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THE BROKEN AND THE LOST

TRIBES OF THE TWISTED EARTH

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

THE BROKEN AND THE LOST: TRIBES OF THE TWISTED EARTH

The people of the Twisted Earth are a scattered species, the dying remnants of a race that forfeited its technological claim to the world with the violent upheaval of the great Fall. In the years since the nuclear cataclysm that reshaped the face of the planet, the ruins of the ancient world have been all but erased; by the erosion of time, the slow dying of the climate, and by the barbaric hands of the mutant survivors of humanity whose numbers dwindle every day.

While in this violent world there are powerful groups, known as the great “factions”, who vie for control over their own miserable parts of the planet, these prestigious, feared - or even worshipped - groups are indeed the minority. For every Foundation fortress full of archived knowledge, every Brotherhood Mecca with its new-world religion, and every bustling trade city vainly promising a better life through the buying and selling of the world’s last treasures, there lies hundreds of miles of savage country. While they stand prominent in their corners of the wasteland, these places are dwarfed by the sheer volume of wild and untamed land separating each faction’s lands from another. These lands are the home of the Broken and the Lost.

Every sandwalker of the Twisted Earth has heard at least something of the tribal people of the old American West; the degenerate descendants of the Ancients who now know little or nothing of their long-lost heritage. Living in meager mud huts, or in caves hollowed from desert crags, wearing the furs of wild beasts brutally slain with only the most rudimentary tools, these painfully mutated people have truly been broken by the laws of nature.

Though they all share the same origin, from a technologically advanced civilization burned away in the Fall, time and the changing world have left them altered on a physical level. Few tribes are the same physically; more often than not it is only a few miles of lifeless sand that separate one entirely separate breed of man from another.

Only a handful of sandwalkers know the lore and customs of more than a few tribes, and those that do can testify to the diversity of superstitions and crazy beliefs fostered by these amazingly backwards folk. Some have vague recollections of the ancient world, or of the Fall, woven into their ancestral stories and in many cases forming the backbones of entire tribal religions. More often than not to these people the past is entirely forgotten, however, ultimately irrelevant in the struggle for day-to-day survival that consumes them. The yearning to recreate the past which burns in the hearts of many powerful factions is simply lost to them.

Tribal people on the Twisted Earth can be found virtually everywhere; their kind fill in the uncharted places between the known nexuses of the wasteland. Along the sun-seared trade routes that crisscross the land, among the peaks of distant mountain ranges, in the cool shadow of cliff country just out of sight of trade cities like Tucumcari or Styx. They live like nomads among the lifeless sands of the great deserts, and stubbornly cling to life in the kind of inhospitable places that would make even the most hardened animals think twice. While in this day some tribal cultures (especially those along the trade routes) manage to live alongside the rising powers that are the great factions, their lot is increasingly one

*Fear not the atom in fission:
The cradle will outwit the hearse;
Man on this earth has a mission –
To survive and go on getting worse.
- Samuel Hoffenstein, “Cradle Song”*



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without any hope of longevity; their future lies in being made slaves, or paid to die as savage mercenaries fighting endlessly in the wars of their masters, or as dupes for the great traders who exploit their primal innocence for its corium value.

But beyond the trade routes, in the wild places where traders seldom go, where religious cults find little promise of converts, and the technically superior find little to scavenge, the Broken and the Lost thrive. As the new powers of the Twisted Earth rise, and their shadow dwarfs these primitives - the darkness also gives their own way of life a place to thrive. One group, one great “tribe” in particular, has defied the brutality of the centuries, survived the great trials set against man and animal to punish them for the past, and has begun taking up the flag to preserve the innocence of tribal humanity. They call themselves the “Brethren”.

HOW TO USE THESE BOOKS

Welcome to *The Broken and The Lost*, a collection of source materials for *Darwin's World 2nd Edition* that offer a more detailed look at the “Tribal” background presented in the basic rules, bringing to life one of the most integral aspects of the post-apocalyptic genre: the barbarism of the post-Fall world. This series also looks at the “Brethren”, one of the major factions of the Twisted Earth setting detailed in the *Darwin's World 2nd Edition* rules.

In addition to being a gamemaster aid, *The Broken and The Lost* presents new material fleshing out the many aspects of the “Tribal” background as a whole, including new feats, equipment, drugs and poisons, and advanced classes, all with a decidedly “primitive” cast. These new additions will bring new possibilities to the creation of both tribal NPCs and players characters alike, making them more

vibrant and interesting, and allowing these, much misunderstood and maligned savages to play a more important role in your post-apocalyptic games.

The four books in *The Broken and The Lost* series consist of the following:

PRIMITIVE CHARACTERS

This sourcebook presents a more in-depth look at the “Tribal” background, and offers GMs and players alike advice for running low-tech characters in *Darwin's World*, either as allies, villains, or even as player characters. This sourcebook includes suggestions for making characters that are not only tribal-themed, but also make the best use of existing base classes and advanced classes, as well as occupations. But *Primitive Characters* is more than just guidelines and player advice; it also touches on various aspects of “primitive” culture, and how to incorporate these aspects into games to help maintain the savage “feel” of the Tribal background.

Finally, *Primitive Characters* introduces a selection of new and unique advanced classes and feats that are designed to reflect the savage fury and cunning survival instincts of the primitive survivors of *Darwin's World*.

THE BRETHREN

The Brethren brings to life the major Twisted Earth faction of the same name, describing their origins before the Fall, their survival through the apocalypse, and their slow and brutal evolution into the anti-technology “crusaders” that they have become today. *The Brethren* is a detailed history of this movement, and a sourcebook that describes the intricacies of their barbarous politics, philosophies, and organization. Included in this book are the statistics for many sample Brethren agents and foot soldiers,

their “guides” and “prophets”, and the shadowy, epic-level leaders that propel the Brethren's zealous dedication from behind the scenes. A detailed look at San Francisco - the forbidden citadel from which they launch their crusades - is also provided.

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This sourcebook is a veritable “encyclopedia” of the tribes that populate the seldom-visited regions of the Twisted Earth, from the deep deserts of Arizona to the high mountains of the Rockies. Each entry in this book details a specific tribe, with information regarding religion, specific beliefs, bizarre history, and in some cases, their unique role in their particular corner of the world. *Tribes of The Twisted Earth* not only details the vast collection of tribes known to populate the wasteland, it offers rules for making characters from each specific tribe, as well as presents sample NPC stat blocks so that these tribes can be put to use as allies - or enemies - in your existing *Darwin's World* campaigns.

NEW TERRORS

New Terrors offers a sampling of new mutant beasts whose lore is specifically exclusive to the tribal cultures of the Twisted Earth. This GM aid presents a handful of new monsters that are known to exist on the fringes of the known world where only savages dwell, from curious beasts of burden to nightmare horrors that have become legendary in the minds of these primitive people.



PROMINENT TRIBES OF THE TWISTED EARTH

The earlier books in this series brought to life the creation of tribal characters, re-introduced the savage Brethren, a major faction of the Twisted Earth detailed in

Darwin's World 2nd Edition, bringing

new light to this primitive-technology group and outlining its ultimate goals. But what about other primitive groups?

This installment of *The Broken and The Lost* series presents a detailed look at 69 separate *Tribal* clans, communities, and societies that exist in the default Twisted Earth setting of *Darwin's World*. In addition to describing each tribe, this section tells a little bit about their culture, religion, ruling style, and gives brief guidelines for making player characters with origins among any of these groups. In addition, one or two sample NPCs are given from each tribe, allowing the GM to incorporate these tribes into existing campaigns.

GOVERNING STYLE

Each tribe described in this book has a particular "governing style", which gives an indication of the arrangement of power within the tribe and how authority and responsibility are handled. The tribal governing styles are described below.

Dictatorship: A dictatorship is a tribe in which the leader is a single individual with the power to make all decisions concerning rule. The dictator may have assumed this position by force (by killing or blackmailing all rivals), or may have assumed the role in an emergency crisis, or may even have



been selected or elected by peers, tribesmen, or popular vote. In any event the sole responsibility of government is placed in the hands of the dictator. If he fails in his duties he may possibly be thrown out, deposed, peacefully replaced, or even assassinated, depending on the sentiments of the tribe.

Figurehead: In this type of tribe the leadership resembles any other form of government (chief, tribal council, etc.), but this outwardly appearing authority is in fact merely a figurehead for some shadowy entity behind the scenes that really controls things. The reasons for the setting up of a figurehead can vary; a weak tribal chief (such as one that has yet to reach maturity) might be needed for the sake of custom and tradition, or a council of tribesmen may exist to outwardly show some semblance of self-rule, while in reality another power makes the calls using the council as its puppets.

First Among Equals: In this type of tribe the leadership role is taken over by a single individual usually elected by his peers (or, alternatively, by making a claim to the leadership position and besting any challengers), from either a group of respected elders, senior warriors, or established craftsmen. The first among equals (often titled “chief”) rules for either a set period of time or must continually prove his competence to avoid being replaced. Sometimes mere competence is the test, but often a first among equals must prove himself through beating his peers in contests, ritual combat, etc.

Patriarchal/Matriarchal Clan: This type of tribe generally consists of a single extended family group, with the leadership role taken over by the most capable male or female figure, usually the senior-most clan head. Often this is the oldest member, but in some tribes the eldest may step down and name the eldest (or most favored) son (or daughter) as successor. Since all members of the clan are

directly related, they owe their loyalty and obedience to this figure both as tribesmen as well as children, grandchildren, nieces and nephews, etc.

Theocracy: A theocratic tribe is ruled by its religious elite, such as a priest, shaman, witchdoctor, or a collective council of such figures. Since many tribes stubbornly cling to superstition (even so far as to let superstition virtually direct their lives), it is no surprise that such forms of tribal government are exceedingly common. With the belief that priests and shaman have regular counsel with the “gods” of the world, they are naturally the best qualified to rule since they have the wisdom of wise spirits to take direction from.

Tribal Council: This type of tribal government typically involves the collective judgment of a number of representatives, usually elders selected for the wisdom and knowledge (but just as often a council can be made purely of proven warriors, such as for a “war council”). A tribal council usually convenes not only to decide policy and action, but also to pass judgment in criminal proceedings, to weigh tribal opinion, and sometimes even to decide whether or not members of the tribe can marry (often family ties must be carefully considered, to form more politically-important alliances and/or to avoid inbreeding), settle, or even start a trade.

RELIGION

Religion and superstition still thrive in the post-apocalyptic Twisted Earth, perhaps now more so than ever. Amazingly, the diversity of beliefs can vary widely mile by mile, as the borders of one tribe give way to another. These beliefs have no real impact on game play (nor should they), but do give insight into the minds and culture of each tribal group. The most common forms of tribal religion are detailed briefly

below.

Ancestor Worship: Since ancient times tribal religions have often revolved around “ancestor worship”, a form of religion in which the spirits of dead family members and relations take on a significant role once they pass into the afterlife. Whether or not they become actual “deities” upon death, or merely spirits to which living tribals can pray to as advocates for their needs in the court of “greater” gods, the ancestor becomes a figure of great reverence. Often over time depictions of these dead relatives, as well as tales of their deeds in life, will become exaggerated, but generally speaking there is always a kernel of truth behind the legends surrounding them.

Animist/Totem Spirits: One of the most primitive yet universal belief systems is “animism”, in which incorporeal and invisible spirits are believed to be tied to virtually every living thing: mountains, rivers, forests, and sometimes even individual trees and rocks. Similarly, some groups also believe animals have spirits as well, and like the spirits of mountains, forests, etc., have personalities of their own that can be angered, pleased, or placated. Often animist groups are very closely tied to nature, or at least have a healthy respect for the natural world that surrounds them.

Ancient Worship: The “Ancients” - the pre-Fall human race - are worshipped by many tribes of the Twisted Earth. As forerunners of mutantkind, it is understandable that the pathetic survivors of the holocaust would look back on the Ancients with awe, being totally ignorant of their technology and society as they are now. Generally speaking, those who uphold the Ancients as “gods” actually know very little of the pre-Fall world and its wonders, but believe artifacts from the past are powerful objects (even the lowest form of junk), that ruined cities

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and towns are places of power (either to be feared or sought out on pilgrimages), that the Ancient language is filled with magic and mystery, and that anything tied to the Ancient world directly or indirectly is to be worshipped.

Cargo Cult: A so-called “cargo cult” is a fascinating phenomenon that essentially rises from the encounter between a primitive and closed mind and something that is well beyond its understanding. Cargo cults are almost exclusively shaped by terrestrial, mundane events, but when witnessed by the primitive mind is perceived as supernatural or “godly”. For example, men whose understanding does not exceed flint spears and fur clothing witnessing a helicopter have reason to worship the “thing in the sky”. Cargo cults generally worship the thing(s) they do not understand, often creating elaborate prayers, customs, and rituals revolving around the encounter that so shook up their simple existence.

Monotheist: Exceedingly rare, people with this religious mindset believe in only one deity, usually specific to their tribe or a collection of tribes in a given region. Tribal monotheistic faiths are, by and large, quite different than similar pre-Fall religions, because the gods of the wasteland peoples are usually violent, angry, and vengeful deities. Many such deities are in reality inventions of very human clergy, who use the alleged commandments of their deities as justification for engaging in war, the theft of land, and other atrocities.

Nihilist: In the sense of tribal “religions”, the term “nihilism” is herein used to describe those few groups that do not worship anything (or believe in any gods), or even believe in another life after this. Such tribes are usually the most miserable and degenerate, seeing the tragedy of the Fall and the slow death of the world as proof that there is no God, that such notions

TRIBAL MUTATIONS?

While it might be realistic to require player characters to have the same mutations and defects as the sample NPCs given for whichever tribe they come from, this may be a bit too restricting. Instead, you may require that a character wishing to come from one of the tribes below to have only *one* of the mutations or defects of their chosen tribe. This way the character is not railroaded into a mutation/defect combination she doesn’t necessarily want, while it still exhibits some realism by tying the character physically - at least in some small way - to his tribe of origin.

are foolish, and that the only inevitability is the destruction of all life due to the taint of the nuclear apocalypse, and the fallibility of mankind’s own perverse nature.

BACKGROUND OPTION(S)

While most of the groups described in this book are true “tribes”, a few groups, by their nature, might allow characters from other Backgrounds to join their ranks. Alternatively, that tribe’s beliefs/culture may be so close to another Background type that either “Tribal” or the alternative option should be made available to characters originating with that tribe. Using these Background options is entirely up to the GM’s discretion, and any character coming from a tribe with more than one option should be made with the GM’s direct guidance so as to preserve the tribe’s intended “flavor”.

Some tribes described in this book are also only available to certain races (for example, Sandmen or Shadow People), and if so this will be noted under Background Options.

BONUS FEATS

Each tribe detailed in this book includes a list of specific feats that can be taken by members of that tribe as bonus starting feats. This list replaces the

broader list of feats shown under the generic *Tribal* background in the *Darwin’s World 2nd Edition* rules (as shown on page 6). For those communities described here that have more than one Background option, only those with a “Tribal” background may select these feats as bonus feats.

In the case of certain monster tribes (i.e. Sandman, Shadow People, Terminal, etc.), a monster character may choose to exchange any of her normal bonus feats (as determined by race) for feats shown here.

AIR PIRATES OF THE BIG HOLE

Governing Style: Patriarchal Clan.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal.

Bonus Feats: Aircraft Operation, Alertness, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Exotic Weapon Proficiency (bola), Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Stealthy, Toughness, Track, Vehicle Expert.

The Big Hole region of the Twisted Earth is famous on both sides of the Big Rocks for the great airships that traverse the great canyon carrying supplies and trade goods from east to west, and as such it is no

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surprise that raider gangs both big and small are drawn to the area by the promise of easy pickings. These huge flammable zeppelins, often overloaded to the point of flying sluggishly through the sky, are easy prey for those with the ingenuity and ambition to dare the wind-swept cliffs as “pirates”.

While there certainly are more sophisticated pirates operating in the Big Hole (such as those who inhabit Botany Bay), few have the panache and grit of those who call themselves the “Air Pirates”. Composed of savages who have long lived on the treacherous cliffs of the Big Hole eking out a living herding mountain goats and hunting snakes, for years these tribals

could only watch in awe as cargo-laden airships from Styx flew overhead, appearing from cloud banks and vanishing just as majestically. Eventually - no one knows how - the simple tribals somehow managed to construct small flying craft of their own, and took to the skies over the Big Hole as well.

It was not long before the first attacks on the airships of Styx began. Flying hang gliders made from animal skins stretched over wicker or bone frames, the tribal Air Pirates would come swooping in from side canyons, off of nearby ledges, and even soaring right out of hidden caves concealed along the rock faces of the canyon. Using metal wire bolas

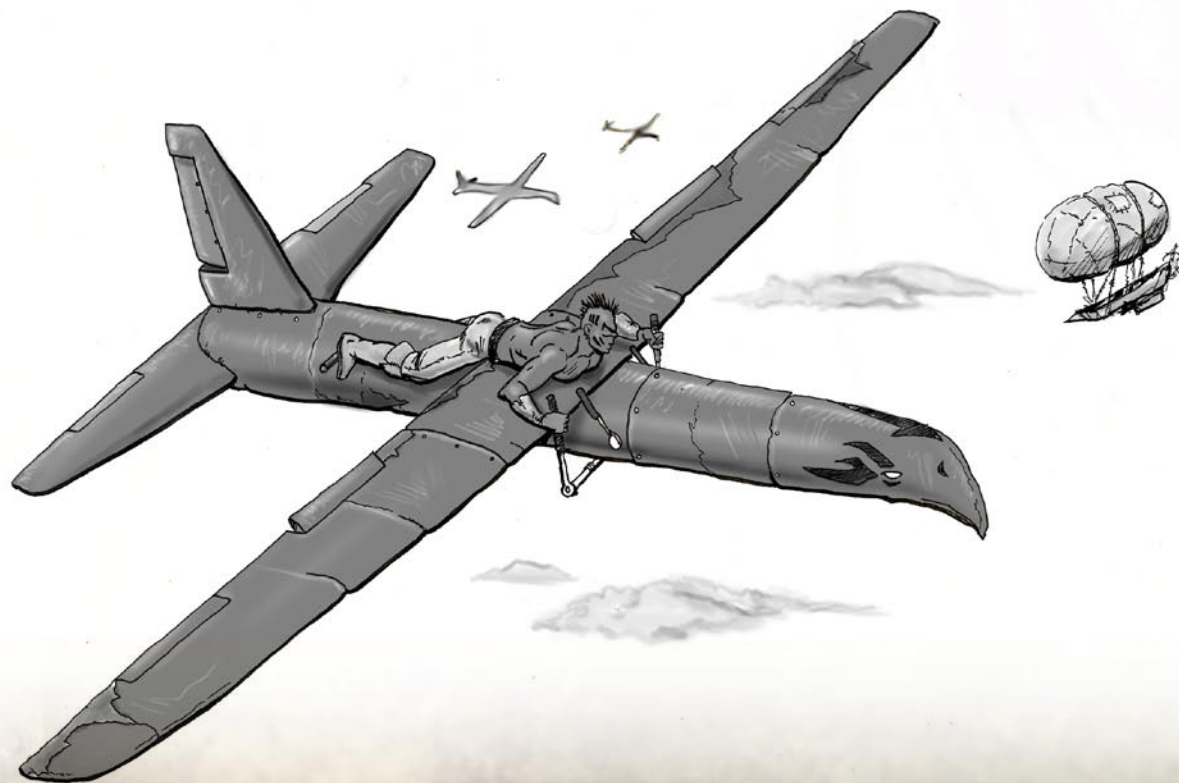
to tangle up the propellers of the Styx airships, the pirates would cause them to slow to a stop and go adrift. At the mercy of the winds, more gliders would then soar overhead, dropping particularly daring (or suicidal) warriors onto the top of the zeppelin, fighting or sneaking their way down to the cargo hold.

These tactics have proven successful, if dangerous. Usually these primitive raiders will merely make a run for the hold, throwing food and other supplies overboard, for other tribals (on the canyon floor) to gather up later for the good of the tribe. The boarders then jump overboard themselves, swinging to nearby promontories of rock using the zeppelin’s own docking lines. One or two usually die each time (falling to their deaths), but the lost lives are considered an acceptable price for the booty gained.

SAMPLE AIR PIRATES

Below are the statistics for a typical Air Pirate pilot and boarders. The tactics of these people are simple: guiding an enormous glider of stretched skins over the canyon walls toward unsuspecting airships, the *pilot* releases his two passengers (who lay strapped under the wings like “bombs”) to swing precariously down on twirling ropes to board their slow-moving quarry - often at an altitude where there can be no second chances. The pilot is armed with bolas that can be thrown to cripple an airship’s engines, or pick off defenders from a height. The *boarder* is armed with a pistol, but is more at home wielding a cleaver to hack down defenders or wooden doors separating him from the cargo he and his comrades are after.

Air Pirate Pilot, Fast Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 16, flatfooted 18 (+2 Dex, +4 class, +4 natural); BAB +2; Grap +4; Atk +4



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melee (1d3+2 nonlethal, unarmed), or +5 ranged (1d4+2, bola); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Air Pirates; SV Fort +2, Ref +4, Will +2; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 7.

Occupation: Predator (Hide).

Background: Tribal (Spot).

Mutations and Defects: Protective Dermal Development, Aberrant Deformity.

Skills: Balance +6, Craft (mechanical) +2, Disguise -8, Hide +4, Jump +6, Knowledge (Twisted Earth) +1, Listen +4, Navigate +1, Pilot +6, Spot +7, Tumble +8.

Feats: Acrobatic, Aircraft Operation, Alertness, Exotic Weapon Proficiency (bola), Primitive Technology, Weapon Focus (bola).

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

Possessions: Two bolas, hang glider.

Air Pirate Boarder, Fast Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 16, flatfooted 18 (+2 Dex, +4 class, +4 natural); BAB +2; Grap +4; Atk +5 melee (1d6+2, cleaver), or +4 ranged (2d6, black powder pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Air Pirates; SV Fort +2, Ref +6, Will +2; AP 1; Rep +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 7.

Occupation: Predator (Move Silently).

Background: Tribal (Jump).

Mutations and Defects: Protective Dermal Development, Aberrant Deformity.

Skills: Balance +6, Climb +3, Disguise -8, Hide +4, Jump +8, Listen +2, Move Silently +6, Search +2, Sleight of Hand +4, Spot +2, Tumble +8.

Feats: Acrobatic, Lightning Reflexes, Power Attack, Primitive Technology, Sunder, Weapon Focus (cleaver).

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

Possessions: Cleaver, black powder pistol, 1 round of lead shot.

ALLIANCE OF PLAINS PEOPLE

Governing Style: Tribal Council.

Religion: Varies.

Background Option(s): Tribal, Ritual Preservationist, Resentful, Radical, Guardian.

Bonus Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Run, Stealthy, Toughness, Track.

The alliance of “plains people” is a loose association of tribes who have been driven almost to the brink of extinction by the expansion of the Savant Empire. Many of these were formerly far-flung communities with little or no contact with one another, but migration to avoid destruction and flight from the advancing Savant armies have cornered them in a relatively small area, practically on top of one another.

The people of the alliance come from a number of backgrounds: former plains herders, horse thieves and tribal bandits, blood-drinking deep-desert savages, and even a handful of xenophobes whose people have held out against cultural and racial integration since the time of the Fall. These latter are unusual because their kind never get along with outsiders; those few communes who survived are those that learned to forget their misgivings and flee their generations-old desert fortresses to avoid destruction at the hands of the Savants.

Today the alliance is a people on the move, living a nomadic, temporary existence, almost aimless in their wanderings. Because the alliance is young, they have yet to learn to truly trust each other. Luckily, the surviving tribes benefit from wise and diplomatic leaders (regardless of whether they come from primitive or technically-advanced communities, all of the current tribal elders seem to recognize the need to stay together to survive), who have made great advances in unifying their forces to defend against Savant attack. They live in temporary camps, with animals and decaying vehicles alike transporting possessions, people, and community warriors across the wastes. Advanced people and savages share all duties equally, from scouting to cooking and cleaning, though the tribes have quickly learned that each member community of the alliance has specific skills that would be foolish to ignore. While the more primitive groups still view the technological holdouts among them suspiciously, they cannot deny the usefulness of medicine or gasp in awe when antique lasers (meticulously cared-for and brought along to keep out of Savant hands) are discharged in battle.

Though they have a good chance of holding out against the Savants for the time being, the alliance has begun to suffer setbacks directly linked to their very make-up; a hodge-podge of member clans. For one there are enduring prejudices against intermarriage and unity, with xenophobes and primitives alike unwilling to marry their daughters off to their neighbors for fear of “contaminating their blood”. In addition, diseases carried by the outsiders are silently running rampant among the former xenophobes among them, threatening to devastate an entire generation of these pureblooded remnants.

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SAMPLE ALLIANCE SOLDIERS

Below are the statistics for typical members of the Alliance of Plains People. The majority of these are former tribals, displaced from their homes, whose savage ways die hard despite the amalgam of cultures that now make up their collective “people”. A precious few are learned folk from more advanced communes that have been forced to join the alliance to survive; these men and women bring more advanced weapons and tactics to the mix, making the alliance a formidable force.

Alliance Tribal Soldier, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 15; Init +5; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d8+4, spear), or +4 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Alliance of Plains People; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 9.

Occupation: Wanderer (Diplomacy, Ride).

Background: Tribal (Survival).

Mutations and Defects: Interior Moisture Reservoir, Multiple Stomachs, Aberrant Deformity, Immune-System Abnormality.

Skills: Craft (structural) +0, Diplomacy +1, Disguise -7, Handle Animal +1, Knowledge (Tactics) +0, Knowledge (Twisted Earth) +0, Listen +3, Ride +3, Spot +3, Survival +3.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Improved Initiative, Mounted Combat, Primitive Technology.

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

Possessions: Compound bow, spear, leather armor, combat knife, horse.

Alliance Commune Soldier, Fast Hero 2/Smart

Hero 1: CR 3; Medium-size humanoid; HD 2d8+2 plus 1d6+1; HP 16; Mas 12; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed), or +3 ranged (2d10, Remington 700); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Alliance of Plains People; SV Fort +1, Ref +4, Will +2; AP 1; Rep +1; Str 8, Dex 15, Con 12, Int 14, Wis 13, Cha 10.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Guardian (Repair).

Skills: Craft (electronic) +4, Craft (mechanical) +6, Craft (structural) +3, Diplomacy +4, Knowledge (Ancient Lore) +3, Knowledge (History) +4, Knowledge (Tactics) +3, Knowledge (Technology) +5, Listen +3, Navigate +6, Profession +3, Repair +7, Search +7, Spot +3, Survival +3, Treat Injury +3.

Feats: Advanced Technology, Alertness, Far Shot, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Fast Hero): Evasion.

Talents (Smart Hero): Linguist.

Possessions: Remington 700, 1d12 rounds of 7.62mm ammo.



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ALLIANCE OF THE SULPHUR PEAKS

Governing Style: Tribal Council.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal, Resentful, Radical.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Know The Signs*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

The Sulphur Peaks, overlooking the violence and turmoil of the parched Sierra Gehenna region, stand like an inhospitable barrier, a last holdout in this region of tribal cultures in the face of encroaching slavers and Foundationists expansion.

Scattered among the many valleys, living under the canopy of sparse dry forests and beneath the white tops of ancient mountains, live various tribes of isolated primitive folk. Known collectively as the “tribes of the Sulphur Peaks”, these people have long been the prey of slavers from Slave City to the north, as well as the Foundation which has even gone so far as to set up military-style fortresses in the mountains in an effort to pacify the tribes and make them the their docile slaves.

While they have, in some cases, been successful in taming the diverse people of these mountains, turning them into willing (or unwilling) slaves and servitors, or merely carting them off to fuel the slave trade of the low desert, the alliance of the Sulphur Peaks is a recent union of tribes that has declared its intention of fighting off all outsiders – waging all-out war against those who trespass in the Sulphur Peaks.

The alliance was formed only a few years ago by a particularly charismatic young tribal leader. Head

of a tribe of warrior-hunters, he managed to sway the loyalties of even rival herders and more peaceful groups to his war-like cause; knowing full well that united they stand, divided they will fall, many of the formerly belligerent tribes have ceased their age-old feuds to band together for survival and success.

So far this leader has brought the people of the mountains some success. They have mounted brutal, merciless raids against slaver groups entering the mountains on slave runs, seldom leaving anyone alive to tell the tale. They have brought down at least one Foundation flying machine through the use of pre-Fall anti-aircraft missiles, though it is unclear how they managed to acquire such weaponry on their own (in truth the missiles were delivered to them by Brethren agents; unable or unwilling to use the missiles themselves, they gladly give them to the tribals to help eat away at Foundation military resources).

The people of the mountains are known for their hard and rugged lifestyle, living in rock huts, caves, or similar shelters in the wind-blasted heights and old dry forests. They live a mobile existence, and with few belongings of their own they can easily abandon their camps to scatter and hide when enemies find them. As a result their alliance has proven to be incredibly enduring, capable of thwarting even concerted and well-planned counterstrikes to eradicate their warriors and fighting forces.

The tribes (which altogether number over a dozen individual groups) are ruled by a tribal council, with one elected leader from each tribe (usually a chief or favored elder, or a figure representing the tribe’s interests). They tentatively meet every six months, but in recent times have been meeting every one or two months to discuss strategy, pledge troops, and deliver produced foods and weapons to a communal “pool” which fuels their resistance efforts.

SAMPLE SULPHUR PEAKS TRIBALS

Like *Mujahadeen* of the ancient past, the tribals of the Sulphur Peaks continue a guerilla campaign against their technological enemies with aid from the outside. Though typically their men are only armed with spears and bows, a few (known as “zappers”) manage to get their hands on Brethren-supplied weapons of technology which they use - with haphazard results - against their Foundation foes.

Sulphur Peaks Tribal, Tough Hero 4: CR 4; Medium-size humanoid; HD 4d10+8 plus 3; HP 33; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 15, flatfooted 19 (+2 Dex, +3 class, +4 natural, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d8+2, spear), or +6 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Alliance of the Sulphur Peaks; SV Fort +4, Ref +3, Will +2; AP 2; Rep +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Climb).

Mutations and Defects: Protective Dermal Development, Brachydactyly.

Skills: Climb +4, Craft (chemical) -2, Craft (electronic) -2, Craft (mechanical) -2, Craft (pharmaceutical) -2, Craft (visual art) -2, Disable Device -2, Hide +3, Knowledge (Tactics) +1, Knowledge (Twisted Earth) +1, Listen +3, Navigate +3, Repair -2, Sleight of Hand +0, Spot +5, Survival +5, Treat Injury -1.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Know The Signs*, Primitive Technology, Toughness, Weapon Focus (compound bow).

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

Possessions: Compound bow, spear, leather armor.

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Sulphur Peaks Zapper, Tough Hero 4/Smart

Hero 2: CR 6; Medium-size humanoid; HD 4d10 plus 2d6 plus 6; HP 35; Mas 10; Init +2; Spd 30 ft; Defense 22, touch 16, flatfooted 20 (+2 Dex, +4 class, +4 natural, +2 equipment); BAB +4; Grap +6; Atk +6 melee (1d6+2, cleaver), or +2 ranged (3d12, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Alliance of the Sulphur Peaks; SV Fort +2, Ref +3, Will +4; AP 3; Rep +2; Str 15, Dex 15, Con 10, Int 13, Wis 12, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Climb).

Mutations and Defects: Protective Dermal Development, Brachydactyly.

Skills: Climb +4, Computer Use +3, Craft (chemical) -1, Craft (electronic) -1, Craft (mechanical) -1, Craft (pharmaceutical) -1, Craft (visual art) -1, Demolitions +6, Disable Device -1, Hide +3, Intimidate +6, Knowledge (Tactics) +7, Knowledge (Technology) +6, Knowledge (Twisted Earth) +2, Listen +3, Navigate +4, Repair +6, Sleight of Hand +0, Spot +5, Survival +5, Treat Injury -1.

Feats: Alertness, Armor Proficiency (light), Gearhead, Know The Signs*, Mimic*, Power Attack, Primitive Technology, Toughness, Toughness.

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

Talents (Smart Hero): Linguist.

Possessions: Laser rifle, power beltback (1d10), cleaver, leather armor.

BEAST-MEN OF THE OZARKS

Governing Style: Patriarchal Clan(s).

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Athletic, Cleave, Combat Martial Arts, Dodge,

Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Juju Medicine, Pack Tactics*, Power Attack, Run, Stealthy, Sunder, Toughness, Track.



Huge, hulking mutants with misshapen bodies of deformed muscle and bone; enormous skeletal growths that resemble horns ripping from their painfully oversized skulls and deep-set, blood-shot eyes that burn like hot coals. The various communities that exist in the Wilds of Desolation have many legendary descriptions of the so-called “Beast-Men”, actually a vast collection of tribes of similarly mutated creatures, who by all accounts seem to vaguely resemble a monstrous mix of “man and beast”.

By and large Beast-Man tribes admire only battle prowess, cunning, stealth, and the ability to kill the enemies of the tribe. Bloodthirsty and vengeful, they exact lethal vengeance on any tribe (Beast-Man or otherwise) that violates their perceived tribal boundaries. On occasion entire communities, unknowing of their own mistaken transgressions, have been butchered without so much as a lone survivor in a single night of orgiastic violence at the hands of these creatures. As such the deep woods of the Wilds of Desolation are generally forbidden to even the hardiest tribes of the region, but it is here in the most isolated places that the broken and miserable Beast-Men truly thrive.

It is believed the Beast-Men of the Ozarks are descendants of wild people who fled to the wilderness during the Fall, and who soon degenerated into monstrous beings for some unknowable reason. Some tribal folk claim they devolved because of the twisting of the “Red Fever”, that their minds corrupted in sync with the painful changing of their bodies. Others claim it was their appetite for the flesh of their own kind. None can be sure, but the stories of their existence are true; the dry pine forests of the Ozarks are rife with these savage and war-like hunters.

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Though they are all in fact distantly related, the Beast-Man tribes of the Ozarks war habitually with one another over hunting grounds and tribal territory (their warlike nature is as much a part of their instinct for survival as it is a result of the painful mutations that wrack their degenerating bodies with each passing generation). Any strong Beast-Man can, and often will, leave his tribe of origin and begin his own, taking with him any who will believe in his ability to provide. Many Beast-Men youths have left to start their own clans, resulting in a fracturing of the original population into at least twenty separate tribes today.

Despite this fracturing the Beast-Men hold annual gatherings at the mystical Zark's Sky Lake, a place high in the Ozarks that is host to great revels. Every tribe, new and old, is honor-bound to attend, and face its peers in various contests both serious and frivolous. Drinking, bloodletting, and quasi-religious ceremonies are all held under the stars, witnessed by none but the primal Beast-Men patriarchs and their kin.

SAMPLE BEAST-MEN

The constant strife among the so-called "Beast-Men" breeds strong and violent mutants who's natural weapons rival the best armaments of other tribal communities. Among their kind there are the typical warriors, who forage for food and defend each individual tribe's boundaries on a daily basis, and those known as "hunters". While these do stalk game in the traditional sense, Beast-Man "hunters" also hunt humanoid prey with equal relish and cunning, putting their specialized skills (hiding, sneaking, and an increase in speed) to good use shadowing transgressors for hours, even days, before moving in for a quick and unexpected kill.

Beast-Man Warrior, Strong Hero 5: CR 5; Medium-size humanoid; HD 5d8+5 plus 3; HP 31; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +5; Grap +8; Atk +9 melee (1d8+6, gore), or +7 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, DR 2/- vs. piercing and ballistic, cannibalism; AL Beast-Men; SV Fort +4, Ref +3, Will +1; AP 2; Rep +1; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 6.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Aberrant Endoskeletal Encasing, Nocturnal, Aberrant Deformity, Bilirubin Imbalance, Cannibalism.

Skills: Bluff -4, Climb +7, Craft (structural) +3, Diplomacy -4, Disguise -10, Intimidate +6, Jump +7, Knowledge (Tactics) +5, Survival +8, Swim +5.

Feats: Filthy, Horn Charge, Power Attack, Primitive Technology, Super Mutant, Toughness, Weapon Focus (gore).

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

Possessions: Three javelins.

Beast-Man Hunter, Strong Hero 5/Fast Hero 3: CR 8; Medium-size humanoid; HD 5d8+5 plus 3d8+3 plus 3; HP 48; Mas 13; Init +2; Spd 40 ft; Defense 19, touch 19, flatfooted 17 (+2 Dex, +7 class); BAB +7; Grap +10; Atk +11 melee (1d8+6, gore), or +9 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, DR 2/- vs. piercing and ballistic, cannibalism; AL Beast-Men; SV Fort +5, Ref +5, Will +2; AP 4; Rep +2; Str 17, Dex 14, Con 13, Int 12, Wis 10, Cha 6.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Aberrant Endoskeletal Encasing, Nocturnal, Aberrant Deformity, Bilirubin Imbalance, Cannibalism.

Skills: Balance +8, Bluff -4, Climb +7, Craft (structural) +3, Diplomacy -4, Disguise -10, Hide +10, Intimidate +6, Jump +7, Knowledge (Tactics) +5, Listen +2, Move Silently +10, Spot +2, Survival +8, Swim +5.

Feats: Alertness, Filthy, Horn Charge, Power Attack, Primitive Technology, Stealthy, Super Mutant, Toughness, Weapon Focus (gore).

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

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

Possessions: Three javelins.

BLACK TALON TRIBE

Governing Style: Patriarchal Clan.

Religion: Nihilist.

Background Option(s): *Sandmen* only.

Bonus Feats: Poison Maker*, Stealthy.

In the Forbidden Lands of the Twisted Earth frightful stories are often whispered around the campfires of nomads and merchants, speaking of the ghoulish underground predators known as "sandmen". Said to dwell in ancient tunnels, caves, and entire cavern systems that run like unseen highways just beneath the sands, countless reports speak of how these cannibal hunters emerge from concealed tunnel entrances at the sound of approaching prey to attack them. When they emerge in an explosion of sand and pebbles they snare their surprised prey in their thorny claws, and drag them down into the sand to be torn apart and shared to sate

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their bloodthirsty hunger.

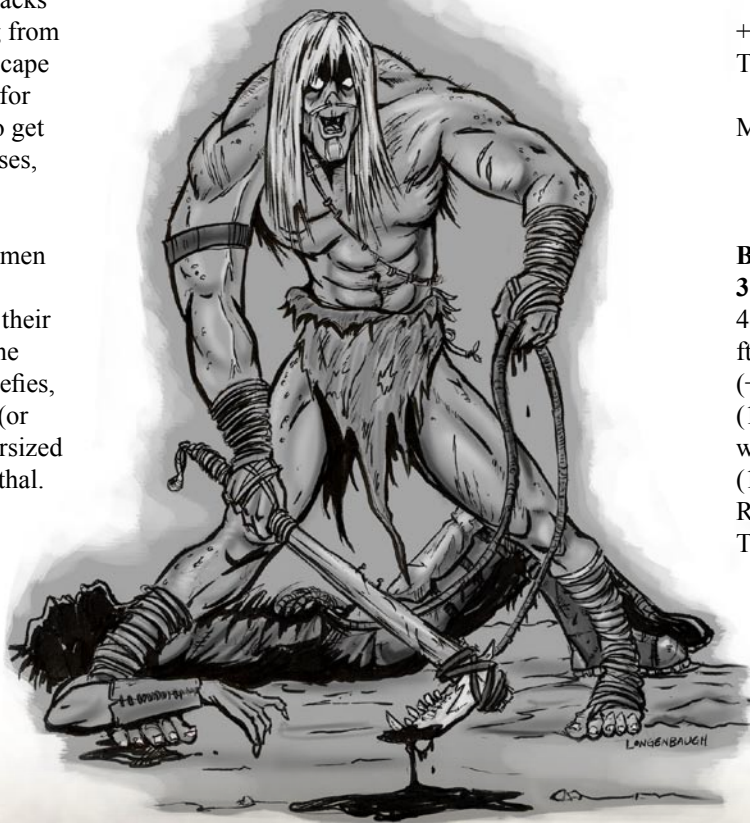
Though sandmen themselves are a terror in their own right, among their kind only a handful of tribes stand out as being truly cunning and dangerous to the well-prepared traveler. The sandmen of the Black Talon Tribe are exceptional in both cases. It is said that the Black Talon Tribe not only utilize crafty and creative tactics for setting up their tunnel traps and entrances, but also actively *emerge* from their subterranean dwellings by night to stalk the dunes of the Forbidden Lands searching for meals – often for miles around. These forays are known as “hunts”; Black Talon tribesmen rove in unusually large packs (often more than two dozen at a time), attacking from all directions so that their chosen prey cannot escape their onslaught. They often pursue their quarry for miles before making themselves known, so as to get an understanding of their prey’s numbers, defenses, and strengths before sweeping from the night to attack.

In addition to these tactics, Black Talon tribesmen liberally employ poison to help weaken and overcome their enemies during a hunt. Deep in their caves their females and young actively collect the blood from the corpses of slain prey until it putrefies, coating the natural claws of the tribe’s warriors (or crude metal weapons fashioned to resemble oversized talons) in the stuff to make their attacks more lethal.

SAMPLE BLACK TALONS

The typical Black Talon is stealthier and more cunning than the average cannibal sandman, but the true intelligence and threat behind their kind lies in the hands of their *leaders*, aged but no less fearsome members of the tribe that know how to concoct poison from substances found in the darkness of their underground world. These

leaders often personally accompany large packs of their fellows on raids, driving their tribesmen with a ruthless and unforgiving brutality to combat their race’s ingrained fear of the surface world. Using their *Plan* ability they give their fellows the advantage, while moving in to use their poisoned cat claws to weaken the strongest foes in a battle so that the tribe’s massed numbers can overcome them.



Black Talon, Fast Hero 4: CR 4; Medium-size humanoid; HD 1d8+1 plus 4d8+4; HP 27; Mas 13; Init +5; Spd 35 ft, burrow 15 ft; Defense 16, touch 16, flatfooted 15 (+1 Dex, +5 class); BAB +4; Grap +5; Atk +5 melee (1d4+1, bite), or +5 ranged (by weapon); Full Atk +5 melee (1d4+1, bite), +3 melee (1d3+1, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ photosensitive, tremorsense; AL Black Talons; SV Fort +2, Ref +6, Will +1; AP 0; Rep +1; Str 12, Dex 12, Con 13, Int 10, Wis 10, Cha 6.

Occupation: None.

Background: None.

Skills: Balance +7, Climb +3, Hide +8, Listen +6, Move Silently +8, Sleight of Hand +7, Spot +3, Tumble +7.

Feats: Acrobatic, Blind-Fight, Improved Initiative, Multiattack, Stealthy, Track.

Talents (Fast Hero): Evasion, Increased Speed.

Possessions: None.

