

GammaWorld™

Master's of the Earth Campaign Setting

By: Paul S. Williams (GammaHammer)

This campaign setting uses a house modified version of ™Gamma World 3rd. Edition. game mechanics. Most of the actual mechanics are left unchanged, but some of the methodology has been revised due to the inclusion of a working skill system that is now an integral part of Player Character game play.

***[Please note:]** I have not play tested all the rule changes and expansions, so if you run into any problems or have any ideas to improve any of the systems you use, PLEASE, PLEASE, take the time to let me know at: gammahammer@yahoo.com

Some of the exclusions or changes to the GW 3rd Ed. Include:

- No aliens in timeline/No alien invasion.
- No plant PC's (though they could be included with very little trouble if you so desire).
- Terminology changes for some technologies and creatures.
- Old fledgling skill and talent system is replaced.
- Old character generation system has been replaced.
- Old character improvement system has been replaced.
- No technology penalties based on society.
- Old monetary system has been replaced.
- Old keycard/ID badge system has been replaced.
- Movement rates have been fixed.
- Cryptic Alliances have been marginalized.(some will boohoo about this, too bad!)

Some inclusions or additions :

- A new timeline/game premise
- A new complete beginning campaign setting.
- An integral skill system
- New technologies
- Cyborg Rules
- Extensive items tables, (weapons/armor/medical, + much more)
- Extensive generic campaign aids, (weather, diseases, plot seeds, + much more)
- New Character Sheets
- PC/NPC/Monster Animal Stats
- Extended Encounter tables using converted monsters from AD&D Monster Manual I&II, and the Fiend Folio.
- An alternative basic class system
- Aimed ranged fire effects
- Extended mutations tables
- New hazards and events tables
- + Plenty of house rules for every occasion (mine and other's contributors)

Introduction:

Part of the premise of this campaign setting is that the PC's are commissioned into a quasy military service that is an adjunct to the town council and militia of Boze. They work directly for the town council through the towns defense marshal. In this capacity they will be considered members of the community and expected to serve this communities needs and goals above their own. The direction of most game play will be determined by the GM through the council. Make

no mistakes, this is a directed campaign. You may get accused of 'plot hammering'. PC's should be allowed to adventure between 'assignments' to keep the accusations to a minimum and to allow the players some freedom of unstructured game play. Please take the time to explain this to your potential players. Some players do not like a more directed game play and will eventually be dissatisfied. OR, you could simply adapt the premise and scenario packs to suit your gamer's needs.

The campaign itself is intended to potentially span more than one generation of PC's. I personally like a story line based game with a slow progression toward an engaging goal, and my campaign reflects this. The overall goal is to increase the technology level of the entire area known as Orgon, which includes several Villes and NPC races. The PC's are expected to form alliances and destroy the enemies that stand in the way of this consolidation of power and technology. This is better to contend with the powerful adversary late in the campaign. The adversary is the SEPH, genetically enhanced 'super-soldiers' bent on dominance. Boze is intended to be the catalyst and epicenter of this technological and social renaissance. The PC's will be the engine and the means by which this is all accomplished.

The end began in the year 2110 with the accidental release of a biological tool that affected the world's food supply (please refer to The Black Days below). The setting begins 200 years after the end of the Black Days. The Black Days were a period of approximately 10 years where the wars, famines and plagues finally brought the wondrous technological society of the ancients to it's knees and things fell apart leaving the ruined irradiated and wasted world to fend for itself and evolve into what we find today.

I build my campaigns so that players can wonder at will. All the fixed creatures and monsters are already in place. They just have to wonder across them. The scenario packs are there to direct the PC's into, But, whenever the players feel a need to wonder around on their own, the campaign setting should be able to handle it, so long as YOU the GM know the end goals and have communicated this adequately to the players. The goal as previously explained is very long term. Nothing less, than the establishment of a world wide technological society. But first the bad guys; a returning group of genetically engineered humans, bred and trained from birth to achieve their goal of assuming their place as the natural rulers of the world and beyond. They have been busy on the moon for several generations and can no longer sustain themselves alone there. So, they have come to Gamma World. Naturally, all the INFERIOR creatures that now inhabit the Earth will have to be exterminated or enslaved. They are Tech IV critters, so a great deal of organization and knowledge will have to be brought to bare before the players are able to overcome this last obstacle. They do have one thing already in their favor.

