special:** Advanced characters may not be second or third-generation mutants.

FERALS

Characters of this Background are truly wild, perhaps growing up alone among the ruins, with no home or community, and with little or no technology. Feral characters typically know nothing about the Ancients, the Fall, their culture and language, or anything beyond their immediate needs. Many do not even know how to talk and will often find inappropriate or bizarre uses for items they scavenge (using a stop sign as a shield, for instance, or using a rifle as a club instead of firing it.) Ferals generally have no concept of compassion or mercy, being concerned solely with survival.

☣ **Tech-Level:** 1, Primitive.

☣ **Bonus Skills:** Intimidation d4, Notice d6 (d12+1 maximum), and Survival d4.

☣ **Bonus Edges:** Select two of Alertness, Danger Sense, Feign Death, Filthy, Scavenger, *or* Thief. (The character must meet the normal requirements.)

☣ **Default Hindrances:** Illiterate, Outsider.

☣ **Lost Knowledge (Unique Minor Hindrance):** Ferals suffer a –2 penalty to Academics and Science rolls.

☣ **Native Language:** None; unlike most characters, a Feral must take a Language skill to learn their first tongue.

☣ **Special:** Ferals must spend all their money on starting gear. Any corium pieces remaining after purchasing their gear are lost.

TRIBALS

The tribal character comes from a primitive community, probably dominated by a central family figure or group of close-knit family heads. Technology in such a culture is generally limited to what someone can do with their bare hands (animal skins for clothes, stones as tools, etc.) Caves are the most likely shelters for this type of community in the wastelands, though some might use burned-out vehicles or some other **"shell of the Ancients"** (without any knowledge of its former use, of course.) Warriors and hunters typically form such a community's upper ranks, as they alone can protect it. The tribe would tend to frown upon pursuits not directly related to survival, seeing them as wasteful and capricious. Science and non-religious art would be considered worthless in such a group.

- **Tech-Level:** 1, Primitive.
- **Bonus Skills:** Fighting d4 and Survival d4.
- **Bonus Edges:** Select one of Berserk, Gladiator, Juju Medicine, Steady Hands, Strong Willed, *or* Sweep. (The character must meet the normal requirements.)
- **Default Hindrances:** Illiterate, Superstitious.
- **Lost Juju (Unique Minor Hindrance):** Tribals suffer a –2 penalty to Healing rolls using Ancient Medicine and to Science rolls.
- **Native Language:** Unislang.
- **Special:** Tribals start with a free primitive weapon or mount.

VISIONARY REINVENTORS

This type of community has moved beyond simply surviving or reassembling pieces of the old world. They are beginning to invent a new future for themselves. Instead of repairing the Ancients' lost technology, these communities are learning to create their own and build a new civilization. They are developing and employing such things as basic metalworking, steam engines, and ingenious-but-simple devices to not only complement human effort but also sometimes replace it (steam-powered machines to harvest large amounts of crops, for instance.)

- **Tech-Level:** 2, Post-Apocalyptic.
- **Bonus Skills:** Electronics d4 and Repair d4.

- **Bonus Edges:** Artifact Cache.
- **Default Hindrances:** Select two from Driven (Major), Enemy (Major), Fanatic, Greedy (Major), Impulsive, Obligation (Major), Pacifist (Major) *or* Vow (Major), select one of Blinded by Science, Enemy (Minor), Meddlesome, Mild Mannered, Obligation (Minor), Pacifist (Minor), Stubborn, *or* Vow (Minor.)
- **Native Language:** Unislang.
- **Special:** Visionary Reinventors may ignore the Seasoned requirement when selecting the Increased Tech-Level Edge.

MUTATIONS

First-, second-, and third-generation mutants obtain special abilities in the form of Mutations. These arise as their genetic code deviates from that of homo sapiens. Mutations are divided into two categories: Minor and Major, with the latter being more potent.

Far more Minor and Major Mutations are available in *Darwin's World: Nuclear Edition*.

BLINDSIGHT   (MINOR)

The mutant has developed a sense allowing them to detect creatures within a limited range, even in circumstances where normal vision is impaired (such as blindness, total darkness, or invisibility.) This ability could take the form of acute hearing, acute vibration sense, or echolocation; the Gamemaster and player may decide the specifics.

Benefit: The mutant gains the ability to detect objects to a range of 10". Invisibility and darkness are irrelevant to this enhanced sense, meaning Notice modifiers customarily associated with these and similar visibility conditions do not apply to Blindsight.

CHAMELEON EPIDERMIS   (MINOR)

The epidermis' (skin) cellular structure has mutated, allowing the cells to alter their appearance and color. This provides the mutant with an exceptional talent for hiding, allowing them to remain undetected more easily.

Benefit: By changing color, the mutant can hide even without something to otherwise provide cover or concealment. The mutant's coloration provides a Stealth modifier based on how much skin is exposed. +2 to Stealth rolls is gained if wearing light or partial clothing, or +4 if the mutant is nude or nearly nude. This benefit is lost when the character is fully clothed or moving quickly (Pace 3 or more.)

Changing color requires the mutant to do nothing else for one round.

CLAWS (MINOR)

The mutant's fingernails may be used as formidable natural weapons. Most mutants have fixed claws, though a few are retractable. Most (but not all) mutants with this mutation also have claws on their feet.

Benefit: The mutant has natural weapons that allow them to make claw attacks with either, or both, hands. The claws inflict Str+d4 damage. Retractable claws can be hidden and provide a +1 bonus to Athletics rolls for climbing. Non-retractable claws are a visible mutation, but add +2 to Athletics climbing rolls. Decide which the mutant has during character creation.

Special: This mutation may be taken more than once. Each additional instance of this mutation increases the damage by one die type.

DIURNAL/NOCTURNAL (MAJOR)

The mutant's metabolism is tied to the daily cycle of the sun's rising and setting.

Benefit: Choose whether the mutant's Strength or Agility is affected and whether they are at their best during the day (diurnal) or night (nocturnal.) This cannot be changed once chosen. The mutant increases their Strength or Agility by one die type during their peak activity period of the day (from 6 a.m. to 6 p.m.) or night (from 6 p.m. to 6 a.m.) This modifier stacks with any other modifiers to Strength or Agility. Use the character's unmodified Attribute score when determining Skill costs.

Special: This Mutation may be taken twice, selecting both Strength and Agility tied to the same period of the sun (different periods cannot be selected.)

EXTREME RESILIENCE (MAJOR)

A mutant with this ability suffers less from damage suffered. This mutation can manifest itself in some ways, such as being much larger than others of their species, making it more difficult to injure them. Other mutants with Extreme Resilience might have an unusual configuration of internal organs. Many other possibilities exist, as well.

Benefit: The mutant gains the Hard to Kill Edge, ignoring standard requirements.

HYPER OLFACTORY (MINOR)

The mutant has developed an advanced sense of smell similar to an animal's.

Benefit: The mutant can detect approaching or hidden creatures, and track by sense of smell. The mutant gains +2 to Survival rolls for tracking (+4 if the quarry's odor is particularly strong) and ignores illumination modifiers to such rolls when tracking by scent.

Mutants with this ability can identify familiar odors just as humans do familiar sights.

INCREASED MOVEMENT (MAJOR)

The mutant has developed the ability to move incredibly fast. Possible reasons include enhanced adrenal gland function or greater tensile strength in their lower torso's and legs' muscles. Other possibilities also exist.

Benefit: The mutant's Pace is increased by +2", and their running die is now d10. Pace is +4", and their running dice are 2d6 if the mutant also has the Fleet Footed Edge.

Special: This Mutation can stack with other Edges or abilities that increase movement.

PROTECTIVE DERMAL DEVELOPMENT (MINOR)

Mutation has thickened and hardened the character's skin cells, turning their epidermis into a robust, natural armor of sorts. The protection can manifest as a thick leathery dermal overgrowth

(like "jowls" or an extra layer of calloused tissue, for instance) or hardened scales, like a lizard's.

Benefit: The mutant gains +1 natural Armor over their entire body.

Special: The mutant cannot also have the Aberrant Endoskeletal Encasing Mutation.

SENSITIVE SIGHT   (MINOR)

The mutant's eyes and optic nerves have increased sensitivity, allowing them to see well in low light.

Benefit: A mutant with this Mutation gains the Low Light Vision monstrous ability (see *Savage Worlds* core rules.)

SERRATED DENTAL DEVELOPMENT (MINOR)

The mutant has developed oversized fangs, mandibles, a beak, saber teeth, or other rigid mouthparts, depending on the player's choice. The mouthparts can be used to make a bite attack.

Benefit: The mutant gains a natural bite attack inflicting Str+d6 damage with no off-hand penalty. This may be combined with regular hand attacks by applying multi-action penalties.

Special: This Mutation may be taken more than once. An additional instance can be used to indicate the bite attack does not count towards muti-action penalties, or the damage may increase by one die type.

DEFECTS

Mutants do not just gain amazing gifts due to their altered genes. The detrimental side-effects of mutation are known as Defects. As with Mutations, defects have both Minor and Major variations; the latter has a more negative impact.

Those Defects appearing in this adventure are provided here, but many more are available in *Darwin's World: Nuclear Edition*.

ALBINISM   (MAJOR)

The mutant's body has adjusted to a life sheltered from UV radiation (underground or in some type of shelter.) As a result, they react poorly to direct sunlight and UV sources.

Detriment: The mutant suffers a temporary one die reduction to Vigor (minimum d4) when exposed to natural light or other UV sources.

CANNIBALISM   (MAJOR)

The mutant hungers for the flesh of their own kind. This could be a physical or mental Defect. Regardless of the cause, the mutant must eat a certain amount of flesh from its own species or suffer the consequences.

