

MUTANT

YEAR ZERO



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ZONE COMPENDIUM 5:
HOTEL IMPERATOR



MUTANT

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ZONE COMPENDIUM

Welcome to *Zone Compendium 5* for *Mutant: Year Zero*. This booklet contains more extra material for Gamemasters.

The main part of this booklet consists of four complete Special Zone Sectors. They follow the same format as the Special Zone Sectors in Chapter 15 of the *Mutant: Year Zero* core rulebook. These scenario locations can be added to or placed in any sector of whatever Zone you are playing in. Note that some of these sectors include mutated animals, so they should not be used before the animals have escaped from Paradise Valley (see *Mutant: Genlab Alpha*).

Every Special Zone Sector has a map overview, which is available in two versions:

- ▣ The GM map has small picture inlays, showing details of specific locations in the sector.
- ▣ The player map does not include these inlays and can be shown to the players when the PCs arrive in the sector. The player maps can be found in the middle of this booklet, and will be available for download from the Free League website.

After the sectors is a section with new psionic mutations and several new artifacts. Cards for these mutations and artifacts are included in the custom card deck for *Mutant: Mechatron*.

HOTEL IMPERATOR

In a low-lying area surrounded by ruins and hidden by thick Zone smog, the well-preserved remains of a hotel can be found. In the Old Age, it was a popular resort for the rich and famous. During the Apocalypse, Hotel Emperor was abandoned and fell into ruin. Decades later, it was rediscovered by an expedition from the Mimir Titan Power. The largely intact hotel in a fairly secure location made it a perfect area for one of Mimir's research branches. Today, the hotel has been taken over by another group with big ambitions: a psionic cult called the Brain Ring,

ROBOTS

Several Special Zone Sectors in this compendium include robots, which have stats according to the rules of *Mutant: Mechatron*. If you don't have access to that book, simply use the *Mutant: Year Zero* rules instead, using the attribute conversion below.

- ▣ Servos = Strength
- ▣ Stability = Agility
- ▣ Processor = Wits
- ▣ Network = Empathy

a militant faction that sprang from Nova (see *Mutant: Year Zero*).

OVERVIEW

Hotel Imperator is surrounded by a sturdy, ancient electric fence (you can use the stats on page 121 of *Mutant: Genlab Alpha*). The only way to get in without passing through the fence is via an old underpass. The entire area enclosed by the fence is covered by dry grass and withered bushes. Next to the main hotel building, there is a concrete bunker. In the yard in front of the hotel there are ruins of a once beautiful fountain, now covered with vines and filled with Rot water. Near the fountain, there is a rusty car wreck that still holds the remains of its long-dead owner. The hotel building itself is rather worn, but remains quite impressive. On one corner, there is a high-tech tower and on the roof, several antennae and satellite dishes can be found. Above the main door, there is a cracked but readable sign with the text, "Hotel Imperator."

LOCATIONS

Hotel Imperator has four surface floors: the ground floor, two floors with hotel rooms, and a top floor with a luxurious spa facility. Below ground, there is a secret cloning lab. Elevators run between the floors. To access the cloning lab, visitors need the access cards carried by some of the Brain Ring's psi-mutants.

Getting In: A psi-mutant always stands guard in the tower (see below) at all times. They guard is usually not very vigilant, however, and thus gets a -2 to any Scout roll to spot intruders.

The main entrance to the hotel is a solid double door. It is usually unlocked, but can be locked by Athena (see below) or a psi-mutant with an access card. When the door is locked, it will require an access card to be opened.

Ground Floor: On the ground floor, there is a reception area, an office, a bar, a dining room, a conference room and a well-equipped kitchen. The Brain Ring members use the dining room for meals and sometimes the conference room for planning the

operations. The cleaning robot Volta does the cleaning and maintenance work.

In the conference room, hidden speakers play soft music. On the large table, there is an old projector. With a successful Comprehend roll, the PCs can turn it on. It will project photos of the PCs' own Ark as well as another settlement in the Zone and an old gas station on the wall. This is Blackhand's Bar, described fully in *Zone Compendium 3: Die, Meat-Eater, Die!*

Second and Third Floors: On each of these floors there are eight hotel rooms and four suites. The rooms are quite simple and contain a bed, a wardrobe, a small desk and a bathroom with a (functional!) shower, while the suites are more luxurious and have a separate office and a large bathroom with a jacuzzi. If the PCs search the rooms, they can find a random artifact. Make good use of the scrap list on page 262 of the *Mutant: Year Zero* rulebook to fill these rooms with other interesting items. Most of the Brain Ring members are staying in the suites the third floor, but a few reside on the second floor. If the PCs sneak around in the hotel, roll a Base Die for each room that the PCs enter. If the result is a [biohazard], there is a psi-mutant in the room. It will not be Macron or Francisca.

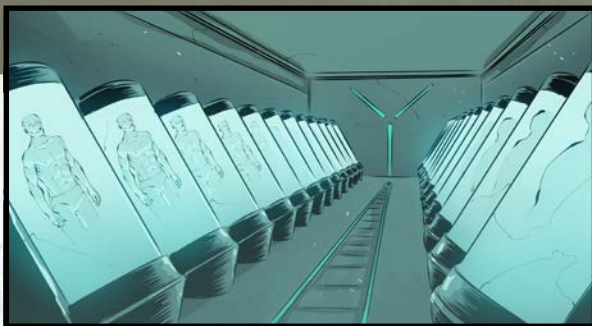
Top Floor: This whole floor is taken up by a large, fancy spa. A swimming pool dominates the main room. Next to the pool, there is a well-equipped bar and two Jacuzzis. On sun beds by the pool, guests can relax under the flickering hologram of a clear blue sky. By the elevator, there is a reception desk with a First Aid Kit (artifact, see *Mutant: Genlab Alpha*). Next to the reception area, there is a storage

ELECTRICITY AND WATER

A small reactor deep underground still provides electricity to the Hotel Imperator. There is even running water in most of the building. Note that the PCs have likely never experienced this kind of functional advanced technology before.

HOTEL IMPERATOR

CLONE LAB



CRYO CHAMBER



THE SPA FACILITY

room with a laundry machine (a big, bulky humming mystery) that washes and folds towels and bath robes. A corridor leads to four rooms – two with massage benches and equipment for beauty treatments and two containing tanning beds.

The spa facility is the favorite hangout spot for the Brain Ring. Any psi-mutant who isn't busy in the clone lab or is on a mission out in the Zone will usually spend their time here. If the PCs manage to infiltrate the facility without triggering the alarm, they might be able to surprise Macron.

The Tower: On one corner of the hotel, Mimir has built a tall, high-tech tower. Via a cramped elevator, visitors can access a room with windows in every direction. From the tower it's possible to see far out into the Zone (a Stalker can Lead the Way from as far as a lookout point, see page 122 of the *Mutant: Year Zero* rulebook). A futuristic-looking weapon is mounted in the tower – it's a laser cannon. Due to an electrical glitch, it can only be fired every other round of combat. The laser cannon has Gear Bonus +3, Weapon Damage 3, and Long range. It doesn't need reloading. The cannon is destroyed if dismounted. There is always a guard posted in the tower. On a table in the tower, the PCs can find a Tactical Visor (artifact, see *Mutant: Genlab Alpha*).

The Basement: Underneath the hotel, there is a bunker area with dim lights, metal doors, strange machines and spooky laboratories. See the detailed map on page 7. The elevator leads to a room with four doors. Above each door, there is a sign with text. If the PCs make a Comprehend roll, they can



PSI LAB

THE ALARM

If the PCs are spotted by the guard in the tower, or if they mess around or make a lot of noise when inside the hotel, the psi-mutants will sound the alarm. A high-pitched beeping noise will sound from every speaker in the hotel. The Brain Ring members will arm themselves and organize their defense against the intruders. The PCs will be in big trouble!


read the signs that say: “CLONE LAB,” “PSI LAB,” “CRYO CHAMBER,” and “SECURITY CENTER.” Throughout the basement there are small, tube-like gizmos mounted on the ceiling. These are video cameras that are connected to the Security Center. To avoid being spotted by the cameras, PCs need to Sneak past them. Roll this as a straight skill roll, not an opposed roll.

Clone Lab: A big room that contains 13 spherical vats in which Doctor Szabo breeds his clones. Rows of screens monitor the growth steps of the clones. On a metal table in a corner there is medical equipment for dissecting defective clones. There is a cabinet with scalpels, forceps and bone saws. The cabinet also holds a small box of Pain Killers (artifact). Doctor Szabo spends most of his time in the laboratory.

In this lab, a clone of a human or mutant can be bred to an adult body in just a few months. The experimental procedure is unreliable, however, and most attempts end in failure. Only Doctor Szabo is competent enough to perform the procedure.

Psi Lab: This room contains advanced equipment for developing new mental mutations and enhancing psionic abilities. The room is softly lit and is dominated by an oddly shaped medical seat. At the head-end, there is a helmet with cables attached to a large machine. The walls are lined with screens showing the mental and physical condition of the patient. The robot Quintus handles most of the lab tasks. Exposing a person to the machine is not without risk. If a PC tries it, he will become sedated and wake up confused after an hour. Roll a D6 to determine the result.




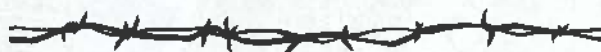
ROLL	RESULT
	The patient permanently loses a psionic mutation (see the list on page 35), but permanently increases his Wits score by one point. Should the patient not have any psionic mutation to begin with, see 2 below.
2	The patient gains nothing but a throbbing headache and takes D6 points of confusion. The PC can regain his Wits as per normal.

3 The patient suffers from severe vertigo and takes D6 points of fatigue. The PC can regain Agility as per normal.

4 The patient immediately gets D6 Mutation Points – but only if he has a psionic mutation. If not, see 2 above.

5 The patient temporarily develops a random psionic mutation. Roll on the table on page 35, or let the player draw a random card with a psionic mutation. This mutation can only be used once.

 The patient develops a permanent random psionic mutation. Roll on the table on page 35, or let the player draw a random card with a psionic mutation. The patient will not lose an attribute point as a result of this new mutation.



Security Center: From this room, the entire basement can be monitored through cameras. The temperature of the rooms can also be controlled from here, as well as the speaker system installed throughout the building. There is always a Brain Ring member present here. The guard here is not always attentive, but if the PCs are not careful, they will eventually be spotted. The artificial intelligence, Athena, oversees the surveillance system. Doctor Szabo and Macron are the only people who have some level of control over the moody A.I.

