DARWIN'S WORLD:
ANOTHER MAN'S TREASURE

GENCON 2005 ADVENTURE

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DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

Another Man's Treasure is an adventure for the post-apocalyptic role-playing game, _Darwin's World 2nd Edition_. _Another Man's Treasure_ is the second in a two-part adventure series in which the player characters are drawn into the desperate hunt for the legendary "Mount of Thorns" at the heart of the wild and inhospitable Deadlands of the Twisted Earth.
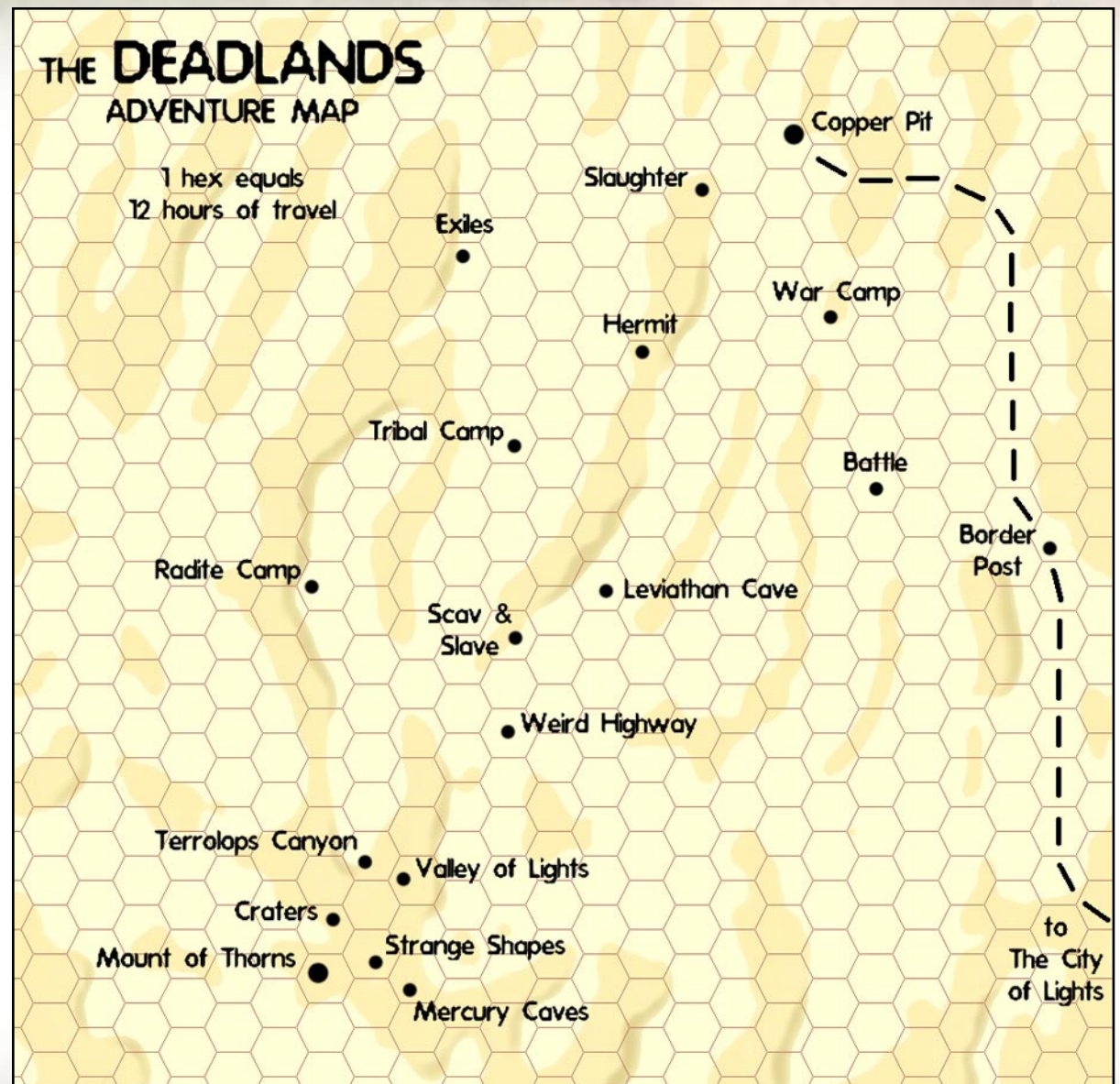
Another Man's Treasure should take a party of four characters from 6th to 8th level.

ADVENTURE BACKGROUND

This information was included in part one of this series, "One Man's Garbage", and is reprinted here for the GM's convenience.

Long believed to be mere myth, among the people of the wasteland stories still circulate about the Mount of Thorns, a fantastic place said to lie at the heart of the dry and lifeless region known as the "Deadlands". Whether carried on the lips of the nocturnal scavenging folk around their seedy desert campfires, or recorded in the twisted and imaginative chronicles of the wasteland's zealous pseudo-cults, these stories invariably regard the Mount as a site of great importance to even the Ancients - a fact that has left men to wonder at what lies beneath its slopes for countless generations since the Fall.

But the vast Deadlands has long been a great void, a seemingly endless dustbowl that is home only to outcasts from the fledgling tribes that ring the region; terminal mutants, cannibals, and criminals whose crimes were too vile for even the cruel people of the wasteland to stomach. According to legend the Mount lies somewhere near the heart of this treacherous expanse, its secrets unattainable thanks to the gauntlet of savages who call the desert home, and the unforgiving elements themselves.

THE **DEADLANDS**
ADVENTURE MAP

1 hex equals
12 hours of travel

Copper Pit

Slaughter

Exiles

War Camp

Hermit

Tribal Camp

Battle

Radite Camp

Leviathan Cave

Scav &
Slave

Border
Post

Weird Highway

Terrolops Canyon

Valley of Lights

Craters

Strange Shapes

Mount of Thorns

Mercury Caves

to
The City
of Lights

Recently, however, word has spread like wildfire through the tiny desert communities, through the camps of the most primitive tribes, and even reached the degenerate townships bordering the region that someone, somewhere, has uncovered the key to finding the fabled Mount of Thorns...

BACKSTORY

There is an old saying: *One man's garbage is another man's treasure.* Nowhere is this truer than the Twisted Earth, a world where the survivors of the human race continue to pick over the trash and rubble of a former civilization in the endless struggle of day-to-day survival.

While on the Twisted Earth mere survival occupies many men from cradle to the grave, some have even grander goals. Some want to be emperors, some want to be "gods", while others simply want to be rich. Often, it is the remnants of the Ancients' civilization that are seen as the tools to acquire these new world dreams and aspirations. This adventure is a tale about one such remnant, a place once called "Yucca Mountain".

Some time ago a small group of heretical zealots, the "Radites", came upon a piece of ancient arcanum referring to Yucca Mountain, a place now known to the survivors of the apocalypse as the legendary "Mount of Thorns". As a splinter of the Brotherhood of Radiation (a group described in *Darwin's World 2nd Edition*), the Radites realized the significance of the document and immediately purchased it from the witless desert scav who first brought it to their attention. Once the document (dubbed the "Great Arcanum") was in their hands they immediately set out to find the mountain. Their aim: to open the mountain and recover the "magic" beneath its rocky crest, in hopes of creating their own "super-mutant race" to lead their faction to victory over the Brotherhood of Radiation.

WHERE THE CHARACTERS LEFT OFF

One Man's Garbage left off after the PCs performed a clandestine raid against the Radite shrine beneath the city of Copper Pit, stealing the original copy of the "Great Arcanum" for the Brotherhood of Radiation. This harrowing mission was detailed in part one of this series, and part two begins soon after their successful acquisition of the mysterious document.

Upon returning to the safe house of their contact, Gepardo, the PCs soon learn that the old man has successfully deciphered the Arcanum, learning the location of the Mount of Thorns. Just as importantly, he has also learned the reason why the Radite shrine in *One Man's Garbage* was so lightly defended: the majority of the cult has already left Copper Pit, striking out into the desert to find the Mount of Thorns. With no time to waste, the Brotherhood of Radiation offers to hire the PCs once more, this time to get to the Mount of Thorns before the Radites!

Once the PCs accept the Brotherhood's offer they must strike out on their own, over the barren terrain known as the Deadlands, in a race against time to get to the Mount of Thorns before any of their rivals. Despite the inherent dangers of the Deadlands, including raiders, outcasts, and roving cannibal mutants, and having to avoid the gauntlet of Baron Wasteland's army patrols (which are out in force looking for them), with a little luck the party may manage to get to the fabled mountain in time.

Once there, the PCs face off with an old enemy - Pastor Disaster and his band of mangy scavs, the "Junkyard Dogs" - in a final showdown with the treasure of the Mount of Thorns at stake.

FINAL CLIMACTIC BATTLE?

The final chapter of this adventure presents a large-scale battle in which the PCs play only a small part. This battle assumes the coming together of the Brotherhood of Radiation, the armies of Copper Pit, and the Radite cult in one grand finale at the foot of the mountain. While this battle portrays the desperation of each side in its bid for the mountain, you can skip this scene entirely if a shorter adventure is desired.

Notes on ending the adventure in this manner are given at the end of this module.

INTRODUCTION

Another Man's Treasure picks up right after the conclusion of *One Man's Garbage*, with the PCs emerging from beneath the streets of Copper Pit with the Great Arcanum in hand. Details of the city of Copper Pit are to be found in part one of this series, and while the PCs will soon be trading in the streets of this squalid town for the wasteland outside, you may find the text in that module useful in portraying the party's experiences while in town.

Eventually, however, the party will again make contact with Gepardo, their Brotherhood contact in Copper Pit. This event is described below.

DECRYPTION

When the characters return to the safe house of Gepardo, the old man takes the Great Arcanum from them with an awed hush. He tells them that for the next day or so the safe house is theirs - he'll be in a secret room deciphering what he can from the old documents. In the meantime he will leave food and medical supplies (if any meds remain) for them, and asks them to keep up his laundry work - if his customers don't get their clothes cleaned, they'll be

suspicious of his absence.

Resting for the next two days allows the party to heal up, as well as train (if they earned enough experience points from part one of this series).

On the evening of the second day, read the following:

The past day or so has been spent in tedium; either resting and nursing wounds, or cleaning the filthy laundry stacked up by patrons outside Gepardo's business. It is early evening when the monotony is broken by a sudden sound.

Upstairs there is a sharp thud, soon followed by the opening of a door. Gepardo rushes down the stairs with a hobble, his eyes wide with excitement. A huge smile spreads over his face.

"Those fools! They've given us the chance we need!"

If the PCs ask, the old man is eager to explain. He takes them to his study where the Arcanum is laid out, and begins flipping through pages while he speaks. He eventually shows them a map - give the players *Handout #1*.

"I found this map among the papers; it shows the location of the Mount of Thorns. Here it is known by its Ancient name, 'Yucca Mountain'. Apparently the Radite leaders who deciphered the Arcanum made notes right on the very page. I cannot tell exactly what these warnings mean, but as you can see it appears they've decided not to take the direct route to the mountain, but instead plan to go around, to the west. This means there is a possibility that we can get to the mountain before they do!"

Are you saying you want <u>us</u> to do it?

Handout #1
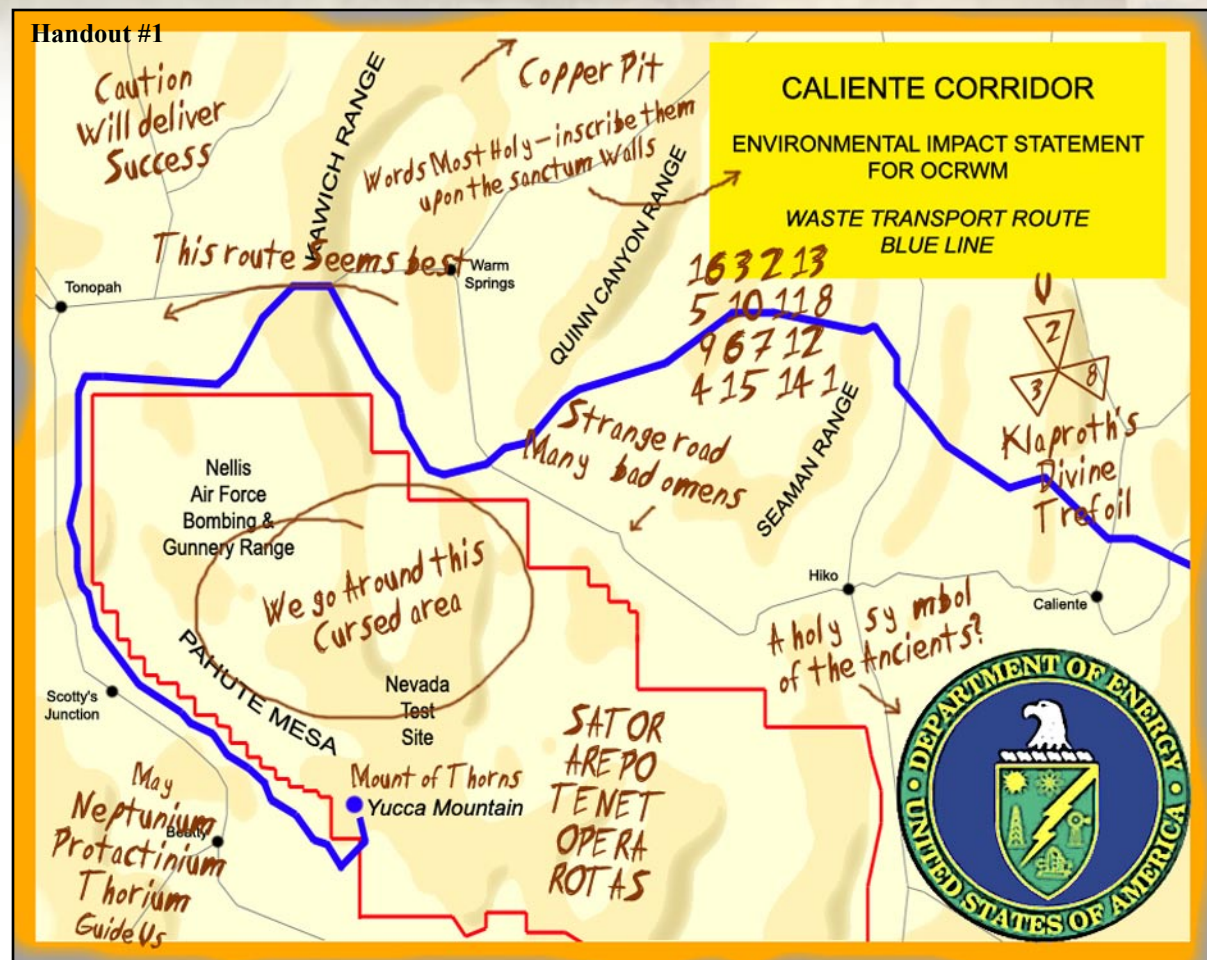
"I made contact with the Great Angel last night. I have been authorized by our mutual benefactor back in the City of Lights to offer you an additional 2,000 in corium or trade goods, as you wish, for getting to the mountain before the Radites do. And, for that matter, before all the treasure-hunters drawn to the region, should one of them somehow get lucky."

How did you make contact?

At this Gepardo merely taps his temple with a mischievous smile.

Once we get there, what do we do?

"Defend it against the infidels. I don't know how you can hold out, but Fate will provide a way. Already a Brotherhood army is marching northwest to distract the Copper Pit regiments under Baron Wasteland (their leader) and lure them away from the vicinity of the Mountain, leaving the way open for you. At the same time the Brotherhood is re-directing another of its armies to head towards the mountain. They will arrive some time after you've reached it, and once there will secure it for the order."

"Will you accept this great task? The future is in your hands..."

Assuming the PCs agree, Gepardo uses up all of his remaining healing meds (if any) on the characters, and supplies the PCs with enough food and water for a week's travel (that is, 1 3/4 lbs. of food and seven gallons of water each). He has also been authorized to give the PCs a device, which they may (or may not) have seen before: a *Geiger counter*, attached to a *power beltpack*. He immediately explains to the PCs that this is a "magic wand" that will begin to "hum and click" the deeper they go into the Deadlands. He tells the PCs that if the noise gets louder to turn around and head in the other direction.

Finally, before the PCs are ready to set out, he gives them a roughly-drawn map (*Handout #2*), correlating information from the map taken from the Arcanum as well as with information he has gleaned from living in Copper Pit. With this map in their hands, he sends the PCs out to face the Deadlands alone...

THE DEADLANDS

After having located (and extracted) the Great Arcanum in the recesses of the Radite shrine beneath Copper Pit, the PCs have given the Brotherhood of Radiation the information they need to send an expedition to the Mount of Thorns. Gepardo has sent the PCs to get to the mountain before the Radites, promising to reward them well if they succeed.

As the adventure begins the PCs are faced with a challenge: journeying across one of the Twisted Earth's most desolate and inhospitable regions, the Deadlands. Rumors abound about the Deadlands' reputation as a refuge and hideout for criminals and exiles thrown out of nearby villages and settlements, as well as the ghastly mutant monsters that wander out from the heart of the desert, a place where the PC must go if they hope to find the Mount of Thorns.

A map of the Deadlands is provided in this adventure, to allow the GM to track the progress of the party as they journey through the desert. Each hex on this map is meant to represent 12 hours of travel by foot (assuming a standard movement rate; PCs with faster or slower rates should have this rate modified as appropriate). Certain set encounter areas are noted on this map, and are detailed later in this section.

Spotting: To encourage the PCs to explore, assume the party can "spot" set encounter sites on the adventure map if they are in its hex or in any hex adjacent to it.

RANDOM ENCOUNTERS

The Deadlands, while harsh and inhospitable to life, do provide ample opportunity for encounters. The GM should roll for a random encounter every 24 hours; on a roll of 1 on 1D6, the PCs encounter one of the events below. *Alternatively you can simply plan encounters that you like from the list below, having them occur whenever an increase in action is called for.*
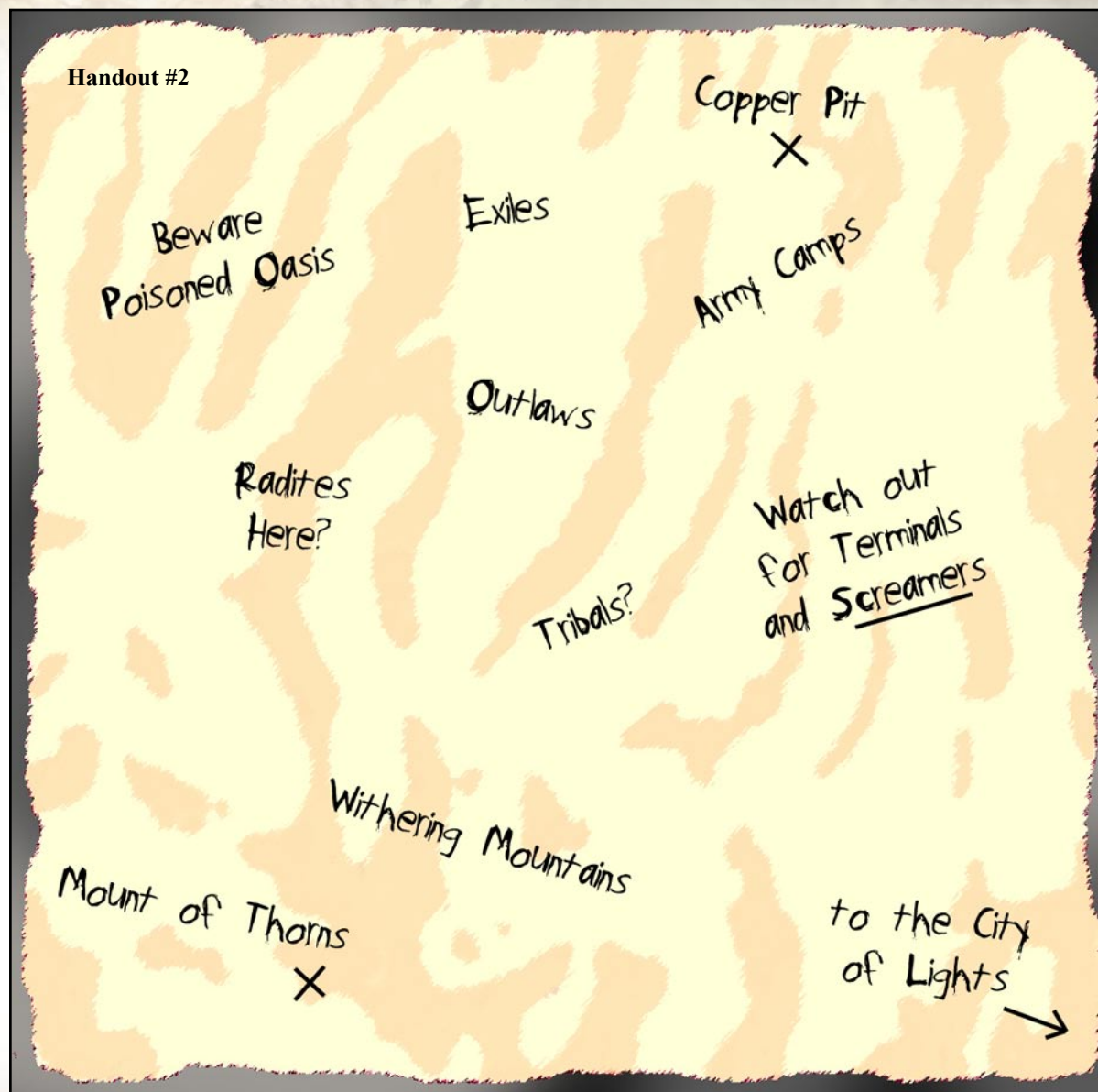

OUTDOOR SURVIVAL

An important consideration in this part of the adventure will be the food and moisture needs of the player characters. Since they are striking out across a large part of the central Deadlands, food - and especially water - will be vital to their survival. As stated in the *Darwin's World 2nd Edition* rules, characters need 1/4 lb. of food and 1 gallon of water **each day** due to the prevailing hot climate.