Black Talon Leader, Fast Hero 4/Smart Hero 3: CR 7; Medium-size humanoid; HD 1d8+1 plus 4d8+4 plus 3d6+3; HP 41; Mas 13; Init +5; Spd 35 ft, burrow 15 ft; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +5; Grap +6; Atk +6 melee (1d6+1 plus *poison*, cat claw), or +6 ranged (by weapon); Full Atk +6 melee (1d4+1, bite), +4 melee (1d6+1 plus *poison*, 2 cat claws); FS 5 ft by 5 ft; Reach 5 ft; SQ photosensitive, tremorsense; AL Black Talons; SV Fort +3, Ref +7, Will +3; AP 0; Rep +2; Str 12, Dex 12, Con 13, Int 10, Wis 10, Cha 6.

Occupation: None.

Background: None.

Skills: Balance +7, Climb +3, Craft (Chemical) +10, Craft (Pharmaceutical) +8, Hide +8, Knowledge (Tactics) +12, Listen +6, Move Silently +8, Sleight of Hand +7, Spot +3, Tumble +7.

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Feats: Acrobatic, Blind-Fight, Exotic Weapon Proficiency (cat claws), Improved Initiative, Multiattack, Poison Maker*, Stealthy, Track.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Smart Hero): Savant (Knowledge [Tactics]), Plan.

Possessions: Cat claws, four doses of *putrefied blood*.

BLOOD DRINKERS

Governing Style: Dictatorship.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (any), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Doctor, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track.

The savage tribals known as the “Blood Drinkers” have a curious and colorful history. Living in the harsh wasteland of the Deadlands of Old Nevada, the Blood Drinkers were typical of many nomadic tribal bands in that region, dwelling in the deep desert and only emerging every few weeks to raid the struggling settlements bordering the wasteland. Armed with huge axes and spears, the Blood Drinkers would prey on these towns, demanding food, water, and riches in exchange for peace.

This tradition of raiding and demanding tribute continued for several generations, until it evolved into almost a kind of “ceremony”, with elaborate ritual threats and gestures done to awe and horrify their “prey”, engaging in blood-drinking to frighten local women and children, and in due course, a

relatively peaceful exchange of goods. When word of the Blood Drinkers’ raids reached the ears of the Rangers (a major Twisted Earth faction, dedicated to preserving law and order in the Deadlands), however, the Blood Drinkers’ days were numbered.

Suiting up, a single unit of Rangers was sent to deal with the nuisance in short order. In just three days and nights the Blood Drinker tribe was laid low; after masquerading as villagers to observe the Blood Drinkers’ methods, the Rangers infiltrated the tribe’s camp while they drunkenly celebrated their success the next night. Taking the war party’s leader captive, the Rangers forced him to take them back to the tribe’s secret lair out in the sands. A brief mid-day assault ensued in which the cocky and unsuspecting tribesmen were taken completely off guard.

At battle’s end, the Rangers managed to capture the chief of the Blood Drinkers, whom they charged with numerous crimes against the people of the Wasteland. However, the stunned chief could only beg for mercy, citing that in over three generations his tribe had never actually killed a single person from the towns they had raided. Incredulous, the Rangers were about to execute the man when they learned that, in fact, he had been telling the truth. Sensing an opportunity, the Rangers offered the Blood Drinker chief a choice: in exchange for his life, he would order his people to give up raiding forever.

The chief of the tribe was so relieved by the mercy shown him that he not only agreed to the exchange, he offered his tribe as perpetual allies of the Rangers. To this day members of the Blood Drinkers are a common sight among new recruits to the Rangers; in fact, one youth out of every Blood Drinker family is expected to join the Rangers (or face dishonor at home) each generation. Most Ranger officers only grudgingly accept these barbarians into their units, though they soon prove to be dogged companions.

The tribals themselves make remarkably loyal and fearless warriors, though they do tend to over-represent their exploits, especially when drunk...

SAMPLE BLOOD DRINKERS

Two sample Blood Drinkers are given here, the first a typical Ranger recruit. These men (and women) are fierce barbarians who not only have their own family’s honor at stake, but that of their entire people. Honoring their chief’s promise, these tribals are fearless, if somewhat inexperienced.

The second represents a more seasoned Blood Drinker warrior, one whose years among the Rangers has earned the trust of his more advanced superiors. Scarred and grizzled, this individual is a skilled wasteland guide whose reputation as a berserk warrior is a real asset to negotiating when the Rangers are attempting to deal with the less “civilized” peoples of the Deadlands.

Blood Drinker Recruit, Strong Hero 7/Ranger

1: CR 8; Medium-size humanoid; HD 7d8+7 plus 1d10+1; HP 46; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 17, flatfooted 19 (+2 Dex, +5 class, +2 natural, +2 equipment); BAB +8; Grap +10; Atk +11 melee (1d12+5, great axe), or +11 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Rangers; SV Fort +7, Ref +4, Will +1; AP 4; Rep +3; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Dermal Spike Growth, Serrated Dental Development, Atrophied Cerebellum (Wis), Attention Deficit.

Skills: Climb +4, Concentration -1, Craft (chemical) -2, Craft (electronic) -2, Craft (mechanical) -2, Craft (pharmaceutical) -2, Craft

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(structural) -2, Craft (visual art) -2, Craft (writing) -2, Disable Device -2, Intimidate +5, Jump +4, Knowledge (Tactics) +10, Navigate +1, Perform -1, Repair -2, Ride +4, Survival +10, Swim +4, Treat Injury +1.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Ritual Scarification*, Weapon Focus (M16A2), Weapon Focus (great axe).

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

Talents (Ranger): Rigorous Training, Wanderer's Reputation.

Possessions: M16A2, 1d10 rounds of 5.56mm ammunition, great axe, leather armor, one juju potion (1d4+2).

Blood Drinker Veteran, Strong Hero 7/Ranger 4: CR 11; Medium-size humanoid; HD 7d8+7 plus 4d10+4; HP 65; Mas 14; Init +2; Spd 30 ft; Defense 26, touch 18, flatfooted 24 (+2 Dex, +6 class, +2 natural, +6 equipment); BAB +11; Grap +13; Atk +14 melee (1d12+5, great axe), or +14 ranged (2d8+2, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Rangers; SV Fort +9, Ref +5, Will +2; AP 5; Rep +4; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Dermal Spike Growth, Serrated Dental Development, Attention Deficit.

Skills: Climb +4, Concentration -1, 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, Intimidate +5, Jump +4,

Knowledge (Tactics) +10, Listen +3, Navigate +2, Perform -1, Repair -2, Ride +6, Spot +1, Survival +12, Swim +4, Treat Injury +3.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Ritual Scarification*, Weapon Focus (M16A2), Weapon Focus (great axe).

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

Talents (Ranger): Rigorous Training, Wanderer's Reputation, Terrain Specialization, Weapon Specialization (M16A2).

Possessions: M16A2, two boxes of 5.56mm ammunition (60), great axe, tactical vest, one ready syringe (stimshot B).

BONE GNAWERS

Governing Style: Dictatorship.

Religion: Nihilist.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Junk Crafter*, Lightning Reflexes, Mimic*, Power Attack, Run, Stealthy, Sworn Enemy*, Toughness, Track.

A recent nuisance to the rare merchant caravans that travel far south to the fabled fortress of the Benders, the tribe known as the "Bone Gnawers" are a large band of ghouls who prowl the mountainous deserts around the area of Bend City. The Bone Gnawers have on more than one occasion tried to infiltrate the high walls of Bend City, and only after

three failed assaults on the fortress itself have they apparently backed off to regroup and rethink their plans. Their ultimate goal: to take the fortress-city of the Benders and get at the tasty meat inside...

Though they are shot on sight by merchants (and the Benders themselves, from their tall parapets), the Bone Gnawers are in reality cast-outs from that very community. Having developed unnatural tastes, the pureblooded Benders threw them out to face the desert alone. Having lost everything, their leader, a self-styled "chief", has organized his rag-tag outcasts into a "tribe" of sorts. Bitter and hateful, instead of seeking a life elsewhere the Bone Gnawers have made it their life's purpose to exact a terrible and bloody revenge on their fathers and mothers, a revenge they truly wish to *savor*.

Living in tiny camps dotting the hills overlooking Bend City, the Bone Gnawers plot their return to the city in open view of their former fellows. Night-time infiltrations have been attempted, with varying degrees of success, but the Benders continue to find their tunnels and collapse them, sometimes burying Bone Gnawer sappers alive. Attempts to storm the fortress have been disastrous as well. Currently the chief of the Bone Gnawers is half-heartedly attempting to besiege the city, cutting it off from outside suppliers, but the merchants who do visit are often too powerful for the Bone Gnawers to overwhelm. Unwilling to commit too many of his followers, the chief's wishy-washy ambushes have only met with moderate success. Still, the activity has scared many traders off, making it clear that the strategy may well work in the long run. However, the chief is getting desperate, and whispers among the camps of his ghoulish minions suggest he has another plan up his sleeve, one revolving around the construction of a *gigantic cannon*...

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SAMPLE BONE GNAWERS

The average Bone Gnawer tribesman is nothing more than a hungry, desperate, cannibal - forced into action by the commands of his ruthless chief. These ghouls are unskilled warriors, who will flee when first stung by the weapons of dedicated defenders.

More dangerous are the *sappers*, nefarious little beasts whose skill at hiding and sneaking, as well as their emphasis on mobility and speed, makes them far less predictable than their peers.

Bone Gnawer Ghoul, Tough Hero 3: CR 3; Medium-size humanoid; HD 3d10+3 plus 6; HP 26; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +2; Grap +4; Atk +5 melee (1d6+2, claw), or +4 ranged (by weapon); Full Atk +5 melee (1d6+2, 2 claws), +3 melee (1d6+2, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws, cannibalism; AL Bone Gnawers; SV Fort +3, Ref +5, Will +2; AP 1; Rep +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Claws, Serrated Dental Development, Cannibalism x2.

Skills: Climb +9, Hide +4, Move Silently +4, Spot +7, Survival +3.

Feats: Lightning Reflexes, Multiattack, Primitive Technology, Toughness, Weapon Focus (claw), Weapon Focus (bite).

Talents (Tough Hero): Robust, Second Wind.

Possessions: None.

Bone Gnawer Sapper, Fast Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 35 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +2; Grap +4; Atk +5

melee (1d6+2, claw), or +4 ranged (by weapon); Full Atk +5 melee (1d6+2, 2 claws), +3 melee (1d6+2, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws, cannibalism; AL Bone Gnawers; SV Fort +2, Ref +6, Will +1; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Claws, Serrated Dental Development, Cannibalism x2.

Skills: Balance +8, Climb +3, Escape Artist +8, Hide +11, Move Silently +11, Sleight of Hand +8, Tumble +8.

Feats: Lightning Reflexes, Multiattack, Primitive Technology, Stealthy, Weapon Focus (claw), Weapon Focus (bite).

Talents (Fast Hero): Evasion, Increased Speed.

Possessions: Pick or shovel.

CARETAKERS OF EDEN

Governing Style: Tribal Council.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal, Resentful.

Bonus Feats: Animal Affinity, Athletic, Attentive, Builder, Brawl, Defensive Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Low Profile, Poison Maker*, Run, Stealthy, Toughness, Track.

The mythical garden of Eden is a real place on the Twisted Earth, a legendary location where the tribals of the wasteland believe water flows freely and all manner of plants, trees, and vegetation grow. They say “Eden” is guarded by a small tribe of cloistered religious, who maintain an ancient agro-dome (one of many in the “Eden” project to germinate the

American continent with food-producing domes before the Fall) that predates the Fall like a lost preserve of flora and fauna.

Eden was discovered several generations ago by a desperate group of outcasts who were on the verge of dying in the wasteland. Pushed or chased out from one location and another, they sought only a place to settle and wrestle a living from the earth. Entering the old dome they found a miserable ruin inside, but without anyone else to contest their habitation, they claimed it as their own. Over the years – through patience and careful nurturing – these folk were able to rebuild the dome’s outer structure and even go so far as to revive its rusted old recycling mechanisms.

Through generations of hard work and dedication these new caretakers were able to resurrect the lost dome of Eden, and turn it into a virtual paradise. Here within the dome water is pumped from deep underground, filling small lakes and streams that meander through a semi-tropical jungle filled with animals, birds, and trees heavy with fruit and vegetation. All of this – and more – concealed beneath the translucent crystal of Eden’s dome, and protected by a small druidic society that wants nothing more than to be left alone.

The Caretakers of Eden number only a hundred or so, and are ruled by a council of elders. The trend among their leadership has always been caution when dealing with outsiders; though they have been known to show charity to those who appear at their doorstep, they refuse to enter into alliances for any reason, or to aid other communities on a large scale for fear of being embroiled in the chaos of the outside world. Though peaceful (and neutral), the Caretakers would certainly fight to the death to defend their wondrous forest-dome.

The forest of Eden occupies the larger part of the dome’s interior, some 400 yards in diameter. None

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have entered the forest and come out alive; it is said that any who enters is forbidden by the Caretakers to ever leave again, for fear he might spread word of the true wonders within and draw the greedy eyes of raiders and the world's great factions.

SAMPLE CARETAKERS OF EDEN

The vast majority of occupants of the Eden agrodome are peaceful creatures with an affinity for nature, spending their days tending the small fragile herds of animals kept by the tribe as well as the plants and forests protected by the dome. Collecting fruit and tending livestock, these people are little more than farmers, fostering certain technological skills that keep the dome alive.

A few - usually those unfortunate members of the tribe who have no aptitude for husbandry or machine repair - are tasked as *guardians*. Though their name suggests they are able protectors, these men and women are unskilled as warriors at best. Their tasks generally only involve chasing off marauding mutant beasts with sticks and stones, as well as keeping a watch on the approaches to the dome for any signs that the settlement has been discovered.

Caretaker of Eden, Dedicated Hero 2: CR 2; Medium-size humanoid; HD 2d6; HP 7; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +1; Grap +0; Atk +0 melee (1d6-1, staff), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Caretakers of Eden; SV Fort +2, Ref +2, Will +5; AP 1; Rep +1; Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Occupation: Craftsman (Craft [structural], Repair).

Background: Tribal (Survival).

Mutations and Defects: Fragrance Development

x2, Pituitary Deformation, Sensitivity (cold).

Skills: Craft (mechanical) +4, Craft (pharmaceutical) +6, Craft (structural) +6, Handle Animal +3, Investigate +4, Knowledge (Earth and Life Sciences) +10, Knowledge (Physical Sciences) +7, Listen +3, Repair +7, Ride +4, Sense Motive +3, Spot +3, Survival +5, Treat Injury +3.

Feats: Alertness, Animal Affinity, Animal-Friend*, Attentive, Iron Will, Primitive Technology.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Earth and Life Sciences]).

Possessions: Staff.

Guardian of Eden, Dedicated Hero 1/Strong Hero

1: CR 2; Medium-size humanoid; HD 1d6+2 plus 1d8+2; HP 13; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, staff), or +2 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Caretakers of Eden; SV Fort +4, Ref +1, Will +2; AP 1; Rep +1; Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10.

Occupation: Craftsman (Craft [structural], Repair).

Background: Tribal (Survival).

Mutations and Defects: Fragrance Development x2, Pituitary Deformation, Sensitivity (cold).

Skills: Climb +3, Craft (structural) +0, Handle Animal +4, Investigate +1, Jump +3, Knowledge (Earth and Life Sciences) +1, Knowledge (Physical Sciences) +0, Listen +3, Repair +0, Ride +3, Sense Motive +3, Spot +7, Survival +2.

Feats: Alertness, Animal Affinity, Attentive, Endurance, Primitive Technology.

Talents (Strong Hero): Extreme Effort.

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

Possessions: Staff, crossbow, ammunition.

CAVERN NOMADS

Governing Style: Tribal Council.

Religion: Varies.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Poison Maker*, Power Attack, Radiation Sense, Stealthy, Toughness, Troglodyte.

Living a harsh life, the so-called "cavern nomads" of the central Far Desert cling to a desperate niche surviving on the edges of the infamous Burning Desert. Here, among rugged desert landscapes that are periodically inundated by the raging sandstorms of the Burning Desert, the cavern nomads manage to eke out an existence herding *Bawthok* by day, and taking shelter among the region's numerous natural and artificial caves that dot the area by night.

Many of the caves inhabited by the cavern nomads existed here long before the Fall, and were either tourist draws or even shelters set aside by the government in case of war. These latter have been inhabited the longest, and generally speaking have come to be claimed by the more powerful clans in the tribe, serving as ancestral homes. Other caves are newer, or less secure (either structurally or due to their proximity to the fringes of tribal territory), and it is in these that smaller or less powerful families are often forced to make their homes else face exile.

By and large the people of the caverns have proven successful in surviving, relying upon their *Bawthok* herds and their own ingenuity to escape extinction. A particular hazard of their territory are the frequent *rad storms* that sweep out of the Burning Desert every year or so, blanketing the entire region in radiated

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dust particles that can be lethal for weeks, even months at a time. This phenomenon accounts for the general lack of life in the region, but the cavern nomads have an almost innate ability to predict such storms, taking care to retreat to their deep caves until the storm passes. They also know ancient tricks to purify their water, and even how to grow special lichen and mosses in their caves that will help ease the effects of the “red fever”. These treatments are valued far and wide, and cavern nomad medicine

men have, on occasion, made good corium traveling the great distance to Tucumcari to sell their juju to the traders there.

SAMPLE CAVERN NOMADS

Shown below are the statistics for two sample kinds of Cavern Nomad, the typical herder of the tribe, and the more renowned “medicine men” whose knowledge of natural medicines make their services in high demand. It is quite possible a party might

recruit a healer of the tribe to accompany them, or else be saved by a wandering healer if badly wounded out in the wasteland near the cave systems they call home.

Cavern Nomad, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 15; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+2, club), or +4 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL Cavern Nomads; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 14, Dex 12, Con 15, Int 10, Wis 13, Cha 8.

Occupation: Herdsman (Handle Animal, Survival).

Background: Tribal (Navigate).

Mutations and Defects: Sensitive Sight, Dyslexia.

Skills: Climb +6, Computer Use -2, Decipher Script -2, Forgery -2, Handle Animal +5, Navigate +2, Research -2, Ride +4, Survival +5, Treat Injury +2.

Feats: Animal Affinity, Armor Proficiency (light), Endurance, Power Attack, Primitive Technology, Radiation Sense.

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort.

Possessions: Club, three javelins, leather armor.

Cavern Nomad Medicine Man, Dedicated Hero 3/Juju Doctor 2: CR 5; Medium-size humanoid; HD 3d6+3 plus 2d8+2; HP 25; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB +3; Grap +2; Atk +2 melee (1d6-1, staff), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL Cavern Nomads; SV Fort +6, Ref +1, Will +9; AP 2; Rep +2;

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Str 8, Dex 10, Con 12, Int 14, Wis 16, Cha 13.

Occupation: Healer (Craft [pharmaceutical], Knowledge [Earth and Life Sciences]).

Background: Tribal (Search).

Mutations and Defects: Sensitive Sight, Dyslexia.

Skills: Computer Use +0, Craft (pharmaceutical) +13, Decipher Script +0, Diplomacy +5, Forgery +0, Handle Animal +3, Knowledge (Earth and Life Sciences) +10, Knowledge (Mutant Lore) +10, Knowledge (Physical Sciences) +6, Knowledge (Theology and Philosophy) +6, Research +0, Ride +2, Search +10, Sense Motive +7, Survival +9, Treat Injury +16.

Feats: Animal Affinity, Iron Will, Juju Medicine, Medical Expert, Primitive Technology, Radiation Sense.

Talents (Dedicated Hero): Healing Knack, Skill Emphasis (Craft [pharmaceutical]).

Talents (Juju Doctor): Juju Specialist +1, Brew Potion (DW), Expert Healer.

Possessions: Staff, juju kit, three juju potions (1d4+2).

CHROME CHILDREN

Governing Style: Figurehead.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus Feats: Advanced Technology, Archaic Weapons Proficiency, Armor Proficiency (any), Athletic, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Junk Crafter*, Lightning Reflexes, Post-Apocalyptic Technology, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness.

The true story behind the origins of the so-called “Chrome Children” can never be known, as lost as their people now are to the malevolent deities they have come to worship. Once a seasonally nomadic band living on the fringes of what were once known as the Rocky Mountains, the Chrome Children were known as a peaceful, if somewhat xenophobic tribe, whose herds of goats were once legendary for covering entire mountain valleys.

However, one year the nomadic tribesman failed to return from the high country to lower pastures (as was common practice), and indeed nothing was heard from their people for several years. Sadly, their own isolationism allowed their disappearance to go unnoticed, until finally a few tribal traders, having relied on their goat meat in markets as far east as Midway, sent scouts to find out what happened. What they discovered, however, was the revelation of a horrifying fate that claimed these once gentle people.

After several days the scouts sent into the mountains located what appeared to be the summer camping grounds of these tribals, nestled in a dry forested valley on the slopes of a great mountain. Instead of flocks of goats, they found only the foul bloated, and rotting remains of an entire herd slaughtered, seemingly without sense, all over the valley.

Terrified, the scouts watched from hiding as, all of a sudden, they saw the former tribal herdsmen - being herded *themselves*. Led by strange “men” made entirely of metal, one by one they saw the ashen tribals walk limply in long lines from the village center towards some point up on the mountainside. Most seemed stunned, their faces bearing only vacuous stares; others seemed to have metal parts instead of arms, legs, or, in some cases, even parts of their *heads*. Like robots they shambled up the

mountainside, where - to their amazement - the scouts saw a giant “door” standing open in the very Cliffside. Guarding the mighty portal they saw two tremendous metal machines, and from the darkness within came terrible screams and the echoing clang of machinery. Choking back their bile, the scouts wisely fled.

Though few know it, the Chrome Children were an entire tribe apparently taken into the fold of the movement known as the “Metal Gods”. From what little is known, it appears the nomadic Children wandered into a lost valley where they mistakenly intended to set up camp - dangerously close to a long forgotten vault. When the vault later opened and belched forth legions of the Metal Gods, they didn’t stand a chance. Now they serve as guardians for their masters, living in the valley and ringing the mountains all around, serving as countless extra eyes and ears. Some believe the “vault” is none other than the legendary NORAD itself, hence the unusual concentration of Metal Gods (and thralls) in the valley.

Whether conquered by force or willing to convert through their own pathetic worship of those robotic entities, the Chrome Children - one and all - became lobotomized cyborg monsters. They now serve as mindless followers of their new “gods”, their former culture lost forever.

SAMPLE CHROME CHILDREN

Two sample Chrome Children are shown here; the first is a simple lobotomized tribesman, as yet to be “blessed” by a more complete cyborg reconstruction. These men and women generally serve as cannon fodder for the Metal Gods, sent out before their armies like waves to be broken off of resisting enemies. Their lives mean nothing to their masters.

The second example is of a member of the tribe

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who has been specially modified to be a more useful tool in war.

The Child of the Metal Gods advanced class is fully detailed in the book, Metal Gods.

Chrome Child, Post-Apocalyptic Hero 3/Child of the Metal Gods 1:

CR 4; Medium-size humanoid; HD 3d8+6 plus 1d10+2 plus 3; HP 30; Mas 14; Init +1; Spd 25 ft; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, club), or +4 ranged (1d4+4, optic emissions); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Metal Gods; SV Fort +8, Ref +3, Will +2; AP 1; Rep +0; Str 14, Dex 12, Con 14, Int 8, Wis 13, Cha 10.

Occupation: Craftsman (Craft [structural], Repair).

Background: Tribal (Listen).

Mutations and Defects: Optic Emissions, Hemihypertrophy.

Skills: Balance -1, Climb +0, Computer Use +2, Craft (structural) +1, Handle Animal +1, Intimidate +2, Jump +0, Knowledge (Technology) +2, Listen +6, Repair +6, Spot +3, Swim +0.

Feats: Alertness, Endurance, Great Fortitude, Primitive Technology, Toughness, Weapon Focus (optic emissions).

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

Talents (Child of the Metal Gods): Frenzied Loyalty, Lobotomy.

Possessions: Club.

Chrome Blessed, Post-Apocalyptic Hero 3/Child of the Metal Gods 2:

CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4 plus 3; HP 37; Mas 14; Init +1; Spd 25 ft; Defense 19, touch 15, flatfooted 18 (+1

Dex, +4 class, +4 natural); BAB +3; Grap +5; Atk +5 melee (1d6+2, club), or +5 ranged (1d4+5, optic emissions); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Metal Gods; SV Fort +9, Ref +3, Will +2; AP 1; Rep +0; Str 14, Dex 12, Con 14, Int 8, Wis 13, Cha 10.

Occupation: Craftsman (Craft [structural], Repair).

Background: Tribal (Listen).

Mutations and Defects: Optic Emissions, Hemihypertrophy.

Skills: Balance -1, Climb +0, Computer Use +2, Craft (structural) +1, Handle Animal +1, Intimidate +4, Jump +0, Knowledge (Technology) +2, Listen +6, Repair +6, Spot +3, Swim +0.

Feats: Alertness, Armor Plating, Endurance, Great Fortitude, Primitive Technology, Toughness, Weapon Focus (optic emissions).

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

Talents (Child of the Metal Gods): Frenzied Loyalty, Lobotomy, Bits and Pieces.

Possessions: Club.

CITIZENS

Governing Style: Tribal Council.

Religion: Cargo Cult.

Background Option(s): Tribal, Visionary Reinventor.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Dodge, Educated, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Low Profile, Power Attack, Run, Stealthy, Toughness, Track.

The self-proclaimed “Citizens” are a collection of tribes in the northeastern Far Desert that, within the last generation or so, converted to the beliefs of the Movement, a major faction of the Twisted Earth. These tribes - many of them formerly warlike, others quite peaceful - were enthralled by visiting preachers and missionaries of that strange religion. While some tribes feared the missionaries, and others tortured or executed them out of ignorance, the relentless efforts of the Movement eventually brought these people into the fold. Though savage, these tribes had much to gain from the message of the Movement: live without fear, live in peace, live together. Former enemies laid down their weapons and began following the teachings of the legendary “Fallen God”, forsaking the violent and barbaric ways of their ancestors.

The Citizens of today are beginning to become “civilized”, if such a word can be applied to a people who, only a generation ago, were barbarians. Movement clerics and settlers have arrived in numbers in their tribal lands, spreading the word wherever they go and finding many souls hungry for their message. Primitive customs still abound in many tribal camps, but the Movement’s slow and steady work has chipped away and made these lands far less dangerous than they were just ten years ago.

Today a Citizen camp is much like a “commune”, a place where tribals and settlers work together to the benefit of the land. While the tribals supply livestock and hunting techniques to feed the people, the more technically advanced members of the Movement bring important things like water purifiers, solar and wind power, and book learning. A few wrinkles have shown themselves here and there, but in all the message of the Fallen God is likely to make civilized men of these people in only a few generations.

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SAMPLE CITIZEN TRIBESMEN

Two sample Citizens are shown here; the first, a typically benevolent commune herder who lives a simple existence contemplating the teachings of his religious leaders. The second is a *preacher*, a member of the tribe who has learned of the Fallen God's teachings through schooling by an actual Movement instructor, and is charged with overseeing a flock of fellow tribesman so that the truth of the Fallen God's message is in no way misinterpreted.

Citizen Tribesman, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, staff), or +1 ranged (1d6+2, sling); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Movement; SV Fort +5, Ref +2, Will +3; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Herdsman (Handle Animal, Survival).

Background: Tribal (Craft [structural]).

Mutations and Defects: Adrenaline Control, Dyslexia.

Skills: Climb +4, Computer Use -3, Craft (structural) +1, Decipher Script -3, Forgery -3, Handle Animal +2, Knowledge (Ancient Lore) +1, Knowledge (Theology and Philosophy) +0, Listen +3, Research -3, Spot +3, Survival +4.

Feats: Endurance, Great Fortitude, Iron Will, Primitive Technology.

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Staff, sling, robes.

Citizen Preacher, Post-Apocalyptic Hero 1/

Dedicated Hero 1: CR 2; Medium-size humanoid; HD 1d8+2 plus 1d6+2; HP 13; Mas 14; Init +1; Spd

30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +0; Grap -1; Atk -1 melee (1d6-1, staff), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Movement; SV Fort +4, Ref +2, Will +4; AP 1; Rep +1; Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 15.

Occupation: Demagogue (Diplomacy, Knowledge [Theology and Philosophy]).

Background: Tribal (Intimidate).

Mutations and Defects: Adrenaline Control, Dyslexia.

Skills: Computer Use -2, Decipher Script -2, Diplomacy +7, Forgery -2, Gather Information +4, Intimidate +7, Knowledge (Ancient Lore) +7, Knowledge (Theology and Philosophy) +11, Research -2.

Feats: Educated (Knowledge [Ancient Lore], Knowledge [Theology and Philosophy]), Endurance, Iron Will, Primitive Technology.

Talents (Post-Apocalyptic Hero): Conserve.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Theology and Philosophy]).

Possessions: Staff, select teachings of the Fallen God.

COLLECTORS

Governing Style: Tribal Council.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mimic*, Post-Apocalyptic Technology, Power Attack, Run, Toughness, Track, Vulture.

Most merchants are aware of the tribe known as the "Collectors", apparently an offshoot of many common tribes who, in addition to actually worshipping the Ancients, have an unhealthy fascination with the gadgets, gizmos, and trinkets left by the Ancients after their catastrophic destruction.

Born with the curse of the Ancients (genetic mutation, usually manifested as deafness and deformed, multi-faceted eyes), groups of these tribals are commonly seen in and around old necropolis, rummaging through trash and garbage dumps on the periphery of the urban sprawl (usually driven out by more powerful groups who dominate the inner reaches). Sometimes the Collectors will build entire villages in close proximity to junkyards, which they consider sacred archaeological sites where entire lifetimes can be spent searching for and cataloguing "lost artifacts".

The Collectors believe that their dedication to gathering and studying ancient artifacts will lead to a greater understanding of the past. However, without a frame of reference against which to compare the items they do find, they are doomed to a shadowy, incomplete image of the Ancients and their golden civilization. In addition, the hard realities of tribal life means that they must often sell the artifacts they collect for food and other essentials – if they aren't outright taken by more powerful groups who recognize the objects for their real value. And because of their common genetic hearing anomaly (deafness), they are like lambs to the slaughter when determined predators come calling.

SAMPLE COLLECTORS

The average Collector is nothing more than a scavenger, spending his time rummaging through ancient ruins looking for objects of historical value

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to be studied and, in many cases, worshipped. A few are a little tougher than the rest, exhibiting some ability to defend the articles their tribe recovers against raiders and tech looters.

Collector, Post-Apocalyptic Hero 2: CR 2; Medium-size humanoid; HD 2d8-2; HP 7; Mas 8; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +1; Grap +1; Atk +1 melee (1d6, hatchet), or +3 ranged (1d6, boomerang); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot be flanked, deaf; AL Collectors; SV Fort +1, Ref +4, Will +2; AP 1; Rep +0; Str 10, Dex 14, Con 8, Int 13, Wis 15, Cha 12.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Search).

Mutations and Defects: Multiple Eyes, Deafness.

Skills: Craft (electronic) +2, Craft (mechanical) +2, Diplomacy +5, Knowledge (Ancient Lore) +6, Knowledge (Technology) +4, Navigate +3, Search +10, Spot +9, Survival +9.

Feats: Guide, Mimic*, Post-Apocalyptic Technology, Primitive Technology, Vulture.

Talents (Post-Apocalyptic Hero): Technologist.

Possessions: Hatchet, boomerang.

Collector Warrior, Post-Apocalyptic Hero 2/Strong Hero 2: CR 4; Medium-size humanoid; HD 2d8-2 plus 2d8-2; HP 14; Mas 8; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +3; Grap +3; Atk +4 melee (1d6+1, hatchet), or +5 ranged (1d6, boomerang); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot be flanked, deaf; AL Collectors; SV Fort +3, Ref +4, Will +2; AP 2; Rep +0; Str 10, Dex 14, Con 8, Int 13, Wis 15, Cha 12.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Search).

Mutations and Defects: Multiple Eyes, Deafness.

Skills: Climb +4, Craft (electronic) +2, Craft (mechanical) +2, Craft (structural) +5, Diplomacy +5, Knowledge (Ancient Lore) +6, Knowledge (Technology) +4, Navigate +3, Search +10, Spot +9, Survival +9.

Feats: Armor Proficiency (light), Guide, Mimic*, Post-Apocalyptic Technology, Primitive Technology, Vulture, Weapon Focus (hatchet).

Talents (Post-Apocalyptic Hero): Technologist.

Talents (Strong Hero): Melee Smash.

Possessions: Hatchet, boomerang, leather armor.

DAKOTA DESTROYERS

Governing Style: Dictatorship.

Religion: Nihilist.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Intimidating Strength, Iron Will, Lightning Reflexes, Mounted Combat, Pack Tactics*, Power Attack, Stealthy, Toughness, Track.

Once the scourge of an entire state, the Dakota Destroyers are a savage tribal army that rivaled even the most powerful raider gangs of the more civilized regions of the Twisted Earth.

During the twilight era of the Ancients, when pollution and overcrowding caused a dramatic relocation of population, in many states civilization retreated to the great domed cities leaving the vast open highways and desolated wasteland fair game for various lawless and radical groups. One such group was the first true “mega-gang” to terrorize the scarcely patrolled rural landscape of the American

West, a vast army of former criminals, misfits, and outcasts from the cities. Mounted on motorcycles, cars, converted recreation vehicles, and even their own tanker trucks (to carry their supply of fuel), this roving armada (known as the “Dakota Destroyers”) laid “claim” to virtually all of rural North and South Dakota, spreading terror wherever they went. Virtually uncontested due to their sheer numbers, state and local police forces were unable to prevent their migrations and as the years passed, the death toll of brave Marshals and state troopers steadily rose. Crippled by dwindling budgets that shifted the focus of state expenditures to the crime-ridden cities, entire rural communities were deserted as the Destroyers’ reign of terror went unchecked.

When the Fall came, the Dakota Destroyers, like many gangs, were stubborn and brutal enough to survive the inevitable collapse of civilization. As if they had been planning for such an eventuality, the Destroyers mysteriously retreated to the wasteland just before the first nuclear strikes, and, long after the nuclear winter, re-emerged to force the shattered remnants of the countryside to bow down and pay homage to their army as their slaves.

For over two hundred years, the Dakota Destroyers have remained much the same, resisting change as stubbornly as they had resisted the authoritarian society of the Ancients. Though today they no longer ride vehicles (instead using horses), and use axes and javelins instead of rifles, they maintain the same wild spirit and lust for freedom at any cost. To this day, they are a cruel and war-like society whose members respect only war, bloodshed, savagery, and carnage. Trials by combat, the taking of spoils in war, and the terrorizing of desert communities are the methods by which they survive. Powerful, they swarm over the wasteland every few years to prey on the scattered tribes there, taking war brides to replenish their

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numbers, and re-asserting their dominance over the people of the wastes.

SAMPLE DAKOTA DESTROYERS

The Dakota Destroyers are a sprawling tribe, with dozens of family clans united under the collective blood red banner of their people. While indeed each group has its own niche in tribal society, a few generalizations can be made about the tribe as a whole. When waging war and raiding their neighbors, the war parties of the Destroyers number in the thousands. As much as to take loot as to trim their own numbers (which every few decades begin to strain the few resources of their own homelands), Destroyer warbands consist of men and women, young and old, with a mixture of cold-blooded seasoned warriors, and wild berserk youngsters out to prove themselves. Though the older warriors are formidable due to years of waging brutal war and murdering others to keep on top, the young are fearless, whipped up on drugs, and perhaps even more dangerous.

Dakota Destroyer Youth, Fast Hero 4/Raider

1: CR 5; Medium-size humanoid; HD 4d8+4 plus 1d10+1; HP 29; Mas 13; Init +3; Spd 30 ft; Defense 26, touch 19, flatfooted 23 (+3 Dex, +6 class, +6 natural, +1 equipment); BAB +4; Grap +6; Atk +7 melee (1d8+2, battleaxe), or +7 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Dakota Destroyers; SV Fort +3, Ref +6, Will +2; AP 2; Rep +2; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Predator (Sense Motive).

Background: Tribal (Intimidate).

Mutations and Defects: Protective Dermal Development x2, Immune-System Abnormality, Negative Chemical Reaction.

Skills: Balance +7, Escape Artist +6, Hide +7, Intimidate +5, Jump +4, Move Silently +7, Ride +7, Sense Motive +3, Sleight of Hand +5, Tumble +7.

Feats: Acrobatic, Archaic Weapons Proficiency, Defensive Martial Arts, Elusive Target, Mounted Combat, Primitive Technology, Weapon Focus (battleaxe).

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

Talents (Raider): Chaps and Chains +1.

Possessions: Battleaxe, two javelins, horse.

Dakota Destroyer Veteran, Tough Hero 4/Raider

6: CR 10; Medium-size humanoid; HD 4d10+8 plus 6d10+12 plus 7; HP 82; Mas 14; Init +2; Spd 30 ft; Defense 28, touch 18, flatfooted 26 (+2 Dex, +6 class, +6 natural, +4 equipment); BAB +9; Grap +12; Atk +13 melee (1d12+3, great axe), or +11 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Dakota Destroyers; SV Fort +7, Ref +6, Will +3; AP 5; Rep +3; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Predator (Sense Motive).

Background: Tribal (Intimidate).

Mutations and Defects: Protective Dermal Development x2, Immune-System Abnormality, Negative Chemical Reaction.

Skills: Intimidate +6, Jump +7, Knowledge (Tactics) +5, Knowledge (Twisted Earth) +3, Ride +9, Search +3, Sense Motive +7, Spot +7, Survival +4, Treat Injury +2.

Feats: Agile Riposte, Archaic Weapons Proficiency, Cleave, Dodge, Intimidating Strength*, Mounted Combat, Power Attack, Primitive Technology, Sunder, Toughness, Weapon Focus (great axe).

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

Talents (Raider): Chaps and Chains +1,

Bloodthirsty Cry, Chaps and Chains +2, Horrifying Kill.

Possessions: Great axe, two javelins, leather armor, horse.

DEO AMERICANA

Governing Style: Theocracy.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Athletic, Builder, Brawl, Deceptive, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Junk Crafter*, Lightning Reflexes, Mimic*, Renown, Run, Stealthy, Studios, Toughness, Track.

A religion as much as a tribe, the “Deo Americana” claims to be descended from the “monastic tradition” of the United States prior to the Fall. What this means exactly is not entirely clear, but by all accounts the Deo appear to be a society whose members have dedicated themselves to the worship of certain figures of the Ancient past, and the preservation of artifacts related to their “holy lives”.

The Deo are believed to be descended from Christian monks and lay workers who survived the Fall holed up in a rural monastery in North Dakota. However, over time their understanding of the Christian religion disintegrated, and through some unknown evolution was replaced piecemeal by a bizarre deification of past American *presidents*.

“Monks” and “friars” of the Deo tribe are not an uncommon sight in many communities throughout the Forbidden Lands, ostensibly offering their services selflessly for the benefit of their host communities. To this end most of their kind, even the youngest and most inexperienced, has been trained in

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treating injuries, teaching, or finding work as scribes or scholars. While in many isolated communities they do fill in nicely in the absence of truly educated people - such as might be found in more cosmopolitan areas - their degree of understanding and knowledge is usually quite limited. In reality they are sent as spies of a sort, keeping an eye on local markets for rare arcana or other objects (“relics”) pertaining to the figures their people worship - campaign buttons, personal writings, histories of their lives’ work, and all manner of visual and audio recordings.

All young members of the tribe, as well as those who join, are required to perform this kind of work (known as “gathering”) for five years before they are allowed to return to the great abbey of the Deo, located somewhere in the badlands of North Dakota. Here, in the shattered ruins of the great abbey, artisans who have spent entire lives honing their masonry skills construct huge busts of past presidents from the local bedrock. Once completed (a task that sometimes takes 20 years or more), these are hauled out by the three-armed robed novices to be placed all over the barren landscape, creating a scene reminiscent of Easter Island.

Once every ten years the Deo Americana perform a great pilgrimage to their greatest holy site, a revered mountain somewhere in the dry desolate wilds north of their monastery. This mountain is said to bear the image of no less than four of their “gods”, carved from the stone itself and left to gaze for eternity over the shattered world they once ruled.

SAMPLE DEO AMERICANAS

The two sample members of this “tribe” shown below include *scribes* - the studious, unassuming “monks” often seen in deep wasteland settlements working as scribes and translators - and *master builders*, the

elders of the Deo Americana order who reside in their monastery in the desert and continue the order’s work in creating images of the Ancient gods. By and large the scribes are a more common sight on the Twisted Earth, seen working alongside merchants in small communities or hitching a ride on a nomadic caravan, or serving under a local lord or raider king in some capacity where literacy is a valuable enough commodity to keep him alive.

Deo Americana Scribe, Dedicated Hero 1: CR 1; Medium-size humanoid; HD 1d6+2; HP 6; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, staff), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, extra arm, bludgeoning vulnerability; AL Deo Americana; SV Fort +3, Ref +1, Will +0; AP 0; Rep +1; Str 13, Dex 12, Con 15, Int 14, Wis 8, Cha 9.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Additional Limb Development (Arm), Multiple Stomachs, Aberrant Deformity, Skeletal Deterioration.

Skills: Bluff +1, Craft (visual art) +6, Craft (writing) +9, Decipher Script +4, Diplomacy +3, Disguise -5, Knowledge (Ancient Lore) +4, Navigate +6, Research +4, Sleight of Hand +3, Survival +3.

Feats: Deceptive, Endurance, Primitive Technology, Studious.

Talents (Dedicated Hero): Skill Emphasis (Craft [writing]).

Possessions: Staff.

Deo Americana Master Builder, Dedicated Hero 3: CR 3; Medium-size humanoid; HD 3d6+6; HP 17; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap

+1; Atk +1 melee (1d6-1, staff), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, extra arm, bludgeoning vulnerability; AL Deo Americana; SV Fort +6, Ref +2, Will +3; AP 1; Rep +1; Str 8, Dex 12, Con 14, Int 15, Wis 13, Cha 9.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Additional Limb Development (Arm), Multiple Stomachs, Aberrant Deformity, Skeletal Deterioration.

Skills: Bluff +4, Craft (mechanical) +4, Craft (structural) +7, Craft (visual art) +8, Craft (writing) +11, Decipher Script +4, Diplomacy +5, Disguise -5, Knowledge (Ancient Lore) +5, Navigate +4, Research +4, Survival +3, Treat Injury +3.

Feats: Builder (Craft [mechanical], Craft [structural]), Deceptive, Endurance, Great Fortitude, Primitive Technology, Studious.

Talents (Dedicated Hero): Skill Emphasis (Craft [writing]), Faith.

Possessions: Staff.

DESERT LORDS

Governing Style: Tribal Council.

Religion: Ancestor Worship.

Background Option(s): *Shadow People* only.

Bonus Feats: Mounted Combat, Renown, Weapon Focus (any).

