

DARWIN'S WORLD:

ONE MAN'S GARBAGE

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ONE MAN'S GARBAGE

One Man's Garbage is an adventure for the role-playing game, *Darwin's World 2nd Edition*. In it the characters get wrapped up in the feverish hunt for a legendary treasure said to be buried beneath the lost "Mount of Thorns" - a fabled mountain whose location has recently been discovered in the Deadlands. Hired by the Brotherhood of Radiation, the PCs are sent to a seedy city at the heart of the Deadlands to find the "treasure map" that leads the way to the Mount itself.

One Man's Garbage should take a party of four characters from 5th to 6th level.

ADVENTURE BACKGROUND

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.

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.

ENTER THE PCS

When the adventure begins the player characters find themselves in the legendary "City of Lights", the ruins of Las Vegas, and the physical heart of the Brotherhood religion. Drawn here by the same rumors that have brought other treasure-seekers from across the desert in search of the Mount of Thorns, the player characters soon find that the city isn't at all what they had first thought. Experiencing the bizarre nature of the Brotherhood religion firsthand (witnessing a mass suicide done in the name of "salvation"), the PCs prepare to leave when they stumble upon the chance to make a large sum of money - in the service of the Brotherhood, no less.

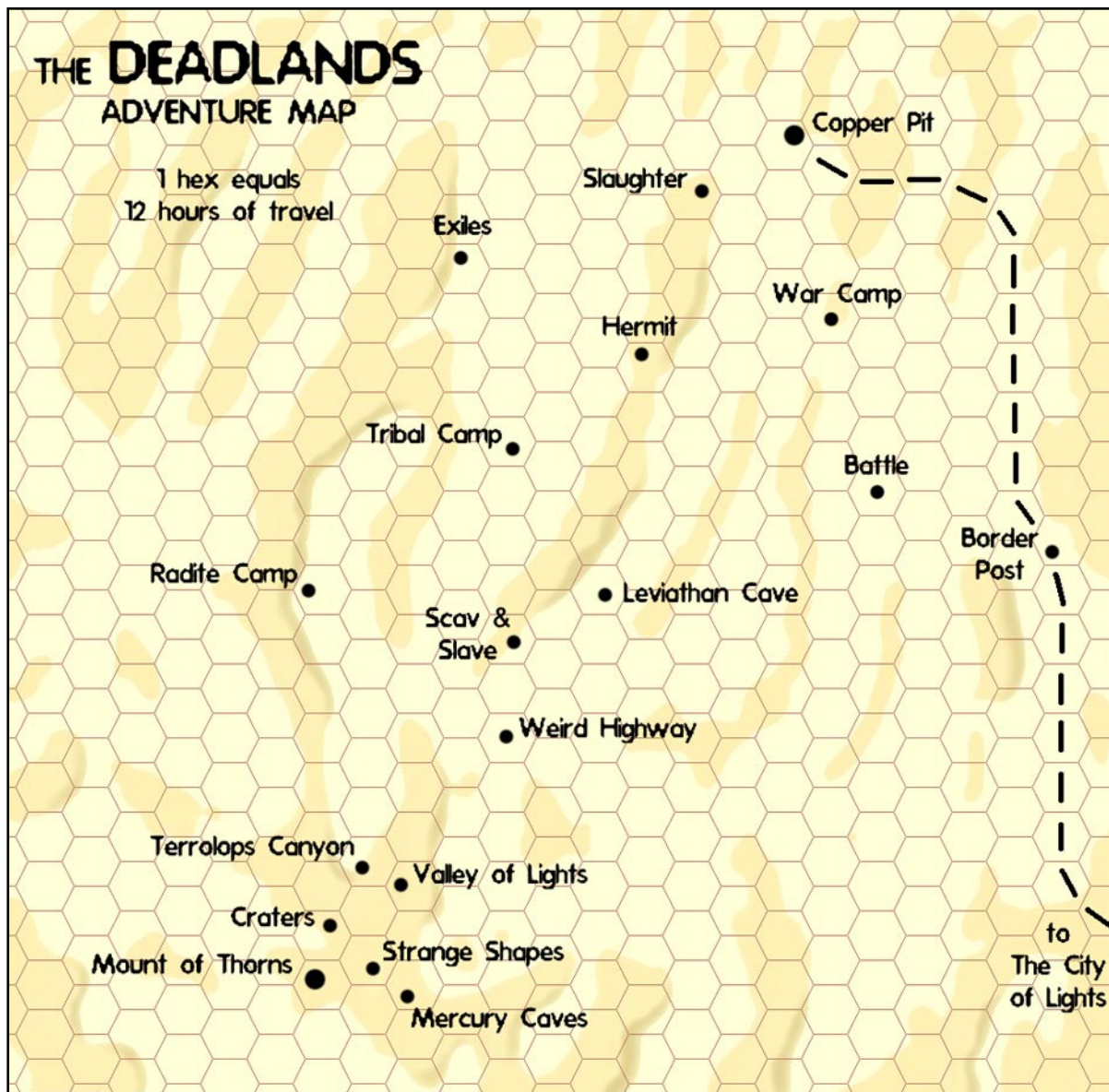
Their mission, as it turns out, is to fulfill a prophecy to deliver the Mount of Thorns in the Brotherhood's hands. As the PCs soon learn, according to Brotherhood lore the mountain holds the secret to creating a race of super-powerful mutants that will lead the world out of this Dark Age into a "glorious future". But this same secret can also be used for evil and destruction, and it is feared that the Radites, a nihilistic heresy, will use the power beneath the mountain to create a race of beings that will ravage the earth and destroy all life.

Word has only now reached the Brotherhood, through agents of theirs among the Radites, that the heretics recently found out the location of the mountain from some lost piece of arcanum. Now rumors of a "great treasure" being found are spreading out of control, and the entire region is headed towards war.

COMPLICATIONS

The rumors of "treasure" have not only made the Deadlands a hotly contested region, but have also drawn ruthless treasure-hunters and scavengers from all over the wasteland looking to make it rich (a fact the PCs learn from rumors early in the adventure). Among the worst of the lot is a

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band known as the “Junkyard Dogs”, a group of murderous men and women led by an infamous *tech* looter with the ridiculous name of “Pastor Disaster”.

The Junkyard Dogs are essentially a rival adventuring party that is working against the PCs during the adventure. Pastor Disaster and his group of colorful followers make subtle appearances throughout both parts of the series, snooping and spying on the PCs, and tracking them through the desert, all in the hopes of learning where the Mount of Thorns is located - and getting there first. While the PCs will only meet the ‘Dogs on occasion (and never all at once), towards the end of the series a brutal conflict between the two parties is inevitable.

If you are only playing the first part of this series, “One Man’s Garbage”, the Junkyard Dogs only make an appearance in the Border Post encounter, and later underneath Copper Pit. In both instances the ‘Dogs try to avoid fighting the PCs, only watching them and trying to discover what they learn. Since their role in the adventure

only develops if the PCs seek out the Mount (in part two of the series), you can either use them as a red herring, or simply throw them at the PCs as a band of well-organized opportunists. Notes on using the ‘Dogs in this way are included later in the adventure.

THE MOUNTAIN

To get their Brotherhood employers to the mountain before the Radites, the PCs must discover its secret location, a task that is going to take some effort. To beat the enemy in the race for the mountain the party must travel to Copper Pit, a seething city built on the site of an old strip mine where outcasts from all over the desert have come to make their home. A violent, criminal place, the PCs must hurry there and find the drug-addicted scav who may be the only one able to lead them to the Radites’ underground sanctuary. Here, in halls carved from rock and decorated with the very garbage discarded by the city above, the PCs find the original arcanum that details the secret route to the Mount of

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YUCCA MOUNTAIN

The “Mount of Thorns” referred to repeatedly throughout this series is none other than *Yucca Mountain*, the planned underground nuclear waste repository that even today is a controversial subject. Designed as a massive repository for radioactive waste shipped in from across the country, this site is located close to the Nevada Test Site, the same place where nuclear weapons have been tested since the close of WWII.

Yucca Mountain, as well as the city of Copper Pit and the faction known as the Brotherhood of Radiation, are further detailed in the gazetteer section of the *Darwin's World 2nd Edition* rulebook.

Thorns.

Unfortunately for the characters it only gets more complicated from there. The notorious Baron Wasteland, leader of the disgruntled mutants of Copper Pit, has also learned of the Mount of Thorns' existence and wants to get his hands on the fabled “treasure” as well. Not as religious or sophisticated as the Brotherhood or the Radites, he wants whatever is beneath the mountain for his fledgling city; he believes it is a powerful weapon, not some “agent” that will create a new race of mutants. Either way, his armies will be a force the PCs must contend with if they plan on slipping into Copper Pit to get their hands on the Great Arcanum.

ANOTHER MAN'S TREASURE

While part one of this series details the journey to Copper Pit and the party's attempt to steal the Great Arcanum from a Radite Shrine beneath that city, the second part of this series continues the story of the Mount of Thorns to its ultimate conclusion. *Another Man's Treasure* details the journey of the party through the Deadlands to the site of the legendary Mount, as well as the trials and dangers the party must face if they plan on reaching the mountain before anyone else.

You can play part one of the adventure as a stand-alone module (ending once the PCs fulfill their mission, by successfully retrieving the Arcanum for their Brotherhood employers), but it also serves as a ready introduction to the greater quest outlined in the second half of the series.

INTRODUCTION

It is with some disappointment that you find yourselves standing where you are today. Rumors across the wasteland drew you here, rumors that spoke of a legendary “holy treasure” being uncovered in the frontier region known as the Deadlands. When you got here you found that you weren't alone, that the fabled City of Lights had become a Mecca for all sorts of treasure seekers from near and far. Desert scavs, conniving opportunists, unscrupulous merchants, and even religious zealots drawn from distant corners of the wasteland by stories of the holy treasure have filled out every part of the crumbling city. Here, in what was just months ago the seat of the mysterious Brotherhood of Radiation, a new city of thieves and charlatans has arisen.

Since your arrival you've had time to formulate an

opinion of the Brotherhood of Radiation, a faction of this twisted earth you've only heard of through rumors. A strange and diabolic cult, some say, while others boast it is the world's only hope for salvation. Some have portrayed it as a dangerous movement, led by sinister, mind-shattering mutant aberrations with unknowable motivations who move unseen in the shadows of its more public facade. Others see in it a “New Rome”, a religious empire that will bring together the shamed descendants of humanity and unite them to create a future for all mutantkind.

Today you stand among the congested crowds along the Great Way, the ceremonial route that runs through the heart of this ancient city. Today the sun is absolutely withering; the sky free of cloud or dust, and by noon the temperature in the open is almost unbearable.

On either side of the Great Way rise great and magnificent structures that pre-date the Fall, ages-old pleasure palaces once built to be the playgrounds of the Ancient elite. One resembles a structure from ancient Rome, while another mimics the skyline of New York - a city that is now just a memory. Another resembles the monuments of a forgotten world across eastern oceans, while yet more resemble Mississippi steamboats stranded on land, or glittering skyscrapers that soar towards the sky. Though time and the scouring of the desert sands have reduced many of these to shabby remnants of their former glory, the influx of pilgrims seeking a piece of the “treasure” has left these titanic hulks inhabited by the thousands.

Today there are thousands in the streets, and thousands more crowded onto the balconies and rooftops of every building along the Great Way. Today is the last day of the Week of Wailing, a seven-day ceremony held by the Brotherhood each year in this bizarre mutant metropolis. Decrepit people from all over the region have come to the city with hopes of glimpsing the famed “monks in purple”, to join in their rituals, and to perhaps take home with them some of the magic of the “Glow”. Sightings of Brotherhood followers have been few and far between, however; more common have been the hordes of deformed beggars come from the deep desert seeking charity, or looking for that one rare glimpse of a Brotherhood “Illuminated” - which many believe will absolve all sins - that will allow him to pass on in peace.

The final ritual gathering, the “grand finale” of the

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Week of Wailing, is taking place here along the Great Way, at the foot of the Second Great Temple, a religious shrine second only to the fortress of the Brotherhood on the far side of the city. Here, at the foot of an enormous pyramid of black glass that rises into the sky like a finely chiseled arrow towards heaven, the Brotherhood has finally decided to put to rest the rumors that have brought so many unwanted outsiders to their doorstep.

At this point you can take the opportunity to personalize this introduction to each player character. Unless they came here as a party, the PCs will need a reason to be thrust together for the coming adventure. You can also now read the intro blurb in the beginning of the *Adventure Background* section to fill them in on information their characters already know (i.e. the rumors that speak of the Mount of Thorns and of its alleged discovery in the Deadlands).

Similarly you can use this interval to introduce the PCs to the City of Lights; though largely confined to the vicinity of the Great Way, the PCs will nonetheless find many merchants with goods to sell, as well as locals with rumors that might provide tempting hints of recent events in the city.

See the nearby sidebar for more on rumors floating around the City of Lights.

THE WEEK OF WAILING

When the party is ready, continue with the following:

The last ceremony of the week begins with a flare of trumpets, blazing like thunder from the parapets of ruined buildings flanking the Great Way. Dozens of trumpeters, clad in hooded purple robes, stand high overhead as if heralding the appearance of a god. This trumpeting continues for a few minutes, rising in volume until it becomes one long rolling crescendo. Though you can barely see anything this far from the scene, a few scraggly believers in the crowd suddenly point with eagerness towards the Great Temple.

There, high up on the steps of the black pyramid, you see two massive doors open and a column of monks in purple emerge from the darkened depths of that structure. As they proceed they sing, their chorus sounding like a violent opera. Men, women, and towering mutated "things" march in two solid lines,

RUMORS

If the players declare their characters are asking around the city to learn more about what's going on, allow them to make Gather Information checks (at DC 14) to learn one or two of the following rumors. A few of these rumors may seem redundant; a fact meant to simulate that everyone in the city is talking about the recent discovery of the Mount of Thorns.

- Treasure hunters have come from all over the wasteland following the rumors about the location of the Mount of Thorns being found, so beware when traveling on the open road. Folks like that grow impatient quickly, so if the search doesn't pan out they'll just as soon turn to banditry to make the journey to this corner of the world worthwhile.
- The legends say the Mount of Thorns was a site of great importance even in the time of the Ancients; it's no wonder that people have been looking for it for centuries. Oddly enough, no one is quite sure what lies beneath the mountain, or what "treasure" it is said to stand guard over.
- I hear there's an old legend that came to a prophet of the Brotherhood in a strange dream. In the dream it is said an army of men is seen standing on a lonely mountainside, its slopes inundated with golden flame but unharmed by it. Many believe the mountain in the dream is the Mount of Thorns.
- Don't tell anyone you heard it from me, but I hear the city of Copper Pit has caught wind of the discovery of the Mount of Thorns and begun to mobilize to find it. A few people are leaving this crazy religious city and heading north to Copper Pit looking to join up with that city's army. They say anyone willing to fight will get a share of the mountain's treasure if and when it's found.
- Copper Pit is a town north of here, out in the Deadlands. They say it was founded by men and women who were found wanting by the Brotherhood and turned away. Now Copper Pit is a rival of the City of Lights, and relations have always been unfriendly in the past.
- I hear the people of the Trade Lands, a region on the other side of the Big Rocks, are having trouble with raiders. A coalition of tribes is hiring mercenaries to help against these bandits, who are said to come from over the mountains. I might be heading that way after the Week of Wailing is over - if you're interested in tagging along...
- It's odd that the Brotherhood of Radiation doesn't seem concerned about the rumors of the Mount of Thorns being found. Perhaps they're the ones who know where the Mount is, but aren't telling.
- I heard from a Brotherhood contact of mine that a heretic branch of their order found out the location of the Mount of Thorns, and now the Brotherhood is desperate to find out that information as well. If the heretics get there first, the great "treasure" beneath it is in danger of falling into their hands!

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until coming to a stop at the top of the great steps.

Then, from the darkness of the two open portals, comes an eerie greenish light. Like everyone else in the crowd of thousands you stare, wondering what is coming. Through the doors drifts a creature that only barely resembles a human being - so thin as to look like an assemblage of ivory sticks, a head shaped like an inverted light bulb, emanating an almost blinding aura of light, and walking on a trio of multi-jointed legs that are chillingly reminiscent of a spider. Though its eyes glow with intense radiance, a strange smile is painted on the creature's face; though perhaps it is merely the smile of a god for its subjects, something about that grin seems clever, even monstrous.

As the creature emerges from the Great Temple, flanked by a line of elite guardians in all-concealing robes and followed by a sea of worshippers, the crowd roars to life.

Just then, from overhead, comes a cacophony of cries. Spinning you look to see dozens of mutated men and women leaping from the top of a nearby building to their deaths. Yet their cries are not of terror, but of joyous release. With horror you watch as their bodies are broken on the alabaster blocks below.

The PCs may be horrified, but the crowds are too packed for them to get up to the top of the nearby buildings to prevent the ritual suicides. If the PCs start to cause a ruckus a nearby worshipper, zealot, or even a merchant or scav will try to calm them, telling them it is a time-honored ritual of the cult. As they explain, those whose bodies are terminally cursed by mutation come here and kill themselves for the glory of the Brotherhood. Those who die upon the holy rocks of the City of Lights are said to instantly go to Paradise!

When the PCs are ready, read the following:

The luminous creature's head turns only slightly to acknowledge the deaths of its faithful servants, who are now nothing more than bloody smears on the pavement. The strange, mindless smile on its face remains unchanged, even at the sight of the broken bodies splayed on the rocks, and for a moment its eyes almost seem to glimmer with...

You dare not speak it.

Turning its head back to the crowds, eyes unblinking from what it has seen, the creature raises its arms to the sky and the deafening trumpets once more come to life. The sea of people witnessing its appearance is stunned into silence as the crowds of Brotherhood followers begin to file back into the temple, their hope for guidance apparently ignored. You yourselves are let down, finding yourselves expecting something far more illuminating from all this.

Then, just before it turns, the towering creature looks once more towards the crowds, again with its false smile poised on its slight and featureless face. For a moment you swear its eyes focused on you...

The meaning of this bizarre turn of events should be as unclear to the PCs as it is to the people in the crowds. If the PCs ask around, a few believers in the crowd think the "creature" they saw was none other than the legendary "Priestess" of the Brotherhood herself - though they'll admit the creature did not seem to be entirely "female" (then again, it didn't have any noticeable gender characteristics at all). Others think that because it didn't address the rumors as everyone expected, it must only be a high-ranking "bishop" of the order, and not the Holy Priestess, as some believe. These men and women hold out hope for a more informative future appearance, and openly declare they will remain in the city until that happens.

