

Hamilton

Introduction

This adventure is the second chapter to an ongoing campaign in the Darwin's World setting. This adventure is designed for low-level characters. It begins where Chapter 1 – Caravan and Cave left off. Our heroes, after escaping the clutches of the ruthless merchant seek refuge from a sandstorm in a cave. Once the storm clears, looking out from the cave, they can see a town in the distance. Having no where else to go (and hopefully for plot purposes at least one of them needs medical attention for the spider poison), they make for the town.

Synopsis

Seeking food, shelter and/or medicine, our heroes approach the town they have seen sparkling in the distance from the cave. After appeasing the town guardians and entering the town, they are taken to see the Mayor of Hamilton. The mayor is actually the town doctor, kindly known as Doc. The inhabitants of the town are not entirely trusting of an armed band in their town, but are generally good people who wish to be helpful. After a quick tour, the characters are made an offer. Since the PC's are obviously somewhat down on their luck, the people of Hamilton will outfit them with food and water, ammo for their weapons, medicine (poison cure(s) if needed), etc. if the players will do them a favor. Hamilton is built on the remains of a military base established by the ancients. Underneath the town is a tunnel complex. Since the town has only recently been re-established, the entire tunnel complex has not been explored. One of the town resident's young son is lost in the tunnels. If the PC's will explore them, clear them, and save the boy, they will be equipped for further adventures.

Hooks

Once the players have escaped and come through the cave in adventure 1, they really don't have much in the way of resources or places to go. The town they see ahead is a good a place as any to go to. However, they may need some encouragement. Some possibilities include:

- One or more of the PC's were bitten (and poisoned) by the spiders in the cave. They need medical attention.
- Camping in the cave for two days has depleted their meager supplies. They need to restock.
- As the nearest town to where they were riding with the caravan, maybe they know how the PC's can catch up with Tyvik Gurtson.

Beginning the Adventure

Once the characters come out of the cave onto the ledge, they can see down on to a valley floor. They catch sight of Hamilton in the near distance.

Coming out of the cave, you step onto a narrow plateau of rock, with a natural overhang. In the distance, you see a valley in the Big Rocks, heading off to the horizon in both directions. You see the remains of an ancient road winding across the floor of the valley, obscured in some places by drifts of sand, but generally intact. A smaller road curves off of the main road, leading up to what looks to be a small fenced town. Small curls of smoke can be seen coming up from the town, indicating *someone* lives there.

If the characters don't seem inclined to head down to the town, use one of the above hooks to let them know it would be a good idea. Tramping around in the wasteland without adequate supplies is not the recipe for a long life.

You scramble down the rocks from the cave, and head out across the hard packed sand of the valley floor. Here and there some sparse vegetation grows, indicating that water comes to this

valley at least periodically. As you draw closer to the town, you see that it seems well fortified. Surrounded by flat country all around, they could see visitors coming a long way off. The town itself is nestled up against a tall rock formation, and surrounded by a metal fence. You notice some guard towers on the perimeter of the town and vehicles moving in the interior of the fence. A gate opens and a large wheeled vehicle is slowly cutting across the desert directly for you, flying a white cloth from an antenna.

As the vehicle approaches, the players can check against Knowledge (ancient lore) to know that this vehicle is a military Hummvee.

The vehicle draws closer. It is painted in a camouflage pattern in tones of brown. A heavy weapon is mounted on the back, manned by a man in a similar camouflage outfit. The vehicle slows just out of pistol range, turns sideways and stops. One man gets out of the far side, and slowly walks around the vehicle, approaching you with his hands held at shoulder level. He has a pistol holstered at his belt, but no weapon drawn. You are being covered by the heavy machine gun on the Humvee.

The man approaching is Bob Hawkins, a guardian of the town of Hamilton:

The man approaching has a cautious smile, a tanned lined face framing his squinty eyes. He is dressed in camouflage fatigues, with a black vest over the top. He is wearing a brown hat, and has a home-rolled cigarette dangling from the corner of his mouth. He calls out "You are approaching the free town of Hamilton. Please state your business."

Hawkins wants to hear why the PC's are out this way. Role-play the encounter, but as long as the characters are not openly hostile, Hawkins will answer their questions, and invite them back to town. If the players mention the trader or the caravan, Hawkins will mention how the main road goes down to join up with the path through Trader's Pass in the area locals call the Pillars. It is a favorite ambush spot for raiders, who leave Hamilton alone due to its strong defenses. He knows nothing of Tyvik Gurtson, but points out that others in town might.

"All right. Looks like you fellas would like to shake the dust off, maybe do some trading. Come on back with us to town."

As you approach the town, you see a sign marked Hamilton – Pop. 117. As you draw closer to the fence, you notice old junked vehicles partially buried in the sand to block ramming attacks to the fence. A guard tower sits outside the fence, one just inside, one on the far side of town, and one high up in the rock formation looming over the west side of town. Inside the fence you see a group of buildings, some ramshackle huts, others built of the grey stone the ancients used for structures. One building sparkles in the sun, built almost entirely of glass. You pull up to the outer guard shack / tower and Hawkins points to a sign – "All weapons must be declared and safetied before entering Hamilton."

Weapons will be wrapped in a plastic wrap type material, and a small device attached. This device will pass an electric charge through the wrap, causing the plastic will harden. This will make it difficult to get to triggers, remove the weapon from sheath or holster, etc. The wrap can be broken with a DC of 10 or cut off, but then to a casual inspection it will be obvious that the safety has been tampered with. The PC's are told that the wrap can be removed when they leave, or broken in an emergency. To have an unsafe weapon in the town is a capital offense. If they give any trouble it is noted that they can choose to go back out into the desert, but will not be welcome in Hamilton until they have complied.

Hawkins offers you show you around. "Let me give ya the nickel tour. This place was once some sort of ancient military facility. It is the perfect place for our settlement due to its formidable defenses, deep artesian wells providing us with water, and various other resources

the ancients have left us. We have only recently settled here, and have focused on necessities for our people – shelter, getting the well pumps working again, getting power, and setting up our greenhouse and crops."