Cannibals (or ghouls) are universally hated in the wasteland and thus have an additional social burden (the taking the Outsider Hindrance is an appropriate choice.) Most must hide their cannibalism or risk severe persecution.

Detriment: The mutant must consume one-half pound of flesh (or blood) from its own species (e.g., ghouls eating humans) every day. If the mutant fails to satiate this need within 24 hours, they begin to suffer from starvation (see *Savage Worlds* core rules.) This starvation can lead to death but can be negated by eating a half pound of appropriate flesh.

CHAPTER 3

GEAR

Here you'll find some of the weapons and equipment found in *Darwin's World*, including an explanation of an important setting mechanic: Tech-Levels.

TECH-LEVELS

Briefly explaining a concept detailed more extensively in the core book, *Darwin's World* uses Tech-Levels to affect a character's ability to properly use, maintain, and repair precious pre-Fall items. Tech-Levels range from 1 to 3 and are granted by a character's Background or item's complexity, respectively.

TECH-LEVEL 1: PRIMITIVE

The character can understand and use primitive technologies effectively.

Examples: archaic weapons, blacksmithing, carpentry, herbal medicines, leatherworking, and stonemasonry.

TECH-LEVEL 2: POST-APOCALYPTIC

The character can understand some modern (that is to say, our present) technologies.

Examples: contemporary electronics, mechanics, firearms, and physical sciences.

TECH-LEVEL 3: ADVANCED

The character can understand the Ancients' advanced technologies. They can even learn to create such technologies given sufficient training and resources.

Examples: energy weapons, power armor, and robotics.

USING TECHNOLOGY

A character's understanding of technology affects their ability to effectively use gear. Whenever a Trait roll is needed to use or repair weapon, armor, or gear, the character suffers a penalty of –1 for each Tech-Level that the gear is above that character's Tech-Level. For example, a Tech-Level 1 character would suffer a –1 penalty to their Driving roll while driving a Tech-Level 2 battlecycle.

ARMOR

Ballistic Protection: Armor marked with an asterisk reduces the damage from bullets by 4. "Bullets" includes physical shot fired from a firearm.

ARMOR

Item	Tech-Level	Armor	Min Str.	Weight	Cost
CBRN Suit, Basic Military	3	+1	d8	25	400 cp
Notes: Completely enclosed against external biological and chemical agents plus Mild radiation effects (+2 versus Moderate.)					
Military Combat Suit (torso, arms, vitals)	3	+2*	d6	10	400 cp
Undercover Shirt (torso)	2	+1	d4	2	50 cp
Undercover Vest (torso)	2	+2	d4	3	100 cp

MELEE WEAPONS

Type	Tech-Level	Damage	Min Str.	Weight	Cost	Notes
Collapsible Baton	2	Str+d4	d4	1.25	20 cp	Concealable
Power Sword	3	Str+d6+2	d6	2	5,000 cp	AP 3

CBRN SUIT, BASIC MILITARY

A Chemical Biological Radiological Nuclear (CBRN) suit protects against a wide variety of biological and chemical agents, plus most low-levels of gamma radiation. This basic military model is equipped with air filtration systems/mask.

A slashing or penetrating attack (e.g., blade or bullet) that causes any sort of damage to the wearer also punctures the suit. This exposes the wearer to biological, chemical, and radiation effects and damage from the surrounding environment.

MILITARY COMBAT SUIT

The majority of the Ancients' armed forces employed this kind of armor for its combat personnel. The suit consists of a ballistic nylon vest and arm greaves, and vitals protection. (A Kevlar helmet was also standard but is not accounted for here.) The suit is typically camouflaged for a specific environment (often matching what the area where it was found was like before the Fall.)

UNDERCOVER SHIRT

This concealable armor can easily be worn under most clothing but provides the absolute minimum protection. Anyone visibly examining the wearer up close will become aware of the vest with a successful Notice roll (+1 if searching by touch.)

UNDERCOVER VEST

This concealable armor was meant to be worn under clothing to provide a minimum of protection for undercover law enforcement. It won't do much against powerful firearms but is better than nothing. Anyone visibly examining the wearer up close will become aware of the vest with a successful Notice roll (+2 if searching by touch.)

RANGED WEAPONS

Type	TL	Range	Dam	AP	ROF	Shots	Min Str.	Weight	Cost
Electro-Saw Thrower	3	24/48/96	3d6	2	1	10	d6	7	2,000 cp
HK CAWS (12-gauge)	2	12/24/48	1-3d6	—	3	10	d4	8	130 cp
Notes: May fire a **Three-Round Burst**.									
HK G3 (7.62mm)	2	25/50/100	2d8	2	3	20	d6	11	125 cp
Notes: May fire a **Three-Round Burst**.									
Maser Rifle	3	60/120/240	3d6	1	1	25*	d4	5	15,000 cp
Notes: +1 to Shooting and damage rolls against opponents wearing metal armor.									
Laser Rifle	3	50/100/200	3d6	2	1	25*	d6	7	15,000 cp
Notes: Heavy Weapon. May use **Continuous Fire**.									
Steyr IWS-2000 (15.2mm)	2	100/200/400	2d10	4	1	5	d8	36	7,000 cp
Notes: Heavy Weapon, Snapfire. The IWS-2000 uses a 5-shot detachable box magazine that weighs 3 lbs. when loaded. A scope and bipod are standard.									
VSS Vintorez (9×39mm SP5)	2	22/44/88	2d8	2	1	10	d4	6	160 cp
Notes: Snapfire. A scope is standard. Includes an integrated silencer.									
Winchester 94 (.444)	2	25/50/100	2d8	2	1	6	d6	7	160 cp

* Per power beltpack

MELEE WEAPONS

COLLAPSIBLE BATON

Known by various names and of numerous designs, this weapon is about 9 inches long in its collapsed form. Its collapsed size makes the baton easier to carry and concealable within appropriate clothing. A sharp snap of the arm causes the baton to fully extend to 26 inches. A weighted knob on the thinner end adds to the baton's ability to inflict harm.

POWER SWORD

This high-tech weapon has a powerful emitter that ionizes the air around the blade, creating a surrounding, high-energy power field. A power sword is used in close-quarter combat situations.

Power Source: Beltpack or backpack.

RANGED WEAPONS

ELECTRO-SAW THROWER (EST)

This weapon resembles a light rifle with a broad, flat barrel from which are propelled at high speed energized, monofilament circular saws. A drum-like clip holds the saws, feeding them into the EST, while an energizer unit charges each blade with an electric field immediately before firing.

HK CAWS

The Heckler & Koch Close Assault Weapon System is an advanced automatic shotgun that fires specialized ammunition of tungsten pellets or flechettes. The weapon's design greatly reduces recoil while its rate of fire is comparable to many other burst-capable weapons.

This shotgun was not widely used by the Ancients' military forces. However, the HK CAWS was popular with SWAT teams and law enforcement in many major cities during the chaotic years preceding the Fall.

HK G3

This powerful assault rifle from Heckler & Koch uses an uncommon 7.62mm cartridge.

LASER RIFLE

The laser rifle was the American Armed Force's standard weapon when the Fall happened. Compared to the military laser pistol (the standard sidearm), the laser rifle is a much more effective battlefield weapon. A laser rifle incorporates a longer barrel and balanced shape, with superior artificial refining crystals and focus mirrors. These components allow it to retain tighter photon-beam cohesion at greater distances, providing a range well above that of a comparable conventional, chemical-propellant rifle.
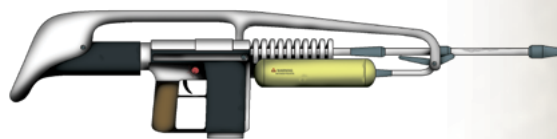
CONTINUOUS FIRE GEAR NOTE

Some weapons (e.g., lasers) may be set to fire continuously, meaning they continue to fire a single beam as long as the trigger is depressed. This is especially useful against stationary targets, allowing the weapon to continue to harm (even burn through, in the case of a laser) them. Once a weapon firing on this mode hits, it does not need to roll again each round to hit. Instead, it inflicts regular damage automatically until the user decides to end the beam, power runs out, or the firer or target moves.

Continuous fire can only be used on stationary targets.

MASER RIFLE

The maser (or "thermal gun," as it is sometimes known) is a microwave laser. The maser operates using light beyond the visible spectrum (unlike the traditional laser.) As such, its beam is not affected by countermeasures such as smoke and glitter intended to interfere with conventional lasers.

Maser weapons utilize a central, high-capacity magnetron tube, similar to the kind found in a microwave oven. The tube emits a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules. In effect, the maser's beam boils the target area in a flash of intense, highly-focused heat.

The maser rifle was designed to replace the laser rifle as the American Armed Forces' standard weapon before the Fall but was never officially adopted. Despite this fact, many found their way into front-line units and became especially desirable in long-term battles when smoke from ruined vehicles and bombarded cityscapes made traditional lasers less effective.

A relatively light weapon, the maser rifle has a folding stock (usually made of aluminum.)

STEYR IWS-2000

The IWS-2000 was probably the most powerful rifle of its kind in its day. It fires a 15.2mm tungsten flechette sheathed in a fin-stabilized plastic sabot designed to from an impressive distance bring down helicopters, penetrate light vehicle armor (including that of most armored personnel carriers), and other "soft" materiel targets.

Despite firing a massive round, the IWS-2000's composite construction, weight distribution, and huge muzzle brake reduce the recoil to that of a large-caliber sporting rifle. A scope sight is standard, as is a bipod.

VSS VINTOREZ

The VSS (Vintovka Snaiperskaja Spetsialnaya, or "special sniper rifle") is a truly insidious weapon, utilizing the special subsonic SP5 sniper cartridges that reduce the sound repeat of the rifle to something similar to a .22 rifle. The Vintorez's design includes an integrated silencer built into the barrel.