With the end of the strange "audience" the Week of Wailing comes to a close, and the PCs are seemingly without a job - and nowhere closer to finding out the truth behind the rumored "treasure" of the Deadlands.

FATE WILL GUIDE THEM...

For the PCs the long journey to the City of Lights will seem to have been in vain, a fool's errand, and now it's time to cut their losses and run. Asking around they hear of a Cartel caravan leaving the City of Lights for Kingman the next day, and after some wheeling and dealing they manage to convince the caravan master to let them hire on as added protection.

As the blistering hot day slowly turns into a cool dry night, the PCs are reminded why this city is called the City of Lights. Though the majority of the sprawling ruins fade into pitch black as the sun sets, the narrow strip around the Great Way lights up like an old world carnival with colorful neon glows that can be seen literally for miles. Old casinos, skyrises, and storefronts light up with brilliant electricity, bathing this central avenue in a weird multi-colored glow, and casting deep shadows down the darkened alleys that lead off of it into the night. In the distance one can barely see the mountains and desert surrounding the city, and it becomes all too clear how isolated from the rest of the world this blasphemous town really is.

As the party prepares that evening for departure the next day, a strange occurrence takes place.

As you meander through the outer ruins of the city looking for a safe place to bed down for the night, you pass by the camps of squatters and desert wanderers dotting the rubble here and there. Small campfires illuminate the shattered bodies of believers, clustered around for warmth, hiding their mutations underneath their cloaks and rags. Here and there can be heard the singing of garbled folk songs, and from somewhere out there rustic harmonica music drifts to your ears.

Yet for some reason you move on, compelled to keep moving. Each of you finds fault in one campsite or another, and none can agree. Moving past the hobo camps you come upon a city block of broken buildings, painted serenely by the cobalt light of the moon above.

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Something in each of you tells you this is a good place to camp for the night; for once you unanimously decide to stop here.

Entering the husk of an old stony ruin, you are alarmed by a strange green glow coming from deeper within the bowels of the building. But something inexplicable compels each of you to continue.

Descending into a rubble-strewn room you see, to your surprise, a large tent standing there. Around the tent, arranged in a circle, are no less than ten men clad in long purple robes, their hoods drawn over their heads concealing their solemn faces. The greenish glow you saw before seems to be coming from inside the tent, pulsing like a heartbeat, bathing the entire scene in its light.

A beggar seems to have been drawn here as well, and he crouches, servile, at the feet of one of the robed men. The robed man in turn pets the drooling beggar on the head like he was little more than an animal...

As you enter, the slight motion of the robed men's heads in your direction tells you you've been discovered. The glow within the tent stops pulsing in and out of darkness, and instead remains steady and strong. One of them steps forward and speaks.

"You have answered the call. Put away your weapons and we will speak - we have an offer for you."

If the PCs comply, the man in purple robes (a Brotherhood Force Master) will answer the party's questions. Below are listed the most likely questions the PCs will ask; if the players come up with other questions than those listed, be prepared to adlib!

You mentioned an offer - what offer?

"We have been seeking a group of men whose coming has been prophesized. Today, at the ceremony ending the Week of Wailing, the great angel of the order saw you among the crowds. You are the ones."

Prophecy? What are talking about?

"I am sure you have heard the rumors of the location of the Mount of Thorns being discovered. The great angel of the order prophesized the coming of a band of men who would put into motion the weaving of the mountain's destiny. You are the ones."

How do you know we're the ones?

"The great angel saw you among the faithful. Whether or not you came here as believers, fate put you among the crowds this morning. It is as she foresaw."

Was that angel the legendary "Priestess" of the Brotherhood?

The force master is quiet for a moment, and then speaks.

"No, though she is close to the Priestess. Her will is an extension of our Great Leader."

How did we know to come here?

"You were brought here by the thoughts of the great angel. When she chooses she can lure those she favors like a beacon in the mind."

He turns to the beggar, now kneeling at his feet. A strange smile comes over the force master's face.

"This one must be blessed as well. We will take him to join our ranks. But your destiny lies somewhere else."

With that he glances towards the tent behind him.

What is in the tent? What is that glow?

Again the force master is quiet for a moment, and then speaks.

"A proxy of the angel, just as the angel is a proxy of the Great Priestess. She is one of a rare breed we call the 'Illuminated'. She will speak further of your destiny. But do not enter the tent, and do not attempt to pull back the canvas. It is for your protection as much as hers."

If the PCs have a Geiger counter or some means of radiation detection, they will note that whatever is inside the tent emanates as a powerful source of radiation.

Approaching the tent the PCs see only a vague humanoid shape within. With a Spot check (DC 14) the PCs notice curls of wispy white gas flicker out from underneath the tent at its edges. Though they don't know it, inside the tent a Brotherhood acolyte stands at his mistress' side, spraying boron gas from a canister to inhibit the radiation she naturally exudes. This gas is the only thing stopping her radiation from affecting the PCs outside.

What is our destiny?

From within the tent comes a soft child-like voice:

"You have come just as she foretold. I trust then that I can tell you everything. The rumors about the legendary Mount of Thorns being found are true, but not by us, the Radiant Brotherhood. No, it was the Radites, a heretical splinter group of our sacred order, which has come into possession of the knowledge of the mountain's whereabouts."

"A source of ours within the Radite cult managed to get us this information, and all that I give you now, before he died. A desert scav delivered to the Radites a great and mystic document from the time of the Ancients, which spoke of the Mount of Thorns. Allegedly this document, the Great Arcanum, contained a map that showed its exact location and how to get there."

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"We must get this document and learn of the Mount's location. We must get there before the Radites do."

Foretold?

"There is a prophecy, that speaks of a Brotherhood army standing victorious atop the great mountain, its slopes illuminated in flame. The prophecy speaks of this vision being possible only by the toils of outsiders."

What is the "treasure" of the Mount of Thorns? Do you know?

"It is not really clear. According to Brotherhood lore, the Mount of Thorns holds the secret to creating a race of 'perfect' mutants that, we believe, will lead the world into a bright new future. In specific, it is said that the 'magic' of the mountain will create more Illuminated, the elite caste that rules the Brotherhood. With these advanced psychic minds, the Brotherhood will be able to fulfill its ancient goal: to guide the world towards a utopian future."

"The Radites believe in a similar prophecy, but they will use the 'magic' to create a super race that will bring about the Second End of Days."

What do you want us to do?

"Our offer is this: you will travel north to the city they call 'Copper Pit' - it is where the Radites fled to once we expelled them from our order; we believe they now live among the unwitting citizens of that decrepit settlement, breeding their evil unchecked like a terrible cancer. Use all your resources and cunning to enter the city undetected. That city is on high alert, its godless leaders whipping up the masses for war against the Brotherhood, using promises of a share of the great treasure of the Mount of Thorns to sway them. You must not get caught, else reveal our plans."

"Once you have entered the city, you must find an agent of the Brotherhood known as Gepardo. He runs a laundry to conceal his true identity - if he were found out, the people of Copper Pit would tear him apart for his association with us. He should be easy to find; his safe house is marked with the color purple. He will give you food and shelter while you are in the city, and he will tell you more of your mission and where to begin."

Why do the people of Copper Pit want the treasure?

"The people of Copper Pit appear to believe the treasure is something tangible, perhaps a heretofore unknown corium deposit of supreme value, while others believe it could be great weapons or forgotten technology lost since the time of the Ancients."

What will you pay us?

"In exchange for your services we are willing to pay you each 2,000 corium pieces, or the equivalent in trade goods of your choice. Do you accept the path before you?"

The offer is a tremendous one, even for a job offered by someone who isn't too clear on the details. Still, 2,000 corium pieces should be enough to get the PCs interested.

GM's Note: Things could potentially go bad here, depending on the behavior of the party. After all, during the negotiations the PCs cannot see who it is they are dealing with, and the voice - a child's - isn't exactly inspiring of confidence.

If the PCs make a move to pull back the tent flap and look inside, the "child" warns them not to - for their own good. If they persist, they are in a heap of trouble.

As the tent flap opens the PCs are bathed in the green glow from within - a radiation field that acts as a *High* radiation source. Beyond they see the Illuminated resting at the center of the tent, but it is nothing like they imagined: a huge heap of mutated flesh and bone, fused together into a putty-like mass, resting on a princely palanquin, glowing with intense brightness. A "trunk" rises from where a head would normally be, off of which sprout three separate and distinct faces - a withered man, a woman, and in the center, the deformed face of a fetus. While the fetus does the talking (hence the child's voice), the woman's jaw moves slightly in unison (as if speaking along, but without a voice), while the man stares stupidly, almost lifelessly, off into space.

Once the PCs have violated the trust of the Brotherhood, the ten Force Masters surrounding the Illuminated manifest their *Telekinetic Swords*. The PCs have one chance to back off; if they do not, the Illuminated and her Force Master entourage attack.

Development: This battle isn't detailed here; if the PCs have gone this far, the adventure is basically over for them. You can either play out the battle and have the PCs escape, or else close the book here!

We Agree

If the PCs agree to the offer, they are paid half the stated amount up front, as a gesture of goodwill (and also to show that the Brotherhood is above petty considerations such as theft; after all, with their mind powers, they can find the PCs wherever they go...). In addition, the Illuminated hiding in the tent offer a few more instructions:

"Prepare for a long journey, as you must travel for many days before reaching Copper Pit; we will supply you with two weeks of food and water each. Beware of the city's armies, as we have learned with the last report that they appear to have gone into the desert. They will be especially vigilant for small groups whom they may believe to be Brotherhood agents, so be careful."

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THE ILLUMINATED

Described with reverent whispering as “angels” by some, and seen in a more cryptic and menacing light by others, the “Illuminated” are elevated beings that defy scientific explanation. These figures are shrouded by a blinding aura of light at all times, an aura that also lends with it an intense wave of heat and deadly radiation. Having given themselves over to radiation, but kept alive through some unknown mutation, the Illuminated resemble brightly glowing “quasi-deities” of unimaginable power.

HEADING OUT

Assuming the PCs accept their mission, they are directed to leave the next day.

The journey from the City of Lights to Copper Pit should be largely uneventful, as this is considered an unfriendly borderland between both rival cities. However, after a week of unrelenting foot travel the PCs finally arrive at a border outpost marking the beginning of Copper Pit territory.

BORDER POST (EL 4)

The trail north from the City of Lights has been rough and rugged, the terrain unbroken and unforgiving. The hills are desolate, and you haven't seen a sign of animal or human life for the past few days.

Just as you come over the next rocky rise, however, you see down in the shallow valley beyond a small camp of gray, weather-beaten tents. Apparently this is a frontier camp from Copper Pit, set up to guard the trail connecting that settlement to their rival to the south.

The wind at the top of the rise roars as you strain to get a better look; moments later you spot movement, as one, then two men rise from beside the campfire to look in your direction. As you watch, one of them takes his hand from shielding his eyes to wave an almost friendly “hello”.

To the party the campsite resembles nothing more than a typical desert outpost, no doubt set up by the people of Copper Pit to keep an eye on activity from the Brotherhood of Radiation, and to guard the trail south. In fact it *was* just that, up until recently.

Just last night the outpost came under attack by the “Junkyard Dogs”, an unusually well-organized and well-led band of *tech looters*, led by the notorious criminal scav, Pastor Disaster. As described in the adventure introduction, Pastor Disaster has been out looking for any sign that will lead his band of looters to the Mount of Thorns before the Brotherhood, the Radites, and Baron Wasteland of Copper Pit.

With knowledge that the Radites had already left Copper Pit, Pastor Disaster surmised his only chance at learning the location of the Mount of Thorns would be to intercept and spy on the agents who would no doubt be sent by the Brotherhood to beat the Radites to the site. Pastor Disaster knows that his only chance of beating the others is to follow

those agents and learn what they learn; as a result, he concocted a murderous plan...

Striking in the middle of the night when their guard was down, Disaster had his men slaughter the outpost's garrison quickly and quietly. Already drunk, and enjoying the company of a wandering woman (a woman named Angel, who in reality is working with Disaster), the guards were no match for the stealthy tech looters.

Dragging the bodies into one of the tents and covering them with blankets, the Junkyard Dogs then left, heading back to Copper Pit, but not before leaving two of their number behind to masquerade as the outpost garrison. These two men, Bug and Canker, have orders to remain here and question anyone coming north along the path. If they spot the suspected “agents” (i.e. the PCs), they are to let the Pastor know via radio, before abandoning their post and shadowing the party back to Copper Pit.

APPROACHING THE CAMP

The two men at the camp motion to the PCs that it is “OK” to descend into the valley. Once they arrive at the camp, the two men hail them and ask the party their business. Their questioning is straightforward and obviously practiced (they rehearsed, of course).

During the conversation Bug and Canker will attempt to learn as much about the PCs as they can, including where they are headed from (the City of Lights), and what their business is in Copper Pit. These seem like ordinary questions, but Bug and Canker persistently ask the party if they work for or are aligned with the Brotherhood of Radiation.

A Sense Motive check against the opposed Bluff of Bug and Canker allows the party to sense that the men are being a little too “friendly” while also being too “prying”. However, it may not be apparent to the PCs just why they are being friendly; after all, if they believe the rumors they heard in the City of Lights, war is brewing on the horizon and any soldiers from Copper Pit are likely to be very suspicious of people hailing from the city to the south, their rival.

What happens at the camp depends on what the PCs do. Bug and Canker merely ask them questions, and in all likelihood they will sense that something is up (check both men's Sense Motive against the Bluff checks of the party). Once they realize (or at least suspect) the PCs are the men they are looking for, Bug and Canker wish them well and send them on their way, apparently satisfied. Only once the PCs are out of sight do they radio Pastor Disaster in Copper Pit (Canker has a two-way radio) and begin to trail them.

ONE MAN'S GARBAGE

However, things may not go quite so smoothly. If any of the PCs makes a Spot check at DC 21 while in camp, he or she detects the faint smell of decaying bodies. Further investigation suggests the smell is coming from one of the tents. Bug and Canker, seeing the party snooping around their camp, begin to get nervous and hasten the conversation, hoping to get rid of the PCs as quickly as possible.

If the PCs persist and enter the tents, they find the dead bodies of several mutants piled one on top of the other in a heap. Though covered in blankets and canvas, it is obvious these are cadavers. If investigated, each body appears to have had its throat cut.

Chances are the PCs will suspect Bug and Canker are raiders if they find the bodies, and a fight will ensue. Bug and Canker will fight to defend themselves, but will attempt to flee if able into the wilderness; this shouldn't be hard, since both men are extremely fast thanks to their mutations (see *NPC Statistics*). Since the Pastor wants the Brotherhood agents alive to lead him to the Mount of Thorns (as detailed in part two of this series), neither men will try to wipe the party out.

Bug and Canker: hp 31 and 42.

Treasure: Assuming the party defeats or drives off Bug and Canker, they find the camp is largely empty (Disaster and his Junkyard Dogs took everything of value after the attack). However, a Search (DC 14) of the bodies in the tent uncovers 2d4 corium pieces that they overlooked.

COPPER PIT

The journey from the border outpost to Copper Pit is likewise uneventful. Sidetracked by the belief that the Brotherhood already has agents looking for the Mount of Thorns, Baron Wasteland (leader of Copper Pit) has sent his army into the desert in hopes of interdicting Brotherhood scouts and thwarting the Brotherhood's efforts to find the mountain. Essentially having left the back door to Copper Pit open, the PCs should be able to reach the rough-and-tumble city without any further encounters.

Several days of tense anticipation have passed since you entered the territory of Copper Pit. The country here has turned rough and rugged; a hilly terrain filled with rocks and jagged prehistoric mesas. What surprises you most, however, is how easily you have slipped into the territory of the Brotherhood's rivals. Expecting heavily armed patrols of suspicious soldiers, instead all you have seen are miles of dry and lifeless sand.

Coming around the bend a new valley sprawls out before you, at the center of which lies your destination - the city of Copper Pit. Even from this distance you can see the monumental gulf that was torn into the earth by ancient hands, tiered like steps slipping into a dark abyss below, and the placid lake of unhealthy gray waters that sits at its bottom. Arranged on these uneven

tiers are indistinct and ugly barrios, heaps of rusted metal buildings built one on top of the other as if every inch of land was at a premium. The light of lanterns and tiny electric lights glimmers weakly in the growing purplish haze of twilight.

Surrounding the inverted city in a broad ring is a sprawling bivouac of tents and ugly gray pavilions, arranged around the broad perimeter facing the desert. Even so far away you can spot regiments of desert warriors training in formation, others participating in brutal games of sport, and numerous patrols of armed sentries wandering the edge of camp as night falls.

It looks like getting into Copper Pit won't be easy...

GETTING IN

Getting into Copper Pit is the challenge facing the PCs. Though Baron Wasteland has led most of his armies into the desert on a fool's errand, he has left enough men to garrison the city that it isn't undefended by any means - the camp surrounding the city proves that. The PCs should realize that, as new arrivals, they'll have to find a way through the cordon if they plan on entering the city proper to complete their mission.

How the PCs manage to get into Copper Pit can vary depending on what course of action they take. Below are listed the most likely scenarios, and rules on how to play each.

BRIBERY

The PCs could attempt bribery to get through the cordon, but to do so they'll probably have to sneak up close to the cordon, and approach one of the sentry patrols without being seen. This is best done under the cover of darkness (luckily, nightfall is closing in); though suspicious, the sentries may, if properly appeased, hear the party out instead of raising the alarm.

In general the patrols are loyal to the city, so bribes will probably require a little bluffing as well. If the soldiers suspect the PCs are Brotherhood agents they will attack, no matter how much money the PCs offer; however, if given a credible story and offered some corium (or trade goods), the guards may very well let the PCs past.

A bribery attempt will usually require at least 50 corium pieces per soldier in the patrol, as well as a successful Bluff check against the patrol's highest Sense Motive roll.

BLUFFING THROUGH

It is possible the PCs think to disguise themselves to get through the cordon, either as fellow soldiers, mercenaries looking to join Baron Wasteland's army, or merchants coming with supplies.

If the PCs choose this option they will have to approach the camp to get through, and will certainly be met by an armed sentry patrol. The party will be questioned, but if their disguises are slick, it could easily work. After all, the sentries outside Copper Pit have orders to repel armies

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sent from the Brotherhood, not small bands of insignificant individuals.

Disguise checks should be made, along with appropriate Bluff rolls if necessary. If successful, the party should be able to convince the sentries to let them through. If not, the sentry patrol will immediately attack, rightly suspecting them to be agents sent by the Brotherhood to infiltrate the city; see *Attack* below for the statistics for a typical patrol.