The west side of town seems to be the residential area, a motley collection of ancient vehicles, ramshackle huts, dwellings of all description. You see people going about day-to-day tasks, hanging out items to have the dust and sand beat out, children playing, cook fires, etc. The area directly to the east has some sort of concrete bunker with a ramp heading down into the earth, ending at a massive set of steel doors. Straight ahead lies a complex of concrete buildings sprouting a forest of rusted antennas and satellite dishes. To the back of the town in the north there is the glass building, and an area of junked vehicles parked in rows.

For a few minutes, Hawkins will show the chars around, answering any questions they may have. He will not give away any "secrets" to these outsiders, but will be generally open and friendly about mundane things. If the characters are here to here for medical attention, go directly to the meeting with the mayor. Otherwise, after a few minutes, a young guardian will approach Hawkins, letting him know the mayor would like to see the visitors.

The Mayor

Hawkins leads the group up to the central building complex, and into one of the concrete buildings. Inside they meet Doc and Lynda.

Once inside the building, it takes a second for your eyes to adjust to the comparatively dim interior. You notice an older balding man in a white lab coat, who extends his hand to you. "Welcome to Hamilton. I am Doc, mayor of this town, and practitioner of the arts of medicine. You already know Hawkins. This pretty lady is Lynda. She runs a bar here in town."

The woman he named Lynda stares at you with one unblinking eye. Her long red hair accentuates a pretty face, if you go for mutants. She nods in greeting.

At this point, the characters should introduce themselves and give the 30 second version on how they came to be there as a group. Finally...

"Doc, please. Get on with it." Lynda says.

"Yes, yes. Despite the fact you have come to us from the wasteland, you seem like decent enough fellows. I am betting we can help each other out here. You see, this place was once a military base where the ancients repaired their vehicles. Underneath this building, there is a series of underground tunnels and rooms. Some of them we have explored and reclaimed. Others we have not. In particular one wing we have not yet attempted to enter, as the power is off and the tunnels are dark. Lynda's son Ben has apparently gotten in down there and gotten lost. We here at Hamilton never have enough bodies to do all of the necessary tasks, but we are especially short handed now. Our sheriff has taken several of his men out to find an important member of our community who has come up missing. In any case, we are relying on the rest of the men, commanded by Hawkins, and our automated defenses to protect us. I simply can't spare the men to search for this little boy."

"But you must find him, Doc. He's..." Lynda says.

"Lynda, please. As I was saying, I think we can help each other here. If you explore these passages for us, find and save Ben, we will share the bounty of our town with you. We will outfit you with food, water, ammunition for your firearms, medicine – whatever you need. Also, since these corridors are part of this facility, surely there will be some ancient artifacts down there. You can keep whatever you can carry out – the rest is the property of the community. Do we have a deal?"

The offer is genuine, although Doc is exaggerating about the "automated defenses". All there is right now is Hawkins and a dozen green guardians protecting the town. The others (about 6) are out with the sheriff

looking for the town mechanic and fix-it man, Wrench, who has come up missing. If asked for more detail Doc can only say that when they checked out the tunnels when first moving in, they heard some movements and unearthly moans. They barred the door and haven't been back yet as they had bigger priorities. The boy was missing, and the door was found open – the boy's favorite toy was found there, so it is assumed he is lost in the tunnel system, but no one is sure how far it goes. If the PC's are poisoned, Doc gives them a shot to "stabilize" them. A permanent cure is part of the negotiated deal.

Assuming the PC's accept the mission, Lynda gives them this advice:

"Find my son, and bring him back to me safe. I know you will be successful in this task. Ben may be frightened and scared. If so, just tell him Mr. Giggles sent you to help him, and he will do what you ask." She starts to turn away, then, points her finger at <one of the characters>. As if in a trance she says "YOU. You must be careful. A red flash, then a heavy weight is upon you. Do not accept this burden."

If questioned, Lynda can add that she is psychic and has visions of future and or past events. She cannot interpret the visions; she can only tell exactly what she sees. Mr. Giggles is the name the boy has given a clown doll he plays with.

The Tunnels

Doc takes them into a back room, opens an elevator, which opens after a short trip in a hallway.

The area around the elevator heads off in all four directions. The room and hallways are uniformly grey with arrows and signs written in ancient. Against one wall there is an ancient desk and table. Every ten feet or so there is a small ventilation grille in the wall near the ceiling, as well as fluorescent lights spaced evenly down the corridors. Doc points out the north hallway – "Down there is my infirmary. To the east are our storerooms, and the south hallway leads to the underground garage. To the west lies the tunnels we haven't explored."

You see a heavy steel door, which Doc opens by placing a small plastic card with a copper stripe against the gray plate. He explains, "The power to the lights is off, but these security doors still seem to work somehow. I don't pretend to understand it". Inside the hallway continues in the same fashion as the others, but none of the lights are working. The hallway is shrouded in darkness after the first 20 feet. Near the door the dust on the floor is scuffed with several prints. A fresher, smaller set of footprints marches off down the hallway, disappearing into the darkness. The air smells of dust and disuse.

"Good luck. See you when you come back with the boy."

The signs on the walls read Infirmary, Storage A & B, Motor Pool, and Operations Center pointing N, E, S, and W respectively.

Each location in the base complex is noted below. The letter matches the location on the map in Fig. 1.

A – Freight Elevator

This is the elevator that Doc uses to bring the PC's down to the underground level. It has two buttons – G (ground) and LL (lower level). It operates whisper silently, barely seeming to move. A trip up or down takes 20 seconds, and travels about 25 feet vertically.

B – Entrance Area

This is the open area the elevator opens into. It is described above as Doc brings the PC's downstairs. There are four security doors heading off along the compass points as described by Doc.

C – Underground Garage

The PC's are not expected to go here, but it is included for completeness.

The hallway ends in with a now familiar security door – a large steel door with a flat gray plate beside it. A sign next to the door reads "Motor Pool" in ancient.

If the PC's can actually get in (after getting a security card, or by convincing someone to let them in), read them this description.

