

D20 Omega World/GammaWorld™

Master's of the Earth Campaign Setting

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I've developed this campaign track over a period of years and find it to be a versatile setting. This particular version uses a house modified version of ™Jonathan Tweet's Omega World which can be found in Polyhedron#153. Some of the methodology and game system has been revised to suit my own tastes and to incorporate tables and systems I've developed for previous versions of Gamma World. I recognize that my vision of what my post apocalyptic world setting should be may not be your own. Feel free to adjust anything you like here to suit your OWN vision of the way things are in your PA universe.

***[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](#)

Some of the exclusions or changes to this Omega World/Gamma World Hybrid are:

- 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.
- Some of the PHB skills retained, others removed.
- Old character generation system has been replaced.
- No technology penalties based on society.
- Old monetary system has been enhanced/changed.
- Old keycard/ID badge system has been replaced.
- Cryptic Alliances have been marginalized.(some will boohoo about this, but too bad!)

Some inclusions or additions :

- A new timeline/game premise
- A new complete beginning campaign setting.
- New skills added to reflect genre.
- New technologies
- Cyborg Rules
- Extensive items tables, (weapons/armor/medical, + much more)
- New piecemeal armor system.
- 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 D&D 3rd.
- Aimed ranged fire effects
- New and extended mutations tables
- New hazards and events tables
- + Plenty of house rules for every occasion (mine and other's contributors)

At some point I expect to get enough time to put all the separate documents together into a single cohesive work in the form of a manual in .pdf format. It may motivate me to know that people know and care whether or not this happens, so if you care, let me know.

Introduction:

Part of the premise of this campaign setting is that the PC's are commissioned into a quasi -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 Omega World/GammaWorld begins approximately 200 years after The Black Days, which is what the present inhabitants of the devastated lands of Omega World/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 and new animals, 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 Gamma World 5th Ed. (Alternity Rules) are 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.

The Township of BOZE

It is recommended that you have the map open simultaneously while reading this.

Origin: Boze got it's beginnings shortly after the Black Days when survivors from the areas towns and cities came together under the leadership of Father Joseph Bozeinski. They started modestly with a few homes and farmsteads. Over the past 150 years the town has steadily grown to it's current size and grandeur.

Description: The town of Boze has a population of 540 full-time residents. The campaign begins in this township. Surrounding the township proper is a 15' stockade style wooden wall backed with earthen ramparts. Overlooking the wall at aprox. 54m intervals are 30' wooden towers. There are three gates, the primary of which is on the North side of the town. The other two gates are seldom used for regular traffic and are on the East and West sides respectively. The front gate has a guard shack to the left side that is manned at all times. In addition, each gate has a tower placed to either side of the gate proper for defensive purposes. There are very few buildings tall enough to be seen over the walls, most of which are a single story. Inside the town you will generally find only a single example of any type of business as Boze is not large enough to support more. There is a business sector to the left of Main Street as you enter the North gate. Most of Boze's business will be found along here. To the right are a few more business and residences of business owners. As you continue down Main St. you will come to a crossroads of Main St. and Divide St. , this is the center of town and is also the location of the end of

week open markets. If you follow right onto Divide St. to your left are more businesses and residences and to the left you can make out Shack Town, which is what the locals call a group of small randomly built homes where the less financially stable residences reside. If you continue you will come to the West gate. Going back along Divide in the opposite direction and back to the Market area and continuing on Divide you will see some large residences to either side of the street which belong to some of the wealthier Bozean inhabitants. Continuing will bring you to the East gate. Back to Market and continuing South down Main you can see the Tannery and warehouses to your right and large residences to the left. Main ends at the South wall without continuing. Within Boze you can see the occasional water tower each joined by a network of elevated canals which continually re-supply the towers. The canals themselves are fed by a small water pond who's source is the Silvs River.

Also, Just south of Boze proper, about 2.8km, is a fishing outpost maintained and affiliated with the township. This outpost has fishing and trade boats and a shipyard, and fish processing plant, but little else other than a few residences for some of the workers.

Location: Boze lies just 15Km southwest of the Black Days town of (Lorns) and 25Km west of (Kran) in old Oregon State About 2.8Km North of Mal'r Lake.