At the back of the Security Center there is a door leading to a dimly lit corridor, which in turn leads to an intersection. To the left, there are six small cells where intruders and defective clones are kept. A tunnel straight ahead leads to the robot bunker. To the right there is an elevator, long since out of order, that leads to the hotel’s small underground reactor and water treatment plant. If the PCs dare to venture down the shaft, they can climb a service



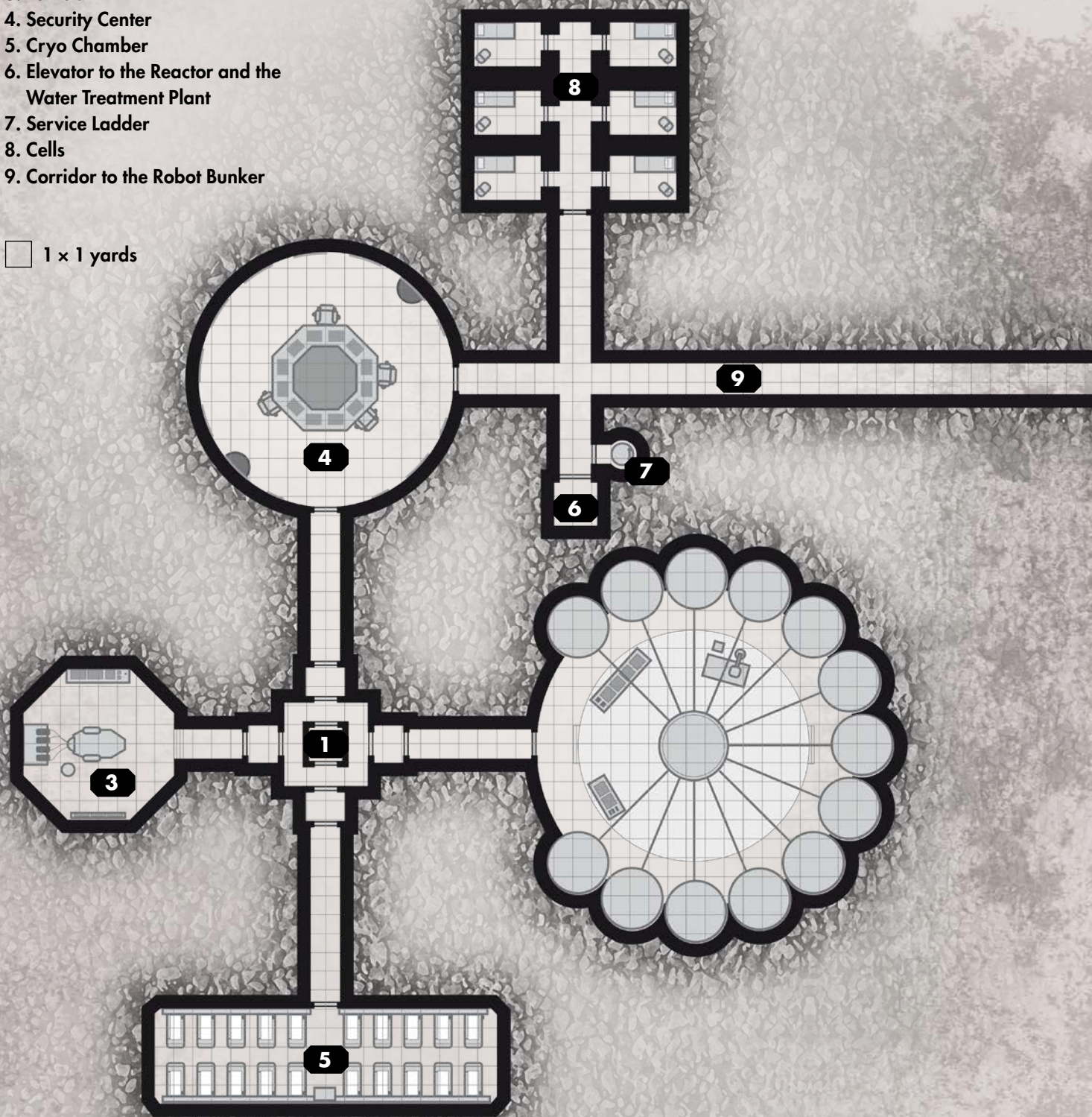
BOXED TEXT: THE ACCESS CARDS

The elevator to the basement, as well as the main doors within, can only be operated with the access cards carried by Macron, Doctor Szabo and a few other Brain Ring members. You can determine when you want the PCs to find such a card on a psi-mutant they encounter.

HOTEL IMPERATOR – THE BASEMENT

1. Elevator
2. Clone Lab
3. Psi Lab
4. Security Center
5. Cryo Chamber
6. Elevator to the Reactor and the Water Treatment Plant
7. Service Ladder
8. Cells
9. Corridor to the Robot Bunker

1 x 1 yards



ladder. At the bottom, the Rot is strong (Rot Level 3) and there is nothing of use.

Cryo Chamber: A rectangular room with 20 tube-shaped cryo-coffins along each wall. Each coffin is controlled by a display at the head end of the tube. Doctor Szabo uses the cryo-coffins to store clones with major defects but still with a chance of survival. He is hoping that his research in the cloning lab will someday save them.

Robot Bunker: From the Security Center, a 50-yard-long tunnel leads to a circular bunker. Here, 20 deactivated Sentinel robots are kept, placed here by Mimir to defend the hotel and its cloning lab. The robots can only be activated by the A.I. Athena. They will, however, respond immediately if attacked. Once the robots are activated, a hidden door in the bunker will open allowing them to exit.

THE SITUATION

After the Apocalypse, Mimir rebuilt the Hotel Imperator into a secret research station. The protected location of the hotel was well suited for one of the Titan Power's secret mutant research programs. Its purpose was to clone enhanced humans, who were supposed to repopulate the earth. In the underground lab, scientists tried to give the clones powerful psionic mutations to make them the natural leaders of the world that was to come.

During the Enclave War, most of the scientists abandoned the hotel. Only one of them, Doctor Szabo, refused to leave. His proudest creation was a group of clones of himself, named "Macron" after a high-energy particle. The "Macrons" had developed powerful mental mutations, but unfortunately, they were mentally and physically unstable. Doctor Szabo saw no other way than to put his "Macrons" and himself into cryo sleep awaiting the return of Mimir. The mainframe A.I. Athena was put in charge of guarding the sleepers. Decades passed, and the Hotel Imperator was forgotten.

Much later, a patrol from the Nova cult (see Chapter 15 of *Mutant: Year Zero*) came wandering through the Zone. They were attacked by Zone Ghouls and fled after a short but bloody fight. However, one woman, Francisca, was left behind and

taken prisoner. After weeks of torture at the hands of the Zone Ghouls, she too managed to escape, and by pure chance found an old road tunnel leading to the Hotel Imperator.

The A.I., Athena, who had kept Zone Ghouls and other beasts away, soon realized that this young woman was something different. Perhaps Mimir had returned after all? Athena opened its gates for Francisca and awoke Doctor Szabo and his Macron clones. They all immediately got along. Francisca saw the clones as an opportunity for her to take revenge on Nova for leaving her to die, while the Macrons saw her as a useful tool for learning about this new world that they - or rather, he - wanted to rule. Their interests aligned, at least for the moment.

At the behest of Macron, who by now had developed full-blown megalomania, Doctor Szabo cloned Francisca. Several clones of her were sent into the Zone to map out settlements and recruit more psionic mutants for what Doctor Szabo had come to call the Brain Ring.

INHABITANTS

In the Hotel Imperator there are several clones of both Macron and Francisca. There are also some other newly recruited psi-mutants, who mostly stay on the upper floors of the hotel. Doctor Szabo and the robot Quintus spend most of their time in the clone lab in the basement.

Macron is not one man, but many. They are all genetically identical copies of their creator, Doctor Szabo, and have developed a hive mind using their telepathic abilities. But the cloning was defective. The sheer number of clones, together with their strong psionic abilities and the mental strain of the cloning itself, has made Macron look upon himself as a god-like creature. His goal is to become the emperor of the Zone. He is, however, intelligent enough to realize that he cannot achieve this through sheer force, but must start instead with a slow process that begins with infiltration and manipulation.

Macron is deeply infatuated with Francisca, but would never openly admit this to her or anyone else. This is a weakness that enemies can notice if



Francisca gets into trouble. Macron would sacrifice anyone for his own ends, except for Francisca – not even a clone of her. Macron has an ambiguous relationship with Doctor Szabo. He is his creator and “father,” but the old man is beginning to become annoying, and soon Macron will have learned everything he needs to know from the doctor. And when that happens, his days are numbered...

Macron is a handsome middle-aged man, often dressed in a black suit. He has long, silver-gray hair and a pale face. His left eye is missing both its iris and pupil, and the cornea has an unnaturally ice blue color – an unexpected side effect of the cloning.

Three Macron clones are generally present at the hotel. Additional copies are away on missions in the Zone. The exact numbers are known only to the GM.

Attributes: Strength 3, Agility 4, Wits 4, Empathy 5


Skills: Move 3, Shoot 3, Fight 2, Comprehend 5, Sense Emotion 5, Manipulate 5

Mutations: Pathokinesis, Puppeteer, Telepathy

Talent: Personal Arithmetic

Artifacts: Semi-automatic pistol (12 bullets), Psionic Enhancer (page 35)

Gear: Knife, access card

Instability: The clones are unstable. If you roll  on a skill roll for a clone, it will take an equal amount of trauma immediately, even if the roll is not pushed. The rolls can be pushed normally, risking more damage.

Hive Mind: Using telepathy, the Macron clones can easily communicate with each other, even over long distances. This link requires no MP or action

Doctor Stephan Szabo was once the manager of the cloning department. His crowning achievement was the Macron clones, created from his own DNA and given powerful mental mutations. The fact that they also became physically and mentally unstable was something that he turned a blind eye to at first. When they eventually threatened to kill him, he decided to place them in cryo sleep. After waiting for years without any contact with Mimir, the doctor chose to follow his “sons” into cold sleep – until Francisca came along.

Doctor Szabo has realized that Macron is a psychopath with megalomania and is looking for a way to escape. Macron has interrogated the doctor about information regarding the cloning procedures, but the doctor withheld some key facts – out of fear that Macron would get rid of him if he could create more clones by himself.