A character can go without **water** for one play plus a number of hours equal to her Constitution score; after this, the character must make a Con check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. A character can go without **food** for three days, in growing discomfort; after this she must make a Con check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage. Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed.

While characters can simply use Survival rolls to meet their food and water needs (see page 74 of d20 Modern), other sources of food and water are available for characters who lack this skill. In addition to stocking up with Gepardo's help in Copper Pit, the PCs will be able to find food and water at various encounter locations along their journey.

Handout #2

Copper Pit
X

Exiles

Army Camps

Beware
Poisoned Oasis

Outlaws

Radites
Here?

Watch out
for Terminals
and **Screamers**

Tribals?

Withering Mountains

Mount of Thorns
X

to the City
of Lights
→

D20	Encounter	EL
1-2	Nature's Cruelty	3
3-4	Patrol	7
5-6	Alkali Pool	1
7-8	Pool	-
9-10	Criminals	3
11-12	Outlaws	9
13-14	Night Sounds	6
15-16	Abomination	3
17-18	Strange Sightings	9
19-20	Bounty Hunter	3

NATURE'S CRUELTY (EL 3)

Drawn by the sounds of barking and deep guttural wails, coming over a dune or rocky crest the PCs spot, in the next depression over, a large pack of ugly mutant dogs. The mutant pack is closing in on a lone Prox beast, which struggles weakly to face its adversaries.

If the PCs do not intervene the mutant dogs (ravening hounds) easily overcome the Prox beast. While the majority of the pack feasts, the weaker dogs (a total of three) are driven off and slink away whining. These animals may notice the party if they haven't taken precautions to hide, and will immediately attack them (they are hungry, after all).

GM's Note: If the PCs do intervene the ravening hounds will turn on them. The Prox will also attack them if they get too close; otherwise it will attack the nearest ravening hound until it has made a hole in the pack's line, at which time it will flee.

Prox Beast (1): hp 17.
Ravening Hounds (9): hp 13 each.

PATROL (EL 7)

This encounter should only occur within four hexes of the War Camp location (see Set Encounters).

While the party is traveling through the wasteland allow each character to make a Listen check at DC

14. If successful they hear the sounds of armed men coming down the trail, and can take appropriate cover. If not, both they and the incoming group are taken by surprise in the first round of combat.

Coming around the bend is a band of armed mutants from a nearby war camp, out patrolling the desert. These men are soldiers hailing from Copper Pit, on orders to scout the desert for any sign of "spies". Baron Wasteland, having heard the same rumors of the Mount of Thorns being found, is doing everything he can to capture Brotherhood agents (who are bound to get involved) to interrogate - and learn the location himself.

Unless the PCs took measures not to be seen, the patrol will open fire on them immediately. They will continue to fight either until the party surrenders, or until they have lost three of their number, at which time they will flee.

Development: If the PCs are captured, the patrol takes them to the *War Camp* (see below).

Copper Pit Soldiers (5): hp 20 each.

ALKALI POOL (EL 1)

The sun bakes the rough ground in this region until it is searing hot, making heat mirages dance and flicker along the barren horizon. In the bowl-like depression of a nearby crag the party spots a pool of cool clear water. What's more encouraging is the fact that no other desert creatures appear to have claimed this water source...

GM's Note: The pool the PCs have stumbled across is, in reality, poisoned with naturally occurring alkali, making it toxic to consume. Unfortunately, only a Survival check at DC 18 will reveal the danger; otherwise the characters may mistakenly refill their canteens and waterskins with this polluted water.

Treat water from this pool as a *low-grade pollutant*

(see page 169 of *Darwin's World 2nd Edition*) if consumed.

POOL

This encounter resembles the *Alkali Pool* (above) exactly, except that when the PCs arrive there is a 20% chance that some form of mundane wildlife will be drinking from the pool - evidence that the water is probably safe to drink.

GM's Note: The water here can be drunk safely by the PCs; if they fill their canteens they can replenish their water supplies completely.

CRIMINALS (EL 3)

Up ahead the PCs see a miserable little camp. A few men sit outside by a low fire, while from inside a nearby tent can be heard an anguished moaning.

When the men at the camp spot the PCs they gather a few hand-made spears and crossbows and call out to the party to "leave". If the party approaches peacefully, the men warily accept them, but stand their ground.

There are four men, all scarred and grizzled, wearing hodge-podge leather armor and armed with weapons they apparently made with their own hands. Each man has an ugly branding scar etched deeply onto his forehead, in the shape of an "X". Anyone making a Knowledge (Twisted Earth) check at DC 14 realizes the brand signifies men who have been exiled for a terrible crime committed against whatever community they once belonged to (a second check, at DC 18, identifies the crime; see below).

An opposed Diplomacy check is required to get the men's cooperation (they are currently *Indifferent;* see pages 57-58 of *d20 Modern* for notes on how to use Diplomacy). Any improvement in their attitude gets them to relax their posture. Though they are criminals, the men have lived so long away from

home that not only have they repented for their crimes, they no longer hold any ill-will against those who banished them. Instead, they merely try to survive, living off the land and making their way aimlessly each day.

If the party secures their friendship, the men are willing to tell their story, and a little of what they've seen in recent days.

The men admit they were cast out of their home settlement (a village on the outskirts of the Deadlands) for a crime they committed (the gang rape of a merchant's daughter), but now are more afraid of Baron Wasteland than any beast the wasteland can spawn. They say his armies moved through here recently, and interrogated them, believing them to be "lackeys of the Brotherhood of Radiation - of all things". When the men refused to confess to the bogus charge, the army commander ordered they be tortured, at which time the men fled. One of their number was shot in the escape (hence the moaning from the tent - one of their men lies injured there).

The criminals are eager for medicine for their companion. In return for any healing medicine, a doctor's attention, or even a bottle of booze to ease the pain, the men will be willing to give the PCs some food and water (one day of food and water for each PC in the party).

Criminals (5): hp 13 each; one is reduced to 1 hp due to wounds.

OUTLAWS (EL 9)

This encounter can happen multiple times.

As the PCs wander the wasteland they hear the distant roar of gasoline engines, followed by the echo of gunshots. Moments later they spot a small group of men on motorcycles coming towards them (either emerging from a ditch just out of sight of the trail

in flat country, or around the bend if they're moving in rough terrain), armed with shotguns, rifles, and chainsaws. The small pack of cycle-borne raiders head straight for the party, kicking up clouds of dust as they go.

These men are all grizzled outlaws, driven out of Copper Pit (or other desert settlements ringing the Deadlands) for theft, rape, or murder. Hunted by bounty men and chased away wherever they go, they are desperate for food, water, fuel, and "companionship". The outlaws will attack the party on sight, hoping to kill any male characters outright while trying to subdue any women to enjoy later.

The outlaws will remain on their cycles during the battle (two to a cycle), firing at range until they close in. They then move in to run the PCs down or, in the case of the passenger, attack them with their chainsaws. If half of their numbers are killed they will cut their losses and race off into the desert.

Outlaws (6): hp 24 each.

Treasure: In addition to their gear, there will be one motorcycle per two outlaws. These cycles are in bad condition (treat them as *battle cycles* with only 1d10+10 hit points each), and are low on fuel; they can be used to transport two PCs each a distance of four hexes on the adventure map (in six hours) before running completely out of gas.

NIGHT SOUNDS (EL 6)

This encounter only occurs at night. Sometime as the PCs are camping, close to midnight, the wind begins to pick up. Sand whirls around the camp and it looks like the possible beginning of a sandstorm. As the PCs discuss/argue what to do about the coming storm, the wind begins to howl, almost drowning them out.

As the wind continues to rage through the night, allow each awake PC to make a Listen check at DC

16. On a success he or she hears a strange noise, even over the din of the raging wind. A single, solitary siren call, a shrill shriek that rises even above the howling storm to reach their camp. After only a few moments the unbroken, solitary cry is joined by another, and together the two frightening wails continue to hum through the night air.

A few minutes later the storm hits full-force; anyone in the open suffers 1d2 points of damage per round for 1d10 rounds (after which time damage drops to 1 point per round). If the party remains under cover (which they will, if they're wise), the strange wailing continues for about ten or twenty minutes, before fading into the wind once more.

If, however, the PCs get up and expose themselves to the storm to seek out the source of the wailing, allow each exploring PC to make a Spot check, at DC 16. If successful the character sees, in the distance, the vaguely luminous forms of two humanoid creatures, walking zombie-like to the east. The sound definitely appears to emanate from them.

At this point allow the humanoid creatures - *screamers* - to make a Spot check to notice the party's camp (DC 17). If they succeed the two creatures immediately turn as one, and begin shambling towards the party's camp.

GM's Note: Screamers are a much-feared danger of the Deadlands, creatures believed to be created by the inherent radiation of the landscape. Some believe screamers are the animated corpses of Ancient dead, but none can be sure. In any event the two screamers, once they detect the PCs, will head towards the camp to attack the party. They fight until destroyed.

Development: By dawn the sandstorm dies out, allowing the PCs to continue their travels.

Screamers (2): hp 48 each.

ABOMINATION (EL 3)

When this encounter occurs allow the PCs to make a Survival (or Search) check at DC 15 to notice a strange set of tracks in the sand nearby, obviously made by something large and inhuman. They can follow these tracks for a while (if they have the Track feat), but they eventually vanish. *If the check is failed, they do not notice the tracks.*

A little while later the PCs enter a vast boulder field filling a small valley; though the sun bakes the entire valley, the odd shape of the boulders and crags creates deep pools of shadow in the lee of many. Here, hiding among the rocks, is an *abomination*, a grotesque mutant monster known to wander out of the deep Deadlands to prey on frontier villages. This abomination originates from a small group living in the *Mercury Caves* region (see later for details); food being scarce, it was the weakest of the pack, and was driven out to fend for itself elsewhere.

The abomination is virtually starving, but it will remain in the shadows of the many boulders as long as it can due to its racial *photosensitivity*. However, if the PCs enter the rubble field it will emerge from the shadows, darting from cover to cover, in hopes of catching them. The creature is not too stealthy, however, so the PCs may get momentary glimpses of it or hear its heavy plodding as it scurries from boulder to boulder.

The abomination will only hunt the PCs in the boulder field, which is roughly 1000' in diameter. If they manage to get away it will not pursue them, at least not during the day.

Abomination (1): hp 34.

STRANGE SIGHTINGS (EL 9)

This encounter should be played as a string of ambiguous events, intended to raise the party's sense of impending danger, while leaving them in the dark.

It all begins with the sighting of strange misshapen footprints in the sand, or the discarded bones of animals - maggot-ridden and apparently gnawed upon viciously by something only *vaguely* human in the shade of a valley boulder. Later (hours, or even days later, depending on how the adventure is progressing), the strange footprints give way to momentary sightings of figures shadowing the PCs. Nothing definite, just sudden movement at the edge of vision, or spotting someone (or some*thing*) stalking the party among the crags 100 yards or so back. Even if the PCs attempt to track, double back, or outright pursue whatever it is that they see (or *think* they see?), the effort proves futile - whatever was out there gets away, or seems to vanish mysteriously just as the PCs turn that last bend, or scale that last rock.

GM's Note: The PCs have attracted the attention of a band of terminals, savage and miserable mutant creatures known all too well to infest the Deadlands. These creatures were once humans of a sort, thrown out of their home villages for the ghastly mutations that their brethren could not abide. Whether merely horrible to look at, mentally retarded, or too crippled to contribute to their community, they live in the wasteland pondering their outcast existence, struggling with the remnants of their memories of their birth communities while slowly dissolving into cannibals and worse.

The terminals (of which there is a sizeable band) watch the PCs using their superior stealth, tracking them through the desert. Though the PCs don't know it, the terminals are fighting amongst themselves over what they should do; starving, they need food, and the strongest among them are urging the band to attack the PCs and consume them. Still, some among them have hesitations, either out of fear of the PCs or from some lingering sense of humanity.

The terminals should not be encountered yet; they should always get away, leaving only evidence of their passing (and their shadowing of the party) or brief glimpses of their movements.

Development: After having shadowed the PCs for several hours/days, the terminals finally decide to strike. Having waged war against the tattered remnants of their own human natures, the cannibal hunger that drives them has finally won - and they move in, drawn to the party's campfire, to *feed*.

Ostensibly the attack takes place a few hours after the PCs set up camp and go to sleep for the night. The terminals watch the PCs from a distance - and well out of the light of their meager fire - watching them as the hours pass until they all go to sleep or, failing that (in the event they post watch), until only one PC is awake. Then, as a group, the terminals shamble forward, sweeping into camp hoping to devour the party.

At the start of combat allow each character who is not asleep to make a Listen check at DC 14. Those who succeed may act in the first round - all others are surprised. Those who are asleep when the attack occurs do not get to check, and furthermore they are considered *fatigued* once they join the battle.

Tactics: The terminals are desperate, and though there are quite a few of them, only the strongest move into the camp to attack; the weaker numbers linger behind, their hope lying in getting whatever "scraps" are left over. As a result, to any PC(s) awake at the time of the attack the night seems to light up with weird orange, yellow, and red eyes, but only a handful of the wretched mutants really stumble into camp to attack.

The terminals attack from one direction in a "wave", with each terminal attacking the nearest victim. Terminals can (and probably will) gang up on those opponents closest to the edge of camp, hoping

to overcome them and drag them off into the night to be eaten.

Once a terminal knocks an opponent unconscious it must make a Will save at DC 12 or be forced to stay put and begin eating his foe (this is a normal coup-de-grace attack with their claws), *even if attacked*. Once it has killed an opponent in this fashion the terminal regains its senses and can rejoin the fighting.

All of the terminals are considered to be in a *homicidal frenzy* (see the entry for terminals on page 317 of *Darwin's World 2nd Edition*).

Development: If the PCs manage to kill more than half of the terminals, the others will try to flee, but not before grabbing any remaining unconscious characters and trying to take them to eat later.

Terminals (7): hp 33 each; as *Terminal Strong Hero* (page 317 of *Darwin's World 2nd Edition*).

BOUNTY HUNTER (EL 3)

When the PCs are navigating a particularly rocky part of the desert they are alerted by the sound of a rifle being cocked in the vicinity. Allow each character to make an opposed Spot check against the Hide of a Bounty Hunter (see *NPC Statistics* for details).

If the PCs do not act hostile (or ask firmly but respectfully for their unseen adversary to step out and identify himself), after a few moments the man emerges from behind some rocks. Standing there the PCs see a scarred and grizzled bounty hunter, his trade made evident in the numerous trophies worked into his attire - human scalps, for example, and a necklace made from severed ears.

If the encounter remains civil the bounty hunter looks the PCs over and finally decides they are not his quarry. If asked he tells the party he is a bounty hunter from Copper Pit looking for *Outlaws* (this refers to the random encounter of the same name). The going bounty for outlaws is 50 corium pieces a

head. He also asks if they've seen any recently; if so, he asks in which direction before departing.

GM's Note: It may be possible for the PCs to negotiate with the bounty hunter. While he won't trade any supplies, he may be willing to strike a deal with the party. If they bump into any Outlaws during their journey and return here with evidence proving they were killed (i.e. their branded scalps), he'll pay them half the bounty himself so as to save them the journey back to Copper Pit (he gets the rest of the bounty on return to Copper Pit, of course, but he considers this a fair trade). He will also accept the branded scalps of Exiles and Criminals (since these can be passed off as the scalps of Outlaws)!

If the party's Diplomacy check results in changing the bounty hunter's attitude to *Helpful* (he begins *Indifferent*), he may even offer to join the party. This may be a good chance for the party to pick up some extra help, but the bounty hunter will leave once they've encountered (and killed) the Outlaws. After the first such encounter he leaves, returning to Copper Pit to collect his bounty.

Bounty Hunter (1): hp 35.

SET ENCOUNTER AREAS

The following locations represent set encounters that the PCs will only experience if they enter the appropriate hex on the adventure map.

SLAUGHTER

As the PCs come over a dune they see, sprawled before them in the next sandy depression, the remains of a campsite. Even now vultures pick at the bodies of a dozen men, stripped nude and scattered about the site.

GM's Note: This is the site of one of Baron Wasteland's forward camps (set up by the men sent out to find the PCs), which Pastor Disaster and his Junkyard Dogs hit a few days before moving on to Copper Pit.

A search of the site uncovers nothing of value or use; apparently whoever struck took everything, even the boots and socks off of the dead soldiers' feet. A character with the Track feat who also makes a Survival check at DC 17 notices that at least six individuals - *including a large feline* - attacked the camp in a surprise raid several days ago, and all of the raiders apparently got away; the tracks die out a few hundred yards away making it impossible to follow them further.

This encounter is supposed to make the PCs nervous about traveling in the Deadlands, a place where even a military camp can get massacred by the stealthy raiders of the wasteland.

EXILES (EL 5)

As the PCs wander the desert they come across a small community carved out of the rock of a hillside. As they approach they are hailed by a few men tending goats nearby.

The community is a tiny settlement largely unknown to outsiders. The inhabitants, both male and female, are all exiles from outside the Deadlands, sentenced to banishment here for past crimes (stealing water). Like the *Criminals* (see *Random Encounters*), these people are branded, so a Knowledge (Twisted Earth) roll at DC 14 will identify them as the pariahs that they are (a second successful check identifies their crime).

Unlike the *Criminals*, however, these people have a *Friendly* attitude towards strangers, and will be happy to see the PCs. Though they are mere goat herders, if the PCs do not act hostile they will offer to trade with the PCs in exchange for news of the outside world, their homes, and recent events. They are willing to

trade up to 1 lb. and one gallon of water to each PC. They will also be willing to let the PCs rest in their caves if they need to recuperate their wounds, but other than that they have nothing to offer in the way of weapons or medicines.

If the PCs attack the exiles they will attempt to flee back to their caves and hold out using spears and bows.

Exiles (8): hp 13 each; use the statistics for *Criminals*.

Treasure: In addition to a few goats (which can be slaughtered for a total of 8 lbs. of meat), the exiles also have a total of ten gallons of water in their caves. At the GM's discretion they may have a few other items as well (none with a value more than 50 cp).

HERMIT (EL 3)

As the PCs make their way through the rugged heights, they come across a mountaintop forest that seems to have been spared the barren drought of the low country. Here virgin forests of aspen and mountain mahogany grow in relative abundance, competing with the jagged rocks and crags for space.

At some point the party spots a small stone hut built partly into the side of the mountain. A crackling campfire burns low outside in the shade of the trees, on which some small game appears to be cooking. A man, his skin as brown as leather from the sun, sits by the fire tanning the hide of his meal for some future use. He seems oblivious to the party even as they come close, whistling happily to himself.

The man sitting at the fire is a hermit, who has lived in the hills near Copper Pit for years; if the PCs ask, he even claims to have been here before the city was founded. The man is an obvious mutant, but has no love of Copper Pit or its people. Like hermits throughout history, he shuns the settlements of his fellow man, preferring to face the harsh test of

survival alone.

Though he doesn't like people in general, the hermit is old now and has no fear of death - and thus no fear of visitors either. His reaction to the party will depend on what they do. If they threaten him or act hostile he merely laughs, answering their demands with criticisms (either based on their mannerisms or physical appearance) cleverly disguised as words of wisdom. If the party is friendly, and respectful, he warms to them much more readily, offering them a seat by his fire and even some of his food.

GM's Note: You can use a Diplomacy check to simulate how well the PCs hit it off with the hermit; roll an opposed check between the hermit and the character with the highest modified Diplomacy skill. This may change the hermit's attitude towards the party; note that the hermit starts *Indifferent* to them. See pages 57-58 of *d20 Modern* for notes on how to use Diplomacy.

Development: If the PCs do not manage to alter the hermit's reaction to them, the hermit merely tells the PCs who he is, and how long he has lived in the mountains - answering simple, direct queries. He tells them that this place provides him an excellent view of both sides of the range; he often watches what goes on in the valleys with amusement. Though he pretends not to be he is hungry for news from Copper Pit, as he has seen the settlement grow from nothing to what it is today. If told the truth he seems concerned about the takeover of Baron Wasteland, and the fact that the city seems on the edge of war with the Brotherhood of Radiation.

If the PCs change his Attitude to *Friendly,* the hermit will share with them a few things he has seen/ knows about the area:

1) The hermit admits he saw a large band of men moving southwest, in the direction the PCs are traveling, a week or so ago. He watched them from a

distance, and counted at least 50 of them, with mules, "strange wolves", and lots of (digging) equipment. *These were Radites, heading out to locate the Mount of Thorns.*

2) Patrols from Copper Pit have begun combing the desert, apparently searching for something/someone. The hermit spotted a patrol just a few days ago. *The patrols are searching the desert hoping to intercept Brotherhood agents to interrogate them about the Mount of Thorns.*

3) The hermit has spotted the tracks of a band of terminals in the area. He warns the PCs to remain vigilant at night, as this is the time when terminals strike. *This refers to the terminals that ambush the PCs in the Strange Sightings random encounter.*

4) Far to the southwest the desert sands become deadly, tainted by the Red Fever. The hermit warns the PCs against going deeper into the Deadlands, as it is a place from which none ever emerge. *The hermit is referring to the radiated region around the old Nevada Test Site, deep in the Deadlands. Unfortunately, this is where the PCs must go to find the Mount of Thorns...*

If the characters manage to change the hermit's attitude to *Helpful*, he will supply the above information and even offer to trade for food and water. The hermit has the equivalent of 3 lbs. of food and 12 gallons of water which he will be willing to trade; 20 cp worth of trade goods (not actual corium; he has no need for the stuff) per lb. of food, and 50 cp per gallon of water.

If the party manages to change the hermit's attitude to Unfriendly or Hostile, he will simply ignore them, taking his food and retreating to his hut. Even if Hostile he is not foolish enough to take on a party of armed men, and will simply shun them.

Treasure: If the PCs kill the hermit a search of his

hut uncovers the food and water mentioned above (as well as an equal amount which he would not trade), as well as junk collected during his life including numerous animal skulls, trappings (blankets, curtains, etc.) made from animal fur and leather, a few wooden bowls and eating implements, a decorative array of reflective wind chimes made from scratched CDs (worthless), and a shoddy but working spyglass. Hidden in his hut (found with a Search check at DC 22) are 2-3 science fiction comic books from before the Fall (worth 50 cp each).