The security door opens, and you immediately smell the particular aroma of machinery – old grease, solvents, and gasoline. The overhead lighting continues, but this room's uniform gray walls have been darkened by soot and covered with yellowed posters, papers, and charts. The hum of operating machinery is evident. In the back corner, what looks to be a war machine of ancient construction has its metal skin split open, exposing components inside the vehicle. Several wrist thick wires come out of the vehicle, and go up into the pipes and wiring in the room's ceiling. A computer screen, a lighted panel, and table sits next to the war machine. In other areas of the garage, there are several benches littered with parts and tools. There is another Humvee here, apparently being repaired or disassembled. On the west side of the garage, there is a huge door set into the wall at the top of a ramp going upwards. Next to the large door, and nearest the hallway back to the rest of the complex is a set of metal stairs leading up to another security door that has a lighted sign over it that reads "Exit" in ancient.

The doors on the west side of the garage lead outside to the surface. The posters and papers are a combination of old US Army regulations, standards, metric to English conversion charts, listing of standard bolt and thread sizes, a swimsuit calendar, etc. The usual type of stuff that gets posted in work areas – commonly used information and such. The war machine is a M2 Schwarzkopf main battle tank. At one time it sported a gauss antitank cannon, which is now in disrepair. However, its power source, a mini-fusion reactor is still humming away and acts as the power plant for Hamilton.

D and E – Storage Rooms A and B

The PC's are not expected to go here, but it is included for completeness.

The hallway ends in with two security doors – one in the north side of the hallway and one at the east end. A sign next to the first door reads "Storage A" in ancient, while the other reads "Storage B".

If the PC's can actually get in (after getting a security card, or by convincing someone to let them in), read them this description.

The security door opens to a large space filled with racks and shelves. The ancients used this room for storage, and so are the people of Hamilton. The room's large space is not nearly filled, but still contains boxes and crates of parts and supplies.

The PC's may want to search the boxes, if so assume there are about 20 items stored in the room. Roll a d20 on this chart to determine random items if you don't want to assign every box.

Roll on d20	Item Found
1-2	Homemade basket with crops (corn)
3-4	Homemade basket with crops (potatoes)
5-6	Box filled with jars full of canned crops (beans)
7-8	Assorted canned food of ancient manufacture

9-10	Cleaning supplies of ancient manufacture
11-12	Misc. Electronic parts
13-14	Misc. mechanical parts
15	Copper tubing
16	Copper wiring spools
17	Misc. wires and connectors for ancient devices
18	Spare ancient camouflage fatigues
19	Computer paper
20	Office supplies (pens, pencils, legal pads, etc.)

F – Infirmary

The PC's are not expected to go here, but it is included for completeness.

The hallway ends with an open security door, with a sign next to it that reads "Infirmary" in ancient. The air smells antiseptic and of chemicals. The room is white, with stainless steel tables, sinks and cabinets. There are two beds to the east side, with a movable curtain between them. There are two rolling gurneys against the south wall, while the cabinets and sinks take up most of the north and west walls. To the west of the room, double doors are opened up to reveal an operating theater with a table, monitoring equipment, trays of instruments and a stainless steel counter with a boxy silver device on it.

This was the base infirmary. Most of the equipment still functions, due to its quality and the combined expertise of Doc and Wrench. The small operating theater is equipped for minor surgeries, and the monitoring equipment is quite advanced (Doc doesn't know how to use all of it, unfortunately). In the cabinets, there are

Item Found
Clean bed linens
Towels and washcloths
Surgical gowns
Latex gloves
20 cans of Medi-Spray (Polyregenerative Serum I)
50 redi-syringe of Antitox (Immune Booster Alpha)
10 redi-syringe of Hemochem (Hemoglobin Regenerative Supplement A)
25 redi-syringe of K-O Shot (Super Sodium Thiopental III)
25 redi-syringe of Stimshot A (Polyregenerative supplement A)
Diagnostic Scanner
Misc Medical gear (syringes, tongue depressors, q-tips, pads, gauze, tape)

In the OR, the boxy silver device is a UV instrument sterilizer. In here there is a standard set of surgical gear including scalpels, laser scalpel, tongs, clamps, spreaders, etc.

G – Main Corridor

The hallway ends with a set of closed double doors. You can see the tracks of the boy continue past the door.

This was an open area that served as a connection to most of the rooms in the complex.

The double doors swing open. The smell of dust and staleness is strong here. In your light you see the boys tracks continue on, doubling over themselves, and then mostly getting lost in general dust clutter, small animal tracks, etc.

If any of the characters have the track feat or make a perception roll (DC15) read this to them as well:

There are also some larger tracks in the dust. They look to be human sized bare feet, but they tracks are old and have been tracked through, so it is hard to tell.

Describing the rest of what the characters see – as always they can only understand the signs if one of them can read ancient.

Immediately to your right on the north wall is a security door (marked in ancient with "Storage C"), and immediately to your south is a closed door with a sign with strange symbols, past that door a hallway branches off of the corridor to the south (a sign reads "Armory" and "Operations Center" with an arrow pointing down the hall). The rest of the room is lost in darkness, but continues to the west.

The security door is locked and the PC's won't be able to get in without the Bronze Identity card. The door leads to the pantry (I).

If the party checks out the other half of the main corridor, they see:

You move further into the main corridor, and you can see that a hallway to the west leads to a T intersection in the distance (a sign reads "Laundry", "Rec Room" and "Barracks A & B"). To the north a set of double doors (marked "Cafeteria") stands closed, and to the south a long hallway recedes into darkness. At the edge of this hallway, there is another elevator set into the western wall. The boy's tracks, still indistinct and double and triple tracked, go both into the double doors, the southern hallway, and the western hallway.

If the party passes a listen check (DC 10) they hear some faint movement sounds – scratching, scuffling, etc. in the direction of the T intersection to the west (rooms Q, N). The northern doors lead to the cafeteria (K). The southern hallway is officer country, where the base officers had quarters. The elevator (S) is non-functional. It doesn't even have an entrance on the surface anymore, for some unknown reason.

H – Restroom

The door is marked with a sign (in ancient that reads "Restroom") and has two symbols on it. Inside, the room is covered in tile, has a white sink fixture on the north wall, a strange machine on the north wall near the door, and a device you recognize as a device the ancients called a "toilet". The door has a simple lock on it, which can only be operated from the inside of the room.