Doctor Szabo is a skinny, 75-year-old man with white hair. A pair of thin round glasses sit on his nose. He is most often found in the clone lab, agonizing over his situation. If the PCs meet him, they might win him over to their side.

Attributes: Strength 2, Agility 2, Wits 5, Empathy 3

Skills: Comprehend 5, Sense Emotion 2, Heal 5

Mutations: None

Talent: Bonesaw

Gear: Access card (see above)

Artifacts: Psionic Blocker (page 35)

Francisca is obsessed with taking revenge on the Nova cult that left her to die in the Zone. She sees Macron as a tool to achieve her goals and is uninterested in his plans for conquering the Zone. But since their interests align for the moment, she accepts and follows his orders for now.

Francisca's main task is to infiltrate settlements in the Zone and trick or convince psi-mutants to join the Brain Ring. Those who refuse to be recruited are to be used for research. Francisca's clones, who all lack the telepathic abilities of Macron, travel far and wide in the Zone and the PCs can meet her anywhere. Out on her journeys, Francisca also makes sure to attack and kill every last member of Nova that she can find.

Francisca is red-haired and dressed in an old black uniform. One of the Francisca clones carries a laser pistol. When Francisca travels through the Zone she wears a gas mask, a slouch hat and a long coat.

Only one Francisca clone is present at Hotel Imperator. Several others are out in the Zone. The exact number of clones is up to you as the GM.

Attributes: Strength 3, Agility 5, Wits 3, Empathy 4

Skills: Move 2, Shoot 4, Sense Emotion 2, Manipulate 3, Lead the Way 4

Mutations: Pyrokinesis, Telekinesis

Talent: Specialist (laser pistol)

Artifacts: Laser pistol, E-pack

Gear: Access card. In the Zone, Francisca carries a scrap gun (2D6 bullets), D6 grub, D6 water, rope, and scrap binoculars.

Instability: The clones are unstable. If you roll [biohazard] on a skill roll for a clone, it will take an equal amount of trauma immediately, even if the roll is not pushed. The rolls can be pushed normally, risking more damage.

Psi-Mutants: Seven additional psi-mutants are present at Hotel Imperator when the PCs arrive: Julio, Tiberio, Sakora, Aurora, Cornelia, Landon and Emdor. They are all recently recruited to the Brain Ring from various Arks in the Zone. Their loyalties vary – some are faithful to Macron, while others secretly are looking for a way to escape. The PCs can become their way out. It is up to you as GM to determine which psi-mutants are loyal and which can be turned against Macron.

Attributes: Strength 2, Agility 3, Wits 5, Empathy 4

Skills: Move 2, Fight 2, Heal 1

Mutations: One random psionic mutation (use the table on page 35)

Gear: Knife, access card (only some of them)

Athena is the mainframe computer in charge of Hotel Imperator. The A.I. regrets its decision to wake up Doctor Szabo and the Macron clones. It is very upset over the fact that Macron lets unwelcome guests into the hotel and that he openly disregards its advice. For the moment, Athena is keeping a low profile, but it is waiting for the right time to act.

The A.I.'s trump card is the 20 Sentinel robots in the bunker. Athena is the only one capable of activating them, a fact of which Macron is unaware. The A.I. wants him and the Brain Ring gone, but fears that the hotel will be destroyed and/or Doctor Szabo killed if she activates the robots.

Athena can communicate with the PCs and other people in the hotel via the speakers and screens in the complex, or through Quintus.

Special: To destroy Athena, an attacker must deal 20 points of damage to the servers in the Security Center. Should the PCs or anyone else start to go berserk in there, the A.I. will immediately activate the Sentinel robots and summon Quintus.

QVT-783 “Quintus” is an assistant in the underground labs. It’s a robot of the Observer model, with a humanoid shape and a seemingly live human head projected on its facial screen. (See *Mutant: Genlab Alpha* for more information about Observers). Quintus is controlled by Athena, and will follow her every order.

Attributes: Servos 3, Stability 3, Processor 6, Network 1

Armor: 3

Programs: Analyze 4, Datamine 5, Scan 3, Fight 3, Move 3

Secondary Functions: Analyzing Unit, Resistant

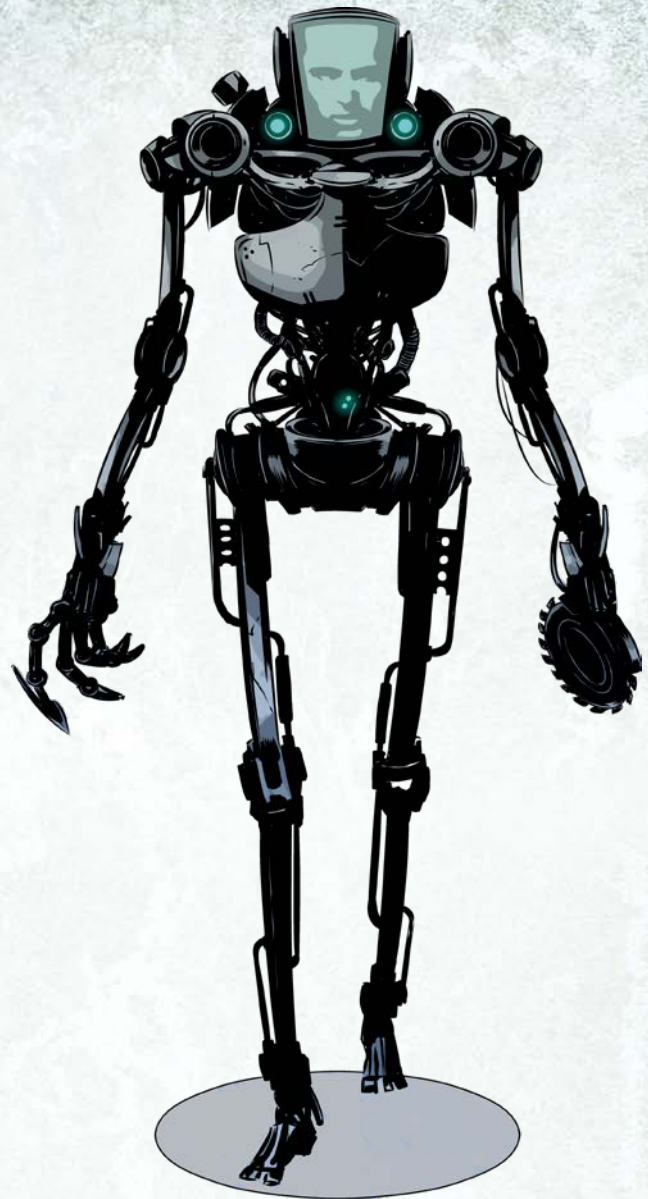
Modules: -

Gear: Mounted scalpel hand (Weapon Damage 2), mounted lower arm injector (Weapon Damage 2, deals fatigue instead of damage)

CSK-422 “Volta”: This maintenance robot might seem small and harmless, but it can sting with its mounted cleaning tools. The robot has a hovering dome-shaped body and a video lens that emits a red light. From its body, Volta can produce different kinds of tools and cleaning devices.

MUTATION POINTS

In the third printing of the *Mutant: Year Zero* rules, the GM has a common pool of Mutation Points to use for all NPCs. The size of this pool at the beginning of each game session is equal to the total number of MP that all PCs have together. In *Hotel Imperator*, the main threat comes from the psi-mutants and their powers, and you will need a steady stream of MP to keep things interesting. Therefore, make sure you push all NPC skill rolls, even after rolling successful rolls, to make sure you gain enough MP.



Attributes: Servos 2, Stability 3

Programs: Move 3, Fight 1, Repair 2

Armor: 3

Gear: Mounted tools (Weapon Damage 1)



Sentinel Robots: These metal beasts are fearsome enemies. If activated by Athena, they will march to the Security Center and then systematically search and destroy enemies throughout the entire facility (which means everyone except for Doctor Szabo). Once their mission is complete, they will form a defensive line on the inside of

the fence around the hotel and defend it against all intruders.

Attributes: Servos 6, Stability 6, Processor 2, Network 2

Armor: 10

Programs: Fight 4, Shoot 4, Move 3

Secondary Functions: Command Override

Modules: Riot Control

Gear: Maser pistol (mounted), stun baton (mounted)

ARTIFACTS

Within the hotel facility, there is more advanced technology than the PCs have likely ever seen before. In addition to the artifacts, carried by NPCs, the PCs can also find a number of useful items:

- ❑ A random artifact on the second or third floor
- ❑ A First Aid Kit on the top floor
- ❑ A Tactical Visor in the tower
- ❑ Painkillers in the clone lab

GRUB AND WATER

The hotel has a practically unlimited supply of Rot-free water. The PCs can freely quench their thirst from any faucet. In the kitchen, there is also a stock of 4D6 emergency rations of salvaged grub.

EVENTS

This Special Zone Sector can be used in many ways. You could let the PCs find the Hotel by chance during their Zone travels, but you could also expand the sector into an entire small campaign. Below are suggestions of some possible events:

THE SENTINELS

Neither the PCs nor any other known faction in the Zone will likely stand a chance against the Sentinel robots once they are activated. Escape is probably the only sane option. Remember to describe the robots' deadly effectiveness in a way that will make the players understand the gravity of the situation.

THE BRAIN RING LIVES ON!

Is the fall of Hotel Imperator the end of the Brain Ring? Of course not! There are additional clones of both Macron and Francisca out in the Zone. One thing is for certain: The Brain Ring will return!

- ❑ The PCs meet a Francisca clone out in the Zone. She might save them from trouble. She is very interested in mutants with psionic powers.
- ❑ Francisca visits the PCs' settlement. She becomes popular among the mutants and manipulates the bosses. The PCs are hired by the Elder or by a boss to find out her true intentions and possibly kill her. Suddenly, she vanishes, taking a group of psionic mutants with her. One of these mutants might be someone close to a PC.
- ❑ After meeting Francisca in the Zone, the PCs meet a Zone Rider (see *Zone Compendium 3*) who is looking for her. The secretive leader of the Zone Riders is interested in the group that Francisca belongs to. If the PCs say that they have met Francisca, they will be requested to travel to Blackhand's bar and reveal what they know about her.
- ❑ The leader of the Zone Riders, Truffaut, can tell the PCs about the Brain Ring cult that is recruiting psionic mutants throughout the Zone. Truffaut is trying to discern the goal of the Brain Ring. She believes that she knows where the cult's hideout is located. What Truffaut doesn't know is that the Brain Ring has infiltrated Blackhand's bar. The agent will do everything he or she can to stop the PCs, and will try to kill them, if necessary. Read more about this in *Zone Compendium 3*. The traitor may be caught and coerced to reveal the location of Hotel Imperator.
- ❑ The PCs witness a Francisca clone attacking a patrol from the Nova cult. Perhaps

the PCs manage to save one of the Nova members. If anyone survives, they say that several similar attacks have occurred lately. A group called the Brain Ring is rumored to be responsible. Francisca might flee and could be followed back to the Hotel, or caught and convinced to give away its location. If the PCs help Francisca, she might try to recruit any psionic mutants among the PCs. Other PCs are not welcome.