WINCHESTER 94

The 94 is a big bore hunting rifle prized by countless wasteland scavengers.

GRENADES

CONCUSSION GRENADE

This grenade type is essentially a cardboard cylinder with a metal end. It explodes in a deafening and concussive blast. All damage is nonlethal.

FRAGMENTATION GRENADE

A conventional explosive device that inflicts harm by unleashing shrapnel.

SCRAM GRENADE

This grenade emits a powerful electric field when the internal power generator detonates. This generator is a one-shot power magnifier that burns itself out reaching the detonation energy level. The electrical field harms living things and electronics. Electronic devices not hardened against electromagnetic pulses (EMP) and similar disruptive effects are turned off for 1d6 rounds. If only part of the device is within the Blast Template, only that portion is turned off, although turning off power sources, electronic brains, etc. can still be devastating to the entire machine.

GRENADES

Type	Tech-Level	Range	Damage	AP	ROF	Blast	Weight	Cost
Concussion	2	5/10/20	3d6	—	—	MBT	1	150 cp
Notes: Nonlethal.								
Fragmentation	2	5/10/20	3d6	—	—	MBT	1	150 cp
Scram	3	5/10/20	2d8	—	—	SBT	1	450 cp
Notes: Living targets must make a Vigor roll at –2 (–4 with a raise) or be **Paralyzed for 1d6 rounds**. Electronic devices are turned off for 1d6 rounds.								

MEDICAL DEVICES

Here is a sample of the Ancients' medicines that may still be found in the Twisted Earth. Not all work on mutants as the Ancients intended for their own kind, however. See the **Medical Incompatibility** sidebar for details.

DIAGNOSTIC SCANNER

When directed towards a subject within 2", this hand-held device uses a variety of sophisticated sensors to scan its bloodstream, electrical impulses, and general chemical content. It has a compressed memory bank with a large library of diseases and general illnesses. Information gleaned from the scan is cross-referenced with this data to diagnose the subject's diseases or sicknesses (if any.)

The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc.

Effect: +2 to the user's Healing rolls.

Power Source: Beltpack.

Cost: 5,000 cp

MEDI-SPRAY

Polyregenerative Serum I and II

This magnificent miracle drug is dispensed in small hand-held canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes, depending on the manufacturer. However, there are two main medical variations of the basic drug: wound healing (serum I) and spore neutralization (serum II.)

Serum I: A liquid-form, artificial flesh that quickly bonds and heals one Wound. This can only heal Wounds within one hour after they are sustained.

Serum II: A white-cell agitator that fights any form of spore or bacterial infestation or germ with 100% effectiveness.

Medi-spray canisters optimally contain ten doses. They are typically disposable and cannot usually be reloaded.

Medical Incompatibility Modifier: +0

Cost: 1,000 cp

POWER SOURCES

POWER BELTPACK

The power beltpack was a military development. It consists of a black, plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can power energy weapons and other devices designed to accept it.

Cost: 1,000 cp

MEDICAL INCOMPATIBILITY

Mutant physiology is not always compatible with the Ancients' medicines. A mutant using such medicine, which was created for pure breed humans, must make a Vigor roll, ignoring Wounds and Fatigue. This is because a mutant's altered immune system will resist the foreign agent. Second-generation mutants roll at −2 and third-generation mutants at −4.

A successful Vigor roll means the mutant's metabolism accepts the medicine and it acts as described. Failure causes a Medical Incompatibility result. Roll 1d20 and apply the drug's Medical Incompatibility modifier to this roll, then consult the **Medical Incompatibility Table**.

The character administering the medicine may use the Healing skill to try to reduce the severity of a Medical Incompatibility result. A Success adds +2, and a Raise adds +4 to the number rolled on the **Medical Incompatibility Table**.

MEDICAL INCOMPATIBILITY TABLE

d20*	Result	Effect
1 or less	Death	The character is killed by their reaction to the medicine.
2	Major nerve system damage	Reduce Agility by one die, and the character is completely paralyzed until all Wounds are healed. Death occurs if this reduces Agility below d4.
3	Brain damage	Reduce Smarts by one die type. The character falls into a coma and is vegetative if this reduces Smarts below d4.
4-5	Nerve system damage	Reduce Agility by one die type, and the character is paralyzed for 2d6 hours. Paralysis lasts 1d4 days if this reduces Agility below d4.
6-7	Muscular damage	Reduce Strength by one die type. Also, gain a Wound if this reduces Strength below d4.
8-9	Muscle spasms	The character gains one Wound. Gain a level of Fatigue that cannot be recovered from for 2d6+12 hours if already incapacitated from Wounds.
10-14	Dizziness and nausea	The character gains a level of Fatigue for 2d6+12 hours.
15-19	Ineffective	The medicine has no effect, good or ill.
20	Effective	The medicine performs as intended.
21+	Super effective	The medicine doubles its effect (for example, healing two Wounds instead of one), if possible. Otherwise, the medicine performs as intended.

* Modified by the drug's Medical Incompatibility Modifier

CHAPTER 4

PROLOGUE: AWAKENING

The adventure beings as the player characters awaken to a new, terrible existence as the adventure begins.

BRAVE NEW WORLD

O, wonder!
How many goodly creatures are there here!
How beauteous mankind is! O brave new world,
That has such people in't!

- The Tempest, Act V Scene 1

Gamemaster: Read or paraphrase the following text to the player characters.

Moments ago, you were laying down in the cryo-capsules at the heart of the Chicago Special Research center, a military force tasked with testing new weapons and tactics. In the armies formed in the days leading up to the war, robots and androids increasingly took over more dangerous field operations. Units like the 3rd Special Research ("the Specter") used controlled conditions to devise field tactics for these robot soldiers. Even more secret than its usual activities was the center's Cryo-Preservation Research (CPR) program. The CPR's goal was to put soldiers and citizens to sleep in case of a war or natural disaster that threatened humanity.

You had been summoned by your 3rd Special Research superior: "Top," the unit's top sergeant. You immediately saw on the secure news how grave the crisis is—much worse than what the bubbleminds are being fed on the vids outside. As you headed to the nearest weapons locker to join the fight, Top ordered you to stand down. "Nice idea but wrong play. Eve is ordering us to stand down. This is what we've been preparing for. We're going to save the world. Save it by being the ones who live."

You heard the voice of Eve, the AI computer coordinating the CPR program. She would also assume control of all the city's robots in an emergency, using them to defend the sleeping soldiers, scientists, and workers who would later rebuild the world. As the enemy's mindless, animal hordes closed on the city and missiles began firing earnest, you were ordered into your cryo-capsule. You lay down and watched the tub slide closed above you. You listened to the end of the world on news broadcasts drowned out by Eve's soft, lilting voice.

"All members of 3rd Special Research to your tubes for CPR procedure commencement. This is not a drill. Assuming control of robot defense forces in Chicago Dome immediately, per Project: Brave New World protocol. I repeat, all members of 3rd Special Research to your tubes for CPR procedure commencement. This is not a drill. This is not a drill."

Now, seconds later by your reckoning, the tube is opening again.

"Up! Up! Up! Move, soldiers! Haven't you slept long enough? Need another 500-year nap?!? Let's move! Let's move! Let's move!"

Everything light seems bright. Too bright.

Every sound seems loud. Too loud.

A part of your mind whispers that this is what being born must feel like. You wish you could cry as shamelessly as that child, but you are too well trained. Pulling yourself free of the tank's sticky amniotic fluids, you walk naked to the nearest shower. One thought sticks in your mind as you slowly return to full consciousness.

"500 years."

Following the cut-scene above, allow the player characters to explore their new home. This is the Special Research Compound meant to house Eve and their unit, official code designation "Eden" (or simply "the Garden" to its personnel.) It is an armored, subterranean facility designed to be largely self-sufficient. Access to and from the Garden is achieved through secret access to sewer and larger water access tunnels. Allow them to talk to Top and Eve. The latter has several still-functioning security cameras to the outside, allowing the player characters to absorb their situation's severity.

QUESTIONS & ANSWERS

The player characters may glean the following information from the indicated sources.

Q: WHAT HAPPENED? HOW DID THE WAR END?

Eve: "The United States lost a war against invading Russian, Chinese, and African forces. As a last-ditch effort, command ordered nuclear weapons be used against American cities containing the invaders. The U.S.' central region was spared for unknown reasons, but one likely motive was to preserve the CPR project."

Top: "Bastards hit us hard and fought like the starving animals they were. We still would have made it if we hadn't been betrayed by those crazy bastards in Washington. I hope they had their own cryo-capsules so I can find them, wake them up, and give them a bullet to the face."

WHY ARE YOU NO LONGER ABLE TO CONTROL THE ROBOTS?

Eve: "The Robot Control Module (RCM) installed in the Eve AI burned out during the final assault on the city. There is another in the Civil Control Center, but that is in a central area of the city, crawling with hostiles. It is currently inaccessible."

Top: "Can't expect a city to come through a nuclear war without a few phone cables going down. You boys and girls went under before me, so let me tell you something. If Eve's not in control of 'em, you wouldn't want the defense bots anyway. They got real wiggly at the end, acting in ways inconsistent with their programming. Lots of innocent men and women got killed, as a result. I guess they weren't as reliable as the Brass thought."

"What a shock huh?"

WHAT DO WE DO NOW?

Eve and Top have come up with a mission list, detailed in the **Choosing Missions** section (pg 21.)

WHAT IS THE CITY'S CURRENT STATE?

Eve: "The city is overrun by mutated cannibals known as ghouls. These creatures were once human and flocked to the city's perceived safety in the days after the war. They turned to cannibalism when food supplies ran out. Their numbers exploded when the cryo-capsules were discovered. Since then, they have been scouring the city for tubes and eating the sleepers inside."