Demographics:

70% PSH

27% Humanoid Mutant or Nomen

3% Animal Mutants or Talkers

Notes:

Boze location descriptions has sequential numbered descriptions of all buildings within Boze, best to use in conjunction with the Boze township map.

* The numbers to the left correspond to map numbers. It is recommended that you have the Boze Township map open at the same time to refer to.

1. The General Store: Bazel and Henna run the store - live in H7

a. Stocks all common items

b. has a good variety of food items including long life trail foods

c. all specialty items roll % if Int + rank or less rolled item is there at triple prices

d. artifacts and antiques are very rare: roll as above

e. also sales seed stock , excellent variety and condition

2. Grover's Barbershop:

a. Grover is the hub of the rumor mill in Boze and a good haircut

b. D4 people will be here during daylight hours 'shoot'n the bull'.

3. Jonson's Weapons Repair: st14dx15cn12ws14in17ch13 hp25 level3 age25 5'10 180lbs

bodyweaponry / synaptic static 12gsawedoffshotgun, single barrel, breakload

a. The son of Jon isn't a genius but there aren't man weapons he can't repair

b. he may have an occasional special weapon or ammo for sale

c. firearms in general are almost never found for sale, but he does have a good assortment of melee and ancient missile weapons. 10%/visit/day of finding a tech III weapon or .5%/day for special requests max of 60%

d. Jon oversees the cap and ball rifle production of the town with his father. He does most of the delicate work

4. Boze Woodworks: run by a master carpenter named Kalen; 2 levels

a. there are about 3 carpenters, including Kalen and 10 laborers working there

b. They can make nearly anything from wood and often take special orders

c. they supply stocks for the weapons manufacturing plant of Boze

d. mostly just furniture items can be found here and a few liquor barrels and crates, etc

5. Boze Hostelary:

a. 2 levels of rooms, downstairs is a visitor lounge and check-in desk. (9 rooms)

b. The hotel is cit run with 1 clerk: Dala and 1 maid: Menora and 1 handiman: Val

- c. the hotel has no room service or meals
- d. cost is 8gp/day for a private room or 4 gp for the common area

6. Mili's Lounge:

- a. Beer and rotgut are the usual fare here
- b. old brew and liquor can be had for a high price
- c. d4 people here during the day - d20+10 people here during the evenings
- d. Costs: beer = 5sp lrg shot of rotgut = 10sp
old brew = 1gp lrg shot of liquor = 10gp
- e. this place is not the rough and ready type of bar, most of the towns social life centers here and Boze is a quiet hardworking community.

7. Moma Jova's Kitchen:

- a. Moma can and will cook just about anything, given the ingredients that is
- b. if Moma finds out you have a favorite dish she'll whip it up for you
- c. lots of the town folk meet here for lunch, d4 people here for any given meal
- d. breakfast - 1sp 7:00am
lunch - 5sp 1:00 pm
dinner - 6sp 7:00 pm
midrats - 1sp 12:00 am

8. Jon's Armor Shop: st12dx17cn11ws15in19ch11 hp25 level5 age51 5'10 175lbs
Psychometry / Genius Brain, Mechanical uzi submg

- a. Jon is a genius, he can repair any armor or weapon made by mortals. He is a mutant of course. He will almost always send weapon repairs to his son. He loves his work, it is his passion
- b. He is with his son, in charge of the rifle and powder production in town and in fact started the factories up as a way to help the town.
- c. any tech II armor or lower can be found here for normal prices
- d. tech III armor costs 2Xnormal and can be found only 30% of the time. Tech IV and above costs 4Xnormal and can be found only 5% of the time

9. Boze Jail: PSH st16dx16cn12ws12in13ch16 hp50 level6 age32 6'4 205lbs blond/blue
Ambidextrous / (2X)Pearl handled .45 revolvers

- a. The jail is usually occupied nightly by 'Old Man Igre' the town drunk
- b. The town constable is 'Evret Kenwood', everyone knows and likes Kenwood
- c. Kenwood is very proud of his family name, knowing that it goes back to ancient times before the Black Days
- d. Old Man Igre will act as an informant to anyone with a drink or the money for one

10. Boze Fine Clothes: Miira the beautiful lives here and runs her business from her home

- a. The store is well stocked with various types of home spun work clothes. In lesser amount and at higher prices can be found nice clothing and even a few costumes.
- b. Since Miira is more than a little self concious of her beauty she can also be counted on for a variety of cosmetics and perfumes.
- c. Miira is being courted by nearl every available man in the area and knows a great deal of the happenings of the area, these goings-on don't particularly interest her as much as her social life does.