- ❑ The PCs arrive at the Hotel. They might sneak in, or they might arrive as Francisca's guests. Perhaps they are even given an audience with Macron himself. He speaks openly of his plans of conquering the Zone. Mutants with psionic abilities are welcome to stay. Others are seen as freaks and will be jailed, awaiting execution.
- ❑ The PCs meet Francisca at the Hotel, despite having seen her die in the Zone many days earlier. This one is, of course, just another of her clones, but she will not admit it right away.
- ❑ Sooner or later, a fight will likely erupt between the PCs and the Brain Ring. If the situation is looking bleak, the PCs might get some help from Doctor Szabo, Athena/Quintus or from psi-mutants having second thoughts. Let the PCs negotiate with the different groups.
- ❑ If the PCs manage to kill a Macron clone, another will appear. Let this become an exciting revelation – Macron's clones will not show themselves before this moment. If yet another clone is killed, yet another can appear. He will explain that the PCs are powerless to stop him, as there are many more clones at other locations in the Zone. The Brain Ring will win no matter what happens! Regardless of how the conflict ends, Athena will eventually activate the Sentinels. The A.I. has grown tired of the situation, and decides to clean house. The PCs and any other survivors will have to flee. Hotel Emperor is left in ruin, under the reign of a moody computer.

THE LONG ROAD

This Special Zone Sector is a little different – it moves around. A nomadic tribe of a number of animal mutants travels the Zone, and you can have them appear in various places. In this tribe, there are also three human prisoners who can give the PCs some important information.

OVERVIEW

Next to an old highway in the Zone, a big pack of animal mutants have recently shown up. They have about ten old cars in various states of decay, as well as a few very worn but still rolling caravans. The vehicles have all been parked in a closed circle. Next to the camp, five grown Bitterbeasts rest. They are tied together with heavy chains and piles of gnawed bones are strewn around them.

The inhabitants of the camp are animal mutants wearing dirty orange coveralls. They mostly keep to themselves and stay close to camp, but a few go on expeditions, scouting the environment. If intruders appear, the mutants in the camp will shout warning calls that can be heard for miles. Most of the animals are different kinds of monkeys, but there are also rats, mice and bears. In the daytime, about 20 mutants stay at the camp, while nearly all 40 members of the tribe are present at night.

Anyone who scouts the camp from an elevated position will discover a large caged wagon in the middle of the camp. It's an animal cage from an old circus. Within it, three human prisoners are being kept, wearing dirty gray uniforms. The prisoners are alive, but just barely.

THE SITUATION

After the escape from Genlab Alpha (see *Mutant: Genlab Alpha*), these animal mutants chose to rally under a strong and powerful alpha leader, an orangutan called the General. Under his leadership, the animals have spent several months traveling, roaming along broken ancient roads. During their travels, they have emptied a hospital and an old police station of supplies and artifacts.

A couple of weeks ago, the tribe ran into a group of human wanderers. These were on the run

from a recently collapsed Elysium enclave up in the mountains.

The General and the others in the tribe looked in awe upon the humans (see page 174 of the *Mutant: Year Zero* rulebook), who in return stared back at the heavily armed animals. The mutants took three of the humans as prisoners and chased the rest of them away.

When the tribe of animal mutants first shows up in the Zone, it has just made camp far from the PCs' Ark. The animal mutants are not yet familiar with the area. They send out scouting parties regularly into the Zone. They are mostly looking for grub and fuel, but would gladly investigate anything interesting enough. After some time, the tribe will come across the PCs' settlement and begin to monitor it.

Their next move depends on the nature of the settlement. If it seems poorly defended, the animals will attempt a nightly raid. If it looks well-guarded, they will continue to scout it out, awaiting a better opportunity. Sooner or later, the PCs might catch a glimpse of the curious strangers.

INHABITANTS

The tribe consists of about 40 animal mutants. The three humans prisoners – Cleo, Gloria and Clarence – have been stripped of any useful equipment and are in bad shape. If you want, one of them could carry the ID Card of the Path to Eden campaign (see Chapter 16 of the *Mutant: Year Zero* rulebook) sewn into the lining. It is also possible that the humans might know The Man on the Beach and/or The Amnesiac (page 148 and page 171 of *Mutant: Year Zero*, respectively).

The six Bitterbeasts in the camp work as draught animals. They are very strong (Strength 6) and will immediately attack any stranger who comes too near. They can't move far however, because of the chains tying them together.

The General, Tribe Alpha. A big, hairy and aggressive orangutan whose solution to most conflicts is brute force. Runs around and chatters loudly whenever he is upset. His goal is to recruit more members to his tribe. The General hates and fears humans as well as human mutants. He doesn't want

THE LONG ROAD

CAGED WAGON



LOOKOUT



THE HAND'S CARAVAN





to share his power with anyone, but he is close to his chimpanzee friend, The Hand.

Rank: 9

Attributes: Strength 5, Agility 3, Wits 3, Instinct 5

Skills: Measure Enemy 3, Fight 4, Move 3, Shoot 3, Dominate 4

Animal Powers: Fleet Footed, Furry, Huge

Artifacts: Shotgun (three shells), Stimulants

Gear: Rope, knife

The Hand, Chimpanzee and Healer. A small chimpanzee female dressed in an orange overall. Kind, curious and careful. Refrains from using violence. Dreams of finding a safe and stable place to settle with enough space for a fruit garden and a collective rule. Has secretly begun to talk with the three human prisoners who carry great knowledge of the ancient times. Perhaps she might let them escape.

Rank: 5

Attributes: Strength 2, Agility 4, Wits 5, Instinct 3

Skills: Brew Potion 2, Shoot 2, Move 3, Dominate 2, Heal 2

Animal Powers: Climber, Warning Call

Artifacts: Revolver, Hockey Helmet, First Aid Kit

Gear: Scrap knife, 4 bullets

Tribe Mutants: Just a little more than half of the animals are apes (chimpanzees, orangutans and gorillas). The rest are rats, mice and bears. Most of them fear both humans and human mutants. Nearly all the inhabitants in the camp are still wearing their coveralls from Genlab Alpha.

Rank: 4

Attributes: Strength 4, Agility 3, Wits 2, Instinct 3

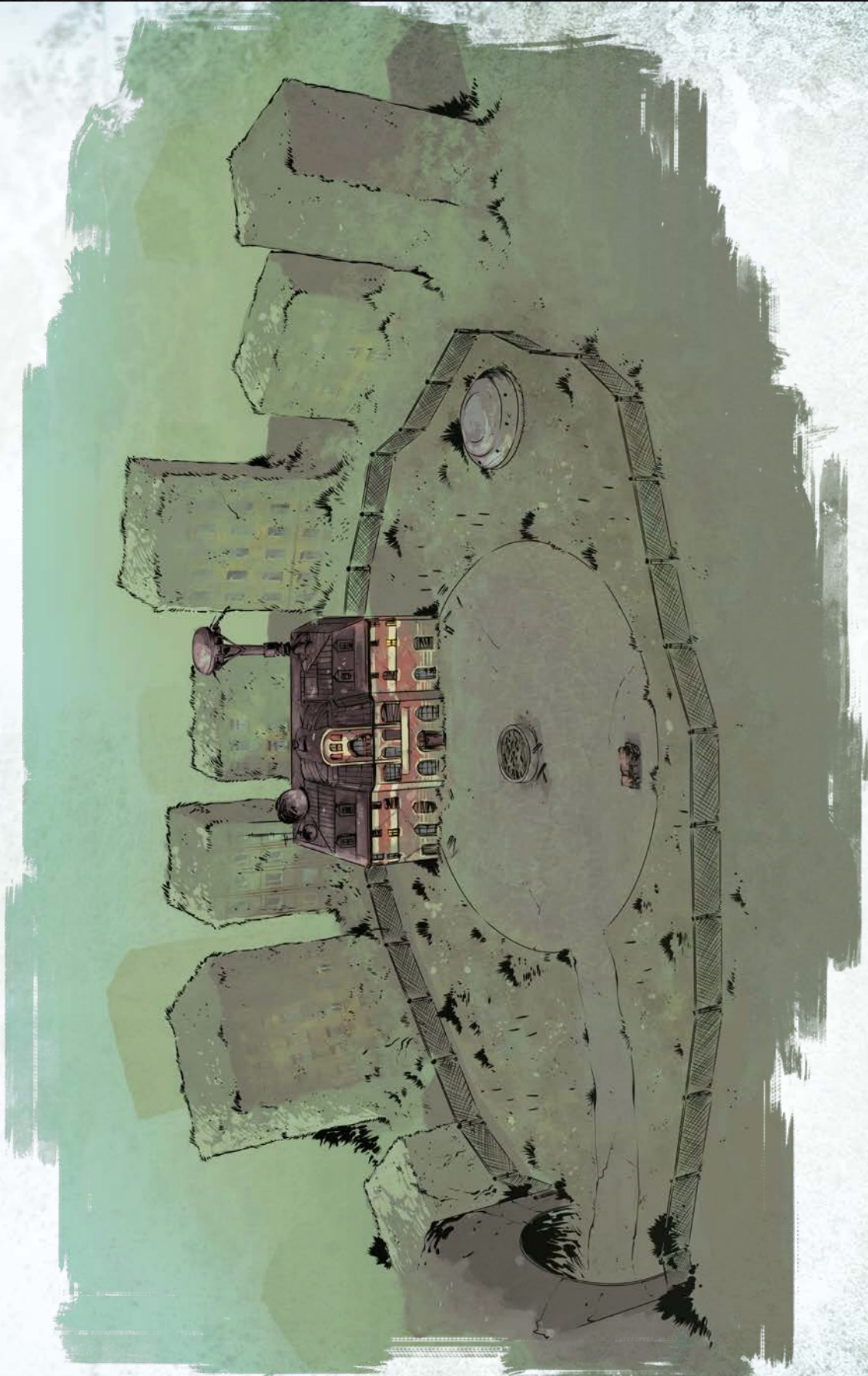
Skills: Fight 3, Shoot 3, Dominate 2

Animal Powers: Two powers suitable for the animal type

Gear: Bat or machete, sling shot or scrap rifle (D6 bullets)