The engineered humans, called Storm Brood by some, and SuperEnhancedProjectHumans (SEPH) by themselves, are few in number. But they also have a special breeding project in mind. Naturally they need breeding material. So, I think they are a very versatile interesting enemy. I based them on fictional characters in a series of Sci-Fi books called War World. They were the Saurons.

The Black Days

Game Premise:

[The GammaWorld begins approximately 200 years after The Black Days, which is what the present inhabitants of the devastated lands of GammaWorld call the short period of plagues and wars that ended the age of man]:

-Narrator

The Black Days were brought about by a series of dreadful social and environmental

disasters that still are not entirely understood. In the year 2110 the world has achieved incredible advances in technology and social engineering. It's scientists and nations were busy stretching the limits of the known and then bringing these new knowledge's to the common man for his everyday use. Many advances were created beyond even the knowledge of the masses. Knowledge that the governments and scientists felt was too dangerous for but a few to know. Though regional conflicts still occurred and were terrible in their effects these were rare occurrences. For the most part the United Nations and the international rule of law held sway throughout the land and peace was the rule not the exception. Of course, each nation still had it's own agenda that didn't necessarily contribute to the greater good of man.

Mankind had delved deeply into the building blocks of life and with this arcane knowledge fostered new living creatures and near-men as companions and helpmates. Many of the new fantastic creatures were put on display in great zoos for the masses as a testament to the glory of modern creationism. Successful and popular breeds of near-men were highly prized and bred for trade and commerce much as pets were in the old days. It was even popular among a few groups to have genetic alterations or technological implants done to themselves. Enclaves of these like minded individuals set up communities where they would reenact historical or fictional lifestyles on a day to day basis, totally immersing themselves in the behaviors real or imagined that enhanced their experiences.

This bliss abruptly changed one fateful day in May of 2110. A facility dedicated to researching new ways to feed the masses had one of those mishaps that science fiction novelists often loved to depict.

A virulent research virus, engineered for lab purposes was loosed upon the world in a containment breach that would change the face of the world and bring the fantastic accomplishments of man to naught.

This particular virus only appeared to effect specific food crops. Unfortunately they were critical crops that fed the masses. As these crops withered and died across the world hunger drove the nations into direct conflict for the meager resources that would quell the anger and bellies of its peoples. The factories of man turned to developing the machines and tools of war and nation fell upon nation as jackals would upon prey. The nations of the world fought until they were too few to fight any longer. In the end there was not enough infrastructure or manpower to keep civilization from crumbling. Not all the enclaves of man suffered direct assault in the wars and some were able to survive in a semblance of the old ways but still not enough. By October of the same year, the world as man had created it, ended. This was not the end of The Black Days, merely it's catalyst, because from the chaos and destruction of the early days many more genetic and viral epidemics were set loose to ravage the lands. Many plagues came and went and some are still among us yet, but the one that had the farthest reach and greatest impact upon all of man and the world itself was the mutagenic virus that caused the Morphagenic Plague. In the labs of man was hidden a terrible creation that had the ability to alter the DNA structure of man. It was a trained pet used by scientists to effect many of the popular changes that allowed the near-men(Nomen) and new animals(Talkers), as well as the genetic changes to the Enclavists. Though a well trained pet at first, once loose in the irradiated and plague infested environment of the war torn earth it itself began to mutate. It then had the power to effect random mutations among the rich ecology of the wilds, both plant and animal life, and of course all the near-men(Nomen) and true men. This period of decline is known today as The Black Days.

Now, 200 hundred years after The Black Days, each species attempts to claw their way through survival in an environment gone mad in its extreme. The earth will heal, but will any sentient live to see it, and if so which....

Common Knowledge:

Town and area geography: The campaign area is set in the area of old Oregon State near the town of Burns. The new 5th Ed. (Alternity Rules) is also set in the Pacific North West area so I may incorporate the 5th Ed. maps someday.

- Boze: The campaign starting point and second largest town in the Local Campaign area.
- Don Don: A rough trading town SW of the Ancient City of Ventor and the largest town in the Local Campaign area by population.
- Enir Ville: A small village NW of Boze
- Emerson Ville: A small village E of Boze about half way between Boze and Don Don
- Ravox: A small village SW of Don Don and just N of the Ancient City of Nuprins. (new)

These towns and villages are generally of mixed species demographics. While Pure Strain Humans are still the dominant species in the area there are still many other races to be seen. Representatives of several of the local races can be found as well as a large and varied population of mutants and pure strain humans. There is a single example of a single race occupying a town and that is Enir Ville. Only pure strain humans inhabit this ville.

