

SALVAGE RIGHTS

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SALVAGE RIGHTS is an introductory adventure set in the Lower Oregon region of the Lost Paradise. The scenario revolves around the characters' search for a downed Tillamook Airship in the hills of Southern Oregon. *Salvage Rights* is designed for 2-5 characters of 3rd to 4th level.

HOW TO USE THIS PRODUCT

This adventure can be run in a number of ways. It can easily be integrated into an existing campaign or used as a stand-alone introduction to this particular region of the Twisted Earth. Allegiances play a big factor in exactly how the characters are drawn into this story, and in how individual

characters choose to deal with the discovery of a downed Tillamook Airship—an occurrence that could have serious consequences for the people of the Northwest, should the wrong people get their hands on People's Army technology. The following sections provide background information and ideas for getting characters from the myriad factions of the Northwest involved in the adventure.

BACKGROUND INFORMATION

One of the famed Airships of the Tillamook Trading Caravans has gone missing. The Kamikaze pilot charged with escorting the Airship to Bonneville Falls—a man of Russian and Chinese heritage named Santora Li—returned to the Tillamook airfield and reported that a particularly powerful radiation thunderstorm blew in from the North out of the Pure Lands and swept the Airship away. Caught up in the fury of the storm, Santora was barely able to control his own craft, much less keep visual contact with the heavy, cargo-laden blimp. Santora last saw the Airship being blown far south of its original course; according to his report, the blimp was taking heavy damage from lightning strikes and could not have remained airborne for much longer.

Representatives of the People's Army have been dispatched to Hope and Crater City to investigate the matter. Meanwhile, squads of People's Army soldiers have also been sent on reconnaissance missions to find the lost craft. The storm still blankets much of the region where the Airship was last sighted; consequently, General Cho has insisted that all air traffic be halted until the storm passes, making aerial reconnaissance impossible.

The People's Army maintains healthy relations with both the Hope and Crater City factions, so General Cho has no reason to believe that either faction would withhold any information regarding the fate of the Airship. Still, having to openly admit that the People's Army has lost such an important piece of technology—technology that provides them with a decided edge when dealing with other people in the region—is not something that Cho relishes. To make matters worse, General Cho's granddaughter Mia was one of the airmen who operated the Airship.

Santora was demoted to the rank of airman for his failure to protect and, at the very least, maintain contact with the lost Airship. He apparently took this "loss of face" hard; sometime during the night before the adventure begins, Santora stole a Tillamook fighter aircraft and flew off into the night.

HOOKS

The following section provides ideas with which the gamemaster can introduce characters into the adventure. The gamemaster is obviously free to come up with different ways of getting the characters involved in the story. These hooks are based on character allegiances.

THE PEOPLE'S ARMY

The most obvious way to involve characters who are members of the People's Army is to have them be one of the squads sent from Tillamook to search for the wreckage. If this is not feasible, the characters might hear about the incident in the town through which they are passing, or might have word of the crash come to an outpost at which they are stationed. If the characters are traveling, they might hear the news from a passing caravan, or may have even seen the blimp crash in the distance (highly unlikely, but not impossible, depending on where they are in the region). In any case, the characters should be assigned the task of securing the crash site, searching for survivors, and getting word to the nearest trading outpost so that reinforcements can be sent to assist in salvage operations.

THE UNITED COMBINE AND THE SENTINELS

Members of these two factions can be drawn into the story in two different ways. They might be on a routine patrol and witness the crash, perhaps spotting a cloud of black smoke rising from the crash site. Alternately, a high-ranking Combine official, such as Duncan Clark or a Warden in Crater City, might send them to find the crash site and assist the People's Army in salvage and (if needed) rescue operations.

THE PURITY CORP

An interesting way to draw a group consisting entirely of Purists into this story might be to have a spy who managed to infiltrate any of the above factions (the People's Army, United Combine, or Sentinels) bring news of the crash to Jefferson or even Battleground. With this information in hand, Purist characters might be sent to salvage as much of the wreckage as possible, making sure to bring as much of the Airship as they can back to the Pure Lands. Jeremiah Cole would love to get his hands on a People's Army Airship—he hopes to re-construct it and build his own fleet to patrol the airspace above the Pure Lands. Indeed, with an air force, Jeremiah Cole could bomb Eden and bring the United Combine to its knees.

THE HAND OF JEHOVAH

It might prove difficult to involve members of the Hand of Jehovah in an adventure so far away from their home territory. The Hand of Jehovah settlement closest to the crash site is Moses Lake, which lies in old Washington State many miles to the north. However, a group of Hand of Jehovah mutant hunters known as the Red Brigade has recently crossed the Columbia River and moved south into the Desiccated Wastes of Eastern Oregon. It is not implausible that the Red Brigade brought along lower-level Templars and might have even sent them west into more inhabited regions to scout out the territory of their enemies. With this in mind, it seems reasonable that Hand of Jehovah characters

could have found the crash site, or might even have seen the Airship go down.

Of all the factions in the Lost Paradise, Hand of Jehovah members might be the most interesting characters to play in this story. How would die-hard religious fanatics react to a veritable treasure-trove of supplies, high-tech weapons, and equipment? As wanderers in foreign territory far from the heart of their faith, would they be tempted to take goods they have sworn to forsake? How would these characters deal with any survivors they found? The Hand of Jehovah has no love for the People's Army (or any other faction south of the Columbia River, for that matter).

RAIDERS (PALE RIDERS)

The Pale Riders regularly patrol the region in which the airship crashed, so involving raider characters should not be a problem at all. Most raiders can be drawn into this story by the lure of the significant bounty to be found amidst the wreckage of a Tillamook Airship. For raiders, the real story is less about defending the wreckage or saving lives than getting the loot and the survivors back to Burns and the slave pens. Zorthag has standing orders that all pureblood humans are to be brought back to his domain and shackled as slaves. Of course, "raider" does not necessarily mean "evil," so gamemasters can play on the sympathy of characters by having the survivors beg for their lives or even offer to buy their way out of a trip to Burns.