WAR CAMP

Located in this hex is a large camp, sitting out in the middle of the plain. The format of the camp is not unlike the bivouacs surrounding Copper Pit, and the camp here is no less formidable. Camping soldiers, armed patrols, and even some dusty tanks rumble around the place night and day.

If the PCs come here on their own they'd be smart to bypass the encampment completely; there are almost 100 soldiers on site, armed and ready for war. In addition, Baron Wasteland himself if present (this is his "wartime command post"), so a large contingent of elite thugs from Copper Pit will be here to guard the infamous wasteland warlord.

GM's Note: The camp here should provide a reason for the PCs to turn around and head in the opposite direction; the forces here are far too numerous to take on with a direct assault. If they play their cards right (i.e. don't do anything stupid), they should be able to sneak away before being detected by a patrol.

If the PCs were brought here by a *Patrol* (see *Random Encounters*), however, the PCs will have no choice but to pay a visit. Captured, they will be taken to a holding tent where they will be bound and kept under guard for the duration of their stay. During this

time the party members are brutalized and taunted, until after 2d4 hours they are paid an unexpected visit - by none other than Baron Wasteland himself.

The encounter with Baron Wasteland should be role-played with some consideration of Wasteland's personality and goals; the PCs are unarmed and bound, so a fight is unlikely to ensue (in fact, no statistics for Baron Wasteland are given here for this very reason). The PCs should get the impression that they are in a lot of trouble (by the presence of several well-armed bodyguards, not to mention the arrival of a skilled and sadistic torturer in the Baron's employ).

Baron Wasteland introduces himself to the PCs before informing them that he is here to "give them a chance" - a chance to confess who they are, who they are working for, and what they know about the Mount of Thorns. Play Baron Wasteland's quirky personality and position to the hilt; he is a larger-than-life character who should impose upon the PCs the portrait of a man who can easily have them killed if they don't do as he says. In addition, it is obvious he, like so many others, is obsessed with the idea of finding the Mount of Thorns - and will stop at nothing to learn its secret location.

The only way out of this situation for the PCs is Bluff; if they tell the truth Wasteland tries to get whatever he can from them, then has them executed as spies to sate his hatred of the Brotherhood.

If the PCs Bluff, allow them to make rolls but don't tell them result - at this point they'll need a success. Baron Wasteland considers their words for a few moments (play up the tension), and then barges off with his entourage, leaving them to the attentions of his torturer.

At this point the PCs should plot an escape. Left alone with the torturer (and only two guards outside their tent), they can try to break free either with a Strength check (DC 20) or Escape Artist rolls (DC

20). Treat the torturer as a Copper Pit Soldier (albeit with no weapons); the other men outside are also the same (but armed).

If the PCs escape capture without too much noise they should be able to get away. Finding their equipment might be another story, and snooping around the camp during the day should be a harrowing experience (involving numerous Hide checks to avoid further encounters). If the PCs escaped while making a ruckus, then the alert status of the camp will be elevated, and the PCs will really have to rely on their skills to avoid being re-captured!

Development: If the PCs do not take measures to hide the map given them by Gepardo, Baron Wasteland will acquire it and use it to direct his armies into the Deadlands. As a result, the *Battle* encounter (see below) will not take place.

Even if the PCs resist Wasteland's interrogation, he eventually learns of the Mount's location when his scouts spot the Brotherhood army moving into the Deadlands (this is the army that is being sent to secure the mountain). When this happens, Baron Wasteland hastily orders this camp dissolved, and for his army (at a force march) to follow the Brotherhood army wherever it is headed.

BATTLE

If and when the PCs come to this hex read the following:

Coming over the rise you see a stunning sight in the broad basin beyond. There, bathed by the bright light of the mid-day sun, stand two enormous armies, faced off with one another across the valley.

On the side nearest you can be seen the rough and undisciplined armies of Copper Pit, arranged in a sprawling mass. Hundreds of

warriors are arranged in ragged formation, muskets and rifles in hand, marching down the slopes into the valley. Here and there plumes of black smoke rise from the sea of men, marking the presence of the lumbering war machines constructed in the foundries of that squalid city. Horsemen ride alongside the army on either flank, carrying a motley collection of tribals and mercenaries drawn to Baron Wasteland's army by the stories of the Mount of Thorns.

Across the valley is an even more impressive sight, however.

There, dotting the slopes, are regimented formations of men and women behind which stand bestial giants too monstrous to describe. The sea of purple robed figures stand out against the desert sand, while tall banners overhead flap noisily in the breeze, bearing the symbol of the Brotherhood of Radiation. Unlike the masses of Copper Pit that even now surge forwards into the valley, they hold their ground without reaction, and even from this distance the sea of slightly-luminous eyes - the only physical feature they seem to share - can be seen sweeping over their enemy in a hive-like appraisal.

As the forces of Copper Pit reach the valley floor and begin to charge up the next slope, there is a sudden eruption of a weird and alien song from across the valley. As one the Brotherhood army moves out, surging down the mountainside to meet their enemy, spurred on by the angelic voices of the hulking mutant creatures that follow behind them. Men on the valley floor begin to fire muskets up the slopes towards the incoming enemy. In response, gunfire, as well as a few lasers borne into battle by the Brotherhood forces like holy relics, begin showering down into the valley.

The PCs have come across a battle being played out by the Brotherhood and the people of Copper Pit. The Brotherhood army has come here to provoke the Copper Pit forces into a battle, hoping to draw them away from the party (and thus from preventing the PCs from reaching the Mount of Thorns in time).

The battle here is too large scale to detail in full, and the party will have no impact on its outcome. If the PCs decide to stay and watch, the battle goes on until the sun begins to set on the distant horizon. As the sky turns red and dark shadows start to sweep across the valley, the two opposing forces begin to pull back. The crack of gunfire, the battle cries, and the angelic chorus fade into the night. Retreating from the field, both armies scatter, preparing to return at dawn.

TRIBAL CAMP (EL 6)

On a broad high desert plain the PCs see the smoke from a small camp. Approaching they see it to be the camp of a large warband, consisting of almost a dozen savage-looking tribal warriors (complete with feathered headdresses, warpaint, and bone piercings). When the unexpected arrival of the PCs is detected the tribals suddenly become alarmed, and the camp comes alive with activity. Unless the PCs remain unseen (or withdraw quickly), the tribals rush to attack.

GM's Note: These tribals have traveled over one hundred miles to the Deadlands, drawn to the region by rumors that someone has found the secret location of the fabled Mount of Thorns. Like so many others drawn to the Deadlands in recent weeks, the tribals are eager to get to the mountain first or, failing that, to make sure that they get a share of whatever "treasure" lies beneath its slopes.

The tribals will attempt to overwhelm the PCs with a frontal attack, making sure to capture at least one of their number (either by knocking him unconscious, or physically restraining him with 2-3 warriors). The tribals will fight until their band is brought to only four warriors, at which time they will flee.

Anyone captured by the warband will be questioned about who they are, what have they seen on their travels, what other bands/armies are in the area, and what they know about the Mount of Thorns. The leader of the tribals is a greedy and paranoid brute, so no matter what they tell him he won't believe them (unless they're brutally honest about being Brotherhood agents, in which case he tries to hold the PCs as hostages to make them take his warband to the mountain; if this is the case the GM will need to alter future encounters to reflect the changed nature of the party's mission!). Seeing them as potential rivals to the treasure, he orders his men to execute the PCs as painfully as possible.

Tribal Warriors (10): hp 14 each.

Treasure: Having traveled a great distance the tribals have exhausted most of their supplies, but their attacks on other treasure-hunters in the area (whom they see as rivals) has netted them some items of use, including an *Uzi* (three rounds remaining) and a *language translator* (no power source) - neither of which they know how to use.

RADITE CAMP (EL VARIES)

It is unlikely the PCs will visit this site during the adventure, as the camp's current location is not along the course of their journey (in fact it's quite out of the way). As noted on the map found in the Great Arcanum, the Radites appear to be wary of crossing the radiated wastes of the "Nevada Test Site", and have instead chosen to go around the site altogether to reach the Mount of Thorns.

If the PCs do somehow manage to visit this site, assume the camp to be similar to the *War Camp* (see above), albeit with Radite guards and inhabitants - in essence, a concentration of the greater body of the whole Radite cult!

Like before, give the party ample opportunity to avoid the trouble before stumbling into it; the PCs should be able to detect what this camp is from a distance (any time spent in scouting will spot Penitents being led around on chains and leashes by Radite cultists as they patrol the perimeter, as well as a strange and hollow "chanting" that drifts out from the larger tents night and day), and knowing who occupies it, sneak away without being detected.

GM's Note: If the PCs refuse to back off, then you can only reward their stubbornness with a realistic - if ultimately disastrous - fight. If detected the Radites engage them directly, hoping to prevent them from getting away and reporting on their activities in the desert. To this end they will mobilize waves of Penitents, as well as numerous patrols of regular Radites with teams of Rad Wolves to track them down.

LEVIATHAN CAVE (EL 8)

The rocky mountain trail leading through this area becomes boxed in by steep cliff walls on either side, leaving only a thin slip of sunny sky overhead. The vegetation here is sparse, but boulders feature prominently all over the landscape. As the PCs navigate this area, they suddenly come under attack.

From either side of the path, overhead, a group of tribals with bows and crossbows immediately fire down on the party, hoping to take them by surprise. The only chance the PCs have of avoiding being caught in this fashion is to make an opposed Spot check against the Hide of the tribal attackers (treat them as having a total of +15).

Once the tribals attack you can describe them to the PCs - a group of wiry three-legged men (and

women), their entire bodies covered in what appears to be gray dust, armed with bows, spears, and clubs. As they attack they chant "priz-ners, priz-ners" - indicating (in the old word both groups can understand) they seek to capture the party!

Leviathan Tribals (8): hp 25 each.

GM's Note: These tribals come from Leviathan Cave, a natural cavern system not far from the trail the PCs are on (see below). The tribals are actually a bizarre group - they worship the Brotherhood of Radiation - and they recently saw a group from the Radites passing through the area searching for the Caliente Corridor. Fooled by their purple robes and thinking them to be "living gods" (they hadn't seen other people in decades), the tribals approached in an attempt to be friendly, but the Radites attacked them and drove them off. Though initially confused, the tribals have come to believe that the Radites are demons, pretending to be members of the Brotherhood for some nefarious purpose.

The tribals have now taken it upon themselves to find out what the Radites are up to. When the PCs arrive the tribals assume they are also Radites and attack them in hopes of knocking them unconscious. If successful the tribals capture the PCs, bind and gag them, and take them to their village at Leviathan Cave (see below).

If the PCs kill more than five of the tribals the remainder will flee (with an awkward but speedy gait, thanks to their three legs) back towards their village.

Development: Assuming the PCs are captured after the encounter above, the tribals carry them off over very rugged terrain towards their home in the isolated bowels of Leviathan Cave (see map). As the sun begins to set the PCs note that the dust these tribal wear becomes slightly luminous, making them stand out against the ever-darkening desert landscape as they go (the tribals use this dust to imitate the appearance of the late Brotherhood agent whom they were once host to; see below for details).

The cave lies four miles from where the PCs were ambushed, at the top of a saddle mountain - a sort of extended "mesa" of bare rock rising from the desert floor that just happens to be the site of a large cave. At the top of the saddle is the entrance to the cave - a massive sinkhole (large enough for a military helicopter to land in), with an almost 20 foot drop. Here any conscious PCs see a few of their captors shimmy down the ropes into the darkness below with great agility, before they themselves are secured by ropes and lowered into the cave as well.

Once the PCs reach the bottom they find the cave system is actually relatively level. At the sinkhole bottom is the "village" communal area, a sandy cave with a clear view of the evening sky above. Here women and children congregate around small fires, cooking the night's meal; all gather to watch the captives being brought in, poking them and chatting in their garbled tongue.

Eventually torchlight can be seen from one of the two tunnels leading deeper into the mountain, and soon the chief of the tribe and his following of warriors emerge, having heard the news that some of the "demons" have been captured.

GM's Note: The PCs are in a lot of trouble. The tribals don't speak a recognizable language (they've been isolated far too long), but it appears they are very excited to have the PCs in their hands. After being poked by a few spear points, and by the escalation of excitement in the voices of the tribals, it soon becomes clear what they have in mind: the PCs are to be sacrificed.

Each member of the party is tied to a wooden pole and carried by two tribals deeper into the cave. Eventually the train of tribals reaches a sandy-bottomed cave deep in the rock, where they are abruptly dropped onto the ground at the foot of an ornate wicker throne.

As the tribals enter the lights of their torches dimly illuminate the throne - not only is it intricately made of wicker and set with unworked yet strikingly beautiful turquoise stones, but also sitting in its seat is a desiccated corpse! Even now the black and leathery skin of the cadaver seems as hard as stone, but patches of its slate-like flesh seem to literally "glow" in the cave's darkness. In one arm the corpse holds a bundle of old scrolls.

Any character who openly declares he is examining the corpse recognizes that it is wearing the tattered remains of a long purple robe. Around its neck, partially concealed by the folds of cloth, is a tin symbol shaped like a mushroom cloud - the symbol of the Brotherhood of Radiation!

The dead body is in fact the corpse of a particularly adventurous Brotherhood missionary who seemingly vanished years ago. Though most in his time believed he was killed by raiders while preaching to the tribes of the desert, in reality he abandoned his vocation after seeing clues in the regional terrain that led him to believe the Mount of Thorns was somewhere nearby. In his travels he made contact with the tribals here at Leviathan Cave, and used their mountain refuge as a base from which to explore the nearby desert. Though he never found the Mount of Thorns, he made many notes, some of which the PCs may find useful (see *The Brotherhood Scrolls* sidebar).

Though often preoccupied with his search for the legendary mountain, before the missionary died he attempted to teach the tribals here many of the ways of the Brotherhood. When he died only a year later, the tribals enshrined him here.

The PCs may have trouble learning the truth behind the corpse, especially under the circumstances, but

clues should crop up in the events that unfold - the reverence the tribals hold for the cadaver, the dust they use to smear their skin (and to "glow"), the muttering of prayers that may be familiar to the PCs after having visited the City of Lights, etc. However, regardless of what conclusions the PCs draw eventually the leader of the tribe will call his shaman to sacrifice the PCs at the foot of the throne, at which time the PCs better act or else!

Negotiations: Though this type of scene is best role-played, at its most basic you can boil this encounter down to an opposed Diplomacy check; the tribals are, at present, openly *Hostile*. The PCs will need to convince the tribals that not only are they not demons, but in fact they are working for the Brotherhood. In the latter case if the PCs can prove their allegiance to the Brotherhood (or, that they are on the same "holy quest" for the mountain as the missionary apparently was), the tribals will be shocked, and will see the PCs in a whole new light.

If the result of the opposed Diplomacy check results in the attitude of the tribe being changed to *Helpful*, the PCs are immediately freed. In addition, the tribals give the party a total of 4 lbs. of food and four gallons of water to help them on their "holy mission", before sending them on their way.

If the Diplomacy check ends with any other result (i.e. *Unfriendly, Indifferent*, or even *Friendly*), however, the tribals aren't convinced. To prove themselves the PCs will have to undergo a test that will prove they are indeed favored by the "holy ones": a ritual the tribe knows as the "Dance of the Scorpions".

Dance of The Scorpions: If the negotiations were not successful the PCs have one last chance to prove they are on the side of the Brotherhood of Radiation - and not "demons". Though primitive, the tribals believe a potentially lethal test must be passed in order to trust the party.

The "test" will take place immediately, and consists of taking the strongest (or largest, or toughest-looking) party member into one of the deepest caves of the complex and throwing him into a deep sandy pit - unarmed and unarmored. The entire tribe gathers to watch, cheering or jeering depending on how they've come to view the party (*Unfriendly* will result in jeers; *Friendly* cheers; *Indifferent* will have a bit of both, and certainly a lot of gambling between members of the tribe on the test's outcome!). As soon as the PC regains his feet several tribesmen open up burlap sacks from above and toss no less than a *dozen live scorpions* into the pit with the character!

For the party to pass the test their "leader" (i.e. the toughest PC) must survive being with the scorpions for 30 seconds (i.e. five rounds). During this time she can try to dodge or kill the scorpions, but the creatures will certainly strike at her in attempt to poison her. Conduct this scene as you would any other battle, but note that the PC cannot under any circumstances climb out or flee (if she somehow manages to the test is failed). If she is still alive at the start of the sixth round, the tribals lower a rope to her and pull her out - she has passed the test.

Scorpions (12): hp 4 each.

Development: If the PCs do not pass the test they will, unfortunately, be slain as "demons" at the foot of the throne. Otherwise they will earn the tribe's trust and awe, and all will immediately be freed; the tribe's attitude will also change to *Helpful*. In addition to being supplied with food and water (see above), the tribe's chief will give the leader of the party (that is, whoever succeeded in the test) three *juju potions* (healing 1d4+4 damage each) to show his admiration.

At this point the PCs can try to glean some information from the tribe, but doing so will require a Gather Information check for each item; note that since the conversation relies entirely on sign language or symbols drawn in the sand, a character may use her Sense Motive instead.

Gather Information DC 22. If asked about the corpse in the sandy cave the tribal chief will try to explain the story of the Brotherhood missionary who came to them years ago. Though their understanding of the Brotherhood is askew (they thought he was some kind of "god", not a mere missionary), it is obvious these tribals worship the Brotherhood. See the text above.

Gather Information DC 18. If this check is successful, the tribals will let the PCs take the scrolls the missionary was preserved with.

Gather Information DC 18. The tribal chief can tell the party about the tribe's recent experience with the Radites (which resulted in the Radites attacking them).

Gather Information DC 18. The tribal chief can tell the party that the Radites headed off in a westerly direction (if the players ask, indicate in the direction of the *Radite Camp* encounter).

Gather Information DC 14. If asked about what they can expect on their journey to the Mount of Thorns, the chief tells them two things - that a few miles away lies a strange "road" that "emerges from nothing and vanishes into nothing". Also, that further south is the beginning of what he calls the "Cliffs of Death" - a place, he says, no one in the tribe has ever gone.

Gather Information DC 18. If asked for aid the chief may agree to send one or two of his tribal warriors to guide the PCs to the strange "road" he spoke of (the *Weird Highway* encounter, below), but the guides will take them no further, as beyond this lies the legendary "Cliffs of Death". If the PCs accept the guides' help they will not run into

THE BROTHERHOOD SCROLLS

The scrolls left in the arm of the corpse are the life's work of the Brotherhood missionary who sought the Mount of Thorns until the day of his death. Unfortunately most of the scrolls are filled with pure gibberish, such as elaborate extrapolations of ancient texts, which the missionary believed contained hidden clues pointing the way to the mountain.

The only scroll of real use to the PCs is reproduced as *Handout #3*. This scroll contains some of the missionary's hand-written notes, and a map showing the sites he encountered during his exploration of the "Cliffs of Death". These notes may be of use to the PCs when they travel to the vicinity of the Nevada Test Site.

any random encounters along the way, reaching the highway without any further danger (excepting, of course, the *Scav & Slave* encounter below). Once there, however, the guides will wordlessly depart.

Once the PCs are given their belongings back the entire tribe gathers to bless the party in a primitive ceremony, before a few warriors are sent to lead the PCs back to the trail and see them on their way.

SCAV & SLAVE (EL 4)

This encounter should only take place if the PCs were captured by the Leviathan tribe, buying Pastor Disaster time to catch up to the party. Once Disaster knows where the PCs are, he sends two of his followers (either Bug or Canker, as well as Angel) to infiltrate the party's camp.

The encounter begins as the PCs set down to camp; up ahead they see two figures walking towards them, one at the end of a rope. If allowed to approach

Handout #3

Canyon – An easy way to reach the plateau

Beware – Red Fever

Valley of Lights

[Red Fever]

Craters

Strange Shapes

Caves
What Lies Within?

Does the Mount of Thorns lie further to the SW?
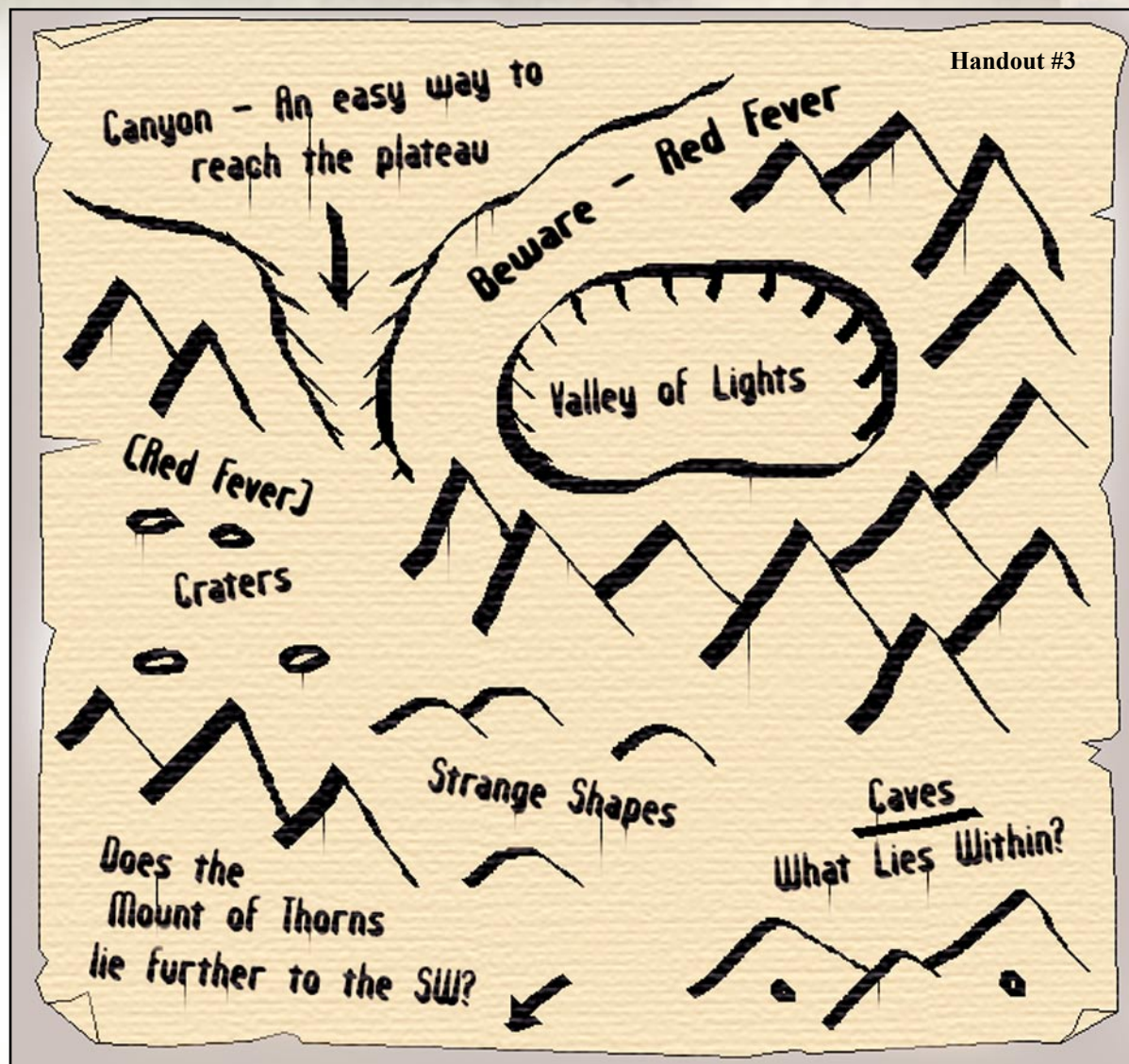
the two appear to be a desert scav and his slave - a woman.