This was a unisex bathroom that contains little of interest to the players. The symbols on the sign represent a man and a woman, which the players can figure out on an Intelligence check (DC 10). The machine is a hot air hand dryer.

I – Storage C (Pantry)

Once the PC's can get in – it will take a Bronze Identity card.

The security door opens with a hiss, and you see mostly empty racks stacked with cans and boxes. This room has very little dust, which is undisturbed, and smells faintly of something rotted. The eastern side of the large room has two metal doors, and there is another security door on the opposite side of the room.

This was kitchen pantry. Apparently before they left, the soldiers used or took most of the items from here. It now holds 10 MRE's, 4 large cans of cream corn, 2 large cans of green beans, 2 large cans of beef stew,

some packets of dried herbs and spices, an industrial length roll of plastic wrap, and a bottle of cooking wine which is quite vinegary by now.

The northern most metal door is the walk-in freezer.

You swing open the door, and immediately the unpleasant smell of rot is much stronger. All that is left on the racks in here are some rotted cardboard boxes, stains and lumps that may have been food at one point in time, but no longer.

The southern most door is the walk-in refrigerator.

You swing open the door, and immediately the unpleasant smell of rot is much stronger. All that is left on the racks in here are some metal pans and trays, rotted cardboard boxes, and moldy items you feel vaguely nauseated just by looking at. There seems to be nothing of value in here.

There is nothing else of value in this room.

J – Kitchen

This area was a kitchen. There are several small rectangular doors in the wall. There are several sinks, and lots of counter tops. There is a large island counter top in the middle of the room with metal pots hanging above it. To the north there is a door set into the wall.

At this time, roll a listen check for the party (DC10), if they fail they are surprised. Three shamblers attack – one armed with a frying pan (1d4 bludgeon), one with a kitchen knife (1d4) and one with a kitchen cleaver (1d6).

You hear an inhuman moan and whip your head around to see that three shamblers are confronting you. These zombie-like humans long ago either mutated away from intelligence or are feral enough they never used it. They are quick, mean, and cunning though, and you know they are not to be taken lightly.

When the characters defeat the shamblers, they can finish exploring the room. The "small rectangular doors" are ovens. The west end of the kitchen is a dish room area where dirty dishes were cleaned. The rest is a standard kitchen. There is very little of value here unless the characters want a knife, cleaver, pots, pans, silverware, or table settings. The door in the northern wall is a small broom closet containing a mop bucket, mop, broom, dustpan, "wet floor" sign, and floor cleaner.

K – Cafeteria

This large open area has 6 round tables and about 3 dozen chairs placed around them. Mounted near the ceiling in the northwestern corner of the room is a black box. A bulletin board holds a paper with a grid of lines and ancient writing on it.

There is little of interest in this room. The black box is a TV set that would work if given power and a signal. The bulletin board paper is a menu for the cafeteria for a week in the month of May. It has such items as Salisbury steak, beef stew, chicken cordon bleu, etc. marked out for meals each day in the week.

L – Laundry

This room contains four large machines of unknown function. Each has a small door in it made of glass, and several knobs labeled in ancient. There are tables, racks containing folded pieces of cloth, and a rack containing several boxes and bottles.

This was the base laundry facility. There are two washers and two dryers on the north side of the room. To the south side of the room, there are racks containing folded sheets, blankets, towels, and washcloths. To the west of the room there is a rack containing boxes of detergent, bottles of bleach, and various laundry supplies in bulk quantities.

M – Rec Room

This room contains a trap. When the character randomly picked earlier to receive Lynda's warning enters the room, the 3 shamblers in the back of the rec room trigger their trap, which drops free weights onto the character from a makeshift trap above the door. The cunning shamblers have placed the weights there so they will fall when one of them pulls a rope that has been routed along the ceiling. The character can pull a reflex save (DC10) to jump out of the way and avoid the 1d8 damage. This item is to set the mood and get the characters thinking about Lynda's psychic abilities for possible campaign ideas later. In any case, the shamblers attack, one with a free weight bar club (1d6), one with a pool stick club (1d6) and the other with fists (1d3, nonlethal). Once the shamblers are defeated, the characters can explore this room. If the characters come to this room before going into the barracks (N), and the weights fall or any gunshots are fired, the shamblers in the barracks cannot be surprised. If the characters enter the barracks first, two of the shamblers will attack them from behind 2 turns into that combat. One will remain to trigger the trap later.

This room has three couches arranged in a U shape in front of a large box on the east side of the room. In the back of the room there is a large green table, and a smaller table with handles sticking out of the side. On the wall in back there is mounted a rack with 4 wooden sticks in it. Closer to the door on the west side of the room, there is a bench with a bar and a stack of metal weights with numbers on them.

The black box is a TV set that would work if given power and a signal. The bench is a weight bench. The tables in back are a pool table and a foosball table. The sticks are pool cues. On the TV they can find 1d6 video discs of ancient movies. Unless the group wants a couch, TV, pool stick or free weights, there is nothing else of value here.

N – Barracks B

When approaching the room, there is movement noise easily heard in the hallway. As the door opens, a shambler armed only with its fists (1d3 nonlethal) attacks the first character to enter the doorway. His allies may not be able to give aid immediately. In the room five more shamblers await and attack the party once they get into the room. They are armed with a combination of fists and metal clubs (bed rails) (1d6). As they approach, the shamblers have ¼ cover due to the bunk beds in the room. After two rounds of this combat, two shamblers from the rec room (M) will attack from behind, if the characters have not yet entered that room. Once all of these shamblers are defeated, the party can search the barracks.

This room is full of bunk beds and footlockers. Many of the beds, mattresses, and footlockers are shredded, broken, splintered messes. Scattered throughout the room are several outfits' worth of camouflage fatigues and boots. Also scattered around are personal effects of the men who lived here like old photographs, magazines, toiletries, and grooming items. To the south side of the room there is a door marked "Restroom". You can hear muffled sobs from that direction.

O – Community Restroom

At this point, as a GM decision, you may decide the party is too beat up, and can have the last group of shamblers attempt to escape through the drain pipe at the southwestern end of the room in the showers. Or you can run the combat as normal.