The Desert Lords of the Far Desert are a nomadic group of *shadow people* who defy the usual attitudes and isolationism of their race. Though to be sure the Desert Lords began as a typical deep desert tribe with no inclination to make contact with the people of the Twisted Earth, over time their wanderings brought them into contact with others. And, with contact, the

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Desert Lords learned there was much to be gained from selling their services to the people of the outside world.

The Desert Lords are, first and foremost, one of the most notorious groups of mercenaries on the Twisted Earth. Possessed with powerful mental mutations, an unmatched understanding of the desert and its dangers, being master survivalists of the first order, and proven utterly fearless in the face of any enemy, they are highly sought after as soldiers, scouts, and raiders.

Though the Desert Lords number several extended families gathered in a single clan, they are all united in a singular belief that it is them against the world. The Desert Lords see to their own in all ways; working together, fighting together, treating their own sick and injured, etc., to the exclusion of even those who are assigned to fight alongside them in war. Expert sharpshooters and riders of powerful desert horses, the only negative aspect of these well-regarded mercenaries is their general inability to coordinate with other forces in the field.

Interestingly enough the Desert Lords take their families with them when they go to war. Their women and children appear to be just as adept at fighting as their males; when not supporting (treating the injured, scouting the flanks, etc.) they can be found alongside their husbands and fathers, gun or javelin in hand. And since all shadow people wear all-concealing robes and masks, it is almost impossible to tell them apart.

The Desert Lords are currently in the employ of the Clean Water Clans. The Clean make good use of these shadow people in the more uncivilized regions of the Far Desert and Forbidden Lands (where tales of their brutal attacks are not likely to spread), using them to crack down on errant tribes who are

late on payment for water shipments. “Cracking down” usually involves the entire settlement being besieged, pillaged, or burned to the ground, as the circumstances dictates. The Desert Lords approach their job with cool detachment, so committing such atrocities doesn’t faze them a bit.

The Desert Lords typically only accept trade goods of immediate value to survival (food, water, ammunition, mounts, etc.), or scalps and other gruesome trophies to enhance their fierce reputation among the other tribes of the wasteland. Negotiations for employment are eerie events; since they only communicate telepathically, they seem to know if an employer plans to trick or double-cross them. Of course they deal with such treachery quickly and decisively before moving on in haste.

SAMPLE DESERT LORDS

Among Desert Lord characters, the most commonly seen by outsiders are their *mercenaries*; the men (and sometimes women) whom the elders of the tribe deem are skilled enough to represent the tribe in war. Not every shadow person is allowed to become such a mercenary; since their exploits enhance the reputation of the tribe, only warriors who have proven themselves to the shadow people community are allowed to join these elite - and highly visible - ranks.

While the tribe’s mercenary warriors are exceptional by the standards of most outsiders, perhaps even more impressive are the tribe’s *protectors*, an elite cadre of men and women sworn to protect the tribe while the warriors are away. These few folk are expert guardians, trained in the more traditional weapons of the shadow people. Quick, silent, and ruthless, the protectors are fearless fighters.

Desert Lord Mercenary, Strong Hero 3: CR 6; Medium-size humanoid; HD 3d8 plus 3d8; HP 27; Mas 10; Init +0; Spd 30 ft; Defense 13, touch 12, flatfooted 13 (+2 class, +1 equipment); BAB +5; Grap +5; Atk +5 melee (1d8+2, spear), or +5 ranged (2d10, 7.62mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ neural telepathy; AL Desert Lords; SV Fort +3, Ref +4, Will +2; AP 0; Rep +0; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 13.

Occupation: None.

Background: None.

Skills: Bluff +1 (+5 telepathy), Diplomacy +1 (+5 telepathy), Gather Information +1 (+5 telepathy), Handle Animal +3, Hide +3, Intimidate +1 (+5 telepathy), Jump +1, Listen +2, Move Silently +2, Ride +2, Sense Motive +1 (+5 telepathy), Spot +2, Survival +3.

Feats: Archaic Weapons Proficiency, Flight Trigger, Mental Communication, Mind Stun, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

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

Possessions: 7.62mm pipe rifle, 20 rounds of 7.62mm ammunition, spear, thick cloak (+1 impromptu), desert horse.

Desert Lord Protector, Strong Hero 1/Guardian 2: CR 6; Medium-size humanoid; HD 3d8 plus 1d8 plus 2d10; HP 29; Mas 10; Init +4; Spd 30 ft; Defense 13, touch 12, flatfooted 13 (+2 class, +1 equipment); BAB +5; Grap +5; Atk +7 melee (1d8+1, spear), or +5 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ neural telepathy; AL Desert Lords; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 13.

Occupation: None.

Background: None.

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Skills: Bluff +1 (+5 telepathy), Diplomacy +1 (+5 telepathy), Gather Information +1 (+5 telepathy), Handle Animal +3, Hide +3, Intimidate +1 (+5 telepathy), Knowledge (Tactics) +3, Listen +3, Move Silently +2, Ride +2, Sense Motive +1 (+5 telepathy), Spot +3, Survival +3.

Feats: Archaic Weapons Proficiency, Flight Trigger, Improved Initiative, Mental Communication, Mind Stun, Post-Apocalyptic Technology, Primitive Technology.

Talents (Strong Hero): Melee Smash.

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

Possessions: *Mastercraft* spear, javelin, thick cloak (+1 impromptu), desert horse.

DREAMERS OF THE PAST

Governing Style: Tribal Council.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Creative, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mimic*, Power Attack, Run, Stealthy, Toughness, Track.

The Dreamers of the Past are a tribe of simple hunters and gatherers living in the harsh, rolling expanses of the eastern Far Desert, not far from the beginnings of the Graveyard of Bone Cities. Living in temporary tents and huts constructed from refuse, the Dreamers move as the fortunes of the region change and shift, reacting to the emergence of threatening enemies, predators, and other rival tribes.

The history of the Dreamers is an ancient one, reaching well back to the time of the Fall. Descended

from desperate survivors who wisely fled the urban cities of the Graveyard to escape the impending destruction of the nuclear war, these people have many legends and tales relating to their long and arduous history of survival and resilience.

The Dreamers continue to live in relative simplicity, hunting small game and gathering natural foods where they can find it. Though in earlier years they suffered tremendously from their own ignorance of the natural world (being descended from city dwellers they had virtually no survival skills), over time they learned to adapt. To this day they continue to foster these survival skills, as well as a healthy aversion to contact with other tribes and communities (who, more often than not, seek to do them harm rather than make their lives easier).

Most striking about the Dreamers is their belief that one day they will return to the cities of the Graveyard of Bone Cities. Their elders keep the ancestral memory of life in the great cities alive in the hearts and minds of younger generations; stories of automobiles (“iron carts stronger than ten oxen”), telephones (“magic boxes that allow men to hear each other hundreds of miles away”), and skyscrapers (“huts and dwellings so large they reach the heavens”) provide fuel for the imagination of youngsters in every Dreamer encampment. They believe that they are destined to one day rebuild the cities and rule as their princes and kings, but when that golden day will come, none is prepared to say. In years past, men and women of the tribe, filled with foolish aspirations to visit the cities to see if they were ready for the Dreamers’ arrival, never returned. As a result, tribal elders generally refrain from setting a date for their return, and content themselves with waiting for a sign that the time is right.

SAMPLE DREAMERS

In a region where resources are strained, the so-called “Dreamers” rely on hardy members of their tribe to go out into the wasteland and forage, sometimes for weeks at a time. While the typical Dreamer is capable of defending his people with his spear and tenacity alone, the *foragers* keep the tribe alive with their ingenuity and scrounging skills.

Dreamer, Post-Apocalyptic Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 13, flatfooted 16 (+1 Dex, +2 class, +4 natural); BAB +1; Grap +3; Atk +3 melee (1d8+2, spear), or +2 ranged (1d8+2, spear); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Dreamers of the Past; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 9.

Occupation: Wanderer (Handle Animal, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Protective Dermal Development, Bilirubin Imbalance.

Skills: Bluff -3, Craft (visual art) +1, Diplomacy -3, Disguise -3, Handle Animal +3, Listen +3, Navigate +3, Perform +1, Search +3, Spot +3, Survival +7, Treat Injury +2.

Feats: Archaic Weapons Proficiency, Creative (Craft [visual art], Perform), Guide, Primitive Technology, Track.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Possessions: Spear.

Dreamer Forager, Post-Apocalyptic Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 15; Init +1; Spd 30 ft; Defense 17, touch 13, flatfooted 16 (+1 Dex, +2 class, +4 natural); BAB

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+2; Grap +2; Atk +2 melee (1d8, spear), or +3 ranged (1d8, spear); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Dreamers of the Past; SV Fort +4, Ref +3, Will +3; AP 1; Rep +0; Str 10, Dex 12, Con 15, Int 13, Wis 14, Cha 7.

Occupation: Wanderer (Climb, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Protective Dermal Development, Bilirubin Imbalance.

Skills: Bluff -4, Diplomacy -4, Disguise -4, Hide +7, Move Silently +7, Navigate +9, Search +11, Sleight of Hand +3, Spot +8, Survival +10.

Feats: Endurance, Guide, Primitive Technology, Stealthy, Track, Vulture.

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

Possessions: Two spears, food and water.

DUNE THIEVES

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): *Shadow People* only.

Bonus Feats: Run, Stealthy, Track.

The so-called “Dune Thieves” of the Far Desert are a notorious nomadic band, members of the mysterious race of *shadow people* that are known to primarily exist in isolated corners of the desert away from civilization. The Dune Thieves are different than most of their kind, however, in that instead of seeking to avoid strangers and living their lives in peace, they actually make their living through their rare contact with outsiders – encounters which more often than not are little more than murderous ambushes.

These shadow people are raiders, preying on lone travelers and small merchant caravans by night. Their methods are exceptional. Well-camouflaged

scouts and cunningly placed lookouts (hidden on high mesas, mountains, or among the foliage along dry riverbeds) on the edge of their territory keep a lookout for individuals or parties crossing near or through their domain. When spotted, the Dune Thieves gather their numbers while one or two scouts continue to follow their quarry, unseen, often for days. When they have mustered a suitable war party, the Dune Thieves usually attack only at night, and do so quickly, quietly, and with deadly precision.

The typical methods of the Dune Thieves involve waiting until well past midnight (when most in camp will be sound asleep), taking out any sentries with blowguns or silenced rifles, and moving in to steal all usable goods from tents and wagons. They are not above slitting the throats of an entire camp’s inhabitants if need be to avoid detection and the raising of the alarm, though in general they prefer merely to sneak in, steal what they can, and get away without a fight at all.

The Dune Thieves are composed of a single extended clan led by an aging elder (known as the “root”; the Dune Thieves imagine their tribe as a great tree with all families tracing ancestry to this single individual) of unknowable years. Their people value stealth and silence above all things; the ability to *win* a fight is not nearly as important as the ability to *avoid* a fight altogether. Dune Thieves begin training in stealth from an early age (4 years), and continue training throughout their lives. They are great lovers of sleek bladed weapons (for cutting throats), though some silenced pistols and rifles are maintained by the tribe for special use.

SAMPLE DUNE THIEVES

Two sample Dune Thieves are presented here, which when combined simulate a typical Dune Thief raiding party. The first, the *tracker*, pursues his prey across

the desert doggedly, waiting for the right moment to call his brothers in to finish them off. A team of *cutthroats*, his brothers sneak in under the cover of darkness and take their quarry completely by surprise.

Dune Thief Tracker, Dedicated Hero 5: CR 8; Medium-size humanoid; HD 3d8 plus 5d6; HP 31; Mas 10; Init +5; Spd 30 ft; Defense 15, touch 14, flatfooted 14 (+1 Dex, +3 class, +1 equipment); BAB +5; Grap +4; Atk +1 melee (2d4-1, falchion), or +6 ranged (2d6, VSS Vintorez); FS 5 ft by 5 ft; Reach 5 ft; SQ neural telepathy; AL Desert Lords; SV Fort +4, Ref +5, Will +4; AP 0; Rep +2; Str 9, Dex 12, Con 10, Int 10, Wis 10, Cha 13.

Occupation: None.

Background: None.

Skills: Bluff +1 (+5 telepathy), Diplomacy +1 (+5 telepathy), Gather Information +1 (+5 telepathy), Hide +9, Intimidate +1 (+5 telepathy), Knowledge (Tactics) +5, Listen +7, Move Silently +3, Sense Motive +1 (+5 telepathy), Spot +7, Survival +8.

Feats: Far Shot, Flight Trigger, Improved Initiative, Mental Communication, Mind Stun, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Track.

Talents (Dedicated Hero): Skill Emphasis, Aware, Cool Under Pressure.

Possessions: VSS Vintorez, one box of 9mmR ammunition (10), *mastercraft* falchion, thick cloak (+1 impromptu).

Dune Thief Cutthroat, Fast Hero 2/Skulk 3: CR 8; Medium-size humanoid; HD 3d8 plus 2d8 plus 3d8; HP 36; Mas 10; Init +5; Spd 35 ft; Defense 18, touch 17, flatfooted 18 (+1 Dex, +6 class, +1 equipment); BAB +5; Grap +4; Atk +6 melee (2d4-1, falchion), or +6 ranged (1d6-1, javelin); FS 5 ft by 5 ft; Reach 5 ft;

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SQ neural telepathy; AL Desert Lords; SV Fort +2, Ref +9, Will +2; AP 0; Rep +0; Str 9, Dex 12, Con 10, Int 10, Wis 10, Cha 13.

Occupation: None.

Background: None.

Skills: Bluff +1 (+5 telepathy), Diplomacy +1 (+5 telepathy), Gather Information +1 (+5 telepathy), Hide +8, Intimidate +1 (+5 telepathy), Listen +2, Move Silently +7, Sense Motive +1 (+5 telepathy), Sleight of Hand +7, Spot +2, Survival +3.

Feats: Archaic Weapons Proficiency, Flight Trigger, Improved Initiative, Mental Communication, Mind Stun, Primitive Technology, Run, Stealthy, Weapon Focus (falchion).

Talents (Fast Hero): Increased Speed.

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

Possessions: *Mastercraft* falchion, javelin, thick cloak (+1 impromptu).

FAITHFUL

Governing Style: Tribal Council.

Religion: Cargo Cult.

Background Option(s): Tribal, Radical.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track.

Long ago, when the dreaded Savants ruled the Arid City with an iron fist, they kept dozens of tribes under their boot, working their farms, factories, and clearing the ruins of the city to make room for their constantly growing slave encampments. Gathered from clans from all across the Grass Plains Empire,

this mighty slave army made up the backbone of their domestic workforce while more effective soldiers made up their *dominated* armies in the field.

When the Savants abandoned the Arid City in the last generation or so, many former slave peoples were emancipated in their masters' absence. Fighting over the carcass of the city for a corner to call their own, in the ensuing chaos most either died out or were absorbed by larger groups, creating a state of constant warfare that is very much alive today.

Of all the tribes still vying for control of the Arid City, the largest are the so-called "Faithful". This "super-tribe" is made up of thousands of former slaves, from over fifty former clans, who spent the better part of their lives (if not the entirety) working for the Savants. Retaining a feverish (some say lunatic) loyalty to their former masters, the Faithful prepare for what they believe to be the inevitable return of the Savants, who in their beliefs will one day come back to reclaim the city - and reward those who remained true to their name.

The tribes that make up the Faithful occupy the west-central part of the Arid City, living in the heart of what was once old Fort Worth. Here the clans gather their strength, sallying out to put down other gangs and city-based tribes who grow too powerful and threaten to take total control of the city. They arm themselves with weapons and ammunition taken from whoever and wherever they can, including other ruin scavengers, gangs, and the few pockets of non-human beast tribes that have come to infest the ruins.

In recent years the Faithful became tentative allies with the "Dark Paladins" movement, a splinter faction of the Foundation who came to the Arid City after being expelled from the Sierra Gehenna region of the Twisted Earth. Making a new home here, the Dark Paladins pledged their technology in defense of the Faithful and their "holy cause", promising to

help ease the Savant return to the city in exchange for a base from which to build their twisted vision of a "new future". The Faithful, fighting numerous enemies who had nothing but hatred for their former masters, had no choice but to accept; they have benefited greatly from this almost symbiotic relationship, receiving more advanced weapons in exchange for helping the Dark Paladins build a fortress and tunneling subterranean caverns in which to house their growing legions of paladins and robots.

SAMPLE FAITHFUL

Of the tribal groups of the Twisted Earth, few have bred such powerful individuals as the Faithful. Surrounded by enemies, the zealous mutants of the Faithful have only managed to survive thanks to their aggression and warlike nature. The typical foot soldier of the tribe is a powerful warrior in his own right, with many "kills" to his name (with brazenly displayed mementos such as scalps and withered ears adorning his armor), but there are others among the masses, who are even more terrible to behold, the "champions" of the cult. Though few in number, these champions lead the crowds of raving Faithful wherever they go, bringing death and destruction upon their enemies.

Faithful, Strong Hero 3/Barbarian 4: CR 7; Medium-size humanoid; HD 3d8+6 plus 4d12+8 plus 3; HP 57; Mas 15; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +7; Grap +9; Atk +10 melee (1d12+4, great axe), or +9 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, regenerate 2 hp per 10 minutes; AL Faithful; SV Fort +8, Ref +5, Will +2; AP 3; Rep +0; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 11.

Occupation: Slave (Climb, Survival).

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Background: Tribal (Intimidate).

Mutations and Defects: Accelerated White Blood Cell Activity, Serrated Dental Development, Aberrant Deformity, Bizarre Pigmentation.

Skills: Climb +5, Disguise -9, Intimidate +3, Jump +5, Survival +7, Treat Injury +2.

Feats: Archaic Weapons Proficiency, Cleave, Endurance, Great Fortitude, Power Attack, Primitive Technology, Ritual Scarification*, Toughness, Weapon Focus (great axe).

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

Talents (Barbarian): Rage 1/day, Junk Armor, Rage 2/day.

Possessions: Great axe, junk armor.

Faithful Champion, Strong Hero 3/Barbarian 4/Guardian 3/Champion 2: CR 12; Medium-size humanoid; HD 3d8+6 plus 4d12+8 plus 3d10+6 plus 2d12+4 plus 3; HP 97; Mas 18; Init +2; Spd 30 ft; Defense 21, touch 19, flatfooted 19 (+2 Dex, +7 class, +2 equipment); BAB +12; Grap +15; Atk +16 melee (1d12+5, great axe), or +14 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, regenerate 2 hp per 10 minutes; AL Faithful; SV Fort +10, Ref +7, Will +6; AP 6; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 8, Cha 7.

Occupation: Slave (Climb, Survival).

Background: Tribal (Intimidate).

Mutations and Defects: Accelerated White Blood Cell Activity, Serrated Dental Development, Aberrant Deformity, Bizarre Pigmentation.

Skills: Climb +6, Disguise -8, Intimidate +8, Jump +6, Knowledge (Tactics) +11, Listen +7, Sense Motive +7, Spot +7, Survival +9.

Feats: Alertness, Archaic Weapons Proficiency, Cleave, Endurance, Great Cleave, Improved Damage Threshold, Iron Will, Know The Signs*, Power

Attack, Primitive Technology, Ritual Scarification*, Toughness.

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

Talents (Barbarian): Rage 1/day, Junk Armor, Rage 2/day.

Talents (Guardian): Defender +2, Weapon Focus (great axe).

Talents (Champion): Rallying Cry +2, Improved Tactical Aid.

Possessions: Great axe, junk armor.

FEE'MAN

Governing Style: Tribal Council.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Confident, Dodge, Endurance, Great Fortitude, Guide, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Toughness, Track, Weapon Focus (javelin).

The history of the Fee'Man tribe is wrapped up in the terrible years following the nuclear holocaust itself. Believed to be descended from the emergency disaster relief teams sent to aid the public after the Fall, the Fee'Mans were stranded in a rural part of the state lending food and medical assistance when the last vestiges of the central government collapsed.

According to vague Fee'Man lore, following the collapse of the Ancients their people were faced with a grim future ahead. Severed from the infrastructure that had kept them armed and supplied, they quickly came under attack by the very people they had been sent to assist. Over the course of several months,

as food, water, and medical supplies ran short, the Fee'Mans - who still controlled a large stock of relief supplies sent to them before the government fell - suffered from riots, threats, and even ambushes virtually everywhere they went. In time even those communities who had first fostered them turned on them as well, hoping to take the precious supplies from them as their sons and daughters starved or withered from the "red fever".

It is not clear how the Fee'Mans survived, but according to their legends they managed to avoid destruction by playing the people of the region off against each other, providing a trickle of medicines to one or another to earn their loyalty and cooperation. At the same time they charged heavy prices for their goods, demanding weapons and ammo in exchange for even the most mundane emergency supplies. In this way they slowly disarmed the people, putting the guns in their hands. It was only a matter of time before they established themselves as the overlords, and with newfound strength of arms declared their rule as law.

Over the generations the Fee'Mans, like all other descendants of the Ancients, degenerated into a tribal culture, becoming tied to their particular part of the world and its own peculiar breed of people. Today they persist as a kind of governing "caste" over numerous tribal communities that pledge service to them. They still consider it their mission to administer to the needs of the people, and enforce law and order, considering themselves almost "divinely-appointed" for this task. Long ago they introduced a system in which the people of the region pay them a form of *fealty*, growing agricultural goods and raising livestock that are pledged to them as a form of tribute. From this central "stockpile" the Fee'Mans distribute what is needed to each community under their care, usually just enough for them to survive,

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and keep the rest for themselves. Those who refuse to pay tribute are put under blockade, starved of food and water and denied medicines until they relent.

While this system has certainly given the Fee'Mans uncontested power in their region, it has also allowed them to remain loyal to their original mission - assisting people who need help. To this day the tribal warriors wear FEMA blankets as capes (or fly them as flags and banners) to show their age-old ties to the past.

SAMPLE FEE'MANS

The people who live under their rule generally recognize two different types of Fee'Man: the typical soldier and what is known as a "collector". While *soldiers* patrol the roads and counter conventional threats against the people under their charge (such as raiders), the *collectors* move about freely between community and community, collecting the taxes and supplies that the Fee'Mans use to maintain their position. While individually collectors are not much more skilled than Fee'Man soldiers, they have the might of the tribe behind them and thus are widely feared wherever they go. Sadly, many collectors become corrupt like petty thugs, using their authority to take whatever they want from the cowering people they are meant to protect.

Fee'Man Soldier, Strong Hero 3/Guardian 1: CR 4; Medium-size humanoid; HD 3d8 plus 1d10; HP 20; Mas 10; Init +2; Spd 30 ft; Defense 19, touch 15, flatfooted 17 (+2 Dex, +3 class, +2 natural, +2 equipment); BAB +4; Grap +6; Atk +6 melee (1d6+4, gore), or +7 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, night blindness; AL FeeMans; SV Fort +3, Ref +4, Will +2; AP 2; Rep +0; Str 14, Dex 14, Con 10, Int 8, Wis 12, Cha 14.

Occupation: Military (DW) (Intimidate).

Background: Tribal (Search).

Mutations and Defects: Dermal Spike Growth, Aberrant Horn Development, Night Blindness, Sickle Cells.

Skills: Gather Information +4, Intimidate +10, Knowledge (Tactics) +2, Listen +4, Search +2, Spot +4.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Confident, Primitive Technology, Weapon Focus (javelin).

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

Talents (Guardian): Defender +2.

Possessions: Three javelins, leather armor.

Fee'Man Collector, Charismatic Hero 2/Fast Hero 2: CR 4; Medium-size humanoid; HD 2d6+4 plus 2d8+4; HP 24; Mas 14; Init +1; Spd 30 ft; Defense 18, touch 16, flatfooted 17 (+1 Dex, +5 class, +2 natural); BAB +2; Grap +3; Atk +3 melee (1d6+1, club), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, night blindness; AL FeeMans; SV Fort +4, Ref +5, Will -1; AP 2; Rep +2; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 15.

Occupation: Demagogue (Bluff, Diplomacy).

Background: Tribal (Intimidate).

Mutations and Defects: Dermal Spike Growth, Aberrant Horn Development, Night Blindness, Sickle Cells.

Skills: Bluff +9, Diplomacy +9, Disguise +4, Gather Information +9, Hide +3, Intimidate +7, Listen +3, Move Silently +3, Navigate +2, Ride +6, Sense Motive +1, Sleight of Hand +3, Spot +3, Survival +3, Tumble +6.

Feats: Alertness, Deceptive, Endurance, Guide, Primitive Technology, Stealthy, Trustworthy.

Talents (Charismatic Hero): Fast-Talk.

Talents (Fast Hero): Evasion.

Possessions: Club, horse, team of mules.

FOLLOWERS

Governing Style: Matriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Low Profile, Radiation Sense, Run, Stealthy, Toughness, Track, Vulture.

The "Followers" are a group of primitive people who have evolved from a collection of nomadic desert tribes to become an almost parasitic entity of the Brotherhood of Radiation, one of the largest and most bizarre factions of the Twisted Earth.

Native to the desolate Deadlands region of the west, for the longest time the people that would become the Followers were merely backwards, xenophobic folk, viewing the emergence and stupendous rise of the Brotherhood as a source of suspicion. Fearing the Brotherhood as much as admiring it, the Followers were at a loss to decide what to do about rumors of "bald-headed monks" and a "queen of brilliant lights". As one the tribes convened a rare conference of chiefs, and decided to send representatives to the "holy city" and see for themselves whether there was any cause for concern.

The result of their contact with the Brotherhood would alter the tribes of the Deadlands almost overnight. Overcome by the sight of electric lights, city streets bathed in the neon glow of the re-activated reactor (nursed back to life by the

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Brotherhood), and enchanted by the harmonious chanting of the curious mutant *force masters*, these primitive folk virtually fell to their knees in worship. For folk who had lived for generations in the bleak desert, without any technology to speak of, the sights and sounds of Las Vegas were truly overwhelming.

Returning to their respective camps, the tribal representatives spoke in wonder of the things they had seen. In only a short time the people of the tribal communities near Vegas were effectively seduced; men, women, children – entire tribes – prepared to leave their squalid camps and make the great journey to see this fabulous city.

Today the deserts are littered with abandoned camps and mud-hut villages, deserted by these starry-eyed people in their quest to see the Holy City of the Brotherhood. But in Las Vegas, ringing the outer city like a belt of barrios and shanties is a virtual camp city of these people, who now call themselves the “Followers”.

Rather remarkably, actual relations with the Brotherhood have been strained since the Followers’ arrival. At first, the Brotherhood welcomed them with open arms, hoping for an influx of new recruits, but they soon came to realize these people were far too primitive, far too ignorant, to understand the message of their faction. Though many attempts have been made by the Brotherhood to educate these people in the mysticism of the “glow”, every attempt has ended in failure, confusion, or worse. After a particular bishop of the Brotherhood attempted to communicate the ideas of the Brotherhood to a massed gathering of over 1,000 Followers in the outer reaches of the city, he was mortified to hear the tribes merely mimicking his words with awed reverence and, within minutes, worshipping him as some kind of “god” in his own right.

Recoiling from this perceived “blasphemy”, the

Brotherhood has refrained from attempting to convert any more Followers. For the time being these worshipful primitives live on the outskirts of the city, converging in large packs whenever Brotherhood parties enter or leave the city, hoping for a glimpse of the “gods” – and perhaps receive a blessing from the experience.

Though they have become a minor nuisance, by order of the Brotherhood hierarchy the Followers are not to be chastised or chased away, but rather pitied and given alms on a regular basis; food, water, and clothing. In addition, sometimes the Followers prove to be useful to their “masters”; since they know much of the Deadlands, they often offer their services as guides for parties of pilgrims or for other Brotherhood expeditions in the region.

The culture of the Followers has suffered a major shift since their arrival in the Holy City; where once male elders ruled, now older wise women are selected to lead (the Followers model themselves after the Brotherhood, and since a “woman” rules that faction, they do the same). This has caused an all too sudden change in gender roles in their society, a situation that is especially unacceptable to older patriarchs of the tribe (who have lost face as a result). This reversal may lead to future unrest and strife, something that could potentially tear the tribe apart.

SAMPLE FOLLOWERS

Considered a nuisance by many, Followers could prove to be ideal guides for parties visiting the City of Lights, as these poor wretched souls know the inner city and the vast ruins surrounding it like the back of their hands. More of a danger to PCs are the so-called “prophetesses”, demagogues of the Followers who might misinterpret the party’s intentions and label them “enemies” of the Brotherhood. If so angered, these zealous women

could muster many wild-eyed Followers to doggedly pursue the PCs wherever they go in the city.

Follower, Post-Apocalyptic Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, club), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, autism; AL Followers; SV Fort +6, Ref +3, Will +2; AP 1; Rep +0; Str 14, Dex 13, Con 15, Int 8, Wis 10, Cha 11.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Search).

Mutations and Defects: Autism, Aberrant Deformity.

Skills: Climb +4, Disguise -6, Hide +5, Jump +4, Knowledge (Mutant Lore) +1, Listen +2, Move Silently +5, Navigate +3, Search +1, Spot +2, Survival +4.

Feats: Great Fortitude, Guide, Iron Will, Primitive Technology, Stealthy.

Talents (Post-Apocalyptic Hero): Necropoli Lore.

Possessions: Club, filthy robes.

Follower Prophetess, Post-Apocalyptic Hero 3/ Demagogue 4: CR 7; Medium-size humanoid; HD 3d8+3 plus 4d6+4; HP 35; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB +4; Grap +3; Atk +3 melee (1d6-1, club), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, autism; AL Followers; SV Fort +5, Ref +3, Will +9; AP 3; Rep +3; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Occupation: Demagogue (Diplomacy, Knowledge [Theology and Philosophy]).

Background: Tribal (Search).

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Mutations and Defects: Autism, Aberrant Deformity.

Skills: Bluff +6 (+7 with mutants), Diplomacy +8 (+9 with mutants), Disguise -4 (-3 with mutants), Gamble +4, Gather Information +6 (+7 with mutants), Hide +2, Intimidate +12 (+13 with mutants), Knowledge (Mutant Lore) +5, Knowledge (Theology and Philosophy) +7, Listen +6, Move Silently +2, Navigate +5, Perform +5 (+6 with mutants), Search +3, Sense Motive +10, Spot +6, Survival +6.

Feats: Alertness, Charm (as Charismatic talent), Confident, Guide, Iron Will, Mutant Messiah*, Primitive Technology, Track.

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

Talents (Demagogue): Followers, Lead Followers, Zealots.

Possessions: Club, filthy robes.

GHOULS OF THE NECROPOLIS

Governing Style: First Among Equals.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track, Troglodyte, Weapon Focus (any).

Inhabitants of the sprawling ruined city of Los Angeles (more commonly known as the “Necropolis”), ghouls have long had a presence here, at least since the first few years following the Fall.

Scattered throughout the urban ruins, the ghouls of the Necropolis are found in sporadic clusters, sometimes individual clans and other times entire tribes. Effectively driven below the surface by more capable predators (such as the “Hive”; see page 209 of the *Darwin's World 2nd Edition* rulebook), the ghouls have nonetheless done a remarkable job adapting. Thriving in the partially collapsed sewers, they have spread throughout the Los Angeles basin, popping up in crumbling neighborhoods far and wide.

While each tribe of the Necropolis has its own methods, by and large ghouls tend to favor stealth, trickery, and ambush. With such an abundance of human and mutant remains at their disposal (they dwell in a city filled with tens of thousands of dead), the ghouls often fashion makeshift armor from bones, as well as primitive clubs, axes, and maces. They only fight when they have numeric superiority, but when they do they do so fearlessly (a dead ghoul is just more food, after all). And whenever an enemy manages to best them in battle, the ghouls merely grin - with yellowed fangs - and scamper into hidden tunnels or other sewer entrances that always litter their hunting grounds. Melting away, the ghouls always survive and live to fight another day.

SAMPLE GHOUIS OF THE NECROPOLIS

Two sample ghouls of the Necropolis are given here, one exemplifying the average hunter/predator, the other a more experienced champion of their cannibalistic species. Both tend to favor gruesome weapons instead of their natural attacks.

More information on the ghouls of the Necropolis can be found on pages 210 (“Domain of The Flesh Eaters”) and 215 (“Ghoul Town”) of the Darwin's World 2nd Edition rulebook.

Necropolis Ghoul, Strong Hero 1/Fast Hero 1: CR 2; Medium-size humanoid; HD 1d8+1 plus 1d8+1; HP 12; Mas 13; Init +2; Spd 35 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +1; Grap +3; Atk +4 melee (1d10+3, great club), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws, albinism, cannibalism; AL Ghouls of the Necropolis; SV Fort +2, Ref +3, Will +1; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Claws, Serrated Dental Development, Albinism, Cannibalism.

Skills: Climb +5, Craft (structural) +2, Hide +7, Jump +4, Knowledge (Tactics) +2, Move Silently +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Primitive Technology, Weapon Focus (great club).

Talents (Strong Hero): Melee Smash.

Talents (Fast Hero): Increased Speed.

Possessions: Bone great club, leather armor.

Necropolis Ghoul Veteran, Strong Hero 3/Fast Hero 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d8+2; HP 28; Mas 13; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +7; Atk +8 melee (1d10+5, great club), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, claws, albinism, cannibalism; AL Ghouls of the Necropolis; SV Fort +3, Ref +5, Will +2; AP 2; Rep +0; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Claws, Serrated Dental Development, Albinism, Cannibalism.

Skills: Climb +6, Craft (structural) +2, Hide +12,

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Jump +5, Knowledge (Tactics) +4, Listen +2, Move Silently +12, Spot +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Power Attack, Primitive Technology, Run, Stealthy, Weapon Focus (great club).

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

Talents (Fast Hero): Increased Speed.

Possessions: Bone great club, leather armor.

HAULERS

Governing Style: First Among Equals.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Acrobatic, Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Ritual Scarification*, Stealthy, Toughness, Vehicle Expert.

The tribe known as the “Haulers” is a unique form of tribal culture on the Twisted Earth. Instead of having ancestral lands, which they jealously defend for resources and territorial rights, the Haulers believe all roads are theirs to navigate – and theirs alone.

It is unclear where the origins of the Haulers lie, but it is likely they are descended from the many nomadic road gangs that fled the cities during the Fall to avoid destruction in the nuclear apocalypse. Most of the Haulers were likely truckers, for even today they maintain ancient trucks and buses on which they roar across the wasteland among columns of smoke and dust.

For a large part of their history the Haulers were war-like, fighting any and all they came across in their annual migrations across the desert, demanding “tolls” for the use of their roads under penalty of death. In time, however, these practices brought them more harm than good, eventually culminating in several disastrous encounters with the Cartel trading house.

To avoid extinction the Haulers learned to adapt (a rare trait among primitive groups of the Twisted Earth). They quickly learned that their skills were in great demand among the merchant houses of the Far Desert, and soon they began offering themselves as hirelings to the major factions.

The Haulers now hire themselves out to haul cargo anywhere in the desert in their trucks. Their fees are usually quite reasonable (food, water, machine parts, and especially fuel), and their inbred aggressiveness on the road – and sense of pride as drivers – means they take whatever risks are necessary to please their employers. One of the greatest shames of a young tribal driver is to be late on delivery (a crime punishable by whipping, or even hobbling, if the pilot is found to have been responsible for the delay).

The Haulers maintain a fleet of nearly fifty vehicles; each owned and operated by a separate family in the clan. All families are inter-related, with the wisest and most senior pilot (known as the “great captain”) elected by the elders of the clan to lead them. The “great captain” ensures all of the families are taken care of, distributes tribal justice when youngsters have breached “the code”, and is responsible for dealing with the factions that employ the tribe on a regular basis.

Haulers are, on an individual basis, superstitious, rowdy, and particularly fond of a good fight. In action they look like scurrying little hunchbacks, but their deformed shape hides their true toughness.

And though they have kept alive the knowledge of operating big rigs for countless generations, they are nonetheless a savage and primitive people. Insults are never forgotten, duels of honor are common, and betrayal of the clan as a whole by an employer has on more than one occasion caused the Haulers to adopt highway piracy to exact vengeance.

Every bus or truck in the Hauler “fleet” has a sentimental name, just like a ship from the ancient days of sail. Each vehicle also has a crew, who drives, maintain the vehicle, and man its numerous makeshift weapons stations when on the road.

Because this tribe calls no one place home, it does not appear on the Tribal Map included in this book.

SAMPLE HAULERS

The sample Haulers below represent the typical crew of a given tribal rig; the “monkeys”, who man the ring-mounted guns and enormous turreted crossbows, as well as scramble all over the vehicle’s hull on ropes and cables, fixing leaks and putting out fires while the behemoth is still in motion - and the “captain”, who is charged with not only driving the vehicle, but navigating across hundreds of miles of desolate wasteland with only his memory to guide him.

Hauler Monkey, Tough Hero 3: CR 3; Medium-size humanoid; HD 3d10+6 plus 3; HP 26; Mas 15; Init +1; Spd 25 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, combat knife), or +3 ranged (2d6, black powder pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs. bludgeoning/concussion/slashing; AL Hauler; SV Fort +4, Ref +4, Will +2; AP 1; Rep +1; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 7.

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

Background: Tribal (Spot).

Mutations and Defects: Increased Body Density, Hunchback.

Skills: Climb +6, Drive +3, Intimidate +0, Jump +4, Knowledge (Technology) +2, Listen +3, Repair +2, Spot +9, Tumble +3.

Feats: Acrobatic, Alertness, Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Tough Hero): Robust, Remain Conscious.

Possessions: Black powder pistol, ammunition, combat knife.

Hauler Captain, Tough Hero 3/Road Warrior

4: CR 7; Medium-size humanoid; HD 3d10+9 plus 4d10+12 plus 3; HP 63; Mas 16; Init +2; Spd 25 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +6; Grap +7; Atk +7 melee (1d6+1, combat knife), or +8 ranged (2d8, sawed-off shotgun); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs. bludgeoning/concussion/slashing; AL Haulers; SV Fort +7, Ref +5, Will +2; AP 3; Rep +3; Str 13, Dex 14, Con 16, Int 12, Wis 10, Cha 7.

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

Background: Tribal (Navigate).

Mutations and Defects: Increased Body Density, Hunchback.

Skills: Climb +3, Craft (mechanical) +3, Drive +10, Intimidate +4, Jump +5, Knowledge (Technology) +3, Navigate +9, Pilot +4, Repair +7, Spot +6, Survival +2.

Feats: Drive-By Attack, Guide, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive

Technology, Vehicle Combat, Vehicle Dodge, Vehicle Expert.

Talents (Tough Hero): Robust, Remain Conscious.

Talents (Road Warrior): Boarding Party, Offensive Driving, Vehicular Evasion.

Possessions: Sawed-off shotgun, 1d4+1 rounds of 12-gauge ammunition, combat knife.

HEADHUNTERS

Governing Style: Patriarchal Clan.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Cleave, Dodge, Endurance, Great Fortitude, Guide, Headhunter*, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Know The Signs*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

Among the most savage tribals of the West are the so-called “Headhunters of The Lost”, a tribe of stealthy and cunning hunters and killers who take human heads as war prizes.

The Headhunters are a tough and rugged folk who have lived in the richly forested mountains of the Range of The Lost for generations, with origins no doubt in the years following the disastrous Fall. Avoiding the desert valleys of the south, these people were able to survive by sticking to the protective cover of the forests and mountain heights, far from the mutant armies and raider depravations of what would become the Sierra Gehenna region of the Twisted Earth.

For generations these tribals have lived in isolation, hunting and foraging for their own subsistence, living

in wooden huts beneath the forest canopy, or in small shallow caves (when caves could be found). Wisely paranoid of outsiders, the Headhunters developed skills of stealth and secrecy early on, skills, which they maintain and hone to perfection to this day.

Avoiding outsiders altogether would not be an option for long. With the emergence of the Foundation and its loose alliance with the slavers of Slave City, the Range of The Lost has become a dangerous place. Other tribes, driven out of their native regions by slave raids and Foundation round-ups, have also come to the Range of The Lost seeking refuge – a dire situation that threatens the very way of life of these people.

In response to the insurgence of outsiders, the tribes native to the Range have begun employing a mortifying strategy to combat their new enemies – *headhunting*. Though they stand little chance of winning in a stand-up fight, ambush and surprise raids on rival villages and even lone Foundation patrols have given the tribals some victories (and a much-needed boost to morale). To terrify their enemies the tribals employ psychological tactics as well: never taking captives, chopping off the heads of enemies slain in battle, and using preserved heads or stripped skulls as trophies, or to mark the boundaries of their tribal territory. They give no quarter and expect none from their more advanced foes, and live each day watching and waiting for the next encounter with their sworn enemies.

So far the tactics, brutality, and tenacity of these tribal holdouts have worked remarkably well. Local tribes inhabiting the Range now live in universal fear of the Headhunters and avoid encroaching on their part of the forests; even the mighty Foundation’s paladins have a healthy aversion to tours of duty in the mountains, for fear of being “decapitated by wild-eyed savages wielding clubs and stone axes”.

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SAMPLE HEADHUNTERS

A war party of Headhunters presents a real threat to those who intrude upon their mountain domain, as individually each tribesman is relatively powerful - a result of the desperate fight for survival that has left them grizzled and fearless. Despite their own strength, there are even more powerful tribesmen than the typical warrior, champions of the tribe who celebrate their ability to kill trespassers in the clothing of stitched human flesh they drape themselves in.

Headhunter, Strong Hero 2/Tough Hero 2: CR 4; Medium-size humanoid; HD 2d8+4 plus 2d10+4; HP 28; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +3; Grap +5; Atk +6 melee (1d6+3, machete), or +5 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Headhunters; SV Fort +6, Ref +2, Will +1; AP 2; Rep +0; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Chameleon Epidermis, Neural Mutation - Precognition, Bilirubin Imbalance, Negative Chemical Reaction.

Skills: Bluff -4, Climb +5, Diplomacy -4, Disguise -4, Hide +5, Jump +5, Knowledge (Tactics) +3, Move Silently +5, Spot +4, Survival +4.

Feats: Archaic Weapons Proficiency, Danger Sense, Filthy, Foresight, Primitive Technology, Track, Weapon Focus (machete).

Talents (Strong Hero): Melee Smash.

Talents (Tough Hero): Remain Conscious.

Possessions: Machete, compound bow, ammunition, 1d2 shrunken heads.

Headhunter Champion, Strong Hero 2/Tough Hero 2/Tribal Stalker 4: CR 8; Medium-size humanoid; HD 2d8+4 plus 2d10+4 plus 4d10+8; HP 58; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +7; Grap +10; Atk +11 melee (1d6+4, machete), or +9 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Headhunters; SV Fort +10, Ref +3, Will +2; AP 5; Rep +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Chameleon Epidermis, Neural Mutation - Precognition, Bilirubin Imbalance, Negative Chemical Reaction.