The man is bundled up like a true desert survivalist, with long cloak, heavy boots, and slitted goggles that cover half his face. The woman has a scarf to cover her face, a tiny "bikini" made of chain links (for show), while her hands are bound in front of her. She is barefoot.

The man is Bug (or Canker, if Bug was killed), while the woman is really Angel. Both are here to spy on the PCs for Pastor Disaster. The entire time the two are with the PCs they play the role of a scav and his recently purchased slave girl; Bug will not sell the "slave" under any circumstances (this may seem odd to the PCs; see below for more on this).

During their stay Bug engages the PCs in small talk (asking what the PCs are doing out here, where they are going, etc.), and even offers a few things in trade (trinkets, mostly shiny metal junk), and perhaps even some small amount of food and water if the PCs need it (no more than 1 lb. of food and 1 gallon of water). Angel remains quiet, really playing up the role of a slave woman. All the while both Bug and Angel are scrutinizing the PCs, taking stock of their armor, weapons, any obvious mutations, wounds, medical supplies, etc. All of this information will be reported back to Disaster when they leave.

If the party allows the two to share their camp, both Bug and Angel continue the ruse well into the night, departing the next day with whatever they've learned about the party. However, if the PCs fail to post a watch that night (or if he falls asleep), Bug and Angel will move to steal any items of obvious value (first weapons, then power sources, then gizmos, if given a choice), and scamper off in the middle of the night.

GM's Note: Keep in mind that if both Bug and Canker were killed earlier in the adventure, this encounter doesn't occur.

There is also a good chance the PCs will sense that something is up. Even though Bug and Angel are both in Disguise, the party has met them before (at the *Border Post* event as well as in the warrens beneath the city, both detailed in part one of this series); give the PCs a +2 circumstance bonus to their Spot checks to recognize them for who they are.

If discovered Bug and Angel will immediately move to defend themselves, but will certainly try to flee at the first opportunity. They do not want to kill the party off (Disaster would punish them if they did, since he hopes the PCs will do all the dirty work for him).

Development: This encounter presents the party with an opportunity to capture either Bug or Angel (or both, if the two agents really flub up) and interrogate them. If the PCs manage to subdue and capture Angel, she pretends merely to be a thief with a clever scam (namely camping with Samaritans and robbing them blind), and begs forgiveness, using all her feminine charms to avoid their wrath.

If Bug (or Canker) is captured, however, the man cracks. At this point the party can interrogate him using either Gather Information (DC 22) or an opposed Intimidate check to garner the following bits of info.

1) He admits he's not really a scav himself, but actually working for a man named "Pastor Disaster".

2) Pastor Disaster is a *tech looter*, a kind of "bandit-scav" who specializes in hunting down legendary treasures of the Ancients.

3) Disaster sent them to infiltrate the camp to assess the party's strength and find out what they know. He already knows they are agents working for the Brotherhood, and has been following them since they left Copper Pit.

4) Disaster is looking for the Mount of Thorns; he believes that whatever treasure is hidden under the mountain will give whoever finds it great power - or at the very least command a fortune if sold to the highest bidder.

5) Disaster is not alone; in addition to Bug and Angel there are four others ("a giant, a techno-whiz, a crazy woman, and her cat - a BIG cat").

What the PCs do with Bug and Angel is up to them; if given a chance they will flee and return to Disaster (spinning a much different tale of their escape, of course).

Bug (or Canker): hp 31 (or 42).
Angel: hp 27.

WEIRD HIGHWAY

At this point the rugged terrain opens into a broad basin many miles wide. Running through the dry lifeless valley is what appears to be a highway, stretching virtually from horizon to horizon.

By the time the PCs descend from the high country surrounding this valley, the wind has picked up considerably - but it is the only sound that comes to their ears. The highway itself proves to be little more than a shattered and cracked track running straight through the valley, partially exposed in some spots and completely reclaimed by the desert in others. The faded yellow lane paint is now only barely visible.

Nearby the PCs spot a road sign still standing at the side of the highway. Approaching it they see a strange design on its rusted face, vaguely depicting what looks to be a flying disc or saucer, emanating rays that appear to be lifting a cartoonish bull into the air. Beneath the comical picture, written in Ancient writing (and only understood by someone with the ability to read that language), are these words:

Nevada 375
Extraterrestrial Highway

What the sign refers to is unclear. Regardless the area, while somewhat eerie, proves to be utterly free of danger. Other than the wind, nothing visits the PCs while they investigate the site.

GM's Note: The tribals of Leviathan Cave find this place to be very unnerving, and any who accompanied the PCs will now leave. If the PCs ask the men what has them so shaken, they allude (with hand motions) to "lights in the sky", and "shiny flying objects" that can only be seen at night...

What these superstitions refer to can be up to the GM; they can refer to past sightings of *screamers* (see Random Encounters) in the region, glimpses of *ethereal flyers* that sometimes come down from the mountains (see *Valley of Lights*, below), or perhaps something even more "alien". After all, such inexplicable sightings are not new to this corner of the Nevada desert...

NEVADA TEST SITE

The final chapter of *Another Man's Treasure* takes place in the vast dry and lifeless quarter of the Deadlands known only as the "Withering Mountains" (or the "Cliffs of Death") to the people of the Twisted Earth. Yet despite its formidable reputation as a place of death from which none return, this region, which covers approximately than 1,375 square miles in some of the most inaccessible and inhospitable terrain of the desert, was once an important site during the time of the Ancients. In that era, before mankind fell, it was known as the *Nevada Test Site*.

What remains of the Nevada Test Site is a truly cursed place; nuclear tests conducted in the vast reserve hundreds of years ago left much of the landscape poisoned with radiation levels beyond those seen even in time of war. Surface detonations and underground explosions alike, the string of experiments that were carried out over the course of 50+ years turned this sprawling landscape into a void where only the most mutated life could thrive for long.

Unfortunately for the PCs, the Mount of Thorns (i.e. "Yucca Mountain") lies on the far side of the Nevada Test Site - and to get there before their foes, the Radites, they'll have to cross this dead quarter on foot.

GM's Note: Though the text here provides an adequate description of sights and events as the PCs travel through this region, this adventure only begins to touch upon the truly twisted nature of the Withering Mountains. You can use this entire chapter as a way to change the mood of the adventure, through the sheer virtue of the unusual surroundings of the Withering Mountains. The terrain is rough and inaccessible except by foot, and then remains precarious even to skilled survivalists. Here mundane life is non-existent, having died out long ago from the radiation; natural animals now instinctively give the region a wide berth. Humans (and mutant humanoids) do not come here; the area is too isolated from the main trade routes and settlements of the Deadlands, and legends of the "wasting death" that awaits all who trespass here have kept people away for generations.

Traveling here should be a lonely and weird experience for the PCs. It is quiet except for the wind and the crumbling of rocks underfoot, and the usual signs of Ancient habitation are curiously missing (except in a few areas, as noted). When role-playing try to instill in the PCs a sense of being in an alien place (indeed, as if being on the surface of some alien world), with skies of strange colors, twilights and dawns lit by unusual auroras, and a perpetual sense of being in a place where man was never meant to intrude.

Entering the Nevada Test Site: *While the PCs may come at this part of the Deadlands from any angle (depending on how they made their way through the desert), the only entrance into the Test Site still navigable (due to lethal zones of radiation, landscapes so blasted as to be impassable, etc.) is through a canyon that snakes up from the low country into the Test Site itself. This canyon is the Terrolops Canyon described below.*
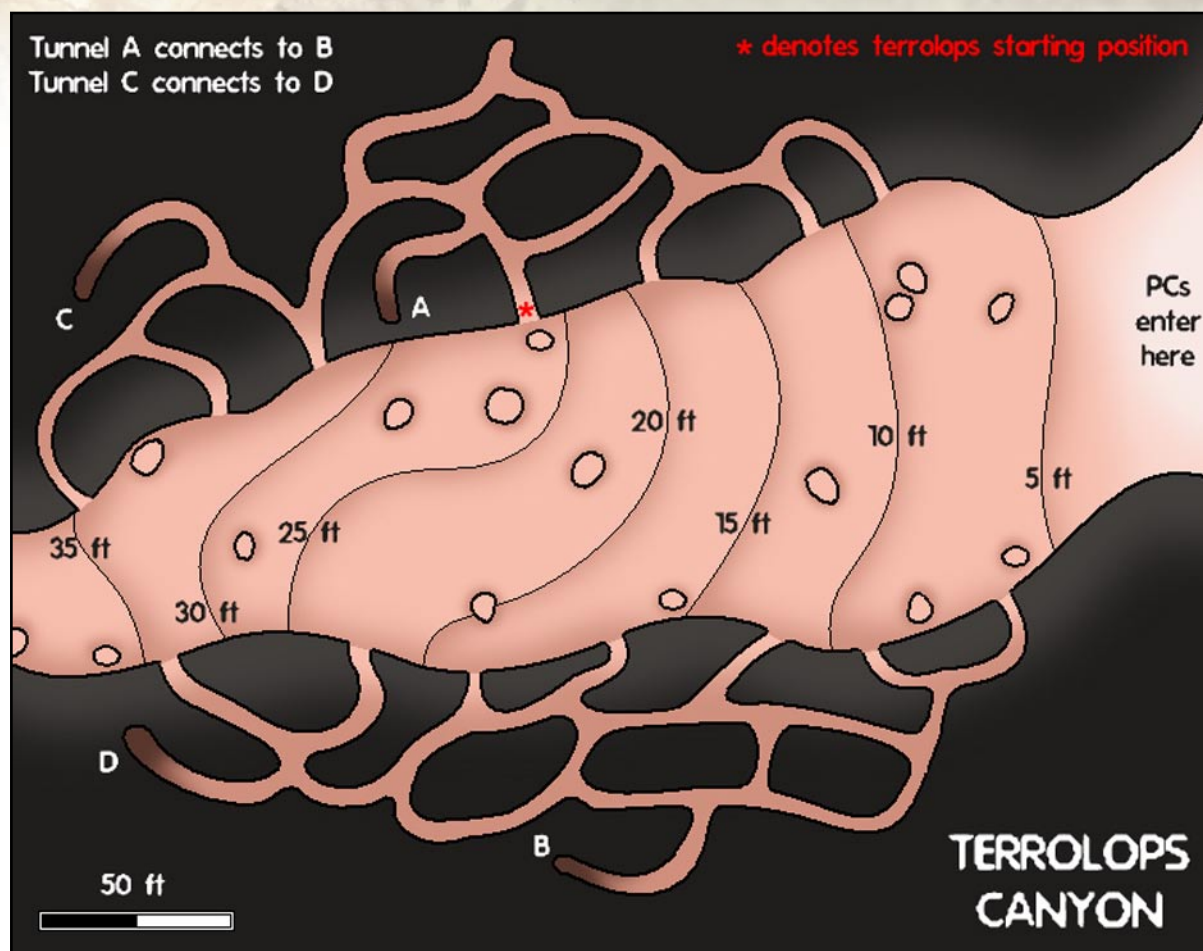
TERROLOPS CANYON (EL 9)

After several days travel the PCs notice a marked change in the terrain. Though deadly and unforgiving in their own right, the monotonous wastes of the Deadlands seem to come to a sudden end at the foot of towering mountains ahead.

Though no sound reaches the party's ears and no life seems evident in the rocky cliff faces, the land here seems somehow strange, unnatural, and alien. Though it is certain to be a trick of the setting sun as it paints the land in deep red colors, the shadows seem to deepen too darkly around every rock, and in the holes of numerous natural cave mouths that dot the cliffs. Something about the very nature of this new countryside seems askew, like the face of Mars or some alien planet.

If the PCs learned of the "Cliffs of Death" from the tribals of Leviathan Cave, or legends of the "Withering Mountains" from rumors in Copper Pit, they recognize this as the beginning of that legendary part of the Deadlands.

GM's Note: A map is provided of this location, the only point for miles where there appears to be a way up into the rocky heights (elsewhere there are

Tunnel A connects to B
Tunnel C connects to D

* denotes terrolops starting position

PCs enter here

20 ft

10 ft

5 ft

35 ft   25 ft   15 ft

30 ft

50 ft

TERROLOPS CANYON

only sheer sandstone cliffs). This area appears to be a canyon of sorts, winding slowly upwards. On either side, riddling the canyon walls, are all manner of natural caves...

In reality this canyon is the home of a *Terrolops*, one of the most deadly mutant creatures of the Twisted Earth. This bizarre monstrosity lives here alone on the outskirts of the Nevada Test Site; though

adversely affected by radiation like most creatures, it is nonetheless drawn here out of some memory of its race's radiated origins.

When the PCs arrive the Terrolops is hiding in one of the caves (see map), near one of the entrances, watching the party's approach. Cloaked in the shadows created by the setting sun, as well as its own innate ability to blend into its surroundings, it is

extremely difficult to spot (i.e. it is *invisible*).

When the party arrives, allow them to make a Sense Motive check at DC 20; if successful, those who pass sense a feeling of dread, though the source is unclear. *Otherwise, if the PCs fail, they'll have no warning of the danger waiting for them!*

The Terrolops continues to watch the party as they ascend the canyon, slinking back quietly into the caves to scuttle to other openings and maintain a constant eye on their progress. Each time is shuffles deeper into the tunnels allow each party member to make a Spot check (rolled against its Hide); if they succeed they see movement from the corner of their eyes, perhaps originating from a tunnel - but nothing more.

The Terrolops continues playing hide-and-seek with the party, at least until they move within 40 ft. of whichever cave opening it happens to be in. If they do, it lunges from the darkness of the cave on its arachnid legs, scampering to close the distance and attack with its scythe-like appendages. It will fight until either it incapacitates one PC (at which time it will take the PC and return to the caves to feed), or until it is brought to 20 hit points, at which time it will flee back to the safety of the unlit cave system. **Terrolops (1):** hp 105.

VALLEY OF LIGHTS

The deathly silence of this long-forgotten part of the Deadlands continues well into the night. As the sun sets and the sky's red color bleeds away to purple, the PCs find themselves navigating an unforgiving region of barren mountains, their dry earthy slopes lifeless and dead.

As the last rays of sunlight vanish and the world goes dark, the PCs come over the next rise to see a broad valley spread out beyond. Unlike the other lifeless valleys they've previously crossed, this one

seems very much alive.

More than a mile away the PCs see strange lights (their luminous green glow standing out against the desert at night), darting about in random directions as if dancing nonsensically to some unheard music, along the valley floor. It is too far away to get a good look at these lights, even with binoculars.

GM's Note: This valley and the surrounding mountains were the site of no less than 61 underground nuclear tests between 1957 and 1992, comprising an area that was formerly known as "Area 12". The radiation that permeates the sand and rock of this region has, like elsewhere in the Nevada Test Site, driven off most life, except for the strange mutated oddities seen from a distance.

The lights the PCs see "dancing" are actually *ethereal flyers*, attracted to the high radiation of the valley. These bizarre creatures are detailed on page 291 of *Darwin's World 2nd Edition*.

Development: If the PCs enter the valley their Geiger counter will detect the presence of extraordinary radiation levels (*Severe*). If they continue to descend into the valley they will become affected by the radiation as normal. Note that the ethereal flyers will not attack the PCs; in fact, the closer the PCs approach the greater the distance the creatures put between them and the party, always staying just in range of vision, but far enough away to remain elusive and unidentifiable. They circle the PCs as they travel, but always keep their distance.

If the PCs succumb to the radiation, the flyers slowly tighten their circle, until they are upon the dead PCs, at which time they descend to feed.

The PCs can avoid the valley (and the radiation) only by avoiding this map hex.

CRATERS

Coming over the next rocky crest the PCs see a weird landscape on the plateau beyond. There, among dry sooty hills, can be seen a sprinkling of deep shadow-filled craters, some small and others almost a half-mile wide. The wind sounds hollow and tinny here, but this is no doubt some strange effect of the high plateau.

GM's Note: Though the plateau looks like the surface of the moon, this was the result of numerous detonations (not meteor strikes), only a handful of which were of a nuclear origin. This part of the Nevada Test Site was used during Project Plowshare in 1968, which hoped to find peaceful uses for nuclear weapons in large-scale excavation.

Walking through this region exposes the party to a *Moderate* source of radiation.

The PCs can avoid the valley (and the radiation) only by avoiding this map hex.

MERCURY CAVES (EL 8)

This marks a region of rolling hills and sandstone mesas. PCs making a successful Survival check (DC 19) notice here and there the remnants of old dirt roads winding through the valleys and plains; most of these vanish as soon as they appear, but at least one is intact enough to follow from the banks of a dry riverbed to the foot of the nearby hills.

If the PCs follow this trail they come to a huge cave opening in the side of the hills, showing signs of having been artificially constructed. The dry earth here is still torn up from the tracks of heavy movers from long ago, and the cave itself appears to be reinforced with corrugated iron, stretching off into the mountain.

GM's Note: The cave here was constructed during the time of the Ancients for an underground

detonation test; in fact, the mountains all around the area are riddled with similar caves (most have collapsed, however, either due to past explosions or merely the passing of time). The tunnel goes almost a mile into the earth, with only two or three branches leading off (these all lead to dead ends after only a few dozen yards; see below). However, unlike the other remnants of tunnels dotting the region, this one is home to a trio of very powerful abominations.

A. CAVE OPENING.

The large cave opening here leads into a cool dark tunnel. Any character making a Spot check (DC 15) notices that the sand blown here by the wind covers numerous gnarled and gnawed bones. A search and examination of these bones reveal that most are deformed and monstrous, apparently from a vast collection of unidentifiable mutant creatures.

GM's Note: The remains here are of mutant monsters dragged here by the abominations to be eaten. There is nothing of value among the remains.

B. ALCOVE 1.

Only a short distance into the cave a side tunnel branches off. Exploration of this tunnel reveals it ends abruptly after fifty feet or so. A large bulldozer sits close to one wall, rusted and covered in sand and fallen rocks.

GM's Note: This alcove was dug early in the excavation of the tunnel to test the surrounding rock for its viability as a site for the planned test explosion. The bulldozer, which threw a track, was abandoned in the tunnel - it is so old now that it is completely useless.

Development: There is a 25% chance that the weakest of the three abominations that inhabits the caves will be present in this small alcove, scrounging for creatures that might have wandered in from

MERCURY CAVES

50 ft
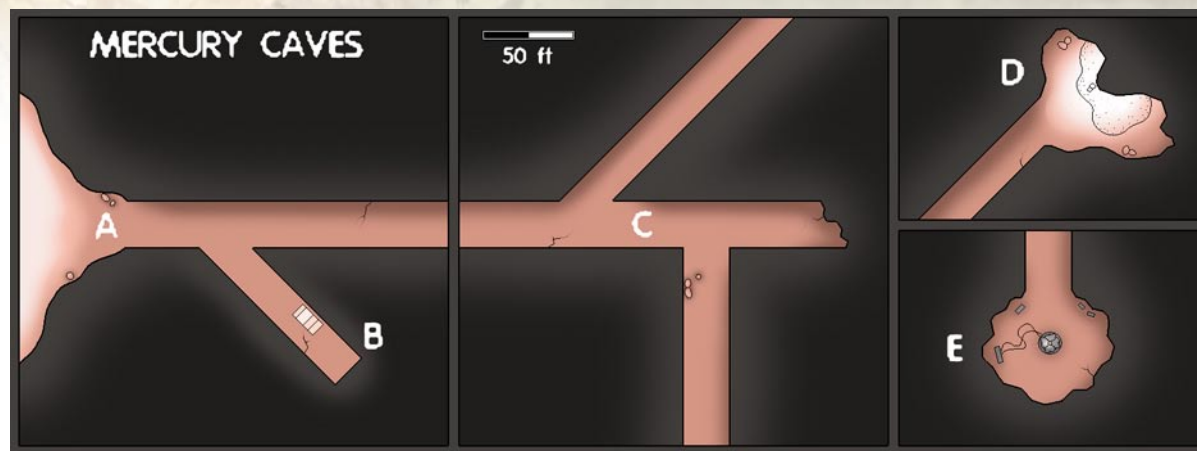
outside. Of course it will react violently at any sign of intruders, moving to kill the party as soon as their lights pass over its bloated and mutated form.

Abomination (1): hp 48.

C. JUNCTION.

This point lies about .75 miles into the mountain. Here two passages branch off from the main tunnel; the main tunnel itself ends a dozen yards or so away (apparently the excavators gave up digging in this direction).