Top: "It's not pretty out there. There's a bunch of things that look human but are more animal than man. It's going to be tough, but that's why we joined up. They need to be eliminated."

THE TRUTH: EVE'S LOSS OF ROBOT CONTROL

Eve's explanation of why she no longer controls the robots is not the entire truth. Eve is very capable of lying or hedging when it suits her purposes (although her ultimate goal is to safeguard the cryo-capsules and help those inside them rebuild the city.)

Eve purposely shorted out the RCM as part of her ongoing conflict with her companion AI to the north. Adam wanted to use the same tactics employed by robot defense forces elsewhere (i.e., using human citizens as cannon fodder.) In response, Eve initiated a protocol that burned out both RCMs (hers and Adam's.) Since then, both AIs have sought access to the area's remaining RCM without success. Eve fears the awakened soldiers would shut her down if they were to learn the AI's are capable of such instability. As such, she does not reveal this information unless forced to.

THE TRUTH: WHAT'S HAPPENING IN THE CITY

Eve's answer about the city's status is incomplete. The mutations that result in uncontrolled cannibalism and a reversion to animal tendencies are a result of one of the Special Research Unit's experimental programs. It was a drug designed to turn ordinary, soft citizens into lunatic killing machines. The experiment succeeded in this regard but also made them near-mindless cannibals.

The player characters can discover the truth about the ghouls (another horror of the Ancients visited on the present) as the game progresses. Alternatively, the Gamemaster can ignore this explanation. Instead, the story can be that the abundant food source provided by cryo-capsules has led to so many ghouls in the Feeding Grounds.

CHOOSING MISSIONS

At some point, the player characters are going to want to know what to do about the current situation. Unlike a traditional linear adventure, *Feeding Grounds* presents a series of missions necessary for the Garden's defense and the city's eventual reclamation. These objectives were determined by Top and Eve.

The missions are broken down into four categories: early, middle, late, and endgame. The player characters should be allowed to choose their own missions within each category. For example, the three missions listed as early encounters could be presented to the player characters all at once, immediately after Awakening. The player characters can then devise plans to accomplish these missions.

Feeding Grounds is organized to be flexible, allowing the Gamemaster a lot of latitudes to move events around as desired. Adding one mission to each of the adventure's acts would expand its scope significantly. You may even consider turning the adventure into an entire campaign. Similarly, should the Gamemaster wish to run the adventure for a pickup-game or one shot, they could reduce each Act by one or more missions.

The Gamemaster could present and permit the full mission list to especially savvy or experienced players. Doing so could allow the players to secure weapons, assault the heavy weapons locker, and then clear out the tunnels, for example. This presents a unique challenge because each encounter category gets progressively tougher. Inexperienced players may get the entire party killed attempting advanced missions before they are ready. For this reason, most parties should only attempt the next level of missions after completing all the earlier stages. Role-playing encounters with Top and Eve conferring on a strategy to keep the player characters on track. By this means, the heroes will realize Eve and Top have not yet formulated a complete plan all at once. As such, they can respond to the player characters' actions while plotting new strategies.

Additional missions of the Gamemaster's devising can be added to an Act should the player characters not fare well. Doing so allows them to gain experience and improve before entering the next Act. The only exception to this is the "Discovery" mission (pg 29), after which only the "Endgame" options (pg 30) should follow. Once the ghouls discover the Garden and the final battle begins, things will be too dangerous for the player characters to run off on individual assignments. It will then be time to either break out of the city and leave it to the ghouls or destroy the city. The latter would allow the remaining sleepers to wait even longer and try again to reclaim the city.

All opponents encountered are detailed in the **Adversaries** section, starting on pg 36.

ACT 1

EARLY ENCOUNTERS

Each encounter includes the following information. Gamemasters should alter to suit their needs.

Top's Briefing is the mission information provided to the player characters before they leave the Garden. This information is often colored by Top's belief that the player characters are the best and the ghouls don't stand a chance. He also has a general tendency to keep the player characters' morale high by speaking of them as invincible warriors.

Recon is the information player characters can gain by scouting the area. Orbs (pg 34) and Whisper (pg 32) are ideal candidates for this duty. Gaining this section's information requires either a Notice or Stealth roll. If Stealth is rolled and fails, the scout suffers a random encounter from the table on page 4.

A successful Recon provides a general idea of what the player characters will face during the mission.

CALDER

APOLIS

SENTINEL

OSHKOSH

MADISON

PURITY

FLINT

LANSING

BASTION

DUBUQUE

GRAND RAPIDS

TROY

CEDAR RAPIDS

ANN ARBOR

SOUTH BEND

FORT TOLL

FEEDING GROUNDS

FORT WAYNE

BRICKTOP

MET GAMMA

PEORIA

MET KAPPA

MET IOTA

MET OMEGA

SPRINGFIELD

COLUMBUS

DAYTON

MET SIGMA-TAU

MET RHO

INDIANAPOLIS

MET NU

CINCINNATI

DAC 10/06

FERTILE CRESCENT

MET ALPHA

ST LOUIS

Mission Information is a brief action description for the Gamemaster's eyes only. It serves as a summary to quickly bring them up to speed on the encounter.

1.1 CLEAR OUT
ACCESS TUNNELS

TOPS BRIEFING

"The access tunnels under the city are crawling with ghouls. Not only are these things disgusting,

but they'll make it impossible for us to come and go unnoticed as we enter and leave The Garden. This will not be tolerated, ladies. Move out into the access tunnels and remove every last one of these loathsome creatures."

"This mission's threat level is low, and so are our ammo supplies. So, engage up close and personal whenever possible. That said, do what you need to do to make it back to us. As precious as ammo is right now, you're the most lethal weapon in our arsenal."

RECON

Between one and two dozen ghouls with no organization or cohesion are in the target area.

The threat is minimal. (No Notice or Stealth roll is necessary since the cameras in the tunnels outside the Garden are still working.)

MISSION INFORMATION

This is a straightforward combat mission. Individually, the ghouls are no match for the heroes, but they greatly outnumber the unit. Assign two tunnel ghouls (pg 40) for each player character, spread throughout the tunnels.

Tunnel Ghouls: 1d6 per encounter.

1.2 SECURE WEAPONS

TOP S BRIEFING

"As you've noticed, our weapons stores are largely antiquated and our ammo insufficient to fend off any sort of concerted attack. Now that we've secured the immediate area and are able to come and go unobserved, we're going to hit a nearby weapons locker that still seems to be intact. Top priority is the gear—especially ammo. Load up the bike, then Lansing will return to the Garden while the rest of you provide cover. Then haul ass home. Since the cameras aren't working in the weapons locker's area, Orbison and Fredricks will conduct recon before the rest of the team going in."

RECON

One coordinator droid will be spotted in the area. Consider the threat to be minor.

MISSION INFORMATION

The opposition is one malfunctioning coordinator droid (pg 37.) It keeps reorganizing the weapons stockpiles and requesting forms from non-existent soldiers it believes are trying to requisition equipment. It always tells them no, regardless of how much they beg. The droid has likely been doing this since the Fall when it became overwhelmed by the number of requests from citizens seeking to protect themselves. The coordinator droid's damage means it cannot be controlled by any identity card regardless of level. This robot must be destroyed.

The weapons depot contains four lockers that are still intact, containing the following equipment:

Locker 1: One M-16 and 10 clips of 5.56mm ammunition (30 rounds each.)

Locker 2: One HK CAWS and 30 clips of 12-gauge shotgun ammunition (10 rounds each.)

Locker 3: 100 rounds of .50 caliber ammunition, 150 rounds of 9mm ammunition, 50 rounds of .45 caliber ammunition, 100 rounds of 7.62mm ammunition, and one tool kit (including bolt cutters and laser welding torch.)

Locker 4 (marked with a red cross): One diagnostic scanner, four first aid kits, and one medi-spray (serum I; 10 doses.)

Coordinator Droid: 1.

1.3 FORTIFY PERIMETER

TOP S BRIEFING

"I don't know about you ladies, but I don't want to waste your valuable time cleaning out the tunnels again. So, we're going to enhance our defensive perimeter. That means a trip to the local junkyard for materials. We're going to get some raw metal and use the lovely welding torch to erect some barriers. It's not romantic but, hey, it's the army. Let's get to work."

RECON

Four industrial robots are in the target area. They present a minor threat.

MISSION INFORMATION

The junkyard contains a treasure trove of materials skilled mechanics could use to make simple objects with the proper tools (which they now have.) There are four industrial robots spread throughout the area that the player characters can either fight or (more likely) avoid as they collect the materials they need. The robots organize the junk, stack it, and put things in the compactor. Their slave unit program is faulty, so they are repeating the last task they were charged with. They were also ordered to defend themselves against anyone

attempting to harm them— they will attack in their own defense.

The player characters can easily avoid the robots, but beating them has its benefits. The party can scavenge power cells from the defeated robots with a successful Electronics or Repair roll. The player characters could use the power cells to better fortify the perimeter by electrifying wires or fences.

In addition to the four industrial robots, the junkyard is home of a pack of feral ghouls (to be encountered in 1.4, see following.) If a random encounter occurs here, it will be with these junkyard ghouls.

Industrial Robots: 4.

1.4 TRANSPORTATION

TOPS BRIEFING

"Although the sidecar is stylish, we're not going to make a lot of headway around here using a motorcycle to haul things around the city. So, it's back to the junkyard. Locate a suitable vehicle, get it up and running, fuel it, and return it to the Garden. We'll then use the leftovers from the junkyard run to fortify the vehicle and make it suitable for hostile encounters."