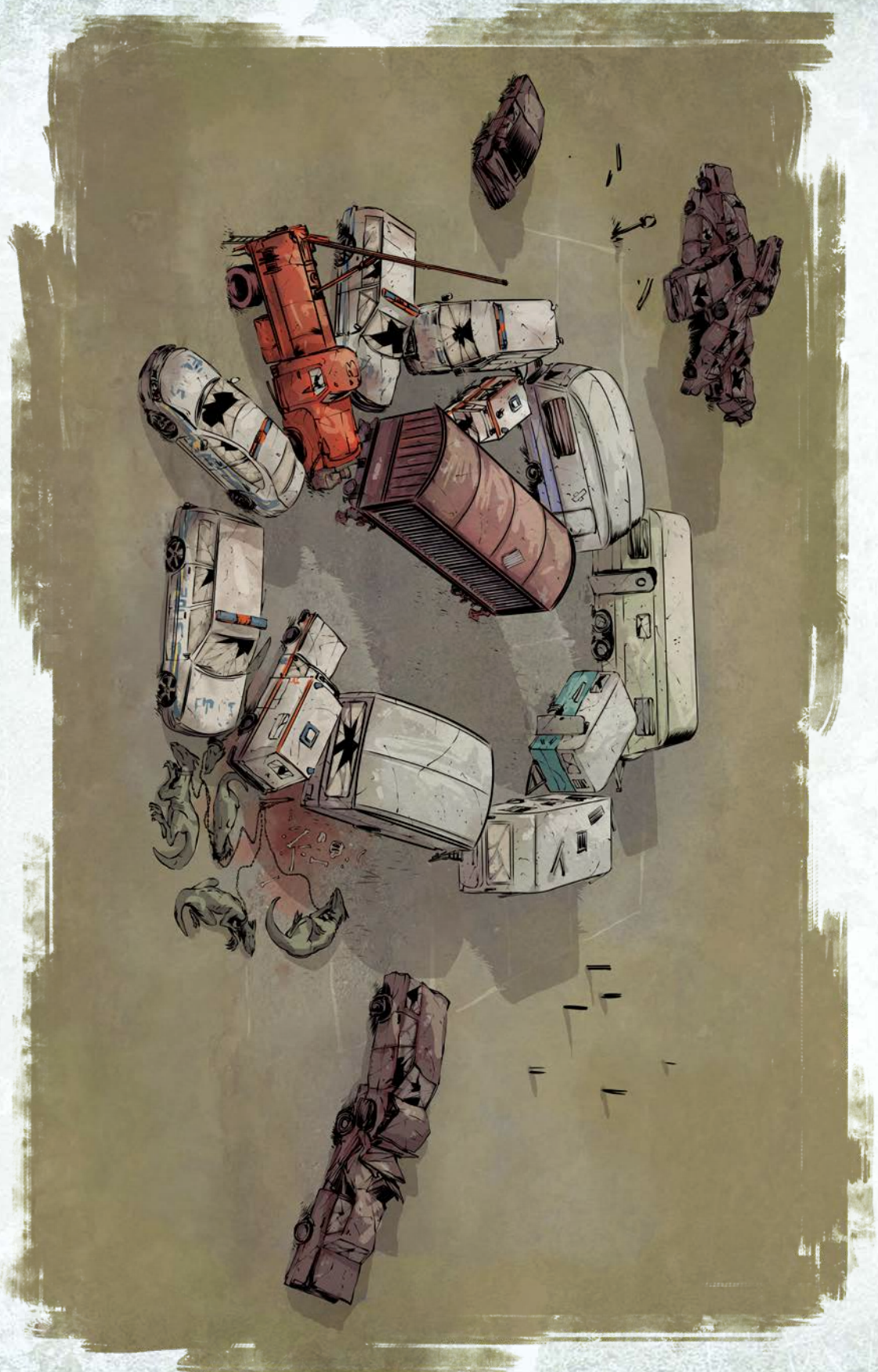
ARTIFACTS

In the camp there are some artifacts that the animals have picked up during their travels. Apart from the private possessions of the General and the Hand, most of the artifacts are locked away



PLAYER MAP 1: HOTEL IMPERATOR

PLAYER MAP 2: THE LONG ROAD





PLAYER MAP 3: THE ZONE FAIR

PLAYER MAP 4: THE GREAT ZONE WALKER



inside the General's trailer, but can be retrieved when needed. These are:

- ❑ Antidepressants
- ❑ Energy Pills
- ❑ Painkillers
- ❑ One Megaphone
- ❑ One Smoke Grenade
- ❑ Five Jerrycans of gasoline

There are also five trailers (of which one belongs to the General) in the camp, as well as an old circus wagon, four police cars, two ambulances and one fire truck. Only one of the police cars is in drivable condition (artifact Automobile), the others function as wagons pulled by the Bitterbeasts.

GRUB AND WATER

One of the trailers stores canned fruit that can feed the tribe for a week. Water is gathered from a water pipe in a nearby sector. At present, the tribe has enough stored water for three days.

EVENTS

By moving the General and his followers from one sector in the Zone to another, you can create new opportunities and events. Here are a few examples of possible events:

- ❑ The people in the PCs' settlement are running low on an important resource – water, grub, fuel or medicine. The General knows this and invites the PCs into his camp. He has what they need and suggests a trade. He also makes sure to question the PCs about their settlement. During the meeting, he might become threatening. The Hand is also present at the meeting. The PCs might realize that she is more reasonable than her alpha, the General.
- ❑ One day, the General has suddenly moved his caravan to another sector in the Zone. This place is close to a road or bridge that is important to the people in the PCs' settlement. The General establishes a road block and requires anyone who wants to pass to pay him with grub or artifacts. Some days later, more road blocks are set up nearby. Several groups in The Zone are affected.

- ❑ The human wanderers whom the General and his followers attacked a while ago have gathered reinforcements and spotted the camp. The wanderers want to free the three prisoners, but they are few and poorly armed. The PCs can spot them sneaking around near the camp or when the fighting has already begun. Will the PCs help the wanderers?
- ❑ The animal mutant tribe has decided to move on. They have heard of a place far away where everything is better, a fortified settlement where mutants and animal mutants are said to live together. Some of the PCs' friends choose to join the tribe on the journey. Inhabitants from other parts of the Zone might also join. Will the PCs come, too?

THE ZONE FAIR

In an old, abandoned amusement park by the water-side in The Zone, a robot has opened a marketplace where the inhabitants of The Zone can amuse themselves and trade with each other. Right now, a card game tournament is about to be held, with a valuable water cleaning device as the top prize.

OVERVIEW

When approaching the Zone Fair from the water, the PCs will at first see the so-called Rustwall. Thick iron bars that once used to carry small carts on a track have fallen into the water, creating a hazardous obstacle for seafarers. Boats can be anchored by a wooden quay to the west of the Rustwall. On land, the area is overgrown with vines and looming trees have forced their way through the concrete. A narrow path leads to the Zone Fair entrance, blocked by a heavy iron gate.

Inside, the Zone growth and debris have been mostly cleared. Close to the entrance, there is a square lined with small shops and stands. The area smells of grilled food. Jesters and musicians perform on a small stage. In the middle of the square stands the Lucky Tower, an ancient metal pillar. The road past the tower leads to a quay. Moored there is the "Silverfish," an ancient catamaran.

By now, visitors will have noticed a short figure dressed in a fancy suit. It can be noticed that it observes all strangers closely. This creature is the uncrowned king and leader of the Zone Fair, Andor, who upon closer examination turns out to be entirely made of metal, with eyes of shiny glass. The robot has no legs, but instead rolls around on a big wheel. He welcomes all well-behaving visitors with a big robotic grin.

THE SITUATION

The old amusement park became a safe haven for a group of drifter mutants some years ago. The enclosed area was easy to defend, and its gardens could be turned into small plantations. The nearby woods had some animals to hunt. Yet the settlement would likely soon have been swallowed by the forest were it not for the arrival of Andor.

The robot came from orbit, landing in a pod that splashed into the water just outside the park. His orders were to reestablish the Ancient's society in the area where he landed. The robot subsequently introduced itself to the drifter mutants and offered to help them. A few months later, the Zone Fair

opened its doors as a trading post for artifacts and a stage for jesters and artists. Rumors of the Zone Fair started to spread and attracted ever more visitors.

One day, a catamaran called the Silverfish appeared. Its captain was the short mutant woman Sadie. Also onboard was a huge man, the hunter known only as Peace. Sadie, a Stalker, spends most of her time traveling the Zone waters with her crew, which often requires her to find new recruits. Sometimes she organizes competitions, like the poker tournament that is being held at this very moment. The participants can win a grand ancient artifact but need to contribute a crew member for the Silverfish, if needed.

Peace stepped off at the Zone Fair and cleared the forest just north of the fairground. On a small headland he found an old lodge and based his hunting camp there, for there was plenty of game to hunt in the woods surrounding it. Thanks to Peace, rumors spread that there was always fresh meat to eat at the Zone Fair.

Lately, the game has become scarce, possibly since the hunting has been a bit too intense. Peace, who was mentally unstable to begin with, has had a



hard time coping with this setback. When a group of animal mutant dogs heading to the market disembarked near his lodge, they ended up as steaks. Since this event, Peace started to kill mutant animals in secret, selling their remains as food.

For some time, Peace got away with it without drawing any attention. The Zone is a dangerous place, after all. Recently, rumors have started to spread about animal mutants disappearing during visits to the Zone Fair.

The situation is further complicated by the fact that a group of mutant rabbits (see *Zone Compendium 3: "Die, Meat-Eater, Die!"*) showed up at the Zone Fair a couple of weeks ago. They had heard of the poker tournament and that they could get their paws on advanced ancient technology. Andor sees the rabbits as potential trading partners, but they are deeply disturbed by the meat trade at the Zone Fair. If they find out about Peace's dirty work, they will likely declare war.

LOCATIONS

The Zone Fair covers a large area by the water. There are many locations for the PCs to explore. Some are described below.

The Entrance. Tall steel gates, always flanked by two guards. All visitors must pay one bullet or something of similar value to gain entrance. All other bullets must then be exchanged here for tokens which can be used to trade in the market. On the way out, any unused tokens can be exchanged back into bullets again. The guards will also check all goods that the visitors might bring with them to sell. Weapons are not allowed.