If the characters decide to obey Zorthag's decree and take the survivors back to Burns, the gamemaster should not make the trip easy for them. Raider characters might be tracked by Scouts or spotted by Minuteman patrols; even the mutant hunters of the infamous Red Brigade could make the trek to Burns complicated.

Once the raiders reach Burns and turn the prisoners over to an Overlord, the adventure effectively comes to an end. Inventive gamemasters might consider having Zorthag make a cameo appearance in the story to question the characters about what they found at the crash site. Zorthag is not stupid; he can make use of a fleet of Airships just as effectively as can any other faction in the region. Characters might even be sent back to the crash site to retrieve as much of the wreckage as possible.

MIXED ADVENTURING PARTIES

Mixed adventuring parties could be drawn into the story in any number of ways. The odds of mixed adventuring groups serving a single faction in the Lost Paradise are low. Generally speaking, most mixed adventuring groups are likely to be from places such as Ft. Boise, Scappoose, Beavertown, or Bone City, where people don't care too much where another person comes from or to whom they bear allegiance. When dealing with a mixed adventuring party, gamemasters would do well to play on greed and a general sense of adventure when drawing the PCs into the story.

CHARACTERS FROM OTHER REGIONS OF THE TWISTED EARTH

Explorers from outside the Lost Paradise are likely to have their own goals in mind. Unless they have been in the region long enough to gain the trust of one or more clans in the Lost Paradise, “outsider” characters will probably not have any allegiances that gamemasters can use to draw them into the story. Character classes can play a role similar to allegiances in such a case; a few ideas for involving characters who fall under this category are listed below by concept:

Guardians: These characters might be driven by the desire to aid any survivors of the crash.

Raiders: Raiders who are not aligned with the Pale Riders still share the same basic raider motives, although they are not subject to Zorthag’s decree regarding survivors.

Scavs: Scavs might be drawn into the story by the promise of finding items worth trading. The Scav may or may not know that the Airship belonged to the Tillamook Trading Caravans; in any case, it probably doesn’t matter. Just the idea of finding “treasure” amidst the wreckage should be enough for these characters.

Scholars and Mechs: The Scholar is likely interested less in looting the ship than in examining the wreckage to figure out how it worked. A Mech might even have the notion that the technology could be replicated (if not fixed on the spot with the right tools and equipment), and might want to create blueprints and sketches of the craft. People (especially in this region of the Twisted Earth) would pay very highly to obtain instructions for building their own Airships.

Trader: The trader is not unlike the Scav in this sort of situation. A downed Airship full of precious cargo would be very hard for a trader to resist.

One appealing aspect about running *Salvage Rights* with a group of “outsider” characters from other areas of the Twisted Earth is the “culture shock” factor. *Salvage Rights* takes place on the fringes of the Lost Paradise, and could prove to be a very interesting way of introducing characters from outside the Lost Paradise to the cultures and factions of the Northwest. In addition, outsider characters are faced with ever-present reminders that they are “not in Kansas anymore”—particularly in the abundance of wildlife, water (*especially* water), trees and other forms of plant life, and pureblood humans.

Most people outside the Lost Paradise are mutants. This fact is turned upside down in the Lost Paradise, where the vast majority of people with whom characters will interact are pureblood humans.

What’s more, prejudice towards mutants is (not surprisingly) higher in the Lost Paradise than elsewhere in the Twisted Earth. The people of the Northwest rode out the post-Fall dark years in relative safety and isolation in bunker complexes and other fallout shelters, while the rest of humanity changed after years and years of exposure to radiation and other deadly toxins. Mutant characters who are new to the Lost Paradise will have to deal with the reality that they are a minority in almost every social situation they

encounter. Particularly when running adventures for mutant characters, gamemasters would do well to emphasize this and the many other differences that distinguish the Lost Paradise from the rest of the Twisted Earth.

ON THE ROAD

TIMING

How fast the characters are able to reach the downed Airship depends on where they are coming from and what type of transportation they have. The characters (regardless of allegiance) are not the only people looking for the wreckage, and much of what happens in this story depends on when the characters reach the crash site. Use the guidelines listed below when determining how long it takes the group to find the site.

Once the characters set out, it should take them at least 24 hours to reach the crash site, regardless of the type of transportation they are using and where they are coming from (unless the game began with the characters actually observing the crash or encountering the crash site).

TRANSPORTATION

Add an extra day to the journey if the characters are walking. Add an extra 12 hours to the journey if all of the characters have horses (16 hours if horses are carrying more than one person). If the characters have internal combustion vehicles, add 6 hours to the journey.

DISTANCE

Note: the following figures assume characters have internal combustion vehicles. Double the times if the characters are walking.

If the characters are traveling a relatively short distance (less than 50 miles), add 6 hours to the journey to allow for overland travel, random encounters, roadside hazards, etc. If the distance is moderate (between 50 and 100 miles), add 12 hours to the journey. If the distance is great (beyond 100 miles), the time it takes is one day plus an additional day for every 50 miles past one hundred (so a 200 mile journey takes the characters roughly 3 days, not counting other factors and the initial 24 hours). These figures may seem drastic, but remember that there are no highways to expedite travel or gas stations at which characters can refuel and ask for directions. Roads have not been maintained in over two centuries. In addition, the world is incredibly hostile; the longer characters travel, the greater the odds that they will have a run-in with trouble of some sort. These guidelines for distance take all of that into account.

ACCESSING THE CRASH SITE

Once the characters reach the general crash site area, they still must find the crash site. Gamemasters can make this as hard or as easy as they wish. If the group had a fairly easy

trip, inventive gamemasters might have them encounter others who are looking for the crash site. The characters are out in the wilderness, so an encounter with a creature or two is certainly not unlikely. Generally speaking, the search should take about half a day.

WEATHER

For the past week, much of the Lost Paradise has been assaulted by a massive radiation-tainted “corrosion storm” that rolled in from the northwest off the Poisoned Sea. The storm has parked over the southern portion of Washington and most of Oregon. Characters who travel in this storm without adequate protection expose themselves to *mild* radiation poisoning. Additionally, characters suffer 1d4 hp of damage from skin burns caused by acid rain for every 2 hours of direct exposure to the rain while traveling through the storm. Clothing and other exposed garments (backpacks, sacks, etc.) become tattered and useless after a full day of contact with the rains.