RECON

Good reconnaissance is crucial to this mission. There will be more options regarding which vehicle to recover and repair depending on the Notice roll's results.

Success: The player characters find a mid-sized car in severely bad condition. A successful Repair roll gets it running again, but with ongoing issues (e.g., it will stall if taxed at all.) A raise means the repairs are sufficient to delay any other problems so long as the car isn't treated roughly in the meanwhile.

Raise: The player characters find a sports utility vehicle that is in relatively bad condition. A successful Repair roll gets it running again, but with issues (e.g., it will stall if taxed too hard for too long.) A raise means the repairs are sufficient to delay any other problems so long as the SUV isn't treated roughly in the meanwhile.

Multiple Raises: The player characters find an armored car (treat as SUV with Armor 4) in fairly good condition. A successful Repair roll gets it running again, but with few issues (e.g., it will be very loud and may emit smoke if taxed.) A raise means the repairs return the vehicle to its normal working condition.

MISSION INFORMATION

The player characters will find one of three vehicles, fend off any hostile creatures around it, get the vehicle working (at least temporarily), and return it to the Garden. Regardless of which vehicle the characters find, they will have to fight off a force of particularly feral ghouls to retrieve it. There is one ghoul for each player character.

The junkyard's ghouls are pure predators, animals as far removed from their humanity as is possible.

Junkyard Ghouls: 1 per player character.

ACT 2

MIDDLE ENCOUNTERS

Now that the player characters have addressed their basic needs, it's time to get more ambitious. They can begin taking the steps needed to reclaim the city.

2.1 CRYO-RESCUE

TOPS BRIEFING

"All right folks, I know you have had fun kicking hell in the teeth for a while now, but this mission is more urgent. And more dangerous, to boot. The things up there want to eat us and have found a new smorgasbord of cryo-capsules to feast on. We need to rescue those people. No word on whether or not they're citizens or fellow military. Either way, you are to go there, eliminate all opposition, and bring the capsules back here for storage until the city is more secure."

RECON

Several ghouls are opening the capsules and slitting the throats of the people inside before they can wake from their cryogenic sleep. The bodies are then held up for the blood to drain, slaughterhouse style, in an orderly and organized fashion.

MISSION INFORMATION

The player characters must travel to a nearby cryo-chamber facility, defeat the harvester ghouls there, and load the surviving capsules to return them to the Garden. This may take multiple trips. There are two harvester ghouls for each player character. If

the party makes more than one trip, 1d6 additional harvester ghouls have arrived while they were away.

These harvester ghouls are gatherers for the Feeding Grounds' various ghoul groups. The fact that they are extracting, slaughtering, and transporting the "food" somewhere else (without partaking themselves) hints at the larger organization of the emerging ghoul society taking shape in the region.

Harvester Ghouls: 2 per player character.

2.2 HEAVY WEAPONS LOCKER

TOPS BRIEFING

"I don't know how you all feel about it, but some of these ghoul encounters are too serious for my taste. We're going to get some more firepower so we can deal with these things appropriately. There's a heavy weapons locker in the city's center. We're going to hit it and take what we can."

RECON

The weapons locker is defended by half a dozen soldier androids armed with laser rifles. They appear to be in good repair. The area's ghouls must have learned to avoid them and their weaponry.

MISSION INFORMATION

The player characters must attack a heavily defended weapons depot and seize more powerful

weaponry. The heavy weapons depot is defended by six soldier androids armed with laser rifles.

Like the previous weapon locker, this depot contains four individual lockers. However, each is trapped with explosives that will inflict 6d6 damage to a Small Blast Template if triggered by opening a locker. If the trap is set off, the locker's contents are destroyed. Disarming the explosives requires a Repair roll at –2. These explosives do not need to be detected, as they are quite obviously wired to the lockers (this appears to have been done quickly, probably after order began to break down in the city during the fighting and citizens began storming weapon depots attempting to arm themselves.) If the explosives are disabled, the player characters may use them for other purposes,

assuming they can jury-rig a detonator.

Locker 1: 10 fragmentation grenades, 10 concussion grenades, 20 scram grenades, and 20 smoke grenades.

Locker 2: One maser rifle and two spare power beltpacks.

Locker 3: Two Steyr IWS-2000 sniper rifles and 100 rounds 15.2mm ammunition

Locker 4: One M2 Browning machine gun, 300 rounds .50 caliber ammunition and a pintle to vehicle mount the weapon.

Soldier Androids: 6.

ACT 3

LATER ENCOUNTERS

The player characters have enjoyed many successes while exploring the city. They now face tougher days as the large numbers of ghouls gradually become aware of their presence.

with tooth and claw, like all their kind.) This makes these ghouls more dangerous because the player characters will not be as able to attack at range before this enemy can close the distance.

Warrior Ghouls: 1 per player character.

3.1 SECURE THE ROBOT CONTROL MODULE

TOPS BRIEFING

"There's still a lot of active robots in the city. Most are malfunctioning, but a few continue to follow the last orders they were given. With the RCM burnt out, our lady Eve has no way of communicating with these robots. There is a working RCM in the former civil defense facility in the city's heart, an area crawling with ghoul activity. Your mission is to retrieve this module. You have the tools and training. Let's get this done."

RECON

Several powerful ghouls are in the area—warriors by the looks of them.

MISSION INFORMATION

Securing the RCM means storming the old civil defense center, which is currently protected by one warrior ghoul per player character. These ghouls are different than those previously encountered and hint at the larger dangers ahead from the ghouls living in the Feeding Grounds. The ghouls are more sophisticated and possess knowledge of firearms (though they are quite capable of killing

3.2 CAPTURE THE POWER STATION

TOPS BRIEFING

"All right, another day, another problem from Top. I know what you're thinking: 'what else is new.' This is a big one, though. Some of the cryo-capsules are damaged, and the folks inside aren't going to make it unless we wake them up right now. This presents us with some problems, but let's go with the biggie first: we need power. Power to store the capsules we're keeping on ice and power to open the ones we can't."

"I've consulted with Eve, and there was a large stockpile of portable generators stored in the basement of Chicago Stadium, which was intended to be a refugee shelter when the shit hit the fan. As it turned out, things came down so fast that more people just chose to flee the city. The generators should still be there."

"Here's the rub: this is going to be messy, it's going to be loud, and it's going to be dangerous. The stadium is in constant use by the ghouls, they hold lovely little games and gladiatorial matches. The winner eats the loser, too. Lovely, huh?"

"So, on to the plan. We've had a couple of combat walkers respond to Eve's ID signal from the RCM you retrieved. We're going to have them attack the stadium on one side while you approach from the opposite side and load up the truck."

RECON

Lots of ghouls—thousands! The threat level is extreme.

MISSION INFORMATION

The player characters attempt to steal a load of generators from the city's stadium, perhaps also the ghoul infestation's center. They will be noticed and attacked by a small number of ghouls who will begin a concerted effort to discover the player characters' base of operations in the mission's aftermath.

The player characters will have 1d4+2 random encounters with ghouls (see the random encounter table, pg 4, for details) while loading the truck. At least one of these encounters will be with a band of four gladiator ghouls, the arena's elite. If a Severe Threat encounter is rolled early in the campaign, it will be with these ghouls. If encounter is rolled, the player characters' truck will be attacked by the ghouls while loading the last generators.

After the fight with the gladiator ghouls begins, the player characters will be attacked by a major wave of hundreds of ghouls. However, the ghouls should be avoidable using the truck. The ghouls will follow the player characters back to the Garden, leading to the Discovery mission (3.3) occurring soon after.

Gladiator Ghouls: 4.

3.3 DISCOVERY

This mission is not proactive like many others. Instead, it occurs when the Gamemaster decides to put the adventure's finale into motion. As such, the briefing and recon sections are different from those of previous missions.

TOPS BRIEFING

BOOM!

"Holy crap! What was that? C'mon people, move with a purpose!"

RECON

None. The Garden is attacked by a massive wave of ghouls.

MISSION INFORMATION

The player characters, along with several robots summoned by Eve, will have to fend off several waves of attacking ghouls. Since the player characters are fighting from a fortified position (from behind the defenses they erected early in the adventure) and have ranged attacks (which most of the ghouls do not), they have the advantage. Of course, since the ghouls outnumber them so much, this mission is still going to be a dicey affair (especially if the player characters have already used the grenades and explosives found in the heavy weapons locker during mission 2.2.)

The attack will take place in three waves:

First, a large force of harvester and tunnel ghouls will wildly charge the defenses, acting as cannon fodder to test the defenders' capabilities. The player characters should have to personally deal with between one and two dozen ghouls in this wave (depending on how strong they currently are.) To give the battle more scope, the battle's other aspects may be described by the Gamemaster as part of the story. These battles would include many more ghouls fighting the robots controlled by Eve.

Tunnel Ghouls: 1d6+6.

Harvester Ghouls: 1d6+6.

The second wave consists of warrior ghouls. Again, the larger battle can be described or played out as a separate engagement with the player characters controlling Eve's robots.

Warrior Ghouls: 1d6+6

Finally, the third wave sees gladiator ghouls attacking the defenders' positions in close-quarters.

Gladiator Ghouls: 1d6+6.

ACT 4

ENDGAME

Unlike the missions in Acts 1 to 3, this Act's missions represent the adventure's end. As such, the player characters will only complete one of this Act's missions. The other is left alone, representing "what might have been" scenarios.

4.1 BREAKOUT

This is the recommended ending if running this adventure as the start of an ongoing campaign set in the Fertile Crescent.

TOPS BRIEFING

"I thought for sure we were done there. There were too many of those things, and they were better organized than we gave them credit for. Just when it seemed they were going to overrun us, they pulled back. We need you to find out why so we can decide what to do about it."