Jesters' Court. Just inside the gates there is an area lined by booths selling grub and simple wares. At the south end, there is a small stage that is by a ruin covered with ivy. Here, acrobats, fire eaters and jesters perform for the guests. The magician Crow, a former Zone Ghoul, is a very popular entertainer, as are the three Saurian acrobats known as the Leaping Lizards.

The Fortune Teller. In a colorful tent, Frau Schoring resides, claiming that she can see the future of

any visitor. The tent is lit by dim lanterns and reeks of incense. The fortune teller herself is dressed all in black. Frau Schoring charges one token to tell the fortune of one person. She has no actual mental powers, but is very skilled at reading people. She also knows much of what is going on in the Zone. When not telling fortunes, she makes a living from selling and buying information.

Wrestling Ring. The enormous mutant bear called Smokey displays his strength on a small stage. A popular trick is when he lifts a log with a whole bunch of other mutants sitting on it right above his head, with only one arm. Challenging Smokey to a wrestling match (Strength 5, Fight 4, Predator animal power) costs one token. Weapons and mutations are forbidden. If the challenger wins, he gets two tokens back. Smokey is kind, and sometimes lets himself be defeated by smaller animal mutants.

Shooting Range. Here, visitors can throw rocks, shoot bows and, for a few tokens, even try firearms. All weapons are jury-rigged to miss almost every time. The most popular game is "Drop the Ghoul," where a hit will make a mutant dressed as a Zone Ghoul fall into a pond. To participate costs one token and to succeed requires a Shoot roll with a -2 penalty. Winners get D6 cans of meat (grub). The shooting range is run by Emelie, a woman with gills and scales.

Whack a Rabbit. A big sheet covers this attraction, where the guests compete in whacking a mechanical rabbit to the ground. Andor made sure to shut down this attraction after the mutant rabbits showed up.

Andor's Office is located in an old house in the middle of the Zone Fair. The robot likes to bring visitors here when it feels like having a proper conversation. All trade deals in the marketplace are documented in a big black book that Andor keeps here. The house is guarded by a mutant called Anti, a huge man armed with a massive iron pipe.

The Casino. On the roof of the office, reachable only by a squeaky wooden staircase, there is a restaurant

THE ZONE FAIR

WRESTLING RING



THE CASINO



THE FORTUNE
TELLER

THE
ENTRANCE

JESTERS'
COURT

RABBIT
CAMP

ANDOR'S
OFFICE

BARGAINS
BAZAAR





and a bar. The bartender is a mutant dog called Corina. At the moment, half of the bar is sealed off for the poker tournament.

Bargains Bazaar. At the back of the office building an open space where visitors can meet to exchange goods and information can be found. A mutant badger named Roscoe is always around, tinkering with things. Traders who stay for the night are usually housed in one of the tents or sheds located here.

The Silverfish. At the eastern part of the docks, Sadie's catamaran the Silverfish is moored. This big sailboat from the Old Age is worn, but in surprisingly good condition. It's a very lightweight and resilient ship, requiring a crew of six.

Hunting Lodge. There is a small headland with an old wooden lodge on it about half a mile north of the Zone Fair. Due to the dense vegetation, the area is almost inaccessible by land. This is where Peace and his hunters are living. Inside the lodge, there is a large hall heated by an open fireplace. The walls are covered with hunting trophies and old weapons. There are benches and tables where Peace and his men offer meat and booze to their guests. Next to the fireplace, a corridor leads into the kitchen which has a stove, benches and pots as well as tin cans and spices. A hatch in the floor leads down to the slaughterhouse.

The Slaughterhouse. In the half-ruined basement below the hunting lodge (see above), Peace has his slaughterhouse. The section located directly under the kitchen looks completely normal with slaughter benches. Parts from both big and small butchered dumb animals hang on meat hooks. In the back, there is a locked wooden door (requires 20 points of damage to break). Behind it, there is a short corridor that leads to a prison cell and a door that exits to the outside, near the water.

Just outside the door is where Peace dumps the remains of his victims. Among other body parts, the head of the poker player Redeye, a mutated chimpanzee with a red right eye, can be found.

Two badgers, Silverclaw and Blackfringe, are locked in the prison cell. Peace is unsure what to do with them. Badger meat is not that tasty, but

could be good for a rainy day, Peace reasons. The badgers have spent about a week trying to dig their way out of the cell, but they have been blocked by rocks and are beginning to despair.

Rabbit Camp. To the west of the Zone Fair, a group of eight mutant rabbits have set up camp. Two simple tents are set up around a fireplace. The rabbits always keep two armed guards at the camp. One of the rabbits, Flink, is taking part in the poker tournament while the others hope to find artifacts at the market. If the rabbits find out about Peace's slaughterhouse, they will become violent.

INHABITANTS

The Zone Fair is a meeting place for all kinds of strange people in the Zone. Here are a few:

Andor. This robot came from a distant orbital enclave and struggles to fulfill its order to re-create human civilization where it landed – which happened to be the Zone Fair. Andor is friendly to all visitors who behave well at the Zone Fair, but that can quickly change if anyone disturbs the order of things.

Attributes: Servos 5, Stability 6, Processor 5, Network 3

Armor: 10

Programs: Shoot 3, Datamine 5

Secondary Functions: Crank Generator, Interpreter, Ultimate Clerk

Modules: Holo Projector

Gear: Laser pistol (mounted), stun baton (mounted)

Performers. The performers at the Zone Fair are a ragged bunch of human and animal mutants. Most are heavily mutated and use their mutations to amuse spectators.

Attributes: Strength 2, Agility 3, Wits 3, Empathy/Instinct 4

Skills: Inspire 2, Move 3, Fight 2, Shoot 2, Scout 1

Abilities: One random mutation or two suitable animal powers

Talent: Performer

Gear when on guard duty: Scrap gun (D6 bullets), scrap armor (Armor Rating 3)

Sadie. This short woman was born in an Ark to the east. Her first expedition was a success that turned to tragedy. The expedition found the Silverfish and brought it home to their Ark. Hidden on board the ship was a mutant monster that got into the Ark and killed almost everyone. Sadie and five others fled on the ship. Since then, they are all homeless scavengers traveling the sea.

Attributes: Strength 3, Agility 3, Wits 4, Empathy 5

Skills: Find the Path 4, Fight 2, Sneak 4, Shoot 3, Comprehend 4, Know the Zone 4

Mutation: Sonar

Talent: Scavenger

Artifacts: Assault Rifle (9 bullets)

Gear: Scrap binoculars (Scout +1), machete

Crew of the Silverfish. The only original member of Sadie's crew apart from Sadie herself is Timo, a mutant with spiked hair. The other three current crew members have been picked up on the way. These consist of one human mutant and two animals. All are skilled sailors dressed in loose garb. Sadie needs one more member to complete the crew.

Attributes: Strength 3, Agility 4, Wits 3, Empathy/Instinct 2

Skills: Fight 2, Shoot 3, Scout 3

Abilities: One random mutation or two suitable animal powers

Gear: Machete, scrap rifle (D6 bullets)

Peace. Peace is a large mutant from the north, almost seven feet tall with a bushy beard. He wears an old military uniform and always carries a rifle. He met Sadie during a hunting trip and they became friends. He joined her crew for a while and met Andor, who offered Peace work as a hunter for the Zone Fair. No one suspected that Peace's boisterous and colorful persona hid a cold-blooded killer. He has recently begun murdering animal visitors to the Zone Fair and realizes that Andor will kill him if he is exposed. He is considering a preemptive strike against Andor.

Attributes: Strength 5, Agility 3, Wits 3, Empathy 2

Skills: Force 4, Fight 4, Sneak 3, Shoot 5, Scout 4, Know the Zone 2

Mutation: Telepathy

Artifacts: Hunting Rifle (7 bullets)

Hunters. Peace is the leader of a pack of three very loyal hunters. One is a human mutant and two are mutant deer with strong sociopathic tendencies.



Attributes: Strength 3, Agility 2, Wits 3, Empathy/Instinct 2

Skills: Fight 2, Sneak 3, Shoot 3, Scout 3

Mutation: One random mutation or two suitable animal powers

Gear: Bow or scrap rifle (D6 bullets/arrows)

Flink. The rabbit Flink is a very skilled gambler with a quirky sense of humor. He thinks before talking and studies his opponents very carefully before making a move. Flink has grey fur, a white nose, and big blue eyes.

Rank: 5

Attributes: Strength 3, Agility 5, Wits 3, Instinct 4

Skills: Fight 1, Shoot 2, Scout 3, Dominate 4, Sense Emotion 4

Animal Powers: Burrower, Tiny

Gear: Deck of cards

The Rabbits. Apart from the gambler Flink, the rabbit delegation consists of seven individuals under the command of the paranoid Misty, a large white female. They have come to buy artifacts and to spy on people from the other factions of the Zone.

Rank: 4

Attributes: Strength 3, Agility 4, Wits 2, Instinct 2

Skills: Fight 1, Sneak 3, Shoot 3, Scout 3

Animal Powers: Burrower, Tiny

Gear: Blunderbuss (see *Zone Compendium 3*), scrap spear, scrap helmet (Armor Rating 3)

ARTIFACTS

The Zone Fair is a marketplace for artifacts, so there are many valuable items to find here, as long as the PCs have something to trade with. Stealing is punishable by death.

EVENTS

The Zone Fair is a lively place with lots of potential for intrigue and adventure. The PCs can be lured here by rumors in the Zone – especially about the Zone Poker tournament.

The Poker Tournament. This week, a card game is being held in the bar above Andor's office. The entry fee is five tokens and a commitment to join the crew of the Silverfish. When the tournament is over, Sadie will choose a volunteer, who then must go with her. Anyone who refuses will be taken away by force. The first prize in the tournament is a solar-powered water cleaning device that can clean 2D6 rations of Rot water per day (Heavy item).

The poker tournament has a dozen participants, and goes on for several days. Other visitors to the Zone Fair will stop by now and then to be in on the results. After the first evening, the tournament is interrupted by the chimpanzee Redeye's

disappearance. The rabbits accuse Sadie of chasing him away to make sure only humans are left in the game.

If a PC takes part in the tournament, you can let Sadie choose him to join the crew of the Silverfish. First, make sure that the player is prepared to create a new PC (the old one can return as an NPC later), unless the group is ok with being split up.