SNEAKING IN

An obvious but hair-raising option might be to try and sneak through. Since it is getting dark, the PCs could conceivably sneak through the camp and reach the city undetected.

If the PCs attempt this course of action, this can be a great opportunity to role-play. In addition to requiring the characters to make successive Hide checks as they navigate the camp, describe the growing darkness of nightfall, the sounds of camp all around them, etc. The PCs might sneak past tents inside which a dozen or more soldiers are engaging in a drunken brawl (or singing rowdy war songs that drown out the sound of their movements), or through unlit campsites where soldiers sleep soundly, unaware of their passage, or take cover behind stacks of war supplies and crates of armaments just as armed patrols pass by, oblivious to their presence.

Call for Hide checks, against a variable DC, depending on what kind of encounter the PCs are sneaking past, you can call for as many or as few checks as you like, depending on how long you want to prolong the danger:

DC	Site
12	Tent filled with reveling soldiers
14	Camp filled with sleeping soldiers
21	Wandering sentry patrol

If the PCs are discovered, the reaction will depend on what type of group noticed them. Reveling soldiers who hear a noise outside their tent will probably quiet down, and then send one or two of their number outside to investigate, before going back to their celebrations. In the case of sleeping soldiers being awakened, one or two might wake up and try to stop the PCs with whatever weapons are at hand - giving the PCs a chance to kill them quietly before they reach their weapons. A wandering sentry patrol will be armed and ready, however, and will attack the PCs as soon as they are spotted, raising the alarm in the process.

See *Attack* below for the statistics for a typical patrol.

ATTACK (EL 3)

If any of the above efforts fails, or if the PCs merely try to cut their way through the cordon instead of trying to slip past the sentries, things could get ugly fast. However, as GM you can avoid a total bloodbath (i.e. the entire garrison being alerted and coming down on the infiltrators from all sides) with the following alternative.

Assuming the PCs waited until nightfall to slip into the city, the darkness could provide enough cover for the PCs to get away from any initial encounter unnoticed - or at least without getting caught. If their failed stealth/bluff/bribery attempt resulted in a fight with a sentry patrol (or other soldiers), the sound of gunfire will alert nearby patrols and bivouacked warriors. However, in the growing darkness the PCs can possibly slip away, and by the time more troops show up to investigate the battle, the PCs could already be slipping into the outskirts of Copper Pit unseen.

Copper Pit Soldiers (4): hp 20 each.

THE CITY

The “city” of Copper Pit is little more than an open strip mine situated out in the wasteland, an ancient site predating the Fall. Situated in a barren part of the White Pine foothills, the abandoned mine was re-populated within the last generation by mutant deserters of the Brotherhood of Radiation. Thrown-out for heretical beliefs or simply dissatisfied with the way of life in the City of Lights, these mutants were cast out into the desert, eventually migrating here and making a new home in the deep, abyss-like “hole” that has become Copper Pit.

Many of the people who came to found Copper Pit were merely primitive mutants who were found by the Brotherhood - for whatever reason - wanting. Whether unsuited for the monastic life, disenchanted at the reality of the cult, or merely too rebellious in nature to accept the strict rules of the Brotherhood’s rigid hierarchy, these mavericks fled to Copper Pit to found a new home where *they* could make the rules. But also among them were more insidious types, men and women considered heretical by the Brotherhood (and who were hunted), who also came hoping to found a city that would rival the City of Lights - and start a rival religion of their own.

The zealots of this heretical branch of the Brotherhood, known as the “Radites”, were never a large force in Copper Pit, and soon disappeared underground. In time the city became something of a rough-and-tumble boomtown, where “all mutants are welcome”. While the town has grown, the

CLIMBING THE WALL

Like almost all wasteland settlements, most of Copper Pit is surrounded by a wall of some sort, to keep out animals (which are more often than not powerful mutant beasts in this part of the world) and dissuade invaders. But because of the bivouacs surrounding the city, the guards of Copper Pit have relaxed somewhat, and so assuming the PCs make it through the cordon they should not be discovered if they climb the city walls. Still, you may want to impose a Climb check, or even make the PCs perform Move Silently rolls to keep up the tension.

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BARON WASTELAND

"Baron Wasteland" is the *de facto* "warlord" of Copper Pit, a man of great ambition whose name (with its carnival-esque play on words) is known throughout the Deadlands. The Baron is especially well known in Copper Pit; he was one of the original movers and shakers who led the dissatisfied tribes from the City of Lights into the desert. Keeping the assorted mutant clans (which included regular people as well as former raiders) together despite the hardships, he rose to the fore through his charisma and ability to lead. Eventually bringing the tribes to Copper Pit, he was instrumental in not only founding the settlement, but also keeping it afloat today.

Though Copper Pit is ostensibly ruled by a council representing the major mutant factions of the city, Baron Wasteland has long tried to undermine the council's power. A proponent of centralized authority, he has worked successfully over the years to replace competent councilmen with witless or elderly puppets who turn to him - a "warrior" - for guidance (i.e. orders) at every opportunity. With his popularity, fame, and ruthless reputation, he has managed to become the true power in the city.

Besides being a man with dreams of ruling Copper Pit and its mutant people, Baron Wasteland has a bitter hatred of the Brotherhood of Radiation. The reasons for this are integral to his past; as a young man he made the great pilgrimage to the City of Lights to witness the Brotherhood's vision himself, but left dissatisfied with the reality. Not wanting to surrender himself to the mindless worship of an unseen "force" (radiation), or give away one inch of his individuality, he spat at the Brotherhood's feet and has never looked back. Still, he resents their immense popularity among the desert people, and, like a jealous rival, bends much of his efforts towards trying to turn Copper Pit into a settlement that will one day rival the City of Lights in the annals of wasteland legend.

concepts of law and order seem to avoid this place, and perhaps the only unifying factor is the fact that everyone here hates (or at least dislikes) the Brotherhood of Radiation. And, of course, there is the rule of *Baron Wasteland*.

Though unknown outside of Copper Pit, Baron Wasteland is the true "warlord" of the city, a mutant of terrifying ambition and no little genius who has risen to prominence in this squalid settlement. A former arms merchant who made it big selling weapons to the tribals and raiders of the desert, he was among the first settlers of the new city, leading the various "tribes" of mutants here from the City of Lights during their mass exodus. Though he brought the enterprise with him (he is in no small part responsible for Copper Pit's reputation as being one of the best places to look for weapons of any kind west of the Rockies), he eventually left the arms business to underlings and took up politics. Working (and sometimes fighting) with the other groups of settlers - which included primitive tribesmen as well as raiders looking to settle down - over the years he wrangled a brutal but effective peace with the other mutant "chiefs" that keeps the city unified to this day. Based in no small part on their mutual dissatisfaction with the Brotherhood of Radiation, Baron Wasteland (with the cooperation of his "tribal council" of puppet chiefs) keeps the city together with prophetic promises that one day Copper Pit will outshine even Las Vegas itself.

Though living in Copper Pit is rough, and life is cheap, it is a relatively stable settlement - considering the alternative. But underneath the surface of this wretched town there an even more cancerous evil has managed to grow unchecked: the Radites. As mentioned before the Radites are a cult of schismatic zealots comprised solely of men and women who broke from the Brotherhood of Radiation long ago. Though most of their numbers were eliminated in a terrible purge in the City of Lights in years past, enough escaped across the

desert to Copper Pit to keep their heresy alive. As bitter and isolated from the Brotherhood as it is, Copper Pit has made an ideal new home and sanctuary for the Radites, who have managed to grow in strength and numbers in the warrens beneath the city.

OVERVIEW

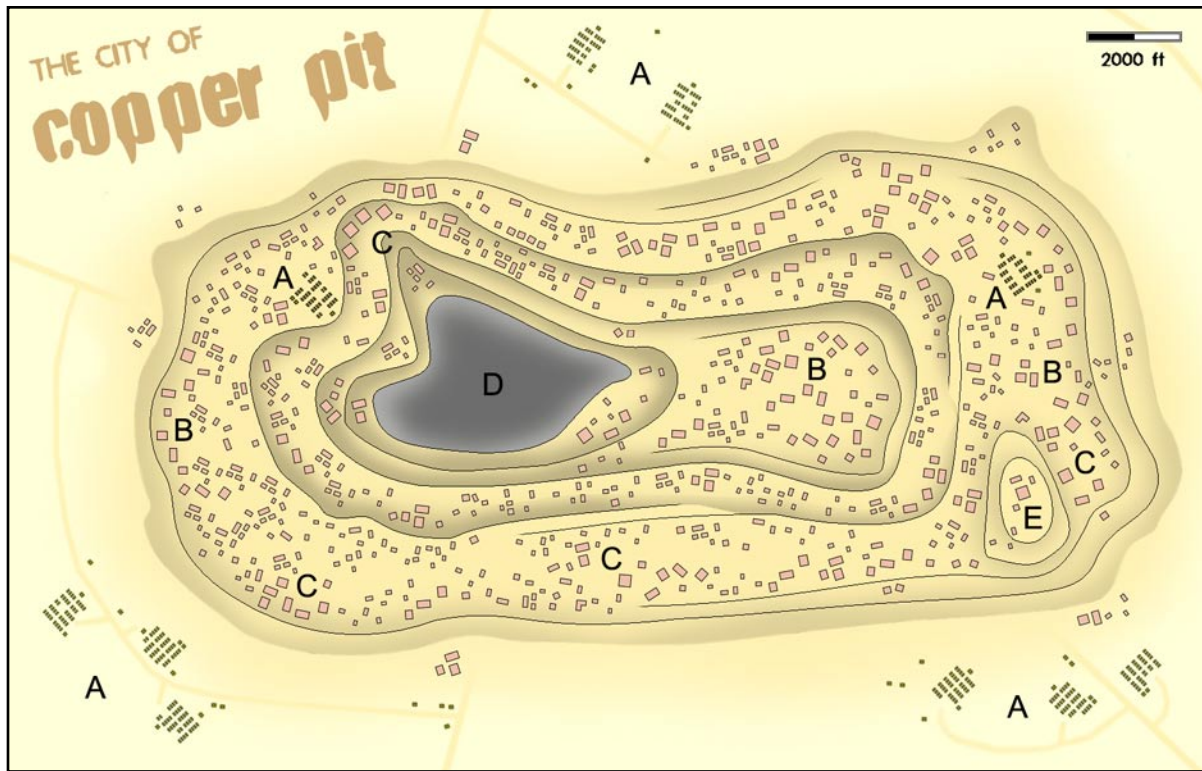
No detailed map of Copper Pit is provided here, because it isn't necessary for this adventure. However, a brief overview has been included here to give you as GM an idea of the town's overall layout and flavor.

Copper Pit is a deep strip mine that was abandoned even before the Fall. The layout of Copper Pit is a chaotic jumble: a ramshackle surface town of precariously winding streets, sometimes designed with order in mind but just as often not, built on the many uneven terraces that descend deeper and deeper into the pit - in broad concentric circles - towards the ugly, chemically-poisoned lake at the bottom. But beneath the corrugated iron shanty town there is an even uglier side to the city, a series of interconnected tunnels and warrens that riddle the ruins of the old mine. Carved out by the inhabitants of Copper Pit, these warrens create a virtual "underground city" that is home not only to the greater part of the population - but also the various factions that make the town the rough-and-tumble hellhole that it is.

A. BIVOUACS

These areas only popped up recently, being large encampments set up to house the mutant armies of Copper Pit. While most are situated outside of the city, several of these appear throughout the city as well, generally in areas that were former marketplaces. These areas usually consist of a half dozen tents, home to a number of soldiers garrisoning the city.

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B. VEHICLE POOLS

With the possibility of war on the horizon, Baron Wasteland has put out the order to begin an ambitious plan to coup the Brotherhood of Radiation's innate superiority with the construction of *armored vehicles* for the coming conflict. In response the tinkers of Copper Pit have been busy throwing together rickety "tanks" for the army, using scrap metal scrounged for the war effort from across the desert.

There are a handful of these construction depots throughout the city, all of which are well guarded. Black choking smoke rises up from the forges and smithies set up nearby that supply the metal for the tanks. Each depot usually occupies an entire square or former marketplace, with two to four tanks either waiting the call to be sent to the front, or being built from the ground up by skilled blacksmiths. These tanks resemble WWI-era monstrosities; large metal "boxes" on wheels or treads, riveted for strength, and pierced with viewslits, firing ports, and machinegun cupolas!

C. FACTORIES

Like the vehicle pools and bivouacs, these are recent additions to Copper Pit. Hiring (or press-ganging) smiths from all over the desert, Baron Wasteland has over two dozen skilled men producing firearms, swords, axes, and primitive armor in ad hoc smithies all over the city. These "factories" produce the weapons that Baron Wasteland hopes will make the people of Copper Pit ready for an all-out war against the Brotherhood of Radiation.

D. LAKE

At the center of the great yawning pit of Copper Pit is a small lake, formed from the leakage of ground water into the strip mine itself from the surrounding bedrock over the past two centuries since the Fall. The water here is a dull, leaden gray in color, though whorls of chromatic color sometimes gleam on the surface when the light hits it just right - visible evidence of its toxic nature.

The lake is completely polluted with mineral trailings from the old mining operation, the leakage of chemical fuels from the equipment used during the mine's operation, as well as garbage and everything else the recent inhabitants of Copper Pit have thrown into it to do away with (this includes material refuse as well as diseased corpses and even victims of local "justice"). The water is even mildly flammable, and goutts of weak flame sometimes erupt when the citizens of town aren't careful when throwing cigarettes into the water.

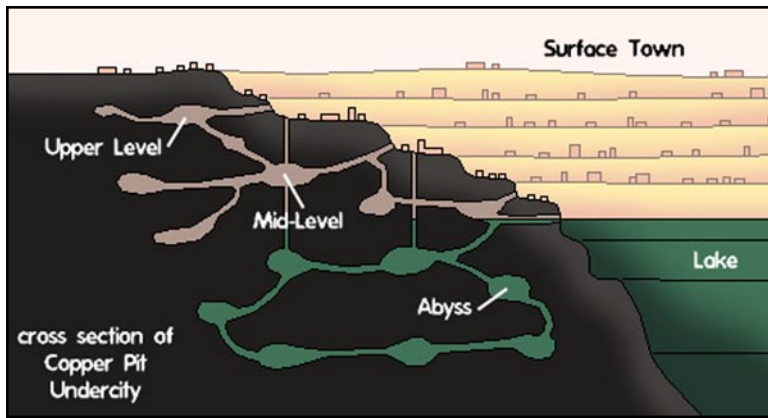
E. FORTRESS

Located on a rough hill overlooking Copper Pit is the fortress of the rulers of the city. Originally designed as training grounds for the town's militia and a strongpoint in the case of attack, this quickly became the meeting place of the city's council of elders - and is now the domicile of Baron Wasteland. The fortress is not detailed in this adventure.

GENERAL AREAS

In addition to the specific features mentioned above, the following gives some light to the more general regions of the "city".

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SURFACE TOWN

The surface settlement of Copper Pit looks like it was built as an afterthought; a maze-like labyrinth of corrugated iron shacks, sheet-metal buildings, adobe huts, and mud “igloos”, between which meander a seemingly nonsensical web of dusty streets that connect one terrace to another through ramps and, in some places, wooden bridges.

While the surface settlement of Copper Pit may look crazy, it’s just as vibrant as the warrens underneath the town, if not more so. Here lie the majority of shops and establishments, from squalid drinking holes to rickety old bordellos. There are numerous *ad hoc* marketplaces (which spring up in different places each week), as well as a quarter of town reserved solely for the towering water storage tanks that keep the town alive.

Currently the maze of buildings here is complemented by the recent springing up of a war camp just outside of town. The dusky gray tents ring the town and its great pit on all sides, a sign that the city expects trouble in the near future.

UPPER LEVEL

Originally the warrens and small caves that make up the “Upper Level” were just hollows carved out of the sides of the strip mine to serve as basements or refuges for the earliest settlers of Copper Pit. In time, however, as the population grew these interspersed caves were connected by more tunnels, and expanded upon to make room for new arrivals. Now the Upper Level is a mirror of the surface settlement, a “town beneath the town” almost entirely contained underground. Numerous tunnels do connect this level to the surface, some large enough for entire vehicles to pass through, and as much city living takes place here as on the surface.

MID-LEVEL

Beneath the upper levels of the warrens lies what is known as the “Mid-Level”, a series of tunnels and caves connected to each other by a complex web of passages. In the early history of Copper Pit these tunnels were constructed to be used as communal garbage dumps for the entire city, storage places for the refuse built-up by the settlement’s inhabitants. Over time, however, as the mutant population exploded

and the diversity of migrants broadened, the influx of *photosensitive* mutants (such as those with *albinism* and similar mutations) saw a transformation of this part of the underground into a hotbed of habitation. Cleaning out the filthy warrens bit by bit, the troglodilian portion of Copper Pit’s population slowly turned these dismal depths into a teeming town of their own.

Today the mid-level of Copper Pit resembles a system of cramped caves and winding tunnels, but is still colorfully decorated with the trash and garbage of past townsfolk. Here and there the garbage has even been integrated into the very structure of the complex, shoring up tunnels, lighting passages, etc. It is not uncommon to

pass stop signs, fragmented panels of highway billboards, or even entire automobile hulks among the tunnels.

The inhabitants of this level are almost exclusively those who either cannot or simply do not desire to live on the surface; albinos and others who have an aversion to light (or to being exposed to the public eye). Most of the caves are utterly dark, as many of the native inhabitants rely on other senses to navigate and do not light to live by, though thankfully a few main tunnels are required to have lighting (usually salvaged strings of Christmas lights, but also torches and oil lamps deeper down) so that surface dwellers can navigate these depths to get to other parts of town.

There are only a few shops and other establishments on this level, and these are universally renowned as the most degenerate places - dark, lightless places where the most deformed members of the populace can come to hide from the disgusted looks of their fellow mutants, or to get lost in drug-induced stupors to forget the pain of their cancers and genetic illnesses. Seedy, smoky opium dens predominate, as well as cool black caverns where the most monstrous terminals can rest in utter stillness and silence.

ABYSS

The “Abyss” is the name for the deepest tunnels below Copper Pit, located underneath Mid-Level. Years ago an attempt was made to create a level for sewage and refuse to leak down to (just as Mid-Level was once the “garbage pit” of the upper works of the city, before it became inhabited), but water leaking in from the lake flooded most of the starter tunnels constructed by the mutant laborers. Though many attempts were made, eventually the city gave up its efforts, leaving these tunnels abandoned, flooded with water seeping in from the nearby rock, and polluted by bits of refuse making its way down from the upper levels of the city.