This room seems to be a large community style bathroom. The west side of the room is partitioned off and entirely made of a tiled open area with oddly shaped metal pipes coming out of the wall. On the north side of the room you see a small boy. He appears to be lying down flat, tied to a metal bunk frame with strips of cloth. Quickly taking in the rest of the room, to the south you see a row of metal partitions separating white fixtures from each other. There are several sinks mounted on the eastern wall of the room. The room is a disaster, several of the metal partitions hang loosely, tiles on the floor and walls are loose and cracked, white fixtures and sinks are cracked and broken. Pipes stick out from the walls, and loose paper trash is everywhere. The smell is oppressive.

If the shamblers are escaping the PC's can notice them fleeing to the back of the room to the shower area. Otherwise, three large shamblers attack with machetes (1d6, 19-20 critical). A female shambler cowers in back in the shower area, protecting a small baby shambler. She will attack with her fists (1d3 – 1) if she or the baby is attacked.

Once the shamblers have fled or been killed, the group can free the boy, who is hysterical and cowers in fear. The PC's can role-play an attempt to calm him down, and any mention of his mother or Mr. Giggles will cause him to listen to the players and voluntarily go back with them.

The shower area has a 3 ft. diameter hole in the middle of the floor where the main drain would go out. It leads to a pipe that a slender human sized creature could crawl through (without gear) and after some tight turns and drops ends up coming out on a small ledge outside (and out of direct sight) of the base into a dried up drainage ditch. Here the pipe's cover has been wrenched off and sits rusting (P).

P – Drain Pipe

If the group sends someone to look – it is a convenient "back door" way into the base. If they do not tell Doc or someone about the entry when relating the eventual story, the townsfolk will be less trusting of the group, wondering what they are trying to hide, even if it was an honest "mistake".

You finally emerge from the pipe, soiled, but no worse for the wear. The pipe ends in a dry ditch, and a metal cover that probably originally closed off the pipe now sits here rusting, wrenched off by the shamblers. Climbing up the sides of the ditch, you can see the base fence a couple hundred yards back to the north. The townsfolk would probably like to know about this undefended entry into their domain.

Q – Barracks A

The same as barracks B, originally allocated to women.

This room is full of bunk beds and footlockers. Many of the beds, mattresses, and footlockers are shredded, broken, splintered messes. Poking around, you are surprised to find scattered throughout the room are several outfits' worth of smaller sized camouflage fatigues and boots. Also scattered around are personal effects of the people who lived here like old photographs, magazines, toiletries, and grooming items. To the south side of the room there is a door marked "Restroom".

R – Community Restroom

The same as barracks B's restroom, but in much better shape.

This room seems to be a large community style bathroom. The west side of the room is partitioned off and entirely made of a tiled open area with oddly shaped metal pipes coming out of the wall. Taking in the rest of the room, to the south you see a row of metal partitions separating white fixtures from each other. There are several sinks mounted on the eastern wall of the room.

S – Elevator

The same as the other elevator the group has seen, but pressing the button does nothing. If the door is forced open, dirt and sand spill out the door. The tunnel to the surface has completely collapsed.

T – Officer Quarters

Once the PC's can get in – it will take a Bronze Identity card.

The outside of this room is the familiar security door. There is a small sign next to the door that reads in ancient "Capt. J. Watkins"

The security door opens with a hiss, and you see a small room with a bed on the west wall, a small private bathroom to the north, a desk on the east wall, and a closet unit on the south wall. The room seems disheveled, like someone hurriedly gathered up things and never came back. The closet doors are askew, desk drawers are open, and the bed isn't made.

With a search of the bathroom, the group can find a bottle of salt pills (20) and a can of Medi-Spray (Polyregenerative Serum 1). In the desk there is a maintenance manual for a US Army Humvee (+2 to general automotive repair checks due to useful generic information, +10 to repair checks on an actual Humvee), magic 8-ball, and misc. useless papers made up of Army memos, order sheets, forms, etc. A desktop computer and flat monitor are on one corner of the desk, and will work if power is provided to it.

U – Officer Quarters

Once the PC's can get in – it will take a Bronze Identity card.

The outside of this room is the familiar security door. There is a small sign holder next to the door that is empty.

The security door opens with a hiss, and you see a small room with a bed on the west wall, a small private bathroom to the north, a desk on the east wall, and a closet unit on the south wall..

The room is empty, having been set up for an officer that for some reason never took possession of it.

V – Officer Quarters

The security door to this room is inexplicably open.

The outside of this room is the familiar security door. There is a small sign next to the door that reads in ancient "Lt. Col R. Murkowski"

The security door stands open, and inside you see a small room with a bed on the west wall, a small private bathroom to the north, a desk on the east wall, and a closet unit on the south wall. There is a skeleton dressed in camouflage fatigues sitting in the chair at the desk. The south room of the wall near the desk is covered in nasty rust colored stains, making for quite a grisly scene.

The room stands open, and is the quarters of the last base commander. The fatigues have an oak leaf pattern on the lapels, and have the name "Murkowski" stenciled above the pocket. On the floor near the corpse is a Beretta 92S 9mm pistol, fully loaded minus one shot. The rear of the corpse's head is missing, if anyone looks that closely.

A search of the corpse also reveals 2 loaded clips for the pistol, a bronze striped military ID card with a picture of an intense looking, square-jawed man with a salt and pepper gray buzz cut. The card has printed on it in ancient "Murkowski, R. Lt. Col, US Army 434009020-39". When waved near the gray panel next to the security doors, it will open them. Clutched in the corpses left hand is a picture of the same man as on the ID, a woman, and a young girl. On the desk there is a desktop computer and flat monitor. The computer will work if provided with power.

There is a hand-held PDA sized computer in a cradle next to the desktop. It functions with the same power as a laptop, uses power cells, and is protected by a password ("Maggie"). In the contents of the PDA are GM's choice, but one item of note is the bio / performance review of one Captain Jason Michael Watkins (appendix A). The bio can be retrieved once the password is figured out or defeated with a computer check (DC 20).