Skills: Bluff -4, Climb +6, Diplomacy -4, Disable Device +6, Disguise -4, Hide +7, Jump +6, Knowledge (Tactics) +3, Listen +2, Move Silently +7, Spot +4, Survival +9.

Feats: Archaic Weapons Proficiency, Danger Sense, Filthy, Foresight, Power Attack, Primitive Technology, Stealthy, Track, Weapon Focus (machete).

Talents (Strong Hero): Melee Smash.

Talents (Tough Hero): Remain Conscious.

Talents (Tribal Stalker): Trap Making 1d6, Wounding Blow, Trap Making 2d6, Wounding Traps.

Possessions: Machete, compound bow, ammunition, 2d3 shrunken heads.

HIDERS

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Defensive Martial

Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Low Profile, Mobility, Run, Stealthy, Track, Troglodyte, Weapon Focus (blowgun).

The tribal cultures of the Twisted Earth are renowned for many qualities, whether it be ferocity in a fight, ruthlessness and cunning as hunters, or merely a mindless dedication to some backwards religion or faith. Others are better known for their stealth, and among the most adept at stealth are the “Hiders”, a tribe of ghost-like people who are best known for their ability to virtually “vanish” once they reach the safety of the mountains and forests.

The Hiders have long been one of the weaker groups dwelling in the Range of The Lost, and as such have always relied on stealth and secrecy to conceal themselves from attack and punitive raids by outsiders. The very survival of their people depends on the ability to run and hide, and as a result they have become masters at deception and flight. These are not normally the kinds of traits admired by warrior tribes, but the Hiders are not warriors – they are *survivors*.

Hider clans typically subsist on hunting and gathering, with fruit, berries, and natural vegetables providing a great deal of their normal fare. Since they tend to stick to the more heavily forested regions of the Range to avoid detection, they have great success in finding food. The use of firearms is generally forbidden, for the noise they create draws unwanted attention, and so silent weapons (bolas and blowguns) are most common as hunting weapons.

Most remarkable, however, are the villages and dwellings of the Hiders. Instead of building villages on the surface, the Hiders build entire settlements

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underground. Typical underground villages consist of labyrinth-like tunnel complexes with numerous living passages, caves, and storage pits for the long-term survival of the tribe. Each village has ventilation shafts (to prevent being smoked out) and sally passages (in case they need to escape out a back way), cleverly concealed on the surface among tall reeds or heavy foliage, to prevent detection. Cunning low-tech traps set up just inside the tunnels make sure interloping animals (bear or other predators) are killed or warned off, while bells and other ingenious jury-rigged devices alert the entire tribe to intruders.

Hider tribes train regularly in evacuation procedures, so that men and women gathering food on the surface can make it back to the village without being seen or heard. When slavers or Foundation “flying machines” are heard in the distance, the alarm is raised (usually in the form of pre-designated animal calls); those still outside when enemies are in the area move in absolute silence back through the underbrush to one of several secret tunnel entrances without ever being detected. A Hider tribe will often remain underground, completely silent and unseen for up to two weeks if need be, before having to emerge on the surface for fresh supplies. Thus enemies in the area seldom even realize they are walking right over a Hider village, for the Hiders never emerge to do battle, instead preferring to remain hidden until the danger has passed.

SAMPLE HIDERS

Like shadows in the mountain mist, the Hiders vanish from sight almost on a whim. This is in no small part due to their own genetic mutations, which evolved over the centuries to aid them in survival. Capable of turning virtually invisible, Hiders are difficult prey to catch. The two Hiders here represent the typical hunting/gathering tribesman, and the “trap-setter”, a

member of the tribe tasked with setting up the simple but effective traps that defend their hidden mountain villages against intrusion.

Hider, Post-Apocalyptic Hero 2: CR 2; Medium-size humanoid; HD 2d8; HP 9; Mas 10; Init +2; Spd 40 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +1; Grap +2; Atk +2 melee (1d4+1, knife), or +4 ranged (1 plus *poison*, blowgun); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL Hiders; SV Fort +2, Ref +4, Will +2; AP 1; Rep +0; Str 12, Dex 15, Con 10, Int 13, Wis 14, Cha 8.

Occupation: Guide (Listen, Spot).

Background: Tribal (Hide).

Mutations and Defects: Increased Movement, Light Distortion Field, Critical Vulnerability, Negative Chemical Reaction.

Skills: Climb +5, Hide +9, Listen +9, Move Silently +9, Search +3, Spot +9, Survival +6.

Feats: Alertness, Primitive Technology, Run, Stealthy, Weapon Focus (blowgun).

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Knife, blowgun, darts, two doses of *tarantula venom*.

Hider Trap-Setter, Post-Apocalyptic Hero 2/Smart Hero 1/Tinker 2: CR 5; Medium-size humanoid; HD 2d8+2 plus 1d6+1 plus 2d6+2; HP 25; Mas 13; Init +2; Spd 40 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, knife), or +4 ranged (1 plus *poison*, blowgun); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL Hiders; SV Fort +3, Ref +4, Will +4; AP 2; Rep +2; Str 12, Dex 14, Con 13, Int 16, Wis 10, Cha 8.

Occupation: Craftsman (Craft [structural], Repair).

Background: Tribal (Hide).

Mutations and Defects: Increased Movement, Light Distortion Field, Critical Vulnerability, Negative Chemical Reaction.

Skills: Climb +5, Craft (structural) +8, Demolitions +5, Disable Device +13, Hide +12, Knowledge (Technology) +9, Listen +6, Move Silently +10, Navigate +11, Repair +9, Search +7, Spot +6, Survival +4.

Feats: Alertness, Cautious, Primitive Technology, Stealthy, Trap-Setter*, Trap Tinker*.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Talents (Smart Hero): Savant (Disable Device).

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

Possessions: Knife, blowgun, darts, two doses of *tarantula venom*, *tripwire detonator*.

HIGHWAYMAN'S GUILD

Governing Style: Theocracy.

Religion: Ancient Worship.

Background Option(s): Tribal, Ritual Preservationist.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Attentive, Brawl, Defensive Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Meticulous, Renown, Run, Stealthy, Studious, Track.

Though their name suggests they are composed of thieves and bandits, the Highwayman's Guild has in fact been integral to the success and livelihood of the world's merchant houses for many years. Far from highway murderers and killers, they are in fact the keepers of priceless knowledge concerning the roads,

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highways, mountain passes, and trade routes of the Twisted Earth since the Fall.

The Highwayman's Guild is a semi-religious brotherhood that has made it its sole mission in life to gather, protect, restore, and maintain old maps and atlases of the old American continent - especially its roads and "lost" freeway networks. It is unclear when this devotion came about, but according to their own legends the Highwaymen are descended from a group of monastic pilgrims who were stranded in the desert when the nuclear war swept the world. Keenly afraid the land would soon slip into a new Dark Age, the monks set about preserving whatever they could from the elements and the chaos that engulfed the world soon after.

The monks' efforts were set back when, more than 100 years ago, a raider-king found out about their devotion and took the monks captive. Cursing the books and other things they so painfully preserved as being instrumental to the current condition of man, the king burned their library and destroyed all technology they maintained, before leaving for parts unknown.

Though the raider king's attack had devastated their archives, the monks surveyed what remained, a collection of cheap road maps and vacation guides that had somehow escaped the raiders' attentions. Swallowing their anguish, they patiently set about preserving these, making all maps of the world their future focus of conservation.

To this day the Guild maintains this tradition, and though they are a highly secretive order, they are known to have a vast collection of maps in their tribal lands, hidden in various vaulted caves spread throughout their territory. These include brittle, faded originals of all kinds (everything from cheap folding gas station maps to detailed USGS topographical maps), as well as reproductions and even embellished

and illuminated navigational charts that would rival the greatest religious texts of the European Middle Ages.

The Highwaymen evolved from monastic recluses to men of business when the first merchant houses (such as the Cartel and the Clean) began to appear on the Twisted Earth. Their wise leaders quickly realized that there was a great demand for maps and, more importantly, knowledgeable men to use them, and they were perfect to fill this need.

Today the Highwayman's Guild continues to keep the knowledge of the old highway systems of America alive, in the form of ancient roadmaps and memorized in the heads of newer generations. In addition to visual memorization, the Highwaymen have devised means of concealing their knowledge; the contours of some maps have even been cleverly rendered into patterns, or musical pieces, or songs, that would not be recognizable (or decipherable) to outsiders. While the elders usually remain behind to maintain the secret archives, younger guild members are often sent to serve as guides for merchants and faction armies. In return, the Highwayman's Guild is protected and paid in trade goods that allow them to continue to exist in this savage world.

SAMPLE HIGHWAYMEN

The two sample guild members here represent the typical Highwayman "guide", hired out by the guild to merchants and the Twisted Earth's major factions, and the "archiver", a member of the order whose sole purpose is to memorize the painstaking details of individual maps, a kind of walking repository for the sacred knowledge the guild religiously preserves. These archivers are seldom seen by outsiders, spending their time cloistered and protected, and whisked away into hiding when the guild is threatened to ensure the knowledge remains alive

for the next generation. While some archivers are young (such as true child prodigies with photographic memories), most are venerable old men and women who have spent their entire lives memorizing the patterns and lines of dozens of ancient maps.

Highwayman Guide, Smart Hero 3: CR 3; Medium-size humanoid; HD 3d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d6-1, staff), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, bludgeoning vulnerability; AL Highwayman Guild; SV Fort +1, Ref +2, Will +4; AP 1; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Occupation: Guide (Navigate, Spot).

Background: Tribal (Search).

Mutations and Defects: Neural Mutation - Telepathy, Skeletal Deterioration.

Skills: Bluff +3, Craft (visual art) +8, Craft (writing) +8, Decipher Script +10, Diplomacy +3, Forgery +10, Gather Information +3, Knowledge (Current Events) +8, Knowledge (History) +8, Knowledge (Twisted Earth) +5, Navigate +14, Research +4, Search +11, Spot +8, Survival +7.

Feats: Guide, Mental Communication, Meticulous, Primitive Technology, Studious, Track.

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

Possessions: Dusty robes, staff.

Highwayman Archiver, Smart Hero 3/Scholar 3: CR 6; Medium-size humanoid; HD 3d6+3 plus 3d6+3; HP 28; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB +2; Grap +1; Atk +1 melee (1d6-1, staff), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, bludgeoning vulnerability; AL Highwayman Guild; SV Fort +3, Ref +3, Will +8; AP

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3; Rep +2; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 14.

Occupation: Guide (Navigate, Spot).

Background: Tribal (Search).

Mutations and Defects: Neural Mutation - Telepathy, Skeletal Deterioration.

Skills: Bluff +4, Concentration +5, Craft (visual art) +11, Craft (writing) +11, Decipher Script +13, Diplomacy +4, Forgery +10, Gather Information +4, Knowledge (Current Events) +10, Knowledge (History) +10, Knowledge (Twisted Earth) +10, Navigate +17, Research +13, Search +11, Spot +9, Survival +4.

Feats: Educated (Knowledge [Current Events], Knowledge [History]), Endurance, Guide, Iron Will, Mental Communication, Meticulous, Primitive Technology, Studious.

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

Talents (Scholar): Gossip, Ancient Knowledge (Knowledge [Twisted Earth]).

Possessions: Dusty robes, staff.

HORRORS

Governing Style: First Among Equals.

Religion: Nihilist.

Background Option(s): Feral, Tribal.

Bonus Feats: Alertness, Athletic, Brawl, Cleave, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Radiation Sense*, Stealthy, Toughness, Track, Troglodyte, Vulture, Weapon Focus (any).

The “Horrors” are a small tribe of feral monstrosities living near the heart of the “Necropolis”, the ancient ruins of Los Angeles. These pathetic yet disgusting creatures are cast-outs

from the community known as the “Serpent Gods” (see page 210 of the *Darwin's World 2nd Edition* rulebook), former genetic experiments deemed failures and duly done away with. While most of their kind are terminated before being discarded, a few managed to live despite their wounds, crawling out of their disposal pits (such as the “Pit of Horrors”, as described on page 212 of the rulebook) and managing to recover. Over time, more than just a handful survived, coming together in a rudimentary and primitive fashion to create a “tribe”.

The individual appearance of Horrors can vary considerably, though all seem to share some genetic traits - scaly or amphibian skin, fangs, and grossly deformed bodies covered in ropy scars from the experiments of their former masters. Almost all have a new genetic defect known (for lack of a better name) as “ophidianism”, in which their legs are indistinct, fused together into a long vestigial tail that drags uselessly behind them. Crawling only by the power of their functional arms, they would be pitiful creatures if not for their mindless bloodlust and savage cruelty.

Though they attempt to survive by slithering through the ruins and hunting small animals (such as rats), the Horrors attack any prey they stumble across. Unfortunately for them, most prey is faster and quicker, and can easily elude their ambushes. They are also hunted as food by the insectoid creatures of the “Hive”, which they have grown to fear.

SAMPLE HORROR

Primitive beings only a few years old, most Horrors are similar in abilities even though their forms are varied. The typical Horror crawls along looking for food; when prey is found it summons others of its kind in the vicinity through garbled, inhuman moans. When attacking the Horror attempts to burn prey with

its acid excretions, and if able to enter melee, poisons its wounded victim with the membranous slime that coats its body.

Horror Tribesman, Tough Hero 2: CR 2; Medium-size humanoid; HD 2d10+2 plus 5; HP 18; Mas 13; Init +2; Spd 20 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d3+2 nonlethal plus *poison*, unarmed), or +3 ranged (1d6+2, acid excretion); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, acid attack, poison; AL Horrors; SV Fort +3, Ref +2, Will +1; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 6, Wis 12, Cha 10.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Acid Excretion Glands, Neurotoxin Sting, Atrophied Cerebellum (Int), Ophidianism*.

Skills: Balance -4, Climb -3, Escape Artist +4, Hide +5, Jump -4, Listen +3, Move Silently +5, Spot +4, Survival +2, Swim -4.

Feats: Alertness, Filthy, Primitive Technology, Stealthy, Toughness.

Talents (Tough Hero): Robust.

Possessions: None.

HORSELORDS

Governing Style: First Among Equals.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Acrobatic, Archaic Weapons Proficiency, Armor Proficiency (light), Animal Affinity, Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mounted Archery, Mounted Combat, Power Attack, Toughness, Track.

NEW DEFECT

Here are the game statistics for a new defect exhibited by the tribals known as “Horrors”. This defect is merely a variation of *Terminal Limb Deficiency*; at the GM’s discretion it can be dropped altogether (simply swap out the defect in the Horror stat block and alter the skills appropriately).

OPHIDIANISM

The mutant lacks legs, instead possessing a long vestigial fusion of bone and muscle that resembles a serpentine “tail”.

Penalty: The mutant’s ground speed is reduced by one-third (round to the nearest 5 ft. increment). The mutant is limited to walking speed; she may not trot or run. Climb, Jump, and Swim checks suffer a -6 penalty, though Escape Artist and Balance checks are made with +2 racial bonus.

Advancement: None.

Special: If the player applies this defect he cannot also have Terminal Limb Deficiency (Legs).

The Horselords tribe of the Deserts of Nowhere are descended from hardy folk who weathered the storm of the Fall far from any major targets, such as the great cities and military installations of the Ancients. Already living among the wilds on semi-automated ranches and farms, when the world climate changed irreversibly they were forced to abandon their agrarian way of life for a more mobile existence.

Leaving their small farms behind, the tribes (consisting of various families from a particular part of the north) underwent a major metamorphosis into a completely nomadic culture. Among the few livestock these people took with them were horses, which proved invaluable over time as mounts and beasts of burden. In time their supply of other animals dwindled, but the tribals clung to their prized horses and never relinquished a single animal.

Today the Horselords are masters of horsemanship and mounted warfare. Having long forgotten their simple past, they are now a dominant tribe in the Deserts of Nowhere whose power is rivaled by few other clans. Master trainers and bareback cavalry

of the first order, they are feared (and despised) by their peers not only because of their superiority as warriors, but also because of their religious beliefs: the Horselords believe that some time in the past the “gods” gave them *all* horses as their birthright. As a result, the Horselords believe it is their moral obligation to take horses from any other tribe, using whatever means are necessary. Viewed as haughty and arrogant horse thieves by most tribes, the Horselords have slowly made enemies of almost every other group they encounter.

The Horselords train their entire lives to ride horses, and to see a Horselord in action is a marvel of expert skill and natural agility. Acrobats with a special affinity for their mounts, they can sit, stand, and even control their horses with verbal commands leaving their hands free to shoot guns or throw javelins.

The Horselords elect their leader from the wisest and most seasoned warriors. Though all men and women in the tribe know how to train horses and ride them equally well, since males are generally

stronger, they tend to make up the bulk of Horselord armies. Service as a warrior is almost a religious duty, and those who serve well are remembered not only as heroes, but become “demigods” in the eyes of their people, to be spoken of in campfire stories for generations. Those who die valiantly in war are said to join the “Riders of the Night Herd”, a mythical host of ghostly cavalry made up of ancestor spirits whom the Horselords believe watch over the tribe and ensure its continued survival.

SAMPLE HORSELORDS

Two sample Horselords are given here to represent the typical mounted warrior of the tribe, and the “elite” members who are both more seasoned riders and more experienced fighters. Typically war parties will consist of several lower-level warriors, who sweep forward throwing javelins before engaging with chopping weapons. These parties are usually led by one or two more experienced members, who fire their rifles at a distance until their ammunition is exhausted, before joining their comrades. Due to their mastery of their mounts, they attack with cleavers while goading their horses into kicking and biting the same foe in a vicious frenzy.

Horselord Warrior, Fast Hero 3/Tough Hero

3: CR 6; Medium-size humanoid; HD 3d8+3 plus 3d10+3 plus 6; HP 43; Mas 12; Init +3; Spd 30 ft; Defense 21, touch 19, flatfooted 18 (+3 Dex, +6 class, +2 equipment); BAB +4; Grap +4; Atk +4 melee (1d6, cleaver), or +7 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, phobia; AL Horselords; SV Fort +4, Ref +6, Will +3; AP 3; Rep +2; Str 10, Dex 16, Con 12, Int 8, Wis 13, Cha 14.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Survival).

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Mutations and Defects: Independent Cerebral Control, Phobia (enclosed spaces).

Skills: Balance +9, Handle Animal +10, Jump +2, Listen +2, Ride +15, Spot +2, Survival +5, Tumble +5.

Feats: Acrobatic, Animal Affinity, Armor Proficiency (light), Mounted Archery, Mounted Combat, Post-Apocalyptic Technology, Primitive Technology, Toughness.

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

Talents (Tough Hero): Remain Conscious, Robust.

Possessions: Cleaver, two javelins, leather armor, horse.

Horselord Elite, Fast Hero 3/Tough Hero 3/ Beast-Friend (Horse Rider) 3: CR 9; Medium-size humanoid; HD 3d8+3 plus 3d10+3 plus 3d8+3 plus 6; HP 58; Mas 13; Init +3; Spd 30 ft; Defense 23, touch 21, flatfooted 20 (+3 Dex, +8 class, +2 equipment); BAB +6; Grap +6; Atk +6 melee (1d6, cleaver), or +9 ranged (2d8, M1903 Springfield); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, phobia; AL Horselords; SV Fort +5, Ref +8, Will +4; AP 3; Rep +2; Str 10, Dex 16, Con 13, Int 8, Wis 13, Cha 14.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Survival).

Mutations and Defects: Independent Cerebral Control, Phobia (enclosed spaces).

Skills: Balance +9, Handle Animal +12, Jump +6, Listen +2, Ride +15, Spot +2, Survival +5, Tumble +5.

Feats: Acrobatic, Animal Affinity, Armor Proficiency (light), Mounted Archery, Mounted Combat, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness.

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

Talents (Tough Hero): Remain Conscious, Robust.

Talents (Beast-Friend): Favored Mount/Companion, Extra Ability I (Mounted Raider), Extra Ability II (Masterful Rider).

Possessions: M1903 Springfield, 8 rounds of .30-06 ammunition, cleaver, leather armor, horse.

HUNGRY ONES

Governing Style: First Among Equals.

Religion: Monotheist.

Background Option(s): *Sandmen* only.

Bonus Feats: Builder, Mimic*.

The “Hungry Ones” are an uncharacteristically ingenious band of *sandmen* living just off the trade routes connecting Kingman town with the fragile settlements of the Sierra Gehenna region. Unusual for their kind, these cunning predators have developed a particularly insidious means of ensnaring prey for their kind to consume.

Located just miles from a southerly trade route, the Hungry Ones have come to occupy the remnants of an Old West ghost town, carving out sinuous tunnels beneath the rickety old buildings, creating a web of secret yet perfectly navigable passages just under the streets of town. As this particular trade route is prone to regular sandstorms, the Hungry Ones have come to rely on merchants or travelers getting lost and finding their way here for shelter.

The sandmen usually know about new arrivals even before they come, with hidden lookouts concealed among the old buildings - saloon, Chinese laundry, and boarding house. Once their prey is spotted, stumbling through the storm the game begins. Masters at remaining unseen, the sandmen

wait until the visitors are divided (for example, when visitors split up to scout out the town), picking them off one by one quietly and quickly, dragging them - without a scream - to any of hundreds of hidden trapdoors or cave entrances located throughout town (in buildings, basements, at the end of dark alleys, etc). Eventually, when the enemy catches on that something is “not right” in town, they usually hold up in one central building, hoping to wait out the storm, guns in hand. That’s when the tribe strikes in force.

Using trapdoors concealed in the building, the sandmen pour in without a noise, bringing with them bizarre mutated beasts that have evolved alongside them in the underground tunnels. With these monstrous abominations leading the way they take the unwitting enemy (who are more likely than not to be at windows looking for enemies in the storm) by surprise. What ensues is an orgy of bloodshed and cannibal feasting. Afterwards, any wagons or vehicles brought by their prey are ransacked and taken to a large cave opening (less than a mile away), where they are whisked away underground - leaving no trace of what happened.

So far the Hungry Ones have been successful in their elaborate trap, and already stories are beginning to spread along the trade routes of entire merchant caravans vanishing in sandstorms, never to be heard from again.

SAMPLE HUNGRY ONES

The sample Hungry One given here is typical of their tribe, a quick and stealthy predator. The Hungry Ones also breed *abominations* in their tunnels, which they use both to guard their secret lairs as well as assault enemies once they catch on to what is happening.

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Hungry One, Fast Hero 2: CR 4; Medium-size humanoid; HD 1d8+1 plus 2d8+2; HP 16; Mas 12; Init +5; Spd 35 ft, burrow 15 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, bite), or +3 ranged (by weapon); Full Atk +3 melee (1d4+1, bite), +1 melee (1d3+1, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ photosensitive, tremorsense; AL Hungry Ones; SV Fort +1, Ref +6, Will +0; AP 0; Rep +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 6.

Occupation: None.

Background: None.

Skills: Climb +3, Hide +9, Knowledge (Tactics) +2, Listen +4, Move Silently +7, Spot +3, Tumble +3.

Feats: Blind-Fight, Improved Initiative, Multiattack, Stealthy.

Talents (Fast Hero): Increased Speed.

Possessions: None.

ISTORYANS

Governing Style: Patriarchal Clan.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Acrobatic, Athletic, Brawl, Cleave, Defensive Martial Arts, Concubine, Creative, Deceptive, Dodge, Endurance, Great Fortitude, Guide, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Mobility, Power Attack, Renown, Run, Stealthy.

To travelers of the open road, especially along the vast trade routes of the Far Desert, the tribals known as the “Istoryans” are most likely familiar. Found in abundance living in the squatter camps and barrios of trade cities and temporary market towns up and down the trade arteries of the desert, this tribe seems

to make its living not by hunting, gathering, or pillaging, but rather by entertaining, and in doing so, sharing with passerby their curiously fragmented (and embellished) version of the world’s history.



It is not clear when the Istoryans evolved from a tribe with rich religious traditions to its current gypsy-like nature, but small groups of Istoryans are found in many towns along the traditional water routes, living alongside other tribals and even more advanced peoples. Unconcerned with bettering their understanding of the world, the Istoryans have in fact made a living through sharing their own backwards beliefs, which are found either fascinating or amusing depending on the audience.

Each night, in any given town or camp in which they find themselves, the Istoryans put on elaborate plays, performances which mirror their own fabulous apocalypse legends. Stories retelling the circumstances of the Fall, and of the years before, leave audiences enchanted for hours on end. Over time the Istoryans have become masters of stage acting, incorporating costumes, masks, and bilingual storylines that play to their particular audiences with variable levels of complexity (or simplicity, if their audience is composed merely of savages). Each telling often has a different spin, meaning that one night’s telling of history is different than the next.

A typical performance is an all-night affair, in which the Istoryans provide food and good wine, as well as entertainment, to their paying patrons. The storyline is usually the same; during the play actors representing “ancient kings” spend hours insulting, threatening, and slinging vicious words at each other (and since they each have two heads, they can and often do play more than one role per actor), until at long last, when the audience has had a belly-full of laughs, great drums are played and performers behind the stage erupt in mournful howling and wailing, signifying the Great Fall.

Young Istoryans are trained from a very early age to sing, dance, and act. Those who are unable to act (for any reason, whether ugly or simply shy) are

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trained either to serve the crowd or to purloin small valuables from half-drunk patrons, a vital link in the tribe's eternal quest for survival.

Because this tribe calls no one place home, it does not appear on the Tribal Map included in this book.

SAMPLE ISTORYANS

The first Istoryan shown here is the typical member of the "tribe", a stage performer whose abilities find no peer among the savages of the wasteland. True orators and storytellers, these two-headed men and women have for generations entranced the primitive peoples drawn to the trade routes with their stories and exotic beauty.

The second stat block shown here can be used for the typical member of the Istoryan troupe that, for one reason or another, never developed a talent for acting, instead turning to pick pocketing as a means of supporting the tribe. These skulks are as much a part of the tribe as the performers, however, and if caught will certainly be protected by their law-abiding peers, whisked away, hastily disguised, and shuffled around to avoid capture and trial.

Istoryan Performer, Charismatic Hero 4: CR 4; Medium-size humanoid; HD 4d6; HP 14; Mas 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +2; Grap +1; Atk +1 melee (1d4-1, knife), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot be flanked; AL Istoryans; SV Fort +2, Ref +4, Will +2; AP 2; Rep +3; Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 16.

Occupation: Merchant (Bluff).

Background: Tribal (Spot).

Mutations and Defects: Dual Headed, Adrenaline Deficiency.

Skills: Bluff +13, Craft (visual art) +10, Diplomacy +10, Disguise +12, Escape Artist +4, Gather Information +10, Knowledge (Ancient Lore) +4, Knowledge (Current Events) +8, Knowledge (Popular Culture) +8, Listen +4, Perform +12, Sleight of Hand +4, Spot +4.

Feats: Alertness, Creative (Craft [visual art], Perform), Deceptive, Dodge, Mobility, Nimble, Primitive Technology.

Talents (Charismatic Hero): Charm, Favor.

Possessions: Knife, fanciful costume, 1d2 lacquered masks (depicting pre-Fall world leaders).

Istoryan Cutpurse, Fast Hero 3/Skulk 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d8+1; HP 23; Mas 12; Init +7; Spd 35 ft; Defense 18, touch 18, flatfooted 15 (+3 Dex, +5 class); BAB +2; Grap +2; Atk +2 melee (1d4, knife), or +5 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannot be flanked; AL Istoryans; SV Fort +2, Ref +7, Will +3; AP 2; Rep +1; Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 8.

Occupation: Predator (Hide).

Background: Tribal (Move Silently).

Mutations and Defects: Dual Headed, Adrenaline Deficiency.

Skills: Balance +7, Bluff +6, Disguise +1, Escape Artist +9, Hide +12, Knowledge (Ancient Lore) +2, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Listen +3, Move Silently +12, Sleight of Hand +10, Spot +3, Tumble +5.

Feats: Deceptive, Dodge, Improved Initiative, Mobility, Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Skulk): Sweep.

Possessions: Knife.

JACKAL JAW TRIBE

Governing Style: Patriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Stargazer*, Stealthy, Toughness, Track.

Living in the wasteland of the Far Desert, the Jackal Jaw tribe is just one of many simple clans of nomadic people that are largely neutral to the affairs of the outside world. Like many groups that hunt creatures among the sands, they make good use of the bones of animals, using them as tools, weapons, and even armor; technological items are beyond their grasp. What makes them unusual, however, is a myth that originates only a generation ago, and which has changed their people profoundly.

According to tribal storytellers, two decades ago several youngsters of the tribe experienced a bizarre occurrence among the sands. One night, as the boys wandered the sands during their trial of manhood, they saw a strange light in the sky. As they struggled to get a better look, climbing a nearby dune, they were almost blown flat as the light descended from the sky and landed among the sands, not more than a few hundred feet from their position.

Chastising themselves for the sudden wave of fear that swept over them, the boys approached the mighty metal "creature" - which one later described as a "whale" - and discovered its "mouth" was open. Cautiously they stepped within, curious to see what might be found within.

According to stories, the youths found a "lost

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city” within the belly of the gargantuan beast. They claimed to have seen all manner of marvels - metal automatons marching in the halls, ignorant of their presence, and entire levels of gardens and forests with fruit and crops capable of feeding a thousand desert villages. Yet they warrior youths found no sign of human life - though accommodation for thousands was obvious - as if all had simply “vanished” sometime in the past.

Frightened the boys fled, only barely leaping from the beast’s maw as it began to close behind them. Of the original party only three escaped - the others never made it through the closing door and were trapped within. None can say as to their fate, for the “whale” took off to the heavens with the screaming savages inside and was never seen again.

To this day the people of the Jackal Jaw tribe undertake an annual ritual to remember the warriors who were swallowed by the mythical “leviathan of the sky”. In this ritual the entire tribe gathers under the starry sky, light torches and bonfires, and spell out words or form shapes by their formations, hoping their lost brethren “among the stars” will see them and find their way home someday.

SAMPLE JACKAL JAW TRIBESMEN

The typical Jack Jaw tribesman is no different than the average desert dwelling tribal, living a meager day-to-day existence among the sands. There are others, however, who have become almost obsessed with the legends of the “sky whale”, and spend their lives watching the stars for any sign of the “creature’s” return - and the return of their lost kin from the stars. While these individuals are often lost to their own bizarre superstitions, their observation of the heavens (and the wasteland by night) might prove useful to passerby patient enough to sit through their ramblings.

Jackal Jaw Tribesman, Post-Apocalyptic Hero

2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+2 Dex, +2 class, +2 equipment); BAB +1; Grap +2; Atk +2 melee (1d6+1, cleaver), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 1/- vs. bludgeoning, phobia; AL Jackal Jaw Tribe; SV Fort +4, Ref +4, Will +1; AP 1; Rep +0; Str 12, Dex 14, Con 15, Int 10, Wis 13, Cha 6.

Occupation: Wanderer (Climb, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Interior Moisture Reservoir, Skeletal Fortification, Bizarre Pigmentation, Phobia (the sky).

Skills: Climb +7, Listen +8, Navigate +6, Search +4, Spot +8, Survival +7.

Feats: Alertness, Armor Proficiency (light), Primitive Technology, Track, Vulture.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Possessions: Cleaver, leather armor.

Jackal Jaw Skywatcher, Post-Apocalyptic Hero

1/Dedicated Hero 1: CR 2; Medium-size humanoid; HD 1d8+2 plus 1d6+2; HP 13; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +0; Grap +0; Atk +0 melee (1d6, staff), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 1/- vs. bludgeoning, phobia; AL Jackal Jaw Tribe; SV Fort +4, Ref +2, Will +3; AP 1; Rep +1; Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 6.

Occupation: Wanderer (Climb, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Interior Moisture Reservoir, Skeletal Fortification, Bizarre Pigmentation, Phobia (the sky).

Skills: Climb +3, Craft (visual art) +4, Knowledge (History) +2, Knowledge (Twisted Earth) +2, Listen +6, Navigate +11, Search +6, Spot +12, Survival +10.

Feats: Alertness, Guide, Primitive Technology, Stargazer*.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

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

Possessions: Staff.

JUNK WORSHIPPERS

Governing Style: First Among Equals.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Junk Crafter*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Vulture.

There are few who will contest that the tribal cultures of the Baja Cliffs region of the Twisted Earth are among the most primitive and backwards of all the wasteland. Headhunters and bizarre savages share these dry and isolated mountains with those who live in mud huts eking out a pathetic existence cooking rats and dogs and worshipping the junk left by the Ancients after their civilization collapsed.

The junk worshipping tribes generally occupy the northernmost part of the Baja peninsula, driven there by the more powerful tribes that occupy the highlands. Here, on the fringes of the deserts, these squalid people scrounge for not only food and water on a daily basis, but also for things to call their own.

The aptly named “Junk Worshippers” are

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predominant among these scattered peoples, living each day as a quest to find and hoard lost bits of the Ancient past. These people (like many others) believe the Ancients were gods, and that anything that once belonged to them has some inherent importance, a kind of “magic” that can bridge the gap between man and deity, even if only in spirit.

As a result, the Junk Worshippers actively trade for what others would consider junk and refuse, often throwing away real valuables (food and livestock) to purchase gleaming baubles from merchants like the Far Traders. Status in Junk Worshipper society is based on the amount of artifacts the individual possesses; part of this is reflected in how much junk he wears, whether it is incorporated into his weaponry, armor, or as gaudy jewelry. Chiefs and princes are literally draped from head to toe in shiny bits of junk; necklaces of pull-tabs and bottle caps, “crowns” made of gleaming hubcaps encrusted with shards of broken bottle glass, and “robes” made from interconnected wedding rings, belt buckles, charm bracelets, etc.

Every once in a while truly valuable artifacts will be found by these scavengers, but usually their value and purpose is lost on such simple minds. As a result precious *holodisks* might become pendants onto which a priest might engrave sacred symbols, a *laser rifle* might be used carelessly as a shaman’s walking stick or as a fanciful rod for the tribe’s chief, and highly-advanced gizmos might be taken apart to get at the sparkly bits inside to provide jewelry for an entire family.

SAMPLE JUNK WORSHIPPERS

The typical Junk Worshipper is a scav of no little ability, a true junk collector who is patient enough to spend hours, even days, sifting through rubble heaps for objects he or she considers beautiful. If his loot

is threatened, he is quick to enter an adrenal rage to viciously defend his meager - but coveted - wealth.

The *chiefs* of individual Junk Worshipper tribes attain their position solely through the amount of gaudy objects they can boast, whether they find it themselves or take it from others. These tribe members are usually the most expert scavengers of them all, as well as ferocious warriors who will use whatever means are needed (including sabotage, backstabbing, and theft) to defend their precious artifacts and, in turn, their positions of power.

Junk Worshipper, Post-Apocalyptic Hero 3/Scav

1: CR 4; Medium-size humanoid; HD 3d8+6 plus 1d8+2; HP 27; Mas 14; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +2; Grap +3; Atk +3 melee (1d6+1, cleaver), or +4 ranged (1d6+1, boomerang); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Junk Worshippers; SV Fort +5, Ref +5, Will +3; AP 2; Rep +0; Str 12, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Occupation: Craftsman (Craft [structural], Survival).

Background: Tribal (Search).

Mutations and Defects: Adrenaline Control, Brachydactyly.

Skills: Craft (chemical) -2, Craft (electronic) -2, Craft (mechanical) -2, Craft (pharmaceutical) -2, Craft (visual art) -2, Hide +4, Listen +6, Move Silently +4, Navigate +4, Repair -2, Search +12, Sleight of Hand +0, Spot +11, Survival +12, Treat Injury +0.

Feats: Alertness, Exotic Weapon Proficiency (boomerang), Guide, Primitive Technology, Radiation Sense, Vulture.

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

Talents (Scav): Scav Scan.

Possessions: Cleaver, boomerang, 2d10 cp in trinkets and junk jewelry.

Junk Worshipper Chief, Post-Apocalyptic Hero

3/Scav 4/Barbarian 5: CR 12; Medium-size humanoid; HD 3d8+3 plus 4d8+4 plus 5d12+5; HP 77; Mas 12; Init +1; Spd 30 ft; Defense 24, touch 19, flatfooted 23 (+1 Dex, +8 class, +5 equipment); BAB +10; Grap +12; Atk +13 melee (1d12+2, junk weapon), or +11 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Junk Worshippers; SV Fort +8, Ref +8, Will +5; AP 6; Rep +1; Str 14, Dex 12, Con 12, Int 8, Wis 15, Cha 13.

Occupation: Merchant (Diplomacy).

Background: Tribal (Search).

Mutations and Defects: Adrenaline Control, Brachydactyly.

Skills: Craft (chemical) -3, Craft (electronic) -3, Craft (mechanical) -3, Craft (pharmaceutical) -3, Craft (structural) -3, Craft (visual art) -3, Diplomacy +8, Disable Device +1, Gather Information +5, Jump +4, Knowledge (Technology) +3, Listen +6, Navigate +3, Repair -3, Search +19, Sleight of Hand -1, Spot +6, Survival +10, Treat Injury +0.

Feats: Alertness, Archaic Weapons Proficiency, Cleave, Guide, Power Attack, Primitive Technology, Radiation Sense, Silver Tongue, Track, Vulture, Weapon Focus (junk weapon).

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

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

Talents (Barbarian): Rage 1/day, Junk Armor, Rage 2/day, Junk Weapons.

Possessions: Large junk weapon, metal junk armor, 5d20 cp in trinkets and junk jewelry.

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KIN-FOLK

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track.

Territorial, obstinate, and often prone to solving matters through violence, the so-called “Kin-Folk” are one of several tribes that inhabit the densely forested and unusually rugged terrain of the Wilds of Desolation. The tribes of the Wilds have long recognized the Kin-Folk as native to this region, stubborn holdouts who have managed to avoid destruction at the hands of other groups in the mountains through a combination of sheer tenacity and strong family bonds that keep them solidly united against outsiders.

The Kin-Folk believe they have inhabited this region since well before the Fall, descended from rough mountain folk who chose to remain high in the hills even during the “Golden Era” of the Ancients, when humanity’s advances made living in the wilderness outside the great domed cities a dying dream. Even as pollution scarred the earth and the world slowly began to dry up, these people refused the lure of technology and civilization’s great wonders to adhere to a more traditional life.

In time the Kin-Folk were witness to the fall of human civilization, and though many died of starvation in the terrible years between then and now, they lived on. It can be said the Kin-Folk were better prepared than most survivors of the Fall, as

their small cabins and camps dotted in the hills were generally well-stocked with guns, ammunition, and other supplies; they also had the skills necessary to hunt, fish, and survive. As others died off, the Kin-Folk defended their territory, often violently, but in doing so saved themselves and generations of descendants.

Today the Kin-Folk live much as they did in the past, fiercely independent with a hatred of any outsider who would foolishly try to force them to live any other way. The Kin-Folk consist of three or four major family groups, all inter-related through marriage and inter-marriage that while fortifying family bonds, has resulted in a freakish abundance of birth defects and retardation over the years. Badly degenerated, these ferocious defenders of freedom are ghastly to behold.

All decisions in Kin-Folk society are made by the elders, with the oldest male figure(s) usually leading the “clans”. Though the families do bow to the eldest patriarch when the whole tribe is concerned, matters that concern each clan’s particular territory are usually left up to individual family leaders.

As master woodsmen, the Kin-Folk regularly scout the frontier of their territory, and keep up to date on the territorial expansion of other groups in the Wilds. As such they regularly trap and re-trap their boundaries, in order to keep strangers out. They tend to avoid encounters (though if anyone stumbles into their territory the intruder is fair game), but once every few years – when defects grow too common in younger generations – the Kin-Folk will mount expeditions to raid other tribes and take young women as war brides (to bring “new blood” back into the tribe). Such expeditions are viewed as exciting sporting events by the Kin-Folk, in which men of the tribe (young and old) mount old rusted pickup trucks in enormous packs and ride down into the valleys

accompanied by joyous shrieks and yells (terribly distorted as they escape though jagged teeth and deformed mouths) that echo for miles. Needless to say, other tribes in the region often disperse when the sounds of the Kin-Folk are heard coming through the deeply wooded countryside.

SAMPLE KIN-FOLK

The horribly mutated Kin-Folk breed exceptionally tough warriors, whose resilient bodies stubbornly resist even the most terrible wounds. Though they ride about in rusted trucks and wield shotguns, most prefer to dismount when prey is sighted and engage in melee, swinging blood-caked axes as they wade lustily into a fight. Luckily for their enemies few Kin-Folk live long enough to become truly experienced fighters, though a few grizzled “elders” of the tribe have been spotted.

Kin-Folk Tribesman, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +3; Grap +5; Atk +6 melee (1d6+4, woodaxe), or +4 ranged (2d6, Remington 1100); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic, immune to critical hit; AL Kin Folk; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 6.

Occupation: Predator (Move Silently).

Background: Tribal (Hide).

Mutations and Defects: Aberrant Endoskeletal Encasing, Extreme Resilience, Regenerative Capability, Aberrant Deformity, Immune-System Abnormality, Neurofibromatosis.

Skills: Climb +2, Disguise -8, Drive +2, Hide +3, Jump +4, Listen +2, Move Silently +3, Search +1, Survival +2, Swim +4.

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Feats: Archaic Weapons Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness, Weapon Focus (wood axe).

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

Possessions: Remington 1100, 2d4 rounds of 20-gauge ammunition, wood axe.

Kin-Folk Elder, Strong Hero 6: CR 6; Medium-size humanoid; HD 6d8+12 plus 3; HP 42; Mas 15; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 class); BAB +6; Grap +8; Atk +8 melee (1d6+5, wood axe), or +7 ranged (2d6, Remington 1100); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic, immune to critical hit; AL Kin Folk; SV Fort +5, Ref +3, Will +3; AP 3; Rep +1; Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 6.

Occupation: Predator (Move Silently).

Background: Tribal (Hide).

Mutations and Defects: Aberrant Endoskeletal Encasing, Extreme Resilience, Regenerative Capability, Aberrant Deformity, Immune-System Abnormality, Neurofibromatosis.

Skills: Climb +4, Disguise -8, Drive +3, Hide +3, Jump +5, Listen +3, Move Silently +3, Pilot +3, Search +2, Spot +2, Survival +3, Swim +4.

Feats: Archaic Weapons Proficiency, Cleave, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Toughness, Vehicle Expert, Weapon Focus (wood axe).

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

Possessions: Remington 1100, 2d4 rounds of 20-gauge ammunition, wood axe.

LIONESSES

Governing Style: Tribal Council.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal (women only).

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Initiative, Iron Will, Juju Medicine, Know The Signs*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

Widely feared in their part of the Far Desert, the Lioness tribe of amazons has been a major threat to caravans passing through that dry, bleak region. Stories abound as to the nature of the Lionesses and where they came from; most agree they were once the daughters of various communities driven out as suspected “witches” and “sorceresses” for their unnatural affinity with animals – a trait often mistrusted in primitive tribes. Left to die in the wilds they bonded with the fierce beasts of the desert and managed to survive, turning their unique abilities into a powerful edge with which to not only protect themselves against other tribes, but also to prey upon weaker groups to provide for their needs.