11. The Stable:

- a. Owned by Flany M'Gorny, friend of Saden Mox(local horsebreeder), but Flany is a lush and is rarely present. 40% at Gastino's pub or 40% at Mili's lounge, just 20% can he be found here.
- b. 2 levels - 1st is where various riding animals can be stabled. The 2nd level is where fodder and feeds are stored.
- c. They do not allow aggressive animals to stable here.
- d. Rates: 1day - 1gp 1week - 6gp 1month - 20gp
- e. Behind the stables is a fenced enclosure to allow a small amount of exercise for penned animals.
- f. Jhaster, a spy for Gastino works here and lives at H10

12. Woler's Leatherworks: PSH st11dx13cn13ws12in14ch14 HP20 level3 age35 5'6 150lbs
snub .38 special

- a. Woler does special orders and wholesale work only

- b. Woler supplies saddles/handbags/backpacks, etc to the general store and cut pieces to Jon's armor shop
- c. Special orders will be taken for a high price, usually about 2Xnormal for a like item. The quality is excellent
- d. Woler also owns the Tannery at 38 it is run by a hired staff, usually from Shack Town

13. Devin's Antiques:

- a. Devin is the artifact and junk collector of the area
- b. Devin has contacts in Don Don so he may be able to acquire specially requested items. There is only a 10% chance of finding any specific item in the store. Unless it was a common item which has a 30% chance of being found.
- c. If and item is specifically requested and not in the store he will use his Don Don sources. Chances = 15% +/-20% according to tech level and item requested.
- d. Devin has made quite abit of money selling his antiques and has a large home H11

14. Boze Libray: Wyndi the librarian lives on the premises

- a. The Boze library is run by Wyndi, an intellectual in every sense. She is likely to know the answer to any question if a source can be found in here library (50% chance). She has a keen interest in the history before the Black Days, but an even keener fear of the outside world.
- b. Wyndi is a seemingly cold and aloof person except when talking about the past when she becomes animate and passionate.
- c. Boze library is open to any citizen of the city. Outsiders need special permission from The Father to enter the premises.

15. The School House:

- a. The school house is primarily run by Tol and Agatha, husband and wife. Teaching is a community responsibility with different townfolk teaching many of the practical skills. Though Tol and Agatha handle the day to day teaching.
- b. Tol and Agatha teach the basic and advanced knowledge skills such as reading, writing and arithmetic
- c. Communities from all over the area send their children to Boze to receive at least a minimal education which is paid for by city funds.
- d. The school has one functioning 'Dream Teacher' with a few basic skills on disk. Approx. 25% of total skills can be found, but are stored at the library under Wyndi's control.

16. Gia's Kitchen:

- a. Gia supplies the town with all the baked goods anybody could want.
- b. Even pastries and such can be had for a high price, as sugar is very hard to come by. But fruit fritters and the like can be readily found in season.

17. Boze Town Armory:

- a. Stores of weaponry and armor are kept here for the towns defense. Whenever the alarm is sounded, the towns militia of which most townsmen are members, gather to receive weapons and armor before manning pre-assigned positions.
- b. Supplies:

Weapons

15Xfrag grenades -----3Xneedlers -----2X10mm Glock -----10XL.crossbows
 5Xchem grenades -----2XslugA P. -----6X.22 8s Revolver ---10XH.crossbows
 5Xcunc grenades -----1Xlaser P. -----1X.30-30 bolt R. ----30XS.bow
 1Xmuzzle loaded Can -----1Xstun R. -----1X.30-06 bolt R. ----20XL.bow
 1Xshoulder launch Mini Missile ---2Xparalysis rods ---2Xvibroblades
 1XM203 -----2Xm16A2 -----1XM1(sniper kit) ----40Xcap&ball R.
 2X12g R. -----1X10g R. -----40Xshort swords ----60Xspears
 30Xhand axes -----10Xflails -----10Xsabers

*all weapons have 100 rounds of ammo or 2 full reloads for ultra modern weapons

Armor

25Xleather -----25Xstudded leather -----10Xchainmail
 1Xforce field belt -----1Xfull plastic armor w/ combat helm
 2X hercuweave jump suits ---3Xarmorlon jump suits

