

Gamma World

The Darkland Empire



By Darrin Drader

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Introduction

The Darkland Empire runs from the ruins of Spoken, as far west as San Jen, and as far south as Liston, but it is centered around the ancient college of Was-Zoo. Because this region is self governed and self-contained, it doesn't show on most of the maps of the Putrid Northwest, nor do many people outside the region worry about what happens here.

The geography of the Darkland Empire is almost evenly divided between forest and rolling hills. The forests have taken over many of the regions that were civilized before the holocaust, leaving a great number of uncharted ruins. The other half of the region is comprised of rolling hills that were once verdant croplands for the farmers that lived there. Today there are still farmers who tend much smaller lots, carefully guarding them from mutant invasions. Weeds, many of them jagged or poisonous, and definitely dangerous to pass through, fill the rolling hills between the various settlements.

The seat of power in the Darkland Empire is the old College known as Was-Zoo, where a cruel despotic mutant named Radilos has provided a haven for the locals... at a price. Because a still operating nuclear power plant stands at the college, and the scientists are some of the best animal specialists in the world, Was-Zoo actually specializes in creating new strains of mutants. Many of these are sold into slavery, while a large number are also created to fight in the arena. Under Radilos, there are no less than two gladiator fights in the arena per week. The main goal of these scientists is to create newer, smarter, and tougher mutants to amuse the fans of the sport who flock to the ruined town for the events.

The Arena

The rules of the arena are simply this: anything goes. Radilos conducts the matches as a way to generate money for the region, but it also entertains the bloodthirsty people of this land, and it secures his hold on power. The usual cost of admission for an afternoon of events is 6 gold pieces. Attendance is usually about 300 people and mutants. This number will spike to about 650 during the summer, which is the height of the gladiatorial

season. During that season there are more fights, tougher opponents, and the entry fee dips to 4 gold. Slave masters come from all around to enter their servants into combat. Most are paid between 30 and 90 gold depending on how well known their warrior is, and how well they fight. Radilos has been known to pay more than this from time to time, but only when the gladiator is well known, and is retired from the arena. The slave owners make their real money from gambling on the matches. The gambling is barely regulated: any of the slave owners or the spectators may bet any amount on any contestant of any match. The only catch is that the winner is required to pay 30% of the winnings to the gambling commission. There are undercover agents who watch specifically to see if people are paying their taxes. The result for evading this tax is 2 months in prison, with the option of using them for mutation experimentation.

Several types of matches occur in the arena. The most common event is the one-on-one combat exhibition. A single slave will enter the arena, armed usually with a melee weapon, and will fight another single combatant. These fights are usually to the death, although the official presiding over the match may choose to spare the life of a gladiator if they pleased them or showed uncommon valor during the fight. Many times even those who's lives are spared by the officials will die later from their wounds, or the infections that usually follow.

Another common type of match is the team fight. Two or more teams are brought into the arena. Success is determined when one team conquers the other. Losing teams have the option of fighting to the death or surrendering. In some instances ranged weapons are allowed in this type of combat, although the penalty for firing the weapon at a spectator or an official is a slow death at the hands of Radilos's men. This penalty has only been necessary on two occasions in the past. Unlike the one-on-one combat exhibition, the presiding official can not choose to end the life of the gladiators from the losing side. More often than not, the loser forfeits the ownership of their slaves to the winner. In some cases they will take a lower entry fee to have a clause which states that they will not lose any of the surviving fighters. In other cases the survivors will go to a third party with some interest in the slaves.

Matches against animals are rare in the arena, and usually cost spectators double the usual amount. In these matches wild, exotic animals are brought in from other parts

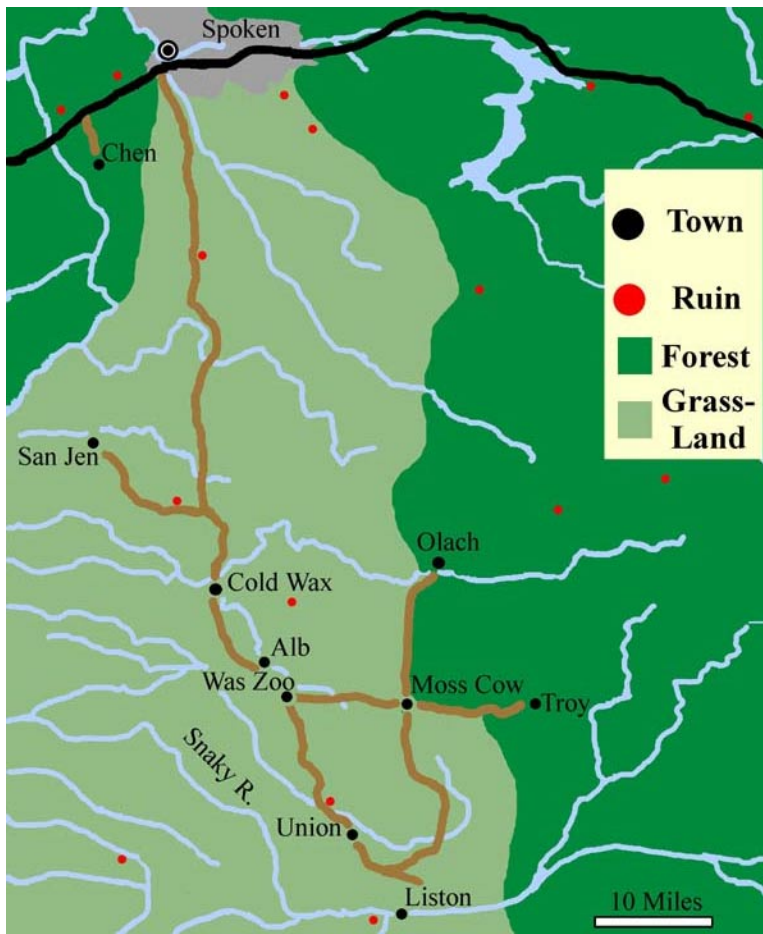
of the world, and usually pitted against some of the tougher fighters who have survived the arena. These are not only more expensive because of the rarity of the animals, but also because of the fact that there is never a favorite between human and animal. The deaths of those who die in this manner are usually more gruesome than the spectators are used to seeing.

The final type of match is between two free individuals who have some sort of a dispute between them. Mediation between two disputing parties is sometimes provided by the state, but it doesn't always work. In those cases where the parties present wish to handle their dispute violently, an arena match is arranged. These are usually special attractions since most of the town's people know the combatants. The end of the duel is not always death. In many cases they will fight until first blood, and they will use this method to settle disputes over various squabbles such as the love of another, property ownership, or neighbors who don't like each other. While having the lowest mortality rate, these are often the most anticipated matches.