The Lionesses are ruled by a tribal council in which all mature members of the tribe have a voice. Generally speaking, all members of the tribe are expected to fight, and since the tribe is largely predatory, there is little need for other roles in



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Lioness society. Healers are rare, since most battles the Lionesses fight are either quick victories – or total defeats from which none escape alive.

Lionesses are renowned as fierce and unforgiving fighters; they despise all men and outsiders, and never give quarter to males except in rare circumstances. The Lionesses are savages, and prefer the company of their proud and powerful beasts – they are known to raise and train actual lions as companions and war beasts (the sight of a fierce lioness and her lion cohort is a terrifying sight indeed); other animals are raised as well, including horses and other wildcats.

Lioness society revolves around the reverence of animal spirits, and lionesses often take on totems to inspire them. They wear their hair long and wild like the manes of the animals they are named after, and decorate themselves with bones, animal teeth, and war paint. Ferocity and the instinct to protect the tribe are valued above all other traits, and a Lioness' rank in the tribe depends on the many battles she has fought to save her sisters from harm.

SAMPLE LIONESS

Though she prefers to rely on her stealth, when she decides to fight the Lioness tribeswoman takes her male hunters off guard with her unexpected strength and abilities. With her Symbiote partner she overcomes her opponent(s) through relentless attacks and her raging fury in combat. If somehow disarmed, the Lioness is still able to fight, falling back on her ability to produce a sonic “roar” that deafens and injures her foes enough to allow her and her partner to escape.

Lioness Tribeswoman, Strong Hero 3/Symbiote 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d8+2 plus 3; HP 31; Mas 13; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB

+4; Grap +6; Atk +6 melee (1d8+4, spear), or +4 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge, shriek; AL Lionesses; SV Fort +5, Ref +1, Will +2; AP 2; Rep +0; Str 15, Dex 10, Con 13, Int 12, Wis 8, Cha 12.

Occupation: Slave (Handle Animal, Survival).

Background: Tribal (Hide).

Mutations and Defects: Adrenaline Control, Shriek x2, Bilirubin Imbalance, Bizarre Pigmentation.

Skills: Bluff -1, Diplomacy -1, Disguise -1, Handle Animal +10, Hide +5, Listen +2, Move Silently +2, Ride +2, Sense Motive +0, Spot +2, Survival +6, Treat Injury +1.

Feats: Alertness, Animal Affinity, Archaic Weapons Proficiency, Know The Signs*, Mutation Advancement, Primitive Technology, Toughness.

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

Talents (Symbiote): Animal Partner, Symbiote Opportunist.

Possessions: Spear, javelin, leather armor.

Lion (Symbiotic Partner): CR 4; Large Animal; HD 6d8+18 plus 1d8+3; HP 52; Mas 17; Init +2; Spd 40 ft.; Defense 15, touch 12, flatfooted 13 (-1 size, +2 Dex, +3 natural, +1 class); BAB +4; Grap +15; Atk +10 melee (1d8+7, claw); Full Atk +10 melee (1d8+7, 2 claws), +5 melee (2d6+4, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, bond of friendship, evasion; AL Symbiote; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 24, Dex 15, Con 17, Int 7, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

LIZARD MEN

Governing Style: Patriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Athletic, Brawl, Cleave, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Mimic*, Mobility, Power Attack, Run, Stealthy, Toughness, Track.

Native to the Cactus Forest region of Old California, the “lizard men” tribe are so-called because they hunt geckos as their only stable source of sustenance. Mocked and joked about by other, more prosperous groups, the lizard men nonetheless seem content with their humble niche in the local environment.

The lizard men are a degenerate tribe of people who, it is believed, once populated service stations and small communities in the vicinity of the old Cactus Forest. During and just following the Fall, they were forced to abandon the highways and move to the forest, thriving on the abundance of prickly vegetation and, of course, the small lizards that also took to the forest in search of shade.

Today the lizard men are considered little more than a curiosity along the trade routes near the Cactus Forest. The Cartel, Far Traders, and even the odd band of raiders know there is little to be had (except perhaps some sport) in hunting them; they are too meek to threaten passing caravans, too stupid to hold onto anything precious, and too cowardly to make good slaves.

The lizard men, like many tribal groups, have become masters of traversing their native terrain, however, and some groups (such as ambitious raiders) have been known to hire them as guides, helping them move through the region unseen. The

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lizard men are generally quite willing to do so, in exchange for shiny trade goods (they have been known to marvel over shiny stones and beads for hours on end), or even lizards for their next meals. Many a raider has avoided Cartel patrols by catching geckos and selling them to these bizarre tribal natives, who quickly devour them, scales, tail, and all, with a single gulp.

SAMPLE LIZARD MAN

Lizard Men are such miserable and insignificant tribals that only one sample member of the tribe is given here; more powerful or more skilled individuals generally do not exist.

While they do know their specific region well (hence their value to people navigating the region), Lizard Men pose little threat in combat.

Lizard Man, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, club), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL Lizard Men; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 12, Dex 15, Con 14, Int 8, Wis 13, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Hide).

Mutations and Defects: Sensitive Sight, Atrophied Cerebellum (Int).

Skills: Hide +9, Move Silently +8, Navigate +7, Survival +8.

Feats: Filthy, Guide, Primitive Technology, Stealthy.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Possessions: Club.

LOST BOYS

Governing Style: First Among Equals.

Religion: Nihilist.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Headhunter*, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track.

The self-titled “Lost Boys” are a grotesque tribe of misfits and outcasts in the Range of The Lost, thrown out of their respective tribes among the mountains for various crimes of “indecentcy”. Some were young delinquents accused of wicked sexual crimes against their neighbors, while most were merely born with twisted deformities that left them *hermaphroditic*, a condition usually viewed as the worst curse imaginable by many primitive groups.

Turned out into the wilderness these outcasts did not die, but rather banded together to form a wild and savage tribe of their own. Burning with hatred and jealousy against the communities that brandished them as “monsters” or worse, they swore to defy the sentence of death that had been passed on them – by taking revenge and living on despite their painful trans-gendered condition.

The Lost Boys exact their revenge by preying upon the people of the Range of The Lost, never forgetting the childhoods and lives cruelly taken from them. Since many were cast out as mere children, their mental and social development is, to say the least, stunted. Living cruel lives they take what they want when they want it, with little or no regard for the repercussions of their actions, like spoiled children. The tribe is rigidly ordered into “ranks”, with the

most brutal *hermav* and his favored “consorts” at the top, with descending layers belonging to those who pay lip service on down to those who exist merely to be prey to the sadistic whimsy of their overlords.

Typical forays by the Lost Boys involve hiding in the forest, watching villagers from other tribes for hours, even days, before striking. When they attack they slaughter adults or leave them horribly mutilated (plucking out eyes is a favorite, as is castration), and kidnap their children. What they do with the children is best unimagined, but most likely they are adopted and raised to the same brutal and malevolent standard that the others live day by day.

SAMPLE LOST BOYS

The typical Lost Boy is a savage but stealthy warrior, creeping through the foliage of the dry heavy forests of the Range of The Lost in search of prey. Armed with a bow the Lost Boy is a respectable shot, but these awful creatures prefer to draw long-bladed knives and slice up their victims, savoring the feeling of warm blood as it sprays over their half-naked bodies. Given to sudden rages, they are not tacticians in any sense once combat begins.

More experienced Lost Boys - those who live long enough due to their charisma or guile - soon learn that while vengeance taken with a knife may be sweet, attacking from ambush at a distance is a much more sensible tactic. Focusing their efforts into marksmanship with silent weapons (such as bows and blowguns), these Lost Boys become ranged assassins with few equals.

Lost Boy, Fast Hero 2: CR 2; Medium-size humanoid; HD 2d8+2; HP 11; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +1; Grap +5; Atk +3 melee (1d6+2, combat knife), or +3 ranged (1d8,

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compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Lost Boys; SV Fort +1, Ref +4, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 9.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Intimidate).

Mutations and Defects: Abnormal Joint Flexibility, Adrenaline Control, Aberrant Deformity, Attention Deficit.

Skills: Balance +6, Climb +4, Concentration -1, Craft (chemical) -3, Craft (electronic) -3, Craft (mechanical) -3, Craft (pharmaceutical) -3, Craft (structural) -3, Craft (visual art) -3, Craft (writing) -3, Disable Device -3, Disguise -7, Escape Artist +8, Hide +6, Intimidate +1, Move Silently +6, Navigate +1, Perform -3, Repair -3, Sleight of Hand +4, Survival +3, Tumble +6.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Primitive Technology, Stealthy, Track.

Talents (Fast Hero): Evasion.

Possessions: Compound bow, ammunition, combat knife, net, leather armor, war paint.

Lost Boy Elite, Fast Hero 2/Charismatic Hero 2/Survivalist 4: CR 8; Medium-size humanoid; HD 2d8+2 plus 2d6+2 plus 4d10+4; HP 46; Mas 13; Init +3; Spd 30 ft; Defense 22, touch 20, flatfooted 19 (+3 Dex, +7 class, +2 equipment); BAB +6; Grap +10; Atk +8 melee (1d6+2, combat knife), or +11 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Lost Boys; SV Fort +5, Ref +9, Will +2; AP 4; Rep +3; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Intimidate).

Mutations and Defects: Abnormal Joint Flexibility, Adrenaline Control, Aberrant Deformity,

Attention Deficit.

Skills: Balance +7, Climb +6, Concentration -1, Craft (chemical) -3, Craft (electronic) -3, Craft (mechanical) -3, Craft (pharmaceutical) -3, Craft (structural) -3, Craft (visual art) -3, Craft (writing) -3, Disable Device -3, Disguise -6, Escape Artist +9, Hide +16, Intimidate +3, Jump +2, Listen +3, Move Silently +12, Navigate +6, Perform -2, Repair -3, Sleight of Hand +7, Spot +3, Survival +8, Tumble +7.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Know The Signs*, Point Blank Shot, Primitive Technology, Stealthy, Track, Weapon Focus (compound bow).

Talents (Fast Hero): Evasion.

Talents (Charismatic Hero): Charm.

Talents (Survivalist): Called Shot +1d6, Way of the Land, Hunter.

Possessions: *Mastercraft* compound bow, ammunition, combat knife, net, leather armor, war paint.

LOST TRIBES

Governing Style: None.

Religion: Varies.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Stealthy, Stubborn Ox*, Toughness, Track.

One of the great tragedies attributable to the malevolent empire of the Savant mutant-masters of the south has been the devastation it has wrought on that part of the world. Entire cultures were lost

to Savant expansion, as literally dozens of nomadic plains people were brought under the shadow of their iron rule. Most of these were primitive cultures, clans of mutants and others who had little chance to fight back against such superior and cunning foes; with only spears, bows, and a few muskets between them to defend themselves, the tide of Savant aggression could not be stopped.

Virtually every tribal society that once existed in the Grass Plains region of the Twisted Earth has been conquered and subjugated by these twisted “masters of the mind”. Peaceful groups, isolationist groups, war-like tribes, and the most colorful of superstitious religious holdouts all fell in their quick conquest of the plains. Today the remnants of these tribes are but a mere fraction of their former glory, their ranks slaughtered in their resistance or else dwindled due to the starvation that has gripped their squalid slave-camps for decades.

The small populations of Savant cities and camps have been completely changed by their lives of servitude. Entire tribes have been split up and marched off to far-flung corners of the empire, destroying the close-knit ties of many clans. Many who once claimed to be proud warriors and fought well, were humiliated and forced into the roles of farmers and shepherds; those who refused to fight against the Savants or pledged to never raise a weapon against any man now enjoy the bitter fruits of their pacifism as they are forced to make thousands of weapons for their fellow slaves in choking black forges, an unending toil that will no doubt last the rest of their lives. Newly-fabricated tent cities have sprung up in the grasslands where these slaves can grow food to support the Savants; many more are shipped to the shells of destroyed cities to work the salvage mines and stone quarries that will build the self-deifying monuments planned by their hateful

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masters.

A visit to any given slave camp in the Savant Empire will uncover many different faces to these people, all slowly being bled of their individuality and color the longer they remain in captivity. Ruling with a sadistic iron fist, the Savants have even begun to engage in forced breeding experiments to make the descendants of these people hardier workers (able to eat virtually any food fed to them, and to survive with as little water as possible) with a greater susceptibility to mind control. Strong but mentally retarded boys and men from each generation are given first choice of breeding rights with slave women, spawning all sorts of monstrous but incredibly strong children that will one day serve as both labor as well as front-line soldiers.

The future is dim for the last of these tribals, who live their lives in a mentally controlled stupor simply waiting to be put out of their misery. As such, the claim that the once-great tribes of the Grass Plains are truly “lost” is an accurate one.

SAMPLE TRIBESMAN OF THE LOST TRIBES

Though they were once independent people, most Savant slaves are now near-mindless monstrosities, driven by child-like passions due to their inherent retardation - a byproduct of the Savants’ cruel selective breeding. Used solely for labor, they are good for little more than bearing great burdens over great distances.

In recent years the Savants have begun breeding slaves from this labor population as guards and gladiators, experimenting in hopes of creating a thrall race of soldiers that are as easily manipulated by mind control as their labor caste. The results of these experiments are towering, hulking things with stunted, savage minds.

Slave Tribesman of The Lost Tribes, Tough Hero

1: CR 1; Medium-size humanoid; HD 1d10+2 plus 9; HP 17; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, club), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Savants; SV Fort +3, Ref +1, Will -3; AP 0; Rep +0; Str 14, Dex 13, Con 15, Int 8, Wis 4, Cha 12.

Occupation: Slave (Climb, Craft [structural]).

Background: Tribal (Intimidate).

Mutations and Defects: Diurnal, Interior Moisture Reservoir, Multiple Stomachs, Atrophied Cerebellum x3 (Wis).

Skills: Climb +5, Craft (structural) +2, Intimidate +6.

Feats: Endurance, Primitive Technology, Toughness x3.

Talents (Tough Hero): Remain Conscious.

Possessions: Club.

Slave Warrior of The Lost Tribes, Tough Hero

4/Guardian 2: CR 6; Medium-size humanoid; HD 4d10+12 plus 2d10+6 plus 9; HP 60; Mas 16; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +5; Grap +6; Atk +7 melee (1d6+1, cleaver), or +7 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Savants; SV Fort +7, Ref +5, Will -2; AP 3; Rep +1; Str 13, Dex 14, Con 16, Int 12, Wis 4, Cha 8.

Occupation: Caravan Guard (Navigate, Spot).

Background: Tribal (Intimidate).

Mutations and Defects: Diurnal, Interior Moisture Reservoir, Multiple Stomachs, Atrophied Cerebellum x3 (Wis).

Skills: Climb +3, Intimidate +5, Jump +5, Knowledge (Tactics) +4, Listen +1, Navigate +6,

Spot +3, Survival +2.

Feats: Endurance, Far Shot, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness x3.

Talents (Tough Hero): Remain Conscious, Second Wind.

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

Possessions: Cleaver, Remington Streetsweeper, 24 rounds of 12-gauge ammunition.

MIMICS

Governing Style: Dictatorship.

Religion: Ancient Worship.

Background Option(s): *Terminals* only.

Bonus Feats: Deceptive, Junk Crafter*, Mimic*.

Among the more unusual tribes known to exist on the Twisted Earth, the tribe known as the “mimics” stands out as both pathetic and terrible at the same time. The mimics were at one time among the largest, most savage tribes of *terminals* in the Far Desert, but over time - and due almost entirely to their ruthless and insane leader - their customs have evolved into a curious amalgam of bloodthirsty barbarism and a polluted reverence of the Ancient past.

For generations the Mimics were nothing more than killers and cutthroats, terrorizing the trade routes that skirted their territory. Ambushing weaker caravans, killing their occupants for sport or for food, and looting their goods to decorate their valley home, the Mimics became feared throughout the locality. While successful for many years, over time they came to earn the ire of other groups (especially traders) who began a campaign to wipe the Mimics out once and for all. Fighting a brutal and costly war,

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the disorganized Mimics were almost completely destroyed, their presence as a raider tribe all but eradicated in a few short months.

Since the devastation of their tribe at the hand



of “outsiders” the Mimics underwent a bizarre transformation. By all accounts their chief went slightly mad (no doubt from the death of his entire family at the hands of technologically superior foes), as he led his people in a new and curious direction. Though the savages of his tribe struggled at this new yoke, the chief was liberal with his brutality, inflicting sadistic punishment on any who resisted his “new order”.

Today the Mimics are brutally ruled by the same tyrant, an aging but still terrible and battle-scarred terminal who forces his subjects to mimic “civilized” groups for the sake of “culture” - and for their own survival. Understanding that the key to avoiding extinction is to rise above their own barbarism, he has chosen to mimic the ways of the “holy Ancients” in a desperate hope to earn his people the respect and fear they once demanded, and to rebuild a stronger tribe from which an even greater army can be built. Casting off the traditions and customs of the past as “barbaric”, he berates his own people as savages on an almost daily basis. Strict laws have been passed outlawing the practice of the old ways, punishable by death in almost every case, and the people have even been made to learn the language of outsiders. Speaking in the old guttural tongue is a capital offense.

Though the chief of the Mimics forces his people to clothe themselves, use cutlery, live in houses, and even address each other as “brother” and “sister”, they are still savages – cannibals whose laws are enforced with torture and ritual combat. For example, the most common form of execution is to be torn apart and eaten by the tribe’s women; at the same time all members of the tribe are encouraged to spy on one another, reporting those who secretly follow the old traditions so that they can be rooted out, properly tortured, and divided equally amongst

the womenfolk to be devoured.

To outsiders the Mimics pretend to be civil and orderly, but there is a perceptible tremor of savagery just beneath the surface. While outsiders who stumble upon the tribe may be treated hospitably for a few days while they stay (perhaps even invited to the chief’s table to share their knowledge of the Ancients - a thing he seems obsessed with), inevitably the terminals will grow angry and jealous of their “guests”, and move to either murder them or enslave them, to spend the rest of their days teaching the younger generation of terminals about the wonders of the Ancient past.

SAMPLE MIMICS

Though they live under the strict and suffocating rule of their mad “chief”, typical Mimic tribesmen are nothing more than savages draped in the finery of civilized men, forced - under pain of execution - to play the part of exaggerated gentlemen or, failing that, simpering but well-mannered sycophants. Though they bow and whimper in the presence of their so-called betters, these creatures are cannibalistic terminals, who strain at the yoke of their chief’s preposterous charade.

While they are frightening creatures, the Mimics themselves fear the “watchers”, members of their own tribe whose duty it is to spy on their own kind to ensure they “behave” as the chief ordains. These are truly insidious mutants, who skulk about eavesdropping on all conversations, on all levels of society, and who have the power to have a man (rich or poor) torn to pieces for any real or imaginary breach of the tribe’s bizarre laws.

Mimic Tribesman, Fast Hero 1: CR 1; Medium-size humanoid; HD 2d8+3 plus 1d8; HP 16; Mas 11; Init -1; Spd 30 ft; Defense 12, touch 12, flatfooted

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12 (-1 Dex, +3 class); BAB +1; Grap +3; Atk +3 melee (1d4+2, claw), or +0 ranged (by weapon); Full Atk +3 melee (1d4+2, 2 claws), +0 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy; AL Mimics; SV Fort +3, Ref +0, Will +2; AP 0; Rep +0; Str 14, Dex 9, Con 11, Int 8, Wis 10, Cha 6.

Occupation: None.

Background: None.

Skills: Bluff +0, Disguise +0, Escape Artist +1, Hide +2, Listen +3, Move Silently +1, Spot +2, Survival +4.

Feats: Deceptive, Forsaken, Iron Will, Simple Weapons Proficiency, Toughness.

Talents (Fast Hero): Evasion.

Possessions: Ill-fitting clothes, 1d10 cp in junk items.

Mimic Watcher, Charismatic Hero 5: CR 5; Medium-size humanoid; HD 2d8+3 plus 5d6; HP 29; Mas 11; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB +3; Grap +4; Atk +4 melee (1d4+1, claw), or +3 ranged (by weapon); Full Atk +4 melee (1d4+1, 2 claws), +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy; AL Mimics; SV Fort +6, Ref +5, Will +3; AP 0; Rep +6; Str 12, Dex 10, Con 11, Int 8, Wis 10, Cha 8.

Occupation: None.

Background: None.

Skills: Bluff +4, Disguise +4, Gather Information +7, Hide +3, Intimidate +7, Knowledge (Current Events) +7, Listen +3, Spot +2, Survival +4.

Feats: Deceptive, Forsaken, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Toughness, Ventriloquism*.

Talents (Charismatic Hero): Favor, Captivate, Coordinate.

Possessions: Ill-fitting clothes, broken fob watch, shoddy top hat, spyglass, 1d10 cp in junk items.

MONTANAN EMPIRE

Governing Style: Dictatorship.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mounted Combat, Power Attack, Ritual Scarification*, Stealthy, Toughness, Track.

The state of Montana suffered least of any state during the Final War, at least in terms of chaos and disintegration. Though certainly hit by its share of nuclear strikes, and virtually strangled by virtue of its isolation from the rest of the country when the demands of war hit home, the state managed to survive for several months after the “Fall”.

Though many attempts were made to contact survivors in other states (including the federal government), in time sickness and a total abandonment of the cities brought even the lucky holdouts here to the edge of the abyss. When all attempts to make radio and telephone contact failed, small parties were sent out on state highways to hopefully link up with military units, or find any semblance of order outside. Few of these expeditions returned, and those that did reported only radiation, burning cities, and handfuls of enraged refugees mad with thirst and hunger.

As technology ground to a halt and the true gravity of the nation’s condition was realized, the remnants of the state government were faced with the very

real possibility that they stood alone against the chaos. Aware that they had thousands of displaced citizens and refugees living in tent camps, and little or no resources to work with (certainly nothing was going to arrive from out of state), the government instituted an emergency policy to start developing means by which the people could support themselves, to the exclusion of any reconstruction or preservation efforts (which were ultimately deemed unnecessary).

In time, and with a lot of luck, the people in this region managed to establish a primitive but sufficient agricultural economy. But as the years passed and the people had only subsistence to show for their efforts, discontent grew. Many families abandoned the state with the hopes of finding other, more prosperous communities outside of what was now slowly turning into a desert. The power and authority of the state leaders was devastated by this mass migration, a move which shook the people’s very confidence in the government to take care of them.

The decisive moment came when almost all of these immigrants were reportedly slain by various marauding gangs of mutants just beyond the state border. In reaction the government took a drastic step, taking total authority over the lives of its remaining civilians. Under the guise of “protecting them from themselves”, the governor and his people assumed complete control over society. Part of this was to declare the borders of the state closed “until the world outside has again become civilized”, to abolish political parties and opposing views to the current administration, and to make all commerce and technological development subject to the governor’s approval. This last decree was significant; when cultural and technological development became a political tool, to be given and taken at a ruler’s whim, *everything* began to crumble apart.

In time the isolationism of the state led to a slow

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but inevitable slip into a new Dark Age. Guns ran out of ammo and were replaced by swords and crossbows. Vehicles ran out of gas and were replaced by horses. Government, too, had to adapt. After only a few corrupt and publicly ridiculed elections, the governorship of the community became a hereditary position almost overnight. Few protested, for at the time everyone feared the power of the governor and his son, who were notorious for their ruthless solutions to the state's problems. This hereditary dictatorship would last until the current era. The most recent "governor" of the land (now known as the "Montanan Empire", after some minor expansion to secure scavenging resources in neighboring parts of the desert) died after nearly fifty years of rule. On his deathbed he foolishly proclaimed that only the strongest of his three sons deserved to rule.

The Montanan Empire is now split into three factions, each led by one of the late governor's three sons. Sadly, none of the three enjoys any real popular support among even his own people (except for his tribe's warriors; none is so foolish as to forget what part of society keeps him in power), for all are rife with despicable character flaws: each an adulterer, tyrant, and killer of rivals. In addition none of the three has any desire to give up his claim on the empire as a whole, a fact that has plunged the entire land into a state of ongoing civil war.

Today the Montanan Empire is a rough and rugged tribal land, with little or no understanding of their once-heroic struggle to survive against the world. History is of little concern to them; the future ranks only slightly higher. Warring tribal armies (made up of younger and younger soldiers, as the elder generations die off), loyal to one of the three princes, roam the countryside on horseback sacking the villages of their rivals at will, heedless of civilian casualties or the irreparable damage they do to the

last bits of technology and culture maintained by their own people.

If this situation continues, in time, perhaps within a generation, the entire empire may dissolve and the last of its citizens – terrified of remaining in such a war-torn land – will abandon what little is left.

SAMPLE MONTANAN TRIBESMEN

Montanan Empire armies are rag-tag bands of ruthless warriors, who have preyed upon not only their enemy but their own people since at least the beginning of the empire's civil war. The statistics given here represent the typical *soldier* of the empire, a cold-blooded ruffian whose only loyalty is to his prince (whichever one that might be), his warlord, and his fellow troops. Thieves, rapists, and killers, these men resemble the worst marauding soldiers of the Middle Ages.

The statistics for a sample *warlord* are also offered here; this can represent anything from an experienced army leader to one of the many "generals" charged by the three princes to lead their armies, or even the princes themselves.

Montanan Empire Soldier, Strong Hero 3/Raider

2: CR 5; Medium-size humanoid; HD 3d8+4 plus 2d10+3; HP 35; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 15, flatfooted 15 (+2 Dex, +3 class, +2 equipment); BAB +5; Grap +7; Atk +7 melee (1d8+4, longsword), or +7 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to poison; AL Montanan Empire; SV Fort +6, Ref +5, Will +1; AP 2; Rep +1; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 11.

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

Background: Tribal (Intimidate).

Mutations and Defects: Superior Kidney

Development, Bilirubin Imbalance.

Skills: Bluff -2, Diplomacy -2, Disguise -2, Intimidate +7, Knowledge (Current Events) +2, Knowledge (Tactics) +3, Ride +6.

Feats: Archaic Weapons Proficiency, Mounted Archery, Mounted Combat, Primitive Technology, Ride-By Attack.

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

Talents (Raider): Chaps and Chains +1, Bloodthirsty Cry.

Possessions: Longsword, crossbow, ammunition, leather armor, horse, one juju potion (1d4+2).

Montanan Empire Warlord, Strong Hero 3/Raider 2/Charismatic Hero 3/Guardian 4/Champion

5: CR 17; Medium-size humanoid; HD 3d8+3 plus 2d10+2 plus 3d6+3 plus 4d10+4 plus 5d12+5 plus 3; HP 111; Mas 13; Init +2; Spd 20 ft; Defense 30, touch 21, flatfooted 28 (+2 Dex, +9 class, +9 equipment); BAB +15; Grap +18; Atk +20 melee (1d8+5, longsword), or +18 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to poison; AL Montanan Empire; SV Fort +12, Ref +10, Will +7; AP 8; Rep +4; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 14.

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

Background: Tribal (Intimidate).

Mutations and Defects: Superior Kidney Development, Bilirubin Imbalance.

Skills: Bluff +5, Diplomacy +5, Disguise +0, Intimidate +20, Knowledge (Current Events) +11, Knowledge (Tactics) +18, Listen +3, Ride +7, Sense Motive +3, Spot +3

Feats: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Iron Will,

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Leadership, Mounted Archery, Mounted Combat, Primitive Technology, Ride-By Attack, Toughness, Weapon Focus (longsword).

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

Talents (Raider): Chaps and Chains +1, Bloodthirsty Cry.

Talents (Charismatic Hero): Coordinate, Inspiration.

Talents (Guardian): Defender +2, Weapon Focus (crossbow), Tactical Aid.

Talents (Champion): Rallying Cry +2, Improved Tactical Aid, Rallying Cry +3, Awesome Presence.

Possessions: *Mastercraft* longsword, crossbow, ammunition, plate mail, horse, three juju potions (1d4+10).

MOTHERS OF FATE

Governing Style: Matriarchal Clan.

Religion: Ancestor Worship

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Attentive, Brawl, Cleave, Defensive Martial Arts, Dodge, Endurance, Focused, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mobility, Power Attack, Run, Stealthy, Toughness, Track.

Like the Sisterhood of Shadows, the Mothers of Fate are an almost exclusively female tribe that has managed to become a useful asset to the normally male-dominated societies beyond their ancestral borders. Cloistered in isolation for generations since the Fall, the Mothers developed supernatural powers related to the mind – neural mutations which gave them unprecedented powers of second sight. Coupled with the wisdom of their venerable

matriarchs (a wisdom forged from years witnessing the treachery and murderous nature of mankind's savage descendants), they used these abilities to avoid war and violent confrontations throughout most of their history; intimidating other tribals who violated their territory through the clever use of their mind tricks, for example, or negotiating peace by looking into the minds of their foes and knowing their strategies.

In time the women of the tribe came to realize that they could not remain isolated forever; groups such as the Clean and Cartel were getting larger, and talk of a “new civilization” being born along the trade routes threatened all those who could not fill some role in the new order. As such over the course of several generations they came to find a very comfortable place for themselves, using their precognitive and telepathic abilities to aid those who would pay for their services. And pay they did; tribal chiefs hoping for portents of a coming battle, Cartel commanders wishing to look into the minds of battlefield foes, and merchants of the Clean seeking to know the thoughts of those they were trying to swindle or negotiate peace with.

This latter group found the Mothers' services most useful of all, and as a result offered the Mothers a unique opportunity: a charter of independence, recognized and upheld by the Clean (and by association all tribes who pledged allegiance to the Clean), which virtually guaranteed their security and survival for generations to come. In exchange the Mothers send their daughters, when of age, to marry into the Clean clans and serve their princes as wives and advisors.

Many members of this tribe can now be found in the camps of the Clean (and in some cases, very powerful tribes who have entered into similar agreements with the Mothers), serving as loyal wives

and wise mistresses. In many instances important decisions of war, peace, and trade rely on their judgment and insights. With the growth of their reputation the Mothers have become quite canny as matchmakers and politicians, reserving the most beautiful of their daughters for only the highest-paying or most prestigious groups.

Remarkably, however, the wise women most outsiders see at the side of chieftains and powerful merchants are usually the least capable of their kind; those among the Mothers *truly* blessed with the most extraordinary abilities are actually only a minority in the tribe, born with unsightly albino traits such as pink eyes, lily white kin, and colorless hair. Since these make unattractive brides at best, they instead serve the tribe from the shadows, advising their sisters in the field (i.e. those serving as wives and advisors) through constant mental communication over great distances.

The bulk of the Mothers of Fate inhabit the ruins of a vault somewhere in the wasteland of the Far Desert. From this protected fortress the Mothers watch the affairs of the outside world with great interest, knowing that with each marriage of their kin to outsiders they weave the fate of their tribe inseparably from those of the outside world.

SAMPLE MOTHERS OF FATE

Though typically gifted with great beauty, the mistresses of many Clean mandarins have only moderate powers when compared to the true Mothers of Fate. The two statistic blocks here represent the lovely telepaths often seen at the side of Clean negotiators (known in the vernacular as *treaty brides*), and the withered *matrons* who guide the tribe invisibly.

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Mothers of Fate Treaty Bride, Smart Hero

2/Charismatic Hero 4: CR 6; Medium-size humanoid; HD 4d6 plus 2d6; HP 21; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +3; Grap +2; Atk +3 melee (1d4-1, dagger), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Mothers of Fate; SV Fort +2, Ref +3, Will +5; AP 3; Rep +1; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16.

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

Background: Tribal (Listen).

Mutations and Defects: Neural Mutation - Telepathy.

Skills: Bluff +12, Craft (visual art) +3, Craft (writing) +3, Diplomacy +17, Disguise +6, Forgery +6, Gather Information +14, Intimidate +10, Investigate +3, Knowledge (Business) +10, Knowledge (Current Events) +11, Listen +9, Perform +11, Search +4, Sense Motive +7.

Feats: Attentive, Concubine, Educated (Knowledge [Business], Knowledge [Current Events]), Lie Detector, Low Profile, Mental Communication, Primitive Technology, Remove Defect, Trustworthy.

Talents (Smart Hero): Linguist.

Talents (Charismatic Hero): Charm, Favor.

Possessions: Flowing robes, 5d10 cp in jewelry, concealed *mastercraft* dagger.

Mothers of Fate Matron, Smart Hero 3/

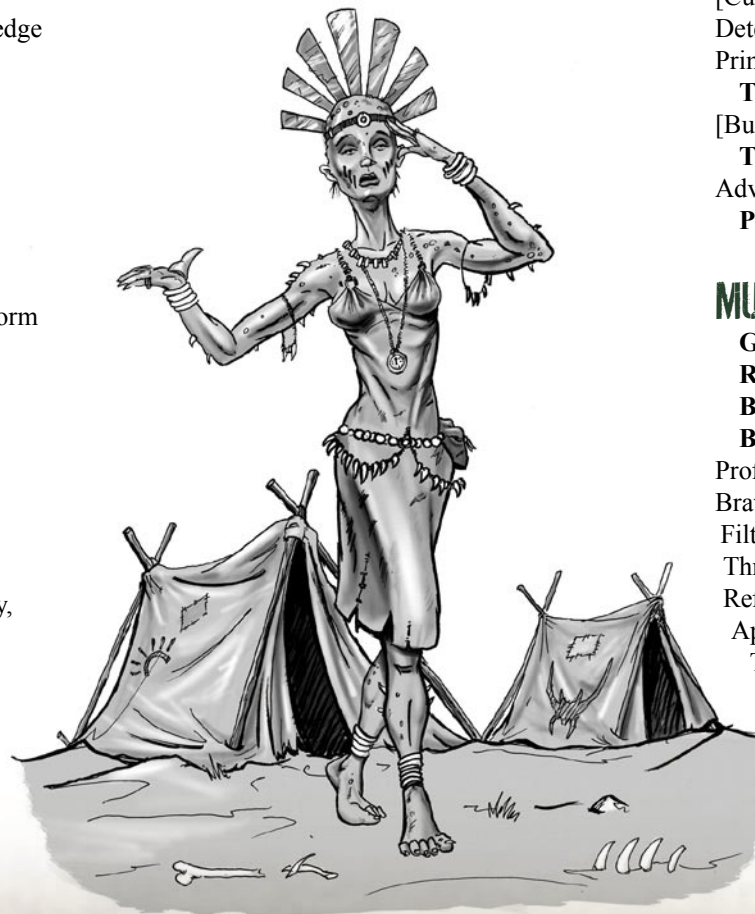
Psionic 7: CR 10; Medium-size humanoid; HD 3d6+3 plus 7d8+7; HP 53; Mas 12; Init +0; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+5 class); BAB +6; Grap +5; Atk +5 melee (1d6-1, staff), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility,

albinism, blindness in light; AL Mothers of Fate; SV Fort +4, Ref +3, Will +11; AP 5; Rep +3; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 14.

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

Background: Tribal (Listen).

Mutations and Defects: Neural Mutation - Precognition, Neural Mutation - Telepathy x2,



Albinism, Photosensitivity.

Skills: Balance +2, Bluff +6, Concentration +6, Diplomacy +7, Disguise +4, Gather Information +7, Intimidate +5, Investigate +9, Knowledge (Business) +14, Knowledge (Current Events) +12, Knowledge (Mutant Lore) +10, Knowledge (Twisted Earth) +6, Listen +9, Research +9, Sense Motive +5.

Feats: Clairaudience, Danger Sense, Deceptive, Educated (Knowledge [Business], Knowledge [Current Events]), Focused, Foresight, Iron Will, Lie Detector, Mental Communication, Perceive Outcome, Primitive Technology, Psychic Interrogation.

Talents (Smart Hero): Savant (Knowledge [Business]), Trick.

Talents (Psionic): Neural Specialization, Mutation Advancement.

Possessions: Flowing robes, staff.

MUD MEN

Governing Style: Figurehead.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Combat Martial Arts, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Run, Stealthy, Toughness, Track.

The “Mud Men” comprise a large tribal group that has served the Clean Water Clans for many generations. Though there are more than a thousand members of the tribe, the Mud Men are almost exclusively found penned in the distant oasis known as “Arid

TRIBES OF THE TWISTED EARTH

City”, on the fringes of the Savant Empire.

The Mud Men are little more than a slave people, spending most of their days and nights stripped down to their loincloths and hip deep in either the waters of the famous “Waterbeds” (a series of natural lakes on the north side of Arid City that are one of the Clean’s most productive sources of water in the desert), or in stinking mud as they dig new distilling ponds for their masters. Though individually they amount to little more than animals to their overlords, the Clean treat the Mud Men remarkably well. In exchange for their loyal service, the Mud Men are given food, shelter, and of course, an unending supply of clean drinking water. Considering many other tribal groups have far less (and indeed, some other tribes working for the Clean are asked to *die* for their masters as slave soldiers), the Mud Men are grateful for their reasonably comfortable niche.

The typical Mud Man tribesman is a powerfully muscled laborer whose body has been baked by the sun. Though generally quite ignorant of the world beyond the borders of their Clean-ruled cantons and slave compounds in Arid City, they serve as the Clans’ first line of defense against intruders. Mud Men are trained to keep an eye out for suspicious behavior, and report anything unusual to their masters at once.

SAMPLE MUD MEN

The first Mud Man shown here is representative of the average adult laborer, who spends much of his life toiling for his Clean masters. The second represents an *elder* of the tribe, one who can no longer work but can still be useful by providing an extra set of eyes and ears guarding the precious Waterbeds.

Mud Man, Strong Hero 2: CR 2; Medium-size humanoid; HD 2d8+4 plus 3; HP 16; Mas 14; Init

+1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap +4; Atk +5 melee (1d6+2 nonlethal, unarmed), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, elongation, phobia; AL Clean Water Clans; SV Fort +6, Ref +1, Will +1; AP 1; Rep +0; Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10.

Occupation: Slave (Climb, Craft [structural]).

Background: Tribal (Spot).

Mutations and Defects: Elongation, Phobia (strangers).

Skills: Climb +5, Craft (structural) +4, Escape Artist +5, Spot +3, Swim +4.

Feats: Brawl, Endurance, Great Fortitude, Post-Apocalyptic Technology, Primitive Technology, Toughness.

Talents (Strong Hero): Extreme Effort.

Possessions: None.

Mud Man Elder, Strong Hero 2/Dedicated Hero

2: CR 4; Medium-size humanoid; HD 2d8+4 plus 2d6+4 plus 3; HP 27; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +3; Grap +5; Atk +5 melee (1d6+2, rifle butt), or +4 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, elongation, phobia; AL Clean Water Clans; SV Fort +8, Ref +1, Will +4; AP 2; Rep +1; Str 15, Dex 12, Con 14, Int 8, Wis 14, Cha 10.

Occupation: Slave (Climb, Craft [structural]).

Background: Tribal (Spot).

Mutations and Defects: Elongation, Phobia (strangers).

Skills: Climb +5, Craft (structural) +4, Escape Artist +5, Listen +11, Spot +11, Swim +4.

Feats: Alertness, Brawl, Endurance, Great Fortitude, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology,

Toughness.

Talents (Strong Hero): Extreme Effort.

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

Possessions: Black powder rifle, two rounds of lead shot.

NIGHTWIND TRIBE

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Confident, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Market, Power Attack, Run, Stealthy, Toughness, Track.

Once known as among the more savage bands of tribal raiders infesting the central wastes of the Far Desert, the people of the Nightwind tribe have undergone a slow transformation with the arrival of the CrystalTime water merchants. Only a few generations ago the Nightwind tribals were renowned as skilled trackers and ambushers, moving by night to raid sleepy caravans that passed through their territory, and even wiping out entire desert communities under the cover of dark just to enhance their fearsome reputation. They were known to control a great oasis in the Far Desert, an ancient and secret site of unlimited water that was jealously sought after by rival peoples of the wastes.

With the arrival of the CrystalTime, however, many tribes of the Far Desert realized that there was much to be had in getting along. One of the earliest to see the wisdom in adapting were the Nightwind;

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though they performed early skirmishes against the CrystalTime to test their strength and assert their authority, it wasn't long before the leaders of the Nightwind realized the true benefit an association with the water merchants could provide. In these early years the CrystalTime were still a meager force, but they brought an ingenious concept to the Nightwind - namely, that the water they guarded could be traded to others. For generations the Nightwind tribals had fought rivals who sought to take the oasis from them, and had never thought of trading it away for profit. The CrystalTime offered them what amounted to a "deal": peace and partnership, in which the Nightwind shared their source of water with the CrystalTime, and in turn the water merchants found markets outside Nightwind lands to sell it.

In the end the leader of the Nightwind tribals realized that his tribe had more water than they needed, and though wary of letting the CrystalTime know of their secret source, through negotiations he brokered a deal in which the anonymity of the source would remain protected. To the CrystalTime this was an acceptable concession; after all they didn't need to know where the water *was*, only that the Nightwind tribe would supply it on a regular basis.

The relationship between the Nightwind tribe and the CrystalTime has survived for over two generations, and benefited both tremendously. Using the Nightwind (and a few other tribes in a similar situation) as a stable base, the CrystalTime merchants have managed to increase their reputation across the desert, creating a fragile network of water routes that rival those of the much more dominant Clean Water Clans. In turn the Nightwind tribe has become rich beyond their dreams, and their association with the "civilized" CrystalTime has brought new ideas, innovations, and outside influences that have

invigorated this formerly war-like and savage people.

Today the Nightwind are slowly becoming civilized, thanks to their exposure to the outside world. While their warrior tradition, famed skills at hunting and night-fighting, and cherished love of their great "oasis" are still formally maintained, over the past few years these assets of their tribal culture have taken a backseat to more mercantile - and mercenary - pursuits. Though the Nightwind still paint themselves head to toe in blood (now usually from animals ritually slaughtered at festivals) and have annual gatherings on the darkest nights to celebrate great battles of the past, their war-like nature is in grave danger of fading away.

SAMPLE NIGHTWIND TRIBESMEN

Despite feather headdresses, rotten teeth, and bodies painted in animal blood, the people of the Nightwind tribe are charismatic individuals who have quickly caught on to the art of trade - and swindling. Even the lowliest tribal warrior has something to trade visitors to his community, peddling even the most worthless junk as must-have objects of survival.

More experienced tradesmen lie at the core of the tribe, keeping its economy vibrant in these volatile times of change. Though most elders are (or were) warriors, they have learned that diplomacy and bluffing are now the necessary skills of the future. Master traders, these seemingly savage patriarchs are surprisingly cunning negotiators.

Nightwind Tribesman, Tough Hero 3: CR 3; Medium-size humanoid; HD 3d10+6 plus 3; HP 26; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 class, +2 natural); BAB +2; Grap +4; Atk +4 melee (1d6+2, machete), or +3 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL

Nightwind Tribe; SV Fort +4, Ref +2, Will +0; AP 1; Rep +1; Str 14, Dex 13, Con 14, Int 12, Wis 8, Cha 11.

Occupation: Merchant (Knowledge [Business]).