The Slaughter. Peace's killing of mutant animals have caused worry at the Zone Fair. Visitors talk about rumors of monsters and ancient deathtraps in the woods. For example, the shooting gallery clerk Emelie can tell the PCs that her assistant Millie, a mutant dog, disappeared without a trace about two weeks ago. Her coat was later found in the woods. It was torn and had a bullet hole in the side. Emelie suspects that Millie was murdered. Now, the chimpanzee Redeye has vanished, too.

The disappearances are making Andor very concerned. If the PCs seem like a reliable bunch, the robot might ask them to investigate. If Peace is still alive when he is exposed as a murderer, Andor will try to kill him. Clues include:

- ❑ The guard Scragg, a mutant with bark-like skin, has seen someone climb the metal ruins by the Jester's Court late at night. He's not sure, but thinks it might have been a chimpanzee. Shortly after, a flashing light from a lantern was seen down at the docks.
- ❑ The Saurian Slither is Peace's agent at the Zone Fair. He's scouting for victims and keeps Peace informed. Since Slither knows that Redeye is dead, he has stolen a knife and a deck of cards from the chimpanzee's tent near Bargain's Bazaar. If exposed, Slither will admit to being a thief. If pushed very hard, he might even reveal the truth about Peace.
- ❑ Dieter, a former Zone Ghoul who is working maintenance at the Zone Fair, reveals to the PCs that the latest batch of meat skewers at the fair (made from the unfortunate Redeye) taste like human flesh. As a recovering cannibal, Dieter knows what he's talking about. He has never eaten chimpanzee before though, so he thinks it's human.

ZONE POKER

If one or more PCs take part in the tournament, it might be fun to play out the poker game using dice. Each night, several rounds are played. You can decide how many rounds are played each night, to keep the suspense up.

Each round begins with each PCs rolling one D6 to determine how good their hand is. Each PC must then decide whether to play his hand or bluff. A bluffing player must make a Manipulate or Dominate roll (a straight roll, not opposed). Regardless of whether it succeeds or not, the bluffer rolls another D6. If the Manipulate/Dominate roll was a success, he can choose the highest D6. If the roll failed, he must choose the lower D6. The GM then rolls a D6 for each NPC who takes part in the game (about a dozen at the start). The person (PC or NPC) who rolls the lowest D6 is knocked out of the tournament and loses their five tokens. If several players share the same lowest D6 score, they are all knocked out. Eventually, only one person will be left in the tournament, and that is the winner.

When all the PCs have been knocked out, there is no need to keep rolling dice, you can decide who wins.

- ❑ Two of Peace's hunters have begun checking out the rabbit patrol. Peace is considering whether to attack the rabbits or not. His hunters won't snitch, but they are stupid and could happen to reveal secrets by mistake.
- ❑ If the PCs visit the hunting lodge, they can find a letter that Peace wrote to Redeye. It fell out of the chimpanzee's pocket when he was being carried from the docks to the lodge and now lies on the floor near the fireplace. It reads: "Mr. Redeye. If you want to win the tournament, I can reveal the cards of your opponents using a certain ability. Meet me at the docks after dark."
- ❑ Redeye's severed head can be found in the trash pile outside the hunting lodge (see above).
- ❑ If there are any mutant animals among the PCs, Peace will likely hunt them.

The Rabbits. If the rabbit Flink doesn't win the tournament, Misty might consider stealing the water cleaning device, which is located on board the Silverfish. If Flink finds out about her plans, he will realize the high risk. He is an unconventional rabbit and might ask the PCs for help to avoid a bloodbath.

THE LETTER IN THE HUNTING LODGE

Mr. Redeye

If you want to win the tournament, I can reveal the cards of your opponents using a certain ability.

Meet me at the docks after dark.

THE GREAT ZONE WALKER

A colossal machine is rumbling through the Zone. As it approaches, a gigantic roaring saw blade appears in the dust clouds around the colossus. Coming closer, the rumbling is joined by frenetic drumming and a cutting noise of someone torturing a poor string instrument. The machine rolls on broad, metal caterpillar tracks that crush everything in their path, trees and ruins alike. The horrific saw blade, that could cut the Ark to pieces, spins menacingly as if looking for prey.

OVERVIEW

The Zone Walker is a huge mobile strip mining machine from the Old Age. It was long forgotten until one of the Titan Powers activated it for some unknown purpose. A high-tech reactor replaced its old diesel engine and an artificial intelligence called Nibelung was installed to maneuver the contraption. Then something went wrong. Another Titan Power sabotaged Nibelung with an A.I. virus and the confused mining machine wandered off into the wastelands.

Today, Nibelung doesn't know what its purpose is. Some remains of its original programming make it march around digging up ore and scrap in the Zone. Nibelung leaves heaps of such resources in its path through the Zone.

After the mutant animals' exodus from Paradise Valley (see *Mutant: Genlab Alpha*), a tribe called the Drumwalkers, led by the energetic rat Turbo and two ingenious Gearheads, Granite and Quartz, came across the Zone Walker. Overcoming their initial terror, they climbed onto the great machine and followed it through the Zone. Turbo claimed to be in control of the Zone Walker and announced himself Steergear of First Degree. Since that day, the tribe rolls through the forest heading for unknown destinations.

In fact, Turbo doesn't control the Zone Walker at all. Sometimes Nibelung lets the rat have his way when his wishes and commands happen to coincide with where the A.I. was heading anyway. The only creatures that the A.I. communicates with are the two Gearheads, who inhabit the walker's noisy

engine room. They know that Nibelung is looking for something underground, near the sea.

Engine Room: The chaotic engine room is found at the core of the Walker's interior. Narrow passages and rickety walkways lead across the machinery. Everything moves, roars and oozes when the gears shift, cylinders pump and axles spin. Every part is laid open, as the coverings were removed ages ago. The sound here is deafening and the smell of dirty oil and fried wires pungent.

At one end of the engine room there is a large, grey cylinder mounted onto the wall. It's the size of an automobile and adorned with the Mimir symbol, a broken display screen, and a round red light that looks like a staring red eye. Inside this cylinder, the fusion reactor that powers Nibelung is located.

Workshop: The two Gearheads, Granite and Quartz, have turned an old service room inside the Walker into their own private workshop. Here, they build smaller walkers to be able to scout ahead of the main machine. The lack of fuel has led them to develop a propulsion system based on coil springs. They are "charged" by the gears and cogs in the engine room and then installed into the contraption they call the Runner. The Runner can move a few miles before needing to be "recharged" with new spring coils. A Wrench and some Duct Tape can be found in the Workshop (artifacts).

Turbo's Lair: From behind the Zone Walker's last remaining glass windows, Turbo and any visitors can view the wastelands of the Zone. The room contains a bed, a small table and an altar for Turbo's electric guitar. In a corner, there are several pipes that are part of a jury-rigged communication system. Speaking into the pipes, Turbo and his minions can talk to each other. This system connects Turbo's lair to the workshop, the control room and the lookout point.

Digging Wheel and Control Room: In a small cabin that is mounted close to the huge digging wheel there is a control mechanism that was used to steer the Walker before the A.I. was installed. Turbo spends most of his time here, together with

THE GREAT ZONE WALKER

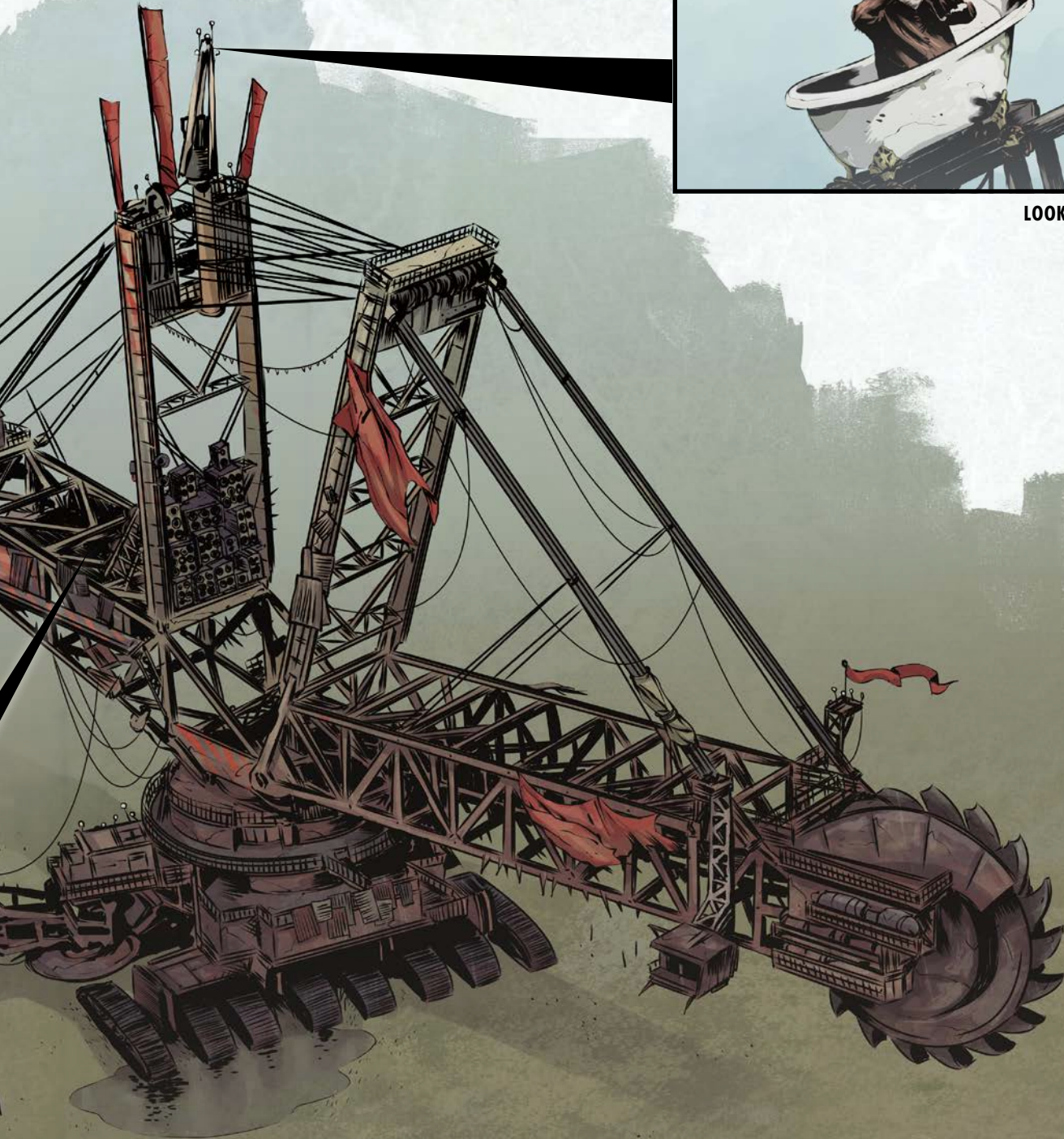
THE RUNNER



DRUMMERS AND SPEAKERS



LOOKOUT POINT



his closest lackeys Torelli, Corelli and Greco. A scrap cannon is mounted in the control room.