Though the population of Copper Pit largely stays out of the Abyss due to the prevalent flooding, it is rumored the tunnels are inhabited nonetheless by some of the more hideous - and desperate - mutant cast outs. In particular the majority of the Radites, who were among the original settlers of Copper Pit, are believed to have descended to this level before their sect “disappeared” from public scrutiny. Though many have forgotten the Radites, their cult continues

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to thrive in these washed-out warrens, navigating the water-logged tunnels on small rickety boats, their passage lit only by the weak blue light of twinkling corium lanterns...

ONCE THEY'RE INSIDE

Assuming the PCs manage to get through the camp outside of town, they now enter Copper Pit proper and slip into the city unmolested. Like most desert settlements the city has many streets and dark alleys perfect for hiding, so getting lost should not be a problem, especially at night.

When the players are ready, read or paraphrase the following:

Having snuck through the sprawling camp surrounding Copper Pit, you find yourselves relieved to be within its claustrophobic maze of streets. Yet the entire city reminds you of an over-populated leper colony, not the "city of promise" that apparently lured so many away from the City of Lights. In addition to the diseased-looking buildings made of rusted metal and other junk that rise up on all sides like suffocating prison walls, many of the populace walking the dusty streets do so behind curtains of heavy clothing, veils, and masks. As you pass through the crowds, their bodies lit only by torchlight, you can only wonder at the deformations that make the coverings necessary, or the genetic illnesses that cause many to stumble along with noticeable limps or, worse, with crutches to make up for suspiciously absent limbs. Hats that resemble the jingosas of ancient Japan predominate here, even at night, because their wide straw brims afford their wearers deeper shadows to conceal their twisted and disgusting features.

Though the PCs do stand out at present (the costume of the local populace is somewhat distinct), by sticking to the back alleys and shadowy streets they should be able to remain unseen for the time being. If they look around they can find articles to complete appropriate disguises everywhere in town - whether by stealing from the stalls of clothing merchants, or merely yanking garments left out to dry by careless citizens among the residential back-alleys.

If you like you can describe their movements through the city, including close encounters with patrols or suspicious looks from passerby, but beyond a few close calls here and there there should be no trouble.

Eventually the PCs will find their way to the Brotherhood safe house (see below).

RANDOM ENCOUNTERS

Whenever the PCs move from one location to another in Copper Pit (at least on the surface), you can add flavor to their mission by describing the scenes they witness as they move through the streets. As a city preparing for war, the following scenes may be appropriate:

The street rumbles and nearby buildings shake. A few people cry out but their voices are soon drowned out by a loud mechanical noise. As you watch a huge armored "box" on rusted wheels rumbles down the street past them, bristling with machineguns. On top of the thundering vehicle sits a man wearing a close-fitting leather cap and goggles, his face black with soot. A trail of choking black smoke follows the vehicle from a chimney-like pipe sticking out from its top.

GM's Note: The PCs have encountered one of Baron Wasteland's "tanks", which are being built in the city for the coming war. The tank is probably moving from one Vehicle Pool to another, or else out to join the camp growing outside the city.

Turning the corner you leap back suddenly to avoid being seen. In the marketplace beyond there is a distinct absence of merchants and their stalls, and instead the square has been taken over as a marshalling yard. Over two dozen mutants with rifles and spears are being drilled in formation marching, the call of their sergeants echoing with harsh military zeal through the streets.

GM's Note: The PCs would be wise to avoid the scene, but even if they blunder the troops probably won't notice them - after all, they don't expect trouble *inside* the city.

The sound of a whip catches your ear, and around the bend comes rumbling a large wagon overloaded with heaps of scrap metal. Pulling the vehicle is some strange mutant beast, its hide covered in chitin, snorting dust from its nostrils as it pulls the wagon along.

Atop the wagon a burly man whips the beast, shouting out as he goes: "Clear the way! This metal is destined for the foundry!"

GM's Note: The wagon is loaded with metal that will be made into weapons for the army of Copper Pit. The wagon driver will not stop for anyone, and unless the characters dive for cover they'll be steamrolled.

Coming around the corner you see several men bullying what appears to be a merchant, shaking him down for his pocket change.

GM's Note: The men (2-3 in number) are members of one of the city's ruling "tribes"; it is common practice for them to shake down passerby for money as a kind of "toll" (see the encounter, *Welcome Wagon*, below). The PCs can bypass the scene if they like, but if they get involved use the statistics for Deathdealers in the ensuing fight.

THE SAFE HOUSE

After a time the PCs find the safe house described to them by the Illuminated in the City of Lights, a worn-out stone building among the many back streets of Copper Pit.

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Located on the first tier, they find the building at the end of a long alley, concealed by deep shadows and strings of laundry stretched out in the night air. One line of laundry only holds purple rags out to dry - the sign of the Brotherhood safe house.

As the PCs approach, they see a few children working in the alley, washing clothes, beating them against rocks, or dousing them with a choking white powder (they are delousing; a brisk business in this town). None of them takes any notice of the PCs as they enter the safe house.

The safe house is an airy building, with many windows - and a lot of laundry. The party's contact, Gepardo, lives here alone, doing laundry as his cover. The building's many windows provide a good view of the surrounding streets, and from the rooftop can even see as far as the Lake. He keeps an eye out on the movement of the city's military each day when he puts the laundry out to dry.

Gepardo is an older man, stooped over from the bone growths that deform his spine, with only a few tufts of thinning hair. Though certainly a homely man, there is a glint of wisdom in his eyes. When the PCs introduce themselves and allude to their Brotherhood employers, Gepardo smiles, puts his finger to his lips, and leads them upstairs to privacy.

CONTACT

As a contact Gepardo can provide the PCs with four valuable things: shelter, weapons, medical care, and information. Gepardo's most important role is to fill the PCs in on the details of their mission now that they've reached the city safely. Below are listed the points he'll bring up with the PCs during their "briefing":

Now that we're here, where do we start?

"I think the best place to start is to find the scav who first found the Great Arcanum; only he can lead you to the Radites. My sources tell me he is known as Yuika, after the Ancient word for 'discovery'. You'll have to ask around town to track him down; scavs like him rarely stay in one place for long. Once you find him you must convince him to reveal all that he knows about the Radites, including where they might be keeping the Great Arcanum."

What do we do with the Arcanum?

"Bring it to me, I may be able to decipher the writings for the Brotherhood and find out the location of the Mount of Thorns. Luck willing, we'll be able to mount an expedition of our own and beat the Radites to the mountain."

What can you tell us about the Radites?

"Not much, their cult is shrouded in mystery, all but erased from the annals of the Brotherhood. It is said

their particular heresy delved deep into the study of the mind, and the leaps and bounds they made towards enhancing their own mental powers were considered a grave enough threat that the entire faction was hounded out of the City of Lights."

Can we stay here?

"Yes, but only if you stay out of sight."

The party is welcome to stay at the safe house as long as they need, especially if they've drawn attention to themselves or are being hunted. While here they are expected to lay low and out of sight; Gepardo brings them food (gruel) each night.

Do you have any weapons here?

"A few, which I have gathered in the event that you need them."

Gepardo has managed to gather some weapons in case the PCs somehow lost theirs in transit to the city. However, his offerings are limited to three *mastercraft black powder rifles* (bought from a band of tribals visiting Copper Pit a few weeks ago) and a single *AR-7* (bought from a scavenger who thought the disassembled rifle was broken to pieces). He has powder and shot sufficient for ten shots for each of the former, and 8 rounds for the latter.

Can you heal us?

"If you are truly in need, I will try."

While certainly no juju doctor himself, Gepardo can administer healing ointments to the party supplied to him by the Brotherhood. He will only use these if the party members are gravely injured; the drugs he has include nine *juju potions* (each heals 1d4+4 points of damage) and two doses of *stimshot A*.

FINDING YUI

Despite their new surroundings the party has a job to do. First off it should be obvious to the PCs that they will need to start asking around for "Yuika" - but where to start?

Below are the most likely places the PCs will visit looking for information.

Drinking Holes: Yuika (or Yui for short), like many scavs from the desert, probably frequents a variety of drinking holes in town, so this seems an obvious choice to start looking for him. After visiting two or three local taverns, a Gather Information check at DC 14 nets the party some useful information. Some scavs spending the gains of their recent foray into desert at a local bar remember having seen Yui a week or so ago, saying he was "real skittish". He vanished soon after; most of the men laugh and say he's probably still laid up in one of the brothels over on Cunny

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RUMORS

Though the party may have other things on their mind (namely finding Yui), there are a lot of rumors floating around Copper Pit, especially with the possibility of war on the horizon. If the PCs take the opportunity to canvas local drinking establishments, or talk to merchants in town, they may hear one or two of the following rumors (you may require a Gather Information check, at DC 14):

- There's a lot of work for bounty hunters in this town; too many criminals just slip out into the desert and get away. Lots of folks are willing to pay good, strong men to go out into the wasteland to hunt the scum down.
- Baron Wasteland's army is growing each day, as people from all over the wasteland come to the city looking to strike it rich. With those rumors of the Mount of Thorns being discovered, everyone is flocking to get a piece of the action. If you're looking to get rich, you might consider joining the army too.
- Beware traveling into the deeper Deadlands; stories abound of the mutant beasts that live among the poisoned sands - not to mention the cannibals, savages, and exiles that'll kill you just as soon as say 'hello'.
- If you came looking for weapons, this is the right town. When the founders of Copper Pit left Brotherhood lands they brought many weapons with them, and now the markets are rife with guns of all kinds.
- There are rumors of war in the Trade Lands, a region on the other side of the Big Rocks. Recently a man claiming to be a refugee from that war came to Copper Pit, though he died soon after arriving. According to rumor he checked into a cheap boarding house here in town, and went to his room claiming he felt "ill". The next day they found his body in his room, his mouth frozen open as if something had slithered out from inside him. Stranger still, I heard the man's eyes were as black as night.
- Haven't you heard the news? Everyone's mobilizing for a great war, both here in Copper Pit and among the tribes of the wasteland. They're saying that the location of the legendary Mount of Thorns has been discovered, and now everyone's in a mad race to get there before the Brotherhood of Radiation does. Only the gods know what treasures the mountain hides, but it seems like everyone and his mother too is itching to find out first.
- The Baron, our leader, isn't even in the city right now - he's led his army out into the Deadlands hoping to catch Brotherhood agents before they get to the mountain. He's so obsessed with finding the mountain he'll order his men to interrogate anyone they catch moving through the wasteland.
- Beware the "Withering Mountains" at the heart of the Deadlands; legends say men who wander too deep wither away and die from an unseen poison in the air and in the sand itself.
- I heard a rumor that the Brotherhood has begun marching an army north from the City of Lights towards Copper Pit! With tensions so high from the supposed discovery of the Mount of Thorns, war could very well be on the horizon.

Court (a notorious part of town).

Marketplace: Any of the open markets in Copper Pit would be a good place to look for information. With a Gather Information check (DC 14) the PCs locate a local merchant who remembers Yui, who tried to sell him some merchandise within the last month (if asked, these consisted of junk from the desert, like scrap metal or the horns/bones of dead desert beasts; and "some worthless piece of arcanum", which he didn't buy). He's not sure, but he remembers Yui mentioning he was taking the money from selling his swag and "going underground" for a while.

Brothels: The brothels of Copper Pit are miserable pits of decadence, like everywhere else on the Twisted Earth. Here women, forced into a brutal life of servitude by the overwhelmingly male-dominated establishment, either crack from the life and kill themselves or become hard and callous survivors. The PCs, after visiting one or two of the more notorious brothels on Cunny Court (a dead-end alley ringed with whorehouses), locate a source with a Gather Information check (DC 14) from among the working girls. A hard-nosed, mean-spirited woman, she'll only talk about Yui if given at least 50 corium pieces for her time. If they do,

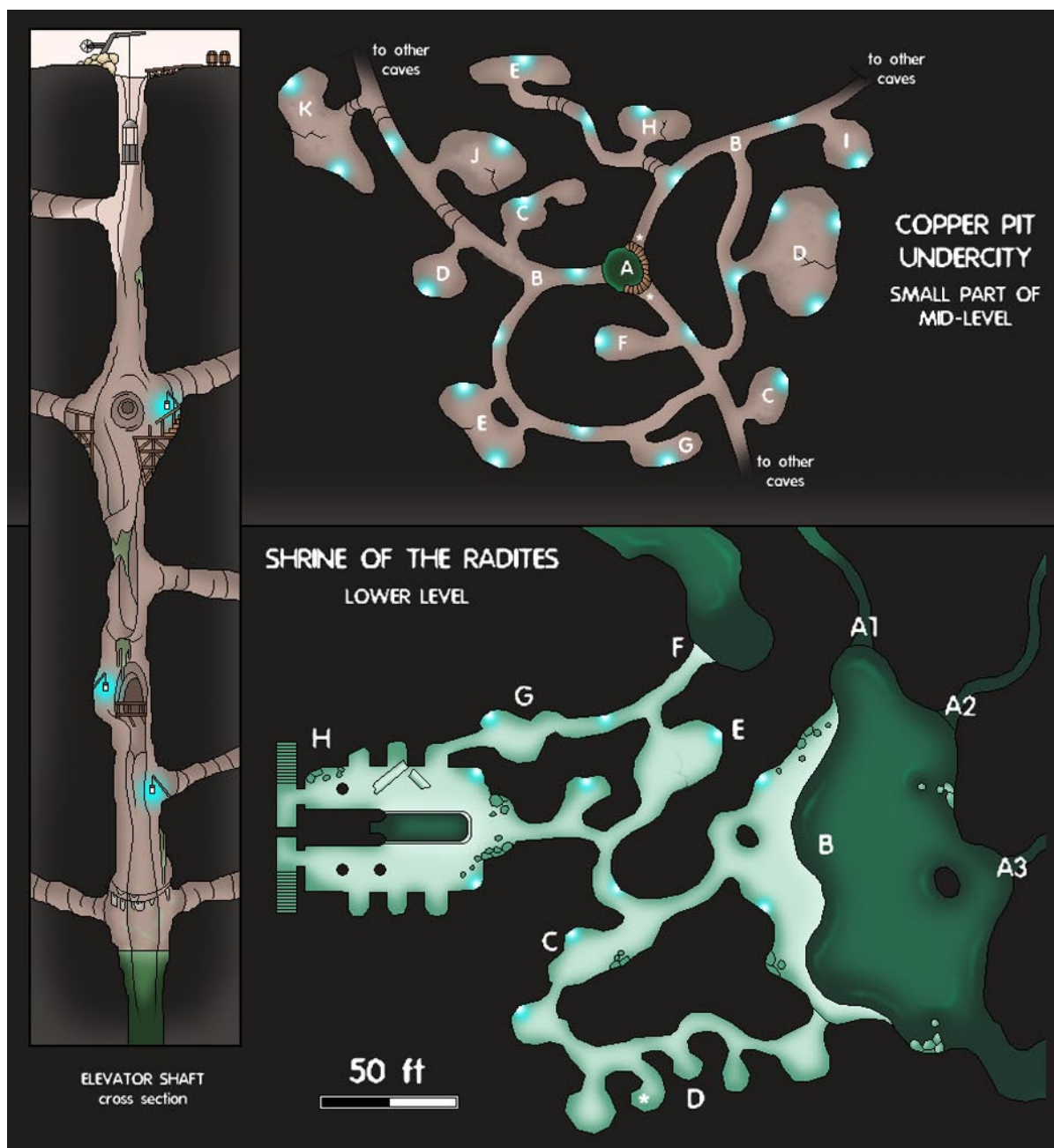
she admits she saw Yui recently ("about a week ago"), and that he seemed on edge and uneasy. After an hour he quickly packed up and left, mentioning he was going underground. If asked if she knows where, she demands another 100 corium pieces; if paid, she tells them that he used to hang out in an opium den on Mid-Level; she doesn't remember the name.

WELCOME WAGON (EL 5)

This encounter should take place sometime during the party's canvassing of the city for Yui. The encounter is designed to add a little excitement, as well as introduce the party to the partisan "politics" of the city firsthand (if they haven't already done so from the random encounters above).

A guttural shout echoes through the congested street, and all faces - masked or otherwise - turn. The crowd of natives walking and talking in the alley parts as a group of toughs muscle their way through the mass, their leader pointing one pudgy finger right at your group. He, like his companions, wears a conglomerate suit of leathers with studs and chains to keep them taught over

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his rippling muscles, but even that does little to hide his scaly pink and white skin, or the telltale mongoloid features of his ogre-like face.

“You!” he shouts, sending a cascade of spittle everywhere, “You’re not a Deathdealer - I know all the Deathdealers! If you want to walk Deathdealer streets, you’d better be prepared to pay!”

The man is referring to the political “faction” known as the “Deathdealers”, one of a dozen of mutant tribes that make up the diverse population of Copper Pit. The man (and his entourage of similarly-mutated thugs) is a Deathdealer himself, and it is common practice for squads of enforcers like his to mingle with crowds, pressing passerby for corium pieces as a kind of “toll” for walking their streets.

The enforcer demands 10 corium pieces from each party member, or his men will attack. If any of the PCs has a particularly impressive looking artifact showing (such as an advanced weapon, or some kind of shiny gizmo), there is a 25% chance that the enforcer demands that item as part of the toll as well! If the PCs refuse, he and his men attack.

None of the passerby or onlookers will get involved; they’re just thankful they weren’t singled out. The PCs are on their own. The enforcers will continue to attack until only two remain, at which time they will shout for reinforcements and flee. If the PCs are smart, they will attempt to flee as well, before more enforcers arrive.

Deathdealer Enforcers (4): hp 13 each.

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GOING UNDERGROUND

If the PCs ask in the right places, eventually their search for Yui will direct them towards the undercity beneath Copper Pit.

Going underground is easy enough; there are tunnels leading straight from the surface, as well as vertical shafts bored into the ground long ago for the ferrying of people and supplies on makeshift “elevators”. These elevators usually consist of rickety metal, or wood “cages”, suspended either on sturdy ropes or rusted chains and lowered into the bowels of the city. Most shafts are only a few feet wide, but they often pass through irregular abscesses in the rock that widen considerably into “caverns”, usually with tunnels and passages radiating off in various directions throughout the undercity. Passengers can get off at any level, at which time the elevator either accepts new passengers going to lower levels, or merely returns to the surface.