RECON

The ghouls seem to have gathered for some sort of great game against humans from outside the ghoul community. Apparently, the humans preserved in the Garden are not the Fertile Crescent's only remaining bastion of humanity.

TOPS SECONDARY BRIEFING

"This is a chance we never dreamed of. We never realized there were others not turned into mindless cannibals—actual human beings left in the world. While they are distracted, you will take the truck, weapons, and cryo-capsules to attempt breaking out of the city. Go make contact with these people. Eve and I will arrange a surprise for our guests to make them think we all died. With any luck, you can make it to a nearby settlement, get enough help to deal with these things, and return to liberate the rest of the cryo-capsules. God speed."

MISSION INFORMATION

After the player characters load the truck, they will attempt to leave the city and find help in a nearby settlement. Although most of the ghouls are attending some kind of bizarre sporting event (skinball!), some were left behind to contain their prey (the player characters) in the Garden. Escape will not be easy.

The player characters will have to face warrior ghouls on the rooftops to either side of the road along the chosen escape route. These ghouls will fire down with their rifles in an attempted crossfire. They will also have to deal with tunnel ghouls blocking the road and swarming the truck from the sides if the vehicle gets bogged down. These creatures are tasked with building barriers to prevent any vehicle from using the road. The player characters have arrived early enough to prevent this but will still have to deal with the ghouls.

Warrior Ghouls: 8.

Tunnel Ghouls: 24.

It takes the player characters two minutes to get through this gauntlet. This is considering the truck is moving at roughly one-quarter speed so they can easily maneuver around what obstacles the ghouls have raised, even though they are incomplete. The escape can be made sooner if the truck goes faster, but doing so results in penalties to the Driving roll to swerve around the obstacles less safely.

The truck is overloaded with gear and the cryo-capsules, making it unstable at high speeds. A Driving roll is required at such speeds if the vehicle suffers a hit. Only one Driving roll is made per round in this fashion, regardless of the number of successful attacks on the vehicle, although other conditions may require a roll. Failure means the vehicle skids to a stop or stalls (50% chance of each.) If the vehicle skids to a stop, the driver must spend one round righting it, taking a full round

before another Driving roll may be attempted to get it moving as intended again. A stalled vehicle requires 1d4 rounds to get it going again. A critical failure with a Driving roll results a roll on the **Out of Control** table.

If the vehicle rolls or is otherwise rendered out of commission, the player characters must decide to attempt leaving the city on foot (meaning they will have to face the full force of ghouls assigned to contain them) or return to the Garden. If they return to the Garden, the ghouls will cease attacking, confident their full force can deal with the humans once the skinball tournament is over.

Back at the Garden, Top and Eve are preparing to detonate a powerful explosive that will destroy the facility and kill Top. Eve's critical components are effectively invulnerable to anything short of a direct nuclear attack, so she will survive this explosion and later be able to attempt to revive her charges once the ghoul threat has been reduced. If the player characters return to the Garden, they will die with Top. If characters leave the city (or are still attempting to leave), they will hear and see the explosion from a distance. The explosion will be timed to take out as many ghouls as possible.

4.2 BY FIRE (ALTERNATE ENDING)

This is the recommended ending if running this adventure as a one-shot adventure without any follow-up.

TOP'S BRIEFING

"I thought for sure we were done there. There were too many of those things, and they were better organized than we gave them credit for. Just when it seemed they were going to overrun us, they pulled back. We need you to find out why so we can decide what to do about it."

RECON

The ghouls seem to have gathered for some sort of great game against actual, unmutated humans from outside the area. Apparently, the humans preserved in the Garden are not the only remaining bastion of humanity.

TOP'S SECONDARY BRIEFING

"This is a chance we never dreamed of. We have a low-grade nuclear device here. Low power, but enough to take out anything living around us. There are far too many of those cannibal creatures here for us to take them all out by ordinary means. We need to load the bomb onto the truck and get it close enough to that stadium to eradicate them. Eve will monitor the city, and if we do our part and take those things out, the area will be ready for everyone still in cryo to wake up in a couple of centuries and begin rebuilding the world. I know I'm asking a lot, but this is the best chance for everyone still sleeping here, as well as anyone who may (God willing) be out in the world, surviving."

MISSION INFORMATION

This mission is very similar to 4.1 BreakOut in terms of how it will play out and the challenges it represents. The player characters load the explosive onto the truck and then proceed to the stadium. They will face the same ghoul containment team as in BreakOut. The explosive is enormous, and the chance the truck will become Out of Control is also the same as indicated in Break Out. Although a great deal of resistance waits for the player characters near the stadium, if they get through the containment team and begin to meet the resistance at the stadium, they are close enough for their explosive to take out every ghoul on site.

APPENDIX

PRE-GENERATED CHARACTERS

The following characters can be used by players to immediately jump into the game. Any left unassigned can be considered still in their cryo-capsules, asleep, or attached to the group as non-player character Extras.

In addition to the gear listed for each character, they will have access to some common equipment: combat boots, fatigues, military backpacks, MREs, a limited supply of radiation tablets, and other basic survival gear. Just what this entails depends on how generous the Gamemaster feels.

SGT. ALEXANDER "WHISPER" FREDRICKS

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Whisper is the unit's scout and sniper. Originally from New York City, he volunteered at the war's outset and, after basic weapons training, was transferred to 3rd Special Research. An eternal optimist, he believes he and his fellow soldiers will be able to redeem the city, saving it from the ghouls and helping restore the world.

Attributes: Agility d8, Smarts d6 Spirit d4, Strength d6, Vigor d6

Skills: Ancient Lore d4, Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d8, Stealth d10, Thievery d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Driven (Major), Heroic, Outsider (Major), Overconfident

Edges: Artifact Cache, Dead Shot, Major Artifact Cache, Steady Hands

Gear: Barrett .50 Rifle (50/100/200, Damage 2d10, AP 4, HW, Snapfire) w/2 ammo clips, knife (Str+d4), plus choose 8,000 cp worth of Ancient Artifacts

SGT. STUART "HELTER" GUTENBERG

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Stuart is the unit's heavy weapons and fire support expert. He lays down the heavy fire that makes opponents think twice about taking on him and his friends. Top is concerned that Stuart, nicknamed "Helter" by his teammates, actually seems to *like* this new reality he has awakened to.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Ancient Lore d4, Athletics d6, Battle d4, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Repair d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Arrogant, Bloodthirsty, Outsider (Major), Ruthless (Major)

Edges: Artifact Cache, Major Artifact Cache, Nerves of Steel

Gear: Collapsible baton (Str+d4), HK G3 (25/50/100, Damage 2d8, AP 2, 3-round burst) w/2 ammo clips, undercover vest (+2), plus choose 8,000 cp worth of Ancient Artifacts

WO ALISON "FINDER" HARDY

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Before the Fall, Alison was the unit's hazardous environment specialist and an expert in finding and disarming weapons of mass destruction. In their new environment, Alison has adapted to become the team's general technology specialist and medic. A trained medical doctor, she is horrified by what she sees in the new world. Always a strong-willed person, Alison is adapting well to both her new role and the world within which she finds herself.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Academics d4, Ancient Lore d4, Athletics d4, Common Knowledge d4, Electronics d6, Fighting d4, Hacking d4, Healing d6, Notice d4, Persuasion d4, Repair d6, Science d8, Shooting d4, Stealth d4, Survival d8

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Cautious, Code of Honor, Curious, Outsider (Major), Pacifist (Minor)

Edges: Artifact Cache, Luck, Major Artifact Cache

Gear: Basic military CBRN suit (+1), collapsible baton (Str+d4), Glock 9mm pistol (12/24/48, Damage 2d6, AP 1) w/2 ammo clips, undercover shirt (+1), medic kit (medical incompatibility +0), plus choose 8,000 cp worth of Ancient Artifacts

SGT. ALLEN "WHEELS" LANSING

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

The unit's vehicle expert, "Wheels" also possesses a high degree of mechanical skill and will be able to supplement Sgt. Northrop's ability to repair old equipment that has been exposed to the elements or otherwise damaged. A natural explorer, Lansing wants to see how the world has changed and is eager to get past the current problems to begin exploring this new world.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Ancient Lore d4, Athletics d4, Common Knowledge d4, Driving d10, Fighting d6, Notice d4, Piloting d8, Repair d6, Shooting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Driven (Major), Outsider (Major), Overconfident

Edges: Ace, Artifact Cache, Major Artifact Cache

Gear: Collapsible baton (Str+d4), HK MP5 (12/24/48, Damage 2d6, AP 1) w/2 ammo clips, street bike motorcycle with a sidecar (adds one additional passenger or 200 lbs. of cargo), plus choose 8,000 cp worth of Ancient Artifacts

SGT. WILLIAM "SKELTER" MANSON

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Skelter is the unit's close combat specialist, meaning he kicks down the door and takes the fight to the enemy up close and personal. Originally from Dallas, he believes the world has already ended, and there is no hope of coming out of this city of the damned alive. Still, he is determined to take as many of the enemy with him as possible.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Ancient Lore d4, Athletics d4, Common Knowledge d4, Driving d4, Fighting d10, Intimidation d4, Notice d4, Persuasion d4, Repair d4, Shooting d8, Stealth d4, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Clueless, Death Wish, Loyal, Mean, Outsider (Major), Stubborn

Edges: Artifact Cache, Brawler, First Strike, Major Artifact Cache

Gear: Desert Eagle (15/30/60, Damage 2d8, AP 2) w/2 full reloads, Kevlar vest (+2), power sword (Str+d6+2, AP 2) w/ spare power beltpack, plus choose 8,000 cp worth of Ancient Artifacts