On the desk there is a handwritten note that reads in ancient:

I am leaving this note to collect my thoughts as much as anything. I don't expect it to ever be read, because the world is dying around me.

The times before the Day were like many days I remember in my life – constant tensions, threats of war, human misery on small and large scales, every day seemingly a new crisis. But we really never thought the balloon would go up. Despite the latest crisis, my posting here to this remote vehicle maintenance base only concerned me in that it didn't especially bode well for my career. Forget that first star that I always dreamed about. I would be lucky to get a full bird. How selfish and stupid that seems now. I realize my life has been wasted. I am so sorry, Janine. All that time away from you and Maggie. All those wasted years.

I used the computer and got into the satellite photos. I know that Chicago is gone. My family is gone. Everything I knew is gone.

My command has slowly drifted away. We had received communications from Philly, which claims to have come through OK and has assumed duties as the capital. However, they went off the air days ago. The lack of news drove the men crazy, and since the computer nets went down morale plummeted even further. Capt. Watkins lead most of the men out last week, heading back to see what has become of civilization, on a futile hunt for families and loved ones. I can't call it a mutiny because I didn't even consider trying to stop them. The other men left, one by one, until it was only SSgt Thomas and I. Thomas was from Detroit, which fared no better than Chicago. He took the news poorly, crashing a Hummer into a building up top, ruining one of our elevators and killing himself instantly.

I have decided Thomas made the right decision. It may be a dereliction of my duty, but I cannot go on in this world. In any case, I am tired of being alone. I plan to rejoin my wife and my daughter. God have mercy on us all.

Robert J. Murkowski, Lt. Colonel, US Army 5/21/2021

W – Operations Center

Once the PC's can get in – it will take a Bronze Identity card.

The outside of this room is the familiar security door. There is a small sign holder next to the door that reads in ancient "Operations Center" "Authorized Personnel Only".

The security door opens with a hiss, and you see a large room filled with consoles, desks, chairs, and upright flat sheets of glass on small stands. The entire south wall is taken up by a large piece of glass.

This was the communications and operations center of the base. Here the soldiers communicated with high command, scheduled maintenance or repairs for Army vehicles, and monitored the area around the base for intruders. The glass wall is a wall-sized screen to display maps, etc, while the other "glass" panels are flat computer screens. Most of the equipment will work if power can be restored, but all of the consoles will require access codes and logins, which can only be overcome by a computer check (DC 30). Once accessed, all but one of the systems will only provide error messages complaining that various servers or systems cannot be contacted. The last system controls the base security cameras with live video, night vision, and infrared cameras. Some will still be functional, at the GM's discretion.

X – Armory

Once the PC's can get in – it will take a Bronze Identity card.

The outside of this room is the familiar security door. There is a small sign holder next to the door that reads in ancient "Armory" "Authorized Personnel Only".

The security door opens with a hiss, and you see a small room filled with racks and cabinets, almost entirely empty. The shelves are labeled with small signs in ancient like "5.56 clips", "Power Cells", "Plutonium Clips", "XM29", "Scorpion", "AdTech 2017A", "Beretta 92F", "9mm clips", "Shock Gloves", "Grenades".

This wasn't a heavy armor or infantry group, mostly a logistics base for vehicle repairs. Therefore, they didn't have the top of the line weaponry here. However, at one time the base was stocked with an assortment of XM29 assault rifles, AdTech laser pistols, Scorpion light battle armor suits, Beretta sidearms, and associated ammunition. The men who left took most of the equipment, but on the racks/shelves the group can find: one XM29 assault rifle (bullpup successor to the M-16A2 – same stats but master crafted with +1 to hit, with a camera/scope on top and a trailing interface cable), a pair of shock gloves with belt pack, a Scorpion Landwarrior 2 Suit (civil security suit), binoculars with laser range finder, 5 9mm clips, 5 5.56mm clips, 2 power cells, and an ACS unit (Adaptive Camouflage System – same as the Stealth Pack) with a belt pack, and an AdTech Laser Pistol.

The Landwarrior 2 Armor has the same stats as a civil security suit, but has an on board computer that can link to satellite reconnaissance (that no longer exists), aerial surveillance (which is not available), the "tactical network" (available if another equipped Landwarrior 2 system is within 2-3 miles depending on terrain). The suit is form fitting and has four colored buttons in a velcro covered flap on the left sleeve, brown, black, green, white. Each color when pressed changes the camouflage pattern on the uniform, to desert camo, night camo, forest camo, and snow camo respectively. A port on the right or left side matches the plug on the XM29 rifle. There is a flexible fold out monacle to show data from the computer, a chest mounted thumb trackball/mouse type device to manipulate the computer.

The XM29 camera has a three position switch and a slider on it. The positions have a colored square for each, a white square, a red square, and a green square. The settings are for the camera for video mode, infrared mode, and night vision mode. The slider is an optical zoom for the camera, from -10x to 10x magnification, and is only operable for the normal setting.

Aftermath

Once the group has the boy, they can head back the way they came. Doc and Hawkins will meet them at the top of the elevator.

"Thank heavens you found him safe!" Doc exclaims. "Hawkins – please take the boy to his mother immediately." Hawkins departs with the boy.

"You have kept your end of the bargain, so we will keep ours. We don't have much in the way of money from trade as of yet, but here are 100 corium pieces for each of you. Also – here are the supplies we promised."

On a pallet here, there are 7 MRE's per party member, 5 clips of ammo for any firearm they use (unless too exotic, GM's discretion), 7 pieces HEVE candy per person, 3 light rods, two cans of Medi-Spray, 2 redi-syringes of Hemochem, and a gallon of clean fresh water per person. Doc will explain the use of any item upon request.

If / when the players approach Lynda after this incident, she will be extremely grateful towards the party, provide drinks on the house, any reasonable favor, etc. and will be a good source of gossip of goings on for the group (good adventure hook opportunities).

"Now that we know that we are each honorable people who follow through on their word, I would like to make you another offer. We can use people who know how to handle themselves in a fight. I would like you to become deputized guardians of Hamilton. You will be given a safe house here where you can rest up, heal, store equipment and such. You can requisition community property such as weapons and vehicles for official business. You will be entitled to rations of food and water. In return you will need to from time to time go out on missions to help defend the community. Are you interested?"