Since most of the tunnels are very public places - and under the scrutiny of guards now that tensions in the city are high - the PCs will probably want to go underground via the elevators. Finding an elevator is easy enough (Gather Information check DC 14 to be directed to the nearest shaft), as well as an operator willing to ferry them down, for a fee (2 corium pieces per person).

Venturing into the depths of an elevator shaft is like riding a riveted iron cage down into the belly of some rocky beast, but the operators of these gizmos are experts at their job (and a potential source of rumors, if the PCs strike up a conversation). With only a few scrapes against the tunnel walls and a few jarring stops and starts, the PCs can get to Mid-Level without any trouble.

MID-LEVEL

As the characters descend into the undercity beneath Copper Pit, read the following:

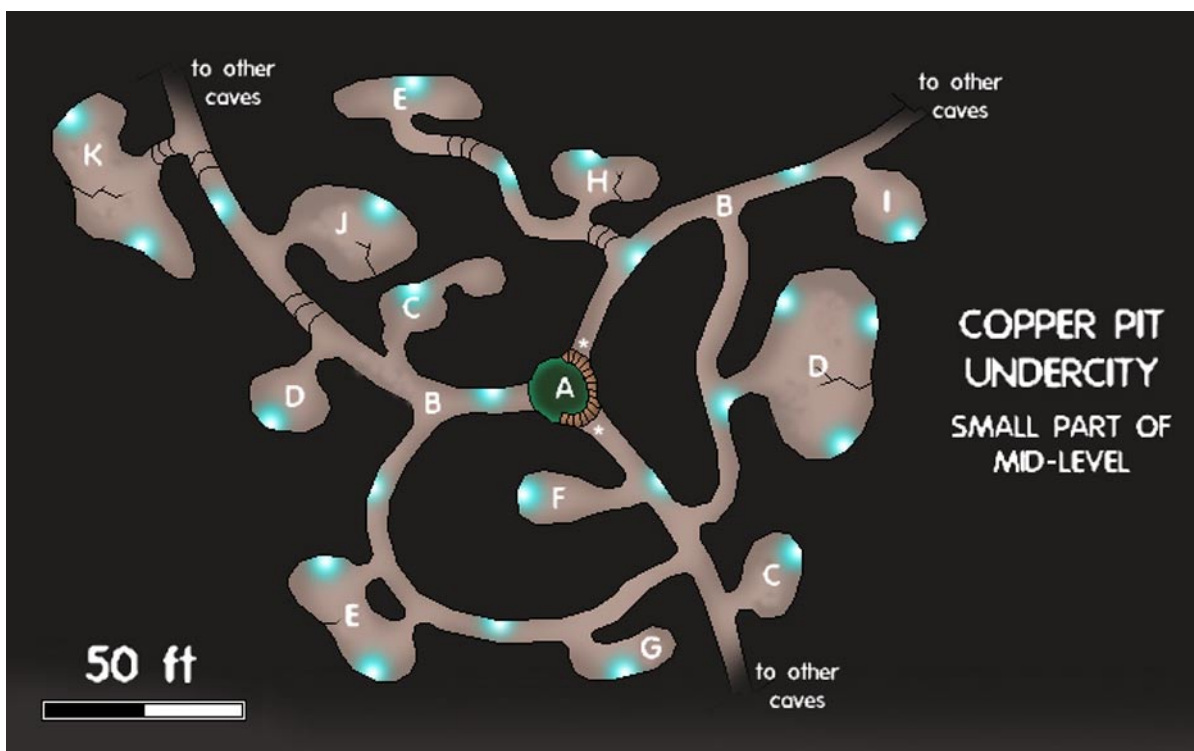
Getting off onto one of the rickety wooden platforms jutting into the shaft, you soon find yourself in the heart of the warrens that comprise Copper Pit's so-called “undercity”. Here the passages are made from bare earth and rock, shored up in places by the same corrugated metal and rusted junk that forms most of the city above. Rusted lanterns, each with a solid chunk of luminous corium contained within, shed a cool blue light every few dozen paces, illuminating a maze of passages that stretch in every direction. Muffled conversation and distant drunken laughter; the jingle of corium changing hands, and the sound of leathery robes and coverings flapping as vague figures move past each other through the tunnels, echoes through the darkness.

ENCOUNTERS IN THE TUNNELS

As the PCs make their way through the tunnels looking for Yui, a number of encounters are possible. The caves are labeled on the map, and are detailed below.

A. SHAFT

This is simply the shaft by which the PCs reached this level. They can get off at either tunnel marked with an “*”. The shaft itself continues down to tunnels below this level, but ends at a deep pool of water before reaching the Abyss.



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B. PICKPOCKET

This encounter can take place at any area marked "B". As the PCs make their way through the undercity, a slouched figure wearing a tattered robe bumps into one of them. With a guttural voice the leprous figure begs a pitiful "pardon" from the character, before stumbling off with a hobble.

The leper is in fact a pickpocket, a common feature of most settlements. He will attempt to make a Sleight of Hand check (at +8) to steal a small item from the character (either roll randomly to determine what, or choose from whichever items would be the most obvious choices). If caught, the leper begs forgiveness, prostrating on the ground and accepting whatever beating is coming to him.

C. DRINKING HOLE

The PCs pass by a small cave, its "doorway" little more than a ragged curtain pulled across the tunnel entrance. Candles illuminate the dark interior, where a large group of badly mutated patrons laugh over a round of drinks.

The establishment is a cheap drinking hole, common to the undercity. The patrons are all mutants of one gang or another, and eye the PCs warily, but the "bartender" (merely an entrepreneur who serves drinks out of a gourd) will be reasonably hospitable and let the PCs buy drinks if they're so inclined (1 corium piece per mug). Though the patrons may savor the idea of starting trouble with the unwanted newcomers, only if the PCs really push will a fight break out. If it does, use the statistics for the Deathdealer enforcers in the *Welcome Wagon* encounter above.

D. BORDELLO

The PCs pass caves that have been converted into bordellos. Though curtains are drawn over the entrances, discordant music - accompanied by drunken laughter - drifts out into the tunnel. Usually one or two whores will be outside, dressed in lewd and gaudy attire, gesturing to passerby to "come in" and "rest a while". Unfortunately most of these women are quite deformed (they're mutants, after all), often missing a limb and showing the obvious signs of advanced venereal diseases on their pock-marked and lurid skin.

E. GAMBLING DEN

This takes place in a cave similar to a *Bordello* (see above), or a *Drinking Hole*. A large number of mutants from the undercity have gathered to gamble on a fight taking place in one of these establishments. Two contestants, stripped down to just their pants, box each other to the jeers, cheers, and shouts of the crowd. Everyone is placing bets, and it looks like a good opportunity to make money.

If the PCs care to stop this can be an opportunity to make a little money, either by betting on the fighters, or by participating. In the former case, simply roll randomly to see which fighter wins, and award money to whoever bet on him. Odds are always 2-1 in this case.

While normally the bettors only put wagers on a tight circle of known fighters, if any of the PCs steps up and

challenges one of the boxers the crowd may be convinced to go along with it. Use the statistics for a Deathdealer enforcer; note that the fight can only be conducted unarmed. If the PC wins, he takes the purse (1d4x50 corium pieces). But if he loses, he has to pay the same amount, either in corium pieces or goods stripped from his unconscious body.

F. MISERABLE BEGGAR

As the *Pickpocket* encounter above, except the PCs pass a mutant draped from head to toe in all-concealing robes, huddled in a niche off of one of the tunnels while begging passerby for "just a corium or two". If the PCs give the man any coin he will gratefully snarf the money before hobbling off, praising them pitifully. If the PCs ask the man why he needs the money before giving it to him, he tells them he has to "care for his brother" - and opens his robes to show them the dwarfed, malformed conjoined twin growing out of his side. Before he closes his cloak the diminutive mongoloid face brightens, smiling a gap-toothed grin at the party before being hidden once more.

G. FORTUNE TELLER

Like the *Drinking Hole* above, the PCs pass a small cave screened from the main tunnel merely by a curtain. Inside an aging crone sits at a stone table, humming to herself in a crackly voice. She, like other citizens of Copper Pit, appears terribly mutated, with a single good eye on one side of her face, and a deformed socket with an all-white glass orb on the other. She offers visitors a chance to have their fortunes read - an age-old charlatan's sideshow trick that probably won't interest the PCs.

In reality the woman does possess some precognitive skill, linked no doubt to being a mutant. If the PCs pay her fee (10 corium pieces) she enters a fitful trance that almost seems to resemble an epileptic fit. After a few minutes of shaking and frothing at the mouth, she recovers, focusing her one good eye on her visitors as she gasps for air. She only has this to say:

"I see rushing waters in your future, and a cold dark place beneath the earth...and a mountain burning with the brightness of the sun."

She doesn't know the significance of her vision, and cannot elaborate even if the PCs insist.

H. SHOP

This cave has been taken over by a peddler selling all sorts of junk scavenged from throughout the undercity. The cave itself is littered with junk, on the ground, on wall shelves, and hanging from the ceiling. The merchant has the following trinkets for sale; keep in mind that most are nothing more than garbage, but the merchant will try to sell them as "rare artifacts" or, at the very least "curios from a bygone age". Merchants of his type are experts at making junk seem valuable ("Lampshade? No, this isn't a

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lampshade, this was the kind of hat they wore in the days before the Fall - all the rage!”):

Item	Qty	Cost
Fancy lace lampshade	1	25 cp
3-D glasses	2	10 cp
Medicine bag*	1	100 cp
Loose 12-gauge shotgun rounds	11	2 cp
Flute made from human bone	1	25 cp
Working watches	3	50 cp
Broken watches**	9	20 cp

* This item is a small bag, tied with a tight knot. The merchant is selling it as is, claiming he doesn't know what's inside (he bought it off of a tribal visiting the city for a small amount of change). If the PCs buy it they find the bag filled with lint, pebbles, several nickels and pennies, a few old vitamins, as well as 1d2 random drugs from the *Darwin's World 2nd Edition* rules in pill form.

** The merchant sells these as jewelry - “They may not work, but they look just like the real thing - no one'll know the difference!”

I. ARMS DEALER

As *Area H*, above, except this merchant deals in arms. The PCs should have plenty of opportunity to visit such an establishment, either here or above ground, as Copper Pit is known for its arms merchants.

A complete list of weapons sold here is not provided, since the inventory should be comprehensive; even if the merchant doesn't have it in house, he “knows someone who knows someone who can get it”. Typically the following weapons should be available: all black powder weapons, most modern-era firearms (those with a mastercraft bonus should be rarer, perhaps having only a 50% chance of being obtainable), and a flat 5% chance of any energy weapon being available anywhere in the city on any given week.

J. THE LUSTRE

The following is a set encounter. At some point, before the PCs locate Yui, they pass by one of several brothels (called “The Lustre”) situated along one of the tunnels of the undercity. Someone is waiting outside, intent on luring them in.

Coming down the dark tunnel you hear feminine laughter mixed in with muffled music. The darkness of the tunnel is broken up ahead by the entrance to a large side cave, screened by a ragged curtain. Standing in the murky blue light of a corium lantern hanging just outside is a striking woman with eerie eyes, who turns her head smoothly to face you as you emerge into the light. Her expression is totally emotionless, and before you can say anything she turns and goes back inside the cave. Over one shoulder she mutters a cryptic command:

“Come inside...”

The woman is Angel, one of Pastor Disaster's agents (and, coincidentally, the woman who slaughtered the border

guards at the *Border Post* earlier in the adventure). She tries to lure the PCs into the brothel, where Pastor Disaster and a handful of men are waiting to finally meet them.

Assuming the PCs go inside, read the paragraph below. If the PCs do not follow Angel, she does not persist, but rather watches them go with her unblinking eyes, before following them discreetly from a distance. Chances are the PCs won't notice her; if they do, she breaks off and disappears into the darkened tunnels.

Inside the cave appears to be a large brothel, with men and women lounging everywhere, and choking pipe smoke drifting through the air. It is a decadent scene ripped from the Bible: here and there men and women drink, whisper in private conversation, or embrace in dark corners, while weird sensual music drifts in from a connecting lounge just out of sight. On a nearby divan lies a dark-skinned woman, cuddled up to an albino lion with a gleaming metal collar; as you enter she grins wickedly, hissing at you like a cat.

Corium lanterns paint the entire scene in a bright blue light that is unkind to the people present, illuminating their twisted mutations and diseased bodies in a stark and unforgiving light.

Sitting at one of several tables is a man in a futuristic silver suit, a cigarette hanging from his lip and a slightly cracked monocle over one eye. Behind him stands a towering tribal, clad in the striped furs of some desert beast, arms crossed over his barrel chest. As you enter the woman moves around the table and stands at his side. The man with the monocle looks up from shuffling a deck of cards, and gestures towards the seats in front of him.

The man sitting at the table is Pastor Disaster, with Tony The Tiger (see *NPC Statistics*) standing behind him. Wreckage is in the brothel as well, watching from the shadows in the company of one of the girls, as is Emora and her pet lion Togor - so the PCs might not suspect they are actually with the man at the table. In fact, the only two members of the Junkyard Dogs who aren't here are Bug and Canker (either they were killed, or they're laying low for the time being).

Once the PCs have taken in their surroundings Disaster invites them to a game of *Styx Poker*, a common gambling game in the Deadlands. He isn't here to intimidate the PCs or harm them; only to learn more about them. He uses the game as a medium to this end, to get them loosened up.

Styx Poker can be simulated rather simply, with each character making an opposed Gamble check against Pastor Disaster. Note that in Styx Poker cheating is relatively common, so anyone making a successful Sleight of Hand check (DC 21) gains a +2 synergy bonus to the Gamble roll. Whoever ends a round with the highest modified roll wins the pot.

Each round Pastor Disaster bets 50-150 corium pieces; at first he starts low, but as the PCs get interested he starts raising the stakes. Keep in mind, however, that Disaster

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doesn't care about the money - he simply wants to use this as an occasion to learn more about the party. He will ask them questions both vague and direct, such as:

- What brings you folks to Copper Pit?
- If you're not natives, where are you from?
- How'd you get here?
- You aren't agents of the Brotherhood, are you?
- They say the Brotherhood is looking for the Mount of Thorns - know anything about it?

He mixes these questions up with small talk, of course, and questions that won't seem out of the ordinary ("Have you tried the whiskey here? It's gin-u-wine firewater"). But all the while the Pastor is using Sense Motive to detect if the PCs are lying. Keep in mind he doesn't need to discern the truth, only that the party members are being elusive with their answers. That's enough for him to suspect them as the Brotherhood agents he's been looking for.

During the conversation the PCs may get the impression the Pastor is more interested in them than he lets on (Sense Motive against his Bluff), but no confrontation arises. He will answer a few of their questions, if they ask; he tells them his name, introduces Angel and Tony, but does not admit to what he really is (a tech looter). He makes vague allusions to being a "junk collector", but beyond that he pretends to merely be a visitor to Copper Pit himself.

Once the game runs its course, the Pastor learns what he wants to know, or the PCs begin to pry too much, he ends the game. He and his followers excuse themselves. Wreckage and Emora remain to watch the party from the shadows, but eventually they slip out to join up with the others later.

GM's Note: What happens next depends on whether or not you are planning to run the second adventure in this series. If you are running this as a one-off adventure, see *Development #1* below. If you plan on playing this as part of the series, see *Development #2*.

Development #1: If you're playing this adventure as a one-off, Pastor Disaster decides from this initial meeting that the PCs are a threat to his getting the "treasure". Soon after the PCs leave *The Lustre* he sends Angel, Emora, and her lion Togor (and Bug and Canker if they're still alive) to tail the party, while he and the remaining 'Dogs slip away and vanish completely.

As a result, some time before the PCs get to the Shrine of the Radites, Angel, Emora, Togor, Bug, and Canker will attack the PCs in the tunnels beneath the city, hoping to wipe them out now that they are far underground. If the PCs manage to beat the 'Dogs in this encounter, however, they won't be able to find the Pastor (or Tony and Wreckage), as the trio will have fled into the desert. While their involvement in the adventure is over, you can use Pastor Disaster and his remaining followers as recurring bad guys in future adventures, especially now that they have a score to settle with the PCs!

Development #2: If you're playing this as part of the series, the Junkyard Dogs wait to make their move until

much later in the series. For the time being Pastor Disaster has Angel and Wreckage trail the party for the rest of their stay in the city (though they do not follow them underground to the Shrine of the Radites; see below). Instead of confronting them now, eventually the 'Dogs will follow the PCs when they leave the city at the start of part two of the series, and begin trailing them out into the desert...

For now the PCs shouldn't know they are being followed; assume Angel and Wreckage are stealthy enough to be undetected. Even if the PCs somehow manage to find out they are being trailed, Angel and Wreckage stay far enough back that they can disperse if they realize they've been detected. In any event, the PCs won't be able to stop their pursuers from trailing them.

K. OPIUM DEN

Eventually the PCs find Yui's opium den, which proves to be little more than a dark cavern in the lower reaches of Mid-Level, in the undercity. The cave itself is only dimly-lit by a few candles, as well as the pinpoint amber flame of burning opium pipes in the various grotto-like niches. A few miserable individuals shamble like zombies through the smoky half-light, coughing as they go, but most of the patrons simply lie flat on stone slabs or on the ground, passed out on whatever drugs they're on.

After asking around among the half-conscious patrons the PCs are finally directed to a dark niche in the back, where they find the man they've been looking for:

Lying on a rough stone slab in a dark niche off of the main cavern is a squalid little man; wrapped up in a bundle of mummy-like rags, gray with sweat. As you approach he moans softly, revealing a mouth full of jagged teeth, as he reaches out with one feeble hand.

"Corium...just a few pieces...please...I need another fix..."

It is obvious the man they seek is not just some pathetic desert scoundrel, but also an addict. If the PCs ask him he will naively identify himself as Yui, but other than that he's barely coherent at this time.

If the PCs take Yui out of the opium den (no one will stop them; the proprietors care about Yui as much as they do the next waif wandering in for a fix) his mind will slowly begin to clear, and a few hours later they can ask him questions.

We know you're the one who found the Arcanum and sold it. Who'd you sell it to, and where can we find them?