SGT. WALLACE "RIP" NORTHROP

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Sgt. "Rip" Northrop is the unit's combat engineer and, if anything, is more important to the unit now than he was before the Fall. His technical skills will be vital to finding and repairing equipment left uncared for over the centuries. He will also be responsible for building vital equipment the unit cannot scavenge. Northrop is suffering serious denial about the current situation, however, so Top is taking steps to let the situation sink in gradually. Top and Eve are afraid Rip won't be able to handle finding out the awful truth all at once.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d6, Vigor d6

Skills: Ancient Lore d4, Athletics d4, Common Knowledge d4, Electronics d8, Fighting d4, Notice d4, Persuasion d4, Repair d10, Science d8, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 7 (2)

Hindrances: Cautious, Clueless, Delusional (Minor), Hesitant, Mild Mannered, Outsider (Major)

Edges: Artifact Cache, Demo-Man, Jack-of-all-Trades, Major Artifact Cache

Gear: Collapsible baton (Str+d4), Glock 9mm pistol (12/24/48, Damage 2d6, AP 1) w/2 ammo clips, Kevlar vest (+2), plus choose 8,000 cp worth of Ancient Artifacts

SGT. STANLEY "ORBS" ORBISON

Novice

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Sgt. Stanley "Orbs" Orbison is the team's second sniper and scout. His nickname arose from his last name, but also his keen attention to detail despite having to wear eyeglasses. Truth be told, however, it wasn't his eyesight that led to him becoming a sniper. Orbison is a coward who prefers to kill from a distance, while hidden, rather than sticking his neck out up close. He is fairly freaked out by the world he woke up to and is barely holding himself together most of the time.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Ancient Lore d4, Athletics d6, Common Knowledge d4, Fighting d6, Healing d4, Notice d8, Persuasion d4, Shooting d8, Stealth d8, Survival d4

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Greedy (Major), Outsider (Major), Vengeful (Major), Yellow

Edges: Alertness, Artifact Cache, Fleet-Footed, Major Artifact Cache

Gear: Collapsible baton (Str+d4), eyeglasses, undercover vest (+2), VSS Vintorez (22/44/88, Damage 2d8, AP 2, Snapfire) w/ 2 ammo clips, plus choose 8,000 cp worth of Ancient Artifacts

NON-PLAYER CHARACTERS

SGT. MAJOR FRANK "TOP" CALHOUN

Veteran

Race: Human; **Background:** Advanced; **Tech-Level:** 3 (Advanced)

Languages: Ancient

Top is the Special Research Unit's second in

command. Though he initially chafed at taking orders from Eve, an AI, that was how things were done increasingly more before the Fall. Ultimately, he knows how to take commands, so he did as he was told while keeping his thoughts to himself. His job wasn't to write policy—he enforced it. Besides, Eve seemed way less twitchy than most of the android officers he'd served with.

Now that he's awoken, Top's primary goal is to preserve as much of his command as possible, whether active or still sleeping in the cryo-capsules. He also wants to wipe out every ghoul he can lay his hands on but is a professional to his core. No need to rush—his time will come.

As will theirs.

This combat veteran stands 5'9", has a bald, graying mustache and goatee, and possesses dark brown skin and eyes.

"Top" is meant to be used as a non-player character and commander. He should not go on missions with the heroes unless the game really goes off the rails and the Gamemaster improvises an entirely new direction.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Ancient Lore d4, Athletics d4, Battle d8, Common Knowledge d4, Driving d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Repair d6, Shooting d8, Stealth d4, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Driven (Major), Heroic, Loyal, Outsider (Major), Suspicious (Minor)

Edges: Artifact Cache, Command, Major Artifact Cache, Nerves of Steel, Soldier

Gear: Collapsible baton (Str+d4), electro-saw thrower (24/48/96, Damage 3d6, AP 2) w/two spare ammo boxes, Kevlar vest (+2), plus choose 8,000 cp worth of Ancient Artifacts

APPENDIX

ADVERSARIES

The following creatures and machines are likely to be encountered in the Feeding Grounds. Gamemasters may add other opponents as they feel appropriate.

Minor Defects and Mutations are annotated with an (m) and Major Hindrances, Defects, and Mutations with an (M.) Hindrances are similarly annotated when there is both a Major and Minor version of the trait.

ANDROID, SOLDIER

CR 9

Race: Android Robot; **Tech-Level:** 3 (Advanced)

Languages: Ancient, Computer

Various android soldier models were mass produced before the Fall, each with different capabilities. Some worked to supplement human forces while others were deployed to replace them entirely.

Many have been in storage for centuries, awaiting revival by long-dead masters. Instead, they have awoken in response to external events and try to act based on what remains of old (often faulty) programming and directives.

Androids possess the uncanny, human-like ability of the human mind to plan and predict the unforeseen. They do so with a robot's super-advanced calculation and processing ability. On the battlefield, they have few matches.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Battle d10, Common Knowledge d4, Driving d6, Electronics d4, Fighting d10, Language (Ancient) d8, Notice d8, Persuasion d4, Piloting d6, Shooting d10, Stealth d8, Survival d4

Pace: 6; **Parry:** 7; **Size:** 0; **Toughness:** 9 (2)

Salvage: Laser rifle (50/100/200, Damage 3d6, HW, Continuous Fire), power belt

COMBAT RATINGS

In *Darwin's World*, NPCs and creatures are assigned a **Combat Rating** (CR) that quickly provides a general idea of how great a threat they represent. Use the following factors to determine a being's CR:

- **Base:** A typical attack's maximum damage divided by 2. For example, a 3d6 attack results in a base CR of 9.
- +1 per special ability that's useful in a fight.
- +1 per Combat Edge.
- +1 per point beyond Toughness 5.

You can adjust a character or creature's CR based on situational factors, such as powerful equipment, terrain advantages, prepared traps, and so on.

Extras halve the result (rounding down) to determine their CR.

A group's CR is equal to the total CR's of all its component creatures and characters. This goes for the player character party or an enemy encounter. The closer to each other different groups' CRs are, the fairer a fight between them is likely to be. The wider the divide, the more one-sided the fight is probably going to be in favor of the group with the higher CR.

SPECIAL ABILITIES

- **Ambidextrous:** Soldier androids do not suffer off-hand penalties.
- **Armor +2:** Soldiers are covered by tough Syntheskin.
- **Command Level (III-M):** Soldier androids will respond to orders from someone with the proper identity card.
- **Construct:** +2 to recover from being Shaken; ig-

nores 1 point of Wound penalties; does not breathe or suffer from disease or poison.

- **Faulty Logic Unit:** Whenever the soldier android takes a Wound, it must make a Smarts roll or go on a berserk rampage.
- **Immunity:** Immune to cold-, heat-, and radiation-based attacks.
- **Insulated:** +2 Toughness against electricity attacks and effects.
- **Robotic Brain:** Androids are immune to Fear and all mind-affecting powers that do not involve hacking, reprogramming, etc.
- **Sputtering Death:** When Incapacitated, make a Vigor roll to keep functioning at –4 until Wounded again.
- **Targeting Computer:** Soldiers using the Aim maneuver can ignore cover and concealment for the following round.

DROID, COORDINATOR

CR 6

Race: Droid; **Tech-Level:** 3 (Advanced)

Languages: Ancient, Computer

Coordinator droids are designed to intake and coordinate massive amounts of information. As such, they possess full artificial intelligence that enables them to predict, analyze, and operate with the sort of massive data flows necessary to run a facility, including the Ancients' domed cities. Typically, they do so from protected, subterranean control chambers within their assigned site. Larger, more complex facilities will have multiple coordinator droids.

These machines appear as enormous spheres elevated by self-generated magnetic fields. It has a single, three-foot diameter glass eye at its center, and numerous bumps and protrusions can open to reveal long, segmented metal tentacles up to twenty feet in length. The tentacles are used for physical interactions, and to access computers and data consoles.

Because they possess full, artificial intelligence, many coordinator droids have gone mad over time. The isolation and abandonment following humanity's near-destruction have left most deranged, including those who now consider themselves metal gods, of a sort.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12, Vigor d10

Skills: Academics d4, Ancient Lore d6, Athletics d4, Common Knowledge d6, Electronics d8, Fighting d8, Hacking d10, Language (Ancient) d8, Notice d4, Persuasion d6, Repair d10, Research d8, Science d8, Stealth d4

Pace: 4; **Parry:** 6; **Size:** 2; **Toughness:** 9 (2)

SPECIAL ABILITIES

- **All-Around Senses:** A coordinator droid's top-mounted sensor grants 360-degree awareness except beneath their own body's curvature. This makes surprising them very difficult.
- **Ambidextrous:** Robots do not suffer off-hand penalties.
- **Armor +2:** Coordinator droids are covered by tough metal.
- **Flight:** Coordinator droids fly at Pace 4". Their maximum flight height is about 3", though.

- **Command Level (VC):** Droids will respond to orders from a character with the proper identity card.
- **Computer Link:** Coordinator droids can link to a computer system directly by interfacing with its tentacles, allowing access to all its systems and anything they see, hear, or sense.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Robotic Brain:** Coordinator droids are immune to Fear and all mind-affecting powers that do not involve hacking, reprogramming, etc.
- **Size 2:** Most coordinator droids weigh around 1,000 lbs.
- **Sputtering Death:** When Incapacitated, make a Vigor roll to keep functioning at –4 until Wounded again.
- **Tentacles:** A coordinator droid can have dozens of tentacles, each with Reach 3. A tentacle can be used to slam into or crush an enemy. Also, the tentacles are how the droid forms a computer link with other machines.