18. Boze Militia Headquarters:

a. This building is where the planning and training of militia actions are done. It also doubles as the war room during conflict.

b. militia officers are: Jon - Field General

Rindol- Logistician

Kenwood - Town Defense Marshal

Agram - B squad commander

Woler - C squad commander

Jonson - A squad commander

Osk Hesler- D squad commander

c. The town musters about 200 militia fighters from within the town and another 50 scattered across the rural areas. Boze also has a defense pact with Enir Ville, Emerson Ville, the Crabmen, and Don Don.

19. The Arms Factory:

a. the arms factory started by Jon has made Boze relatively wealthy.

b. Boze does not sell its arms indiscriminately, it sells them only to its allies Emerson Ville and Don Don.

c. The factory is capable of producing 4 rifles a day and also has plans for producing handgun variants at the same rate of production.

d. Jonson is in overall charge of the project but will defer to Jon in all matters that he cares to intercede upon.

e. No finished weapons are ever stored here, but at the Armory building.

f. Don Don has just placed an order for 100 rifles for its own militia.

20. Gastino's Pub:

a. a rougher cut of individual hangs out here. If there is trouble in town it generally originates from here.

b. Prices are generally the same as at 6. Mili's Lounge, but without any pre-Black Days beer or liquor.

The main stay at this pub is local rotgut.

c. Gastino runs this pub as a spy front for the Ravox War Baron, operating in the area. Gastino's candle often burns late at night with secret meetings. Another true spy is Jhaster who works at the stables.

Gastino is a mutant with the power of mindshield, though he looks normal if somewhat dark and rough.

d. D4 people can be found here during the day and d10 in the evening.

21. Town Hall:

a. all the towns administrative functions are done here. Courthouse/License/Permits, etc

b. The town vault resides within: Money exchanges, licenses and permits are handled by Rindol son of The Father (Therlen).

GP = 1000

EP = 1300

SP = 6000

CP = 5000

DO = 3000

DA = 800

Jewels = 3000

Total = 9275

c. In front is a well groomed flower garden with more than a few varieties of rose. Roses are Father Therlen's hobby.

d. This building doubles as an infirmary during emergencies.

22. Gunpowder Factory:

a. Agram Wilam is in charge here. He with Jon made the rifle production possible. Agram knows the secret of gunpowder making and brought it back with him after a short and spectacular adventuring stint. He is a minor hero in town.

b. The factory is capable of producing approx. 5 lbs of powder a day.

c. The building is enclosed by a 7' wooden fence backed by earthworks to prevent accidental explosions from demolishing surrounding buildings.

23. The Grainary:

a. Stores ground and whole grains. Ground grain is stored in sacks in the building proper with whole grains in the two attached silos.

b. the building stores about 5 months of whole and ground grain.

c. all ground grain is received from the mill North of Boze along the Silv's River.

24. Warehouses:

a. the warehouses are leased to the various business and merchants throughout town.

b. there will always be a single guard within each warehouse and 1 roaming guard that patrols the grounds between and around all the towns warehouses.

25. War Barracks:

- a. These barracks are only used during times of open conflict. They are used to house the militia members from outside the city proper.
- b. The barracks have only narrow slits for windows.

26. GateGuard Shack:

- a. there is always 1 guard on duty here at all times. 2 guards that patrol the parameter of the wall also report here.
- b. another roving patrol of 1 guard that patrols the Out Houses also reports here.

27. Out Houses:

- a. There are 2 groups of 4 sections for a total of 40 homes in each group 10 homes in each section. These homes were recently built in response to Boze's recent rapid growth according to an expansion plan drawn-up by Father Therlen with council from the cities leading members.
- b. These homes are a divisive subject for some members of the community, namely those citizens that reside within Shack Town. They feel that their homes should have been upgraded first before the new homes were built. They were given first choice in selecting a home in the Out Houses but most refused pointing out the lack of city walls for protection as a primary reason. Though this is true enough, most residents of Shack Town seem to be members of a local cult (The Flame) and the town leaders and Father Therlen believe that they have more insidious reasons for not leaving their current location.