ENCOUNTERS ON THE ROAD

The following encounter templates are provided for gamemasters to use when the party is on the open road. These encounters do not have any direct bearing on the adventure; you may use all or none of them, at your discretion.

RIVER CROSSING #1

The characters have come to a point where they need to cross one of the rivers that flow through these parts. While not very wide, this particular section of the river is deep and moving extremely fast due to flooding from the rains, making it very difficult to cross by swimming. If the party chooses to swim across, the DC for doing so is 18. If any of the characters fail, they are swept down the river at a rate of three squares (15 feet) per round.

Options: The party does not have to try to swim this part of the river. A successful Spot check (DC 15) reveals that there is an overhanging branch a short distance upstream that can be used to cross the river, if the characters are careful. The branch is ten feet above ground, so characters will have to climb. The DC for the Climb check is 17 due to extremely wet conditions (falling at this point should only land the characters on muddy ground with maybe a bruise or two for their troubles). Once on the branch, the Balance DC for moving across the slick branch is also 17. Characters who fail this latter check fall into the river below.

RIVER CROSSING #2

The characters have found what seems to be to be a relatively safe place to cross a small waterway that lies in their path. As they approach the river, read the following:

As you make your way towards the creek, you notice that the area around you is strangely devoid of plant life. Roughly-hewn stumps are all that remain of what used to be a good-sized copse of fir trees. From what you can tell, there are no paths or old roadways leading into this area, and no settlements or buildings as far as the eye can see. The creek appears to be moving slowly enough for your group to cross over a small mound of branches and wood partially blocking the water’s path.

The mound of branches in the creek is the home of four Spike-tailed Beavers:

Spike-tailed Beaver: CR 2; Small animal; HD 2d8; hp 9; Mas 10; Init +5; Spd 40 ft.; Defense 16, touch 16, flat-footed 11 (+1 size, +5 Dex); BAB +0; Grap -2; Atk +6 melee (1d6+1, claw), or +6 melee (1d8+1 spiked tail); Full Atk +6 melee (1d6+1, 2 claws) and +4 melee (1d6+1, bite) and +2 melee (1d8+1 spiked tail); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Immunities, Low-Light Vision, Irradiated, Scent, Tail Attack; SV Fort+3, Ref +6, Will +1; AP 0; RP +0; Str 12, Dex 20, Con 10, Int 2, Wis 5, Cha 2.

Skills: Hide +10, Move Silently +3, Spot +2 Swim +11.

Feats: Accumulated Resistance, Multiattack, Plague Carrier, Weapon Finesse (bite), Weapon Finesse (claw) Weapon Finesse (spiked tail).

Immunities (Ex): Having adapted to life in a harsh radiated environment, the Spike-tailed Beaver is immune to severe radiation (as well as heat generated by radiation).

Irradiated (Ex): Spike-tailed Beavers are radiated creatures, and any contact with one can be deadly. Each time a Spike-tailed Beaver successfully makes a bite attack, its victim accumulates *mild* radiation.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Spiked Tail (Ex): This creature has an enormous tail, which is covered in spikes. The Spike-tailed Beaver can deliver a powerful attack with this tail which, in addition to doing considerable damage, can also knock the victim off of his or her feet. A character struck by this attack must make a Fort Save (DC 10) or be knocked to the ground.

Two of the creatures lurk inside the mound of branches. As the group begins to cross over the top of the Spike-tailed Beavers’ home, the creatures enter the murky green water and split up, moving to either side of the creek to surface both in front of and behind any party members who are actually on the wooden dam. Gamemasters should make a secret Spot check (DC 17) for any characters who are watching the water; success indicates the character has spotted some kind of movement, but cannot be exactly sure what is under the murky water. The other two Spike-Tailed Beavers are deeper in the woods on the far side of the creek. The gamemaster can choose to have them enter combat on the third round (if it gets that far) or simply move deeper into the woods to save themselves.

AFTERMATH

If characters decide to spend time searching through the makeshift dam, they find two well-preserved *ready meals*, a *firestarter cube*, 20 ft. of nylon rope (fair condition), a rusty cigarette lighter, and a bunch of old tin cans and other trash built into the fabric of the dam.

RIVER CROSSING #3 (BRIDGE AMBUSH)

This encounter can take place on any type of bridge that spans a river, be it ten feet above the water or 200 feet above a high mountain pass. Feel free to adjust the number of raiders to suit the situation.

A group of four raiders (Pale Riders or similar thugs; the Northwest is home to many rogue gangs looking to profit from the suffering and misfortune of others) watch this particular bridge, preying on travelers who occasionally come this way. The bandits wait until the group is roughly at the middle of the bridge before blocking both entrance points with two semi-trucks that they've managed to get working.

This is a fairly straightforward encounter. The raiders have the advantage, and demand the characters drop all of their possessions and then jump over the side of the bridge (an uncomfortable option, depending on how high the gamemaster decides to place the bridge above the river). The raiders do not back down from a fight, if it comes to that.

Two raiders are in front of the group—Raider #1 is in the cab of the truck blocking the far end of the bridge, and Raider #2 is lying prone underneath the truck. Raider #3 is in the cab of the truck behind the characters, and Raider #4 is in a platform built high in a tree with a sniper rifle. There is enough wreckage and debris strewn across the bridge for all of the characters to find half cover if they are caught without the protection of a car or other vehicle.

The bridge is 60 squares (300 feet) long and 6 squares (30 feet) wide. Portions of the bridge have crumbled away after years upon years of exposure to the elements. If more than 20,000 lbs are placed on the bridge at one time, it will break from the stress.

RAIDER GANG:

Raider #1 (Post Apocalyptic Hero 1/Tough Hero 1): CR 2; Large humanoid; HD 1d8+2 plus 1d10+2 plus 1; hp 15; Mas 15; Init +2; Spd 30 ft.; Defense 15, touch 13, flat-footed 13 (+2 Dex, +2 class, -1 size, +2 leather armor); BAB +0; Grap +5; Atk +1 melee (1d3+2, nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +1 melee (1d3+2 nonlethal, unarmed), or +1 ranged (2d8, Jackhammer Mk3A1); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Robust, Wasteland Lore; AL self; SV Fort +4, Ref +3, Will +1; AP 6; Rep +0; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation and Background: Slaver, Ritual Preservationist.