Yui will deny knowing anything about the Arcanum unless the PCs beat him or intimidate him (with an opposed Intimidate check) into submission. Only then will they get the following information:

"I sold it to some people, I don't know who. When I got back to the city I put out word I'd found some

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arcanum I'd be willing to sell. Most of the vendors on the surface thought it was garbage and didn't take the bait. But a few nights later, after I was coming out of a pub here in the undercity, a man in a cloak approached me. He said he was interested in buying the piece of arcanum. He led me down some tunnels, until even I didn't know where we were. It was dark there, quiet. We must have been real deep under the city. All I could hear was the sound of water echoing through the caves. A few of his friends came out of the darkness to examine the stuff, and seemed excited. We did business right there; I was half-drunk so he probably got a good deal out of me; man, if I had known so many people wanted it I would have demanded a lot more from him!"

Can you describe the man or his "friends"?

"No, they wore hoods that covered their faces, and they seemed to draw their cloaks about them in a way that I couldn't see anything about them. Real odd, but as I said I was drunk so I guess I didn't notice at the time."

Did you know he was a Radite?

"A what? I heard the Radites disappeared a long time ago."

Did you get a good look at the Arcanum?

"No, I can't read, let alone decipher the scribbles of the Ancients. Looked like there was a map inside, but it there was too much writing on it for me to make out. I don't remember anything about it."

Where did you find the Arcanum?

"Out in the wasteland. Nowhere special, just an old dump that we scavs visit from time to time when we need to make a quick buck on scrap. I hear Baron Wasteland has cracked down and put the dump under heavy guard. Say, you don't think there's any connection between that rag I found and the rumors about the Mount of Thorns being found, do you?"

Can you take us to the place where the robed figure took you?

"I'm not sure, I don't really remember much about that night. What's in it for me?"

If the PCs offer Yui at least 50 corium pieces (in coin or in trade goods) he nods, rubbing his chin - and agrees to lead them to where the deal went down, a series of tunnels leading to the underground shrine of the Radites.

UNDERGROUND SHRINE OF THE RADITES

In this chapter the player characters descend deeper beneath Copper Pit and discover that the warrens once constructed to channel the surface city's sewage have not only been expanded upon, but transformed into a secret complex that serves as the home of the Radite cult. The PCs come to the underground shrine in search of the Arcanum, which they will have to steal from the Radites in order to uncover the location of the Mount of Thorns for the Brotherhood.

THE RADITES

Due to space limitations a detailed look at the Radites' curious beliefs won't be given here, but needless to say theirs is a highly ritualistic and extremist cult whose own bizarre views of radiation, and their overwhelming obsession with enhancing the mental powers of their followers through brutal methods, astonished and embarrassed even the Brotherhood of Radiation. Their heresy is full of bizarre notions, not the least of which is their incessant quest to uncover the location of the "Mount of Thorns"; in fact, in the cycles of their cult it is believed that the discovery of the Mount's true location will be a sign of impending doomsday, a time which all pious Radites strive to hasten into this world.

Driven almost to extinction for their perverse views, few people even know of the Radites' existence and true origins; a blight on the Brotherhood, an unwavering secret war was waged to erase the "aberration" that was the Radites in a clandestine crusade beneath the City of Lights years ago.

Those Radites who managed to escape the wrath of the Brotherhood (despite the dragnet strung up to drive them to extinction) came to Copper Pit around the time the city was first founded, and immediately disappeared underground as the first tunnels began to be constructed; here they have made a new home for themselves among water-logged tunnels and troglodilian caverns.

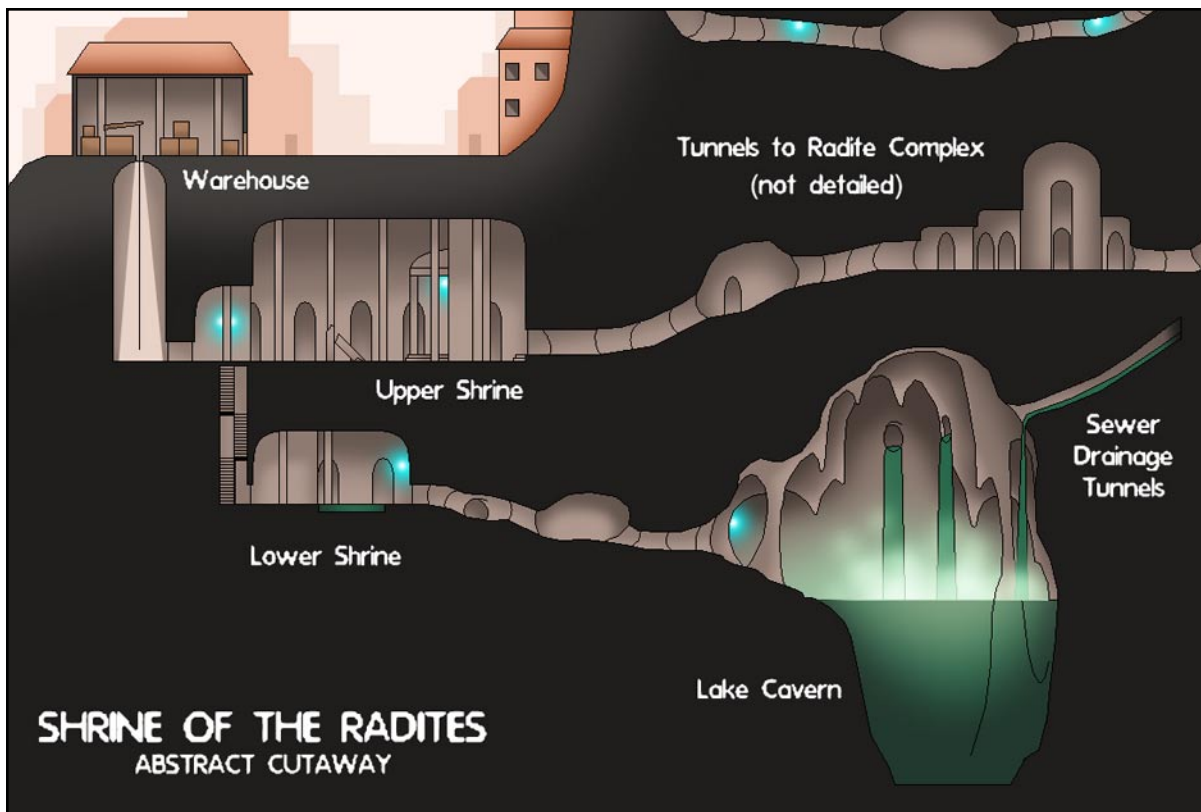
The complex detailed here is only a small part of the greater underground works completed (and currently inhabited) by the greater Radite cult, centering on a decaying shrine built with their own sweat and blood. The sudden appearance of the Arcanum so close to one of their shrines (even if brought unwittingly by the hands of a grubby desert scav), while most likely coincidental, has been interpreted by the cult as a sign that the Second End of Days is at hand.

GOING DEEP

Yui takes the PCs away from the seedy opium dens and brothels and down a few twisting, jack-knifing tunnels that descend deeper into the undercity, taking a corium lantern from a niche on one of the tunnel walls. As he leads them deeper the stonework of the caverns only gets rougher, and the drugged-out faces peeking through the curtained entrances of the upper levels give way to vacant caves and empty chambers.

Eventually Yui leads the party to a lonely tunnel through

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which runs a fast-flowing, greenish tributary. A number of roughly worked tunnels lead off of this main artery, carrying the sewer waters off to parts unknown. Here Yui stops, and tells the PCs this is as far as he goes:

"This is as far as I can take you. This isn't the exact place, but like I said I don't remember exactly where the robbed man took me. But I know I heard water; wherever we were, so I figure starting here is a safe bet. The tunnels here were carved out years ago to drain sewage deeper into the earth - so the folks up top could forget about it. But I hear some old-timers who used to live on this level claim to hear whispering voices coming from below every now and then, echoing through the caves. I figure these chutes will probably take you to whatever cave that robbed guy and his friends hang out in. Problem is, it could be a rocky ride; the tunnels drop off real quick and you may have to do some swimming."

The sewer tunnels (not depicted on the map) of the undercity were worked without any real rhyme or reason, and were only intended to carry sewage deeper using the force of gravity.

The PCs will have to wade through the deeper tunnels, since they are flooded half way with water. They soon prove to form a maze of passages, leading off in all directions. To make matters worse, the current picks up quickly as the grade becomes steeper, and before they know it the party members are swept off their feet by the raging sewer waters.

At this point each character must make a Swim check (DC 17) to avoid any damage. Those who fail are battered

against the chute walls as the party is swept along, suffering 1d6 points of damage (bludgeon). Those who succeed suffer no damage.

Eventually the current takes the characters to *Area A*, where they are expelled from the sewer tunnels and into the subterranean lake (see below).

A1-3. SEWER TUNNELS

These tunnels connect to levels higher up in the sewer system, from which the PCs came. The water pouring through these tunnels is under no little pressure, so the party members will literally "shoot out" one (or more, if they got split up) of these tunnel holes upon arrival.

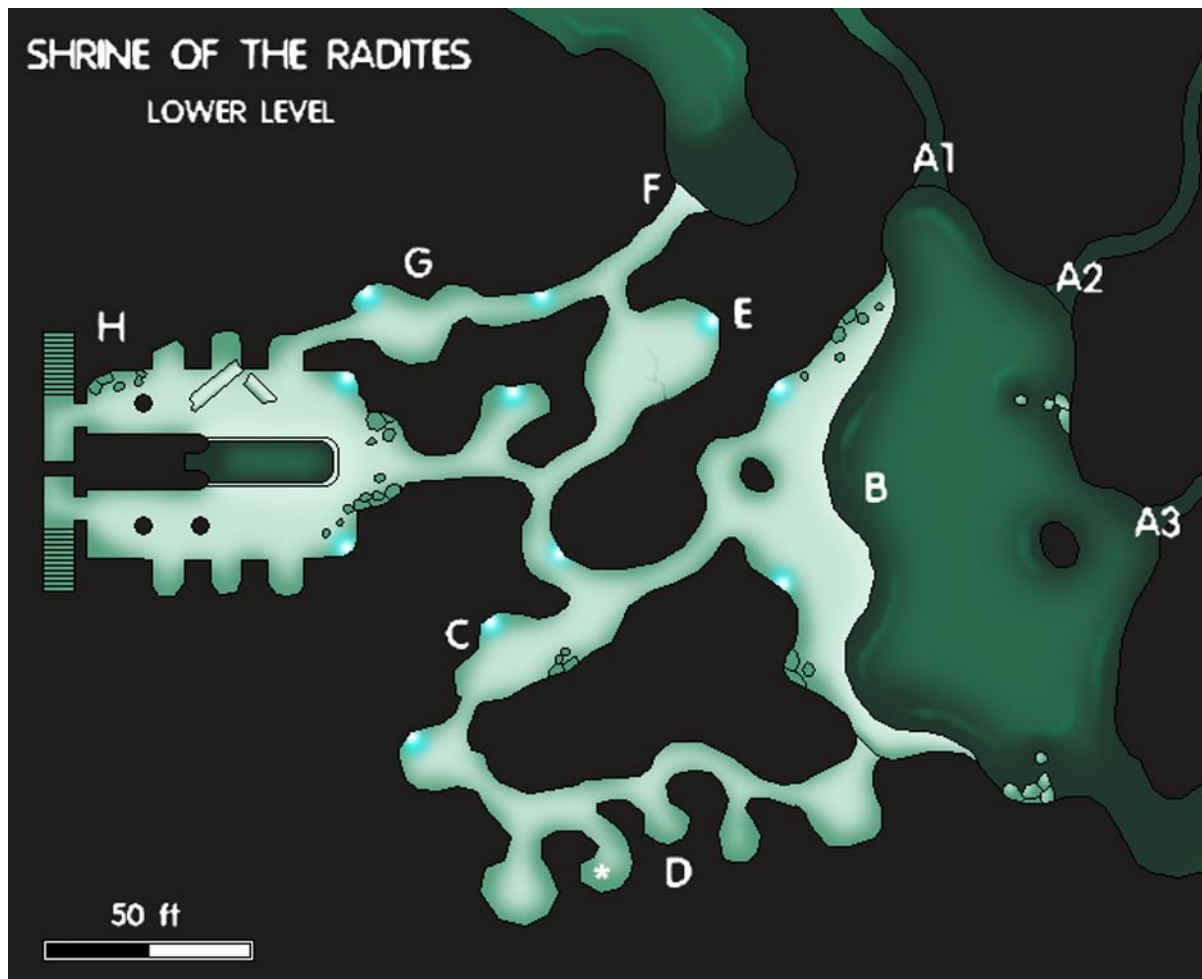
GM's Note: The chutes empty out 40 feet above the surface of the lake. Luckily the lake is deep so this does no damage. Once the PCs have landed in the waters below, there will be no way of reaching these tunnels. *They must find another way out!*

B. LAKE CAVERN (EL 3)

Sewage - along with the player characters - dumps out of the sewer tunnels through a trio of waterfalls (at *Area A*) into the small brackish lake filling this cavern. When the PCs arrive they come shooting out of the tunnels, plummeting a full 40 feet into the churning water below (this does cause quite a splash; however, the waterfalls do much to drown out the sound of their arrival in the other caves).

This cavern was hollowed out long ago by the early settlers of the city, one of many intended to serve the greater sewage drainage system. The Radites have since found the

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cavern a useful resource, as all sorts of junk washes up here from throughout the city's sewers.

When the PCs arrive, read the following:

Plunging into the cool slimy waters of an underground lake from high up, you reach the surface and find yourselves in a water-filled abyss far underground. But a short distance away is a garbage-strewn beach. A single figure in shoddy purplish hooded robe wanders the piles of refuse, his back to you. Even with the waterfalls feeding the "lake" behind you, you can't imagine how he didn't hear the splash.

The figure picking through the garbage is a Radite cultist, picking through the garbage washed up on shore for edible slop to feed to the other *penitents* quartered on this level (see *Area D*). He doesn't hear the PCs when they arrive because, like many members of the cult, he has had his senses mutilated to enhance his psychic abilities. Ears cut off and eyes sewn shut he is both deaf and blind, and does not realize the PCs are present - yet.

The man ignores the PCs, even if they hail him, continuing to rummage through the trash on shore. Only if the PCs come within 30 feet of him do his psychic senses (from his having the *Mind's Eye* feat) detect them. Then, all of a

sudden, he whirls around with a ghoulish "hiss", revealing his mutilated face as he plunges into the water to attack them.

Radite Penitent (1): hp 17.

Treasure: Though the garbage floating in the lake (or on the bottom) and on shore probably contains a few useful - or even valuable items - searching them under the certain circumstances should be the last thing in the characters' minds. If the players insist, however, the table included in *Area C* should provide some ideas for possible finds.

C. RUBBLE PIT

Lit by a single corium lantern, this natural cavern has been converted into a sort of "garbage dump" by the Radites (though to an outsider, there appears to be little difference between this place and the rest of the garbage-strewn complex).

If the PCs search the piles of wet and stinking refuse piled here they find rubbish of all kinds, including cardboard, metal bits, soiled papers, plastic pipes and utensils, broken and chipped glass, and many empty bottles. Any character making a successful Investigate check (at DC 17) realizes that the Radites have been secretly sifting through every bit of waste dumped by the citizens of Copper Pit for years, fishing it from the lake at *Area B* to carefully scrutinize

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for objects of value. Considering that many of the sewer waterways eventually end up dumping into the lake, it is obvious that the Radites - in their self-imposed "exile" underground - are perfectly situated for such a bizarre clandestine undertaking.

Treasure: The garbage brought to this cavern is all refuse deemed valueless to the Radite cult (i.e. having no religious significance), but it is possible to find *something* among the trash. Each Search check (at DC 21) conducted here (requiring 10 minutes at a time) will uncover one roll on the following table:

D20	Find
1-2	1d10 shards of broken glass
3	Pre-Fall newspaper/book/magazine (waterlogged, print unreadable)
4-6	Metal spring or mechanical part (too badly rusted to be used)
7	Partly-rotted human hand, violently severed at the wrist
8	Dented metal hubcap
9-11	1d4 empty tin cans
12-13	Glass beer bottle (half-full - with <i>sewer water</i> !)
14-16	Cigarette butt (still smokable)
17-18	Lead pipe (can be used as a club)
19	Gold tooth (worth 10 cp)
20	1d4 used <i>ready-syringes</i> (can be re-used, but at the risk of contracting disease)

D. PENITENTIARY (EL 3)

A low, constricting tunnel runs here, off of which branch small alcove-like caves. The tunnel itself appears crudely made, and is only five feet high (so taller characters must crouch).

This area is called the "penitentiary" because it comprises the quarters of the "penitents", men and women who are considered the "dregs" of the Radite cult. These mutants failed the cult in some way, but instead of taking the traditional punishment - being lobotomized and exiled - chose to remain as penitents. Penitents willingly undergo ghastly surgical procedures that strip them of their sexual identity, as well as their key senses, in the hopes that these measures will enhance their natural neural abilities and transform them into useful tools of the cult.

GM's Note: Luckily for the PCs (for the time being) most of the penitents are not present, having been called up to the temple at *Area J* for "reverence" by the bishop, and as a result most of the caves are empty.

In the cave marked with an "*", however, the PCs find two penitents who have snuck away from reverence. When the PCs approach the cave they hear a slight "slapping" noise with a Listen check (DC 17). Peering inside they see a curious and hideous sight - two naked penitents fondling each other's scarred and deformed bodies in the dark. The two mutants (sex indeterminate) are enacting simulated motions of intercourse, but since both lack genitalia (having had them surgically removed) their "coupling" is merely a pathetic attempt at gratification that cannot be completed.

If the PCs remain more than 30 feet from the creatures the two penitents do not notice them; if the characters attack from outside this range they have one free surprise round to act before the penitents can attempt to fight back.

Radite Penitents (2): hp 17 each.

E. CAULDRON ROOM (EL 3)

The light of a corium lantern sheds a weak blue color over this room's wet and unwholesome surfaces, where a single individual in an all-concealing, shoddy robe stands on a rickety platform over an enormous metal cauldron. With a long rusted pole he probes the bubbling green water, before finally pulling it out. On the opposite end, caught on a wicked hook, is a deformed human skull, glistening with ghoulish wetness. Strips of flesh rise to the surface of the boiling cauldron, before disintegrating altogether.

GM's Note: This area is where dead Radites are brought to be ritually disintegrated, though their skulls are saved to join their brethren in the upper level of the Shrine (see *Area J*).

If the Radite on the platform detects the PCs he turns with a start and attacks them, using the long pole as a weapon. Treat this as a spear with 10 ft. reach. In addition, for the first two rounds of combat any successful hit from this weapon also inflicts an additional 1d4 points of acid damage due to the corrosive fluid still dripping from the hooked end.