28. Defensive Towers: 30'

- a. These towers remain largely unmanned during peace time. Only 1 tower at each gate is manned during the day and none at night, as all gates but the primary North Gate are closed during night time.

29. Defensive Walls: 15'

- a. The walls are made of cut and fitted logs backed by earthen ramparts.

30. Water Towers:

- a. each tower stores approx 600gal of potable water for everyday and emergency use. These towers are fed from #41 through a series of elevated water flues approx 10' above ground.
- b. There are plans to pipe certain locations throughout town and create large sinks for easy access by citizens for water. There are currently only spouts at each tower location.

31. Fenced Storage Area:

- a. Patrolled same as warehouses and used for same purposes
- b. only used for those items that will be shortly moved or do not require weather proof storage facilities

32. Storage Units:

- a. smaller storage spaces for merchant who need less space than a warehouse. Costs substantially less also.

33. Sacred Temple of The Flame:

- a. The center of a Shack Town cult. Their beliefs are not widely known as well as their intentions and motives. The cult started with a certain immigrant only known as Maaroni 'The Master'. He is of Githyanki origins and is otherwise a mysterious figure.
- b. The temple was built from donations and labor of the Shack Town residents. The cult members beliefs are known to include celibacy, poverty (they donate all excess wages to the Cult of the Flame), and the study of a strange form of unarmed combat which includes a spiritual component. They are always polite and rarely cause trouble. Nonetheless town leaders are concerned about the cult and its parallel social and leadership structure which they feel detracts from the traditional Bozean values.

34. Shack Town:

- a. Shack Town is a group of shanty's within the walls of Boze proper. They were formerly the dwelling places of Boze's poor and though they still serve this purpose they now are also the center of a new cult that threatens Boze's conservative lifestyle.

b. Shack Town is a very crowded maze of closely built shanties and shacks. These homes are small and crowded with Boze's poor. They were built with little regard for movement of traffic and have no streets. House facings and layouts show little regard to proper planning practices of the rest of the town.

35. Blacksmith/Cobbler/Wheelwright:

a. This facility is shared by several craftsman who often work together to accomplish work orders.

36. Market Square:

a. This is the site of Boze's market on 3rd day. All kinds of items can be found here but mostly run to seasonal food items.

b. The Market Square is at the intersection of Main and Divide

c. The merchants frequent nearly all the major towns within a hundred mile radius, each one on a different day of the week. The market closes at noon of each day, and opens at first light.

37. ?

38. Tannery:

a. This is the processing center that turns pelts, hides and skins into leather for resale and for Woler's Leather Works.

b. Many of Boze's residents would like to see this facility moved outside of Boze's walls, FAR outside. The place has a very distinctive and nasty odor that wafts across town depending on which direction the wind is blowing. Since it's large size would necessitate a great expenditure of time and resources, this has been put off for an underterminate period.

39. Observatory:

a. This observatory is used to follow the heavenly bodies and to research the rumors of Black Days technologies in the skies.

b. This facility stands approx. 60' and is the most prominent site outside of Boze's walls.

40. Order of the Hand Meeting Lodge:

a. This location is the headquarters of a group of individuals who travel the outlands healing and aiding all species of creatures. Almost every intelligent creature society will allow access to their villes to the individuals of this group as almost all have benefited from their abilities at one time or another.

b. there is almost always someone here but members seem to change frequently and no one seems to be looked to as 'the leader' of this group. Very little is known of this group in general, though anyone displaying healing talents or powers will be approached for membership.

41. Water Source:

a. This pond is refilled by a canal that originates from Tooly Reservoir which is itself fed by the Silvs River.

b. at its edge is an animal powered pump that continually passes water to the elevated system of shoots that refill Boze's water tanks.

Homes:

H1: Father Jhol Therlen and his wife Iman and son's Rindol and Galon(late-teen) reside here. It is 2 levels.

H2: The Honored Elder lives here. Gaylon is honored as the oldest living resident of Boze. He is a great source of stories and adventures. Some believe that Gaylon has been around since the Black Days itself. Nobody knows his true age or origins. He is secretly only about 65 and has been released from a stasis chamber approximately 25 years ago. He seems to know a LOT about the way things were before the Black Days.

H3: Trade Masters Quarters: This position is currently held by Therlen's son Rindol. Rindol acts as the towns representative on all trade matter's within Boze and all villes that wish to trade or barter for Boze's excess products.