Skills: Hide +0, Intimidate +4, Knowledge (ancient lore) +2, Knowledge (technology) +2, Listen +3, Move Silently +4, Navigate +2, Search +3, Speak Language (Gutter Talk),

Spot +3, Survival +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapon Proficiency.

Mutations and Defects: Gigantism, Bizarre Pigmentation.

Possessions: Leather armor, Jackhammer Mk3A1, 20 rounds of 12-gauge ammunition, 2 *light rods*, *survival kit*, various other gear and personal possessions.

Raider #2 (Post Apocalyptic Hero 1/Tough Hero 1): CR 2; Large humanoid; HD 1d8+2 plus 1d10+2 plus 1; hp 15; Mas 15; Init +2; Spd 30 ft.; Defense 15, touch 13, flat-footed 13 (+2 Dex, +2 class, -1 size, +2 leather armor); BAB +0; Grap +5; Atk +1 melee (1d3+2, nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +1 melee (1d3+2 nonlethal, unarmed), or +1 ranged (2d8, Black Powder rifle), (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Robust, Wasteland Lore; AL self; SV Fort +4, Ref +3, Will +1; AP 6; Rep +0; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation and Background: Slaver, Ritual Preservationist.

Skills: Hide +0, Intimidate +4, Knowledge (ancient lore) +2, Knowledge (technology) +2, Listen +3, Move Silently +4, Navigate +2, Search +3, Speak Language (Gutter Talk), Spot +3, Survival +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapon Proficiency.

Mutations and Defects: Gigantism, Bizarre Pigmentation.

Possessions: Leather armor, black powder rifle, 20 rounds of black powder ammunition, Glock 17, 2 boxes of 9mm ammunition, two *light rods*, *survival kit*, various other gear and personal possessions.

Raider #3 (Post Apocalyptic Hero 1/Tough Hero 1): CR 2; Large humanoid; HD 1d8+2 plus 1d10+2 plus 1; hp 15; Mas 15; Init +2; Spd 30 ft.; Defense 15, touch 13, flat-footed 13 (+2 Dex, +2 class, -1 size, +2 leather armor); BAB +0; Grap +5; Atk +1 melee (1d3+2, nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +1 melee (1d3+2 nonlethal, unarmed), or +1 ranged (2d8, M16A2 assault rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Robust, Wasteland Lore; AL self; SV Fort +4, Ref +3, Will +1; AP 6; Rep +0; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation and Background: Slaver, Ritual Preservationist.

Skills: Hide +0, Intimidate +4, Knowledge (ancient lore) +2, Knowledge (technology) +2, Listen +3, Move Silently +4, Navigate +2, Search +3, Speak Language (Gutter Talk), Spot +3, Survival +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapon Proficiency.

Mutations and Defects: Gigantism, Bizarre Pigmentation.

Possessions: Leather armor, M16A2 assault rifle, 3 full clips of ammunition, two *ready syringes*, *survival kit*, various other gear and personal possessions.

Raider #4 (Leader) (Post Apocalyptic Hero 1/Tough Hero 1):

CR 3; Large humanoid; HD 1d8+2 plus 1d10+2 plus 1; hp 15; Mas 15; Init +2; Spd 30 ft.; Defense 15, touch 13, flat-footed 13 (+2 Dex, +2 class, -1 size, +2 leather armor); BAB +0; Grap +5; Atk +1 melee (1d3+2, nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +1 melee (1d3+2 nonlethal, unarmed), or +1 ranged (2d12, Barrett Light Fifty); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Robust, Wasteland Lore; AL self; SV Fort +4, Ref +3, Will +1; AP 6; Rep +0; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation and Background: Slaver, Ritual Preservationist.

Skills: Hide +0, Intimidate +4, Knowledge (ancient lore) +2, Knowledge (technology) +2, Listen +3, Move Silently +4, Navigate +2, Search +3, Speak Language (Gutter Talk), Spot +3, Survival +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapon Proficiency.

Mutations and Defects: Gigantism, Bizarre Pigmentation.

Possessions: Leather armor, Barrett Light Fifty sniper rifle, three extra rounds of ammunition, *survival kit*, various other gear and personal possessions.

AFTERMATH

The raiders have a hideout nearby where they store everything they have taken from travelers. This equipment should reflect six months' worth of accumulated bounty. Gamemasters should tailor the loot here to suit the needs of their campaign.

NEW RIVER FOLK SETTLEMENT: COLEMAN'S LANDING

Coleman's Landing

Population: 30.

Ruling Faction: None.

Trade Goods: Angoose and lamprey jerky, various leather goods, lamprey-skin goods (boots, pants, gloves), natural medicines, 1d4 *ready-syringes*, 1d20 halazone tabs, 12 loose rounds of 7.62mm ammunition, and other various scrounged items found in nearby ruins.

This settlement is designed to give characters a bit of a rest if they need it, to facilitate a faster trip towards the crash site, and also to provide a chance for PCs to do a bit of interaction with the people of this tiny settlement. Coleman's Landing can be placed on any waterway in the old Oregon territory, preferably in the Southern region either east or west of Crater City.

Coleman's Landing is named after its founder, Brad Coleman. Brad is a decent enough person; he will at least talk to the characters when they come to the gates of Coleman's Landing. If the characters can convince Brad that they do not intend the people of the settlement any harm, he lets them inside the gates.

Thirty people live in Coleman's Landing. Once inside the gates, the characters may barter for supplies at a small trader post that caters to river traffic, negotiate with Brad for a trip down the river, or possibly even stay for one night in one of the unused homes that dot this quaint settlement.

For the most part, the people of Coleman's Landing are leery of the group. If the PCs stay for the night, however, some of the people overcome their shyness and invite the characters to dinner. All meals in this town are eaten together, so this should provide a good opportunity for the group to roleplay their interaction with the people of Coleman's Landing.