Adventuring in The Darkland Empire

This campaign setting is designed to be used as the home base for a party of adventurers in the Gamma World game, or as a place for them to pass through in their travels. What happens in this setting, or how much of this information changes over the course of a campaign is entirely in the capable hands of the gamemaster. A number of campaign ideas can work in the Darkland empire. A more obvious plot device would be to unseat the power of Radilos. Another type of campaign could have the characters involved in a caravan through this region, or even be the traders themselves. This is certainly an area where a group of individuals can amass a great deal of wealth and power. Freeing slaves is also another noble purpose that could be pursued in this region. The party of heroes might be in the region for a specified purpose, only to find that they have angered the wrong official and become slaves themselves. Worse yet, they could be sold to a slaver who enters them to fight in the arena. Radilos's thugs could even take them for genetic experimentation.

Overview of the Locales of the Darkland Empire



Alb: The town of Alb is a tiny settlement boasting no more than thirty-five people, mostly humans. Built in a shallow valley that has a tendency to flood every five years or so, it lies just five miles northwest of Was-Zoo, and is firmly under the control of lord Radilos. The population is comprised almost completely of farmers who fight the never-ending battle to save their crops and their homes

from bands of marauding thugs, and mutants.

Even before the holocaust, Alb had a population that never exceeded one thousand people. There are ruins here that have been thoroughly picked clean over the years, but many of the structures still remain intact, which makes life a little easier for the those struggling to make a home here. Life is a struggle, but it does allow people some small room away from Radilos.

Chen: Chen boasts a population of about two hundred people. They have more dealings with the people who live in the ruins of Spoken than they have with Was-Zoo. There once was a college in Chen, and because of the learning resources available there, ten of the town's people have reopened the halls of learning. So far attendance has been

about 50 students per year. The students pay a tuition of 500 gold per year. The other residents of Chen raise livestock and farm the land.

Cold Wax: This city was a farming community before the holocaust, and was built on the hillsides and along the bottom of a deep valley. The survivors of the holocaust tried to restore the town, but shortly after it was established mutants overran it. This town is full of ancient ruins; just as many have been plundered as have not been. Those mutants who have made their home here do not willingly follow Radilos, though he is one of them. Instead they live under his rule because of the heavily armed thugs that patrol the streets.

Liston: This once medium sized city lies in ruins the deepest valley of the region. An enormous bridge frame stands, minus the roadway it once supported, stretching from one side of the Snaky River to the other. Today the population is about 250, and is mostly fishermen. This town is not under the control of Radilos, despite the raids that have been staged to try to bring it under control.

A notable merchant named Jack Burnette is in possession of seemingly unending supplies of ancient and shadow age technology. Nobody knows how he happened to come into possession of the technology he trades, but most of it works, and he is one of the wealthiest men living in the Darkland Empire. It is said that he wants for very little, but some suspect that he has hidden motives for power. What those are, many fear to guess, but his resources have been instrumental in repelling the forces of Was-Zoo who have tried to bring the town under their control.

Moss Cow: One of the earlier creations from the neighboring city of Was-Zoo is a mutant called the Mintar. It has the body of a human, with the head of a cow, all of which is covered in short green fur. Initially they were created to for the arena, but they refused to fight, and they refused to take orders. Radilos was going to have the lot of them exterminated when they proved to be highly intelligent. Because of this, they were allowed to continue to exist as a species, and they were let loose in the nearby city of Moss Cow. They are required by their agreement to aid in the study and production of

new strains of mutants. Because of their even temperament, they are willing to follow the rule of Radilos, though they despise him and work secretly to overthrow him.

The Mintar currently number about 150. About half of that number is very young however. They have taken up the lives of merchants, farmers, and researchers, but never do they take on a violent or aggressive lifestyle. They consider themselves to be too refined for such barbaric behavior. As a result the city of Moss-Cow is very orderly and polite. Much of the ancient downtown area has been restored to what it once was before the holocaust.

Olach: This town has become one of the wealthiest towns in the Darkland Empire. After the holocaust, the survivors here continued to do what they had been doing for ages before the disaster occurred – they logged, and exported the lumber to the neighboring cities. Currently about 150 people live here. There is a very low number of mutants however, since this is not a community that usually tolerates them.

Because of all the new construction happening throughout the area, and the fact that most of the settled area of the Darkland Empire exists pretty far away from the forest, they have made huge financial gains. They feel that one of the best ways to ensure their town's security for years to come is to replace the trees as fast as they log them out, therefore maintaining a limitless supply of lumber.

San Jen: this is a rather odd little community made up of the unlikely combination of Sleeth and Andriods. No one truly knows how these races came together, but they form a peace loving community that is very accepting of one-another's differences. The fact that their temperaments are compatible helps the merging of these two cultures. The Sleeth, being very learned, are constantly trying to figure out what makes an android work so they can help them to procreate in the future. The androids, on the other hand, find the Sleeth to be intelligent companions who excel in the fine arts of debate and logic.

As this is one of the main gateways into the Darkland Empire from the west, this is one of the main trade centers of the area. Many merchants traveling from Settle will pass through San Jen before heading north once again and continuing east along the main

road. Merchants traveling through San Jen will find a pleasant atmosphere with an established inn that costs a mere 3 coins per night.

Radilos maintains a very low presence here, but this city is taxed the same as the rest of the local towns. While some in the community would like to rise up and fight Radilos, the Dean of the city refuses, reasoning that the money they lose in taxes would not equal the loss in life here. A number of village elders here do not share his opinion, and there are some whisperings that a revolt is afoot.

Troy: No one really knows why people still live here. While this was not the site of a nuclear blast, the radiation levels are higher than normal. Some people think that this is because of some sort of a nuclear accident, but there are others who think that there is a malfunctioning nuke reactor here somewhere. If they can find the nuke reactor they would have real power... enough maybe to compete with Radilos. Because of the high degree of radiation, even Radilos's tax collectors stay at least 5 miles from the city. The population here is about 50, but the faces seem to constantly be changing since very few people stay here for long... and those who do stay tend to either suffer radiation burns or mutate rapidly.

Union: This small ruin of a town serves two purposes. One function is that Radilos maintains a forte here to watch his southernmost holding. The other is that this is one of the largest food producing cities in the Darkland Empire. The population here, not including soldiers, is about 250. Because of the presence of the soldiers in this town, the people are given preferred treatment over the rest of Radilos's subjects... provided that they pay their taxes and remain loyal. There is no city council in place, and many of them will travel to Was-Zoo on a regular basis for trading, slave auctions, or gladiatorial matches.

Was-Zoo: According to the Keepers of the ancient texts, Was-Zoo was actually a slang term for the ancient college that existed in the city of Pull-man. The keepers of the

ancient texts are a monastic order that guard the library - one of the only ones that is mostly intact in the known world.