H4: Bolan Family residence. The Bolan family are headed by a famous adventuring father and mother (Kazar and Marta) who have settled down to start a family. The Bolan's and their progeny are often in the thick of all political decisions and processes within Boze.

H5: Heslar Family compound. The Heslar family claim the blood of the founder Joseph Bozeinski through Karol and Jasta and are involved in Boze's politics. Ben and Jasta Hesler, their son Osk, and daughter Lara(pre-teen), as well Karol, Jasta's mother.

H6: Leon's Home: This man is the elected representative of those recent immigrants that are known as outsiders and who live primarily in the Out Houses. He also figures prominently in Bozean politics.

H7: Bazel and Henna's place. General Store owners.
H8: Menora and Val live here. Work at the Boze Hostelary.
H9: Kenwoods place. Kenwood is the town Constable as well as the towns defense Marshal.
H10: Jhaster's place. Jhaster works at the stables and is also a spy for Gastino.
H11: Devin's place. Devin is the antique dealer and is frequently out of town.
H12: Tol and Agatha's place. Boze's teachers
H13: Gia's place. Baker and owner of Gia's Kitchen

Town Council Members

Jhol Therlen –Council Head
Rindol Therlen
Kazar Bolan
Ben Hesler
Jasta Hesler
Leon Harmen

Exports:

- a. Gun Powder - Allies only
- b. Grain - Whole or flour
- c. Education - On site
- d. Finished wood products
- e. Beer - In season
- f. Lake fish
- g. Tanned hides

Future Plans:

- a. Extend wall to enclose OutHouses
- b. Find a Master Quarryman and Master Mason to build stone fortifications
- c. Acquire technology
- d. Extend Education services
- e. Build a wind generator
- f. Begin a program of cannon and grenade manufacturing
- g. Relocate the tannery outside of Boze
- h. Begin a program of cap and ball pistol manufacturing

- 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

Enir Ville

Background

Enir Ville was founded by Quade Enir approximately 15 years ago, by a group of settlers originally from Boze. Quade from early on had been known for his bullying of people. He always found something about anyone to pick on, but especially preferred humanoids as they were usually easy targets. He was an extremely handsome example of the PSHuman race and used his natural charisma and good looks to sway others to help him in his mischievous pranks on unsuspecting mutant victims. He was constantly being chastised by the town marshal and other concerned citizens, but nothing seemed to detour his behavior. Eventually he grew up, but his views if anything matured into a more concerted hatred for those not of PSHuman stock. He continually proselytized to the PSHuman's of Boze, or anyone else who would listen. Eventually, the Boze council voted to not allow Quade to speak in public. Seeing that he was eventually going to be ostracized completely from Boze he along with several families of likeminded people left late one night with supplies and equipment that they had been saving for just such an eventuality. This group led by Quade traveled some miles North and settled at a good location near the Silv's River where they founded Enir Ville in honor of their leader.

Commerce

Enir Ville's citizens have found a small deposit of gold in the riverbeds near where the ville and have used it to purchase the items they need from Boze and others. They produce nothing else of significance.

Politics

Enir Ville is run mostly by consensus though Quade has a significant influence over those decisions. The policy that Enir Ville has adopted against all other races is one of segregation, not destruction. They believe that PSHumans should congregate together to help increase their strength and to keep the bloodlines pure. They believe that PSHumans are the descendents of the ancients and mutants are poor step cousins.

Enir Ville often sends representatives to Boze to sway others to join them and also to trade for things they cannot make themselves. Enir Ville is a small community and does not have many of the luxuries that a larger Ville offers. Even though the circumstances of Enir Ville's formation is dubious, there has remained close ties between many of the families of Boze and Enir Ville. Like most villes in the area, they find it prudent to form common defense pacts with its neighbors for mutual protection. It is a dangerous world and politics is often set aside to ensure safety.

*Note: The citizens of Enir Ville are not associated with any other 'cryptic alliances' or hate groups.

- Emerson Ville: A small village E of Boze about half way between Boze and Don Don

Emerson Ville

OverView

Emerson Ville began as a small cluster of huts erected by a single family. The family had been driven from their people because of the strange deformities and powers that kept cropping up in their bloodline. Eventually anyone who was unwanted elsewhere made their way here and the collection of huts grew into a thriving community of 150 souls. Most of the inhabitants of the ville are humanoid, New Men or New Animals. There are a few PSHumans of dubious backgrounds, but no one asks questions there.