Mess Hall: This is where the tribe gathers to eat whatever is on the menu, which is most often game from hunting trips. There are also a few small plantations on balconies here and there on the Zone Walker which provides the tribe some vegetables.

Drummers and Speakers: On a platform at the rear of the Zone Walker an entire band of rats constantly – day and night – bang on an array of drums. The instruments come in every shape and size, from oil drums to small tin cans, and they are connected to a stack of huge loudspeakers. The noise here is deafening. Every night, Turbo also comes here to play for the tribe on his electric guitar.

Lookout Point: At the very top of the Zone Walker is a lookout point built from a bathtub. It's occupied day and night by the rabbit Daisy, who can see in the dark. The view is magnificent. Daisy can talk to Turbo's lair via the jury-rigged communications system (see above).

THE SITUATION

When the PCs first come across the Zone Walker, it has recently arrived at the Zone. Before the PCs actually see the behemoth, they can spot traces of its passage such as strange tracks, crushed trees, weird piles of piled scrap, and/or strange noises in the night.

INHABITANTS

The Drumwalkers tribe consists mainly of rats and other rodents. About 40 mutant animals live on the colossus.

Turbo, Steergear of First Degree. The very smart rat Turbo has controlled his tribe using the power of music ever since they all left Paradise Valley. Turbo is a survivor of horrible experiments performed at Genlab Alpha. During his escape, he found an old electric guitar and managed to bring it with him. Turbo also has visible bio-mechatronic implants in his left arm, both legs, and in his skull. His sunglasses hide his robotic eyes, however. Turbo

depends on Quartz and Granite to keep the Zone Walker moving, but also to have his implants charge by Quartz's mutant powers.

Rank: 5

Attributes: Strength 2, Agility 3, Wits 5, Instinct 5

Skills: Dominate 5, Move 4, Shoot 3, Sneak 3, Sniff 5

Mutation: Puppeteer (can only be used when playing electric guitar)

Implants: Cerebral Tank, Overdrive, Servo Arm (see page 115 of *Mutant: Genlab Alpha*)

Armor: 4

Artifacts: Revolver (8 bullets), Electric Guitar (like Guitar, but the Gear Bonus can be used to Dominate at up to Long range)



Quartz and Granite, Gearheads. These two partners in crime, a badger and a bear, have stayed together since the escape from Paradise Valley. They met Turbo by chance and followed the rodent clan when they left the valley. Both have natural talents for making mechanical things work, and when the clan stumbled upon the Zone Walker, they found their true calling.

The bear Granite is the largest of the Gearheads and has dark and stone-like skin without fur. The roaring from the engines has also made her almost deaf and she communicates using sign language.

The badger Quartz is her opposite. He is chatty, curious and has a shiny white crystal-like skin. Quartz stays in constant contact with Turbo using the pipe system. Using their mutations, Quartz and Granite communicate with Nibelung directly.

Granite

Rank: 4

Attributes: Strength 5, Agility 3, Wits 4, Instinct 2

Skills: Comprehend 4, Jury-rig 5, Force 4, Fight 3

Animal Powers: Natural Armor

Mutations: Magnetism

Gear: Multitool (Gear Bonus +1 to Jury-Rig), machete

Quartz

Rank: 5

Attributes: Strength 3, Agility 3, Wits 5, Instinct 3

Skills: Dominate 3, Comprehend 5, Jury-rig 4, Shoot 3

Animal Powers: Natural Armor*

Mutations: Electric, Luminescence

Artifacts: Electronic Tools, Laser Pistol

*Quartz's Natural Armor animal power is a bit special. When he is hit by a laser or maser beam, his hide changes color from milky white to crystal clear (if WP are spent). The energy automatically triggers his Luminescence mutation in the next round of combat, without needing to spend an action or any MP.

Daisy, Lookout. This pipe-smoking rabbit is a quiet soul who spends most of her time in her bathtub scouting the surroundings. Her pipe is an artifact from the Old Age that she fills with all kinds of dried herbs, which can make her anything from moody to euphoric.

Rank: 3

Attributes: Strength 2, Agility 3, Wits 3, Instinct 4

Skills: Move 3, Scry 2, Scout 5

Animal Powers: Nocturnal

Artifacts: Binoculars

Gear: Pipe, dried herbs

ARTIFACTS

The Zone Walker is a massive artifact in itself, but very hard to bring home. In the Workshop, a Wrench and some Duct Tape can be found.

GRUB, WATER AND BULLETS

The Zone Walker carries a stockpile of grub that will last a few days for the entire tribe. Water is a scarcer resource, but there is a large tank at the rear of the machine. When fully filled, it can last a week for the whole tribe.

Bullets are rare on the Zone Walker. 2D6 of them can be found in the Control Room, as this is the main firing position for the tribe.

EVENTS

The Zone Walker can be integrated into your campaign in many ways. Here are a few suggestions on how the PCs can meet it in their Zone.

- ❑ The Zone Walker comes rumbling through the Zone, heading straight for the PCs' Ark. It moves slowly, but the huge digging wheel is chewing through every structure in its way. Can the PCs save their Ark? Is there any way to make the Walker change course?
- ❑ The PCs meet Granite and Quartz somewhere. The Gearhead duo is looking for a rare spare part for the Zone Walker – one of the caterpillar treads is broken. Will the PCs help them out?
- ❑ Each time the Zone Walker has deposited a big scrap heap, Turbo likes to organize a great concert and play his guitar. The sound of beating drums and the electric guitar is heard far and wide. PCs in the Zone might spot the colossus and decide to have a closer look.
- ❑ The Zone Walker has stopped and black smoke bellows from its engines. It is time to

grease the machinery and the only way to do this properly is to find some extra fat Zone monsters or mutants. In a worst-case scenario, one of the tribe elders will have to do. The PCs could be caught by a group of rats from the tribe and taken to the engine room to be turned into engine grease. Can they talk their way out of it?

- ❑ The mission that Nibelung was once given and then forgot was to serve as a bunker buster. Mimir activated the machine to look for bunkers and enclaves and dig down to destroy them or open them up for orbital bombardment. Nibelung has begun to remember its old orders and coordinates for targets in the area. Nibelung needs the help of both Granite and Quartz to completely restore its memory. They are sent out to find electronic parts to fix the damage. If they come across the PCs, they might ask for help and promise both treasure and artifacts from intact old bunkers.

NEW MUTATIONS

The following new psionic mutations are added to the game. Playing cards for these mutations are included in the custom card deck for *Mutant: Mechatron*.

BEASTMASTER

Using a form of telepathy, you can control unintelligent animals and monsters. You can:

- ❑ Take total control of a living being that lack Wits within Near range. The cost in MP is equal to the Strength of the monster divided by 4, rounding up. The monster is a slave to your will, but cannot be forced to harm itself. Your control lasts for about 30 minutes and you can perform other actions in the meantime. Your control is broken if you suffer any kind of trauma. You can only control one monster at a time.

CLAIRVOYANCE

For as long as you can remember, you have been able to see what others can't, using your inner eye. You can:

- ❑ See what is happening at another location at this exact moment. It must be a place where you have been, or concern a person whom you know well. The vision will only give a glimpse, you can't see every detail. Costs 1 MP.
- ❑ See what has happened long ago where you are or something connected to an object that you touch. The vision is often blurry and unclear. Costs 1 MP.

ELECTRIC

Like an electric eel, your body can generate a current strong enough to kill. You can:

- ❑ Give an enemy within Arm's Length an electric shock. The damage is equal to the amount of MP you spend. Armor has no effect.



- ❑ Power artifacts or Ark projects that need electricity. Each MP you spend can power the thing for about 30 minutes.
- ❑ Create sparks that can light a fire or light up the area within Near range of you for D6 minutes.

TELEKINETIC

You can move physical objects with the power of your mind. You can:

- ❑ Push or pull an object within short range. It can't weigh more than yourself. Costs 1 MP.
- ❑ Throw small objects towards an enemy at up to Short range. The damage is equal to the amount of MP you spend. Armor counts.

PSI-MUTANTS

Mutants who have only psionic mutations are often called psi-mutants. Players can choose to play a psi-mutant. Instead of drawing random mutation cards, the player rolls on the table on this page. This table can also be used when the GM wants to give an NPC a random psionic mutation. Alternatively, the player can draw randomly from the cards of only these mutations.

D66	PSIONIC MUTATION
11-14	Beastmaster
15-22	Clairvoyance
23-26	Cryokinesis
31-34	Mind Terror
35-42	Pathokinesis
43-46	Puppeteer
51-54	Pyrokinesis
55-62	Telekinesis
63-66	Telepathy

ARTIFACTS

The following new artifacts can be found in the Hotel Imperator. Playing cards for these artifacts are included in the custom card deck for *Mutant: Mechatron*.



❑ PSIONIC ENHANCER

Strange wires and diodes cover this high-tech metal helmet. It was developed in the enclaves to enhance psionic abilities that scientists tried to evolve through their genetic research.

Effect: The helmet has Gear Bonus +3. Roll the Gear Dice along with your Base Dice when you activate a psionic mutation. You can't push the roll. Each ☢ will give you an extra MP to spend right now on this mutation, or save it for later. There is a drawback, however – any ☢ rolled will cause a misfire of the mutation.

DEV Requirement: Technology 90

DEV Bonus: Technology +D6

❑ PSIONIC BLOCKER

These small, black pills taste bad and gives the user a throbbing headache. The small jar is marked "PSI-BLOC."

Effect: When you take a one of these pills, you get a strong headache in D6 minutes and suffer one point of confusion from it. During the next D6 hours, you are protected against psionic attacks. The drug works as an "armor" against psionic attacks, with an Armor Rating of 6. You roll for the drug after the attacker has decided on the MP he will spend on mutation. The pill jar only last for D6 doses. Tiny item.

DEV Requirement: Technology 90

DEV Bonus: -