The old city was built covering four hills. The college, which is being restored, was located on the Northeast hill. Most of the homes in the other sections are in various states of wreckage since most of the original inhabitants died from radiation poisoning long ago.

The people of Was-Zoo are either centered around the college (Radilos, his scientists and minions, and the Keepers of the ancient texts) or dispersed amongst either remodeled old buildings in the city or in new ones that have been built after the holocaust. About 1000 people live in the city of Was-Zoo, plus another 250 merchants on the average that pass through the city, making it the largest population center in the Darkland Empire. Their livelihoods range in activities from farming, to construction, to hunting. Other shadier side trades exist such as those who deal in slaves, gambling proprietors, and weapons dealers.

Was-Zoo is a seedy place to live, but a profitable one if you know who not to offend. Presiding over the whole affair is the mutant Radilos, who's far reaching empire affects everyone, whether they are for him or against him. Radilos makes his home at the college along with his scientists and his soldiers. He makes sure the streets are patrolled, and he makes sure that everyone knows the rules. His primary money making machine is the gladiator arena, for which people and mutants alike will come in from all around to see the spectacle. Twice a month the entire community is required to attend a town meeting where he goes over any changes to the laws, issues that need to be discussed, and they give him a chance to hear about any potential new threats to his power. These meetings also make the perfect forum for those instances when he needs to "make an example" out of someone.

New Technology

PMT (Personal Matter Transference Device)

Priceless

Rare even in the shadow age, this device is used to instantly travel up to 150 miles instantly. The device exists in real-space, but maintains a subspace signature. When activated it instantly sends itself along with the user and 3 cubic yards worth of material to a preprogrammed location. In order to program a location, the device must first be brought to the destination location in advance. It will then take various readings and measurements so that when activated, the person using it will materialize at exactly the proper location. If the measurements are even slightly off, a person could reappear in solid stone, or in thin air, or some other undesirable location. This is powered by a power cell, which recharges by either being left in direct sunlight for five hours or plugged into an electrical outlet for two hours. A fully recharged power cell will be good for 5 transferences.

Smart Slave Collar

Price: 800

An improved version of a slave collar, this is ¼” in diameter, and can be adjusted to fit most neck sizes. This device is able to stimulate the pain and pleasure centers directly through the nervous system, and is activated by either a verbal command from the slave owner, or by remote control. The voice recognition feature of this device is able to distinguish from one person to another, and is accurate enough to tell the difference between the voices of identical twins. This is a rare device that was researched recently at Was-Zoo. It is used by slave owners to control and reward their slaves, and takes the place of beatings and other less civil means of control. Each time the pain feature is activated, 1 point of stun damage automatically occurs.

New Character Races:

Mintar (Man-Cow)

Description:

Mintar's are 2-meter-tall bipedal mammals. They have a humanoid body with a bovine head. Their bodies are covered in light photosynthetic fur, which ranges in color from mint to deep forest green. They are known for their docile disposition coupled with their high intelligence. Their diet consists mainly of plants, and that can be supplemented by exposure to sunshine.

After the holocaust, after Radilos and his band of corrupt scientists had taken control of the campus of Was-Zoo, they began experimenting with radiation and genetics in an attempt to create new mutant races to delight the gladiator fans. Their first partial success was the creation of the Mintar. While the creatures had the physical power greater than that of the common man coupled with intelligence, the one thing they did not foresee was the naturally peaceful nature of the cow, and how that would affect their creation. The result was a creature that would later make a good addition to the scientific team, but have no value in the arena. There are rumors that the scientists have recently managed to create an aggressive breed of Mintar, and that it will soon be making a debut in the arena.

There is only one Mintar community, which exists in the aptly named town of Moss-Cow. Their number are divided up amongst 3 tribes, each of which has their own leader who is appointed on the basis of the oldest age. The 3 leaders will get together in an elder's council on a weekly basis to discuss matters of importance.

Role-Playing

Mintar heroes should be slow to anger, and will rarely if ever take up arms against other beings (unless your game master rules that you are part of the new strain of Mintar mentioned above). If the cause is desperate enough, or if the community is in danger, they are grudgingly willing to set aside their peaceful nature in favor of defense. They

will only be willing to do this if something they care deeply about is being threatened or hurt.

Mintar's are not the easiest species to role-play due to their inherently docile nature. They are slow to anger, but very quick thinking. If given the choice they will always find the intelligent or diplomatic solution to a problem rather than resorting to violence. They are thinkers, scientists, and builders. They interact favorably with other species, yet they are not blinded to the possibility of deception against them. They have a straightforward, logical outlook on life, which allows them to cope well with an all-too-often illogical world. Their favored professions are Diplomat and Tech-op. Because of their photosynthetic fur, a Mintarn that spends more than 6 hours in direct sunlight is not required to eat for the day.

Mutations

Photosynthetic skin

Radiation Tolerance

Quick Thinking

Drawbacks

Attraction odor

Ability Score Limits

STR	DEX	CON	INT	WIL	PER
6-15	4-10	7-15	7-15	4-12	5-16

Skree

Description:

One of the more fearful creations from the laboratories of Was-Zoo is an insectoid race called the Skree. Their body is made up of a walnut colored exoskeleton with three segments, six legs, and the head of a fly. It walks upright, using the upper two sets of

legs as arms. They are quick in battle, and quite successful in the arena due to most people's inherent fear of bugs. They don't understand technology, but have proven to be quite deadly with melee weapons. To this date they are a popular feature of the arena, but a couple years ago, about fifty of them were released when a group opposing Radilos raided the campus. Most of them escaped, and have since formed their own society on the outskirts of what is left of civilization. Their organizational structure naturally reverts to a hive model in the wild. As a society they are intelligent to a point, but they make their living from hunting and gathering. A few of them have learned to speak with humans, but their speech patterns are broken, and remind some of buzzing.

Skree can leave their hive without suffering any drawbacks from the separation. As a group they are vicious fighters, and take what they need for survival. As individuals they are usually thoughtful, courteous, and honorable. They do have a problem comprehending abstract concepts such as what the world was like before the Gamma Age, or why exactly nukes were sort of a bad idea. What they have a firm grasp on is how to achieve a tactical defeat over their opponents, and what they have to do to ensure their survival. Their reproductive cycle is rapid: there is one breeder per hive, and she will produce 50 Skree per month. Those will then grow from a larval state to an insect form within the next year. Their average life expectancy is estimated at about 30 years.

To date there are only 3 hives in existence. Two of them lie between Was-Zoo and Spoken, while another is about 10 miles east of Liston. They usually try to avoid upsetting the more intelligent races, given the fact that humans don't make the best food, and most of them have seen what advanced technology can do to their exoskeletons. However, when they are especially hungry, attacks on humans for food have occurred in the past with deadly consequences.