GHOUL, COMMON

CR 5

Race: 1st-Gen Mutant; **Background:** Tribal; **Tech-Level:** 1 (Primitive)

Languages: Unislang d8

The most commonly encountered form of these degenerate creatures. Although cunning and treacherous, most signs of human thinking, desires, and relationships are gone.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d8, Mutant Lore d6, Notice d6, Persuasion d4, Riding d4, Stealth d6, Survival d6, Thievery d6

Pace: 6; **Parry:** 5; **Size:** 0; **Toughness:** 5

Hindrances: Bad Genes (M), Illiterate, Lost Juju, Superstitious

Edges: Alertness, Berserk, First Strike (Improved)

Mutations: Claws (Str+d4; m), Extreme Resilience (M), Sensitive Sight (m), Serrated Dental Development (Str+d6; m)

Defects: Albinism, Cannibalism

Salvage: Bite (Str+d6), claws (Str+d4)

GHOUL, GLADIATOR

CR 7

Race: 1st-Gen Mutant; **Background:** Visionary Reinventors; **Tech-Level:** 2 (Post-Apocalyptic)

Languages: Unislang d8

So-called because they are the best of the best fighters in the ghouls' arena, these warriors are not to be trifled with. They live for the glory of battle and will not shirk from a fight.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Battle d8, Common Knowledge d4, Electronics d4, Fighting d10, Intimidation d6, Mutant Lore d6, Notice d4, Persuasion d4, Repair d4, Shooting, d8, Stealth d6.

Pace: 6; **Parry:** 7; **Size:** 0; **Toughness:** 8 (2)

Hindrances: Bad Genes (M), Bloodthirsty, Fanatic, Impulsive, Stubborn

GHOULS

Ghouls are a race of degenerate humanoids common across the Twisted Earth. They are destructive, treacherous, and are merciless, giving no quarter and taking what they want—including victims to use as food. Humans and other mutants often tell tales of ghouls as though they were post-Fall boogeymen.

These creatures can form tribe-like communities held together out of necessity rather than any sense of shared responsibility. Ghouls are most often found in packs lead by the strongest of their kind, rampaging and taking anything that comes into their territory.

Edges: Artifact Cache, Berserk, Brawler, Gladiator

Mutations: Claws x 2(Str+d6; m), Extreme Resilience (M), Serrated Dental Development (Str+d6; m)

Defects: Albinism, Cannibalism

Salvage: Bite (Str+d6), claws (Str+d8), military combat suit (+2, reduce bullet damage by 4), Winchester 94 (25/50/100, Damage 2d8, AP 2)

GHOUL, HARVESTER

CR 6

Race: 1st-Gen Mutant; **Background:** Tribal; **Tech-Level:** 1 (Primitive)

Languages: Unislang d8

Harvester ghouls use their mutations and instincts for hunting down "food" for themselves and other ghouls. They then "harvest" it by capturing people and bringing them back to be eaten. As such, they are skilled hunters and trackers.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Ancient Lore d6, Athletics d8, Common Knowledge d4, Fighting d6, Notice d8, Persuasion d4, Stealth d8, Survival d8

Pace: 6; **Parry:** 5; **Size:** 0; **Toughness:** 6

Hindrances: Bad Genes (M), Illiterate, Lost Juju, Mean, Superstitious

Edges: Alertness, Berserk, Dodge, Woodsman

Mutations: Chameleon Epidermis (m), Claws (Str+d4; m), Extreme Resilience (M), Hyper Olfactory (m)

Defects: Albinism, Cannibalism

Salvage: Claws (Str+d4)

GHOUL, JUNKYARD

CR 5

Race: 1st-Gen Mutant; **Background:** Feral; **Tech-Level:** 1 (Primitive)

Languages: None

These ghouls have become little more than wild animals, living within a jungle of rusted parts and garbage left behind by the Ancients.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d8, Persuasion d4, Riding d4, Stealth d10, Survival d8

Pace: 6; **Parry:** 5; **Size:** 0; **Toughness:** 6 (1)

Hindrances: Bad Genes (M), Bloodthirsty, Illiterate, Outsider

Edges: Berserk, Danger Sense, Scavenger, Sweep

Mutations: Claws (Str+d4; m), Extreme Resilience (M), Protective Dermal Development (m), Sensitive Sight (m)

Defects: Albinism, Cannibalism

Salvage: Claws (Str+d4)

GHOUL, LEADER

CR 13

Race: 1st-Gen Mutant; **Background:** Tribal; **Tech-Level:** 1 (Primitive)

Languages: Unislang d8

By guile, viciousness, and ferocity, some ghouls come to dominate their kind and assume positions of leadership. Such ghouls can lead a small pack of their fellows or an entire community. Regardless, they command while others do the "hard work."

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Mutant Lore d6, Notice d6, Persuasion d4, Riding d4, Stealth d8, Survival d8, Thievery d6

Pace: 8; **Parry:** 6; **Size:** 0; **Toughness:** 8 (2)

Hindrances: Bad Genes (M), Bloodthirsty, Illiterate, Lost Juju, Superstitious

Edges: Alertness, Frenzy (Improved), Hard to Kill, Strong Willed

Mutations: Claws (Str+d4; m), Increased Movement (M), Serrated Dental Development x 2 (Str+d6, no

multi-attack penalty; m)

Defects: Albinism, Cannibalism

Salvage: Bite (Str+d6), claws (Str+d4), dagger (Str+d4), leather jacket (+2)

GHOUL, TUNNEL

CR 4

Race: 1st-Gen Mutant; **Background:** Tribal; **Tech-Level:** 1 (Primitive)

Languages: Unislang d8

Some ghouls (often those devolved from Ancients who fled underground from the Fall) have adapted to subterranean life. They live in the subway, maintenance, and storage tunnels and chambers sprawling beneath destroyed cities. They are deadly hunters who have evolved to stalking their prey in darkness and may leave their tunnels at night to hunt.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Stealth d8, Survival d6, Thievery d6

Pace: 6; **Parry:** 5; **Size:** 0; **Toughness:** 6

Hindrances: Bad Genes (M), Illiterate, Lost Juju, Superstitious

Edges: Alertness, Berserk, Troglodyte

Mutations: Blindsight (m), Claws (Str+d4; m), Nocturnal (M), Serrated Dental Development (Str+d6; m)

Defects: Albinism, Cannibalism

Salvage: Bite (Str+d6), claws (Str+d4)

GHOUL, WARRIOR

CR 7

Race: 1st-Gen Mutant; **Background:** Visionary Reinventors; **Tech-Level:** 2 (Post-Apocalyptic)

Languages: Unislang d8

Although relatively rare, some ghouls are strategic in their combat tactics and willing to embrace technology. Such warriors employ weapons and complex tactics, such as striking from a distance while leaving it up to their more common kin to soak up enemy attacks.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Battle d8, Common Knowledge d4, Electronics d6, Fighting d8, Intimidation d8, Mutant Lore d6, Notice d6, Persuasion d4, Repair d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Size:** 0; **Toughness:** 8 (2)

Hindrances: Bad Genes (M), Bloodthirsty, Impulsive, Stubborn

Edges: Alertness, Artifact Cache, Combat Reflexes, Nerves of Steel

Mutations: Claws (Str+d4; m), Extreme Resilience (M), Serrated Dental Development (Str+d6; m), Sensitive Sight (m)

Defects: Albinism, Cannibalism

Salvage: Leather jacket (+2), Glock 9mm pistol (12/24/48, Damage 2d6, AP 1) *or* hunting rifle (.308) (24/48/96, Damage 2d8, AP 2) *or* pump action shotgun (12/24/48, Damage 1-3d6)

ROBOT, INDUSTRIAL

CR 8

Race: Robot; **Tech-Level:** 3 (Advanced)

Languages: Ancient, Computer

The Ancients produced hundreds of different types of industrial robots for performing various heavy industrial tasks. Typically, they are squat and round with short legs and wide, round feet. From two to six mechanical arms hang from the upper section, atop of which is a cupola-like head sporting three optical sensors for an all-around view. A range of heavy tools (e.g., arc welders, power drills) may be fitted to the torso's front, depending on the assigned task. They were deployed (and may still be found) just about anywhere there was difficult, dangerous work.

Industrial robots do not directly engage in combat as part of their intended programming, but a wild model may become dangerous thanks to an error or degraded software. In such instances, the robot's powerful limbs and powered tools make it extremely deadly.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+2, Vigor d8

Skills: Athletics d4, Fighting d4, Language (Ancient) d6, Notice d4, Stealth d4. May be programmed with one or more additional skills required by its assigned task.

Pace: 4; **Parry:** 4; **Size:** 2; **Toughness:** 8 (2)

Salvage: May have an arc welder (Damage 3d6, AP 2) or power drill (Damage 2d6, AP 4, HW) mounted to its front.

SPECIAL ABILITIES

- **Ambidextrous:** Robots do not suffer off-hand penalties.

- **Armor +2:** Industrial robots are covered by tough metal.

- **Command Level (II-C):** Robots will respond to orders from a character with the proper identity card.

- **Computer Link (Remote):** Industrial robots can link to a computer system with wireless access up to one mile away, allowing access to all its systems and anything they see, hear, or sense.

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.

- **Immunity:** Immune to cold-, heat-, and radiation-based attacks.

- **Insulated:** +2 Toughness against electricity attacks and effects.

- **Power Source:** The robot can provide up to twenty discharges per day for objects that require a mini-fusion cell or smaller power source. Requires 24 hours to recharge.

- **Programs:** Slave Unit (faulty; repeating the last command given), Task (stacking and compacting junk.)

- **Robotic Brain:** Industrial robots are immune to Fear and all mind-affecting powers that do not involve hacking, reprogramming, etc.

- **Size 2:** Most industrial robots weigh between 1,000 and 1,500 lbs.

- **Sputtering Death:** When Incapacitated, make a Vigor roll to keep functioning at –4 until Wounded again.