Brad Coleman (Strong Hero 3):

CR 3; Medium-size human; HD 3d8 -1; hp 12; Mas 9; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 Dex, +2 class, +2 leather armor); BAB +4; Grap +4; Atk +4 melee (1d8+4 nonlethal, unarmed), or +1 ranged (2d10, Remington 700); Full Atk +4 melee (1d8+4, nonlethal, unarmed), or +1 ranged (2d10, Remington 700); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Melee Smash, Ignore Hardness; AL Coleman's Landing; SV Fort +1, Ref +2, Will +2; AP 1; Rep +0; Str 13, Dex 12, Con 9, Int 14, Wis 13, Cha 11.

Occupation and Background: Apothecary, Ritual Preservationist.

Skills: Bluff +2, Hide +5, Listen +5, Move Silently +6, Navigate +6, Speak Language (Trade), Speak Language (Gutter Talk), Speak Language (Unislang), Spot +4, Survival +2.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapons Proficiency.

Mutations and Defects: None.

Possessions: Remington 700, 15 rounds 7.62mm ammo, leather armor, *survival kit*.

THE CRASH SITE

THE GREAT MOUND

When the Airship went down, it crashed through a damaged portion of an ancient eco-dome. The dome has been covered with years and years of dust, dirt, and other refuse. Various plants and vines have also grown on and around the eco-dome. In fact, the dome is so hidden by these layers of natural camouflage that the characters could be standing right next to the dome and not realize it.

When actively searching near the agro-dome, characters must make a Spot check (DC 15) to recognize the great mound for what it actually is. Gamemasters could make things a bit more interesting for the group by having smoke rise from the hole at the top of the eco-dome. Climbing the dome is not difficult with all the vegetation covering its surface (Climb DC 12).

Gamemasters should give the characters sufficient reason to believe they have found the wreckage. Perhaps a few pieces of the blimp fell outside the dome, or some of the precious

SALVAGE RIGHTS

cargo lies scattered throughout the area. You could even have a dead body or two be lying on the outside for the characters to find.

GETTING INSIDE

Once the characters have figured out where the crash site is, they must find a way to access it. There are two possible ways of getting into the agro-dome: climbing, or finding the ground-level entry point.

CLIMBING

If the characters climbed to the top of the dome, they can try to climb down into the cavernous structure. A quick Search check (DC 10) reveals an ancient array of solar panels (worth 1,000 cp if properly dismantled and restored to working order) that could be used to secure a rope so the party can rappel down 400 feet to the dome floor (Climb DC 15).

GROUND ACCESS

The agro-dome is a mile in diameter. There is a ground-level access point, but Murphy's Law should apply in this situation. Regardless of where the characters are, it should be at almost the exact opposite position on the other side of the dome. The access point is a massive set of double doors that are still locked (not to mention covered by years of dirt and vegetation; Spot DC 18 to find them). The characters must figure out a way to open them if they wish to get inside (or get the wreckage and any survivors out, for that matter). The remains of an ancient road lead down towards some ruins at the base of the hill on which the dome stands. Characters who search these ruins find an *access card* inside one of the buildings.

RUINS

These ruins are all that is left of a small residential complex that was built for 60 people who were contracted to maintain the dome. When the Fall came, these people were attacked by the agrobots and soldier androids of the complex. Currently, one agrobot has recently come back online and patrols the ruins. There are other androids on the premises—the pleasure androids in the *Recreational Facility* and four soldier androids in *Sublevel Alpha* (who have not actually come back online yet). As to what happened to the 60 people, there is no evidence in the ruins to indicate that they perished here.

These ruins have not yet been discovered by explorers or scavengers. Consequently, there is a veritable treasure trove in the six buildings that make up this housing complex:

Agrobot: CR 2; Large Robotic Construct; HD 3d10+20; HP 37; Mas -; Init -1; Spd 30 ft; Defense 16, touch 8, flatfooted 13 (-1 size, -1 Dex, +8 natural); BAB +2; Grap +10; Atk +6 melee (1d10+4, shear); Full Atk +6 melee (1d10+4, 2 shears); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct,

command level (IIC); AL none; SV Fort -, Ref +0, Will -4; AP 1; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Knowledge (earth and natural sciences) +5.

Feats: Advanced Technology, Weapon Focus (shear).

GATE HOUSE

This building once housed the small security force that patrolled the area around the agro-dome in the last days before the war, when extremist factions regularly raided agro-domes for seed and crops. Characters who search through this building find the following:

Two Mossberg shotguns in fair condition, three full suits of *light security armor*, five sealed packages of shotgun shells (10 shells per package), and a *level 1 security card* (which opens the agro-dome door) inside a desk drawer.

LIVING RESIDENCES ALPHA, BRAVO, CHARLIE, AND DELTA

All of these living quarters are in near-pristine condition. Each residence is a single story and has four apartments. Gamemasters should feel free to add to the following generic items, which can be found in any of the domiciles:

Halazone tabs, various linens and clothing (much of the clothes and linens will be useless, but there might be a few that can be mended), boots, shoes, eating utensils, pots and pans, toothbrushes, packaged toilet paper, old books, data disks (50 cp value per working data disk—the gamemaster should determine what type of data is found on any useable disk), drugs (both pharmaceutical and sensory-altering, i.e. cocaine, marijuana, etc.), canned foods, *ready meals*, etc.

MEDICAL AND ADMINISTRATIVE BUILDING

This two-story building was where all of the administrative functions of the agro-community took place. Additionally, a small medical facility was located on the second floor, where workers could receive treatment for minor injuries and ailments. The inhabitants of this residential complex could also come here to obtain their weekly ration of recreational drugs. Characters searching the medical area find the following:

1d50 *ready-syringes* (1d10 *Stimshot-A*, 1d6 *Stimshot-B*, 1d6 *Antitox*, 1d6 K-O shots, 1d6 *Superegen*, 1d10 *Rad-Purge Shots*, and 1d6 *Sustainer Shots*), 1d10 doses of tailored narcotics (GM's choice), a *UV sterilizer*, 1d20 packages of *halazone tablets*, 1d10 shots of *Filter Dose*, two *healing packs*, a *pocket nurse*, and one *diagnostic scanner*.