Role-Playing

Skree can be interesting characters to run given their speech difficulties and their mental limitations. On the other hand they are great in a melee fight. They suffer a +2 step adjustment above the regular adjustments when trying to operate technology-based weapons. Only after a Skree has been exposed to technological weapons can they attempt to gain a skill in them. Before gaining skills in any non-melee weapons, Skree

must first spend the points, then make an intelligence check at a +2 step. A similar penalty applies to any attempts to gain any other technological mastery including driving vehicles, and learning how to operate computers.

In battle Skree are not any stronger than the average human, but they are usually much faster. Their exoskeleton has a natural armor rating of d6-1(li)/d4(hi)/-2(En). Additionally, microscopic hairs on the pads of their feet allow them to scale sheer walls and surfaces. Their favored professions are Combat Spec and Free Agent.

Mutations

Dermal Armor (see above)

Enhanced Reflexes

Radiation Tolerance

Drawbacks

Moderately susceptible to Energy damage (regular damage +1)

Ability Score Limits

STR	DEX	CON	INT	WIL	PER
4-14	8-16	5-15	3-12	4-14	4-14

The Campus of Was-Zoo

The ancient campus was built upon the northeast hill of the city once believed to have been called Pull-Man. At its height, the campus would more than double the native population of the city to which it belonged. In today's dark times the monolithic structures, the academic halls, and the recreational facilities all fall under the mad dictatorship of Radilos. The open-air arena, once the home of a popular sport, is the regional center for gladiating. The library still exists under the strict protection of the Keepers of the Ancient Texts.

Radilos's goons are not the only ones who are allowed on the campus. Radilos has made it open for any of the citizens of Was-Zoo, and allows free passes to anyone wishing to attend the gladiatorial matches. Those who have professed their loyalty to him live there in relative peace, although he demands high taxation – 25% of all acquisitions or wages.

For those who are too poor to pay his tax rate, he slowly confiscates everything they own. If a person becomes indebted to him, they usually find themselves among the new ranks of the gladiator slaves. As a result, anyone who is in the confiscation process are usually watched closely by his Peace-keepers to ensure that they don't skip town. New gladiators are more valuable to him than good tax paying citizens.

Many of the buildings shown on the map of Was-Zoo that are not numbered were housing units. The larger buildings are multi-storied and once housed large groups of people, the smaller ones were either apartment complexes or houses. Those who are in need of cheap housing often find themselves in one of the buildings that have been reopened. The general rate for staying in a room for 1 month is 60 gold. The larger houses will run as much as 300 gold. Very few of the people are wealthy enough to afford the larger houses, and as a result, many of the wealthy are involved in the slave trade. Those buildings that have not been restored are patrolled regularly to make certain that there are no squatters in the ruins. The one thing Radilos can not stand for is people who are trying to take advantage of his empire for free. He is not nearly so picky about the ruins off the campus, given the fact that those buildings are so heavily infested with

creatures that anyone who wants to be constantly fighting them off is entitled to a roof over their

Heads; besides he has other ways of getting money out of them... such as mandatory travel papers (2 gold pieces), and random spot taxation (whatever the GM thinks is appropriate).

The following is a list of specific



locations on the map of Was-Zoo. None of these buildings are mapped out to any degree, and while it may be possible to find the actual floor plans of these buildings online, it is up to the game master to flesh them out to make them into living breathing places. As this is a role playing game, strict adherence to today's actual floor plans or building functions is not necessary, and in fact could actually impede what could otherwise be a very tricky, well thought out series of dungeons.

1. Animal Testing lab: It is in this building that countless animals are kept, tested, and studied. Many simple operations are performed in this building, although this is functions more as a training grounds for new scientists. It is a place where they learn to operate on animals, and where they learn proper scientific methods of research.

2. Genetic Mutations Lab: Within these halls, countless experiments have been conducted on Pure Strain Humans, mutants, and animals. Several new races of mutants

have been created through the combination of applied genetics and radiation. There is a large number of failures for every success the labs boast – experiments that simply refused to survive the mutation process. There are approximately 20 scientists that work in this division of the campus. There are also an additional 20 guards on duty while the scientists are working.

Mutations are conducted both on unfertilized eggs of various species, and fully grown members of all species. If a character is unfortunate enough to go through a mutation process first roll on the random mutation chart to see if what sort of mutation they pick up. Then roll their **con** with a 0 step to see if they survive the process. At the Game Master's discretion more than one mutation can be attempted. For every additional mutation over 1, add +1 step to the difficulty of the **con** roll. A failed **con** roll results in death over the course of 1d12 days.

3. Subject Housing: What were once dormitory rooms in this building have been converted into holding cells. This is where they store the subjects that are to be used in the genetic mutations lab. 10 guards live on the top floor of this building to keep people from breaking in and releasing the creatures that are kept here.

4. Gladiator Arena: In ancient times this was the site of a game long forgotten. After the holocaust it was converted into a gladiatorial arena. The games are normally held twice a week. Various gladiators are owned by cruel slave lords who force them to fight to the death. They are typically armed with nothing more powerful than melee weapons; after all, any of them with projectile weapons or beam weapons could be a danger to the officials or the crowd. Several units of highly effective slaves will grace the arena on occasion. For these events, the crowds will be charged double the usual entrance fee, and they usually are quite willing to pay the higher price in order to witness the spectacle.

The usual cost of admission for an afternoon of events is 6 gold pieces. Attendance is usually about 300 people and mutants. This number will spike to about 650 during the summer, which is the height of the gladiatorial season. During that time there will be more fights, tougher opponents, and the entry fee dips to 4 gold. The combatants range from the Pure Strain Humans, Mutants, Sasquatch, and Skree. Other,

more exotic species have also been a part of the events. These will include virtually all the creatures listed in the Alternity Gamma World Campaign setting book. Other one-of-a-kind creatures that were created in the genetic mutations lab will appear here, some of which have become the source of local legends.

5. Inn: This is a 4 story building that once connected directly to the library. The Keepers of the Ancient Texts have seen to it that the common points between the buildings have been blocked off and built over. This building is divided up between several different areas. In the lowermost level there are rooms for visitors to Was-Zoo to stay in. The other three levels of the building are devoted to many different forms of activities. There is a large area that overlooks the arena. Many people will sit in the comfort of this place and bet on the gladiator matches below. Other areas are dedicated to gambling, shooting pool, and there is an oddity that many people flock to see called Video games. There are a large number of them in this place. Due to the power created by the energy plant, most of them actually work.