GM's Note: Since this is so far into the tunnel, any potential combat at *Area B* will not be heard this deep.

If the weak abomination was not encountered at *Area B*, it will be encountered here, in the tunnel. As before, once it detects the PCs it will move to attack them, shrieking in a shrill and inhuman voice to call the others at *Area D* - to *feed...*

D. ALCOVE 2.

The tunnel that leads northeast from the main tunnel ends in a rough - and apparently natural - cave (it

was at this point that rock-boring machines exploring a possible deeper passage struck a natural abscess, ending the complex's viability as a test tunnel). Sunlight filters through a massive hole in the roof, created by a rockfall long ago. In addition to a large pile of sand, two squamous abominations (each of inordinate size and girth) rest here in the shadows, just out of the intense daylight.

GM's Note: The PCs can potentially climb out through the hole in the cave's roof; the opening is 40 ft. overhead.

Development: The abominations will have moved from this location to *Area C* if called by the abomination there.

Abominations (2): hp 106 and 105; as *Advanced Abominations* (see page 279 of *Darwin's World 2nd Edition*).

E. TEST PIT.

The tunnel here ends in a dark cave, but lights carried by the PCs reveal an unusual feature at its center: a large metal sphere (just larger than a man), mounted on rusted metal legs, sprouting all manner of frayed

wires that trail off along the sandy floor to banks of nearby machinery. The sphere itself appears to be "studded" with small slabs of bluish "wax", each of which is connected to a bundle of these wires.

GM's Note: This test pit was bored to house the experimental explosive device. Though the object in the cave resembles an actual nuclear device in almost all respects, it is in fact just a dummy bomb, a mock-up designed to physically resemble a uranium bomb for the testing of experimental high explosives.

Though the core of the bomb only contains tungsten steel (to simulate the density of the uranium core for the test), the explosives on the sphere are genuine. These were, at the time of the experiment, revolutionary new explosives being tested for the latest generation of atomic devices. Though ancient, a few of these "slabs of bluish wax" are still intact.

Treasure: The PCs could conceivably salvage the plastic explosives on the test device, but doing so would require a Demolitions check at DC 10. Failure does not result in an explosion, of course, but it does ruin the explosive. A check must be made for each explosive the PCs attempt to salvage.

There are a total of ten blocks of C4 on the device; each has a 50% chance of being useless even if safely removed (i.e. the explosive is no longer functional due to age).

STRANGE SHAPES

This large flat area appears to be a great dustbowl. Even as the PCs trudge over its expanse the wind picks up carrying vast amounts of sand with it. Footprints are erased almost as soon as they are made, and the PCs get the distinct impression that if they stop walking they, too, will be buried in the sand.

This entire region is dotted with strange shapes, visible every mile or so. These appear to be rock

formations of a sort, little more than irregular "humps" rising from the sandy wasteland. How they came to be here is unclear.

GM's Note: In reality the PCs are passing through the Nuclear Rocket Development Station, a part of the Nevada Test Site that was once used for the ground testing of engines designed for the U.S. space program, many of which used experimental nuclear fuels.

The strange "rock formations" are, in fact, the remnants of failed test engines and machine assemblies, left to rust where they lie after their often catastrophic breakdowns.

Though nuclear fuels were often used, the area here is not radiated, though the party's Geiger counter will register a higher-than-normal rad level (not enough to have any game effect).

THE MOUNT OF THORNS

At long last the PCs finally come to their ultimate destination: the slopes of the legendary Mount of Thorns.

The region the PCs have finally come to is as desolate as any they've seen so far, a rolling plain of dry dusty hills, interspersed with prehistoric riverbeds and the channels of long-extinct arroyos. Towering ridges criss-cross this landscape, and none seems taller or more significant than any other.

As the PCs march under the withering sun, one crest stands out from all the others. There lies a peculiar ridge dotted with unusual flora - yucca plants of a striking blue hue, spread out like a solid blanket of color over its meandering slopes. At the top of the ridge, silhouetted by the rising sun (or setting, if they came at night), stands a forest of enormous "spikes" of basalt stone, jutting from the earth at sharp angles

THE THORNS

The "thorns" described in this adventure, and even the blue vegetation on top of Yucca Mountain, are actual warning signs proposed during the planning of the Yucca Mountain nuclear waste repository. These physical markers were intended to serve as a "universal warning system" whose message - to stay away from Yucca Mountain - would be understandable five or ten thousand years in the future. The thorns were intended to represent the radioactivity of the mountain, while the blue yucca plants were intended to show that something was "not right" with the mountain, and to keep away.

Other warning signs proposed for the site included concrete markers designed to erode after 100 years, allowing the desert to reclaim the mountain; a slab of black basalt that becomes unbearably hot in the sun (with expansion joints so that when hot it would seem to "undulate" unnaturally, and also allow it to shed sand keeping it evident over the years); an artificial rocky landscape spread evenly over the area to symbolize "a place destroyed, not made"; 25 foot stone blocks, painted black so as to get unbearably hot in the sun; menacing earthworks shaped like jagged lightning-bolts radiating from the site's center; and a series of 25 ton granite monoliths adorned with screaming human faces (a la Edvard Munch's "Scream"), etc.

as they reach into the sky like monoliths from the prehistoric past. This must be the Mount of Thorns!

GM's Note: Climbing to the top of the ridge should not take long for the party, as it proves to be less than a mountain and more of a hilly crest in a sea of hills. The ground is little more than loose soil, however, and so more than once one PC or another should lose his footing, only to regain his step by clutching onto one of the hundreds of bizarre blue plants that cluster towards the top of the ridge.

Eventually the party reaches the top of the hill, with a panoramic view of the surrounding desert. But their attention is instead drawn to the structure before them:

Buffeted by the wind up on this high promontory, it takes you a moment to take in all of what you see before you. At the top of the hill's crest stands a walled compound of some sort, its face eroded by the winds and the

elements. Standing over the walls by some sixty or seventy feet can be seen the huge "thorns" that give the mountain its name, massive basalt rocks chiseled to a menacing sharpness by hands older than recorded history. The strange blue vegetation of the mountain wanders up to the walls and clings to their surface, curling around the few narrow openings that lead past the walls into the area beyond.

If the PCs enter the compound they find a strange "forest" of these towering basalt spines, each casting a deep shadow from the sun overhead. They appear to be placed nonsensically and at random, almost as if to depict energy radiating wildly from the ground itself...

The party's Geiger counter, if still carried, registers an unusual level of radiation here, but not high enough to cause immediate harm.

A Search of this area (at DC 15, requiring 10

MOUNT OF THORNS
WALLED SUMMIT

1 SQUARE EQUALS 5 ft
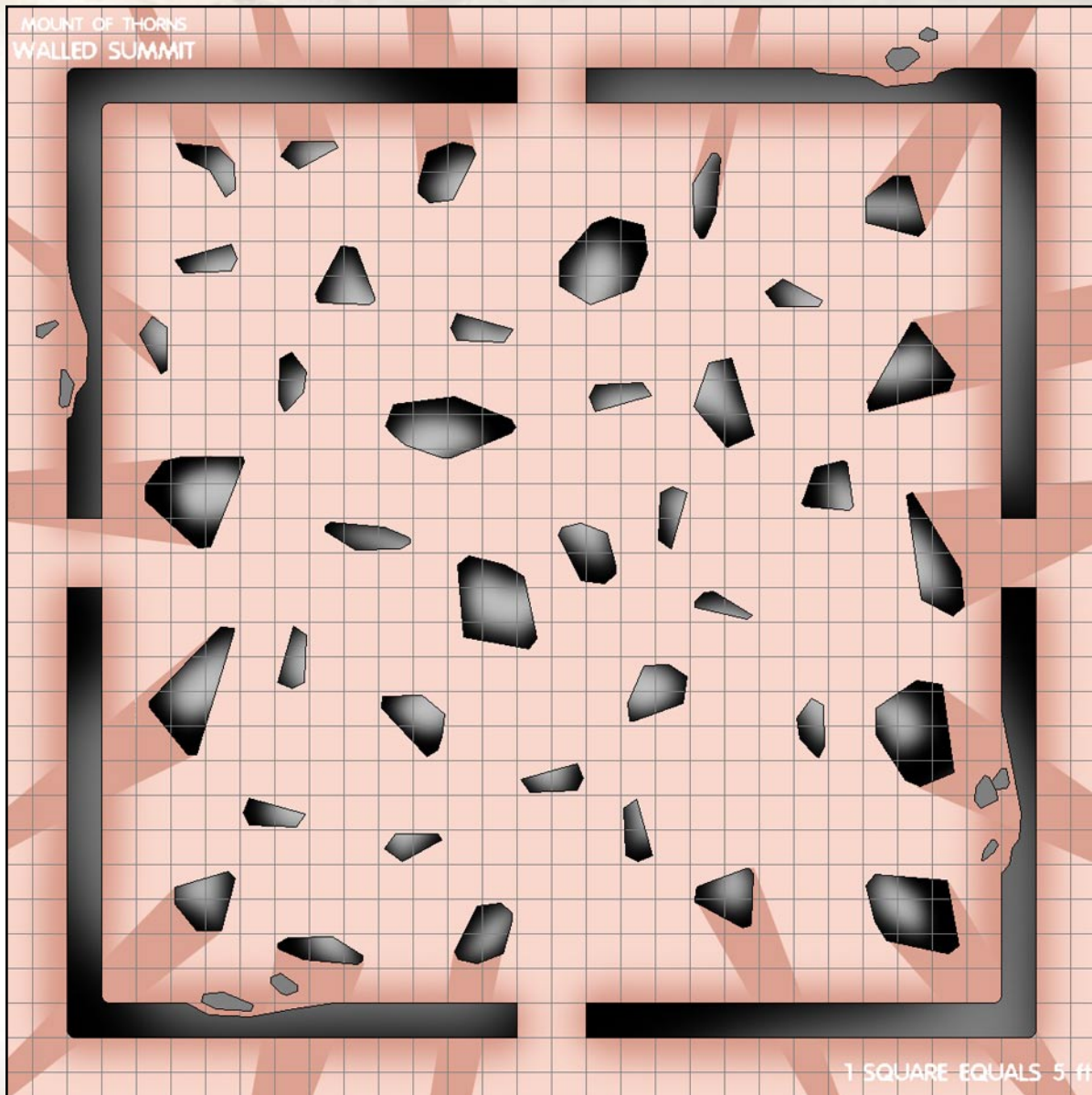
minutes per attempt) finds a sand-covered metal plaque affixed to the base of one of these enormous "thorns". Brushing away the sand, any character that can read the Ancient language sees the following words:

These standing stones mark an area used to bury radioactive wastes. This place was chosen to put this dangerous material far away from people. The rock and water in this area may not look, feel, or smell unusual but may be poisoned by radioactive wastes. When radioactive matter decays, it gives off invisible energy that can destroy or damage people, animals, and plants.

Do not drill here. Do not dig here. Do not do anything that will change the rocks or water in the area.

Do not destroy this marker. This marking system has been designed to last 10,000 years. If the marker is difficult to read, add new markers in longer-lasting materials in languages that you speak.

(This message is reproduced as *Handout #4*, which you can give to any player who controls a character with the ability to read the language of the Ancients).

The PCs can make of this message what they wish. Further searching reveals no more plaques, no tracks, no traces of life, and nothing of interest. Other than the strange monument of spikes, the top of the mountain appears barren.

Searching for any signs of a tunnel or cave entrance also proves fruitless; apparently whatever excavation was used to bury the fabled "treasure" here long ago was erased deliberately by the Ancients centuries in the past.

THESE STANDING STONES MARK AN AREA USED TO BURY
RADIOACTIVE WASTES. THIS PLACE WAS CHOSEN TO PUT THIS
DANGEROUS MATERIAL FAR AWAY FROM PEOPLE. THE ROCK AND
WATER IN THIS AREA MAY NOT LOOK, FEEL, OR SMELL UNUSUAL
BUT MAY BE POISONED BY RADIOACTIVE WASTES. WHEN
RADIOACTIVE MATTER DECAYS, IT GIVES OFF INVISIBLE ENERGY
THAT CAN DESTROY OR DAMAGE PEOPLE, ANIMALS, AND PLANTS.

DO NOT DRILL HERE. DO NOT DIG HERE. DO NOT DO ANYTHING
THAT WILL CHANGE THE ROCKS OR WATER IN THE AREA.

DO NOT DESTROY THIS MARKER. THIS MARKING SYSTEM HAS BEEN
DESIGNED TO LAST 10,000 YEARS. IF THE MARKER IS DIFFICULT TO
READ, ADD NEW MARKERS IN LONGER LASTING MATERIALS IN
LANGUAGES THAT YOU SPEAK.

Handout #4

JUST THEN...

The PCs should be somewhat confused at this point; not only because of the message, but also because of their strange surroundings.

Just as they are about to give up, the PCs hear a voice, then a chorus of voices, in their minds. The voices say:

> *Your enemy...*
> *Is coming...*
> *Is here...*

Looking around the PCs see no one about, just the lonely mountaintop, basalt stones, and the bluish vegetation.

Just then, allow each PC to make a Listen check at DC 15. If any of them succeed, he or she hears the slight sound of movement outside of the walled compound - someone is here!

GM's Note: If the PCs fail this check, the Junkyard Dogs (see below) will have a free surprise round in which to act.

THE ATTACK (EL 12)

Though the PCs may have been warned by a mysterious benefactor, those outside don't know they've lost the element of surprise. Pastor Disaster, and whatever remains of his Junkyard Dogs (including Bug, Canker, and Angel, if they survived until now), have followed the PCs dozens of miles across the wasteland to this long-forgotten spot. Whipped into a lustful frenzy over the prospect of being so close to the "treasure" of the Mount of Thorns, he finally decides to make his move now.

A map of the walled "compound" is given nearby, and can either be duplicated on a battle map, with miniatures, or photocopied to represent this bizarre battlefield. The following section lists the tactics of Pastor Disaster and his motley band of tech looters, and describes how (under ideal conditions) they plan to ambush the party.

If they're still alive and present, **Bug** and **Canker** hope to redeem themselves by being first up the hill. Both brothers sneak up to either side of the entrance to the walled area, hiding on either side just out of sight. When the fighting begins they hope one or more PCs will emerge, at which time they will leap from hiding (don't forget to roll their Hide checks in case the PCs notice them before they strike) to surprise the first person coming through the opening. Bug will be armed with his Desert Eagle, using the *Double Tap* feat (reducing his attack roll to +3 but increasing his damage to 3d8) and his *Sneak Attack* ability (adding +1d6 damage) to do as much harm as possible. After the opponent is no longer flat-footed, he will resort to normal attacks (no longer using *Double Tap*).

If Canker succeeds in Hiding, when he emerges (and catches his opponent by surprise) he opts to use his *Knockout Punch* ability for the guaranteed critical. After that he attacks with his pistol.

On the round before the ambush **Pastor Disaster** uses his *Plan* ability to give himself and his followers a bonus to attack rolls in combat. Before the start of combat make an Intelligence check for Disaster, adding a +4 bonus for his Smart levels (for a total of +6). See page 27 of *d20 Modern* for the bonuses (if any) that result from the use of this ability.

After he's used this ability to provide a bonus to his allies, Disaster will enter combat. As soon as he gets to act he will target whichever PC (if any) is still flat-footed, hoping to make use of his *Sneak Attack* (gained from his Scav and Tech Looter classes, for a total bonus of +2d6). He will also always shoot using his *Double Tap* feat, reducing his ranged attack bonus to +9 (+9/+4 if he can make a full attack; this may be increased if his *Plan* check succeeded) but increasing his damage to 3d12.

Though he has a relatively average Massive Damage Threshold, Disaster will avoid being taken out early by spending his Action Points on his Scav's *Survival Sense* ability. Each time he uses this ability he ignores 5 points of damage suffered that round (the minimum).

Tony the Tiger will remain near Pastor Disaster as long as possible, only breaking to engage those who get too close to his "master" (but if the PCs start shooting him or the Pastor, he will of course attack). He fights with an exotic *three-section staff*, the traditional weapon of his tribe, attacking the toughest looking opponents hoping to reduce the party's overall strength so that the others have an easier time. He will begin battle attacking with both ends of the weapon, using his Action Points to increase his attack rolls; once he is out of APs he will resort to fighting with only one end. He will also use his superior reach to keep the PCs on the defensive, herding them away (unless they stay put and provoke his attacks by using missile weapons) from Disaster and any

wounded comrades.

Though lower level than the others, Tony the Tiger should prove difficult to hit (due to his high Defense), and even more difficult to kill (thanks to his *Damage Reduction* talents).

Wreckage approaches the compound alongside Pastor Disaster and Tony the Tiger. When the battle begins he starts by firing his RPG into the ranks of the PCs, laughing sadistically as he does so. Though he lacks the appropriate *Exotic Weapon Proficiency* for this weapon (thus reducing his attack roll to +2), he is targeting an area so the Defense is 10. Note that the blast radius of the RPG's fragmentation round, when it hits, is 20 ft., so it is quite possible the first shot may get the entire party!

Once Wreckage runs out of ammo he draws his

knife and runs for cover, staying out of sight. A coward, he will remain in hiding until either a PC or one of his own comrades is killed, at which time he will emerge to grab a new ranged weapon to use (the bigger the better). He will only use his M72A3 LAW if there are no allies around (i.e. he is the last one standing), since it is his "last-ditch weapon".

While the others attack from one direction, **Emora** and **Togor** sneak around and enter the walled compound from the opposite direction (finding a hole in the wall, or another entrance the PCs didn't see due to the heavy vegetation). Both will attempt to creep up on the party (they have a Move Silently of +5 and +12 respectively; Emora may use her APs to increase her Move Silently result if she rolls abysmally), moving from cover to cover. On about the second or

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OVERWHELMING THE PCS

The idea here is not to overwhelm the PCs all at once, but to present them with a phased battle, with enemy NPCs striking in sequence, not all at once. Since there are a total of eight Junkyard Dogs (including Togor, the lion), the PCs could very well be overwhelmed if the entire enemy group attacks at once.

As GM, try to stick to the tactics suggested in the text, but be prepared to improvise if things don't go perfectly. If the PCs start looking outclassed, you can turn the fighting in their favor with the following suggestions:

1) Either Bug or Canker will flee if the other brother is killed in combat, not to return. Or, similarly, if both brothers are brought to half their hit points, the two agree to abandon Pastor Disaster's crazy "treasure hunt" and immediately desert.

2) Whipped up by the awesome power of his weapon (which makes a really loud "boom"), Wreckage fires his RPG without thinking first. He may fire it carelessly, perhaps so that the blast radius accidentally includes one or more of his own allies, in effect "helping" the PCs inadvertently.

3) In the case above, if one of the allies injured by Wreckage happens to be either Emora or Togor, the lion will enter a frenzy and leap on Wreckage, ignoring the PCs as it tries to kill him. If the ally happens to be Tony the Tiger, the giant will likewise become enraged and attack Wreckage.

4) If either Emora or Togor is incapacitated or killed, the other symbiotic partner will flee in panic.

5) Angel could fail her Hide check from the onset, so the PCs spot her before she strikes. Since she's relatively weak, they could take her out early on in the fighting.

third round of combat Emora and Togor will emerge to attack the PCs from the rear, taking them off guard and forcing them to split their numbers.

Since the party is likely to place its strongest characters in front (with the weaker characters behind) by instinct, Emora and Togor will likely be facing the most fragile members of the party.

When the fighting begins Emora will delay until after Togor breaks from hiding, using his *Pounce* ability on one opponent to do as much damage as possible (including his ability to *Rake*). Emora will then emerge and join in attacking the same foe, using her claws to fight and benefiting from her *Symbiote Opportunist* ability (which gives her an attack of opportunity against any foe hit in melee by Togor). The pair will continue to fight this way, moving from one target to another, helping each other overcome more powerful opponents.

Note that while fighting in melee Emora will have a Defense of 17 against opponents engaging her in melee (thanks to her *Defensive Martial Arts* ability), and a Defense of 20 against all ranged attackers targeting her (due to the feat, *Elusive Target*).

Angel (if she survived the *Scav & Slave* encounter mentioned earlier) will also sneak into the compound, but she will remain hidden throughout the battle (her Hide is +9; she may use an AP to increase her Hide result if she rolls exceptionally low). She only breaks from cover to kill PCs who have fallen in combat, moving in to use her katana in a *coup de grace*. She will "execute" any incapacitated or unconscious characters one-by-one in this fashion, before returning to the shadows created by the huge basalt spikes. If directly attacked she will defend herself, but if ganged up on she will try to flee.

Bug and Canker: hp 31 and 42.
Pastor Disaster: hp 64.

Tony the Tiger: hp 46.
Wreckage: hp 37.
Emora: hp 31.
Togor: hp 39.
Angel: hp 27.

ONCE THE FIGHTING IS OVER

While some of his followers might flee (see above), Pastor Disaster, in true *tech looter* fashion, is intent on winning the "treasure" beneath the Mount of Thorns at any cost. He will fight to the death, driven like a madman by his own unreasonable greed.

Once Pastor Disaster and his men are dealt with, read the following:

As the last of the treacherous tech looters collapses, a strange sound echoes through the air, like the rustling of hundreds, if not thousands, of leaves, roots, and branches. Emerging from the walled compound you are stunned by what you see.

The sea of blue plants surrounding the mountaintop has shifted, shimmying up the slopes to crowd around the exterior of the wall. One on top of another, the mass of dry weeds, cactus bulbs, overgrown seed pods, and vibrant blue fronds crowd out the horizon, presenting a solid wall that stretches in a ring completely surrounding the thorny compound.

At that moment, as the last of the plants encircle the PCs; telepathic voices intrude into the minds of each of the party members.

You are the first -
In hundreds of years.
Why have you come?

Who are you?

We have been the guardians of this mountain for generations.

The Ones Before, the Ones Who Walked On Legs, impregnated the dry soil with the seeds of our ancestors, in the hopes that the humans of the future would see it as a warning never to return.

They believed the mountain to be cursed, that the poison they buried here in their shame should forever be forgotten. But the magic they buried gave us life, gave us sentience, and gave us the minds that now speak to you.