Radite Penitent (1): hp 17.

INTERROGATION

Though the player characters may not think of it, it might be a good idea to let some of the wretched Radites live, if only to interrogate them and learn more about the cult's activities. While the Radites are miserable, almost bestial creatures, they can sometimes talk (those that haven't had their tongues cut out, that is); if the PCs attempt an interrogation they can either use Gather Information (DC 21) or opposed Intimidate checks to garner the following bits of info:

- The cultist may give a general description of the complex proper (i.e. the shrine);
- The cultist may acknowledge the shaft at *Area O* as a possible escape route;
- The cultist may, if asked, tell the PCs that the reason the complex is so lightly-defended is because the majority of the cult is out searching for the Mount of Thorns (using info from the Great Arcanum);
- The cultist may describe other dangers in the area (such as the mind master, the bishop, and the presence of rad wolves in the tunnels that may come if the alarm is raised).

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F. WASTE TUNNEL

The tunnel here dumps abruptly into the underground waterway. The cultists simply use this as a convenient place to dump their own garbage, including the acid-stripped bones of their fallen comrades (see *Area E*).

GM's Note: A character searching underwater here will find the waterway's bottom littered with dozens of skeletons (all deformed, as a close examination will show), but there's not a single skull among them...

G. KITCHENS (EL 4)

This place reeks of rotten flesh. Two hooded figures bend over a single table in the center of the cave, hacking at heaps of bloody meat with heavy cleavers. A pot over a low fire bubbles over now and again creating momentary bursts of hissing steam.

This cave is a "kitchen", and the hooded men are the "cooks", getting just another meal ready for consumption. If they notice the PCs they turn and attack.

GM's Note: These kitchens serve only this small part of the greater Radite complex; meals prepared here are generally only intended for the penitents at *Area D*.

Radite Penitents (2): hp 17 each.

H. SHRINE, LOWER LEVEL ("EUPHORIUM") (EL 4)

What appears to be a bead curtain covers the entrance to this place from the warrens. If the PCs examine the curtain, the "beads" prove to be hundreds of human finger bones...

The heavy intoxicating odor of opium fills this lower sanctum, and as the PCs enter billows of lavender smoke drift past them. Once their eyes become accustomed to the biting vapors, they see a large vaulted chamber reminiscent of an ancient chapel (or sepulcher), complete with ornate pillars and smoldering braziers, which emit the potent smoke.

Squatting in the center of the room, on the marble steps of a small black pool, is a figure clad in long robes; though mangy, it is patched up enough in places to conceal the figure's entire body. The man appears to be in a deep, silent trance, enhanced by the drugs, and totally unaware of the PCs.

GM's Note: This chamber is the "Euphorium", a place used as a retreat for the specially trained mentalists of the Radite order. Here, exposed to powerful drugs, the Radite mentalists enter deep trances to sharpen their neural abilities.

This should be the party's first real encounter with a Radite (previous encounters were against *penitents*, which are somewhat different), in the form of a Radite *mind master*. Related to the force masters and psions of the Brotherhood of Radiation, these elite mentalists of the Radite order specialize in the controlling of the minds of the cult's enemies.

The mind master is currently meditating, and unless the PCs disturb him (this includes talking to him, shaking him, touching him, or moving to make any hostile action towards him), he will remain completely still and unaware of

their presence - they can, in fact, bypass this place without disturbing him.

If the PCs disturb him, however, the mentalist wakes instantly from his trance and engages the PCs with his mind powers. As soon as he is able to mind master will use his *Mind Trap* ability on one of the PCs; this requires a simple glance to initiate.

Special: Anyone staying in this room for more than one round must make a Fortitude save at DC 17 or become affected by the opium fumes. Treat this affect as being *nauseated* (see page 140 of *d20 Modern*). The mind master is immune.

Playing The Confrontation: The mentalist currently in the Euphorium is a master of a very rare ability, known as the "mind trap". By projecting the power of his own mind into his enemy's, the mentalist is able to construct an imaginary "maze" out of his enemy's own imagination, trapping him with walls created from his own thoughts and neural impulses. To the victim his mind is trapped in this dream-like maze, which quickly transforms into a nightmare labyrinth from which there is seemingly no escape.

In addition to trapping his victim the mentalist can also manipulate his dream, creating imaginary horrors and dangers to chase the victim as his mind struggles to escape. These figments are detailed in the sidebar.

The entire *Mind Trap* phenomenon (including its creation, the victim's experiences of wandering through it, and any encounters that take place within) actually occurs within the space of a few rounds, though to the victim it may seem much longer. During that time, in the real world, the victim is unable to act (i.e. play out that character's experiences in the *Mind Trap* before continuing with the combat); even if the mentalist is killed, the victim will still have to survive the *Mind Trap* on his own.

Regardless of whether or not his victim survives the *Mind Trap*, once battle begins (in the real world) the mind master will attempt to use his *Flight Trigger* ability to scare off the most powerful foe confronting him, before engaging the PCs with his bite.

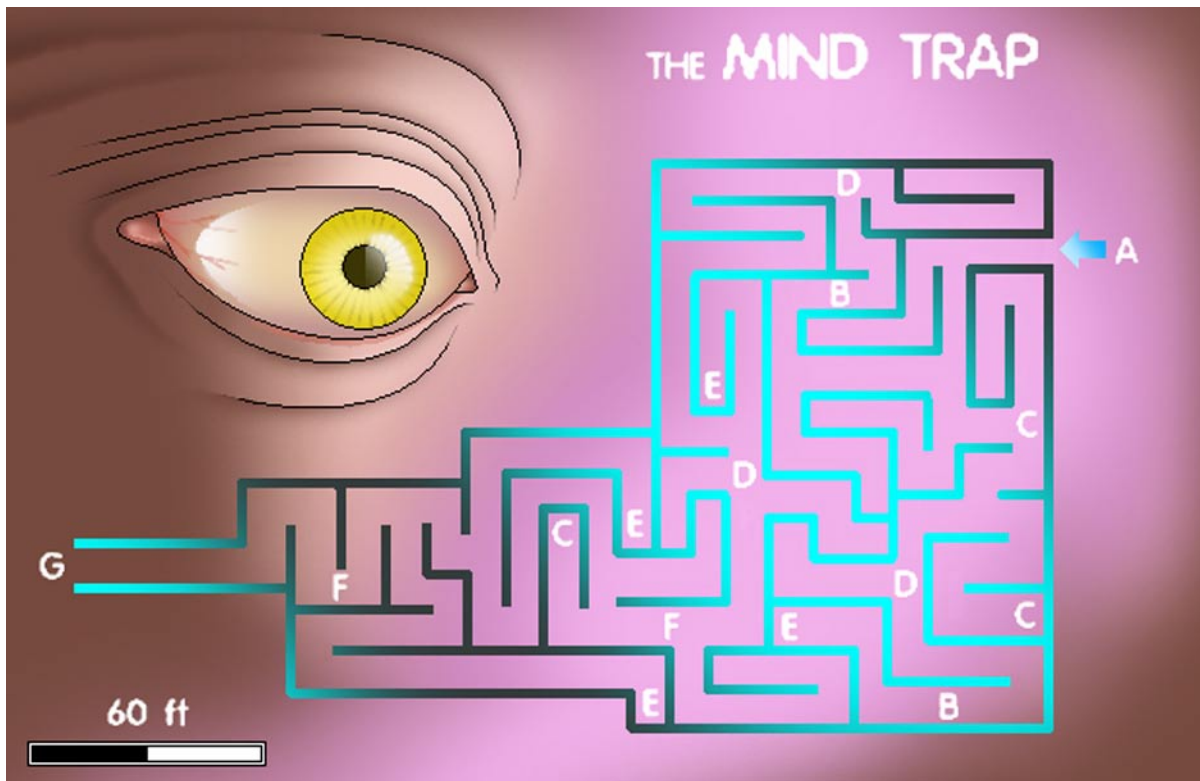
Radite Mind Master (1): hp 44.

Treasure: A sack near one of the braziers in this room contains a dry weed that can be burned to produce the smoke in the Euphorium. The weeds, if sold, will fetch a total of 250 cp.

THE MIND TRAP

The *Mind Trap* is entirely a creation in the victim's own mind, molded by the thoughts and desires of the mentalist to trap her foe's consciousness within. Generally this is done to incapacitate the foe, but often the experience of running through a *Mind Trap* can kill. The "maze" itself seems very real; to the victim she vanishes from the real world and suddenly re-appears in a surreal labyrinth of color-shifting walls. Overhead, clouds of black and purple vapor seem to stretch on forever, and any attempt to climb the walls proves futile as they strangely seem to "grow" higher as one ascends, leaving the top forever out of reach. Strange

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disembodied screams can be heard in the distance, but their source can never be pinpointed...

Passages in the *Mind Trap* are generally regular in shape, but they shift every now and then making exact measurements impossible. What's worse, the mentalist can cause monstrous "things" to appear throughout the tunnels to hunt the victim and hopefully kill her.

A victim appears in the *Mind Trap* as she would in real life, so it is difficult to tell between reality and dream. However, this appearance (including equipment, guns, etc.) is entirely imagined, so the effects of weapons the victim might possess can vary considerably (see below).

A map of the *Mind Trap* constructed by the mentalist is included in this adventure. Use this to describe what the character "sees" as she navigates the dream, round-by-round. At certain points the character may encounter creatures or obstacles created by the mentalist; these are detailed below.

Mind Trap A. Entrance: The PC "appears" here. The passage behind her drops off into nothingness (a cloud-filled sky with no ground in sight). If the character is foolish enough to try going back this way she "falls" into the bottomless void, and enters a permanent *coma*.

Mind Trap B. Bottomless Pit: At this point the entire passage is blocked by a sheer pit that reaches from wall to wall. The pit descends some twenty feet, before opening up to what appears to be an endless, cloud-filled sky (describe this as if the PCs were looking through a hatch or hole in an airplane, with clouds floating past and gusts of wind blowing through).

The character can attempt to jump this pit with a

normal Jump check (see page 65 of *d20 Modern*), or she can make a Will save at DC 13 to make the pit vanish altogether. If the character fails the Jump check she falls down the pit; allow one Reflex save (DC 13) to catch onto a ledge, and a Climb check (DC 13) to pull herself up. If either of these fails, the character "falls" into the bottomless void, and enters a permanent *coma*.

Mind Trap C. Tentacles: At this point the wall ripples and fluctuates like rubber, giving birth to a mass of tentacles. These tentacles (six total) shoot out at the PC, even going so far as to chase her (in a fluid mass that will seem to have limitless reach) if she runs. The tentacles attack with the mentalist's BAB, are treated as touch attacks, and attempt to suffocate the victim. 1D6 tentacles can attack each round, and each time they score a hit the victim must make a Will save (DC 13) or lose a point of Wisdom. A character reduced to 0 Wisdom is "suffocated" in her dream, and enters a permanent *coma* in real life.

The PC can attack the tentacles, but since this is not real the damage she does with her weapons will only be 1 point, unless she makes a Will save (DC 13) *each time she attacks*. Each tentacle has a Defense of 14 and 4 hit points, and is immune to anything but physical damage. Each time a tentacle is destroyed subtract -1 from the die roll for how many tentacles can attack that round.

Mind Trap D. Eye: At this point the PC sees a large yellow eye hovering in the air (or emerging right from the wall like it was a pool of mercury). The eye floats towards the PC curiously, before shooting off down the passage.

GM's Note: Use each encounter with an "eye" as a

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way to raise tension; every time the eye “spots” the PC the strange sound of the “things” (see below) will be heard in the distance. If the PC remains where she is, the sound grows louder each round, until after five rounds 1d3 “things” arrive and attack the PC.

Mind Trap E. Things: At this point, as the PC turns the corner, she hears a horrible sound not unlike knives being sharpened. There, coming down the passage, are 1d3 creatures of a type never seen before. These “things” look like hovering mouths, each curved into a wicked, mocking smile, bristling with multiple rows of serrated metal teeth and sword-like fangs that revolve like a meat grinder, behind which roll and flick tongues covered in razor barbs and spikes.

The “things” fly at a base speed of 50 ft. per round, and attack with a single bite each round at the mentalist's BAB. Each time a bite hits the victim must make a Will save (DC 13) or lose 1d2 points of Wisdom. A character reduced to 0 Wisdom is “eaten” in her dream, and enters a permanent *coma* in real life.

The PC can attack the “things”, but like before the damage will only be 1 point unless a Will save (DC 13) is made. Each “thing” has a Defense of 14 and 4 hit points, and is immune to anything but physical damage.

Mind Trap F. Wall: At this point the PC sees a wall spring up, covering the passage completely from progress. The wall seems real to the touch, and - made of the rubbery substances of the rest of the maze - impossible to batter down.

At this point the PC must use her own mind to either batter down the wall or simply cause it to vanish as abruptly as it appeared. To do so the character must make a Will save (DC 13). If she succeeds, the wall comes down/vanishes.

Each time the PC fails this save, however, there is a 50% chance that 1d3 “things” (see above) will be attracted to the area; once they arrive they will attack. Of course the character will hear the creatures coming (the sound of blades being slid against each other becoming louder and louder as they approach)...

Mind Trap G. Exit: Assuming the PC reaches this point she sees a light at the end of the tunnel (literally). Once she exits the tunnel she emerges from the *Mind Trap* completely and can rejoin the battle in the real world.

I. SEWER DOCK

The tunnel from *Area J* leads down at a sharp angle to this rocky outlet. This is a secret dock, constructed here in the sewers to permit the Radites to travel to other parts of the Abyss level. In fact there are other complexes similar to this one throughout the lower regions of the undercity, most of which are connected solely through boat traffic in these flooded sewer tunnels.

The dock is a rickety construction made of wood. The boat that is normally tied up at the dock is not here when the

PCs visit the shrine, preventing them from using this as an escape route.

J. SHRINE, UPPER LEVEL (EL 8)

This appears to be a grand temple of sorts, though much of the mighty stonework supporting the walls and vaulted ceiling appears to have been made clumsily, as many of its frescoes and statues can be seen toppled and in ruins throughout the sanctuary. A small rivulet of water has also found its way through the rock here, partly flooding much of the chamber. Light glimmering off this water reveals row upon row of deformed human skulls lining the walls in horizontal shelves that go almost from the floor to the ceiling.

Though this place must have once been terrible to behold, the cool blue light glowing from several corium lanterns placed in carved niches here and there reveals an even more disgusting sight:

A dozen figures in rotted purple robes - thankfully concealing their ritual mutilations from view - gather pathetically on their hands and knees around a towering individual standing at the center of the crowd, his own features masked by a hood. Like animals they paw at the central figure's robes, moaning in guttural and inhuman voices while fighting over the chance to kiss his feet. Every once in a while the hooded man lashes at the creatures at his feet with a scourge, either out of sadism or as part of some twisted ritual torture.

GM's Note: Currently the occupants of the shrine (the bishop and a gathering of penitents from the tunnels below) are unaware of the party's presence (unless there was an inordinate amount of noise coming from *Area H* when the PCs went through). If the characters stay to the shadows (and out of the penitents' psychic sensory range), they can possibly avoid a confrontation.

If the party is detected, it is probably because of the Radite penitents. One by one these miserable creatures will raise their heads, sniffing the air or bending their heads as if hearing something (though of course they have no noses or ears). They will then howl in weak and guttural voices, chasing after the party. The bishop, for his part, will remain out of the frontline fighting, directing the penitents into the fray. He will attempt to use his *Domination* ability from a distance to control the strongest PC (ordering him to attack his companions); if he fails more than twice he will abandon this course of action and move towards the tunnels to escape (see map).

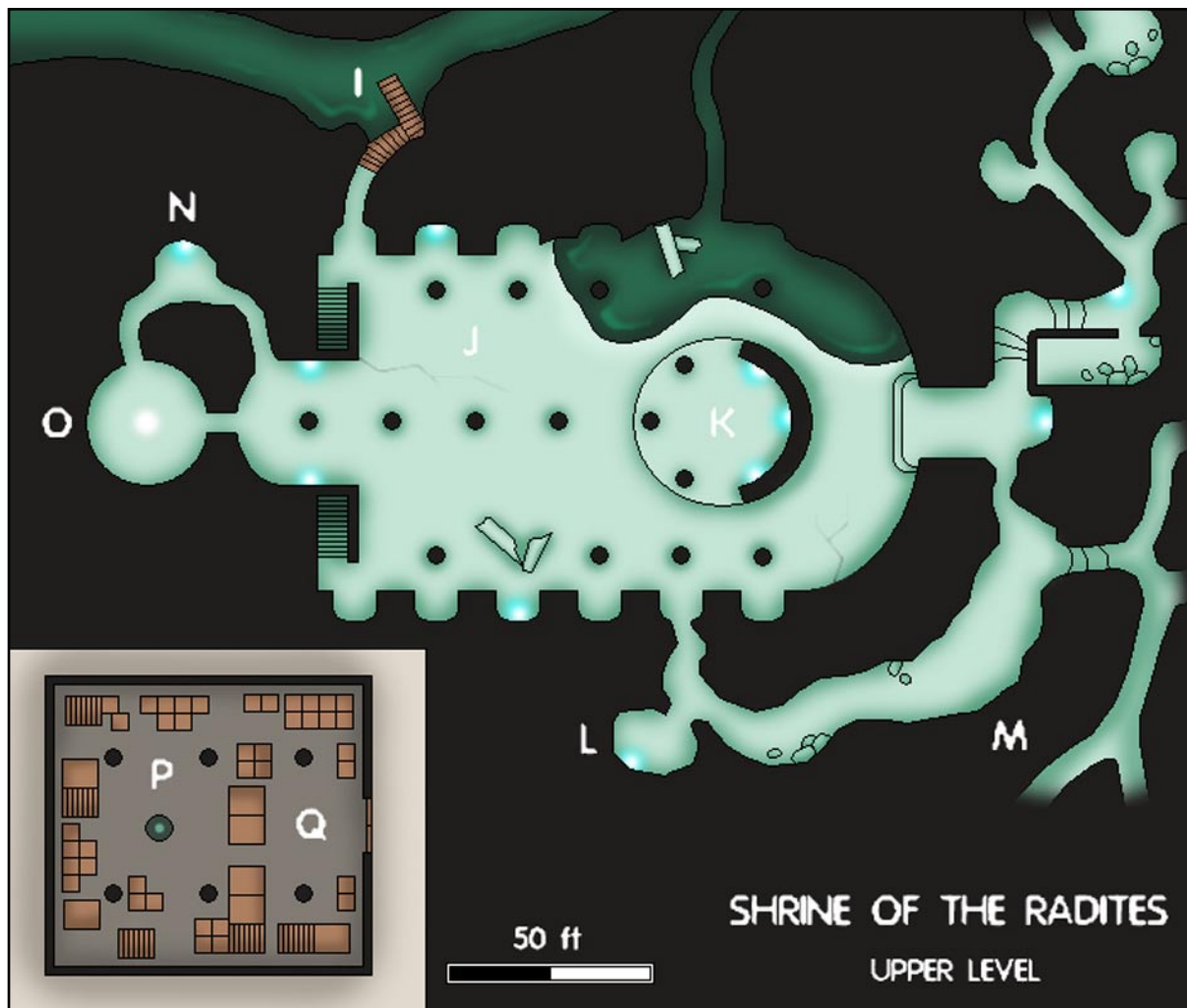
Radite Penitents (12): hp 17 each.