Local NPC Races: These are the Nomen neighbors of the local human and humanoid villes listed above. They have their own societies and goals.

- Aarakocra (Birdmen)
- Arks (Dogmen)
- Bugbears
- Dark Creepers (Creepers)
- Formian Ants (Centaur Ants)
- Githyanki (Spartans)
- Grens (Green Men)
- Grimlocks
- Mudmen
- Orlens (Two-Heads)
- Thhirk (Crabmen)
- Trolls

Campaign Plot Threads:

- Nomen: These are the genetically stable and viable bi-pedal(Humanoid) races that were either created before the Black Days or mutated from natural sources afterward. The ancients used to call their humanoid creations Near-Men, but this has degenerated to the slightly derogatory Nomen, that is used today. Most Nomen have their own tribal tongue and societies. Often, they don't recall their origins or have distorted ancestral memories of their advent. Some are now extremely hostile to other races or have developed abhorrent behaviors that isolate them in some way.

- Talkers: These are the mutated creations of the strange Gamma World environment that come from animal stock and still retain most of their animal appearances. For some reason they have become sentient and have some form of communication that allows them to interact with other sentients around them. They are typically sterile and cannot produce viable issue. They are generally shunned by their own kind, but this is not always the case, though it would be hard for a self aware, intelligent being to remain in the company of intellectually inferior beings.
- Enclaves: Groups of like minded people who, before The Black Days, lived in societies, often isolated from others, that re-enacted specific historical or fictional lifestyles, even going so far as altering their bodies to do so. Typically, surgery, genetic or biomechanical changes were used to enhance their experiences. Rumors abound that some of these enclaves still exist in isolation in some places of Gamma World.
- Broadcast Stations: A form of energy distribution that used an 'on-demand' channelized system similar to the old cellular system. A user needing power would simply turn on a device and that device would request a power channel to be opened to it so that it could be powered. Most of Gamma World was being converted to this form of power distribution when the end came.
- Androids: These were a new technology developed late just before The Black Days. They are a synthesis of biomechanical/artificial intelligence systems. There is only one location in Gamma World where these beings can be found, other than exploration teams. The former military lab in which they were developed. Androids can reproduce though resources to build new ones are scarce. They are fully autonomous beings and have original thought and actions though they are very cooperative in nature when working with their own kind. They have formed their own society and often send exploration missions to points of the world to gather knowledge and resources. They are not inimical to ANY sentient being, though they will defend themselves if provoked.
- Jump Nexus: Before the Black Days scientists developed in secret a teleportation method. These teleporters were contained within Top Secret Government locations scattered throughout Old Merika and even beyond so it is rumored. This campaign thread could be the basis for an entire campaign itself. Just have the PC's jump from one Nexus to the next, having an adventure at each one, then moving on ala The Endworld and Ryan Cawdor & friends.
- SEPH: Super Enhanced Project Humans; these beings are genetically engineered supermen. They were the brain child of Dr. Robert Morgan, himself the first genetically engineered human bred in secret. He thought that the idea was a good one and talked government and commercial interests into backing him as a means to staff the New Pioneer missions to the moon.
- New Hope: The underground city of the ancients. (refer to the New Hope files)
- Project LunaTech: A secret mission to colonize the moon and construct a permanently manned moon based fortress. The colonizing missions were known as The New Pioneer Missions.
- Neural Net: A universal, artificial environment linked to individuals through a satellite and local node backbone into an 'earwig'. The earwig is a neural net interface that fits around the ear. The neural net is a natural extension of the 20th centuries internet. The neural net when activated is indiscernible from the "normal" everyday environment except that everything is computer generated. The neural net acts through the central nervous system to simulate through direct stimulation of the brain to recreate site, sound, smell, scent, and touch as well as ambiance in such a convincing manner that it cannot be differentiated from reality. This was primarily used for communications and entertainment and was widely distributed through society. Those who spend to much time in this psuedo-reality were often called 'nodeheads', or 'wiggers'. It was rumored that

toward the end of the Black Days, the AI Super-computers began to use the neural net to control individuals to their own ends.

- Cyborgs: It is known that some of the ancients, to enhance their physical and mental abilities far beyond the norm would surgically implant mechanical devices or completely replace some body parts with bionics. Although it is rumored that some of these ancients still walk Gamma World, it is unlikely that any of these beings could have survived The Black Days and 200 years of evolving life, but somewhere, are the installations that can duplicate these wonders and create a new generation of mighty warriors.

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