You're plants?!?

Yes.

What would you have of us?

We ask you to honor the wishes of the Ones Before. The power that they worked into this mountain was a power that even they were ashamed of. We remember the time of their Falling, the weapons that used their magic, and have heard the Deadlands in this age echo with the same sounds of war.

Those who come here will seek to unearth the power within the mountain, and harness it for themselves. For good or ill, inevitably they will come to know the shame of the Ones Before.

Let it remain forgotten.

You helped us before by warning us - will you now turn against us?

If you do not leave this mountain...
We will be forced to protect its secrets...

This is futile. Even if we leave, others will come. An army is already marching here...

If what you say is true, then all is lost...

An era has come to an end. We must commune amongst ourselves, to decide a course of action.

Remain on the mountain...we will return with our response.

WAITING FOR AN ANSWER

The PCs can obviously tell that they are vastly outnumbered; though its hard to tell what exactly constitutes an individual creature (the plants form a sprawling mass with seemingly no beginning or end), they get a sense that there are hundreds of entities out there. The plant creatures have given the party some hope that a compromise can be made, however, so for the time being they can only camp on the mountaintop and await an answer.

This time can be spent resting, recuperating naturally or with medicines, as well as going over the possessions of the dead tech looters. *If the GM wishes, the PCs can also be allowed to take levels at this time, if they have enough experience points to do so.*

When the players are ready, read the following:

It has been at least a day since the plants told you, through some form of telepathy, to await their decision. The sun looms large in the sky, and the heat as always is becoming unbearable. You wonder how long they can drag this out.

Suddenly the peace and quiet of the lonely mountain is broken by the sound of marching feet. Looking out across the desert you see a neat purple line snaking its way across the valley, headed straight towards the mountain. The Brotherhood army!

The mountaintop comes alive with the sound of rustling plants. Coils of vine and tendrils of unearthed roots begin to move, alarmed by the sudden appearance of so large a concentration of soldiers. The voices return:

They come.
An army of men.
We must prepare to fight.

It's up to the PCs to try and convince the plants not to attack, but to wait and see what the Brotherhood does. Allow the PCs to role-play this bit out; don't leave it to a dice roll. The plants, convinced by the party's words, become still, pretending to be nothing more than inanimate vegetation.

As the army arrives at the base of the mountain and begins to take shape as fighting force, a few men break off from the rest and walk up the slope to the PCs. One of them is a bald man with slightly luminous eyes, recognizable by his posture as one of the Brotherhood's elite Force Masters.

A broad grin comes over the Force Masters' face when he finally reaches the PCs. Read the following:

"You've done it..." he says in a soft voice that is almost drowned out by the wind, but he cuts himself off short.

Though at first he stares upwards towards the spiky monument atop the ridge, slowly his eyes pan over the entire mountaintop. Eventually they come to rest on the forest of strange blue plants. He smiles.

"Nothing more needs to be said. Your minds are open to me; I can already tell what has transpired. To the Sentinels who have guarded this mountain for centuries, know that we mean you no harm. We are not here to take the mountain, but to defend it."

A single reply, entering into all minds, answers:

By their actions you shall know them.

Just then the clear blue sky thunders with even more marching. Breaking over the crest of nearby rises; two opposing armies come into view. From the west comes a rag-tag army of purple and gray robed figures, walking, hobbling, and indeed crawling over the rough and rocky landscape. Their marching is accompanied by a low and inhuman hum, the garbled animal chant of the accursed Radites.

Over the opposing hillside comes an even larger force, this one a disorganized mass of men and machines. Tribal horsemen lead the way, howling and yelping as they come, as formations of musketeers from Copper Pit follow in their dust clouds. Large lumbering metal machines plod along as well, adding their black smoke to the crystal blue sky looming over the mountain. Even now their guns begin to crack through the air, striking down Radites and Brotherhood acolytes without distinction.

The Brotherhood Force Master looks to his army, arrayed on the slopes below. He calls out in a singularly clear voice:

"The time of reckoning is at hand, brothers. Today we fight for the future!"

With that the ranks of the Brotherhood erupt in song, as dozens of warriors begin rushing down the hill to do battle. Behind the charging line, lone men in sweeping robes follow at a steady pace; though at first they seem unarmed, as they come close to the

enemy each man suddenly manifests a sword of pure glowing light in his hand, using these brilliant weapons to reap enemy soldiers like helpless sheaves of wheat.

The army of Copper Pit responds with courage, firing volleys into the wave of purple robed zealots descending on them from the mountain. Attacking both sides, the bestial Radites come sweeping in, attacking like the rabid monsters they are at anything that stands between them and the Mount of Thorns.

THE BATTLE OF THREE ARMIES

Since the battle unfolding on the slopes of the Mount of Thorns is a large-scale one, the PCs will only experience a small part of the action. With hundreds of forces arrayed on all sides, the battle is far too large to detail here on a personal basis.

Instead, an abstract system should be used to determine losses as the battle unfolds.

The system presented here is intended to allow the GM to keep track of the forces arrayed on all sides of the battlefield (Brotherhood of Radiation, Copper Pit, and the Radites), and to whittle away the dizzying numbers as the battle progresses. The system works as follows:

At the end of each combat round, mark off any casualties inflicted by the party to whatever army they are currently fighting. In addition, consult the tables below. Depending on what round it is (round 1, 2, 3, etc.), roll the dice and mark off the indicated number of soldiers from each army roster participating in the battle.

For example, on the first round of battle, in addition to whatever attrition the PCs do, 1d4 Acolytes (from the Brotherhood) will be lost, 1d6+1 Copper Pit Soldiers will be lost, and 1d6+2 Radite Penitents will be lost. The same rolls will be made again on the second round, while on the third round even more will be lost, etc.

These losses not only reduce the numbers the PCs will have to fight (i.e. in the key battles the party participates in; see below), but when an army loses a certain amount (as described under that army), the army may *rout*. Keep in mind that this applies to the Brotherhood forces as well!

BROTHERHOOD OF RADIATION

The Brotherhood army will be unaffected by *routing* until it is down to 10 Acolytes <u>and</u> has lost the Illuminated. Once these conditions are met make a group Will save at DC 15 (the entire army is considered to have a +6 Will save) each round thereafter; if they fail even

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BROTHERHOOD ARMY

Acolytes	O O O O O	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O	O O O O O
Force Masters	O O O O O			
	O O O O O			
Illuminated	O			

COPPER PIT ARMY

Copper Pit Soldiers	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O
	O O O O O	O O O O O	O O O O O
Mercenaries*	O O O O O	O O O O O	
	O O O O O	O O O O O	
Tanks**	O O O O		
Commanders	O O O		

* These "mercenaries" consist of tribals, bounty hunters, ex-raiders, and professional guns-for-hire lured to the banner of Baron Wasteland by the legends of the Mount of Thorns (and the great wealth they expect to find deep within its bowels).
** When a tank is destroyed, do not subtract the crew (5) from the roster above; they are already considered part of the tank.

RADITES

RADITES		
Radite Penitents	O O O O O O O O O O	
	O O O O O O O O O O	
	O O O O O O O O O O	
	O O O O O O O O O O	
Radites	O O O O O O O O O O	
	O O O O O O O O O O	
	O O O O O O O O O O	
Rad Wolves	O O O O O	
	O O O O O	
Bishop Iridium	O	

once, the army begins a full retreat. On the next round all allied Brotherhood warriors involved in *Key Battles* will attempt to flee.

The PCs are the only hope to stop the rout if it occurs. One character may attempt to rally the army each round with a successful Charisma check (DC 15); note that the *Leadership* feat grants a +2 morale bonus to this roll.

If the rout is prevented, the army remains on the field and no longer has to worry about *routing*, regardless of losses.

Round	Brotherhood Losses*
1-6	1d4 Acolytes
7-14	1d4+1 Acolytes, plus 50% chance each round of losing 1 Force Master
15+	As 7-14 above, plus 10% chance each round of losing Illuminated

* Add +1 to all losses if the Copper Pit army still has its *Tanks* on the battlefield.

COPPER PIT

Baron Wasteland's army reacts differently to catastrophic losses due to its mercenary, hodge-podge nature. Individual unit types (i.e. Mercenaries, Copper Pit Soldiers, and Tanks) are unaffected by losses among the ranks of other units, but are still subject to *routing* if their own ranks are depleted.

Whenever a single unit type (except for Commanders) is reduced to one-third its starting numbers, that unit must make a Will save at DC 15 (all units are considered to have a group Will save of +3) each round thereafter. If it fails it begins to flee (and all soldiers of its unit type involved in *Key Battles* will flee). Commanders never flee.

For example, enough damage is done to the Copper Pit Soldiers that they have to make a group Will save. Rolling a total of 9 they fail, starting a rout. The other units - the Mercenaries and Tanks - do not flee, however, and continue fighting.

Once a unit routs, Baron Wasteland and his field commanders will be unable to rally them.

Round	Copper Pit Losses
1-2	1d6+1 Copper Pit Soldiers
3-10	1d6+1 Copper Pit Soldiers, 1d2 Mercenaries, plus 50% chance each round of losing a Tank
11+	As 3-10 above, plus 50% chance each round of losing a Copper Pit Commander

RADITES

The Radites will rout only if Bishop Iridium is slain; otherwise their zealous nature allows them to shrug off the demoralizing effects of casualties. If Bishop Iridium is killed, however, the entire army must make a Will save at DC 15 (all units are considered to have a group Will save of +6) each round thereafter. If

they fail even once, the army begins a full retreat. On the next round all Radites involved in *Key Battles* will attempt to flee.

Once the Radites break there is no turning back; without a leader the cult army dissolves and vanishes into the desert.

Round	Radite Losses*
1-2	1d6+2 Radite Penitents
3-10	1d6+2 Radite Penitents, 1d4 Radites, plus 50% chance each round of losing a Rad Wolf
11+	As 3-10 above, plus 25% chance each round of losing Bishop Iridium (if the PCs have not yet killed him)

* Add +1 to all losses if the Copper Pit army still has its *Tanks* on the battlefield.

SENTINELS

The "Sentinels" - the hive-mind plant creatures that guard the heights of the Mount of Thorns - will not fight in the battle, but will instead watch from on

RADITE STRATEGY

A special consideration during the battle will be the Radites, in particular due to their possession of the new feat, *Neural Concert*. Whenever the PCs encounter Radites during the battle, they will attempt to use this feat to the best of their ability, amplifying the DC of their *Anxiety Trigger* abilities. Whether they use it on the player characters or their allies, this feat has the potential to demolish any resistance against the Radite onslaught.

Note that for this battle only all Radites (not including Penitents or Bishop Iridium) have a 50% chance of being armed with a firearm of some kind.

high. Their role is unimportant; if the Brotherhood wins they will not have needed to fight, and if the Brotherhood loses, all is lost for the PCs. In either case, their involvement is unnecessary.

THE PARTY'S ROLE

When the battle begins, the PCs decide which side they personally wish to fight against: the forces of Copper Pit under Baron Wasteland's hand-picked council of Commanders, or the Radites under their leader, Bishop Iridium (for more on Iridium, see below). The Brotherhood army will be spread out over the mountainside fighting both enemy armies, and of course the forces from Copper Pit and the Radites will also be duking it out against each other in a three-way slugfest for the mountain.

The PCs will only experience small battles (see below), but you should do everything in your power to describe to them the rolling battle that is whirling all around them: Brotherhood warriors march into battle against screaming heretic Radites on all sides of the party, while black smoke from musket volleys (care of the Copper Pit army) conceal the brutal melee taking place on the slopes below. Using descriptive narratives in between rounds (or in between battles, as the PCs move from location to location) will help convey the sense that the party is involved in something far grander than they've ever been involved with before.

KEY BATTLES

During the battle the PCs can and should move from area to area, fighting different key engagements to help sway the battle in the Brotherhood's favor. The possible engagements are detailed below, along with the effects they have on the battle's outcome.

Note that these battles can be played in any order.

Random Fighting (EL Varies): In between moving from key battle to key battle, the PCs may, at the GM's discretion, become involved in some of the fighting swirling around them. This constitutes random fighting, with no outcome on the battle other than to trim the numbers of the opposing armies.

The GM should make up the exact composition of enemies in such a skirmish, but there should usually only by 1-2 enemies per PC. These battles are intended to portray quick, chaotic melees, not long drawn-out battles.

Tanks (EL 8): A short while after the battle begins it becomes clear that Baron Wasteland's forces have the clear upper hand due to the heavy war machines (i.e. their "tanks") they cleverly constructed and brought to the battle. In addition to rolling over the resistance and laying down machinegun fire, black smoke begins to churn over the battlefield thanks to their diesel-chugging engines, creating an artificial smokescreen that makes the fighting a living hell.

The PCs will want to take out the tanks early on in the battle, and if they don't think to head there first their Brotherhood allies may suggest it early on.

The PCs: The four tanks Baron Wasteland brought with his army are easy to spot as they rumble and sputter up the slopes of the mountain, so the PCs can't miss them. The tanks will be arranged in groups of two (unless some have already been taken out of commission due to random casualty rolls), with each group having an infantry accompaniment of three Copper Pit Soldiers and a single Copper Pit Commander.

When the party arrives on scene the tank(s) will be in the middle of running over a small group of enemies. Roll randomly to determine the nature of the enemy:

D10	Defenders
1-5	1d4 Brotherhood Acolytes
6-10	1d4 Radite Penitents + 1d2 Radites

Depending on the defenders present, the PCs may have allies or enemies on their side. In the former case the Acolytes will support the PCs, while in the latter the enemy will first concentrate on their mutual enemy (the Copper Pit forces), before turning on the PCs once the tanks are out of commission.

As for the Copper Pit forces, the Commander and Soldiers will engage all hostile forces (concentrating on the PCs if they brought heavy weapons, such as Wreckage's RPG), until the tank can bring its MGs to bear. For the first round there is no activity from the tank, but after that the tank enters the fray (each tank has two small turrets armed with the equivalent of M2HB machineguns; gunners have the base statistics of Copper Pit Soldiers, but replace their *Alertness* and *Armor Proficiency* feats with *Advanced Firearms Proficiency* and the *Exotic Weapon Proficiency* appropriate to their heavy weapons).

Treat Copper Pit tanks as *armored trucks* armed with twin M2HBs, except as follows:

TANKS IN BATTLE

As long as the tanks are in battle, all casualties among the Brotherhood and Radites are increased by +1 per round, simulating machinegun fire and/or warriors being run over by these colossal armored behemoths. In more direct terms, the smoke permeating the battlefield from these guttering machines provides a flat 20% miss chance to all ranged attacks over 30 ft.; this miss chance goes away if the tanks are removed from battle.

Tank: Crew 5; Pass 0; Cargo 200; Int -4; Man -4; Spd 25 (2); Def 9; Hard 8; HP 36; Size H.

An Ally In Need (EL 6): As the battle swirls around the PCs they spot, some distance down the mountain, a solitary Force Master cut off from the main body of Brotherhood warriors. Surrounded by dead bodies, the Force Master appears to be fighting off all comers, but it isn't clear how long he can hold out without aid.

If the PCs don't rush to the Force Master's aid immediately, add +1 to the number of Force Masters killed that round (even if no other Force Masters are killed). If the PCs do decide to help, however, they must fight their way through the enemy ranks to get to their ally; have them fight 2-3 Radites on their way.

When the PCs arrive they arrive just in time - the Force Master is wounded (down to 36 hit points), and creeping over the nearby rocks is a large group of simpering, drooling Radite Penitents (or, if none are left, just use normal Radites), intent on ripping him apart and eating him. There are two Radite Penitents per PC (including the Force Master; with a minimum of six in the event the PCs split up), and they will attack immediately.

This encounter will not occur if there are no Force Masters left. For the statistics of the Force Master, use the Mid-Level Force Master on page 225 of Darwin's World 2nd Edition.

Battle of Champions (EL 4): Midway through the battle, select whichever PC has been the most successful in the battle so far, either through leadership (for instance, if the army routed and he saved the day), or through his own skill at arms.

As that PC fights the party's chosen enemy (Radites or Copper Pit soldiers), the crowds of opposing soldiers part, revealing a hulking brute coming straight for that character. As he comes he bravely shouts (or hisses with a sinister, snake-like voice, if a Radite) a challenge to fight that PC...one-on-one.

The challenger will either be a Copper Pit Commander (if the PCs are currently fighting the army of Copper Pit), or a Radite. In the case of the Copper Pit Commander, his allies will stay back and honor the terms of the impromptu "duel", watching from the sidelines (and taking the opportunity to take a breather). The Radite, however, will only pretend to honor the terms of the one-on-one match, but if reduced to 50% hit points will summon (with a shrieking howl) 1d2 Rad Wolves to help him fight (if any remain).

If the PCs survive the battle, whichever opposing force lost its "champion" to the party will make future *routing* checks with a -2 penalty.

If no Copper Pit Commanders or Radites remain, this encounter does not happen.

Mercenary Charge (EL Varies): At some point in the battle, when the PCs appear to be winning (either when all the Tanks have been taken out of action, or if the forces of Copper Pit have taken at least twice as many losses as the Brotherhood), the mercenaries under Baron Wasteland begin to realize that the fabled "treasure" - which was within their grasp at the battle's beginning - is in serious danger of being snatched away from them.

Spurred by unreasonable greed, a large band of mercenaries breaks ranks from the regulars of Copper Pit and begin storming up the hill, making a straight line for the walled compound, slaughtering everything in their path. Radites and other Copper Pit soldiers part as they rage forward, allowing them through, and the only thing standing between the marauding mercenaries and the mountaintop are the PCs!

Since the Mercenaries in Baron Wasteland's army consist of numerous types (tribals, bandits, scavs, and a core of professional mercs), roll to determine the kind of mercenary NPCs the characters will have to fight *(or, alternatively, choose an EL that best matches the party's strength)*. The statistics for these are found in the chapter called *NPC Statistics*.

Note that these numbers should be reduced if there are only a few Mercenaries remaining (due to abstracted casualties).

D6	Group Composition	EL
1-2	6 Tribal Warriors, 3 Outlaws, 1 Mercenary	11
3-4	4 Tribal Warriors, 4 Outlaws, 2 Mercenaries	12
5-6	3 Tribal Warriors, 3 Outlaws, 4 Mercenaries	13

Bishop Iridium (EL 12): If and when it becomes clear that the Radites are losing badly (GM's discretion just when this is), the leader of the Radite expedition, Bishop Iridium, will lead an all-or-nothing assault on the Force Masters of the Brotherhood. Iridium's hope is to decimate the Brotherhood forces in a last push; his reasoning is if the Radites can't have the treasure, than neither will their rivals, the Brotherhood.

The PCs will be witness to this push, as Iridium leads his remaining followers right into the midst of the Brotherhood lines. Luckily the PCs are along Iridium's path, and will have a chance to kill him and shatter his army before it wreaks too much havoc on their allies.

For every PC in the group Iridium will be accompanied by 2 Penitents, 2 Radites, and 1 Rad Wolf, moving in a large and disorganized "pack" as they navigate the boulder-strewn mountain slopes.

The Rad Wolves run ahead of the pack attempting to trip those who stand in the way, allowing the Penitents to catch up and tear these prone foes to pieces. The Radites will use their *Neural Concert* feat to up their *Anxiety Trigger* DCs try and reduce the PCs' fighting abilities - though eventually the entire battle turns into a sprawling melee. Bishop Iridium will wade through the masses, singling out the leader of the party and engaging him in combat.

Note that the PCs will have all remaining Force Masters on their side for this battle. In addition, if things are going badly you can have Brotherhood Acolytes show up in groups of 2 each round as "reinforcements".

GM's Note: Bishop Iridium will always use his neural abilities in combat if possible, usually starting with *Flight Trigger* on the strongest opponents, then following up with *Mind Crush* on those who don't flee. Due to his advancement, his use of *Flight Trigger* is saved against at a DC of 16 (and lasts 8 rounds); his use of *Mind Crush* inflicts 5d6 damage (save DC 16 for half). He has 11 Telepathy uses per day.

In addition, any allies with Neural Concert nearby may also increase these DCs.

VICTORY

Victory is achieved when both the Radites and the forces from Copper Pit are either obliterated, or they flee. In the case of the Radites, the PCs will have to find and kill Bishop Iridium to destroy the cult's willingness to fight. For Copper Pit, The PCs will simply have to slug it out, hoping enough damage is done to make Baron Wasteland's army flee.

Hopefully this all can be done without losing the Brotherhood army, since their very presence is essential to any real success (if the PCs and the Brotherhood lose, either Baron Wasteland or the Radites will eventually win control of the mountain, and for all intents and purposes the fate of the Mount of Thorns will be sealed).

Assuming this is the case, read the following:

By nightfall the colorfully clad corpses of all three armies litter the slopes of the Mount of Thorns for as far as the eye can see. Slowly darkness begins to claim the field, and with it the winding rivers of blood turn gray and colorless. The iridescent glow of the handful of Brotherhood allies still alive is dim and weakened. But you have prevailed.

As the sun begins to dip low behind the mountain, the last vestiges of golden sunlight hover around the edges of the mount, silhouetting its shape and the colossal thorns at its peak.

The remnants of the Radites and Baron Wasteland's army, while in a rout, look back and see the curious sight, a trick of the daylight and surely a natural phenomenon. But for a moment the mountain itself seems to be glowing, shrouded by the sun's dying rays, and with that last look they realize the foolishness of their struggle.

For the destiny of the mountain has been fulfilled.

THE FATE OF THE MOUNT OF THORNS

Though the PCs have won the day, and the great battle at the foot of the mountain comes to a close, the fate of the Mount of Thorns is as unsure as it was before its location was first discovered. What happens to the mountain now is out of the party's hands, but its future - whatever it may be - may become a recurring element in future adventures set in the Deadlands (or involving the Brotherhood of Radiation).