Background: Tribal (Intimidate).

Mutations and Defects: Adrenaline Control, Dermal Spike Growth, Bizarre Pigmentation, Sick Cells.

Skills: Climb +6, Craft (structural) +5, Hide +4, Intimidate +5, Knowledge (Business) +5, Knowledge (Current Events) +3, Knowledge (Twisted Earth) +2, Move Silently +4.

Feats: Archaic Weapons Proficiency, Dodge, Power Attack, Primitive Technology, Stealthy, Toughness.

Talents (Tough Hero): Remain Conscious, Second Wind.

Possessions: Machete, three javelins.

Nightwind Elder, Tough Hero 2/Charismatic Hero

2/Trader 4: CR 8; Medium-size humanoid; HD 2d10 plus 2d6 plus 4d6 plus 3; HP 35; Mas 11; Init -1; Spd 30 ft; Defense 16, touch 14, flatfooted 17 (-1 Dex, +5 class, +2 natural); BAB +4; Grap +5; Atk +5 melee (1d6+1, machete), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Nightwind Tribe; SV Fort +5, Ref +3, Will +4; AP 4; Rep +4; Str 13, Dex 8, Con 10, Int 12, Wis 14, Cha 14.

Occupation: Merchant (Knowledge [Business]).

Background: Tribal (Intimidate).

Mutations and Defects: Adrenaline Control, Dermal Spike Growth, Bizarre Pigmentation, Sick Cells.

Skills: Bluff +14, Diplomacy +12, Disguise +4, Gamble +4, Gather Information +14, Intimidate +14, Knowledge (Business) +11, Knowledge (Current Events) +10, Listen +4, Profession +5, Sense Motive

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+11, Spot +4.

Feats: Alertness, Archaic Weapons Proficiency, Confident, Deceptive, Market, Primitive Technology, Ritual Scarification*, Silver Tongue, Toughness.

Talents (Tough Hero): Second Wind.

Talents (Charismatic Hero): Fast-Talk.

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

Possessions: Machete, 1d10 cp in jewelry.

NOT-MEN

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): *Underlings* only.

Bonus Feats: Pack Tactics*.

Many know that the ash-blackened ruins of Ashbin are a lure to scav and corium prospectors, who come from far and wide following rumors of a lost corium motherlode located within the burned-out shell of that once-great city. In recent years the ruins have become a dangerous place, a nest of thieves, scavengers, and desperate men who would gladly kill another prospector for his supplies when his guard is down.

But the ruins are also populated by another group of savage and bloodthirsty creatures, which have begun to prey upon the divided community of scav and grow stronger. Though for a long time no one suspected it, the sewers and old tunnels beneath Ashbin were in fact inhabited by a group of *underlings* – vile albino dwarf-things with a cannibalistic love for living flesh. When the first scav came these underlings were afraid of them and remained unseen, merely watching from a distance. In time, however, they became bolder and, sensing that the surface newcomers were divided, began to

prey on them.

At first only one or two scav went missing a month; usually a drunken old scav who lived in a solitary camp away from others, or a particularly young and foolish prospector who went too near the many manholes and sewer entrances dotting the ruins. In time, however, the disappearances became unsettlingly common; now even the toughest band of scav and corium prospectors fear to leave their camps by night, and never go into the ruins to search for salvage in groups smaller than a dozen.

Rumors have surfaced that groups of these creatures (called “not-men” by the local inhabitants of Ashbin for their ghoulish love of human flesh) have been seen, almost exclusively at night. Their successes have given them an unheard-of boldness, and they have begun ambushing any lone scav or ruin picker they come upon. They have even begun raiding small prospector encampments to steal children from their beds, a tactic which they have come to prefer over face-to-face conflict (they can handle and carry off children with little or no struggle, as opposed to well-armed men).

SAMPLE NOT-MEN

Individually the “Not-Men” are savage little fighters, using their *Pack Tactics* feat to good use to swarm enemies with melee attacks. Because of their *Opportunist* ability, if any of them gets a hit on their swamped opponent they *all* get a free attack of opportunity. And though they are relatively slow creatures, their use of stealth usually allows them to sneak up on enemies before they can flee.

A few Not-Men exhibit coordination and leadership qualities not normally seen in such bestial creatures; these usually lead the others in battle, aiding the pack with their knowledge of tactics and *Plan* abilities.

Not-Men Surface Raider, Fast Hero 5: CR 5; Small humanoid; HD 1d8 plus 5d8; HP 27; Mas 11; Init +1; Spd 20 ft; Defense 18, touch 17, flatfooted 17 (+1 size, +1 Dex, +5 class, +1 equipment); BAB +3; Grap -1; Atk +1 melee (1d6, cleaver), or +4 ranged (1d4, dart); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, photosensitive; AL Not-Men; SV Fort +1, Ref +6, Will +1; AP 2; Rep +1; Str 11, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Occupation: None.

Background: None.

Skills: Balance +3, Bluff +4, Hide +9, Listen +3, Move Silently +9, Navigate +0 (+2 underground), Search +1, Sleight of Hand +7, Spot +1 (+3 underground), Survival +1 (+3 underground).

Feats: Defensive Martial Arts, Pack Tactics*, Simple Weapons Proficiency, Primitive Technology, Stealthy, Troglodyte.

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

Possessions: Cleaver, four darts, leather armor.

Not-Men Pack Leader, Fast Hero 3/Smart Hero 3: CR 6; Small humanoid; HD 1d8 plus 3d8 plus 3d6; HP 28; Mas 12; Init +1; Spd 20 ft; Defense 18, touch 17, flatfooted 17 (+1 size, +1 Dex, +5 class, +1 equipment); BAB +3; Grap -1; Atk +3 melee (1d6, cleaver), or +4 ranged (1d4, dart); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, photosensitive; AL Not-Men; SV Fort +2, Ref +7, Will +3; AP 2; Rep +2; Str 11, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Occupation: None.

Background: None.

Skills: Balance +3, Bluff +4, Hide +14, Knowledge (Tactics) +9, Listen +3, Move Silently +12, Navigate +0 (+2 underground), Search +4, Spot +1 (+3 underground), Survival +1 (+3 underground), Tumble +3.

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Feats: Lightning Reflexes, Pack Tactics*, Simple Weapons Proficiency, Primitive Technology, Ritual Scarification*, Stealthy, Troglodyte.

Talents (Fast Hero): Evasion, Opportunist.

Talents (Smart Hero): Savant (Knowledge [Tactics]), Plan.

Possessions: Cleaver, four darts, leather armor.

PARAMEN

Governing Style: First Among Equals.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Spirit Guide*, Stealthy, Toughness, Track, Weapon Focus (bayonet).

Living high among the snow-capped peaks and dramatic mountain valleys of the Big Rocks are numerous tribes of primitive folk, driven from the low deserts of the Twisted Earth by the rise of mutant armies and more powerful factions. Some tribes, however, have lived among the mountains for generations regardless of the ebb and flow of civilization outside the high country, having been brought to the Big Rocks by forces outside their control.

The so-called “Paramen” are once such tribe, savages who have lived in the north-central Big Rocks since the time of the Fall. Their own legends relate how their people are descended from “gods” who came to earth here in the high mountains, and here they remain, viewing this part of the world

as their by god-given right. The origins of this claim come from their own creation myths: the Paramen speak of a time when the entire world was “embroiled in war”, and a great army “came from the sky”, touching earth among the highest mountains of the Big Rocks. Armed with “thundering lances” they set about with the “holy task of putting down the vile inhabitants of the low country”, who were “savages, cannibals, and sodomites”. For whatever reason they were unable to cleanse the earth, and so instead contented themselves with creating an Eden among the mountains for their descendants from then on.

The Paramen are the descendants of these “soldiers from the sky”, whom they now worship as quasi-deities. The Paramen have over 500 of these deities, each with its own name and special powers which they can impart if prayed to after proper rituals of purification and offerings of war trophies. Their chief, elected from the strongest warriors of the tribe, still uses the traditional title of *Polkovnik*, allegedly the very name of the leader of the “gods”. The warriors of the tribe still use the same “thundering lances” of their ancestors, though over time they have ceased to work and so now the warriors simply fix bayonets to them and use them as spears.

It is probable that these tribals can trace their lineage to a foreign airborne assault brigade that, according to fragmented histories of the Fall, were dropped onto mountain passes of the Rockies in an attempt to decisively win against American defenders and hasten the end of the war. For whatever reason the strategy apparently failed, though the survivors of the botched operation lived on as holdouts among the Big Rocks for generations. In time they forgot their true origins, and their descendants now live a primitive existence far from more civilized lands.

SAMPLE PARAMEN

Though they are known for their voracious appetites (Paramen are great eaters), Paramen are also known as warriors of great honor, with elaborate ritual melee combats held to settle disputes, end inter-tribal feuds, or enforce their strict laws.

Below are given the statistics for a typical tribesman, as well as a sample “polkovnik”, or tribal chief, whose duty it is to protect the tribe against all threats.

Paramen Tribesman, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +1; Spd 40 ft; Defense 14, touch 13, flatfooted 13 (+1 Dex, +2 class, +1 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+4, bayonet), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, requires 2x food daily; AL Paramen; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Guide (Listen, Spot).

Background: Tribal (Survival).

Mutations and Defects: Increased Movement, Underdeveloped Organ (Intestines).

Skills: Knowledge (Tactics) +3, Listen +7, Spot +7, Survival +4.

Feats: Archaic Weapons Proficiency, Improved Overrun, Power Attack, Primitive Technology, Toughness.

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

Possessions: AKS (no ammunition), bayonet, leather armor.

Paramen Polkovnik, Strong Hero 3/Guardian 2: CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4 plus 3; HP 38; Mas 14; Init +1; Spd 40 ft; Defense 15, touch 14, flatfooted 14 (+1 Dex,

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+3 class, +1 equipment); BAB +5; Grap +8; Atk +9 melee (1d6+5, bayonet), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, requires 2x food daily; AL Paramen; SV Fort +6, Ref +4, Will +2; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Guide (Listen, Spot).

Background: Tribal (Survival).

Mutations and Defects: Increased Movement, Underdeveloped Organ (Intestines).

Skills: Intimidate +5, Knowledge (Tactics) +3, Listen +8, Spot +8, Survival +5.

Feats: Archaic Weapons Proficiency, Improved Overrun, Power Attack, Primitive Technology, Toughness.

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

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

Possessions: AKS (no ammunition), bayonet, leather armor.

PEOPLE OF THE FORBIDDEN VALLEY

Governing Style: Tribal Council.

Religion: Varies.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mobility, Plague Carrier, Run, Stealthy, Toughness, Track, Ventriloquism*.

The “Forbidden Valley” is a place deep in the Deserts of Nowhere where the tribals of the region cast out unwanted members of society. This valley, a deep

natural ravine several days walk from any known source of water, is known by many other names; “the Dark Gulf”, the “Pestilence Place”, and the “Valley of the Dead”. It is here that lepers and other diseased folk have been caged for generations, and on top of this, it also serves as a prison for the worst tribal criminals of the region.

Though no healthy (or sane) person would dare venture below the lip of this huge crevasse, in reality the Forbidden Valley is home to a stable and benevolent community of true survivors. Whether they were born here, sent here, or sentenced here for their own misdeeds, the people here have dealt with their circumstances in as positive a way as possible: they have sworn to live life to its fullest.

Any who join the community (by choice or otherwise) are given the same chance other arrivals are given, to put the past behind them and to contribute to the community’s welfare from that point on. Whether it was contagious disease or murder that got an individual sentenced to the Forbidden Valley matters not to the tribe; all are welcome if they are willing to work and live in peace with their neighbors.

Tribal communities in the vicinity of the Forbidden Valley believe it to be populated by diseased “monsters”, shadowy remnants of human beings who have physically devolved from their corruption and isolation. In truth, new arrivals soon catch the diseases of their fellow men, but the intense sense of community here means that those who do fall ill are taken care of for the remainder of their days. And the community is anything but savage; the tribals have hollowed out entire cave systems to house those among them who are sensitive to the light, and built a sprawling village at the valley’s bottom; they have even devised pumps to bring water to the surface to support a small crop. The villagers somewhat enjoy

the ghoulish reputation surrounding their home, for it keeps away predatory tribes and raiders who would otherwise make easy sport of them.

SAMPLE FORBIDDEN VALLEY TRIBESMEN

The two sample tribesmen shown here are representative of typical tribal members; the first, a laborer and average disease sufferer, living out his or her existence in the comfort of cool shaded caves or toiling in the fields at the bottom of the deep shadowy valley. The second is a juju doctor, a member of the tribe who has learned the skills to tend to their tribe’s small herds when animals get sick, and ease the suffering of his fellow tribesman through natural medicines grown in the valley.

Forbidden Valley Tribesman, Post-Apocalyptic

Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, staff), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, blindness in light; AL Forbidden Valley Tribe; SV Fort +4, Ref +2, Will +1; AP 1; Rep +0; Str 14, Dex 10, Con 15, Int 13, Wis 12, Cha 7.

Occupation: Herdsman (Handle Animal, Survival).

Background: Tribal (Climb).

Mutations and Defects: Accumulated Resistance x2, Bilirubin Imbalance, Photosensitivity.

Skills: Bluff -4, Climb +5, Diplomacy -4, Disguise -4, Handle Animal +3, Hide +2, Knowledge (Mutant Lore) +4, Listen +8, Move Silently +2, Repair +6, Spot +3, Survival +7, Treat Injury +3.

Feats: Alertness, Filthy, Plague Carrier (any), Primitive Technology, Stealthy.

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Staff, hooded robes.

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Forbidden Valley Juju Doctor, Post-Apocalyptic

Hero 3/Juju Doctor 4: CR 7; Medium-size humanoid; HD 3d8+6 plus 4d8+8; HP 46; Mas 15; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+4 class); BAB +4; Grap +6; Atk +6 melee (1d6+2, staff), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, blindness in light; AL Forbidden Valley Tribe; SV Fort +8, Ref +2, Will +4; AP 3; Rep +2; Str 14, Dex 10, Con 15, Int 13, Wis 12, Cha 7.

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

Background: Tribal (Climb).

Mutations and Defects: Accumulated Resistance x2, Bilirubin Imbalance, Photosensitivity.

Skills: Bluff -4, Climb +5, Concentration +6, Craft (pharmaceutical) +7, Diplomacy -4, Disguise -4, Handle Animal +2, Hide +2, Knowledge (Behavioral Sciences) +7, Knowledge (Earth and Life Sciences) +9, Knowledge (Mutant Lore) +8, Listen +3, Move Silently +2, Research +7, Search +5, Spot +3, Survival +7, Treat Injury +13.

Feats: Alertness, Educated (Knowledge [Behavioral Sciences], Knowledge [Earth and Life Sciences]), Filthy, Juju Medicine, Plague Carrier (any), Primitive Technology, Stealthy, Surgery.

Talents (Post-Apocalyptic Hero): Conserve, Mutation Knowledge.

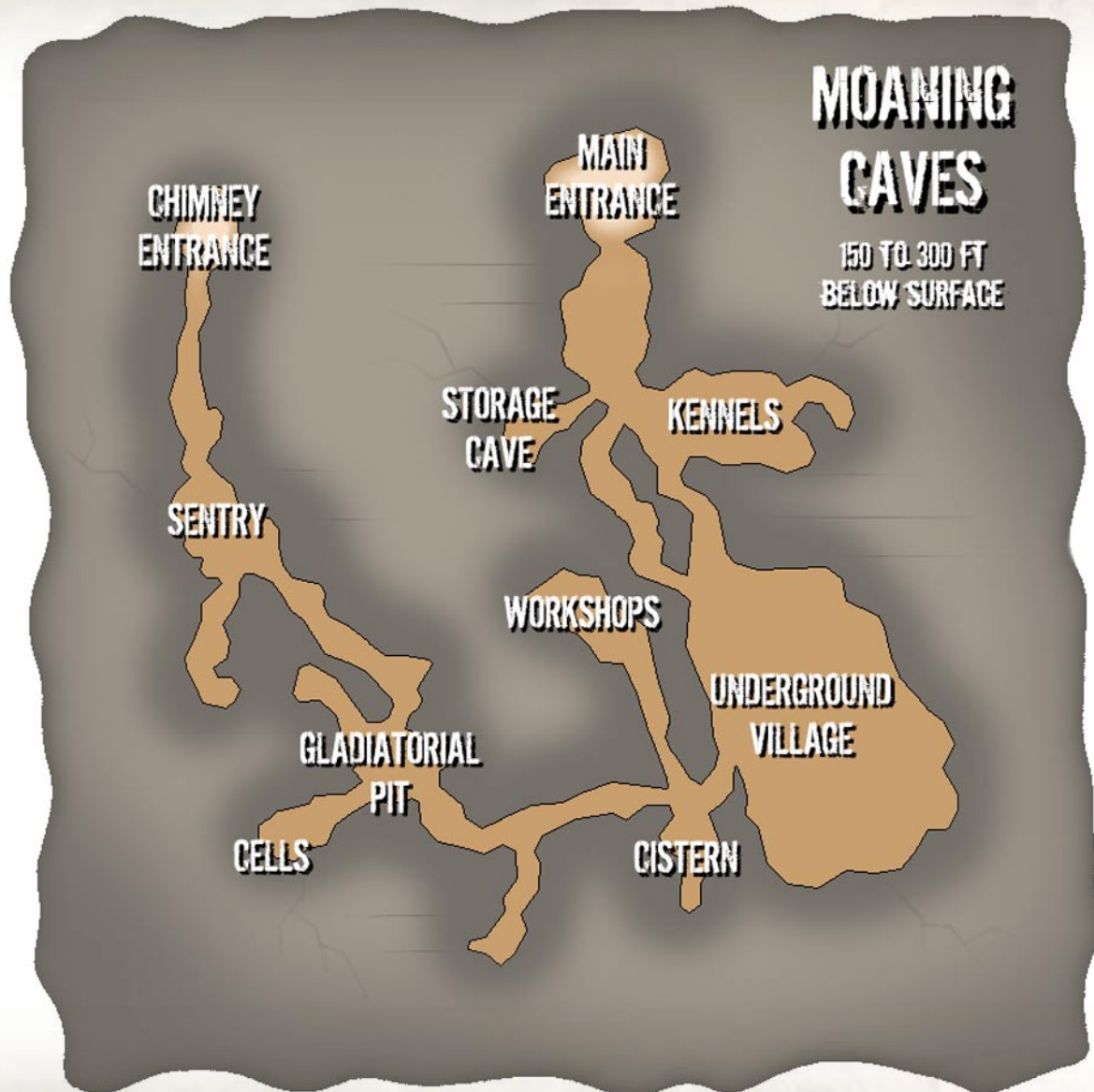
Talents (Juju Doctor): Juju Specialist +1, Brew Potion (DW), Expert Healer, Juju Mastery.

Possessions: Staff, hooded robes, two juju potions (treat disease, treat poison).

PEOPLE OF THE MOANING CAVES

Governing Style: Tribal Council.

Religion: Varies.



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Background Option(s): Tribal, Resentful, Radical.

Bonus Feats: Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Junk Crafter*, Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Run, Stealthy, Toughness, Track.

Stories of the people of the Moaning Caves, in the Sierra Gehenna region of the Twisted Earth, have existed for years. Known for their bold raids on the merchant caravans using the naked valley deserts as trade routes, they are a fearless coalition of primitive people united in their drive to survive against the encroachment of the world's major factions: the Clean, the Cartel, and most recently, the dreaded technologists of the Foundation.

The Moaning Caves themselves are the perfect hideout for these tribal holdouts, a vast complex of caverns that were a recreational getaway during the time of the Ancients; seismic activity since the Fall has opened up even further passages and caves, expanding its original size to several *miles*.

Though the tribals tend to live in concealed camps outside the numerous cave entrances on the surface, beneath the cool foliage of the forest, they can and do retreat to the caves in times of trouble. The caves run more than 400 feet down, in some cases through caverns large enough to hold the Statue of Liberty standing straight up. The tribals use these caves to store food, and numerous natural water sources abound within the caves (as a result they never steal water from caravans they raid; instead they poison it to cause casualties among careless enemies). They also keep prisoners here in squalor, which they torture to extract information about future trade

caravans, or to learn more of their greatest enemy, the Foundation.

Over the years the original tribe has grown considerably, due to the influx of desperate refugees from other tribes and communities, most destroyed or subdued and conquered by the Foundation. The tribals believe in the age-old proverb “the enemy of my enemy is a friend”, and as such allow virtually any proven foe of the Foundation to join their ranks. It is no surprise then that the people of the Moaning Caves have begun to swell. In addition, many of these men and women come from former communities of varying degrees of technological understanding and advancement, a fact that has improved the lives and tactics of the tribals considerably. They have working water mills underground, allowing certain portions of the caves to be lit by a fragile electrical system. They also have men and women capable of using firearms and training young tribals in their use, which has enhanced the core tribe's arsenal of spears and crossbows. And, since many of the people here have had previous experience fighting the Foundation (even if unsuccessful), there is a great deal of tactical intelligence about their enemy that the tribe uses to great advantage to evade, ambush, and confound them whenever they encounter each other.

The tribe is ruled by a council, which originally included only the elders of the original tribe, but has since come to accept elders from refugee communities as well. This influx of ideas and alternate points of view has not weakened the effectiveness of the council, but has in fact given it a new vitality and energy.

SAMPLE MOANING CAVES TRIBESMEN

Typical war parties from the Moaning Caves consist of 20 to 30 *warriors*. They tend to operate in teams

of two or three, widely dispersed in a battlefield area so as to avoid being butchered by machinegun fire or bomblets dropped from Foundation “flying machines”. They prefer operating in heavy foliage or, when they must leave the dry forests, in craggy areas where deep shadows cast by boulders can conceal their presence.

The people of the Moaning Caves also boast a handful of *tinkers*, most of which are refugees from more technically advanced communities destroyed by the Foundation. These men bring innovations to the Moaning Caves, and are also sometimes seen accompanying war parties, using their knowledge of demolitions to blow up bridges or cause landslides to harass Foundation troop movements.

Moaning Caves Warrior, Dedicated Hero 2/Tough

Hero 3: CR 5; Medium-size humanoid; HD 3d10+3 plus 2d6+2 plus 6; HP 35; Mas 13; Init +6; Spd 30 ft; Defense 17, touch 16, flatfooted 15 (+2 Dex, +4 class, +1 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+2, rifle butt), or +5 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, energy weapons resistance, darkvision; AL Moaning Caves Tribe; SV Fort +5, Ref +3, Will +3; AP 2; Rep +2; Str 15, Dex 15, Con 13, Int 12, Wis 10, Cha 7.

Occupation: Predator (Hide).

Background: Tribal (Survival).

Mutations and Defects: Energy Immunity (Energy Weapons), Sensitive Sight, Aberrant Deformity, Cystic Fibrosis.

Skills: Climb +6, Disguise -8, Hide +11, Intimidate +2, Knowledge (Current Events) +4, Knowledge (Twisted Earth) +2, Move Silently +6, Navigate +3, Spot +3, Survival +8.

Feats: Improved Initiative, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive

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Technology, Stealthy, Toughness, Track.

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

Talents (Tough Hero): Remain Conscious, Robust.

Possessions: Black powder rifle, 20 rounds of lead shot, leather armor.

Moaning Caves Tinker, Dedicated Hero 2/Smart Hero 1/Tinker 2: CR 5; Medium-size humanoid; HD 2d6+2 plus 1d6+1 plus 2d6+2; HP 23; Mas 13; Init +3; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+3 Dex, +3 class); BAB +2; Grap +3; Atk +3 melee (1d6+1, pistol butt), or +6 ranged (2d6, black powder pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Moaning Caves Tribe; SV Fort +3, Ref +5, Will +6; AP 2; Rep +3; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 7.

Occupation: Craftsman (Craft [structural], Repair).

Background: Radical (Demolitions).

Mutations and Defects: Stench, Aberrant Deformity.

Skills: Climb +3, Craft (chemical) +6, Craft (mechanical) +8, Craft (structural) +8, Decipher Script +4, Demolitions +13, Disable Device +10, Disguise -8, Hide +5, Knowledge (Tactics) +9, Knowledge (Technology) +12, Move Silently +5, Repair +11, Research +6.

Feats: Educated (Knowledge [Tactics], Junk Crafter*, Knowledge [Technology]), Lightning Reflexes, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

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

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

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

Possessions: *Mastercraft* black powder pistol, 10 rounds of lead shot, basic mechanical toolkit.

PEOPLE OF THE SIERRA GEHENNA

Governing Style: Patriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Spirit Guide*, Stealthy, Toughness, Track.

The many tribes that once inhabited the Sierra Gehenna in large numbers have declined over the years, in no small part due to the encroachment of outside forces that are beyond their control. Among these outside forces are the infamous slavers of Slave City, who prey upon the tribals like cattle (and are often known to take entire communities as slaves, leaving villages abandoned virtually overnight), but also responsible are the Foundationists, people of a technology so sufficiently advanced that the natives are neither able to contest them, nor even understand them. The Foundationists have long used the inhabitants of the rough dry mountains of the Sierra Gehenna as recruits in their armies, acting no better than the slavers in raiding the isolated communities, enslaving the populace, and forcing them to march mile after mile to distant outposts to be “re-educated” and inducted into the Foundation military.

Though the remaining tribals of the Sierra Gehenna have varying views of the Foundation (and indeed all outsiders), the tribe that calls themselves “the people” have perhaps fared the most pitifully. Believing the

Foundationists to be “angry gods”, they have woven an entire mythology around these mysterious “gods in white armor” (who often “come from the sky”), and even developed an entire religion around appeasing them through prayer, fasting, and curious rituals.

Among the odd customs related to their past run-ins with the Foundation, some stand out as truly bizarre. For instance, the people build mock radio sets from branches and bark, hoping to communicate with the “gods” to appease them. They create hand-held “microphones” from twigs and twine through which they chant monotonous prayers, asking for the return of kin abducted in Foundation raids. They even set aside best animals of their herds; along with old artifacts they glean from the mountains, to be burned in monthly bonfires atop nearby peaks, hoping these sacrifices will stave off Foundation attacks.

SAMPLE PEOPLE OF THE SIERRA GEHENNA

The typical tribesman of the Sierra Gehenna is superstitious, believing in many spirits that allegedly inhabit the mountains, rivers, and even individual rocks in his homeland. However, they are skilled hunters, and tough warriors.

Every now and then a member of the tribe will become a so-called “dream warrior”, venturing out into the wilderness alone. These individuals become hardy survivalists, fasting for days in hopes of receiving visions of the future, or visitations from their gods. Often a warrior only goes on such a quest for answers to a current dilemma or to plead with the gods for assistance, while some take to the hermit lifestyle and remain isolated for the rest of their years.

People Warrior, Post-Apocalyptic Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +1; Spd 30 ft; Defense 14, touch 13, flatfooted 13

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(+1 Dex, +2 class, +1 equipment); BAB +2; Grap +4; Atk +5 melee (1d8+2, spear), or +4 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to critical hit; AL The People; SV Fort +4, Ref +3, Will +2; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 9.

Occupation: Herdsman (Navigate, Survival).

Background: Tribal (Jump).

Mutations and Defects: Extreme Resilience, Aberrant Deformity.

Skills: Climb +4, Craft (structural) +0, Disguise -7, Hide +2, Jump +5, Knowledge (Mutant Lore) +1, Listen +3, Move Silently +2, Navigate +5, Spot +3, Survival +7.

Feats: Archaic Weapons Proficiency, Primitive Technology, Spirit Guide*, Track, Weapon Focus (spear), Weapon Focus (javelin).

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

Possessions: Spear, 1d2 javelins, leather armor.

People Dream Warrior, Post-Apocalyptic Hero 3/Dedicated Hero 3: CR 6; Medium-size humanoid; HD 3d8+6 plus 3d6+6; HP 37; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 15, flatfooted 16 (+1 Dex, +4 class, +2 equipment); BAB +4; Grap +6; Atk +7 melee (1d8+2, spear), or +6 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to critical hit; AL The People; SV Fort +6, Ref +4, Will +6; AP 3; Rep +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 9.

Occupation: Herdsman (Navigate, Survival).

Background: Tribal (Jump).

Mutations and Defects: Extreme Resilience, Aberrant Deformity.

Skills: Climb +4, Craft (structural) +0, Disguise -7, Hide +2, Jump +5, Knowledge (Mutant Lore) +1, Knowledge (Twisted Earth) +0, Listen +3, Move

Silently +2, Navigate +10, Spot +3, Survival +15, Treat Injury +4.

Feats: Armor Proficiency (light), Guide, Iron Will, Primitive Technology, Spirit Guide*, Track, Weapon Focus (spear), Weapon Focus (javelin).

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

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

Possessions: Spear, 1d2 javelins, leather armor, food and water.

PILGRIMS OF THE LIGHT

Governing Style: Patriarchal Clan.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Alertness, Animal Affinity, Athletic, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Know The Signs*, Lightning Reflexes, Mobility, Power Attack, Radiation Sense, Run, Stargazer*, Stealthy, Toughness, Track.

The “Pilgrims of The Light” are a curious nomadic tribe known to lay claim to some of the most desolate terrain in all the Twisted Earth; to be specific, the western side of the Great Rift Valley of Old California. Here, at the shadowy foot of tall mountains long ago abandoned when the first nuclear strikes devastated the cities of the coast during the Fall, the tribals manage to cling to a harsh existence far from more powerful (and violent) tribes.

The self-imposed isolation of these people goes beyond mere necessity, however (though to be sure their chosen homeland far from the trade routes on the distant side of the Rift means they live relatively unharmed). The so-called “pilgrims” are themselves

badly mutated, their appearance often enough to send unprepared witnesses running in fear and disgust: enormous curved horns, deformed facial features, amber-colored eyes, and a lop-sided gait from the affliction of *hemihypertrophy*. Ironically, the pilgrims are not a malevolent or predatory group like so many other mutated tribes, instead seeking only to live their lives in peace and harmony with the world.

The Pilgrims live in small villages, usually found in small box canyons where cliff walls can be hollowed out to create caves for habitation. The life and society of these tribals is very active, rich with symbolism and religion that is incomprehensible to outsiders, blending elements of Ancient worship, animism, and astrology. Births, trials of manhood, marriages, and even hunting expeditions are all timed on a meticulous and complicated astral calendar.

Central to the religion of the Pilgrims is a worship of the “glows” that dot the Twisted Earth, of which there are an abundance in the Radiant Peaks (which they live just beneath). The remnants of radiated hot spots, these have a strong attraction to the Pilgrims who travel far and wide to visit them, sometimes taking months at a time to make the long journey. Though these exoduses are undertaken regularly each year, even greater treks are performed when demanded by their bizarre astral calendar; every 50 years or so, for example, the entire tribe packs up and undergoes a painfully slow voyage to walk across the world, through the Big Rocks and across the Far Desert, to visit the fringes of the Graveyard of Bone Cities. These journeys can take up to five years at a time to accomplish, during which generations die from the arduous journey and new ones are born on the move.

The Pilgrims of the Light generally live peacefully, and do not seem interested in trade or relations with outsiders. They are slow to anger and do not seem

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to favor any sort of warrior tradition, and as a result they make easy prey for raiders and other predators.

SAMPLE PILGRIMS OF THE LIGHT

The pitifully monstrous pilgrims are peaceful creatures, who are often preyed upon during their great journeys. Like herd animals, however, their great numbers ensure that at least some will survive, no matter the calamity that befalls them.

Leading these great migrations are usually two or three *navigators*, members of the tribe who, due to their great age, have accumulated knowledge of the Twisted Earth, its many trails and trade routes, and even the passage of the stars. Using these visual tools these elders manage to lead their people across the known world on their religious exoduses - and home again.

Pilgrim of the Light, Dedicated Hero 1: CR 1; Medium-size humanoid; HD 1d6+2; HP 6; Mas 15; Init +1; Spd 25 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap +0; Atk +0 melee (1d8, gore), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, immune to critical hit; AL Pilgrims of the Light; SV Fort +3, Ref +1, Will +3; AP 0; Rep +1; Str 10, Dex 12, Con 15, Int 8, Wis 14, Cha 11.

Occupation: Wanderer (Climb, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Extreme Resilience, Bilirubin Imbalance, Hemihypertrophy, Negative Chemical Reaction.

Skills: Balance -1, Bluff -2, Diplomacy -2, Disguise -2, Jump -2, Knowledge (Twisted Earth) +1, Navigate +8, Survival +9, Swim -2, Treat Injury +4.

Feats: Endurance, Guide, Primitive Technology, Radiation Sense.

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

Possessions: Staff, burlap robes, pan pipe.

Pilgrim Navigator, Dedicated Hero 3: CR 3; Medium-size humanoid; HD 3d6+6; HP 17; Mas 15; Init +1; Spd 25 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d8, gore), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, immune to critical hit; AL Pilgrims of the Light; SV Fort +4, Ref +2, Will +6; AP 1; Rep +1; Str 10, Dex 12, Con 15, Int 8, Wis 14, Cha 11.

Occupation: Wanderer (Climb, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Extreme Resilience, Bilirubin Imbalance, Hemihypertrophy, Negative Chemical Reaction.

Skills: Balance -1, Bluff -2, Diplomacy -2, Disguise -2, Jump -2, Knowledge (Twisted Earth) +2, Navigate +12, Survival +11, Swim -2, Treat Injury +6.

Feats: Endurance, Guide, Iron Will, Primitive Technology, Radiation Sense, Stargazer*.

Talents (Dedicated Hero): Skill Emphasis (Navigate), Aware.

Possessions: Staff, burlap robes.

PLANTMEN OF PARADISE

Governing Style: Matriarchal Clan (*pod mother*).

Religion: Ancestor Worship (*pod mother*).

Background Option(s): *Plantmen* only.

Bonus Feats: Ventriloquism*.

There are a great number of rumors concerning the strange fate of the lost city of San Jose, which was

reduced to ash during the Fall and then was “reborn” like the mythical phoenix to become an eerie paradise of monumental trees, a labyrinth of plants and bizarre mutated flowers congesting what used to be city streets and high rises.

Whatever the cause of its destruction, San Jose was eventually repopulated, not by the ragged descendants of the former inhabitants, but by a strange breed of “plant-people”. The effect of strange radiations on the city caused seedlings from the burning forests of the coast to mutate, creating a monstrous “super-plant” at the city’s heart. This enormous “pod mother” (originally the size of a bus) began producing spores immediately, casting them out on the wind to drift all over the old city. Within a few years these spores had taken hold, growing among the ash-blackened streets to completely erase the old ruins in a blanket of lush vegetation.

But these plants were also unusual in that they weren’t normal – many seedlings that landed nearest the pod mother developed semi-sentience, and took on almost humanoid forms. Linked directly to the pod mother through an inexplicable telepathy, these hundred or so *Plantmen* became the first in a now generations-old tribal community that literally infests the majestic forest-ruins of San Jose.

It has been decades since the pod mother began producing spores on a regular basis, and it has now grown so large that it completely covers the entire downtown area with its mass. It is dormant now, having produced more than 1,000 “children” to which it is directly linked, allowing it to see and hear through in a semi-dream-like state. It is unclear what might rouse the pod mother to productivity again; it is possible any great threat to its children’s existence (i.e. fire, incursion by outsiders, etc.) might cause it to reawaken and defend its home. Certainly the rise of the Brethren, just a few miles to the north in

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San Francisco, could conceivably constitute such an event.

The Plantmen for their part have been left to develop on their own as their great pod mother sleeps. They have come together as an enormous extended tribe, peacefully geared towards the production of a sustainable crop to support their numbers, and to tend their sleeping pod mother on a daily basis. The Plantmen have had encounters with creatures wandering into the city before (including foolhardy Brethren farmers), and as such post sentries in a ring around the outer city to watch for transgressors. Cleverly concealed pit traps, punji stakes, and maze-like streets filled with thorny and semi-intelligent carnivorous plants make intrusion hazardous to say the least. If intruders persist the Plantmen are able to form small war parties to meet, ambush, and eradicate those who fail to read the signs and turn back before it's too late.

SAMPLE PLANTMEN OF PARADISE

The society of the Plantmen of the San Jose ruins is virtually unknown to outsiders, but in reality they are composed primarily (but not exclusively) of two main groups: the *warriors* and the *nurturers*. The warriors are the defenders of the community, and by far comprise the greater part of the colony. They also engage in labor, building the few structures the Plantmen require for shelter, as well as the traps and defenses used to keep their city safe. The nurturers are more advanced Plantmen whose talents lie in caring for the sleeping pod mother each day, as well as tending to the other unusual plants and fungi their people have put to use to their benefit.

Plantman Warrior, Fast Hero 2/Dedicated Hero

2: CR 5; Medium-size humanoid; HD 1d8+1 plus 2d8+2 plus 2d6+2; HP 25; Mas -; Init +1; Spd 35



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ft; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +2; Grap +3; Atk +4 melee (1d8+1, spear), or +3 ranged (1d6+1, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ plant, alkaline spittle; AL Plantmen; SV Fort +5, Ref +3, Will +3; AP 0; Rep +1; Str 12, Dex 13, Con 13, Int 8, Wis 10, Cha 8.

Occupation: None.

Background: None.

Skills: Balance +2, Hide +8, Knowledge (Earth and Life Sciences) +6, Move Silently +8, Survival +4, Tumble +6.

Feats: Simple Weapons Proficiency, Stealthy, Track, Weapon Focus (spear).

Talents (Fast Hero): Increased Speed.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Earth and Life Sciences]).

Possessions: Spear, javelin.

Plantman Nurturer, Dedicated Hero 5: CR 6; Medium-size humanoid; HD 1d8+1 plus 5d6+5; HP 28; Mas -; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d8+1, spear), or +4 ranged (1d6+1, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ plant, alkaline spittle; AL Plantmen; SV Fort +6, Ref +2, Will +6; AP 0; Rep +2; Str 12, Dex 12, Con 13, Int 8, Wis 11, Cha 8.

Occupation: None.

Background: None.

Skills: Hide +7, Knowledge (Earth and Life Sciences) +10, Listen +2, Move Silently +7, Sense Motive +2, Spot +2, Survival +4, Treat Injury +2.

Feats: Alertness, Iron Will, Simple Weapons Proficiency, Stealthy.

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Earth and Life Sciences]), Empathy, Intuition.

Possessions: Spear, javelin, juju kit.

POLICE GUARD

Governing Style: Dictatorship.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Intimidating Strength, Iron Will, Know The Signs*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track, Weapon Focus (metal baton).

One of the more unique tribes of the western part of the Twisted Earth are the so-called “Police Guard”, a group of ruthless primitives who have taken up the role of “peacekeepers” in the Great Rift and Sierra Gehenna regions.

According to their own legends the Police Guard are descended from actual highway patrolmen who attempted to enforce law and order after the Fall, eventually being driven from the great cities during the times of anarchy that ensued soon after. They continued to protect their own in small communities dotting the mountains, adhering to their role as defenders to this very day (whether this legend is true, or they are in fact merely descended from tribals who happened to like the image of the Ancient-era law enforcers, can never really be known).

Today the Police Guard survive by hiring their tribal warriors out as mercenaries and caravan guards, protecting Clean and Cartel merchant convoys against raiders, or sweeping highways and trade routes of tribal threats along the way. Particularly brutal in nature, they love the challenge of battle (even against more advanced foes) and train their entire lives for fighting. Their demand for payment is usually quite reasonable: for convoy escort duty they generally demand only food, water, and scalps from

each kill; when sent to decisively crush the villages of the region’s tribal raiders their price escalates to include women and other luxuries, and the right to ritually incarcerate – and torture to death – the ringleaders of such rebellious tribes.

The Police Guard are ruled by a tribal chief, a superior warrior who must defend his rank each year in a festive trial by combat that draws warriors from all over their tribal lands (located near Kingman Town). Though the Clean and Cartel are unaware of it, the past few chiefs have begun to realize that if their campaign of crushing the raiders of the region continues, in several generations their way of life may be endangered (after all, there will be no one left to fight). As a result the Police Guard have secretly begun to supply weapons and support to the very people they fight (including letting villagers escape, to continue the fight another day), with the intention of keeping their enemies alive and to ensure they will have a job for years to come. They play a dangerous balancing act of appeasing their employers while at the same time preserving the people they war against; if they were found out, one can only imagine what their employers would do...

Rather interestingly the Police Guard have developed their own form of “battle language”, a brief and succinct form of verbal communication that allows members of the tribe to coordinate in the heat of battle quickly and efficiently. This language involves a complex series of three-digit numeric codes (“411”, “610”, etc.), each representing a different tactic, situation, or strategy to be undertaken (“attack”, “encircle”, “retreat”, etc.).

SAMPLE POLICE GUARD TRIBESMEN

The typical tribesman of the Police Guard is little more than a cold-blooded thug, his wiry body covered by the skins of desert animals and bearing

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some relic of the lawmen his people claim to be descended from. Though he rides a horse when patrolling, he quickly dismounts to feverishly charge into battle and brutally beat his quarry with his baton. More experienced Police Guard tribesmen are little better, but being grizzled warriors they are a much more dire threat to those who would prey on the trade routes of the Great Rift region.

The “battle language” of the Police Guard is represented by each tribesman taking the Improved Initiative feat.

Police Guard Tribesman, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +6; Spd 30 ft; Defense 15, touch 14, flatfooted 13 (+2 Dex, +2 class, +1 equipment); BAB +3; Grap +5; Atk +6 melee (1d6+4, metal baton), or +5 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, scent; AL Police Guard; SV Fort +3, Ref +3, Will +2; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Caravan Guard (Intimidate, Sense Motive).

Background: Tribal (Navigate).

Mutations and Defects: Hyper Olfactory, Sensitivity (radiation).

Skills: Intimidate +6, Knowledge (Current Events) +0, Knowledge (Tactics) +2, Listen +3, Navigate +1, Sense Motive +3, Spot +3.

Feats: Alertness, Archaic Weapons Proficiency, Improved Initiative, Intimidating Strength*, Primitive Technology, Weapon Focus (metal baton).

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

Possessions: Metal baton, compound bow, ammunition, leather armor, tribal relic (web belt, CHiPs helmet, etc.).

Police Guard Veteran, Strong Hero 3/Guardian 2/Raider 2: CR 7; Medium-size humanoid; HD 3d8+6 plus 2d10+4 plus 2d10+4; HP 50; Mas 14; Init +6; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+2 Dex, +4 class, +3 equipment); BAB +7; Grap +9; Atk +10 melee (1d6+4, metal baton), or +10 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, scent; AL Police Guard; SV Fort +8, Ref +7, Will +2; AP 3; Rep +1; Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Caravan Guard (Intimidate, Sense Motive).

Background: Tribal (Navigate).

Mutations and Defects: Hyper Olfactory, Sensitivity (radiation).

Skills: Gather Information +2, Intimidate +7, Knowledge (Current Events) +0, Knowledge (Tactics) +2, Listen +3, Navigate +3, Sense Motive +4, Spot +3, Survival +3.