RECREATIONAL FACILITY

This building served as a source of entertainment for the workers. Pool tables, holo-arcade games, vid-screens, a karaoke machine, and a full bar can be found in this area as well as four heavily deteriorated pleasure androids that have recently come back online. These androids' manufactured nature is obvious; synthetic skin has peeled away from their faces and bodies in various places. When the group

enters the building, the pleasure androids first try to fool the characters into believing they are docile, but at the first opportune moment, they attack the group with whatever weapons are at hand. Most use pool cues, but one will actually pick up the karaoke machine and fling it at the nearest character.

There is precious little in the recreational facility besides the alcohol.

Pleasure Androids (4): CR 1; Medium Size Android Construct; HD 1d10+10; HP 19 each; Mas -; Init +4; Spd 30 ft; Defense 16, touch 14, flatfooted 12 (+4 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam) (1d4+1 pool cue), (1d6+1 Karaoke machine); Full Atk +1 melee (1d6+1, slam) (1d6 -1 pool cue); FS 5 ft by 5 ft; Reach 5 ft; SQ Android Construct, Command Level (IC), Human Mimicry; AL none; SV Fort -, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 18, Con -, Int 15, Wis 15, Cha 18.

Skills: Bluff +7 (+9 seduction), Computer Use +3, Diplomacy +7 (+9 seduction), Disguise +7, Gather Information +7, Knowledge (ancient lore) +0, Knowledge (behavioral sciences) +3, Knowledge (technology) +0, Perform +9, Read/Write (ancient), Sense Motive +3, Speak Language (Ancient).

Feats: Advanced Technology, Concubine, Deceptive, Trustworthy.

Possessions: None.

STORAGE WAREHOUSE

The storage warehouse held all of the surplus grain, seed, dry goods, food, and other supplies that were essential for the day-to-day operation of the agro-dome. A wealth of trade goods is inside. Gamemasters should determine what types of trade goods and supplies are located here.

GARAGE

This building served as a place to repair damaged agrobots, vehicles, and other technical gear. Characters who search this area find two propane tanks, spare tires, an engine, transmission, and other spare parts for vehicles, an arc welder, two full toolkits, various diagnostic tools, robotic parts (including new motherboards, servo-motors, arms, actuator gears, legs, and sensory hardware—enough spare parts to build an entire robot).

INSIDE THE DOME

IS ANYBODY HOME?

The agro-dome is pitch-black on the inside due to countless years of unchecked dust accumulation and plant growth. Sunlight shines down onto the floor of the agro-dome, but only in a few patches, which lends the whole complex a cavernous and subterranean feel. Gamemasters should emphasize this as the characters make their way towards the

crash site, which is in one of the few lit areas.

Four Utarns make their home in a sub-level of the eco-dome, having entered long ago through a small hole at the top of the complex. The vicious beasts have already taken two of the crash survivors back to their nest to await impregnation. When the characters enter the building, three of the Utarns are preparing to attack the remaining survivors at the crash site, while the fourth stays in the nest to ensure the captured survivors do not escape.

As the PCs approach the wreckage, read the following:

As you near the wreckage, small arms fire echoes throughout the shadowy, cracked dome, followed by a chorus of loud, guttural screeches. It seems that something else has come to this place looking for survivors.

The survivors are pretty bad off. Only five of the original eight crewmembers survived the crash. The three still guarding the crash site (the other two have been taken to *Sub-level Alpha, Area 3*) are nearly incapacitated due to their injuries, and if the characters approach the wreckage without properly identifying themselves, the highly paranoid People's Army soldiers do not hesitate to open fire.

Utarn (3): CR 2; Medium-size Aberration; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 12, flatfooted 13 (+2 Dex, +3 natural); BAB +2; Grap +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Blind Sight, Paralysis, Impregnation, Scent; AL none; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 11, Dex 15, Con 13, Int 5, Wis 10, Cha 5.

Skills: Hide +9, Jump +7.

Feats: None.

People's Army Airmen (2)(Post Apocalyptic Hero 1/Fast

Hero 1): CR 2; Medium-size human; HD 2d8+2; hp 11 each; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 class); BAB +0; Grap +2; Atk +2 melee (1d3+2 nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +2 melee (1d3+2 nonlethal, unarmed) or +2 melee (1d6+2, rifle butt), or +2 ranged (2d8, QBZ-95); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Evasion, Survival Sense; AL People's Army; SV Fort +2, Ref +4, Will -1; AP 6; Rep +0; Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Occupation and Background: Airmen, Visionary Reinventor.

Skills: Craft (mechanical) +3, Drive +4, Knowledge (ancient lore) +3, Knowledge (current events) +3, Knowledge (tactics) +5, Listen +1, Navigate +3, Profession (any) +3, Speak Language (Unislang), Spot +1, Survival +1.

Feats: Far Shot, Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapons Proficiency.

Mutations and Defects: None.

Possessions: QBZ-95, 60 rounds of 5.8mm ammunition, rad tab, two light rods, bundle of provisions, various other gear and personal possessions.

Dat Nuyen (Airship Pilot) (Post Apocalyptic Hero 3/Fast Hero 3): CR 6; Medium-size human; HD 6d8+6; hp 33 (10); Mas 12; Init +3 Spd 30 ft.; Defense 21(17), touch 18(14), flat-footed 21(17)* (+3 Dex (-2 Dex), +6 class, +2 leather armor (Not worn due to injuries)); BAB +4; Grap +6; Atk +6 melee (1d3+2 nonlethal, unarmed) or +6 melee (1d6+2, rifle butt); Full Atk +6 melee (1d3+2 nonlethal, unarmed) or +6 melee (1d6+2, rifle butt), or +7 ranged (2d8, QBZ-95); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Conserve, Evasion, Survival Sense, Uncanny Dodge 1*; AL People's Army; SV Fort +4, Ref +7, Will +1; AP 8; Rep +1; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 10.

Occupation and Background: Airman, Visionary Reinventor.