6. Library of the Ancients: This 4 story building was once the great library of the university. This is one of the most complete libraries remaining in the world, and it is jealously guarded by the Keepers of the Ancient Texts. They are an autonomous monastic group that has vowed to protect the knowledge possessed by the ancients, and keep that knowledge from falling into the wrong hands. Radilos leaves them alone, for a few different reasons: The Keepers presence predates his own presence on the campus; they made an arrangement with him involving the surrendering of certain scientific texts in exchange for their continued independence; and he fears what would happen to him and his regime should they decide to go on the offensive against him. The rumors are that they are well armed with some of the best technology from the shadow age, and could probably remove Radilos himself if they chose to concern themselves with mundane matters. Instead they are much more protective over their books and the knowledge they have gleaned from them. Many people in the region distrust the Keepers of the Ancient Texts, fearing that one day they may make a grab for power, and when they do they could be far worse than Radilos has ever been.

7. Field House: This is a one story building that is approximately 50 feet tall, serving as an indoor track. The original ceiling was made from light green glass, and it was a popular running area for people on the campus. During the holocaust, the glass roof was shattered. It was later replaced by shards of different colored glass that was taken from various different areas and melted together. During the daylight the track is now bathed in a sickly conglomerate of colors that shifts depending on where the person stands. This building is now used as a training field for Radilos's men. They stay in shape by running laps, and they also practice combat in this building.

8. Gymn: This building serves much as it has for centuries: as a gym. People will come within this structure and its various chambers to exercise. a giant swimming pool fills the centermost portion of the top two floors of this building. Now the water remains, but it has long since gone stagnant. Algae grows throughout the entire chamber, and there are rumors that an enormous water creature makes its home within. Most people who choose to use this building avoid the pool area for fear of disease or whatever else may be in there.

9. Weapons locker: This building was once a gym, but it is now used as a weapons locker. As in building 8 there is a large pool once used by the ancients. People also avoid the pool here for the same reasons as in area 8. While no one knows exactly what sorts of weapons are stored here, it is known that there are definitely projectile weapons, and many believe there are shadow age weapons as well. If Radilos does possess energy weapons, he doesn't display them openly.

10. Gladiator Gym: This building was also once used as a gym in ancient times. Since this is the least of the gyms at Was-Zoo, this is where the gladiators are taken to work out and practice their craft. Slave owners must pay a fee of 1 gold per week for their slaves to use the equipment, and any owners who do not keep their slaves under control are banished from the gym. Because the facilities here are better than most available to the

public, no slave owner wishes to get their privileges revoked since such an occurrence would mean their gladiators would become out of shape and easily killed in the arena.

11. Administration Building: It is from this building that the people in charge of the state administration work. The treasury is kept here under lock and key, master copies of travel papers, housing registration, and other important documents are kept here.

12. Courthouse: Anyone who needs to go through official arbitration in either a criminal matter or a civil matter will have their case heard here. There are a total of 4 judges that deal out a form of justice that has been called uneven at best. Most criminals who are convicted of murder, rape, or treason are sentenced to slavery, and auctioned to the highest bidder.

13. Prison: Anyone found guilty of a crime spends some time here if they are not sold into slavery by the courts. People here will be serving time for anything from theft to battery. Usually the people who are kept here are considered to be of some potential value to society if they can be taught to conform to the laws.

14. Engineering Headquarters: A place like Was-Zoo would not be able to maintain a nuclear reactor for long without a core group of well-trained engineers. A great number of ancient texts were once kept in this building regarding the operations of a nuclear plant. Today those that work here are experts in the field of nuclear energy. In addition to their work on the nuclear plant, they also experiment with the possibilities of pure electric current. Their hope is to one day achieve incredible power through the use of Tesla-esque technologies.

15. Nuclear Energy Plant: Once classified as strictly experimental, this nuclear plant survived the holocaust and is still functioning to this day. It is this plant that provides power to all the buildings of Was-Zoo. It is also from here that radioactive material is collected for use in the genetic mutations lab. While the gladiatorial arena is the source of Radilos's wealth, the possession of this is the source of his power. He keeps this well

guarded, and if he felt his power were in trouble he could always threaten the nearby community with the widespread destruction caused by a nuclear melt-down.

16. The Sinking pit: This area is a crater approximately 200 meters in diameter. While many people assume that this was caused by a nuclear explosion, the truth of the matter is that it was created by an unknown invader weapon during the age of shadows. The ground here remains blackened to this day, and no vegetation grows here. While this region does not glow with radiation, heightened levels of radiation are present 5 meters below the ground in the very center of the pit. The surrounding buildings are in ruins and have been for a very long time.

17. Stadium: This structure takes up one entire city block and is second in size only to the arena. It is here that town meetings take place, performing artists display their crafts, and those few orators Radilos allows, speak. Structurally, this building came through the holocaust needing the least amount of reconstruction.

Notable Personas of the Darkland Empire

Note: other than physical descriptions and specific mutations, game statistics are not given on the following individuals. This campaign setting may be used at any point during an adventurer's career, and it is up to the game master to craft these individuals to suit her purposes. Much detail is given to flesh out the personalities of these people, although there is some intentional ambiguity regarding whether most of these should be used as friends or foes.

Agorara Dyson

Standing 6'1", 55 years old, heavy build, blue eyes, blond hair - worn long, Agorara is one of the more important slavers in the Darkland Empire. He specializes in gladiators, and he reaps very large profits from their performances and their sale. He lives with his hired guards and his slaves in a ranch compound about 15 miles north of Was-Zoo, and he usually keeps upwards of 50 slaves. He is not overly cruel to his slaves, but he knows that he trades in pain and death and is growing tired of the spectacle. He usually does grant freedom to any slave that manages to live through at least fifteen fights, but part of that agreement is that he has the right to hire their services out in the future should he need to call on them again. He has done this on occasion when one of his rivals has a very skilled slave that is cutting deeply into his own stock of warriors. Since his slaves are quite skilled in fighting, surviving, and working the crowd, he is in the good graces of Radilos, who will often boost the price of admission by a gold if Agorara's slaves are fighting on a given day. Having done this for more years than he cares to count, he is looking for someone to buy out his operation so he can leave this area and lead a nice quiet life in the Putrid Sound.

Athasil

Athasil is an android with Dark skin, Dark hair, 5'11", with a medium build. He has been in the Darkland Empire for six years, and amassed enough wealth betting on the gladiatorial matches that he has been able to become a gladiator slave owner himself. He boasts twenty slaves, which he houses at Was-Zoo. Unlike many androids, he feels little to no compassion towards humans, and sees them simply as a tool for him to become

more powerful and important in society. The one thing that sets him apart from other gladiator slavers is that he trains his slaves how to use technology based weapons, and he will provide them to the slaves that prove their loyalty to him. There is always a chance that the gladiators will turn on the crowds or their masters if sent in with ranged weapons, and so Athasil has installed a kill-switch linked to a hand-held-remote he keeps with him during their training, and during the matches. So far there have been no major incidents of slaves killing anyone other than other gladiators, so Radilos allows Athasil's slaves, and delights in the rare spectacle of witnessing ancient technology at work.