Should the party agree, Doc would treat their injuries in the infirmary, then move them on to chapter 3. If they don't want to, Doc will thank them for their help, and remind them they can change their minds in the future. They will be expected to leave Hamilton after resting up, paying to stay in an inn. Optionally, then the GM can have them stumble across chapter 3 independently if desired.

Cast of Characters

Shamblers



Shambler

The shamblers are loosely modeled on the zombies from the D20 Modern Book, but are not undead. If the group is higher than first level, feel free to give these monsters additional HD.

Shamblers are a feral form of human – often mutated, living in squalor and filth. They don't have much in the way of intelligence as far as operating machinery or technical skills. However, they do possess a type of animal cunning, and are known for basic traps like falling rocks, hidden pits, sharp stakes, etc. They usually fight with whatever type of melee weapon they can find, usually taking the form of a club or knife. They will attack with their fists if they have no weapons handy.

Shambler (Human Zombie) CR 1/2; Medium-size human; HD 2d12 +3; hp 16; Mas 10;

Init -1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, unarmed strike), or +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, unarmed strike), or +1 melee (1d6+1, club); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con 15, Int 8, Wis 8, Cha 5.

Occupation: none

Skills: Hide +2, Jump +2, Listen +3, Move Silently +2, Search +1, Spot +2, Survival +3.

Feats: Simple Weapons Proficiency, Brawl, Toughness

Possessions: Rags

Doc

Doc Fred Wisnewski is a doctor who learned his trade as direct apprentice to his father, a surgeon who had left the big city for a quieter life as a small town doctor before the Day. He is a friendly man who is keen on building his community into a place where decent folk can live in peace from the scum of the wastelands. When their small town was practically burned to the ground by raiders, Doc, along with his friends Wrench and Sheriff Tasker, lead some of the town folk to a deserted army base recently discovered in the desert. Chosen unanimously by his people to lead them as Mayor, here in the town they have named Hamilton they intend to rebuild their community in a more defensible position; using the remnants of ancient technology they have found to help them succeed.

Doc (Smart Hero 3/ Juju Doctor 3) CR 6; Medium-size human; HD 3d6 +1 plus 3d8+1; hp 30; Mas 12;

Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (+0 Dex, +3 class); BAB +2; Grap +1; Atk +2 melee (1d3 nonlethal, unarmed strike),

or +2 melee (1d4/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.;

AL Good; SV Fort +4, Ref +2, Will +4; AP 4; Rep +3; Str 9,

Dex 10, Con 12, Int 16, Wis 14, Cha 14.

Occupation: Healer (class skill Treat Injury)

Skills: Autohypnosis (CC) +3, Concentration +6, Craft (Pharmaceutical) +11 (+2 from Medical Expert), Decipher Script +1, Knowledge (ancient lore) +2, (computers) +1, (genetics) +1, (medicine) +11 (+2 from Educated feat), (mutant lore) +2, (pathology) +6, (pharmacy) +11 (+2 from Educated feat), (technology) +2, (current events) +2, Profession (doctor) +9, Repair +2, Search +2, Spot (CC) +2, Slight of Hand (CC) +1, Navigate +2, Survival (CC) +2, Computer Use +2, Read/Write Language (ancient), Speak Language (ancient), (guttertalk), Research +9, Treat Injury +15 (+1 from Juju Specialist, +3 from Savant, +2 from Medical Expert)

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Juju Doctor, Medical Expert, Educated

Talents: Savant (+ smart hero lvl to Treat Injury), Plan, Juju Specialist, Brew Potion

Possessions: Clothes, lab coat, medical kit, small belt knife, various personal possessions



Hawkins

Hawkins is based on the strong/dedicated ordinary template.



Hawkins is one of the senior guardians of Hamilton, and right hand man to the Sheriff. Hawkins is a highly dedicated and trusted member of Hamilton's leadership. He has a gruff, business like attitude and is concerned with getting things done. He can be a bit of a hothead, and works to keep his temper under control.

Hawkins (Strong Ordinary 3/ Dedicated Ordinary 3) CR 5; Medium-size human; HD 3d8 + 6 plus 3d6 + 6; hp 40; Mas 14; Init +1; Spd 25 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +4 vest); BAB +5; Grap +7; Atk +7 melee (1d4+2, unarmed strike)

; Full Atk +7 melee (1d4+2, unarmed strike) or +6 ranged (Beretta 92F 2d6, or Remington 700 2d10); FS 5 ft. by 5 ft.; Reach 5 ft.;

AL good; SV Fort +6, Ref +3, Will +5; AP 4; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 11.

Occupation: Law Enforcement (class skills: Drive, Intimidate)

Skills: Climb -1, Drive +7, Hide +7, Intimidate +4, Knowledge (current events) +2, (streetwise) +2, (tactics) +4, Listen +2, Move Silently +2, Profession +4, Search +2, Spot +5

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Armor Proficiency (light, medium), Defensive Martial Arts, Point Blank Shot

Possessions: Clothes, tactical vest, Beretta, Remington rifle, extra clips, loose rounds, belt knife, various possessions

Lynda

Lynda is based on the fast/ charismatic ordinary template.

She is one of the townsfolk who made the initial migration to Hamilton with her son Ben. Her husband was a town guardian, killed in battles with raider gangs. She has re-opened her business in Hamilton, a small bar where townsfolk congregate for talk and companionship when taking a break from the backbreaking tasks of surviving in the wastelands. She is a obviously a mutant, one large blue eye stares out of the middle of her forehead. Her real mutation is not visible though. Lynda has limited psychic abilities and from time to time will have a "waking dream" that is a precognition of the future.