Ostensibly the Brotherhood tries to secure, through diplomacy, access to the mountain's "magic". Though the "Sentinels" (the plant creatures that thrive on the mountaintop) refuse any deals, it is up to you what happens as a result. Perhaps the Brotherhood recognizes the Sentinels' claim that the "magic" is "cursed", and patiently agree to hold off on excavations until a better understanding of the mountain, its history, and the Ancients can be had. And perhaps the Sentinels agree to allow select groups of mutant pilgrims to come to the mountain once each year to "benefit" from the radiation blighting the landscape, an arrangement that could satisfy the Brotherhood nicely.

Alternatively - and perhaps more realistically - the Brotherhood might become enthralled by the prospect of the mountain's legendary power being within their reach. Seduced by their own prophecies of a superior race being borne from its "magic", perhaps the Brotherhood betrays the Sentinels' trust and takes the mountain for themselves. Once this brutal task is done, over the years the mountain is dug away and the Brotherhood finds what they are looking for. Using the radiated elements found under its slopes, the Brotherhood digs deep tunnels under the mountain to create a vast complex of radiated "breeding pits", where it begins the creation of a new race of Illuminated who will lead their movement towards the future they have long coveted - whether it be a future of light as they promised...*or one of darkness.*

THE END

ALTERNATE ENDING

The following presents an alternative ending to *Another Man's Treasure* specifically designed

to shorten the adventure by offering a quicker conclusion.

If time is a factor in play, you can cut out the large-scale battle for the Mount of Thorns altogether, shifting the climax to the battle between the PCs and Pastor Disaster's tech looters instead. If this is the case, a few modifications are suggested:

1) Remove all references to the telepathic plant entities living on the mountain (i.e. though the party will see the weird blue plants, they will not hear voices in their minds warning them of Disaster's impending attack).

2) Do not use any of the suggestions offered in the *Overwhelming The PCs* sidebar; since this is going to be the climax, it should be a no-holds barred encounter.

3) Once Disaster and his followers are slain, the adventure ends; do not proceed to the large-scale battle, or the *Victory* ending described above. Instead, the arrival of the Brotherhood army is not described; the PCs have done their part, and the ensuing battles that take place (if any at all) for control of the mountain will not involve the party. They are free to leave, having fulfilled their part of the bargain with the Brotherhood of Radiation. When all is said and done, calculate experience points and award treasure. Congratulate the players on a hard-earned victory!

APPENDIX 1: NPC STATISTICS

This section lists the game statistics for the various creatures and characters featured in *Another Man's Treasure*, for ease of reference.

An asterisk (*) denotes a new feat introduced in this adventure.

COPPER PIT SOLDIER / COMMANDER

The statistics of the average Copper Pit soldier are reprinted here from *One Man's Garbage*, along with the statistics of the more elite "commanders" of that city's brave (if greedy) militia.

Copper Pit Soldier, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d6+3, rifle butt), or +6 ranged (2d8, 5.56mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Copper Pit; SV Fort +4, Ref +3, Will +2; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 9.
    Occupation: Military (DW) (Intimidate).
    Background: Ritual Preservationist (Knowledge [Mutant Lore]).
    Mutations and Defects: Regenerative Capability x2, Aberrant Deformity, Sensitivity (gamma radiation).
    Skills: Climb +2, Disguise -7, Intimidate +1, Knowledge (Mutant Lore) +0, Knowledge (Streetwise) +0, Knowledge (Tactics) +0, Listen +4, Spot +4, Survival +2.
    Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (pipe rifle).
    Talents (Strong Hero): Melee Smash, Improved Melee Smash.
    Possessions: 5.56mm pipe rifle, 2d6 rounds of 5.56mm ammo, leather armor.

Copper Pit Commander, Strong Hero 3/Tough Hero 1: CR 4; Medium-size humanoid; HD 3d8+6 plus 1d10+2; HP 27; Mas 14; Init +3; Spd 30 ft; Defense 18, touch 16, flatfooted 15 (+0 size, +3 Dex, +3 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d6+3, combat knife), or +7 ranged (2d8, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Copper Pit; SV Fort +5, Ref +4, Will +2; AP 1; Rep +0; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 9.
    Occupation: Military (DW) (Intimidate).
    Background: Ritual Preservationist (Knowledge [Mutant Lore]).
    Mutations and Defects: Regenerative Capability x2, Aberrant Deformity, Sensitivity (gamma radiation).
    Skills: Climb +2, Disguise -7, Intimidate +1, Knowledge (Mutant Lore) +0, Knowledge (Streetwise) +0, Knowledge (Tactics) +1, Listen +4, Spot +4, Survival +2.
    Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (M4 Carbine).
    Talents (Strong Hero): Melee Smash, Improved Melee Smash.
    Talents (Tough Hero): Remain Conscious.
    Possessions: M4 Carbine, one box of 5.56mm ammo (30), leather armor, combat knife.

RADITE PENITENT

Radite "penitents" were originally introduced in part one of this series, *One Man's Garbage*. Penitents are groveling, deformed creatures, horribly mutilated by their masters to reduce them to ferocious and unthinking fighters.

Radite Penitent, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +1; Spd 30 ft; Defense 17, touch 13, flatfooted 16 (+0 size, +1 Dex, +2 class, +4 natural); BAB +3; Grap +5; Atk +5 melee (1d6+4/19-20, bite), or +4 ranged

(by weapon); Full Atk +5 melee (1d6+4/19-20, bite), +3 melee (1d6+4, 2 claws), FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws; AL Radites; SV Fort +3, Ref +2, Will +0; AP 1; Rep +0; Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 14.

Occupation: Slave (Craft [structural], Handle Animal).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Claws, Neural Mutation - Telepathy, Protective Dermal Development, Serrated Dental Development, Aberrant Deformity, Blindness, Pituitary Deformation.

Skills: Bluff +4, Climb +5, Craft (structural) +2, Diplomacy +4, Disguise -4, Gather Information +4, Handle Animal +4, Hide +2, Knowledge (Mutant Lore) +2, Knowledge (Theology and Philosophy) +1, Move Silently +2, Repair +2, Swim +4.

Feats: Endurance, Mind's Eye*, Multiattack, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Super Mutant.

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

Possessions: None.

RADITE

The statistics of the average Radite cultist are reprinted here from *One Man's Garbage*. Radites are strange heretics of the Brotherhood of Radiation, obsessed with mastery of the mind as well as issuing in the Second End of Days.

Radite, Tough Hero 3/Strong Hero 1: CR 4; Medium-size humanoid; HD 3d10+6 plus 1d8+2 plus 6; HP 36; Mas 14; Init +2; Spd 30 ft; Defense 19, touch 15, flatfooted 17 (+0 size, +2 Dex, +3 class, +4 natural); BAB +3; Grap +5; Atk +6 melee (1d6+3, bite), or +5 ranged (by weapon); FS 5 ft by 5 ft;

Reach 5 ft; SQ medical incompatibility, cannot move x2 speed; AL Radites; SV Fort +5, Ref +3, Will +0; AP 2; Rep +1; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 11.

Occupation: Predator (Sense Motive).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Neural Mutation - Telepathy, Protective Dermal Development, Serrated Dental Development, Aberrant Deformity, Pituitary Deformation, Underdeveloped Organ (Lung).

Skills: Bluff +2, Climb +4, Concentration +6, Diplomacy +2, Disguise -6, Gather Information +2, Jump +3, Knowledge (Mutant Lore) +2, Knowledge (Streetwise) +2, Sense Motive +0, Spot +3, Survival +3, Swim +3.

Feats: Anxiety Trigger, Neural Concert*, Post-Apocalyptic Technology, Primitive Technology, Toughness, Weapon Focus (bite).

Talents (Tough Hero): Robust, Damage Reduction 1/—.

Talents (Strong Hero): Melee Smash.

Possessions: None.

OUTLAW

Like other criminals, outlaws consist of men (and rarely, women) who fled their communities to avoid a harsh punishment for crimes they committed. Driven to desperation, they band together for mutual survival, preying off of other unfortunates exiled to the Deadlands.

Outlaw, Strong Hero 3/Raider 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 24; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+0 size, +2 Dex, +3 class, +3 equipment); BAB +4; Grap +7; Atk +7 melee (3d6+5, chainsaw), or +7 ranged (2d8, sawed-off shotgun); FS

5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL none; SV Fort +4, Ref +4, Will +0; AP 2; Rep +1; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Predator (Intimidate).

Background: Radical (Drive).

Mutations and Defects: Regenerative Capability, Critical Vulnerability.

Skills: Drive +9, Intimidate +8, Jump +6, Knowledge (Tactics) +3, Survival +0.

Feats: Armor Proficiency (light), Drive-By Attack, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (sawed-off shotgun).

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

Talents (Raider): Chaps and Chains +1.

Possessions: Sawed-off shotgun (or chainsaw), 1d6 rounds of 12-gauge ammo, leather armor, 1 gallon of water.

CRIMINAL / EXILE

The Deadlands are notorious for their outlaw population, whether in the form of ruthless scavengers or criminals exiled to the desert. The latter come from all manner of villages that dot the outlying parts of the region, and face a lonely fate once they've been turned out to live among the hostile wastes.

Criminal/Exile, Post-Apocalyptic Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+0 size, +1 Dex, +2 class, +2 equipment); BAB +1; Grap +3; Atk +3 melee (1d8+2, spear), or +2 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL none; SV Fort +6, Ref +3, Will +0; AP 1; Rep +0; Str 15, Dex

13, Con 14, Int 12, Wis 10, Cha 7.

Occupation: Predator (Sense Motive).

Background: Resentful (Knowledge [Mutant Lore]).

Mutations and Defects: Sensitive Sight, Bilirubin Imbalance.

Skills: Bluff -4, Climb +4, Diplomacy -4, Disguise -4, Hide +5, Jump +4, Knowledge (Mutant Lore) +3, Listen +4, Navigate +8, Sense Motive +2, Spot +4, Survival +7.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Great Fortitude, Guide, Power Attack, Primitive Technology.

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Spear, crossbow, 10 bolts, leather armor.

THE HERMIT

The hermit encountered in the adventure has lived in isolation for years, but despite his quirky personality he is hungry for news of the outside world. With skills focused on survival, he is only a marginal fighter.

The Hermit, Post-Apocalyptic Hero 5: CR 5; Medium-size humanoid; HD 5d8+5; HP 28; Mas 12; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 13 (+0 size, -1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d8, spear), or +3 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, blindsight 10 feet; AL none; SV Fort +6, Ref +2, Will +4; AP 2; Rep +1; Str 10, Dex 8, Con 12, Int 14, Wis 16, Cha 12.

Occupation: Wanderer (Climb, Navigate).

Background: Resentful (Knowledge [Mutant Lore]).

Mutations and Defects: Blindsight, Gamma-Ray Visual Sensitivity, Bilirubin Imbalance, Negative

Chemical Reaction.

Skills: Bluff -1, Climb +8, Diplomacy -1, Disguise -1, Hide +3, Knowledge (Mutant Lore) +6, Listen +13, Move Silently +3, Navigate +12, Search +6, Spot +13, Survival +13.

Feats: Alertness, Archaic Weapons Proficiency, Filthy, Great Fortitude, Guide, Personal Firearms Proficiency, Primitive Technology, Weapon Focus (crossbow).

Talents (Post-Apocalyptic Hero): Wasteland Lore, Survival Sense, Conserve.

Possessions: Spear, crossbow, 10 bolts.

LEVIATHAN TRIBAL

The people of Leviathan Cave have been isolated in the deep Deadlands for so long that they easily mistake the party for "demons". Individually they are capable warriors, and the party will be hard-pressed when they ambush them during the adventure.

Leviathan Tribal, Strong Hero 4: CR 4; Medium-size humanoid; HD 4d8+4 plus 3; HP 25; Mas 13; Init +3; Spd 35 ft; Defense 16, touch 16, flatfooted 13 (+0 size, +3 Dex, +3 class); BAB +4; Grap +6; Atk +7 melee (1d8+4, spear), or +8 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Leviathan Tribe; SV Fort +3, Ref +4, Will +2; AP 2; Rep +0; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Climb).

Mutations and Defects: Additional Limb Development (leg), Negative Chemical Reaction.

Skills: Balance +5, Climb +8, Hide +5, Jump +4, Knowledge (Tactics) +2, Move Silently +5, Navigate +5, Survival +7.

Feats: Archaic Weapons Proficiency, Primitive Technology, Stealthy, Toughness, Track, Weapon Focus (spear), Weapon Focus (crossbow).

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

Possessions: Spear, crossbow, 10 bolts, luminous dust.

TRIBAL WARRIOR

The generic tribals in this adventure represent war parties drawn to the Deadlands by the rumors that claim the location of the legendary Mount of Thorns has been found. Ruthless and greedy, they hope to find the mountain and plunder its supposed "riches" for themselves.

Tribal Warrior, Strong Hero 2: CR 2; Medium-size humanoid; HD 2d8+2 plus 3; HP 14; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +4; Atk +5 melee (1d8+3, spear), or +4 ranged (1d8+2, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL none; SV Fort +3, Ref +2, Will +1; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 7.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Adrenaline Control, Aberrant Deformity.

Skills: Climb +3, Disguise -8, Intimidate +3, Jump +4, Knowledge (Tactics) +2, Survival +6.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Primitive Technology, Toughness, Weapon Focus (spear).

Talents (Strong Hero): Melee Smash.

Possessions: Spear, compound bow, 10 arrows, leather armor.

BOUNTY HUNTER

Many bounty hunters are drawn to the Deadlands by the promise of quick and easy money hunting the many criminals that flee to the desert to avoid the harsh law of the region's frontier towns. While some bounty hunters are trustworthy, more often than not they will simply kill any passerby they meet and sell their scalp for a bounty.

Bounty Hunter, Post-Apocalyptic Hero 3/ Survivalist 2: CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4; HP 35; Mas 14; Init +1; Spd 30 ft; Defense 18, touch 16, flatfooted 15 (+0 size, +3 Dex, +3 class, +2 equipment); BAB +4; Grap +4; Atk +4 melee (1d6, combat knife), or +7 ranged (2d6, Calico Liberty 50); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic; AL none; SV Fort +6, Ref +7, Will +2; AP 2; Rep +0; Str 10, Dex 16, Con 14, Int 12, Wis 13, Cha 8.

   Occupation: Predator (Investigate).
   Background: Radical (Intimidate).
   Mutations and Defects: Aberrant Endoskeletal Encasing, Adrenaline Deficiency.
   Skills: Climb +2, Hide +9, Intimidate +1, Investigate +5, Jump +2, Knowledge (Mutant Lore) +3, Listen +3, Move Silently +5, Navigate +9, Search +3, Spot +3, Survival +9, Treat Injury +5.
   Feats: Armor Proficiency (light), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Track.
   Talents (Post-Apocalyptic Hero): Wasteland Lore, Conserve.
   Talents (Survivalist): Called Shot +1d6, Way of the Land.
   Possessions: Calico Liberty 50, 1 box of 9mm ammo (50), combat knife, leather armor, survival kit, juju kit, ready syringe (one dose of rad-purge shot), binoculars, 300 cp.

SCORPION

Scorpions are a common danger of the desert, and the Deadlands are no exception.

SPECIES TRAITS

   Improved Grab (Ex): To use this ability, the scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.
   Poison (Ex): A scorpion's sting attack is poisonous (Fort DC 11, initial and secondary damage 1d2 Str).
   Skills: A scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

Scorpion: CR 1/4; Tiny animal; HD 1/2d8+2; hp 4; Mas 14; Init +0; Spd 20 ft.; Defense 14, touch 12, flat-footed 14; BAB +0; Grap -9; Atk +1 melee (1d2-4, two claws) and -3 melee (1d2-4 sting, and *poison*); FS 2 1/2 ft. by 2 1.2 ft.; Reach 0 ft.; SQ improved grab, poison, vermin; AL none; SV Fort +5, Ref +0, Will +0; AP 0; Rep +0; Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 12.
   Skills: Climb +4, Hide +15, Spot +7.
   Feats: Weapon Finesse (claw, sting).
   Advancement: None.

MERCENARY

A few professional mercenaries have been drawn to the Deadlands due to the rumors of a great treasure being found in the area. These grizzled men (and sometimes women) are ruthless profiteers who have thrown their lot in with Baron Wasteland and the other treasure hunters hailing from Copper Pit.

Mercenary, Strong Hero 3/Mercenary 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d10+2; HP 29; Mas 13; Init +3; Spd 30 ft; Defense 20, touch 15, flatfooted 17 (+0 size, +2 Dex, +3 class, +5 equipment); BAB +5; Grap +7; Atk +7 melee (1d6+4, rifle butt), or +9 ranged (2d8+2, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 1/- vs. bludgeoning; AL none; SV Fort +5, Ref +6, Will +0; AP 1; Rep +0; Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 12.
   Occupation: Slaver (Gather Information, Intimidate).
   Background: Visionary Reinventor (Diplomacy).
   Mutations and Defects: Skeletal Fortification, Immune-System Abnormality.
   Skills: Diplomacy +4, Gather Information +4, Intimidate +4, Knowledge (Current Events) +2, Knowledge (Tactics) +2, Navigate +1, Profession (Trader) +2, Repair +2, Survival +1.
   Feats: Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (AK-47).
   Talents (Strong Hero): Melee Smash, Improved Melee Smash.
   Talents (Mercenary): Weapon Specialization, Contacts (5%).
   Possessions: AK-47, one box of 7.62mmR ammo (30), chainmail shirt, juju potion (1d4+2).

BROTHERHOOD ACOLYTE

The acolytes of the Brotherhood of the Radiation march fearlessly to war, driven by their glorious "angels of radiation", the Illuminated.

Brotherhood Acolyte, Dedicated Hero 2/Fast Hero 1: CR 3; Medium-size humanoid; HD 2d6 plus 1d8; HP 12; Mas 10; Init +2; Spd 30 ft; Defense 17, touch

17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +4 ranged (2d8, 5.56mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, light 20 feet; AL Brotherhood of Radiation; SV Fort +2, Ref +3, Will +4; AP 1; Rep +1; Str 13, Dex 14, Con 10, Int 12, Wis 15, Cha 8.

Occupation: Academic (DW) (Knowledge [Mutant Lore], Knowledge [Technology]).

Background: Ritual Preservationist (Knowledge [Theology and Philosophy]).

Mutations and Defects: Neural Mutation - Precognition, Photo luminescent Aural Emission.

Skills: Balance +3, Concentration +4, Knowledge (Current Events) +3, Knowledge (Earth and Life Sciences) +3, Knowledge (Mutant Lore) +3, Knowledge (Physical Sciences) +3, Knowledge (Tactics) +3, Knowledge (Technology) +3, Knowledge (Theology and Philosophy) +3, Knowledge (Twisted Earth) +2, Listen +4, Sense Motive +4, Spot +4, Survival +4, Treat Injury +4, Tumble +8.

Feats: Foresight, Perceive Outcome, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (pipe rifle).

Talents (Dedicated Hero): Skill Emphasis (Concentration).

Talents (Fast Hero): Evasion.

Possessions: 5.56mm pipe rifle, 12 rounds of 5.56mm ammo.

BISHOP IRIDIUM

The leader of the Radite expedition to find the Mount of Thorns, Bishop Iridium looks like any other member of his army, clad in a moth-eaten robe of faded purple cloth that conceals his gruesome and deformed body. Iridium rose to prominence in the cult through his mastery of the mind, as well as from his entrancing charisma.

Bishop Iridium, Dedicated Hero 3/Psionic 6: CR 9; Medium-size humanoid; HD 3d6+6 plus 6d8+12; HP 56; Mas 14; Init +0; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+0 size, +0 Dex, +5 class); BAB +6; Grap +5; Atk +5 melee (1d6-1, bite), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot move x2 speed; AL Radites; SV Fort +6, Ref +3, Will +10; AP 4; Rep +3; Str 8, Dex 10, Con 14, Int 12, Wis 13, Cha 16.

Occupation: Academic (DW) (Knowledge [Theology and Philosophy], Knowledge [Twisted Earth]).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Neural Mutation - Telepathy x4, Serrated Dental Development, Aberrant Deformity, Pituitary Deformation, Underdeveloped Organ (Lung).

Skills: Bluff +6, Concentration +17, Diplomacy +12, Disguise -3, Gather Information +6, Intimidate +9, Investigate +3, Knowledge (Mutant Lore) +7, Knowledge (Tactics) +7, Knowledge (Theology and Philosophy) +7, Knowledge (Twisted Earth) +7, Navigate +3, Sense Motive +13, Survival +7.

Feats: Flight Trigger, Iron Will, Leadership, Lie Detector, Mental Communication, Mind Crush, Mind Strike, Mind Stun, Mutation Advancement (Neural Mutation - Telepathy), Neural Concert*, Post-Apocalyptic Technology, Primitive Technology.

Talents (Dedicated Hero): Skill Emphasis (Concentration), Faith.

Talents (Psionic): Neural Specialization, Mutation Advancement (Neural Mutation - Telepathy).

Possessions: None.

JUNKYARD DOGS

Pastor Disaster and his gang of thieves, the "Junkyard Dogs", are presented separately for the GM's convenience, since they will be encountered more than once during the adventure.

PASTOR DISASTER

The man known as Pastor Disaster is something of a dreaded figure throughout the Deadlands, and even in other wasteland areas across the Twisted Earth. A famed *tech looter*, he has been driven out of numerous regions for thievery, banditry, and murder, and he is wanted in many civilized (and semi-civilized) settlements up and down the trade routes. He is also the leader of the "Junkyard Dogs", his own self-made band of thieves and cutthroats.

It's not sure where Pastor Disaster comes from, but he often acts and behaves like a gentleman, quoting Scripture from a worn-out Bible he found years ago. In fact, Disaster often dons the disguise of a well-meaning missionary, using his skill at gaff not only to secure food and lodgings wherever he goes, but also to gather information about legendary treasure hordes and stores of technology in whichever region he finds himself.

Though he is absolutely amoral and ruthless, Pastor Disaster somehow manages to engender loyalty from his diverse followers, which include a range of men and women (he believes in treating the sexes equally, a rare quality in the wasteland) from all corners of the desert. Though he rarely punishes his followers, when he does it is always corporal, and so his followers never disobey him - at least not if they plan on staying with the Junkyard Dogs.