Due to its varied demographics, Emerson is able to call upon some powerful mutants when it needs defending. In addition, Emerson has a defensive pact with Boze and is on very friendly terms. Emerson is one of the few towns that Boze will sell its arms to. As stated, some of Emerson's inhabitants include New Animals. The New Animals, for the most part, keep in close contact with their cousins the animals of the forest and this allows them ample warning of intruders into their territory. Emerson Ville will rarely if ever be surprised by any intruder or skulker.

Politics

Emerson Ville is run by an elected leader who serves for a his/her/it's lifetime by a vote from all of its inhabitants. Emerson also has a shaman who acts as spiritual counselor and medicine man to the ville.

Commerce

Emerson is primarily a farming community, but also provides game and some astounding carvings of stone and wood that sell well in the other communities. Emerson does not require a lot of imports, but what it does need it usually gets from Boze a close ally. Emerson also keeps in close contact and trades with the Crabmen on the East shore of Mal'r Lake.

- Ravox: A small village SW of Don Don and just N of the Ancient City of Nuprins.

The Barony of Ravox

The Ville of Ravox is small and has approximately 100 sentients living within the ville proper. Out to it's borders are another 100 or so. The barony is controlled by a single ruler known as The Baron. He maintains control through his standing army and his officers known as The Knights.

The Barony of Ravox does not produce anything for export and is mostly self sufficient except for luxury goods. It does import horses and weapons whenever someone can be persuaded to sell them to them. It is suspected throughout the area that the Barony has militant designs on expanding it's territorial holdings thus they have been ostracized from much of the trade that goes on between villes of the area.

Ravox has it's own skilled craftsmen which produce basic goods for the populace and the Baron's fortress. The Baron tightly controls the technology that is available to his subjects. His people will rarely have any item beyond tech II. He and his men and fortress proper will have technology typically of tech III or higher.

The demographics for the barony are: PSH(78%)MHum(20%)MAn(2%)

The Fortress

The Barons fortress home is two stories high and two stories underground. Though the footprint is small it actually has quite abit of internal space. The Baron, his personal servants and the Knights reside here.

The Fortress has a generator and during times of conflict defensive systems can be powered up, otherwise the Fortress remains a Tech II facility.

The Knights

The Knights of Ravox were recruited by The Baron before his takeover of the Ville of Ravox. He uses them to lead his small army and to subjugate the people of his Barony. There are 10 Knights. The knights are typically armed with Long Swords, Neural Whips(pain), (1)high power revolver, and an automatic rifle of some sort.

The usually wear Chainmail and a helm and ride a variety of steeds. They and the Baron are the only ones who are allowed to ride a mount in the barony. All others can only be used for draft or food purposes.

The Knights act as officers of Ravox's small army numbering about 60 adult males. Participation and training are mandatory and is done the last day of each weak. Basically every fit male over the age of 14 is required to serve in the military. Active duty is generally two month active service a year with 10 months reserved for other peasant duties. During times of conflict or at the Baron's whim all military members will be called up for active service. Failure to show for muster is a death sentence for the offender and public whippings for all family members.

Falen is The Baron's right hand man and lead Knight. Instead of the revolver, he is armed with a needler and instead of the automatic weapon he is armed with a Slug pistol B.

A typical Knights Stats: (ST)13(DX)13(CN)14(WS)11(IN)12(CH)10 (MR)15 (LVL)6 (HP)50

The Government

Ravox is governed by a feudalistic system imposed by the self proclaimed Baron of Ravox. Ravox and the Baron have embarked on a militaristic takeover of as much territory as they can seize and control. Which isn't much considering their population base and resources. The Barony has managed to control only the area in a 12 mile radius or so and is beginning to encroach on Don Don to the NorthEast, though they dare not anger the leadership of Don Don as it has many more resources with which to call upon. Though pure strain humans are the primary inhabitants, mutated humanoids also have a place. Mutants are frowned on, mostly because the Baron never fully trusts those with the potential to find out his true nature and intentions. Mutated Animals are rare and are largely ignored by the Barony proper.