Feats: Alertness, Archaic Weapons Proficiency, Improved Initiative, Armor Proficiency (light), Intimidating Strength*, Primitive Technology, Weapon Focus (metal baton).

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

Talents (Guardian): Defender +2, Weapon Focus (compound bow).

Talents (Raider): Chaps and Chains +1, Bloodthirsty Cry.

Possessions: Metal baton, compound bow, ammunition, leather armor, tribal relic (tarnished badge, mirror sunglasses, etc.).

Bonus Feats: Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mobility, Power Attack, Run, Spirit Guide*, Stargazer*, Stealthy, Stubborn Ox*, Toughness, Track.

It is a testament to the harsh realities of the Deserts of Nowhere that the tribe known as the “Porters” even exists. Barren, lifeless, and parched, the Deserts of Nowhere can support only so much life; those who are strong can take and hold onto the few water holes or animal herds, while all others who cannot compete are either left to die, or migrate elsewhere.

The Porters defy extinction by defying the very rules of survival. Few in number, unable to win against the more powerful tribal groups in open war, and without established ancestral lands, normally these people wouldn’t stand a chance against the natural order of the Twisted Earth, but somehow they persist.

The means by which the Porters manage to get by is the one service they can provide to more civilized groups in the region: as human pack mules. Since they have no lands and no resources of their own, the tribe has survived by selling its members (each and every one) into the service of other groups, working as porters and, quite literally, beasts of burden.

For the past generation the Porters have been in the long-term employ of the CrystalTime water merchants, who ply the furthest eastern reaches of the known world supplying far-flung primitive communities and settlements with water and other supplies. Each man, woman, and child in the tribe contributes to the tribe’s communal welfare by doing his or her share, carrying goods in proportion to the individual’s strength and endurance (usually strapped to the Porter’s back, since most have evolved a

PORTERS

Governing Style: Tribal Council.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal.

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simian-like gait). Whether carrying heavy tanks filled with precious drinking water, bundles of muskets and ammunition, or oak chests filled with trinkets and trade goods destined for bribing territorial savages, each Porter is assigned a piece of cargo and as long as it is en route to its final destination, it is his life. He is responsible for the cargo and if damaged, his elders punish him severely and without mercy. After all, any black mark on the individual Porter is a black mark on the entire tribe; since working with merchants is their life, any bad reputation can be potentially devastating to the tribe as a whole.

Unlike elsewhere in the world, much of the merchant traffic in the Deserts of Nowhere is done on foot. As a result, Porters must be able to march for literally dozens of miles, often with little or no sleep, especially when moving quickly through contested or raider-infested regions. Each man carries only those things that he needs to survive (spare sandals, a flask of water, and a bundle of dried jerked meat) in addition to his cargo; in the event that he must hastily get moving (such as during an ambush or night attack on his master's camp), every Porter knows that he'd rather drop his own belongings than risk the reputation of the tribe by dumping his cargo and fleeing.

The hard life of the Porter leaves little time for personal affairs, but between expeditions ("deliveries") or when they visit protected merchant enclaves (for more than a few hours), they are known to be heavy drinkers with a penchant for singing and dancing. Often rival factions (such as the Clean) will pressgang drunken Porters and draft them into their own merchant caravans, as they are easily among the strongest and most reliable "pack beasts" in the entire wasteland.

Because this tribe calls no one place home, it does not appear on the Tribal Map included in this book.

SAMPLE PORTERS

The typical Porter is nothing more than a human pack mule, a poor man's replacement for a wagon and ox. These pathetic tribals have little self esteem, and readily accept their lot as slaves merely to survive in the harsh wastes of the Deserts of Nowhere.

Every once in a while a child will be born to the Porter tribe who is gifted with even greater strength than their fellows, freaks of nature possessed with unusual size known as "colossuses". True giants, these slaves are widely sought by the merchants of the region as beasts of burden, commanding prices well in excess of 500 corium.

Porter Tribesman, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +3; Grap +5; Atk +7 melee (1d8+2 nonlethal, unarmed), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 10 ft; SQ medical incompatibility; AL Porters; SV Fort +6, Ref +2, Will +2; AP 1; Rep +0; Str 15, Dex 12, Con 14, Int 6, Wis 13, Cha 9.

Occupation: Slave (Climb, Survival).

Background: Tribal (Navigate).

Mutations and Defects: Interior Moisture Reservoir, Simian Deformity, Atrophied Cerebellum (Int), Bilirubin Imbalance.

Skills: Bluff -3, Climb +9, Diplomacy -3, Disguise -3, Navigate +0, Survival +3.

Feats: Brawl, Endurance, Great Fortitude, Improved Brawl, Power Attack, Primitive Technology, Toughness.

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort.

Possessions: Loincloth, cargo (overloaded barrel, wooden box, burlap sacks, etc.).

Porter Colossus, Strong Hero 3/Tough Hero 3: CR 6; Large humanoid; HD 3d8+9 plus 3d10+9 plus 6; HP 55; Mas 16; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (-1 size, +1 Dex, +4 class); BAB +5; Grap +12; Atk +9 melee (1d8+3 nonlethal, unarmed), or +5 ranged (by weapon); FS 10 ft by 10 ft; Reach 15 ft; SQ medical incompatibility; AL Porters; SV Fort +9, Ref +3, Will +3; AP 3; Rep +1; Str 16, Dex 12, Con 16, Int 6, Wis 13, Cha 9.

Occupation: Slave (Climb, Survival).

Background: Tribal (Navigate).

Mutations and Defects: Gigantism, Interior Moisture Reservoir, Simian Deformity, Atrophied Cerebellum (Int), Bilirubin Imbalance.

Skills: Bluff -3, Climb +10, Diplomacy -3, Disguise -3, Hide -3, Intimidate +2, Navigate +0, Survival +4.

Feats: Brawl, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Power Attack, Primitive Technology, Remove Defect, Toughness.

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort.

Talents (Tough Hero): Robust, Stamina.

Possessions: Loincloth, cargo (overloaded barrel, wooden box, burlap sacks, etc.).

RAIL FOLLOWERS

Governing Style: Patriarchal Clan.

Religion: Ancient Worship.

Background Option(s): Tribal.

Bonus Feats: Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Meticulous, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Run, Stealthy, Toughness, Track.

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A common sight along the old railway lines of the American continent are the ragged, malnourished, wild-eyed tribals known as the Rail Followers. Following the ancient highways of steel, these tribals seem to be forever on the move, nomads of a peculiar kind with a self-perceived destiny of greatness.

Led by an aging figure known as the “father engineer”, the Rail Followers live like hobos, scavenging and begging for clothing, food, and other things they need to survive. They do some small trade with trade towns and communities that happen to be located near old rail lines, bartering for things they cannot get due to their nomadic way of life (ammunition, for example, or fuel for their lamps, since these things usually require machinery to manufacture). In exchange they offer goods picked from the wastes all across the Twisted Earth, items that range from pieces of merely interesting junk, to true artifacts worth far more than the Followers realize.

Though they live a lonely and hard existence wandering along the ancient railroads of the world, the Rail Followers believe it is their destiny to one day locate what they call the “city of gold” at the end of one of the many rail lines running across the Twisted Earth. They believe that when they do, they will be able to give up their miserable wandering existence and settle down among the spirits of the Ancients who built the roads leading to this paradise. Partaking of wine, women, and splendid riches, they will be accepted as kin among the ancient gods for the rest of eternity. As a result of this zealous belief, few Rail Followers complain about their hardships, instead looking ahead for the promised future of comfort and glory with eternally starry eyes.

Because this tribe calls no one place home, it does not appear on the Tribal Map included in this book.

SAMPLE RAIL FOLLOWERS

The average Rail Follower is a scavenger, whose eyes have learned to search for objects of value wherever their travels take them. Though they are perceptive, however, few Rail Followers stand much of a chance in a fight against a dedicated enemy. As such, raiding has never been successful for these people, and they have comfortably settled in to a life of wandering and bartering.

In every tribe of Rail Followers there is usually a “storyteller”, an elderly member of the clan whose duty it is to preserve the stories, legends, and beliefs of their culture. These storytellers are charismatic men and women who keep the morale of their people up, even when the going seems desolate and impossible.

Rail Follower, Post-Apocalyptic Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d6+1, rifle butt), or +3 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL Rail Followers; SV Fort +4, Ref +3, Will +3; AP 1; Rep +0; Str 12, Dex 13, Con 14, Int 8, Wis 15, Cha 10.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Accumulated Resistance (disease), Interior Moisture Reservoir, Critical Vulnerability x2.

Skills: Diplomacy +2, Forgery +1, Listen +4, Navigate +8, Search +11, Spot +8, Survival +7.

Feats: Guide, Meticulous, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Vulture.

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

Possessions: Black powder rifle, 20 rounds of lead shot, bindlestiff (with provisions and personal belongings).

Rail Follower Storyteller, Post-Apocalyptic Hero 3/Charismatic Hero 3: CR 6; Medium-size humanoid; HD 3d8 plus 3d6; HP 25; Mas 10; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d6+1, rifle butt), or +5 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL Rail Followers; SV Fort +4, Ref +6, Will +6; AP 3; Rep +2; Str 12, Dex 14, Con 10, Int 8, Wis 15, Cha 14.

Occupation: Wanderer (Diplomacy, Navigate).

Background: Tribal (Survival).

Mutations and Defects: Accumulated Resistance (disease), Interior Moisture Reservoir, Critical Vulnerability x2.

Skills: Bluff +8, Diplomacy +5, Forgery +1, Gather Information +8, Listen +4, Navigate +8, Perform +8, Search +11, Spot +8, Survival +7.

Feats: Endurance, Guide, Iron Will, Meticulous, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Vulture.

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

Talents (Charismatic Hero): Coordinate, Inspiration.

Possessions: Black powder rifle, 20 rounds of lead shot, bindlestiff (with provisions and personal belongings).

RIGHT, THE

Governing Style: Theocracy.

Religion: Monotheist.

Background Option(s): Tribal, Resentful.

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Bonus Feats: Archaic Weapons Proficiency, Animal Affinity, Athletic, Brawl, Defensive Martial Arts, Dodge, Endurance, Exotic Weapon Proficiency (bola), Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Jujitsu, Medicine, Lightning Reflexes, Mobility, Run, Stealthy, Toughness, Track, Trustworthy.

The so-called “Right” is a primitive community nestled deep in the Deserts of Nowhere, a strictly isolationist society forged from generations of warfare, suffering, and misery.

Early in the history of this part of the desert, the few people who managed to cling to survival also held on to various forms of technology, holdovers from before the Fall that the various xenophobes cared for despite the disintegration of civilization - technologies such as solar and wind power, water purification, and old weapons used to fight off the rare incursion of highwaymen and marauders. In time, however, as the world degenerated into madness and mutant armies from the destroyed cities fled to the desert for new pastures, people of their kind were either decimated, destroyed, or forced to surrender their technologies to those who were stronger.

The communities who would eventually become “the Right” chose to resist. In a string of battles those that stood against the invaders from the destroyed cities fell, one by one, losing their lives and the secrets of the pre-Fall world they sought to protect. Conquered, they were forced to suffer the consequences of resistance, and the technology they had hoarded was turned against them in a war of open genocide.

Armed only with spears and clubs and other more primitive methods of warfare they could devise, the survivors fought a war of very survival against malevolent masters armed with automatic weapons,

lasers, and other ancient artifacts stolen from them. Many thousands died over several decades, but in time the fuel, power cells, and ammunition of their terrible masters dwindled, until at long last the war came to a slow, grinding end. Unable to support their war machine any longer, the mutant overlords were eventually routed and destroyed, their legacy of cruelty erased from the Deserts of Nowhere.

The victors, however, never forgot how they had suffered at the hands of their enemies, or the role technology had played in keeping one side in power and the other as virtual slaves for whole generations. After the war the people decided it was best to abolish *all* technology to level the playing field, so to speak, so that the remaining tribes of their people would not be tempted to wage war against each other lightly (or, for that matter, to be a tempting target for other outsiders). Though it took many years, in time the tribes were united under a common banner and slowly but surely they rose from the ashes to become a united entity known today as “the Right”.

The Right is now a peaceful place where war has been eradicated, but their history has left them acutely paranoid of technology (of any kind) and the people who live beyond their borders. Travelers and wanderers – even diplomats from trading houses – are turned back from their frontiers by armed parties, regardless of their intentions or desperation; to the Right, more often than not outsiders bring with them the technology that tempts men to become war-makers and killers.

The society of the Right has been ruled by a council of religious leaders (dedicated to a god known only as “the Defender”; though admittedly not all-powerful, their god is believed to bring eventual victory to the righteous, even if it takes ten lifetimes) since the end of the war, each representing a far-flung settlement that dot this part of the desert. These

religious leaders are unanimous in their dedication to the unquestioning suppression of technology, and they have a greater hold over society than even the secular leadership of each community. They genuinely attempt to rule benevolently, but their intolerance for progress has on more than one occasion led to the banishment of a well-meaning inventor or questioning student to the desert, never to return.

SAMPLE TRIBESMEN OF THE RIGHT

Armed parties of the Right consist solely of volunteers, taken from the adult males of any nearby settlement, roused to action by “minutemen” (individual men on horseback riding from village to village warning of attack or invasion). Since war has been eradicated for so long these warriors are generally inept as soldiers, but what they lack in experience they more than make up for in their religious dedication to keeping the peace and defending their homeland.

In addition to these *ad hoc* war parties, *paladins* are men who patrol the boundaries of the Right lands, keeping a constant vigil for trespassers. These men are among the only individuals in Right society whose duty is to be prepared for battle at all times, so they are somewhat more capable than the average tribesman in a fight. Answering to the religious leadership they are forgiven for any killing they must perform to protect the land, but this is still an unenviable task in so peaceful a people. They are often pitied, feared, and shunned even by their own people, for the taint of violence is strongly felt in the pacifist communities of the Right. Thus the paladin lives a lonely life, wandering the borders of his homeland wary of everyone he crosses.

TRIBES OF THE TWISTED EARTH

Tribesman of The Right, Dedicated Hero 1: CR 1; Medium-size humanoid; HD 1d6+2; HP 6; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, staff), or +1 ranged (1d6+1, sling); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, hemophilia; AL The Right; SV Fort +3, Ref +1, Will +5; AP 0; Rep +1; Str 13, Dex 12, Con 15, Int 8, Wis 14, Cha 10.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Spot).

Mutations and Defects: Neural Mutation - Precognition, Hemophilia.

Skills: Diplomacy +2, Gather Information +2, Handle Animal +4, Knowledge (Theology and Philosophy) +1, Profession +4, Ride +3, Spot +5, Survival +4, Treat Injury +4.

Feats: Endurance, Iron Will, Primitive Technology, Trustworthy.

Talents (Dedicated Hero): Empathy.

Possessions: Staff, sling, ammunition.

Paladin of The Right, Dedicated Hero 4: CR 4; Medium-size humanoid; HD 4d6+8; HP 22; Mas 15; Init +2; Spd 30 ft; Defense 17, touch 15, flatfooted 15 (+2 Dex, +3 class, +2 equipment); BAB +3; Grap +4; Atk +5 melee (1d6+1, staff), or +5 ranged (1d4+1, bola); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, hemophilia; AL The Right; SV Fort +4, Ref +3, Will +6; AP 2; Rep +2; Str 12, Dex 14, Con 15, Int 10, Wis 14, Cha 8.

Occupation: Military (DW) (Navigate).

Background: Tribal (Survival).

Mutations and Defects: Neural Mutation - Precognition, Hemophilia.

Skills: Knowledge (Tactics) +3, Navigate +7, Ride +3, Search +2, Sense Motive +4, Spot +11, Survival +10, Treat Injury +5.

Feats: Armor Proficiency (light), Danger Sense, Exotic Weapon Proficiency (bola), Foresight, Iron Will, Primitive Technology, Track.

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

Possessions: *Mastercraft* staff, bola, leather armor, horse.

ROVING LADIES

Governing Style: Dictatorship.

Religion: Monotheist.

Background Option(s): Tribal.

Bonus Feats: Athletic, Brawl, Combat Martial Arts, Concubine, Deceptive, Defensive Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Nimble, Renown, Run, Silver Tongue, Stealthy, Track.

One of the more unnatural products of the Far Desert, the “Roving Ladies” are a tribal band that have avoided destruction at the hands of others for years by offering certain “services” wherever they go. Unlike other nomadic tribals who also get by serving more powerful groups through trade, labor, or as swords for hire, the Roving Ladies are *prostitutes*, one and all. The trick is, they are also all *hermav*s.

Cast out from their own tribes throughout the Far Desert and Forbidden Lands, many of their number found new homes in more malevolent *hermav* bands, preying on the people of the wastes for years. However, this life of depravation and violence does not suit all *hermav*s, and those that fled came to found the Roving Ladies. Instead of living like raiders, the Roving Ladies are gypsies of a sort, traveling in crowded and colorful caravans from town

to town, selling their bodies to the wicked likes of corium prospectors, desperate scavs, unscrupulous merchants, and savage raider gangs. A surprising number of wasteland peoples actually seek out the unique experience of laying with a *hermav*, and as such the Roving Ladies are never pinched for paying customers.

Though a visit with a Roving Lady might come as a rude surprise to PCs looking to relieve themselves of some hard-earned corium, these tribals are in fact relatively benevolent; having seen the uglier side of the wasteland (among other *hermav* tribes, as well as in the company of the more “normal” peoples of the Twisted Earth - who more often than not give those who are malevolent a run for their money), they are more receptive to the ideas of hiding wanted outlaws, providing secret aid to those in need, and even being generous when they can do so without bringing repercussions down on themselves.

Because this tribe calls no one place home, it does not appear on the Tribal Map included in this book.

SAMPLE ROVING LADIES

The average Roving Lady is little more than a prostitute, having failed in or given up being a raider long ago. More experienced Roving Ladies, known by the respectful title of “madams”, are even more skilled “entertainers”. Though armed with concealed daggers to defend themselves, Roving Ladies prefer to get their vengeance against abusive customers by leaving what is known as the “Rover’s Kiss” - by injecting the witless transgressor with *hemotoxins* from microscopic quills along her chest. These prickles aren’t fatal, but they do leave nasty burns that do not heal properly - and mark the victim as one who has angered the tribe.

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Roving Lady Tribes...woman, Charismatic Hero

2: CR 2; Medium-size humanoid; HD 2d6; HP 7; Mas 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d6-1, combat knife), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, poison; AL Roving Ladies; SV Fort +2, Ref +4, Will +1; AP 1; Rep +2; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 14.

Occupation: Furniture (Bluff, Sense Motive).

Background: Tribal (Listen).

Mutations and Defects: Hemotoxin Sting, Aberrant Deformity.

Skills: Bluff +10, Diplomacy +7, Disguise +3, Gather Information +7, Knowledge (Business) +6, Knowledge (Current Events) +4, Knowledge (Twisted Earth) +2, Listen +4, Perform +8, Sense Motive +6.

Feats: Concubine, Deceptive, Dodge, Primitive Technology, Silver Tongue.

Talents (Charismatic Hero): Charm.

Possessions: Gossamer toga, concealed combat knife.

Roving Lady Madame, Charismatic Hero 5: CR 5; Medium-size humanoid; HD 5d6; HP 18; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +2; Grap +1; Atk +2 melee (1d6-1, combat knife), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, poison; AL Roving Ladies; SV Fort +3, Ref +5, Will +2; AP 2; Rep +6; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Occupation: Furniture (Bluff, Sense Motive).

Background: Tribal (Listen).

Mutations and Defects: Hemotoxin Sting, Aberrant Deformity.

Skills: Bluff +13, Diplomacy +10, Disguise

+6, Escape Artist +4, Gather Information +10, Knowledge (Business) +6, Knowledge (Current Events) +4, Knowledge (Twisted Earth) +3, Listen +4, Perform +10, Sense Motive +6, Sleight of Hand +8.

Feats: Concubine, Deceptive, Dodge, Nimble, Primitive Technology, Renown, Silver Tongue.

Talents (Charismatic Hero): Charm, Favor, Captivate.

Possessions: Gossamer toga, concealed *mastercraft* combat knife.

SAYYAF

Governing Style: Theocracy.

Religion: Monotheist.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Know The Signs*, Lightning Reflexes, Mounted Combat, Power Attack, Stealthy, Toughness, Track.

The “Sayyaf” (“Sword”) is one of the most unique tribal groups of the Twisted Earth, one whose culture has defied disintegration and pollution despite its incredible age. Descended from foreign fighters sent to American shores during the Fall, and dispersed when the war turned from battlefield engagements to total chaos, the Sayyaf managed to cling to survival due to the sheer tenacity of its soldiers.

Finding themselves stranded in the deserts of Texas when civilization (and the war effort) collapsed, the scattered elements of the Sayyaf immediately realized that to survive they would have to band together, claim a part of the wasteland as their own, and hold

out against all attackers for what might be an eternity. Despite the tremendous odds against them the people remembered that theirs was a holy struggle, and the hardships they would face were merely a trial whose labors and toils would be judged by a higher power. With a sense of religious purpose they obeyed their leaders and retreated into the wilderness, creating for themselves an enclave where they would weather the storm of the passing centuries.

Life in the tribal lands of the Sayyaf passed relatively easily for its people, since they were by and large used to living in poverty, in the desert, with little resources to speak of. While people from the American cities died of thirst and starvation when faced with the great expanses of desert, the people of the Sayyaf survived using skills they had brought with them from their desert homes of the Middle East.

The Sayyaf continues to exist to this day, as indefatigable as any time in their history. Ruled by a religious theocracy enforcing the very same strictures of Islam and Sharia law, they have managed to thwart what was inevitable elsewhere – the decay of their understanding of the past and the legacy of the human race. Though the Sayyaf have also changed physically (an unavoidable effect of a radiated environment), they continue to live their lives very much the same way their ancestors did in far off lands. Herding goats, living in mud or brick huts, and gathering each day for prayer in the mosques that dot their tribal lands. They also enjoy a brisk trade with other tribes on the fringes of the Grass Plains region, and are renowned as fair traders whose marketplaces are a multi-ethnic gathering place where tribes from near and far come to do business.

In recent years, however, the way of life of these fortunate holdouts has come under threat from the violent expansion of the Savant Empire. Having

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long ago slipped into a tribal level of technology (out of choice as much as necessity), the Sayyaf has been forced to fight for its very survival once more. Like other tribal groups who have been conquered or subjugated by the Savants, they view their enemy as true monsters, and bitterly engage in conflict whenever possible to harass and whittle away at the Savants' great thrall armies. It has yet to be seen if such attacks, raids, and guerilla strikes have any effect on the Savant drive for conquest.

The Sayyaf keep numerous caches hidden throughout the desert to hold weapons and gear in cool dry caves, supplies which keep "ghost"-like bands of marauding Sayyaf horsemen in action for weeks, even months at a time. These warriors regularly employ hit-and-run tactics, striking at Savant bases of power before riding off into the haze of the desert to strike again another day.

The Sayyaf have also proved quite resilient, as attacks by the Savants against their villages are often predicted and prepared for. It is not uncommon for a Savant army to arrive only to find a village filled with empty huts and deserted animal pens. In addition, the currying of good relations with other tribes in the region has given the Sayyaf "holy warriors" numerous places to hide, and with such a network of allies in place they may prove to be difficult prey for the Savants indeed.

SAMPLE SAYYAF TRIBESMEN

Exhibiting great skill on horseback, these mounted raiders are both stealthy and dangerous when roused to action. The veterans among them are especially feared for their ability ride down enemies with their curved swords in hand, shrieking like anguished ghosts as they cut through the enemy ranks in wild swinging arcs.

Sayyaf Tribesman, Dedicated Hero 4: CR 4; Medium-size humanoid; HD 4d6+4; HP 18; Mas 12; Init +6; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +3; Grap +5; Atk +5 melee (1d6+2, scimitar), or +5 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Sayyaf; SV Fort +3, Ref +3, Will +6; AP 2; Rep +2; Str 14, Dex 14, Con 12, Int 8, Wis 15, Cha 10.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Survival).

Mutations and Defects: Adrenaline Control, Interior Moisture Reservoir, Negative Chemical Reaction x2.

Skills: Handle Animal +2, Hide +4, Intimidate +3, Listen +6, Move Silently +4, Ride +6, Sense Motive +6, Spot +6, Survival +7.

Feats: Archaic Weapons Proficiency, Improved Initiative, Iron Will, Mounted Combat, Primitive Technology, Ride-By Attack, Stealthy.

Talents (Dedicated Hero): Empathy, Intuition.

Possessions: Scimitar, crossbow, ammunition, horse.

Sayyaf Veteran, Dedicated Hero 4/Raider 2: CR 6; Medium-size humanoid; HD 4d6+4 plus 2d10+2; HP 31; Mas 12; Init +6; Spd 30 ft; Defense 17, touch 16, flatfooted 15 (+2 Dex, +4 class, +1 equipment); BAB +5; Grap +7; Atk +8 melee (1d6+2, scimitar), or +7 ranged (1d10, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, adrenaline surge; AL Sayyaf; SV Fort +5, Ref +5, Will +6; AP 3; Rep +3; Str 14, Dex 14, Con 12, Int 8, Wis 15, Cha 10.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Survival).

Mutations and Defects: Adrenaline Control, Interior Moisture Reservoir, Negative Chemical Reaction x2.

Skills: Handle Animal +2, Hide +4, Intimidate +5, Listen +6, Move Silently +4, Ride +9, Sense Motive +6, Spot +6, Survival +7.

Feats: Archaic Weapons Proficiency, Improved Initiative, Iron Will, Mounted Combat, Primitive Technology, Ride-By Attack, Spirited Charge, Stealthy.

Talents (Dedicated Hero): Empathy, Intuition.

Talents (Raider): Chaps and Chains +1, Bloodthirsty Cry.

Possessions: *Mastercraft* scimitar, crossbow, ammunition, horse.

SELL-OUTS

Governing Style: Patriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Combat Martial Arts, Deceptive, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

One of the tribal groups that was irreversibly changed by the rise of the Foundation and its encroachment on the wild rugged landscape of the Sierra Gehenna were the tribe now known as the "Sell-Outs", a group ostracized by the very people they once called brothers.

Unlike many tribes who chose to fight the Foundation (or even run and hide), the Sell-Outs were quick to realize that fighting these superior "gods" was an impossible and foolish endeavor. Their leaders, witnessing the true power of the

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technology the Foundationists bore during an early battle against them, gave up resisting and instead did the unthinkable - they switched sides.

Though denied entrance into the Foundation due to their primitive and savage culture, the Sell-Outs have nonetheless become a useful asset of their Foundation masters. Given almost free reign to live unfettered in their part of the mountains, given sanctuary against the vile slavers of Slave City, the only thing the Foundation asks in return is their cooperation in hunting down the tribal groups that have begun to be a thorn in the Foundation's side.

Though hated by all other tribes in the Sierra Gehenna, the turncoat attitude of the Sell-Outs has ultimately kept them alive. Their methods are usually quite devious, masquerading as warriors whose people have been killed or enslaved. Welcomed into the camps of other tribes who openly plot to resist the Foundation, they serve as spies or even assassins, killing particularly charismatic or clever leaders whom the Foundation fears may unite the tribes against them. Being barbarians themselves, their knowledge of tribal customs allows them to operate effectively where the more sophisticated Foundationists would stand out.

In addition, members of the Sell-Outs are renowned as stealthy trackers, who can find, follow, and monitor the progress of war parties and raiders in even the densest forests and rugged terrain. They often report back to their Foundation masters about the movement of tribal groups, allowing the Foundation to react more effectively against their threat.

Not surprisingly, Sell-Outs who are uncovered or rooted out are usually tortured and executed in the most painful way possible. Despite this, the tribe remains loyal to their Foundationist lords, knowing

that for better or worse, the fate of their people is tied to the Foundation.

SAMPLE SELL-OUTS

Sadly, most Sell-Outs live short lives, engaging in dangerous missions for their Foundation masters that have little chance of success. Less experienced members of the tribe are usually killed when they are found out, often after days of torture. Despite the danger, novices of the tribe regularly engage in missions involving infiltration, reporting on troop strengths, and the movement of "high-value" tribal leaders among the tribes of the mountains.

To survive longer than a few years, more experienced members of the tribe must develop stealth and agility. These individuals are not free from the call of their Foundation masters, however; instead, they are often called upon for missions involving the penetration of tribal hideouts, or the assassination of important enemy chiefs.

Sell-Out Tribesman, Fast Hero 1: CR 1; Medium-size humanoid; HD 1d8-1; HP 4; Mas 8; Init +1; Spd 35 ft; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, combat knife), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Foundation; SV Fort -1, Ref +2, Will +2; AP 0; Rep +0; Str 12, Dex 13, Con 8, Int 10, Wis 15, Cha 14.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Listen).

Mutations and Defects: Regenerative Capability, Negative Chemical Reaction.

Skills: Bluff +6, Disguise +4, Escape Artist +3, Gather Information +4, Hide +3, Listen +6, Move Silently +3, Navigate +1, Survival +3.

Feats: Deceptive, Primitive Technology, Run, Track.

Talents (Fast Hero): Increased Speed.

Possessions: Combat knife.

Sell-Out Assassin, Fast Hero 3/Survivalist 1: CR 4; Medium-size humanoid; HD 3d8-3 plus 1d10-1; HP 16; Mas 8; Init +2; Spd 40 ft; Defense 17, touch 17, flatfooted 15 (+2 Dex, +5 class); BAB +3; Grap +4; Atk +4 melee (1d6+1, combat knife), or +6 ranged (1 plus *poison*, blowgun); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Foundation; SV Fort +1, Ref +5, Will +3; AP 2; Rep +1; Str 12, Dex 14, Con 8, Int 10, Wis 15, Cha 14.

Occupation: Guide (Navigate, Survival).

Background: Tribal (Listen).

Mutations and Defects: Regenerative Capability, Negative Chemical Reaction.

Skills: Bluff +6, Disguise +4, Escape Artist +4, Hide +8, Jump +6, Listen +7, Move Silently +8, Navigate +7, Survival +9.

Feats: Deceptive, Dodge, Primitive Technology, Run, Stealthy, Track.

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

Talents (Survivalist): Called Shot +1d6.

Possessions: Combat knife, *mastercraft* blowgun, two doses of *curare*.

SIGHTLESS STALKERS

Governing Style: First Among Equals.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved

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Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track, Troglodyte, Vulture.

A few tribal groups of the Twisted Earth have managed not only to survive, but also earn the fear and respect of their more advanced neighbors. The “Sightless Stalkers” of the legendary Necropolis are one such group, as enigmatic as many of the groups living in that great ruined city, and certainly no less violent.

Though stories are varied, the Sightless Stalkers apparently dwell in the southern reaches of the crumbling metropolis, in what were once the cities of Torrence and Compton. However, instead of making a home on the surface, the Sightless Stalkers are said to dwell exclusively underground, in tunnels and maze-like honeycombs of passages and caverns - all created by their own digging. This has led to the belief that the Stalkers are in fact a rare urban strain of *sandmen*, and no one has ever had a good look at these elusive tribals to know for sure; even when spotted, they appear to drape themselves in armor made from cured humanoid skin, and wear masks made from human skulls and decorated with full heads of wispy white ghoul hair.

In reality, the Sightless Stalkers are merely blind mutants who found living underground to be far more secure than the surface. Living in lightless tunnels shored up with the bones of past victims, they have adapted their other senses to more than make up for their complete lack of eyes. Primitive traps protect the many secret entrances to these passages, some designed to scare off attackers, others to kill. Armed with primitive axes and great clubs, the Stalkers only sally forth from their underground caves at night to hunt and check the numerous traps that litter their

domain, and to drive out creatures that are too big to be snared.

SAMPLE SIGHTLESS STALKERS

The two Sightless Stalkers presented here represent the typical tribesman, a stealthy and alert warrior and hunter. The second is a more advanced individual, usually the leader of a surface foray.

Sightless Stalker, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+2 Dex, +2 class, +2 equipment); BAB +3; Grap +6; Atk +6 melee (1d6+5, club), or +5 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, scent, blindness; AL Sightless Stalkers; SV Fort +3, Ref +3, Will +2; AP 1; Rep +0; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 6.

Occupation: Predator (Hide).

Background: Tribal (Listen).

Mutations and Defects: Hyper Olfactory, Nocturnal, Bizarre Pigmentation, Blindness.

Skills: Climb +5, Hide +8, Jump +5, Knowledge (Tactics) +2, Listen +7.

Feats: Armor Proficiency (light), Blind Fighting, Primitive Technology, Track, Troglodyte, Weapon Focus (club).

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

Possessions: Club, javelin, leather armor.

Sightless Stalker Elite, Strong Hero 3/Tribal Stalker 3: CR 6; Medium-size humanoid; HD 3d8+6 plus 3d10+6; HP 42; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +6; Grap +9; Atk +10 melee (1d12+5, great axe), or +8 ranged (1d6+3,

javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, scent, blindness; AL Sightless Stalkers; SV Fort +7, Ref +4, Will +3; AP 1; Rep +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Occupation: Predator (Hide).

Background: Tribal (Listen).

Mutations and Defects: Hyper Olfactory, Nocturnal, Bizarre Pigmentation, Blindness.

Skills: Climb +5, Disable Device +8, Hide +8, Jump +5, Knowledge (Tactics) +2, Listen +10.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Blind Fighting, Power Attack, Primitive Technology, Track, Troglodyte, Weapon Focus (great axe).

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

Talents (Tribal Stalker): Trap Making 1d6, Wounding Blow, Trap Making 2d6.

Possessions: Great axe, javelin, leather armor.

SIMPLES

Governing Style: Tribal Council.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Poison Maker*, Power Attack, Spirit Guide*, Stealthy, Toughness, Track.

The Simples are a tribe of highland people who once lived among the tribes of the low desert, but were unable to compete. Faced with ruthless raiders, warlike neighboring tribes, and the encroachment of the more powerful new-world factions, they were driven

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into the mountains to escape total annihilation.

Though the adaptation to life in the mountains was not an easy one, the Simples learned to survive through sheer force of will. Abandoning any vestiges of technology that might make them an attractive target for raiders, they learned to make do only with the few resources of the mountains, hardening their bodies and spirits in the process.

Today the Simples live close with nature, still harboring a strong fear of outsiders. They are believed to raise dogs to serve as guardians and to complement their skills in the hunt, and know many secret places among the mountains where they hide food, supplies, and medicines in case they need to scatter and vanish in the face of more powerful enemies. The shaman of their people are said to be able to create strong elixirs from fermented cave lichen that empower their men - and their animal companions - with immense strength and a sense of immortality that makes them utterly fearless. Yet despite this they remain wary of technology - and the violent attentions its presence always brings - and forbid its presence from their lands; even well wishing travelers who come through their territory must give up their technology at the border or face their wrath.

SAMPLE SIMPLES

Simple tribesmen are seldom seen without their loyal canine companions at their side, whether navigating the treacherous mountain slopes or reclining by the fire of a cliff cave after a meal they caught together. Men, women, and even children of the tribe traditionally take dogs in and develop a personal bond from an early age, which is sometimes even stronger than the bond between members of the same tribe.

Simple Tribesman, Dedicated Hero 3/Symbiote

3: CR 6; Medium-size humanoid; HD 3d6+3 plus 3d8+3; HP 31; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +4; Grap +7; Atk +7 melee (1d8+3, spear), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to poison; AL Simple; SV Fort +5, Ref +4, Will +5; AP 3; Rep +2; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Guide (Handle Animal, Survival).

Background: Tribal (Intimidate).

Mutations and Defects: Superior Kidney Development, Anaphylaxis (feathers).

Skills: Handle Animal +9, Intimidate +7, Listen +6, Navigate +1, Ride +4, Sense Motive +4, Spot +6, Survival +10, Treat Injury +3.

Feats: Alertness, Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Guide, Primitive Technology, Spirit Guide*, Track.

Talents (Dedicated Hero): Empathy, Intuition.

Talents (Symbiote): Animal Partner, Symbiote Opportunist.

Possessions: Spear, cleaver, leather armor, one juju potion (1d4+2).

Dog (Symbiotic Partner): CR 1; Medium-size Animal; HD 2d8+4 plus 1d8+2; HP 19; Mas 15; Init +3; Spd 40 ft.; Defense 16, touch 15, flatfooted 13 (+3 Dex, +1 natural, +2 class); BAB +1; Grap +4; Atk +4 melee (1d6+4, bite); Full Atk +4 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, bond of friendship, evasion, share saving throws; AL Symbiote; SV Fort +6, Ref +6, Will +5; AP 0; Rep +0; Str 16, Dex 16, Con 15, Int 8, Wis 12, Cha 6.

Skills: Jump +5, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +6.

Feats: None.

SISTERHOOD OF SHADOWS

Governing Style: Tribal Council.

Religion: Animist/Totem Spirits.

Background Option(s): Tribal (women only).

Bonus Feats: Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Headhunter*, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Poison Maker*, Power Attack, Ritual Scarification*, Run, Stealthy, Toughness, Track.

The Sisterhood of Shadows is an unusual tribe of amazons dwelling in the vast open reaches of the Far Desert region of the Twisted Earth. They are unusual in that unlike other amazon tribes the Sisterhood has managed to thrive only by co-existing with other groups, a rare occurrence in a world in which women are a hunted commodity.

The Sisterhood began as a wild isolated tribe of women living far from the major trade routes, eking out a pathetic existence stealing from neighboring tribes. First they took to stealing goats left in the field, then food reserves left unguarded, then even guard dogs trained to warn against them were stolen and ended up in their pots. Eventually their activities drew the ire of the other tribes, who began hunting them down like animals. Unable to face their enemies on the open field, the Sisters retreated to the mountains and began a generations-long game of cat-and-mouse to evade total extinction.

In time the Sisterhood developed phenomenal skills of stealth and survival. Instead of merely struggling to escape death they were eventually able to turn the tables on their hunters. Sending elite members of their tribe out as assassins, they managed to infiltrate each enemy settlement one by one and murder their clan leaders. The allied tribes sent against them

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eventually crumbled, leaving them to inherit a vast region of wilderness centered in the low mountains of the south-central Far Desert.

The Sisterhood has recently begun to get involved in affairs outside of their tribal lands. Stories of their lethal reputation have spread to various trading communities, and with them a desire to hire their talents has fanned the flames of interest. The Sisters have weighed the offers carefully and have, on occasion, accepted temporary alliances in which teams of their sisters are “lent out” to various factions as spies, infiltrators, and assassins. The Sisters themselves are very careful about who they join, not wanting to make enemies of the wrong faction as a result of their actions.

A member of the Sisterhood of Shadows is easily recognized when seen; all those outside of their tribal lands paint themselves head to toe in pitch black pigment, further decorating their nude bodies with thin swirls of red and yellow so that they bodies appear to be draped with deadly coral snakes (legendary killers native to the Southwest). They are uniformly wiry, agile, and tough; the result of an entire lifetime spent being trained as guiltless murderers.

The Sisterhood is ruled by a small coterie of aging crones, each a former assassin of many years and a cunning weaver of plots in her own right. They are said to be ruthless taskmistresses with little love for their “children” – the women, young and old, who serve as their army of mindless killers. These crones oversee all aspects of the Sisterhood, including the initiation of new recruits (who are brainwashed to remove the emotions of fear, love, and guilt), political maneuvering, and contemplating the continuance of whatever alliance(s) the tribe finds itself in at any given time.

SAMPLE SISTERHOOD OF SHADOWS TRIBESWOMAN

Though there are likely to be other, less militant castes secretly existing among their own kind, the only members of the Sisterhood likely to be seen by outsiders are their elite *assassins*, the painted, serpentine, dual-weapon wielding hags so feared by the weak and powerful alike. The statistics for a typical Sisterhood of Shadows assassin are given below.

Sisterhood of Shadows Assassin, Fast Hero 2/Strong Hero 4/Skulk 4: CR 10; Medium-size humanoid; HD 2d8+2 plus 4d8+4 plus 4d8+4; HP 55; Mas 13; Init +7; Spd 30 ft; Defense 23, touch 23, flatfooted 20 (+3 Dex, +10 class); BAB +8; Grap +10; Atk +12 melee (1d4+3 plus *poison*, dagger), or +13 ranged (1d4+3 plus *poison*, dagger); Full Atk +9/+9 melee (1d4+3 plus *poison*, dagger); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision; AL Sisterhood of Shadows; SV Fort +4, Ref +10, Will +2; AP 5; Rep +0; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 4.

Occupation: Slave (Climb, Survival).

Background: Tribal (Spot).

Mutations and Defects: Accumulated Resistance (poison), Sensitive Sight, Atrophied Cerebellum (Cha) x2.

Skills: Balance +8, Climb +12, Escape Artist +8, Hide +14, Jump +9, Move Silently +14, Sleight of Hand +9, Spot +7, Survival +2, Swim +6, Tumble +11.

Feats: Agile Riposte, Defensive Martial Arts, Dodge, Elusive Target, Endurance, Improved Initiative, Mobility, Primitive Technology, Spring Attack, Stealthy, Two-Weapon Fighting, Weapon Focus (dagger).

Talents (Fast Hero): Evasion.

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

Talents (Skulk): Sweep, Sneak Attack +1d6, Skill Mastery (Balance, Climb, Spot, Tumble).

Possessions: Two *mastercraft* daggers, six doses of *coral snake venom*.

SKYSEEKERS

Governing Style: Patriarchal Clan.

Religion: Cargo Cult.

Background Option(s): Tribal.

Bonus

Feats: Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Junk Crafter*, Lightning Reflexes, Low Profile, Mimic*, Power Attack, Run, Stealthy, Toughness, Track.

The “Skyseekers” are a tribe of people that only seem to have emerged in recent years, coinciding with the first stories of the Paradise Believers (a major Twisted Earth faction) spreading across the Far Desert. It is unclear what role the Skyseekers once served in the wasteland ecology; most likely they were merely mundane tribal folk living in the desert just out of sight of the trade towns of the Far Desert and Forbidden Lands. Only since the development of their unusual fascination with the rockets of the Believers have they become something other than typical tribals of the wasteland.

Skyseekers regularly appear prior to the “launches” of Paradise Believer rockets, seemingly coming from nowhere, entire clans loaded up on rickety wagons, on the backs of mules, Fraxx steeds, and oxen, like gypsies drawn from the deepest wastes of the desert

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by the carnival allure of the Paradise Believers' futile attempts to reclaim the sky. At these gatherings, the Skyseekers make easy prey for the citizens of settled communities; arriving in large numbers, they are easily duped into paying exorbitant prices for food, water, and shelter. Thieves and pickpockets also make good sport of them, while stray Skyseeker youths are often press ganged by the Clean or Cartel. Mostly they simply fill out the boarding houses and rented houses of a town, await the coming "launch", and watch with a strange mesmerized stare as the Believers' consume themselves in pillars of fire.

Like other things about the Skyseekers, it is unclear how long their fascination with the Paradise Believers will last. If it ends, so too will their yearly migrations, and once more they will fade into obscurity back into the desert sands.