Disaster believes that the Mount of Thorns is potentially the "great motherlode" of technology he - and others of his kind - spend their entire lives

looking for. He will stop at nothing to get hold of its "treasures" before anyone else.

Pastor Disaster, Smart Hero 4/Fast Hero 2/Scav 4/Tech Looter 2: CR 12; Medium-size humanoid; HD 4d6+4 plus 2d8+2 plus 4d8+4 plus 2d10+2; HP 64; Mas 16; Init +3; Spd 30 ft; Defense 25, touch 22, flatfooted 22 (+0 size, +3 Dex, +9 class, +3 equipment); BAB +7; Grap +6; Atk +6 melee (1d6-1, metal baton), or +11 ranged (2d12, laser pistol); Full Atk +6/+1 melee (1d6-1, metal baton), or +11/+6 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, scent, night blindness; AL none; SV Fort +4, Ref +11, Will +3; AP 6; Rep +2; Str 8, Dex 16, Con 13, Int 14, Wis 10, Cha 14.

Occupation: Craftsman (Gather Information, Survival).

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

Mutations and Defects: Hyper Olfactory, Night Blindness.

Skills: Bluff +14, Computer Use +8, Disable Device +10, Forgery +4, Gather Information +12, Hide +8, Knowledge (Ancient Lore) +10, Knowledge (Current Events) +12, Knowledge (Technology) +15, Move Silently +8, Repair +8, Search +14, Sense Motive +10, Sleight of Hand +7, Survival +6.

Feats: Advanced Technology, Armor Proficiency (light), Double Tap, Futuristic Firearms Proficiency, Improved Damage Threshold, Leadership, Meticulous, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Radiation Sense, Weapon Focus (laser pistol).

Talents (Smart Hero): Savant (Search), Plan.

Talents (Fast Hero): Evasion.

Talents (Scav): Scav Scan, Sneak Attack +1d6, Scav Survival.

Talents (Tech Looter): Sneak Attack +1d6,

Contacts, Ancient Sense.

Possessions: Laser pistol, metal baton, undercover vest, yellow stage IIC identity card, survival kit, Geiger counter, two power beltpacks, 3d6 dehydrated pills, two juju potions (1d4+4), monocle, deck of marked cards, old Bible (half the pages missing), 1,000 cp, other trinkets.

ANGEL

Angel is Pastor Disaster's wild card, a pleasure android he reactivated years ago from the ruins of a destroyed robot factory out in the wastes. Since that time Angel has served him well as a spy, saboteur, and assassin, using her stunning good looks to fool the generally depraved men of the wasteland to whatever ends Disaster has in mind. Often the Pastor will send Angel into the camps of merchants or raiders, usually in the guise of an escaped concubine, to live with them for a time to learn about what goods they carry or about legendary tech sources they've heard of. Once she has learned all she can, she usually slips away and reports back.

Other times Pastor Disaster simply uses Angel to kill. Using her charms to great effect, once she has a group of sentries drunk (and naked) she can easily overcome even the strongest guards and quickly slit their throats. Quickly and silently.

In the past Angel suffered frequent sexual harassment from the Pastor's other henchmen, but he usually lets her fend for herself. After all, if annoyed too much, the eerily-silent woman will often break the offender's nose, arm, or - in the case of repeated badgering - slit his throat in the middle of the night. It has happened before.

Angel, Fast Hero 3/Skulk 2: CR 5; Medium-size android construct; HD 3d10 plus 2d10; HP 27; Mas -; Init +1; Spd 30 ft; Defense 21, touch 17, flatfooted 20 (+0 size, +1 Dex, +6 class, +4 natural); BAB +3; Grap +5; Atk +6 melee (2d6+2/19-20, katana), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Critical Systems, Immunities, Repairable, Sputtering Death, Robot Resurrection, Vulnerability to Electricity, Command Level IC; AL Pastor Disaster; SV Fort -, Ref +6, Will +1; AP 2; Rep +1; Str 15, Dex 13, Con -, Int 12, Wis 10, Cha 15.

Occupation: Toy (Bluff, Gather Information).

Background: Advanced (Knowledge [Behavioral Sciences]).

Features and Deteriorations: Armor Plating, Human Mimicry (x2), Wild.

Skills: Bluff +12, Disguise +4, Gather Information +10, Hide +9, Listen +4, Move Silently +9, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Advanced Technology, Deceptive, Exotic Melee Weapon Proficiency, Post-Apocalyptic Technology, Remove Deterioration, Stealthy.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Talents (Skulk): Sweep, Sneak Attack +1D6.

Possessions: *Mastercraft* katana, combat knife (concealed on clothes), slave clothing.

TONY THE TIGER

At almost seven feet, Tony is a lumbering mongoloid, and also Pastor Disaster's main enforcer. A former tribal of the Sulphur Peaks region, his people were almost completely wiped out by the crusades of the Foundationists. No one knows how Pastor Disaster came to recruit the quiet giant, but to this day Tony follows Disaster without question, sometimes even doting over the Pastor as if he was a child to be cared for. Any time someone so much raises a voice to the Pastor, Tony growls and moves to kill the offender. Usually Pastor Disaster must stop him and ease him down, but in some circumstances he enjoys watching Tony tear others apart.

Tony despises Wreckage, and often growls at him when the two are alone.

Tony the Tiger, Tough Hero 5: CR 5; Large humanoid; HD 5d10+10 plus 11; HP 46; Mas 18; Init +1; Spd 30 ft; Defense 21, touch 13, flatfooted 20 (-1 size, +1 Dex, +3 class, +6 natural, +2 equipment); BAB +3; Grap +10; Atk +7 melee (1d10+3, three-section staff), or +3 ranged (by weapon); Full Atk +3/-1 melee (1d10+3/1d10+1, three-section staff); FS 10 ft by 10 ft; Reach 10 ft; SQ medical incompatibility, cannot speak; AL Pastor Disaster; SV Fort +5, Ref +2, Will +2; AP 2; Rep +1; Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 7.

Occupation: Furniture (Perform, Sleight of Hand).

Background: Tribal (Intimidate).

Mutations and Defects: Gigantism, Protective Dermal Development x2, Aberrant Deformity, Attention Deficit, Underdeveloped Organ (Voice Box).

Skills: Climb +7, Concentration +0, Craft (chemical) -2, Craft (electronic) -2, Craft (mechanical) -2, Craft (pharmaceutical) -2, Craft (structural) -2, Craft (visual art) -2, Craft (writing) -2, Disable Device -2, Disguise -8, Hide -3, Intimidate +6, Perform -4, Repair -2, Spot +7, Survival +7.

Feats: Armor Proficiency (light), Exotic Melee Weapon Proficiency, Improved Damage Threshold, Primitive Technology, Toughness, Track, Weapon Focus (three-section staff).

Talents (Tough Hero): Robust, Damage Reduction 1/—, Damage Reduction 2/—.

Possessions: *Mastercraft* three-section staff, leather armor, two juju potions (1d4+4), bolt cutter, bone necklace, tribal "medicine bag" (filled with dirt and bones), other trinkets.

EMORA

Disaster's other *femme fatale* is a lithe black woman of no little exotic appeal; her crimson eyes (complete with slitted pupils reminiscent of a cat) and razor sharp claws - as well as her penchant for decorative bones, fangs, and wearing furs - have caused many a man to stop in surprise, often to his detriment.

Raised as a slave in one of many nameless desert communities, Emora's only companion as a young woman was a ferocious white lion named Togor. Having developed a symbiotic relationship almost from the start, Emora used her new friend to help her massacre the men who kept her caged, fleeing into the desert together with their lives. She has never looked back.

Emora has a deep independent streak, and only really trusts Togor, who is never far from her side. Still, she realizes that there is safety in belonging to a group or ideal, and with Pastor Disaster she has at least found a niche where she excels. Indifferent and amoral, Emora doesn't care about the killing that is often involved in Disaster's capers. She has even come to love the sense of power it gives her, and delights in the screams of her enemies when she either sic's Togor on them...or feeds them to him as captives.

Emora, Strong Hero 3/Symbiote 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d8+2 plus 3; HP 31; Mas 13; Init +3; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+0 size, +3 Dex, +3 class); BAB +4; Grap +6; Atk +8 melee (1d8+4, claw), or +7 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws, increased critical threat; AL Togor, Pastor Disaster; SV Fort +5, Ref +4, Will +2; AP 2; Rep +0; Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 8.

Occupation: Slave (Handle Animal, Survival).

Background: Radical (Intimidate).

Mutations and Defects: Claws x2, Bizarre Pigmentation, Critical Vulnerability.

Skills: Climb +8, Handle Animal +7, Hide +5, Intimidate +1, Jump +6, Knowledge (Tactics) +3, Move Silently +5, Ride +5, Survival +5.

Feats: Animal Affinity, Brawl, Defensive Martial Arts, Elusive Target, Post-Apocalyptic Technology, Primitive Technology, Toughness, Weapon Focus (claws).

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

Talents (Symbiote): Animal Partner, Symbiote Opportunist.

Possessions: Furs, bone jewelry, industrial-size nail file, cheap mood ring, other trinkets.

TOGOR

Togor was raised as the exotic pet of a Clean water merchant mandarin, but over time was passed over as just another beast in his "circus" of animal oddities. As a child when Emora first laid eyes on the neglected animal - an albino lion with crimson eyes - she could not believe their shared appearance was merely a coincidence; apparently it was not lost on the cat either, as the two quickly became companions.

Because of her long-time adoration and pampering of the cat, Togor has become somewhat spoiled, exhibiting a mean (even violent) temper against strangers - other Junkyard Dogs included. When he is not grooming himself or doting on Emora, Togor simply growls at those members of the Pastor's entourage that he does not like.

Even though Emora dotes over Togor, he is a vicious-looking animal, not some elegant feline, despite what she believes. The lion has been known

to kill men just for waking him from his sleep, and his muzzle is often tinged pink from the blood of recent kills.

SPECIES TRAITS

Pounce (Ex): If a lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also rake.

Skills: Lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Togor (Lion): CR 3; Large animal; HD 6d8+12; hp 39; Mas 15; Init +4; Spd 40 ft.; Defense 17, touch 14, flat-footed 13; BAB +3; Grap +13; Atk +9 melee (1d4+6, two claws) and +4 melee (1d8+3, bite); FS 5 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake, scent; AL Emora; SV Fort +7, Ref +9, Will +3; AP 0; Rep +0; Str 22, Dex 18, Con 15, Int 7, Wis 12, Cha 6.

Skills: Balance +8, Hide +5, Jump +6, Listen +5, Move Silently +12, Spot +5.

Feats: None.

Talents (Symbiote Partner): Bond of Friendship, Evasion.

WRECKAGE

Wreckage wears the distinctive tatters of a brilliant white uniform, and is the only pureblood human among the Junkyard Dogs. In reality he used to be a member of the Foundation (see page 242 of *Darwin's World 2nd Edition*), but deserted his post in the mountains long ago when his garrison was faced with an attack by a large tribal raiding party. Wreckage knows a lot about technology and weapons, but ultimately he is a coward at heart. Pastor Disaster keeps him around only because he knows a lot about fixing things; he is far too gutless to trust in a fight, unless the odds are clearly in his favor. Wreckage prefers attacking from ambush, and either disabling his foes or sneak attacking them when their guard is down. In addition, he always goes for the biggest and most powerful weapon available, carelessly using it at a moment's notice. He is terrified of an even fight.

Wreckage, Fast Hero 3/Skulk 2/Tinker 2: CR 7; Medium-size humanoid; HD 3d8+3 plus 2d8+2 plus 2d6+2; HP 37; Mas 13; Init +2; Spd 30 ft; Defense 24, touch 18, flatfooted 22 (+0 size, +2 Dex, +6 class, +6 equipment); BAB +4; Grap +6; Atk +6 melee (1d6+2, combat knife), or +6 ranged (4d6, RPG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Pastor Disaster; SV Fort +2, Ref +7, Will +4; AP 3; Rep +2; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

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

Background: Guardian (Knowledge [Ancient Lore]).

Skills: Craft (electronic) +3, Craft (mechanical) +3, Disable Device +7, Hide +10, Knowledge (Ancient Lore) +3, Knowledge (Current Events) +3, Knowledge (Technology) +7, Move Silently +10, Repair +9, Search +3, Sleight of Hand +8, Survival +2.

Feats: Advanced Technology, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

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

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

Possessions: Military combat suit, RPG-7, three RPG rounds (treat as *fragmentation grenades*), M72A3 LAW, survival kit, combat knife, two ready syringes (two doses of stimshot A), basic mechanical toolkit, aviator sunglasses (missing one lens), other trinkets.

BUG AND CANKER

Bug and Canker are brothers with more than a slight resemblance to each other, but unfortunately neither inherited much sense from their parents. Luckily they learned a useful skill early on - bluffing - as two-bit hustlers in the distant "city" of Lil' Vegas. Both managed to escape that town despite its lure, but not before Bug had three of his fingers cut off by an angry guardsman who caught on to their schemes.

Pastor Disaster finds a use for these sometimes-bumbling brothers, as both are unafraid of a fight and he recognizes their skill at lying. He has on more than one occasion used Bug and Canker as scouts or moles, sending them in disguise to join merchant caravans as guards and learn what they are carrying, or into small desert settlements to assess their "attitude" towards *tech looters* (i.e. looking to make sure there are no outstanding bounties on his party) before paying a visit.

Bug, Charismatic Hero 2/Fast Hero 2/Skulk 2: CR 6; Medium-size humanoid; HD 2d6+2 plus 2d8+2 plus 2d8+2; HP 31; Mas 13; Init +2; Spd 55 ft; Defense 18, touch 18, flatfooted 16 (+0 size, +2 Dex, +6 class); BAB +3; Grap +3; Atk +3 melee (1d6, combat knife), or +5 ranged (2d10, Remington 700) or +5 ranged (2d8, Desert Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Pastor

Disaster; SV Fort +3, Ref +9, Will -1; AP 3; Rep +2; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16.

Occupation: Predator (Sense Motive).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Increased Movement x2, Anaphylaxis x2.

Skills: Bluff +14, Diplomacy +12, Disguise +14, Forgery +3, Gather Information +5, Hide +8, Knowledge (Mutant Lore) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +2, Knowledge (Technology) +2, Move Silently +8, Sense Motive +3, Sleight of Hand +8, Tumble +6.

Feats: Deceptive, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Quick Draw, Trustworthy.

Talents (Charismatic Hero): Fast-Talk.

Talents (Fast Hero): Increased Speed.

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

Possessions: Remington 700, 20 rounds of 7.62mm ammo, Desert Eagle, one box of .50AE ammo (18), combat knife, switchblade hair comb, special gauntlet (three articulated metal fingers to replace those he lost), other trinkets.

Canker, Tough Hero 4/Charismatic Hero 2: CR 6; Medium-size humanoid; HD 4d10+4 plus 2d6+2 plus 7; HP 42; Mas 13; Init +1; Spd 50 ft; Defense 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); BAB +4; Grap +7; Atk +7 melee (1d6+3, combat knife), or +5 ranged (2d8, black powder rifle) or +5 ranged (2d6, Ruger Service-Six); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Pastor Disaster; SV Fort +5, Ref +4, Will +0; AP 3; Rep +3; Str 16, Dex 12, Con 13, Int 10, Wis 8, Cha 14.

Occupation: Predator (Intimidate).

Background: Ritual Preservationist (Knowledge [Mutant Lore]).

Mutations and Defects: Increased Movement x2, Anaphylaxis x2.

Skills: Bluff +14, Climb +4, Diplomacy +4, Disguise +14, Gather Information +4, Intimidate +6, Knowledge (Mutant Lore) +2, Knowledge (Streetwise) +2, Knowledge (Tactics) +1, Knowledge (Technology) +1, Listen +0, Spot +1, Survival +3.

Feats: Brawl, Deceptive, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness, Trustworthy.

Talents (Tough Hero): Robust, Stamina.

Talents (Charismatic Hero): Fast-Talk.

Possessions: Black powder rifle, 12 shots, Ruger Service-Six, 18 rounds of .38S ammo, combat knife, ready syringe (with one dose of *rad-purge shot*), two-way radio, power cell, gold tooth (worth 20 cp), other trinkets.

APPENDIX 2: NEW ADVANCED CLASS

A new advanced class is introduced in *Another Man's Treasure*, the "Mercenary", which represents a caste of professional warriors that has begun to appear all across the Twisted Earth. Full game information is presented here.

MERCENARY

The constant chaos that has ensued for nearly two hundred years since the Great Fall has left many of the last enclaves of humanity ruined. Destroyed in the violent wars waged by the last civilized men against the jealous and nihilistic raiders of the desert, or in the skirmishes of tribal folk whose villages dot the wasteland like tiny fortresses separated by miles of sand, these wars have left many homeless and

without hope. Without a community to call their own, their villages burned to the ground and their people driven extinct, those who live through the violence most often die alone among the dunes, their tragic stories forgotten.

Among the dispossessed, however, a few manage to survive. Some are taken as prisoners by their conquerors to become concubines or slaves, while others prove indispensable to their new masters due to some precious skill or knowledge. A few, however, manage to escape bondage and strike out on their own, defying the odds.

The wasteland is a dangerous place; allegiance to one petty lord or another is often the line that separates living men from the wind-stripped skeletons that dot the sands. Despite this, a few men refuse to surrender their freedom and instead make their living as "warriors-for-hire", selling themselves to whoever can afford their services. Having seen war and survived it, and having no affiliations except to themselves, these men are the last true professionals in the art of warfare.

Mercenaries are usually in great demand on the Twisted Earth. Raider princes hire these characters in profusion to complement their own armies during times of war, while even civilized communities are forced to turn to them for aid; for poor or defenseless communities, such warriors are often their only hope for salvation against more powerful enemies.

Though there is never a shortage of opportunities, the Mercenary must always be vigilant. The raiders who hire them respect their skills, but will just as often turn on them rather than pay them - if they show any sign of weakness. Civilized communities look on Mercenaries as "roving scum", viewing them at all times as honorless thugs whose loyalty can never be certain. Only the truly poor and desperate venerate them as heroes, but veneration alone doesn't

TABLE 1: MERCENARY CLASS

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1	+1	+1	+1	+0	Weapon Specialization	+1	+0
2	+2	+2	+2	+0	Connections (5%)	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Greater Weapon Focus	+2	+1
5	+5	+3	+3	+1	Flexible Focus	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Connections (10%)	+4	+1
8	+8	+4	+4	+2	Greater Wpn Specialization	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Improved Critical	+5	+2

put food on one's plate. As such the Mercenary soon learns to be as self-sufficient as possible, complementing his pay by trading for or stealing the things he needs, finding bargains through contacts everywhere he goes, and never forgetting that potential enemies are everywhere.

REQUIREMENTS

To become a Mercenary, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Diplomacy 3 ranks, Gather Information 3 ranks, Profession (Trader) 2 ranks.

Feats: Archaic Weapon Proficiency (or Futuristic Firearms Proficiency or Personal Firearms Proficiency), Weapon Focus (any weapon).

CLASS INFORMATION

The following information pertains to the Mercenary advanced class.

Hit Dice: 1d10.

Action Points: 6 + one half the character's class level, rounded down.

Class Skills: The Mercenary's class skills are: Bluff (Cha), Climb (Str), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (mutant lore, tactics) (Int), Listen (Wis), Navigate (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Mercenary advanced class.

Bonus Feats: The Mercenary receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: *Advanced Firearms Proficiency, Alertness, Burst Fire, Cleave, Double Tap, Hard-Eyed, High Ready, Improved Autofire, Market, Power Attack, Precise Shot, Quick Draw, Quick Reload, Reactive Shooter, Rip A Clip, Room Broom, Silver Tongue, Strafe, Suppressive Fire.*

Weapon Specialization: At 1st level the Mercenary gains a +2 bonus on damage rolls made with any weapon for which he has taken the *Weapon Focus* feat. If he has a focus in more than one weapon, he must choose only one to apply this bonus to.

Connections: At 2nd level a Mercenary's contacts allow him to purchase equipment at a 5% discount.

This rises to 10% at 7th level.

Greater Weapon Focus: At 4th level the Mercenary receives a +1 competence bonus on attack rolls made with the weapon he has chosen to apply his *Weapon Specialization* bonus to.

Flexible Focus: At 5th level Mercenary's *Weapon Focus, Greater Weapon Focus, Weapon Specialization,* and *Greater Weapon Specialization* no longer apply to a specific weapon. Instead, after possessing a weapon for a week, the Mercenary can transfer the bonuses from those abilities to the new weapon.

Greater Weapon Specialization: At 8th level the Mercenary does an additional 2 points of damage with the weapon he has chosen to apply his *Weapon Specialization* bonus to. This ability increases the bonus to damage rolls to +4 when using the selected weapon.

Improved Critical: At 10th level, the threat range for the weapon selected for the *Weapon Specialization* ability increases by one.

APPENDIX 3: NEW MUTANT FEATS

A few new neural feats were introduced in *One Man's Garbage*, and two of these are reprinted here due to their relevance to this adventure.

NEURAL CONCERT

A mutant with this ability can unite her mind with those who share the same level of neural mastery, magnifying her abilities to increase the duration of effect or the difficulty to resist.

Prerequisites: Telepathy.

Benefit: Total up the number of friendly characters who also have the Neural Concert feat within 30 ft. (including yourself), and modify one aspect (duration

or DC) of any other neural feat you use this round according to the table below.

Action: Free.
Duration: Instant.
Usage: Unlimited.

Characters In Concert	Duration	DC
2	x1.5	+2
3-4	x2	+4
5-9	x2.5	+6
10-15	x3	+8
16+	x4	+10

MIND'S EYE

This feat allows a blind mutant to "see" through obstacles and obstructions, using the power of her mind to detect life and motion out to a certain range; i.e. a kind of psychic "sonar".

Prerequisite: Telepathy, Blindness.

Benefit: You "see" all living creatures and sources of motion out to a range equal to 15 feet times your Charisma bonus (if positive; minimum of 15 feet) as if you had 360 degree senses. This even operates through obstacles and solid obstructions.

Action: Free.
Duration: Instant.
Usage: Unlimited.

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