The Baron

(ST)17(DX)14(CN)18(WS)12(IN)14(CH)12 (MR)8 (HP)120 (Level)12
AC 3(-15) + 3(-15)Ballistic cloth-Hercuweave + -1RF Forcefield belt [6(-30)-1RF]

Weapons:

Scepter-paralysis rod [2Xreloads]

Vibro Knife-(6)+ignore AC

2Xmatching Laser Pistols-(8)+1RF

Skills:

-There is a flat 50% that The Baron will know any other basic skill not listed above in all but the 'Combat Skills/Primitive Missile Weapons Skills/and Small Arms Skills.

Morgan Lafat is The Baron of Ravox. The Baron is a male humanoid of Human stock. His appearance is of a dark, thick, heavily muscled man in his mid to late thirties. He often wears black studded leather and heavy steel shod boots. The Baron has no discernable mutations. In actuality his only mutation is 'slow aging' (unlisted mutation). This mutation has the effect of doubling the Barons lifespan in every respect. Though his apparent age is of a 38 year old man his actual age is 72 years.

Due to his age and nature, he has seen and done many things in his lifetime. He has more than a little bit of a Napoleon complex and desires to control the destiny of all sentient beings. To this end he has dedicated his life to acquiring the power to do so. He has been driven out of many a ville and city in his life due to his machinations. Luckily he does not have the brilliance or luck to pull off most of his previous schemes. During his travels he has amassed a considerable knowledge of military installations, but because he is loath to risk his life or trust others he has not been able to harvest that knowledge. The military sites of the ancients are notoriously dangerous.

Several years ago he finally settled in the old Pacific North West of Ameriga. The small ville of Ravox was chosen as his next location to launch his schemes of domination. He ingratiated himself with the then leader of Ravox with the vast knowledge he has acquired in his travels. The old leader of Ravox made Morgan his trusted aid and adviser. During this period Morgan built a power base of men under his direct control. These men were called Knights and were well armed and trained by Morgan. When he felt the time was right he took the town for himself using his Knights to enforce his rule. He renamed Ravox, The Barony of Ravox and granted himself the title and name of The Baron, which everyone calls him to spare themselves the whip. Only his Knights and himself are allowed to give orders, there is a small merchant class, all under his thumb and all the rest of the population are considered his vassals and peasants with no rights other than those he grants.

The Baron has sent or recruited spies in all the local villes and cities of the area, though he has not been able to infiltrate any of the cities of the New Men.

He uses these spies to gather information of military significance and to also find out when merchants are traveling and what their cargos might be. He uses this knowledge to further his own ends. He often sets up ambushes for particularly juicy cargos he learns about. He has recently been worried about Boze's new industry and is planning to sabotage the arms factory there. He rightly sees it as a threat to his future plans.

The Baron keeps a mutant slave on a leash and is never seen in public without it.

The slave is Misha, a mutant humanoid(F) of feline features. Misha is a very powerful mutant and has the natural attack forms of a cat (claw/bite) as well as the following powers:

Physical Mutations

-Heightened Senses(12)- Smell/Hearing

-Infravision(12)

-Sonic Blast(9)

Mental Mutations

-Empathy(8)

-Danger Sense(11)

(ST)12(DX)17(CN)11(WS)13(IN)11(CH)13 (MR)12/(20-Baron loyalty factor) (LVL)8 (HP)40

Skills:

The Baron has seen to it that Misha is VERY loyal and obedient. In fact while the Baron lives she will be completely loyal. Upon the Barons demise she will go into a catatonic state for 24 hours after which she will seek her own freedom and destiny, provided she still lives. The Baron frequently uses her empathy power to discern the intentions of those around him and her danger sense to give him warning of any danger to his person. He has Misha sample all his food and drink and has her close at all times in an effort to have her share his danger thereby sharing her power of danger sense which normally would only warn Misha of impending danger to herself.

General Ville Info:

These towns and villages are generally of mixed species demographics. While Pure Strain Humans are still the dominant species in the area there are 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 only one 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, the 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 OW/GW 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 OW/GW.
- 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 OW/GW 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 OW/GW where these beings can be found as a society, other than the occasional wonderer or unit that was shutdown. The former military lab in which they were developed is the only location where Androids have formed a cohesive community. 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 generally 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 and 21st 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 too much time in this pseudo-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 the OW/GW, 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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