SAMPLE SKYSEEKER TRIBESMAN

The sample Skyseeker tribesman offered here is commonly known as a "lad" by more civilized groups; these are sturdy and reasonably strong men whom are most often press ganged into service on trade caravans leaving the Forbidden Lands for the Far Desert (or vice versa). Frightened, these adolescents seldom last long in the care of their new masters.

Skyseeker Lad, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (by weapon), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune radiation; AL Skyseekers; SV Fort +2, Ref +3, Will -1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Wanderer (Navigate, Ride).

Background: Tribal (Survival).

Mutations and Defects: Radiation Immunity, Syncope.

Skills: Climb +4, Hide +3, Jump +4, Listen +1, Move Silently +3, Navigate +7, Ride +4, Spot +1, Survival +6.

Feats: Endurance, Guide, Primitive Technology, Run.

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Possessions: None.

SONS OF THE EAST

Governing Style: Tribal Council.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Alertness, Animal Affinity, Athletic, Brawl, Cleave, Combat Martial Arts, Defensive Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

Stories of the tribal people who live along the western coast of the Baja peninsula are well known to the Far Traders, stories that speak of a strange diminutive folk with narrow eyes and yellow complexion. According to these same stories, these people call themselves the "sons of the red dragon", and claim to be the direct descendants of some of the greatest warriors of ancient times.

In reality, the Sons of the East are descendants of Chinese invaders who, along with other nations, invaded the United States during the Fall. In specific these people trace their lineage to soldiers and officers of the 90th Infantry Division, which took

part in the heroic taking of Los Angeles (along with forces from other allied countries) during that fateful conflict.

After the war, and during the nightmare years soon after, the 90th was forced to abandon the radiated areas of Old California for a slow migration south. Attacked everywhere they went, their strength withering away due to attrition, desertion, and the lingering effects of the nuclear war (which spawned a lineage of deformed children with gills and extra hands instead of feet), they eventually made their way far south onto the Baja peninsula, where they settled indefinitely.

Today the descendants of these brave soldiers cling to a steady existence, isolated from the rest of the world. Surrounded by what they rightly perceive to be barbarous tribes of headhunters and junk worshippers, they have turned inward, giving up on the world. All technology they once brought has long turned to rusted junk, and today the Sons have no knowledge of how to operate the old machines of war they took with them on their exodus. They have long given up on the dream of returning home, and have fondly come to accept this place as their new home; they are as much a part of the landscape now as the tribals who call themselves "natives".

The Sons of the East live in scattered settlements along the coast of the Baja peninsula, eking out a subsistence as farmers using traditional Chinese methods, fishing the deep Pacific waters, raising livestock (which they seem particularly fond of; often a young farmer will often befriend an animal for life), and farming rice on terraced slopes that date back to the first few years after the Fall. Each community sends a representative to the "central committee", a traditional governing body that oversees the health and continued survival of the tribe. They have a standing "caste" of warriors who trace their ancestry

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to the front-line troops of the 90th Infantry, though over time their isolation and the lack of necessity has resulted in a decline in military knowledge and skill. As a result they generally rely on the placement of booby traps and land mines to keep their lands safe against intrusion.

The Sons of the East do very little trade with outsiders, but they have been known to deal on occasion with the Far Traders every few years to acquire vital necessities. Such business is usually conducted far from settlements, in a place of mutual neutrality; apparently the Sons fear disease and other communicable illnesses that might be brought by outsiders. In exchange for news and minor machine parts (to keep water pumps and purifiers going), the tribe trades rice, fish, and objects of a curious artistry made from whale and fish bone.

SAMPLE SONS OF THE EAST

The typical Son of the East is merely a fisherman or animal herder, and not really trained for war. Isolated from the other tribes of the world for so long, only a few of their number specialize in protecting the tribe. These warriors, known as “zu”, still use the antiquated weapons their ancestors fielded in the frontline fighting of the Great Fall.

Sons of the East Tribesman, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 15; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +1; Grap +2; Atk +2 melee (1d4+1, unarmed), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, underwater breathing; AL Sons of the East; SV Fort +3, Ref +2, Will +1; AP 0; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 7.

Occupation: Herdsman (Handle Animal, Jump).

Background: Tribal (Spot).

Mutations and Defects: Respiratory Membrane, Aberrant Deformity.

Skills: Disguise -8, Handle Animal +3, Jump +4, Profession +3, Ride +4, Spot +3, Swim +5.

Feats: Animal Affinity, Combat Martial Arts, Endurance, Primitive Technology.

Talents (Strong Hero): Extreme Effort.

Possessions: Loincloth, fishing net, 1d2 wicker baskets.

Sons of the East Zu, Strong Hero 3/Guardian

2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d10+2; HP 30; Mas 13; Init +3; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+3 Dex, +3 class); BAB +5; Grap +4; Atk +4 melee (1d6, bayonet), or +9 ranged (2d8, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, underwater breathing; AL Sons of the East; SV Fort +5, Ref +6, Will +3; AP 2; Rep +0; Str 8, Dex 16, Con 13, Int 10, Wis 14, Cha 11.

Occupation: Herdsman (Handle Animal, Survival).

Background: Tribal (Spot).

Mutations and Defects: Respiratory Membrane, Aberrant Deformity.

Skills: Disguise -6, Handle Animal +9, Knowledge (Tactics) +3, Listen +5, Ride +5, Sense Motive +5, Spot +5, Survival +6, Swim +3.

Feats: Animal Affinity, Combat Martial Arts, Endurance, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

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

Talents (Guardian): Defender +2, Weapon Focus (AK-47).

Possessions: AK-47, 1d10 rounds of 7.62mm ammunition, bayonet, binoculars.

SQUIRES

Governing Style: Figurehead.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus

Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (any), Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Low Profile, Power Attack, Run, Stubborn Ox*, Toughness, Track.

The tribe known as the “Squires” were once a separate people living on the fringes of Trader Pass, in the central region of the Twisted Earth, but their days of freedom came to an end with the encroachment of the Knights of Route 66 (see pg. 270 of *Darwin's World 2nd Edition* for more on this minor faction). Hunted like animals and eventually enslaved, the culture of the diminutive Squires was destroyed as the Knights took the tribals as servants and slaves.

Today these simpering, terrified tribals serve as the squires and pages of the magnamonious Knights. Kept in misery, their only lot in life is to serve a specific Knight throughout his life, taking care of his weapons, helping him with his armor, ferrying him ammunition in battle, treating him when he is wounded, and announcing his presence whenever he arrives in town. Sycophants since birth, they lavish their masters with praise when they commit deeds both great and small, and dote over them when they need their egos stroked.

Since their masters are almost universally reviled as raiders, Squires more often than not bear the brunt of reprisals against the Knights, either when they first arrive in a town, or ambushed when the Squire

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goes alone on errands. Needless to say the life of the Squire is a miserable one!

SAMPLE SQUIRE TRIBESMAN

These cowardly creatures look absurd draped in the heraldic tabards of their masters, and though armed with short swords with which to ostensibly defend their charge (if need be), they are unlikely combatants at best. The sample Squire shown here is most likely to be found in the company of a Knight of Route 66 - unless he has already run off and left his master behind!

Squire Tribesman, Strong Hero 1: CR 1; Small humanoid; HD 1d8+2; HP 7; Mas 15; Init +1; Spd 15 ft; Defense 18, touch 13, flatfooted 17 (+1 size, +1 Dex, +1 class, +5 equipment); BAB +1; Grap -1; Atk +4 melee (1d6+2, short sword), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Knights of Route 66; SV Fort +3, Ref +1, Will +1; AP 0; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 7.

Occupation: Slave (Handle Animal, Ride).

Background: Tribal (Survival).

Mutations and Defects: Dwarfism, Hunchback.

Skills: Climb +3, Handle Animal +2, Hide +5, Jump +4, Ride +3, Survival +3, Treat Injury +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Endurance, Primitive Technology.

Talents (Strong Hero): Extreme Effort.

Possessions: Short sword, chain mail shirt, juju kit, desert horse.

STARGAZERS OF BAJA

Governing Style: Theocracy.

Religion: Cargo Cult.

Background Option(s): Tribal, Radical.

Bonus Feats: Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Dodge, Endurance, Great Fortitude, Guide, Headhunter*, Improved Damage Threshold, Improved Initiative, Juju Medicine, Lightning Reflexes, Power Attack, Ritual Scarification*, Run, Stargazer*, Stealthy, Toughness, Track, Weapon Focus (any).

The Stargazers of Baja are a tribe loathed by the inhabitants of the Baja peninsula, and even given a wide berth by the gypsy-like Far Traders who visit the mountains of this far away land every few years. The Stargazers are said to be especially primitive and superstitious tribals, who prey upon other tribes and communities with impunity. Cannibals of the worst sort, the Stargazers believe that by consuming the brains of their enemies they assume their lives, strengths, and wisdom; even their own elderly and weak are not spared this horrible fate, their skulls cracked open in bloody orgies from which the warrior caste feeds to gain insights and strengthen the overall tribe.

While certainly bloodthirsty, the Stargazers are also known for their skill at navigating by the stars (their war parties move almost exclusively at night, and since most tribes have fled the vicinity of their tribal lands, they must travel ever farther to strike at their quarry), and for cataloguing at least ten man-made satellites which they also use to navigate by. One of these is the dreaded "Arching Eye" (which some believe to be an aging space station slowly descending from orbit), a stellar body whose regular appearance is cause for great terror among the Stargazers. During the few weeks that it appears in the night sky the tribe retreats to its mountain fortress to wait out this period of "ill fortune". It is said that during this time the evil spirits of their plundered and

murdered prey rise to bring vengeance against them, and as such their warriors refuse to emerge during the cool, haunted nights.

SAMPLE STARGAZERS OF BAJA

Stargazer tribesman are among the most feared predators of the Baja deserts, sneaking through the darkness like flitting shadows, hunting like jackals for the heads of the unwitting. Armed with huge axes, they have been known to lob heads off in one clean swipe, wearing them as bloody trophies around their muscled necks.

Before Stargazer clans go to war they are usually roused into an uncontrollable frenzy by their tribal *shaman*, a kind of savage witchdoctor who leads the warriors of the tribe in a ritual that drives them almost mad with bloodlust. These "medicine-men" also join their brothers in war, wielding their "thundersticks" (rifles) in one hand, and ghastly cleavers in the other as they too search for heads to take.

Stargazer Warrior, Strong Hero 2/Fast Hero

2: CR 4; Medium-size humanoid; HD 2d8+2 plus 2d8+2; HP 22; Mas 13; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +3; Grap +6; Atk +7 melee (1d12+4, great axe), or +5 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, cannibalism; AL Stargazers of Baja; SV Fort +3, Ref +4, Will +1; AP 2; Rep +0; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Move Silently).

Background: Tribal (Hide).

Mutations and Defects: Radiation Immunity, Cannibalism.

Skills: Climb +6, Hide +12, Jump +5, Move Silently +12, Sleight of Hand +5, Tumble +5.

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Feats: Archaic Weapons Proficiency, Headhunter*, Primitive Technology, Stargazer*, Stealthy, Track, Weapon Focus (great axe).

Talents (Strong Hero): Melee Smash.

Talents (Fast Hero): Increased Speed.

Possessions: Great axe, two javelins.

Stargazer Shaman, Strong Hero 3/Dedicated Hero

1/Juju Doctor 1: CR 5; Medium-size humanoid; HD 3d8+6 plus 1d6+2 plus 1d8+2; HP 33; Mas 15; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +3; Grap +5; Atk +6 melee (1d6+4, cleaver), or +0 ranged (2d8, M1 Garand); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune radiation, cannibalism; AL Stargazers of Baja; SV Fort +7, Ref +2, Will +2; AP 2; Rep +2; Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 15.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Radiation Immunity, Cannibalism.

Skills: Climb +4, Craft (pharmaceutical) +7, Hide +3, Jump +4, Move Silently +3, Survival +4, Treat Injury +8.

Feats: Headhunter*, Juju Medicine, Primitive Technology, Ritual Scarification*, Shaman*, Weapon Focus (cleaver).

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

Talents (Dedicated Hero): Healing Knack.

Talents (Juju Doctor): Juju Specialist +1.

Possessions: Cleaver, M1 Garand, 1d4 rounds of .30-06 ammunition.

THRALLS OF THE FOUNDATION

Governing Style: Figurehead.

Religion: Cargo Cult.

Background Option(s): Tribal, Ritual Preservationist, Resurrector.

Bonus Feats: Archaic Weapons Proficiency, Armor Proficiency (any), Athletic, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Mimic*, Post-Apocalyptic Technology, Power Attack, Run, Stealthy, Toughness.

Like the tribal cultures devastated and enslaved by the appearance of the Savant Empire, the diverse tribes of the Sierra Gehenna region fared no better with the emergence of the Foundationists in what was once California. Many of these people, directly descended from the Ancients who once populated that part of the world before the Fall - the very people the Foundationists claimed to revere - were nonetheless treated as “sub-human”, animals to be herded, controlled, and enslaved to build the Foundation’s self-proclaimed “new tomorrow”.

Though sentiments have slowly changed among the primarily pureblood human Foundation, no less than two-dozen separate tribes native to California were either destroyed or completely assimilated into what are now known as the “thrall population”. From savage mountain tribes to more peaceful lowland hunters and gatherers, none of these were able to fight off the early expansion of the Foundation from their fortress at Dis.

With the destruction of these unique cultures the Foundation created a new “tribe” of sorts, an entire group of people whose only purpose in life (and indeed, their only memory) has been serving the Foundation. Kept locked up in thrall villages under the shadow of the great fortress at Dis, these people have had only one role - servitude. Whether growing crops, raising herd animals, acting as laborers,

butlers, and maids, or serving as test subjects in the high-tech laboratories of the Foundation, these people have become a powerless majority under the rule of those mighty paladins. Though they elect “chiefs” to govern tribal affairs inside their villages, their leaders are subordinate to even the lowliest Foundation brothers.

Saddest of all is the fact that while the new era of liberal thinking has slowed the trickle of slaves and brought some change in the racist policies of the Foundation, it is too late for these thralls to bring back their noble and free-spirited past. Conditioned since birth to serve, they can’t imagine life anywhere but under the heel of their Foundation masters. Many of the former tribals, while bearing specific mutations or traits that once identified them as being from one tribe or another, no longer have a sense of identity, and instead see the Foundation, good or bad, as the only possible future. Though their fathers and grand fathers were subjugated and enslaved, they now see the Foundation as their provider, and are nonetheless loyal to its cause.

SAMPLE THRALLS OF THE FOUNDATION

Thralls fill a vast number of roles in the Foundation, and the two examples shown here represent those most likely to be encountered by PCs: the typical farmer/herdsmen, and the thrall *soldier*. Herdsmen and farmers are most often found within Foundation settlements, such as the city of Dis, working the pre-fabricated plantations that ring its urban heart in a broad ring.

Thrall soldiers are more common, however, used by the Foundation as true cannon fodder in the face of the more numerous savages of the Sierra Gehenna Mountains. *The statistics of the Foundation thrall soldier shown here are a variation of those given in the adventure, High Road To Hell.*

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Foundation Thrall, Post-Apocalyptic Hero 1:

CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 12, flatfooted 15 (+1 Dex, +1 class, +4 natural); BAB +0; Grap +2; Atk +2 melee (1d6+2, staff), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Foundation; SV Fort +5, Ref +2, Will +1; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Herdsman (Handle Animal, Ride).

Background: Tribal (Jump).

Mutations and Defects: Protective Dermal Development, Negative Chemical Reaction.

Skills: Handle Animal +4, Jump +3, Knowledge (Ancient Lore) +1, Listen +3, Ride +2, Search +1, Spot +3, Survival +3.

Feats: Endurance, Great Fortitude, Post-Apocalyptic Technology, Primitive Technology.

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Staff or farming tool, dust mask, light rod (if permitted to be out at night).

Foundation Thrall Soldier, Post-Apocalyptic

Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 20, touch 14, flatfooted 18 (+2 Dex, +2 class, +4 natural, +2 equipment); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, Jackhammer Mk3A1); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Foundation; SV Fort +4, Ref +4, Will +0; AP 1; Rep +0; Str 12, Dex 14, Con 15, Int 13, Wis 10, Cha 8.

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

Background: Tribal (Navigate).

Mutations and Defects: Protective Dermal Development, Negative Chemical Reaction.

Skills: Computer Use +2, Drive +4, Knowledge (Ancient Lore) +3, Knowledge (Tactics) +4, Knowledge (Technology) +7, Navigate +3, Repair +5, Search +2, Spot +2, Survival +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Rigorous Training (see *The Foundationists*).

Talents (Post-Apocalyptic Hero): Technologist.

Possessions: Jackhammer Mk3A1, 20 rounds of 12-gauge ammunition, dust mask, flash goggles, web belt, light rod, two juju potions (1d4+4), leather armor, multipurpose tool.



TITANS OF THE EAST

Governing Style: Dictatorship.

Religion: Monotheist.

Background Option(s): *Mongoliant*s only.

Bonus Feats: None.

The “Titans of the East” are a legendary tribe of *Mongoliant*s, enormous and horribly deformed giants that once walked proudly over certain parts of the Twisted Earth. Savage conquerors, the so-called “Mongoliant Empire” (or “Mongliant Horde”) was shattered long ago by the heroic efforts of a coalition of peoples (many now gone), their

awesome legions broken and routed. Fleeing east and into the great unknown, the imperial ambitions of these man-eating monsters were dashed forever.

Though the empire is long gone, *Mongoliant*s still manage to survive in significant numbers in certain places, especially amidst the lifeless desolation of the northeastern reaches of the known world (along the border of the Graveyard of Bone

TRIBES OF THE TWISTED EARTH

Cities, the Purple Desert, and the Dust Seas region). For them, however, the glory days of the past are gone. Lost are the great armies and the knowledge of technological weapons of war; they have since slid quickly into a tribal civilization, using spears, axes, and clubs instead of guns and rockets. Also gone are their ambitions of a world dominated by their gigantic kind, and fighting between individual Mongoliant tribes (not to mention within their own clans) keeps them perpetually divided.

“Titans of the East” is a general term for all these Mongoliant tribes, who live in isolated corners of the desert, preying on passerby but seldom building enough strength (or support from fellow Mongoliant) to be a threat for more than a brief time. Their kind are almost universally hunted by the tribes of smaller folk, lest they manage to one day bring about the great Mongoliant Empire of the past.

SAMPLE TITAN OF THE EAST

The typical Titan of the East is merely a survivor, a brutish creature that struggles to survive in an extremely hostile corner of the world. Given the few resources of the region, an encounter with such a creature is usually a do-or-die fight for survival.

Titan of the East, Post-Apocalyptic Hero 1: CR 5; Large Giant; HD 5d8+15 plus 1d8+2; HP 44; Mas 15; Init -1; Spd 30 ft; Defense 14, touch 9, flatfooted 14 (-1 size, -1 Dex, +1 class, +3 natural, +2 equipment); BAB +3; Grap +12; Atk +8 melee (1d12+7, great axe), or +2 ranged (by weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL Titans of the East; SV Fort +9, Ref +1, Will +1; AP 0; Rep +0; Str 21, Dex 8, Con 15, Int 8, Wis 11, Cha 6.

Occupation: None.

Background: None.

Skills: Climb +7, Intimidate +4, Knowledge

(mutant lore) +1, Listen +2, Navigate +1, Spot +2, Survival +3.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Great Fortitude, Primitive Technology, Weapon Focus (great axe).

Talents (Post-Apocalyptic Hero): Wasteland Lore.

Possessions: Great axe, leather armor.

WAILERS

Governing Style: Patriarchal Clan.

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Athletic, Brawl, Combat Martial Arts, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Medicine, Lightning Reflexes, Play Possum*, Run, Stealthy, Toughness, Track.

Those who use the remaining roads of the Far Desert for their living, such as merchants and convoy runners (such as the Haulers) know well the tribals called “Wailers”, primitive and pathetic folk who are so far-removed from the world around them that they stare at anything and everything unfamiliar in awe and, in many cases, fear.

Wailers are miserable tribals who contend daily with the wild dogs of the desert, which they also happen to eat - if and when they win. Often the driving of a pack of dogs from their territory is cause for great celebration, at which time the tribe gathers to sing, dance, and play their shrill pan flutes.

Wailers are most frequently seen by truckers and vehicle-mounted gangs going down the open road; the sound of roaring vehicle engines seem to

draw these tribals from near and far like moths to a flame. When they do appear – and they usually appear in large groups of men, women, and children alike – they congregate at the roadside, *wailing* like mourners at a funeral. Needless to say more advanced peoples on the back of vehicles tend to get testy when these tribal folk appear, though a few shots are often enough to get them scurrying back to their dens and out of the way.

The fascination the Wailers have for thundering motor vehicles is related to their primitive view of the world. For example, they believe trucks are enormous “iron monsters” carrying the souls of the dead to the next world. When they see men hanging from these vehicles or riding inside, they think these are either ghosts or, if fired upon, demons jealously guarding the souls they are taking to Hell.

Many raiders make sport of Wailers, using them for target practice as they race by at high speed. Though most merchants frown upon such a waste of ammunition, their drivers and soldiers also seem to enjoy the sport involved in sniping scurrying Wailers at long-range.

SAMPLE WAILERS

The typical tribesman is not much of a warrior, preferring to cower and hide than risk death. Strapped for resources they are often as naked as babes, and resemble the most primitive peoples of the prehistoric past.

Lookouts are members of the tribe who keep an eye out on the fringes of Wailer territory (usually bounded by old roads and highways - a convenient embarkation point in an otherwise barren landscape) for predators. Though they are often gobbled up by monsters or sniped by passing motorists, sometimes one will manage to escape certain death to warn the others.

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Wailer Tribesman, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8; HP 5; Mas 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, club), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Wailers; SV Fort +1, Ref +3, Will +1; AP 0; Rep +0; Str 12, Dex 15, Con 10, Int 8, Wis 12, Cha 14.

Occupation: Herdsman (Jump, Survival).

Background: Tribal (Hide).

Mutations and Defects: Stench, Aberrant Deformity.

Skills: Climb +3, Disguise -4, Hide +5, Jump +4, Listen +3, Move Silently +4, Perform (sing) +3, Perform (wind instruments) +3, Spot +3, Survival +4.

Feats: Filthy, Primitive Technology, Run.

Talents (Post-Apocalyptic Hero): Conserve.

Possessions: Club.

Wailer Lookout, Post-Apocalyptic Hero 1/

Dedicated Hero 1: CR 2; Medium-size humanoid; HD 1d8 plus 1d6; HP 9; Mas 10; Init +6; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, club), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Wailers; SV Fort +2, Ref +3, Will +3; AP 1; Rep +1; Str 12, Dex 14, Con 10, Int 8, Wis 15, Cha 12.

Occupation: Herdsman (Jump, Survival).

Background: Tribal (Hide).

Mutations and Defects: Stench, Aberrant Deformity.

Skills: Climb +3, Disguise -5, Hide +5, Jump +4, Listen +9, Move Silently +4, Perform (sing) +2, Perform (wind instruments) +2, Spot +6, Survival +5.

Feats: Filthy, Improved Initiative, Primitive Technology, Run.

Talents (Post-Apocalyptic Hero): Conserve.

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

Possessions: Club, signal horn.

WATCHERS

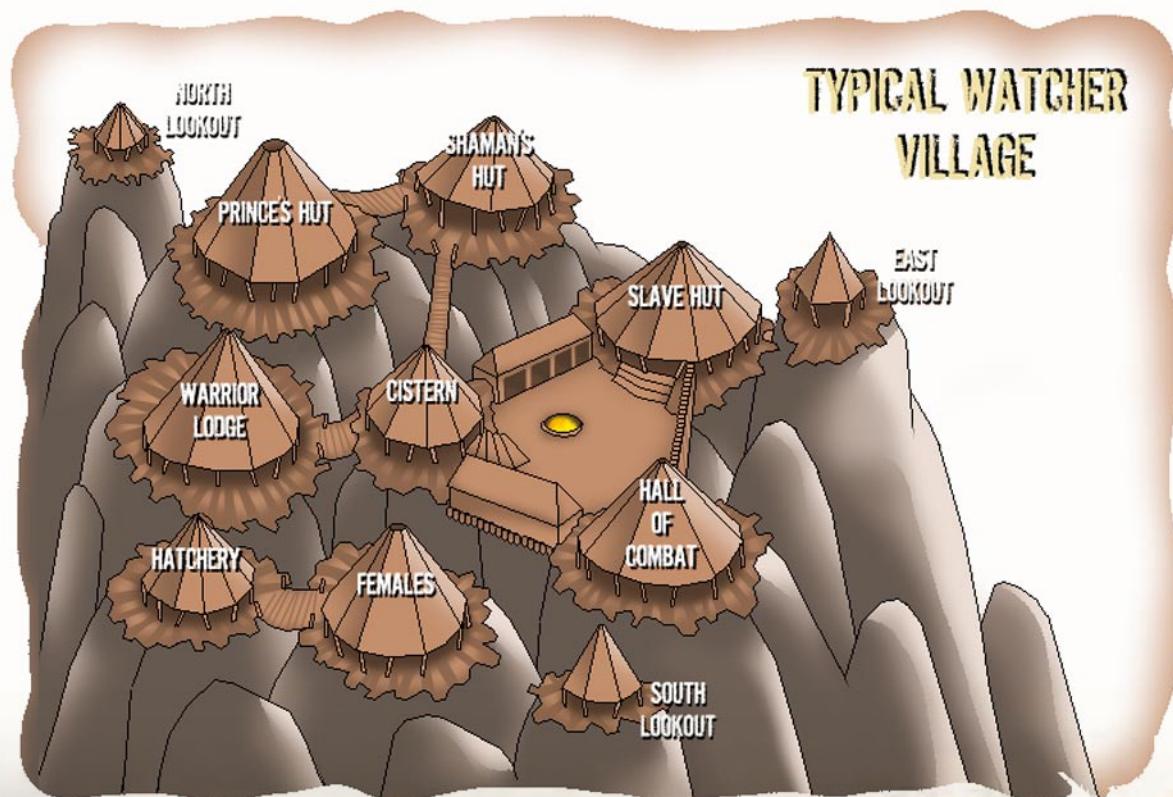
Governing Style: Dictatorship.

Religion: Ancestor Worship.

Background Option(s): *Winged Ones* only.

Bonus Feats: Strong Flyer.

Nearly every humanoid tribe of the northern Big Rocks region, as well as the western part of the Deserts of Nowhere, have stories, legends, and myths concerning the “Watchers”, a powerful *winged one* tribe that has dominated the skies of this part of the world for generations. Dwelling high in the snow-capped mountains overlooking the low desert wilderness, these war-like winged raiders consistently prey upon the villagers of the lowlands with little or no contest. Striking from surprise from the sky in large packs, raining javelins down on panicked defenders, they are able to take what they want with



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impunity.

The Watchers have grown quite arrogant over time, knowing that no one can stand against them. Armed scouts regularly patrol the skies, observing the villages in the area for signs of prosperity or interest. War parties rally and attack those tribes that rise to prominence, either raiding them, burning them down, or demanding crippling tribute from them. Those that fail to comply are usually laid low quickly, destroyed by an entire flock (100+ warriors) of Watchers coming down from the mountains.

Watcher society is cruel and brutal, in which only the hardy have a right to carry on. Though there are numerous “castes” in the tribe, including rulers, warriors, craftsmen, and even servitors, all are expected to fight and prove their skill against their peers every two or three years. These contests are to the death, and actually serve a dual purpose: to keep the tribe’s numbers within manageable levels as well as to ensure that only the strong survive.

The Watchers are ruled by a “princely” caste, which includes any winged one born with white plumage on its head (the Watchers revere the long-dead bald eagle as the spirit of their people, which also seems to have been of great symbolic importance to the Ancients as well). These manipulative and cunning leaders constantly vie for political power; plotting, treachery, and assassination are all recognized as legitimate tools for political advancement. Only one Watcher rules the tribe, usually the most powerful and crafty winged one of the princely caste. Defending his position against all challengers usually occupies at least half of his time.

Watcher forays over the mountains and into the low country are accompanied by great fanfare, for it allows young winged ones to prove their merit to their superiors; for warriors and princes, victory (and garnering numerous “kills”) paves the way for

advancement in one’s caste. As such these raids are as much for prestige as they are for food and other resources.

Once in a while Watchers will take children from humanoid tribes as captives, carrying them off in their talons. Many squirm when taken off and fall to their deaths from a great height, but those who manage to survive the journey enter into the household of the captor as a slave and servant. Their lives are spent in cruel service, preparing food, grooming the master of the household, and entertaining him in the manner of a court jester. The number of child slaves a Watcher has also embellishes his status in tribal society (but on the other hand, if he cannot manage his slaves or if they escape from the Watcher aerie, this reflects negatively on his prestige).

SAMPLE WATCHER TRIBESMEN

The typical Watcher tribesman is a cunning hunter, preferring to throw javelins down on enemies from a great height, before descending to attack wounded foes as they try to mend their wounds.

More powerful members of the tribe, *princelings* are Watchers who, in addition to being formidable warriors, have developed charismatic skills to keep their positions of power.

Watcher Tribesman, Strong Hero 5: CR 7; Medium-size monstrous humanoid; HD 3d8 plus 5d8; HP 36; Mas 10; Init +1; Spd 30 ft, fly 60 ft (average); Defense 18, touch 16, flatfooted 17 (+1 Dex, +3 class, +2 natural, +2 equipment); BAB +8; Grap +9; Atk +10 melee (1d4+2, talon), or +11 ranged (1d6+1, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL Watchers; SV Fort +6, Ref +5, Will +2; AP 0; Rep +1; Str 12, Dex 12, Con 10, Int 9, Wis 11, Cha 10.

Occupation: None.

Background: None.

Skills: Hide +3, Intimidate +6, Navigate +3, Search +3, Spot +9, Survival +4.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Hover, Power Attack, Primitive Technology, Strong Flyer, Weapon Focus (javelin), Wingover.

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

Possessions: Three javelins, leather armor.

Watcher Princeling, Strong Hero 7/Charismatic

Hero 3: CR 12; Medium-size monstrous humanoid; HD 3d8 plus 7d8 plus 3d6; HP 55; Mas 10; Init +1; Spd 30 ft, fly 60 ft (average); Defense 20, touch 18, flatfooted 19 (+1 Dex, +5 class, +2 natural, +2 equipment); BAB +11; Grap +12; Atk +14 melee (1d4+3, talon), or +13 ranged (1d6+1, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL Watchers; SV Fort +9, Ref +8, Will +5; AP 0; Rep +6; Str 12, Dex 12, Con 10, Int 9, Wis 12, Cha 10.

Occupation: None.

Background: None.

Skills: Bluff +6, Gather Information +6, Hide +3, Intimidate +6, Knowledge (Tactics) +2, Navigate +3, Search +3, Sense Motive +3, Spot +10, Survival +5.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Cleave, Hover, Power Attack, Primitive Technology, Renown, Strong Flyer, Weapon Focus (javelin), Weapon Focus (talon), Wingover.

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

Talents (Charismatic Hero): Coordinate, Inspiration.

Possessions: Three javelins, leather armor, 2d10 cp in shiny baubles.

TRIBES OF THE TWISTED EARTH

WILD MEN OF THE NECROPOLIS

Governing Style: First Among Equals.

Religion: Animist/Totem Spirits.

Background Option(s): *Wild Men* only.

Bonus Feats: Run.

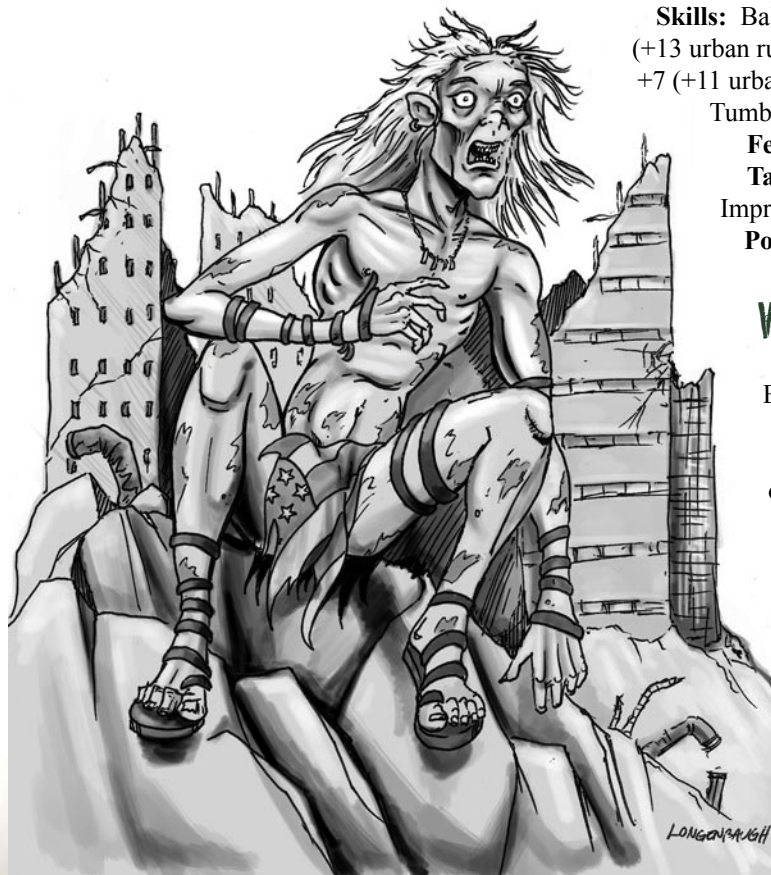
The legends of the *wild men* of the Necropolis are well known to the people of the wasteland, as much as the storied Necropolis itself. These creatures - and the many savage wild men like them found in the ruins of cities all across the Twisted Earth - are portrayed variously as mindless beasts, pathetic survivors, and ghostly apparitions whose very existence is scoffed at by those who haven't seen them with their own eyes.

Wild men are true survivors, the shattered descendants of humanity who kept to the ruins of their former homes among the cities instead of fleeing to the desert, degenerating over time into what they are today. The wild men of the Necropolis are no different, living throughout the Los Angeles basin among the sooty wreckage, surviving by hiding from more powerful predators. Considered a nuisance by other inhabitants of the city, they are universally hunted both to curb their scavenging and for sport. Primitive things, their only instincts are to flee, but even with their quickness and dexterity many are killed each year by the Necropolis' various factions.

The wild men of the city make their home in a great coliseum, a crumbling monument from the ancient past. Here hundreds of their kind gathers when the sun sets, ignorant of the architecture's former glory or the place's original purpose, seeing in it merely a safe place to hide for the night. Littering the field with spoor, the bones of past meals, and discarded junk scavenged from the city (and soon forgotten once they became bored), their day-to-day existence is little better than that of wild animals.

SAMPLE WILD MAN

In the Necropolis, wild men are even more agile than in other destroyed cityscapes, due in no small part to the unusual number of predators they must evade to stay alive. The sample wild man shown here reflects this with its levels as a *Fast Hero*.



Wild Man, Fast Hero 3: CR 3; Small humanoid; HD 1d8 plus 3d8; HP 18; Mas 10; Init +2; Spd 30 ft, climb 30 ft; Defense 17, touch 17, flatfooted 15 (+1 size, +2 Dex, +4 class); BAB +2; Grap -2; Atk +3 melee (1d6, club), or +5 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL Wild Men of the Necropolis; SV Fort +1, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 8

Occupation: None.

Background: None.

Skills: Balance +5, Escape Artist +5, Hide +9 (+13 urban ruins), Jump +1, Listen +3, Move Silently +7 (+11 urban ruins), Sleight of Hand +5, Spot +3, Tumble +5.

Feats: Alertness, Duck, Run, Stealthy.

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

Possessions: Club, javelin.

WISE ONES

Governing Style: First Among Equals.

Religion: Ancestor Worship.

Background Option(s): *Winged Ones* only.

Bonus Feats: Aerial Maneuverability.

Though conventional wisdom typically portrays the avian race of "winged ones" as malevolent skyborne raiders, legends among the people of the Big Rocks tell stories of at least one winged one tribe, known as the "Wise Ones", that does not share the predatory instinct of their cousins.

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By all accounts, the Wise Ones are a small, dying tribe of winged ones that lives isolated among the highest peaks. Some mountain tribal folk say they were exiled (in a fashion) from the company of their more bloodthirsty brethren, considered “weak” and “sympathetic” - and thus unworthy to live among their kind. The Wise Ones have lived this way for generations, and their apparent disinterest in the preying on others seems to lend credence to these tales.

Stories about the Wise Ones say that these peaceful recluses offer wisdom to anyone brave enough to journey to their high aerie in the mountains. It is said their own travels among the cloud-covered peaks allow them to know much about the mountains, such as the location of lost valley towns and even entire ruined cities completely unknown to the people of the low country. They are also said to be secretly aware of many goings-on in the mountains, passively watching - unseen - the wars and other affairs of tribal folk and those who would attempt to settle the highlands.

SAMPLE WISE ONES

Younger Wise Ones, being brash and curious of outsiders, are more likely to befriend player characters and provide them with assistance, though their experiences are admittedly quite limited. A young Wise One as an ally could prove to be quite a boon, especially when the PCs need a quick lift the next time they're in trouble. Acrobatic and strong, a Wise One could conceivably carry a friend aloft in a pinch.

Older Wise Ones do not share the same youthful curiosity (or generosity), however, and believe it is more expedient for their people to remain solely as observers in the world of men. Still, their years of

experiences make them ideal sources of information on their particular region and its inhabitants.

Wise One Youth, Strong Hero 2: CR 4; Medium-size monstrous humanoid; HD 3d8 plus 2d8; HP 22; Mas 10; Init +1; Spd 30 ft, fly 60 ft (good); Defense 15, touch 15, flatfooted 14 (+1 Dex, +2 natural, +2 class); BAB +5; Grap +5; Atk +6 melee (1d4, talon), or +7 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL Wise Ones; SV Fort +5, Ref +4, Will +1; AP 0; Rep +0; Str 11, Dex 12, Con 10, Int 9, Wis 11, Cha 10.

Occupation: None.

Background: None.

Skills: Hide +3, Intimidate +4, Navigate +3, Search +3, Spot +8, Survival +4.

Feats: Aerial Maneuverability, Archaic Weapons Proficiency, Hover, Primitive Technology, Strong Flyer, Wingover.

Talents (Strong Hero): Extreme Effort.

Possessions: Compound bow, ammunition.

Wise One Elder, Strong Hero 2/Smart Hero 2/Scholar 2: CR 8; Medium-size monstrous humanoid; HD 3d8 plus 2d8 plus 2d6 plus 2d6; HP 36; Mas 10; Init +1; Spd 30 ft, fly 60 ft (good); Defense 17, touch 17, flatfooted 16 (+1 Dex, +2 natural, +4 class); BAB +7; Grap +7; Atk +8 melee (1d4, talon), or +9 ranged (1d8, compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL Wise Ones; SV Fort +5, Ref +6, Will +8; AP 0; Rep +5; Str 11, Dex 12, Con 10, Int 9, Wis 12, Cha 10.

Occupation: None.

Background: None.

Skills: Hide +3, Intimidate +4, Knowledge (Current Events) +6, Knowledge (Twisted Earth) +7, Navigate +9, Research +5, Search +9, Spot +9, Survival +5.

Feats: Aerial Maneuverability, Archaic Weapons Proficiency, Hover, Iron Will, Primitive Technology, Renown, Strong Flyer, Wingover.

Talents (Strong Hero): Extreme Effort.

Talents (Smart Hero): Savant (Knowledge [Current Events]).

Talents (Scholar): Ancient Secret (Ancient Knowledge, Knowledge [Twisted Earth]), Gossip.

Possessions: Compound bow, ammunition.



WRECKERS

Governing Style: First Among Equals.

Religion: Nihilist.

Background Option(s): Tribal.

Bonus Feats: Animal Affinity, Alertness, Archaic Weapons Proficiency, Athletic, Brawl, Cleave, Deceptive, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Know The Signs*, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

“Wreckers” are the post-apocalyptic version of railway saboteurs and river pirates, but the arteries they prey off of are the established trade routes of the major merchant groups of the Sierra Gehenna region. Living in squalid secret camps in the highlands, often with a clear unobstructed view of miles and miles of open highway (usually overlooking valley floors), they wait in preparation for the arrival of merchant caravans and motor convoys passing through their domain.

The Wreckers make their living causing disasters on the open road. Using traps, tripwires, and even causing avalanches, they hope to cause wagons, cars, and even trailer trucks to crash and wreck. Some Wrecker tribes are merely content taking the goods from these wrecks to sell to traders or in nearby marketplaces, while others are even more industrious than that, devouring the corpses of those killed in the wreckage for their next meal.

Wreckers are almost universally hunted when discovered, and bounties are regularly placed on Wrecker heads by major merchant groups (Cartel and Clean included). As a result most Wrecker tribes live away from settled areas, just close enough to trade routes to keep an eye out for passerby, but far enough to remain hidden in rugged mountain terrain or among deep ravines and crag country.

Wreckers generally prefer to rely on traps and sabotage to kill everyone in a given caravan; they seldom emerge to kill with their own hands, being quite afraid of the guns and advanced weaponry usually employed by caravan guards (and, like true cowards, afraid of getting killed themselves). If they are unable to kill everyone in the first go, Wreckers will usually run away and try again another day. However, they take a particularly sadistic delight in finishing off those who have been pinned, crippled, or trapped in wrecked vehicles, by way of cutting the immobilized victim’s throat or crushing his/her skull with a single powerful hammer blow.

SAMPLE WRECKER TRIBESMEN

The sample Wrecker shown here is a typical opportunist, using big clumsy traps to immobilize and topple vehicles or wagons. Once he’s sure his prey is stunned or incapacitated, he moves in for the kill. If presented with a capable defender, however, he will usually flee to save his own skin. After all, he can always try again on another caravan...

Wrecker Tribesman, Strong Hero 3/Scav 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d8+2; HP 28; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +4; Grap +7; Atk +7 melee (1d8+4, sledgehammer) or +3 melee (3d6+4, chainsaw), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to critical hit; AL Wreckers; SV Fort +5, Ref +5, Will +2; AP 2; Rep +0; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 6.

Occupation: Guide (Spot, Survival).

Background: Tribal (Search).

Mutations and Defects: Extreme Resilience, Bizarre Pigmentation.

Skills: Climb +5, Disable Device +5, Escape Artist +7, Knowledge (Tactics) +2, Listen +3, Search +7, Spot +6, Survival +8.

Feats: Alertness, Archaic Weapons Proficiency, Power Attack, Primitive Technology, Radiation Sense, Sunder.

Talents (Strong Hero): Melee Smash, Ignore Hardness.

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

Possessions: Sledgehammer, bolt cutters, chainsaw, power cell.

TRIBES OF THE TWISTED EARTH

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