Bucnos, The Red Flayer

Bucnos, called the Red Flayer, is a 35 year old man who deals in slaves for the purpose of manual labor. He is known for his cruelty with his charges, and his epithet refers to a particular nasty example he made out of one of his slaves after catching him trying to escape. He is a pure strain human who stands 6" tall with light skin, Brown hair kept very short, blue eyes, and a muscular build. He lives just outside of Was-Zoo, and travels frequently throughout the region with his most prime slaves on trading expeditions, usually fetching high prices. The one thing that can be said about Bucnos is that after buying bedraggled slaves cheaply for cut-rate-prices, he spends the time, the energy, and the food necessary to build them up into healthy slaves that will fetch him a high price in the markets. He does not tolerate slaves who are weak, lazy, or are unwilling to improve themselves. He has also never set a slave free under any circumstance, despite the rumor that one time one of his slaves helped save his life from a band of Thought Masters during a trading expedition.

Buecir

One of the common misconceptions about Mintars is the belief that they are incapable of deception, duplicity, and conspiracy. In truth, these are activities that they are not commonly involved in, but they are more than adept at, should the proper cause be presented. Buecir is a 12 year old 7" tall Mintar with forest green fur. He works in the genetics lab at Was-Zoo as a senior researcher. He is also feeding information to the Suvillan's about Radilos, his operations, and his movements around the campus. In his

youth, when he was being schooled by the elders of his kind, it became apparent that he was especially intelligent and learned medicine easily. When Radilos's men found out about this they took him from his people and continued his schooling themselves. He was always well treated, but he was a slave in all but name. When he heard whisperings of the Suvillan's plotting against Radilos he made arrangements to meet with them and offer them his services. He has no love for the despot, and would like to see him overthrown in favor of someone with a little more compassion.

Carses Flarn

A former gladiator himself, Carses Flarn is a mutant who was bred for fighting, who won his freedom five years ago and has joined the ranks of slavers who takes part in the gladiatorial tournaments. He's 30 years old and appears just as any pure strain human would standing 6' tall with light skin, blond hair, brown eyes, and a heavy muscular build. What is not so apparent about him is that he is a mutant with enhanced reflexes. Upon winning his freedom he tried many trades such as construction, leatherworking, and physical labor, but found that he wasn't cut out for it. He missed the roar of the crowds and the thunder of a good match. While he wouldn't sell himself back into slavery, his blood lusted for the action. For this reason he became a slaver. He keeps only ten slaves, and he picks these carefully, always looking for things such as reflexes, intelligence, and the ability to take a hit and remain vigorous. Upon purchasing them he tells all of his slaves that it is his goal to set them free eventually and he takes it upon himself to have them properly trained. Each and every one of his slaves are local favorites with the crowds, and typically they do last long enough to win their freedom. He knows better than to accept a match against Athasil's slaves since he has no access to advanced weapons.

Corlar

Corlar is one of Radilos's chief genetic scientists. She's a 47 year old mutant who stands 6'7" tall, dark skin, medium build. She also has enhanced hearing and an extra arm attached at shoulder height in the middle of her chest. She sees the world in a very logical, scientific manner, and doesn't question the morality of her line of work. If

anything, she sees what she does as necessary for the propagation of his species. She is very interested in the different combinations possible when adding intelligence to animals, or just creating an animal unlike anything that has walked the earth before. She chooses to turn a blind eye to the fact that most of the mutants that come from his labs are grown rapidly and thrown into the arena to kill or be killed. Instead she looks to the peaceful Mintars as an example of one of her successes.

Criserr Suvillan

The older brother of Malla Suvillan, he is the leader of the resistance movement against Radilos. He is 30 years old, standing 6'2" tall, light skin, brown hair worn medium length, blue eyes, with a medium muscular build. He and his sister live in the town on Union where they make the outward appearance of living as farmers. They have over 100 people working under them, each gathering intelligence, stockpiling weapons and strategizing an attack that might stand some chance of success against him. Criserr picked up the cause against Radilos when "the police" raided his family's house when he was 12 years old. His family had been poor, always on the verge of not being able to pay their way. After stripping the house of all its wealth, then having their sadistic fun with his parents, they were executed and left hanging by nooses from the roof in front of the front door of the house as a reminder to those who didn't pay their taxes. Criserr and Malla were spared because luck would have them at a friend's house at the time of the murders. Radilos's men didn't know about the children, and the people of Union kept their existence hidden from the authorities. Criserr knows that the chances of him succeeding in ridding the area of Radilos is slim, but it is an effort he will see through to the end, for his parents sake, if none other.

Cryganiira

While most Skree pose little threat to humans, Cryganiira is the exception to that rule. It was a gladiator throughout the early part of its life, but found its freedom after surviving more than 50 arena duels. After being set free, it knew only one thing, and that is killing. Despite the fact that Radilos is a mutant, he harbors a deep seeded hatred against all humans and those who look like them, and has begun a systematic

extermination of all humans, androids, and mutants that it can kill. It does this mainly by attacking small groups of travelers, or sneaking into Was-Zoo long enough to claim a victim or two, then scurry off to its hiding place in the countryside. Radilos has put out a price on its head of 500 GP, but because of the difficulty of identifying Skree, it has proven ineffective, and has caused the deaths of 9 innocent Skree so far. It, on the other hand, has killed 25 known beings. In its opinion, as long as the math works out in its favor, it will still continue to kill.

Eldasil

Eldasil is the most successful merchant trading in new lumber from the city of Olach. At age 47, he stands 5'7", brown curly hair, brown eyes, large build, and is slightly overweight. He doesn't actually get involved in cutting down the trees, or processing them; instead he buys the lumber from the foresters in Olach, then brings it to the various towns in the region. The one thing that makes him so successful is that he has a mind for mechanics, which goes well with the ancient 18 wheel truck he drives. Of course the roads aren't in as good of condition as they were when the truck was originally in use, so he's replaced the regular rubber tires that came with the vehicle with ones made of solid rubber, which also have increased traction on them. The vehicle isn't made for speed, but it gets around, and he makes a mint selling his lumber. Eldasil has a good mind for business, mechanics, and he has been known to lend out his expertise regarding old combustion-fueled-vehicles to a few people. He is basically kind hearted, and he helps out people when he has the opportunity to.