Skills: Craft (mechanical) +3, Pilot Air Balloon +4, Knowledge (ancient lore) +3, Knowledge (current events) +8, Knowledge (tactics) +10, Listen +9, Navigate +3, Profession (any) +3, Speak Language (Trade), Speak Language (Unislang), Spot +9, Survival +1.

Feats: Alertness*, Advanced Firearm Proficiency, Armor Proficiency (light), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Simple Weapons Proficiency.

Mutations and Defects: None.

Possessions: Leather armor, QBZ-95, 60 rounds of 5.8mm ammunition, rad tab, two light rods, bundle of provisions, various other gear and personal possessions.

ROLEPLAYING TIPS FOR DAT:

Dat Nuyen is a very traditional-minded man. He takes his job very seriously, and losing control of his vessel has thrown him into a deep depression. His physical injuries are not helping the situation, either; Dat has two fractured ribs and a broken collarbone. The most he can do at this point is tell his subordinates what he needs them to do. The appearance of the PCs is actually something he has been dreading—rescue teams will have questions about what happened, and Dat is not prepared to answer for his failure to keep the Airship and its crew safe. Dat is a ticking time bomb at this point. If the PCs ask too many questions, the man is very likely (Will save DC 20) to start shooting people rather than admit his shame to strangers.

FINDING THE OTHERS

While Dat does not offer any information about the whereabouts of the two captured airmen, the other survivors plead with the party to go find them, stating that one of the missing crewmembers is Mia Cho—the granddaughter of none other than General Cho, leader of the People's Army. If Dat hears the other airmen ask the PCs to go find Mia (Listen DC 15), he must make a Will save (DC 20) or attempt to shoot the airmen who spoke.

Note: If having Dat shoot an airman is too problematic at this point in the story, an alternative course is to have him simply wave his weapon around and make threats of

violence. This exposes Dat's increasing mental instability without subjecting characters to another fight so soon after the encounter with the Utarns.

CHOICES

THE ROLE OF ALLEGIANCES AT THIS POINT IN THE STORY

At this point in the adventure, character allegiances should influence the decisions PCs make about what to do with the survivors (missing or otherwise), the wreckage of the airship, and the discovery of a relatively untouched agro-dome and nearby ruins. Much depends on what the PCs' original mission was. Are the characters supposed to protect the site, or was the goal simply to find the crash and salvage as much as possible, with little or no regard for any survivors? The decisions the characters make here are critical in determining the direction the story takes.

PROTECTION

If the PC's are committed to protecting the crash site until People's Army squads arrive, then they must wait approximately two days until the first squads show up. The next logical direction this story takes is the search for Mia Cho and the other captured airman.

Move on to Chapter 6: Sub-level Alpha for more information regarding the area below the agro-dome.

COMPLICATIONS

The following options are presented to gamemasters for use in this particular plot thread. Use all or none of them, at your discretion.

Trouble with Dat: A two-day wait with the injured survivors is a good opportunity to roleplay a lot of tense interaction between the two groups, especially if the PCs are not members of the People's Army. As time passes, Dat becomes increasingly paranoid and resentful of the PCs' presence. He must eventually be dealt with before he snaps from the pressure and pain of his injuries and starts shooting.

Raiders: At a time of the GM's choosing, a large group of Pale Riders enters the ruins. Any characters on watch should be tipped off to the Riders' presence by the sound of motorcycles and cars. The party can increase their chances of survival by staying inside the agro-dome and sealing it off. Eventually the raiders will attempt to bust open the hardened security door and/or try to enter from above. The raiders try to take as many prisoners as possible for enslavement back in Burns. This difficult encounter could very well lead to at least one PC death; gamemasters should use their best judgment when running this encounter. If things are going badly for the PCs, you might opt to have the Pale Riders start using gas or some other nonlethal weapon to defeat the characters without actually killing them. This could also be

a great time to have People's Army squads (or, alternately, Sentinels or U.C. militia) finally show up and help fight off the Riders.

Weather: The storm is a constant problem as well. The crash site is exposed to the rains, so something must be done to protect the supplies and survivors from the corrosive effects of the storm. (See *Chapter 2: On the Road*).

Soldier Androids: Up to this point in the story, the three soldier androids in Sub-level Alpha, Area 2 have not come back online... but all of the fighting has triggered an auto-restart sequence. By the end of the second day, the androids are operational, and begin searching for organic life forms to exterminate in accordance with their last pre-Fall directive from Cyborg Command (see *Chapter 6, Area 2* for the soldier android stats).

LOOTING

If the goal of the party was to find the wreckage and loot it, they are going to have to deal with the survivors (assuming they didn't simply let the Utarns deal with the airmen). The PCs could choose to force the survivors out into the wilderness, but this might be extremely problematic for them in the future (maybe even in the near future, if the survivors manage to meet up with any search parties). If they do let the survivors live, Dat and his companions do not soon forget these characters. If Mia Cho dies, there most certainly will be problems in the future.

If the characters happen to be Pale Riders, they may even choose to take the survivors prisoner and sell them to the slave traders in Burns.

COMPLICATIONS

The following options are presented to gamemasters for use in this particular plot thread. Use all or none of them, at your discretion.

Logistics: Whatever decision the characters make, once they have taken the survivors out of the equation, they are faced with the task of securing all of the valuable trade goods and usable parts from the Airship (not to mention all of the things they found out in the ruins) and making off with their loot before others arrive. The gamemaster can handle this in any way that seems fitting, but the characters should not be allowed to make off with this much gear. If they are determined to pack away as much as possible from the crash site, emphasize the amount of time required to do so, or introduce little annoyances into the process that serve to slow them down even more.

Escape Attempts: If the group has kept the prisoners alive, they may try to escape if an opportunity presents itself. This will slow down salvage operations by forcing the characters to deal with the prisoners.

Weather: The storm can be a problem as well. The crash site is exposed to the rains, and anyone trying to move through the wreckage is exposed to the corrosive effects of the storm (see *Chapter 2: on the Road*).

Search Parties: Eventually, people are going to start

showing up. Any contact with search parties obviously puts looting operations in jeopardy. The characters must figure out a way to deal with each group of newcomers.