Radite Bishop (1): hp 48.

K. SANCTUM SANCTIMONIUM

Raised on an elevated dais, and flanked by towering pillars, is the “sanctum sanctimonium”, the “holy of holies”. This is the true jewel of the Radite shrine, the resting place where the Great Arcanum is held. Though copies have been made (and even at this moment are being used by the Radites out in the wasteland), the original piece of this “mystical”

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document is here.

The pillars here have been worked to look like 10 ft. tall men in hooded robes, each with four gangly arms grasping four wickedly curved swords and/or daggers. Corium lanterns placed inside their hollow heads send errant beams of blue light through their hollow eye sockets and gaping mouths, illuminating the raised area with a web of weak beams.

Despite the menacing gauntlet of stone guardians surveying the scene, there is nothing standing between the intruder and the center of the sanctum. There, in the middle, is a podium of roughly worked stone almost five feet in height. On top of this podium rests the Great Arcanum.

GM's Note: The Great Arcanum is not trapped, but the PCs will have to expose themselves to the light if they enter the sanctum to get it. If they do the bishop at *Area J* will automatically notice them (if he hasn't already), send the penitents after the party, and flee to the tunnels to escape.

Treasure: The Great Arcanum rests here; assuming the PCs manage to get it they will now need to flee. For more on the Great Arcanum, see the nearby sidebar.

L. BISHOP'S QUARTERS

This natural cave bears the curious belongings of its current owner, including a plastic medical bust of the human head (the top of the skull comes off to reveal the model brain within, which in turn can also be removed), yellow and torn phrenological charts of the brain from the 18th and 19th centuries, and a gruesome collection of polished skulls taken from the most bizarre mutants the bishop has ever come across in his studies of the human mind. These include freakish cyclopsian skulls, skulls with enlarged or shrunk brain cases, and conjoined (i.e. "Siamese") twin abominations.

Treasure: The articles here might prove valuable to a quack doctor or charlatan selling snake oils in the wasteland, and if the PCs take these things they might fetch a sum of 200 cp.

Of more value is a *plutonium clip* (with nine charges remaining) kept by the bishop as a holy token, hidden inside the mouth of one particularly deformed skull. A Search check at DC 17 is required to find it.

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THE GREAT ARCANUM

When the PCs finally manage to extract the Great Arcanum from the shrine of the Radites, it doesn't appear at all as they expect. Instead of being some fabulously illuminated and esoteric text (as they may have been led to believe), it resembles nothing short of a yellowed dossier of torn and tattered papers, 200 or so pages long, bound with a rusted metal comb binding. Cheap and flimsy, with a stained and creased cardstock cover, it hardly seems worth the trouble it took to take it.

Written on the cover, in the language of the Ancients, are the following strange words (unless the PCs speak this language, they won't be able to read the title):

OFFICE OF CIVILIAN RADIOACTIVE WASTE MANAGEMENT STRATEGIC PLAN FOR THE SAFE TRANSPORTATION OF SPENT NUCLEAR FUEL AND HIGH-LEVEL RADIOACTIVE WASTE TO YUCCA MOUNTAIN

The Arcanum itself is nothing more than a scientific briefing on a proposed highway and railroad route that would transfer radioactive waste from military and industrial sites across the country to Yucca Mountain, a near-legendary national waste repository that was highly controversial in its own time. Though most of it is statistical gibberish, the Radites believe it to be a holy text, its seemingly useless charts and monotonous text filled with hidden codes and secret meanings. The comprehensive analysis the Radites have subjected the book to has contributed greatly to its present condition.

M. TUNNELS (EL VARIES)

These tunnels lead off towards other parts of the Radite complex. While the shrine is a major part of the complex, it is not the only large concentration of Radites; as such, these tunnels provide an easy entrance for reinforcements summoned to the scene of the party's intrusion.

Each round after the alarm is raised (see encounter *Areas J* and *K*) there is a chance reinforcements will arrive from the tunnels leading off of the map. The chance is 25%, rolled at the start of each round. If confirmed, roll on the table below (add +1 for each wave of reinforcements after the first).

Note that reinforcements will appear at any tunnel entrance to *Area J* of the GM's choice.

D10	Reinforcement(s)	EL
1-2	1 Radite	3
3-8	1 Radite + 1 Radite Penitent	4
9-10	2 Radites + 1 Rad Wolf*	5

* *Statistics for these creatures - which are often seen in the company of the Brotherhood of Radiation (including its heretical offshoots) - are given in the Darwin's World 2nd Edition rules.*

N. GUARD ROOM (EL 5)

Two Radites are normally stationed here to keep an eye out on the Pit (*Area O*, below), and to receive supplies lowered down by pulley from the warehouse above. Both cultists will rush to *Area J* if they hear the sounds of battle.

Tactics: At the start of battle both cultists will remain close together so as to benefit from their *Neural Concert* feat, increasing the DC of their *Anxiety Trigger* ability when using it on individual PCs (to a total of DC 13).

Radites (2): hp 36 each.

Treasure: The Radites here use an unusually large chunk of corium to light this cave; if taken this nugget would be worth 180 cp.

O. PIT BOTTOM

This area is normally used by the Radites to bring food and other bulk supplies down into the complex from the surface above; members of the generally enter and leave the underground warrens via a different route (in a part of the complex not detailed here).

This chamber resembles a bare cylindrical room with earthen walls, its floor littered with a few bits of broken wood from barrels and casks broken in days past as supplies were lowered into the complex. A beam of weak light shines down from a hole at the chamber's summit above, a full thirty feet overhead. A thick hemp rope dangles from above, through the hole, hanging just a few feet above the stony floor. A Listen check (DC 21) allows the party to hear the distant sounds of street life above; obviously this shaft leads up to a building somewhere on the surface.

GM's Note: This place presents an ideal escape route for the party. The rope is attached to a metal crank and pulley at *Area P*, so no matter how much weight they put on it the party members should be able to climb it without any real difficulty. The Climb DC is 15.

P. WAREHOUSE

The rope from *Area O*, below, leads up through a wide hole in the stony floor into what appears to be a darkened warehouse. Dusty crates and barrels sit all around. The party can hear the sound of people on the streets in the distance; apparently they are in a warehouse in some alley off of a main thoroughfare.

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This warehouse serves a dual purpose for the cult, both as a portal through which to send clandestine supplies down to their secret warrens under the city, as well as to stockpile weapons. Most of the weapons hoarded by the Radites have been passed out to their agents now working in the field to find the Mount of Thorns, but a few weapons remain that the PCs can take if they so choose.

GM's Note: If the PCs start opening crates the noise will alert the guards at *Area Q* (below).

Treasure: Inside the crates are a few weapons the cultists did not take into the desert. These include two weathered and worn black powder rifles (no ammunition), a box of 12-gauge ammunition (50 rounds), a dust-caked MAC Ingram M10 (no ammunition; also, this was literally dug out of a junk heap and thus will jam any time an attack roll results in a natural 1 or 2), and two fragmentation grenades.

Q. WAREHOUSE ENTRANCE (EL 5)

Just on the other side of a wall of crates lies the entrance to the warehouse. However, a pair of Radites lurk here at all times keeping an eye out on the warehouse, lingering in the shadows between the thin beams of light coming through the cracks in the walls.

If the PCs made noise at *Area P* these men will be alerted and ready. Roll Hide checks for each, and compare against the characters' Spot checks. If they are unseen they win a surprise round, and will leap on the characters in a last-ditch attempt to kill them before they can escape.

Radites (2): hp 36 each.

ENDING THE ADVENTURE

Once the PCs have acquired the Great Arcanum they'll probably head back to Gepardo at the safe house, where he can find out what the Brotherhood needs from the "document" - after all, it's what the Brotherhood hired them for in the first place. Moving through the streets of Copper Pit shouldn't be much of a problem (unless you want to maintain the sense of danger right up to the end, in which case you can use any random encounters you didn't use from earlier to flesh out their clandestine return to the safe house), even with the Radites scrambling to find out who struck their hideout and where they took the Arcanum.

For the player characters, however, the adventure is effectively at an end; having acquired the Great Arcanum from under the Radites' noses and delivered it to the Brotherhood agent, Gepardo, they have fulfilled their part of the bargain. Gepardo, in turn, will hand over the agreed-upon reward, before secreting the Great Arcanum away.

What happens from here is up to you and your players. After healing up and securing some provisions, it is quiet possible the PCs will want to leave the decidedly unfriendly city of Copper Pit to spend their hard-earned reward elsewhere, such as the City of Lights or, more likely, in distant Kingman (home of the Cartel merchants).

However, the PCs may also be interested in finding out what secrets the Great Arcanum ultimately holds. After all,

the legendary "treasure" of the Deadlands is still out there, and while the Arcanum is now in the hands of the cryptic Brotherhood, the monks of that enigmatic order may need able-bodied men for whatever expedition they plan on sending to find the Mount of Thorns...

If the PCs decide to remain in Copper Pit and pursue the truth behind the legendary "treasure", the rest of the quest for the Mount of Thorns is detailed in part two of this series, *Another Man's Treasure*.

APPENDIX 1: NPC STATISTICS

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

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

COPPER PIT SOLDIER

The typical warrior from Copper Pit is a mongrel of mixed bloodlines, with ancestors traced to the many tribes that came together to found the rough-and-tumble city. Most soldiers in the city's army are skilled warriors, as the settlement regularly complements its burgeoning industry with raids against the more savage (but equally war-like) tribes of the frontier Deadlands.

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.

DEATHDEALER ENFORCER

The population of Copper Pit is made up of numerous groups, most of whom descend directly from the starry-eyed tribals who sought a place in the Brotherhood but were

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turned away. Today these people have settled into “factions” in the city, with each controlling a part of town with the same territorial possessiveness that their ancestors had out in the wasteland.

The “Deathdealers” are just one faction in Copper Pit; they are typical, however, of the kind of thugs that enforce a faction’s claim to a given neighborhood.

Deathdealer Enforcer, Strong 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 +2; Grap +4; Atk +4 melee (1d6+3, club), or +3 ranged (2d6, Ruger Service-Six); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Copper Pit; SV Fort +4, Ref +1, Will -1; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 11.

Occupation: Predator (Intimidate).

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

Mutations and Defects: Regenerative Capability x2, Aberrant Deformity, Sensitivity (gamma radiation).

Skills: Disguise -6, Intimidate +5, Knowledge (Current Events) +2, Knowledge (Mutant Lore) +2, Knowledge (Streetwise) +4, Sense Motive +0.

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

Talents (Strong Hero): Melee Smash.

Possessions: Ruger Service-Six, 1d6 rounds of .38S ammo, club, leather armor.

YUIKA

Naming himself after the Ancient word for discovery, Yuika (“Yui” for short) has only had marginal success in the life of a desert scav. He has long since given up the hope of finding a technology motherlode, instead settling into the more stable and reliable life of a scrap and junk finder. Yui typically limits himself to the area in and around the city of Copper Pit, including the old junkyards and gange pits just outside of town.

Yui only appears briefly in this adventure, but his role is significant; though he didn’t recognize its value he is the one who first found the Great Arcanum, sold it to the Radites, and leads the PCs to that cult’s lair in the warrens.

Yuika, Post-Apocalyptic Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 12; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d6, bite), or +4 ranged (2d4, Pathfinder); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL none; SV Fort +5, Ref +4, Will +3; AP 1; Rep -3; Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 8.

Occupation: Predator (Sense Motive).

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

Mutations and Defects: Serrated Dental Development,

Dyslexia.

Skills: Balance +3, Bluff +0, Climb +4, Computer Use +0, Decipher Script +0, Diplomacy +1, Escape Artist +3, Forgery +0, Gather Information +1, Hide +4, Jump +2, Knowledge (Ancient Lore) +4, Knowledge (Mutant Lore) +4, Listen +4, Move Silently +6, Navigate +4, Repair +4, Research +0, Search +6, Sense Motive +4, Spot +4, Survival +6, Treat Injury +3.

Feats: Great Fortitude, Low Profile, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Trustworthy.

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

Possessions: Pathfinder, 6 rounds of .22 ammo, survival kit, jujū potion (1d4+2).

RADITE PENITENT

The penitents of the Radite cult represent the bottom of the cult’s hierarchy, menial servants and slaves who transgressed or disappointed their masters in the past. Groveling things, the penitents are monstrous creatures who have willingly accepted the mutilation of their bodies to become more “perfect”.

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 MIND MASTER

Only one of these rare and powerful mentalists makes an appearance in this adventure, in the *Euphorium* beneath the Radite shrine in Copper Pit.

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Radite Mind Master, Fast Hero 2/Dedicated Hero

2/Psionic 3: CR 7; Medium-size humanoid; HD 2d8+4 plus 2d6+4 plus 3d8+6; HP 44; Mas 14; Init +5; Spd 30 ft; Defense 23, touch 19, flatfooted 22 (+0 size, +1 Dex, +8 class, +4 natural); BAB +4; Grap +3; Atk +3 melee (1d6-1, bite), or +5 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot speak; AL Radites; SV Fort +5, Ref +4, Will +8; AP 3; Rep +2; Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 15.

Occupation: Academic (DW) (Knowledge [Behavioral Sciences], Knowledge [Theology and Philosophy]).

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

Mutations and Defects: Neural Mutation - Telepathy, Protective Dermal Development, Serrated Dental Development, Bilirubin Imbalance, Pituitary Deformation, Underdeveloped Organ (Voice Box).

Skills: Balance +8, Concentration +11, Disguise +0, Gather Information +4, Hide +6, Intimidate +7, Knowledge (Behavioral Sciences) +2, Knowledge (Mutant Lore) +6, Knowledge (Theology and Philosophy) +2, Move Silently +6, Sense Motive +6, Tumble +6.

Feats: Flight Trigger, Focused, Improved Initiative, Iron Will, Lie Detector, Mental Communication, Mind Trap*, Post-Apocalyptic Technology, Primitive Technology, Psychic Interrogation.

Talents (Fast Hero): Evasion.

Talents (Dedicated Hero): Empathy.

Talents (Psionic): Neural Specialization.

Possessions: None.

RADITE BISHOP

The “bishop” of the Radite shrine beneath Copper Pit is little more than a mad zealot who sees in physical punishment and torture the gateway to enlightenment and purity. Like all of his followers, he wears a shoddy purple cloak to conceal his monstrous appearance and disfigured form.

Radite Bishop, Dedicated Hero 3/Strong Hero 3/Scholar

2: CR 8; Medium-size humanoid; HD 3d6+6 plus 3d8+6 plus 2d6+4; HP 48; Mas 14; Init +0; Spd 30 ft; Defense 19, touch 15, flatfooted 19 (+0 size, +0 Dex, +5 class, +4 natural); BAB +6; Grap +8; Atk +9 melee (1d6+4, whip), or +6 ranged (by weapon); Full Atk +9/+4 melee (1d6+4, whip), or +6/+1 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 +4, Will +6; AP 4; Rep +2; Str 14, Dex 10, Con 14, Int 12, Wis 8, Cha 15.

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

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 +4, Concentration +7, Craft (structural)

+7, Diplomacy +4, Disguise -4, Gather Information +4, Knowledge (Behavioral Sciences) +3, Knowledge (Current Events) +3, Knowledge (Earth and Life Sciences) +3, Knowledge (Mutant Lore) +10, Knowledge (Physical Sciences) +15, Knowledge (Tactics) +3, Knowledge (Technology) +3, Knowledge (Theology and Philosophy) +10, Repair +3, Research +7, Sense Motive +3, Spot +1, Treat Injury +1.

Feats: Attraction Trigger, Charm Person, Domination, Iron Will, Neural Concert*, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (whip).

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

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

Talents (Scholar): Gossip, Ancient Knowledge (Knowledge [Physical Sciences]).

Possessions: Whip (treat as a metal baton).

RADITE

The average Radite is a warrior ready to die for the cult, throwing his twisted body in the way of blades and bullets to protect his charismatic masters.

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.

JUNKYARD DOGS

The “Junkyard Dogs” - Pastor Disaster’s “party” of bandits, thieves, and adventurers - are presented separately, since the PCs may or may not fight all of them during the course of *One Man's Garbage*. If you plan on running part two of this series, *Another Man's Treasure*, these statistics will become

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more relevant when the Pastor and his men race the PCs to the Mount of Thorns.

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 backpacks, 3d6 dehydrated pills, two juju potions (1d4+4), monocle, deck of marked cards, old Bible (half the pages missing), two-way radio, power cell, 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,

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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 sickens 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.

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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.

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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 MUTANT FEATS

A few new neural feats are introduced in this adventure, and their game mechanics are detailed below. These feats are new to the Twisted Earth, the culmination of the bizarre mind experiments performed by the Radites to perfect their own abilities. Though discovered and utilized only by the Radites, it is possible that these new abilities may become manifest in other mutants who also seek to explore the mind's mysterious potential.

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

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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.

MIND TRAP

The following is a simplified working of the Mind Trap detailed in this adventure.

As an attack the mutant can trap the consciousness of one opponent in sight within the confines of her own mind, causing her to face phantasms of her own imagination. These phantasms appear monstrous and hunt the opponent through a “dream maze”; if killed in the “maze”, the opponent may enter a coma or even suffer a fatal heart attack.

Prerequisite: Telepathy, Lie Detector, Mental Communication, Psychic Interrogation.

Benefit: An opponent targeted by this ability must make a Will saving throw (DC 10 + your Charisma modifier) each round for 1d6 rounds; each time the opponent fails, she loses 1d2 points of temporary Wisdom. An opponent reduced to zero Wisdom from the use of this ability must make another Will save (at the same DC) or enter a permanent *coma*; otherwise she is simply knocked unconscious.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

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