Famir of the Ice March Mountains

There are few people in Was-Zoo who like or trust Famir. He leads the secretive enclave of monks, The Keepers of the ancient Texts. He stands 6'5", is 55 years of age, with light skin, blue eyes, pale complexion, and long gray hair. He usually dresses in a long gray robe. He claims to have come from the Ice March Mountains, a place no one from Was-Zoo has ever heard of. He ventures outside of the library very seldom, and speaks to people even less seldom. No one knows exactly what information is contained

within the library, though many fear that the information is so important it could make him the most powerful person in the region.

Hespurr

About 30 years old with long black hair, piercing blue eyes, sharp features, and an athletic build, Hespurr runs weapons throughout the Darkland Empire. She doesn't specialize in any one type of weapon, but would be a likely supplier of melee weapons, projectile weapons, and energy weapons alike. She makes several trips down to Liston on a regular basis and does some business with Jack Burnette. Of course anything more powerful than projectile weapons are not allowed by Radilos, so Hespurr is very careful to hide her illegal dealings. She's had several close calls with the authorities, but is not currently suspected of running contraband anymore than anyone else who runs weapons. Many times she will take the time to help travelers or adventurers, and sell them at a discounted rate; feeling that it is good to have people out and about who owe her favors. Though she is a regular in Was-Zoo, Hespurr makes her home in Alb, where she is slightly away from the scrutiny of Radilos.

Igni'Lor

Having spent too much of his life maintaining the nuclear reactor at Was-Zoo, Igni-Lor has become a mutant, with side effects that have not exactly benefited him. He is 48 years old, stands about 5'4", with pale skin, blond hair, and gray eyes. For the past 20 years he has worked on the reactor, and for the past 10 years he has been the head engineer in charge of maintaining operations. Over the years he has become one of the most knowledgeable people regarding nuclear technology and how to maintain it. Because of his importance to Radilos, he is well paid, and he is allowed to act on nearly any whim that strikes him. Because of this he has become very corrupt and decadent. He has a mutated, weaker immune system, which leaves him frequently sick. He has also become strangely photo dependant.

Jack Burnette

A weapons dealer in Liston who specializes in Shadow Age weapons and technology, Jack Burnette has become one of the wealthiest people in the region. He's about 45 years old, 6'3", blond hair and brown eyes with a heavy build. Though he says he has no ambition to conquer territory or lead the people of Liston and the surrounding areas, it is worth noting that the city council tends to leave him well alone, asking for his donations to the city instead of demanding his taxes. In times of trouble he also seems to be there in the thick of it, helping his fellow people rather than hiding behind the considerable walls of his compound. It is a well known fact that he has no love at all for Radilos, and some suspect that he is either helping those who would unseat him, or stockpiling weapons so he can go to Was-Zoo and take control of the Darkland Empire for himself. Most say that he is a kind man, though he is absolutely ruthless in his business dealings. He never resorts to violence or threats, but he always manages to get top dollar for his technology. He is well protected, usually keeping between 10 and 25 body guards. He lives in his compound with his wife Lietha, and two daughters, as well as a family of pure strain Clydesdale horses, which are tended to by the family servants.

Kelganna

At the age of 40 Kelganna has become one of the foremost merchants specializing in the food trade. She runs a very efficient caravan service for the farmers in the region. She stands 5'7" with brown hair, tanned skin, and green eyes. She has also become a key figure in the balance of power in the region. A great deal of her wealth comes from her other business of information brokering. She knows a great deal about people in the region, much of which they don't want to become common knowledge. For a price and often times a piece of the action, she's willing to keep quiet. Nevertheless many people have disappeared quietly into the night, possibly tipped off by her as payback for some deal not honored, or bargain not kept. She trades directly with Radilos, but has also made the confidence of the Suvillans, and others throughout the region.

Lyros Skan

Called the Ice Queen of Cold Wax, Lyros Skan is 35 years old, standing 6' tall, with a medium build with dark brown hair, blue eyes, and a decidedly nasty temperament. She is one of the few pure strain humans in Cold Wax, and she is a slave trader. She is the leader of a group of warriors who comb the countryside for those who are lost, injured, or vulnerable. They catch those who are not firmly entrenched in society, and she takes ownership of them so she can sell them. The only people she will not attempt to obtain are travelers who have official travel papers given to them by Radilos. The penalties for capturing such a person would be immediate arrest and the permanent loss of her business. People who do business with Lyros know her to be cold hearted, and very whimsical. She is rough with her slaves, and she has been known to kill the disobedient ones herself for entertainment.

Malgath

Standing 5' tall with long black hair, a bushy beard, brown eyes, and a heavy build, Malgath is a slaver who lives in Olach. He travels throughout the region looking for slaves that are built tough, but are not exactly smart enough or quick enough to fight in the arena. He then sells them to the loggers of Olach. He cares very little for the welfare of his slaves, reasoning that with the line of work they are being sold into, he would be doing them few favors by caring for their needs before selling them. Instead he simply makes sure that they are fed once per day, and that they are allowed enough room to exercise, and to fight, and do whatever else it is they feel like doing, so long as it doesn't involve them running away. Malgath believes in bulk selling. He doesn't ask a great deal of money for his slaves, but he usually talks the buyers into buying more than one at a time. He uses his low prices as a negotiating tool, and usually does very well for himself monetarily.

Malla Suvillan

Crisera Suvillan's sister, Malla is one of the key freedom fighters opposed to Radilos in the region. She also has a problem with the slavers, and has vowed to do away with them after they've gotten rid of Radilos. She is 25 years old, standing 5'6" tall, light

skin, brown hair worn long, blue eyes, with a medium athletic build. She and her brother live in the town on Union where they make the outward appearance of living as farmers. They have over 100 people working under them, each gathering intelligence, stockpiling weapons and strategizing an attack that might stand some chance of success against him. They picked up the cause against Radilos when “the police” raided his family’s house when they were 12 years old. Their family had been poor, always on the verge of not being able to pay their way. After stripping the house of all its wealth, then having their sadistic fun with her parents, they were executed and left hanging by nooses from the roof in front of the front door of the house as a reminder to those who didn’t pay their taxes. Criserr and Malla were spared because luck would have them at a friend’s house at the time of the murders. Radilos’s men didn’t know about the children, and the people of Union kept their existence hidden from the authorities. Malla follows her brother’s lead most of the time, but she takes many of the risks herself. She believes that the best way to keep people loyal to them is to lead by example. As a result there are some people who have reported seeing her during raids and other activities. Fortunately for her she has enough pull to get the Sheriff in Union reelected, so he’s provided her with an airtight alibi on more than one occasion.