SUB-LEVEL ALPHA

This chapter deals with the group's exploration of the areas below the main level of the agro-dome. The only way down into this sub-level is via a flight of stairs; without power belowground, the massive cargo elevators do not work. The characters must walk around in the dark unless they have a portable light source.

AREA 1. MAIN STORAGE AREA

If the characters have some source of light, read the following:

As you approach this chamber, your light reveals a mass of crates rising ominously in the shadows at the edge of the illumination. This must have been some kind of storage area. Aiming your light across the floor, you see the pale white gleam of bleached bones, and hear the scuffling of feet—followed by a high-pitched scream.

This area is where some of the ancient denizens of the sub-level battled the soldier androids now in *Area 2*, buying time for their companions to get safely inside a bunker. That bunker can be accessed from an elevator shaft in *Area 3*, if the characters can figure out a way to clear the tons of rock and debris that bar their way.

The remaining Utarn is in this room, along with Mia and the other captured airman. The Utarn keeps the prisoners in its nest on top of the crates. Mia has not yet been impregnated.

Utarn: CR 2; Medium-size Aberration; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 12, flatfooted 13 (+2 Dex, +3 natural); BAB +2; Grap +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ blind sight, paralysis, impregnation, scent; AL none; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 11, Dex 15, Con 13, Int 5, Wis 10, Cha 5.

Skills: Hide +9, Jump +7.

Feats: None.

People's Army Airman (Post Apocalyptic Hero 1/Fast

Hero 1): CR 2; Medium-size human; HD 2d8+2; hp 11 each; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 class); BAB +0; Grap +2; Atk +2 melee (1d3+2 nonlethal, unarmed) or +2 melee (1d6+2, rifle butt); Full Atk +2 melee (1d3+2 nonlethal, unarmed) or +2 melee (1d6+2, rifle butt), or +2 ranged (2d8, QBZ-95); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Evasion, Survival Sense; AL People's Army; SV Fort +2, Ref +4, Will -1; AP 6; Rep +0; Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Occupation and Background: Airmen, Visionary Reinventor.

SALVAGE RIGHTS

Skills: Craft (mechanical) +3, Drive +4, Knowledge (ancient lore) +3, Knowledge (current events) +3, Knowledge (tactics) +5, Listen +1, Navigate +3, Profession (any) +3, Speak Language (Unislang), Spot +1, Survival +1.

Feats: Far Shot, Personal Firearms Proficiency, Post Apocalyptic Technology, Simple Weapons Proficiency.

Mutations and Defects: None.

Possessions: QBZ-95, 60 rounds of 5.8mm ammunition, *rad tab*, two light rods, bundle of provisions, various other gear and personal possessions.

Mia Cho (Post Apocalyptic Hero 3/Fast Hero 3): CR 6; Medium-size human; HD 6d8+6; hp 33 (10); Mas 12; Init +3 Spd 30 ft.; Defense 21(17), touch 18(14), flat-footed 21(17)* (+3 Dex (-2 Dex), +6 class, +2 leather armor (Not worn due to injuries)); BAB +4; Grap +6; Atk +6 melee (1d3+2 nonlethal, unarmed) or +6 melee (1d6+2, rifle butt); Full Atk +6 melee (1d3+2 nonlethal, unarmed) or +6 melee (1d6+2, rifle butt), or +7 ranged (2d8, QBZ-95); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Conserve, Evasion, Survival Sense, Uncanny Dodge 1*; AL People's Army; SV Fort +4, Ref +7, Will +1; AP 8; Rep +1; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 10.

Occupation and Background: Airman, Visionary Reinventor.

Skills: Craft (mechanical) +3, Pilot Air Balloon +4, Knowledge (ancient lore) +3, Knowledge (current events) +8, Knowledge (tactics) +10, Listen +9, Navigate +3, Profession (any) +3, Speak Language (Trade), Speak Language (Unislang), Spot +9, Survival +1.

Feats: Alertness*, Advanced Firearm Proficiency, Armor Proficiency (light), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Simple Weapons Proficiency.

Mutations and Defects: None.

Possessions: Leather armor, QBZ-95, 60 rounds of 5.8mm ammunition, various other gear and personal possessions.

ROLEPLAYING TIPS FOR MIA

If rescued, Mia remains distant and aloof, even though she is grateful to the PCs for saving her life. She is naturally curious about the fate of her companions, and if the characters discuss Dat's mental state with her, she nods and assures them that Dat will be dealt with.

AREA 2. BACKUP POWER SYSTEMS

This room contains backup generators and support equipment—enough to maintain power to the agro-dome for up to three weeks. Also in this room are charging stations for four soldier androids, three of which have functional occupants.

Soldier Android (3): CR 2; Medium Size Android Construct; HD 1d10+13; HP 19 each; Mas -; Init +4; Spd 30 ft; Defense 24, touch 14, flatfooted 20 (+4 Dex, +10 natural); BAB +0; Grap +4; Atk +5 ranged (3d12, laser pistol), or +4 melee (1d6+4, slam); Full Atk +5 ranged (3d12, laser pistol),

or +4 melee (1d6+4, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ Android Construct, Command Level (IIIM), DR 4/-, Energy Resistance 4; AL none; SV Fort -, Ref +4, Will +0; AP 0; Rep +0; Str 18, Dex 18, Con -, Int 14, Wis 10, Cha 8.

Skills: Climb +5, Computer Use +3, Demolitions +5, Drive +5, Jump +5, Knowledge (tactics) +3, Pilot + Read/Write (ancient), Speak Language (ancient), Spot +1.

Feats: Advanced Technology, Futuristic Weapons Proficiency, Weapon Focus (laser rifle), Toughness.

Possessions: *Laser rifle, power clip.*

AREA 3. BUNKER ENTRANCE

This room is the location of an entrance to a bunker complex that was built during the construction of the agro-dome. Unfortunately, when the ancient denizens of this agro-dome facility tried to enter the dome, they were attacked by the soldier androids. Many people managed to make it down into the bunker, but those few who remained were either slaughtered by the androids or killed in a cave-in caused by an explosion during the fight. The access tunnel leading into the bunker is blocked by many tons of concrete and debris.

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