Lynda (Fast Ordinary 1/ Charismatic Ordinary 1) CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike), or -1 melee (1d4-1/19-20, knife); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike) or -1 melee (1d4+-1/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL good; SV Fort +1, Ref +4, Will +1; AP 0; Rep +3; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Occupation: Entrepreneur (class skills: Bluff, Knowledge (current events))

Skills: Bluff +7, Diplomacy +9, Gamble +7, Knowledge (current events) +7, Perform (sing) +6, Sense Motive +2

Feats: Simple Weapons Proficiency, Nimble, Trustworthy

Talents: Fast talk (+1 Bluff, Gamble, Diplomacy), Evasion

Mutations / Defects: Neural mutation (precognition), Aberrant deformity (Cyclops)

Possessions: Clothes, knife, Golden Hoop bar, various personal possessions



Lynda the Mutant Psychic

Ben



Ben is a child.

Lynda's energetic young son Ben never knew his father, who was killed when he was small. He spends most of his time "exploring", which means getting under everyone else's skin and into trouble at every opportunity.

Ben CR 0; Medium-size human; HD 1d4; hp 3; Mas 10; Init +0; Spd 20 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap 0; Atk none; FS 5 ft. by 5 ft.; Reach 5 ft.;

AL good; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 12, Dex 13, Con 10, Int 11, Wis 10, Cha 7.

Occupation: none

Skills: none.

Feats: none

Possessions: clothes, Mr. Giggles clown doll, various personal possessions

Town Guards

The town guards are loosely modeled on the low level strong/ tough ordinaries from the D20 Modern Book. If the group is higher than first level, feel free to give these grunts additional levels in tough, strong, or fast.

Hamilton's town guards are decently trained by wasteland standards, having received training from knowledgeable military minds like the Sheriff in their community. They are dedicated to protecting the folk of their town.

Town Guard CR 1; Medium-size human; HD 1d8 +2 plus 1d10+2; hp 14; Mas 15;

Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 clothing); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike),

or +4 melee (1d4+2/19-20, knife); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d4+2/19-20, knife), or +2 ranged (example: 2d6, Uzi or MP5); FS 5 ft. by 5 ft.; Reach 5 ft.;

AL any; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Caravan Guard (class skills: Drive, Intimidate)

Skills: Balance +3, Climb +2, Drive +5, Hide +2, Intimidate +3, Jump +2, Listen +3, Move Silently +2, Search +3, Spot +2, Survival +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl

Possessions: Uniform, Weapon, knife, various personal possessions



Figure 1. Underground Base Layout

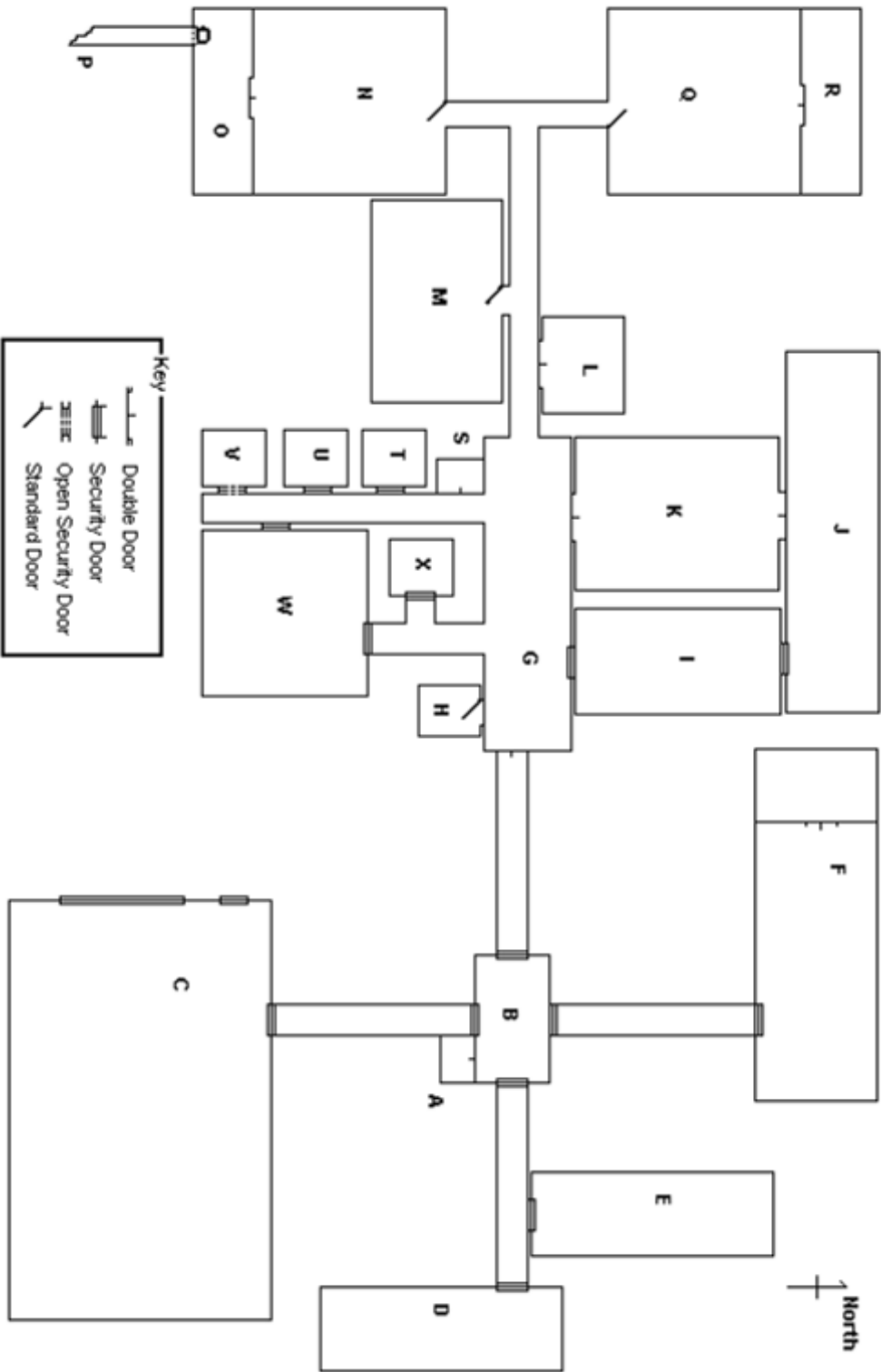


Figure 2. Hamilton Town Layout