Moranus Coswell

Some call him a junk dealer, but Moranus Coswell likes to think of himself as an excavation specialist and a dealer in antiquities. At 54 years old, 5’8” tall, with blue eyes, long gray hair, and blue eyes, Moranus has traveled to most regions of the country. He brings with him not just the junk left behind by the ancients, but wondrous stories of what life is like in other parts of the world. He claims to have sailed to other continents, where life is just as chaotic, although different than it is here. He also says that he’s met an alien, who was checking to see how mankind had progressed since the cataclysm. Many people don’t believe Moranus’s fanciful tales, but he is a welcome visitor in many of the taverns and bars. He doesn’t live in one place, but rather lives off people’s kindness. He is known to stay in the area for days, sometimes weeks at a time, and then disappear for just as long, sometimes longer. When he returns he always has some new story to tell. The money he makes from the sale of his ancient junk is usually spent on

alcohol, women, or given away to the poor. He rarely has any money for more than a day after acquiring it. Most people knows that his traveling papers are forged, but he is allowed to pass through since he poses no apparent threat, and pacifies the people by entertaining them.

Odiar

At 33 years of age, and standing 5'11", with a medium build with dark skin, shaved head, and brown eyes; Odiar is a merchant who constantly plies the routes between the Darkland Empire and the Settle. He trades in a wide variety of goods from furniture to everyday common items. He heads a very large caravan, and usually makes four trips over the mountains per year. He is known to be a fair merchant of good nature and humor. He keeps his hands out of the arms business, preferring instead to specialize in items that usually won't get him in too much trouble with anyone except for the tax collectors. He makes sure that he pays Radilos his dues, but has hundreds of gold worth in old tax debts with the various landholders to the west. He makes a concerted effort to remain neutral in any power struggles he comes across. His motto is live and let live, as long as he and his caravan aren't getting messed with. On the rare instances that he does run into trouble, his opponents find that him and his entourage are more than capable of self defense.

Radilos

At 45 years old, standing 6'3" tall with pale skin, brown eyes, a bald head, cybernetic eye gear, and a host of mutations, Radilos is the dictator who has claimed the Darkland Empire as his own. His mutations are: Hyper Healing, Energy Absorption, and Pyrokinesis. He started his life as a violent mercenary from the middle portion of this country. Ultimately him and his band came upon this land, which was largely ungoverned, with very little in the way of commerce and activity. Upon seeing it for the first time he decided that it was a paradise and one of the most wondrous places he had come across in his travels. For that reason him and his companions quickly arranged deals with the locals for him to be their leader. He didn't leave them much choice, yet surprisingly, he didn't use violence to secure his holding over this area. Over the next

few years Radilos was busy hiring new people to back him up while quietly arranging “accidents” for his former associates who saw themselves as equals in their conquest of this land. Radilos had never intended for anyone to be his equal, and made sure that none of his former associates would ever make that mistake again. Over the years his rule went from one of being a planner and law bringer to one of a heartless despot. He runs the arena to satiate his desire for blood, and fill his coffers with gold. No one is allowed a voice in how to run the territory unless they agree with his policies. He doesn’t have any recognized political rivals, having wiped them out years ago. For now his rule over the area seems pretty secure.

Rowaerla, the Sword

For his personal guard, Radilos puts his trust in a brutish sasquatch known as Rowaerla, the Sword. Rowaerla is in charge of maintaining Radilos’s safety, as well as heading the militia that keeps the Darkland Empire in line. Rowaerla is like many of his sasquatch brethren in that he believes that those weaker than him should not be harmed without just cause. Unfortunately he sees Radilos’s presence as a stabilizing influence, therefore anyone who stands in the way of Radilos also stands in the way of stabilization, and therefore must be destroyed. There are a number of sasquatch who vocally disagree with both the premise of his beliefs as well as the fact that he uses this belief as a justification for violence. Much is said about Rowaerla, but never are mercy or compassion mentioned in conjunction with his name. In fact, Rowaerla carried out most of the brutish things that have occurred under Radilos. He is excellent at barking orders at his subordinates, as well as planning and executing a police action. He is not particularly keen on technology, and he leaves the operation of it to those who have more experience.

Shades

At age 42, standing 6’ tall with medium cut black hair, pale skin, and blue eyes, Shades is a weapons runner. He is somewhat sensitive to sunlight, so he is always seen wearing a pair of sunglasses. He will run any type of weapon, and will buy or sell to anyone. Radilos has profited from trade with Shades, but he keeps an eye on him since

he doesn't trust him. Shades lives in Was-Zoo and keeps five mercenaries with him at all times since he never knows when a client will try to pull a fast on one him. He is distrustful, and therefore is very successful at what he does. He usually dresses in blue jeans with a black leather jacket. He is known to have a close relationship with Kelganna.

Shadmir, the Green

Shadmir keeps trying to convince everyone he's a mutant. He paints himself green on a daily basis, and trades mostly with the mutant community. The truth is that he stands 6'3", and he's an albino with pink eyes. While not being far from a mutant in fact, it is a well-known fact that Albino's have been around almost as long pure strain humans have been. He trades mostly in food, but dabbles in contracting entertainers. These range from the simple and comedic to the exotic. He makes his residence at Was-Zoo, but moves from residence to residence frequently – always complaining that there is either not enough shade, or its too cold, or the lawn slopes down to the street at exactly the wrong angle. He's definitely looked at as an eccentric in Was-Zoo, but what most people don't know about him is that he is harboring a very strange piece of valuable technology. He possesses a personal-matter-transference (PMT) device, which was rare even during the shadow age. With it he can plot in the exact coordinates of a location up to 150 miles away and it will teleport him there instantly. Possessing this has allowed him to make trading deals at a variety of locations nearly impossibly far away very rapidly. As a result he has also accumulated a great deal of gold. He guards this secret jealously since it has a significant effect on his business.

Talacan

At 30 years old with dark skin, brown eyes, and an athletic build, Talacan is a weapons runner who specializes in projectile weapons, grenades, and various types of armor. He lives in Settle, but he is a merchant who does a great deal of business in the Darkland Empire. He owns a 21st century automobile with a mini-fusion reactor built into it instead of a chemical combustion propulsion system. He supplies Radilos with a steady stream of weapons and armor, and deals exclusively with him while in Was-Zoo.

He meets with other interested parties at various secret locations throughout the Darkland Empire.

About the Author:

Darrin Drader has lived outside of Tacoma Washington for a number of years, and has a steady RPG group that usually meets on a weekly basis. In addition to this accessory for Gamma World, Darrin wrote The Empire of Galovinius, a campaign setting for the Dungeons and Dragons game, which is posted for free download at www.cpunet.net/~darrin/index.htm . When not working or playing, he enjoys creative writing, amateur RPG design, and chasing around his dogs and cats. He will happily answer all inquiries or comments directed at him regarding this or The Empire of Galovinius, and he can be reached by email at darrin@cpunet.net