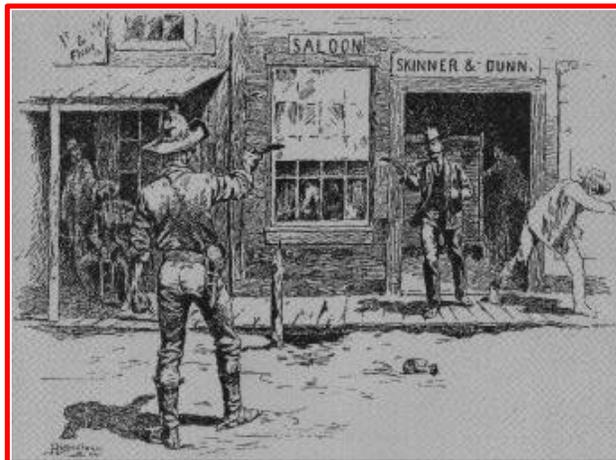


Overview

I've reserved a special section for Corinth because, in as far as GW towns go, Corinth is such an excellent spring board for all sorts of adventures. I've often used the city of Corinth as a setting for one-off games. GM's browsing these pages might want to just pick up Corinth and drop it into their campaign.

The significant feature of Corinth is that it is a boom town, like those which sprung in the Old West following the Gold Rush (and later the oil discoveries). Of course, this being Gamma World, the commodities that really interests us are artifacts.



Artifacts have been found by the cart full in the surrounding hills Corinth and now the once sleepy village is swamped by eager prospectors from every corner of Meriga. Armed with shovels, mules and a lot of hope, these prospectors are flocking to Corinth to file a claim and take to it's Curse plagued hills. The discovery of so many artifacts has naturally raised the interest of Restorationists and Archivists alike who are happy to purchase pretty much anything that is dug up.

The result of all this economic activity is that there is a whole lot of loose money in Corinth, which, in turn has attracted bandits, gamblers, con artists whores and all sorts of adventurers. At present there are probably more saloons per person in Corinth than anywhere else in Gamma Terra and they are always open for business, 24 hours a day.

Corinth proper is basically Y shaped with New Market Street and Keller Street merge into Main Street. The first thing you see coming to Corinth is Tent Town, a ring of camps where most of the poor newcomers reside. The streets are always crowded and noisy. The buildings are made of wood and generally have a broad walk in front and overhangs over the broad walks. Horses can be tied to the waist high rails with run in front of the broad walks. Horse troughs and hand-pumped wells are spaced out fairly regularly.

There are a whole host of saloons (like The Lady Luck, The No. 1, Sweet Times), and numerous hotels (among which the Majestic, Badder's Retreat and the Central). There are also shops that cater for the specific needs of prospectors. The largest of these is the Sanderson's Co. General Store. Prices at all the above are outrageously inflated (2-4 times normal). There are also a two banks, the First Corinth Bank and the Providence Bank & Trust. The banks mainly provided for safe-keeping function for a small charge, though the latter (owned by the Sanderson family) also provides a crude credit note system valid in most New Market banks.

At the centre of Corinth is Assayers square. Here the Restorationists, Archivists and other agents set up their stalls to examine, buy and occasionally sell artifacts. There is also a large tent in which the claims are processed. This used to be performed in the town hall, but huge influx of prospectors has made that impractical.

Law enforcement is in the hands of the sheriff; the absurdly overweight and cowardly sheriff Rupert. Even if he were dedicated to his job, the sheriff and his men would be completely overwhelmed by the task at hand. As it is, they only deal with a fraction of disturbances, frauds and crimes committed daily.

Obviously Corinth is making a lot of money for the locals. Many of the locals struck it rich in the hills surrounding Corinth, but most made money providing goods and services to the early prospectors. The

money from the sale of claims has filled the town hall coffers. Many locals, unsettled by the "moral decadence" brought by the newcomers, have bought farms north of Corinth and moved out of town. However these original citizens are still in control of the town's politics.

Among the other powers in Corinth are the Sanderson family, from nearby New Market, who own a number of commercial interests in town; organised crime, mostly from Lakeside City, have their hands into many of the saloons and run a protection racket. The Restorationist and Archivists maintain a strong presence, but are not involved in the town's politics. They limited themselves to raiding on each other's bases. The Zoopremicists have a presence (due to the proximity of Frog Town) but no concrete agenda; they know they missed their chance to take over the town. Radioactivists are also present, but they are more interested in the hot spots on hill sides than the town.

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