

The Verdlands

A Wasteland HERO™ Source Book - usable with the Gamma World™ System

by R. Miller

INTRODUCTION

"So where *do* all the mutants go?"

- King Dominik Marcus IV of the Knights of Genetic Purity, musing delightfully while planning yet another crusade

The course of adventure yet to be taken relies heavily on a good idea of just where the possibilities extend to. Without a "place" to roam, it is so much harder for a GM to link adventure to adventure, and then he enters into the oft-visited world of HACK. While this is fine for grade school GM's, it simply has no place in a mature (as much as possible in pretending to be a mutated chicken) campaign.

GEOGRAPHY

MAJOR CITIES

The major cities listed are those that the Restorationists have identified so far within the borders of the Verdlands. Many more may exist beyond the wastelands. Cities not included in the list are those who did not welcome the human cartographers and statisticians (Restorationists) who did the census. Other villages consisting of populations of individual races exist and are most likely in the majority of the overall Verdland population.

Each major city will most likely have smaller populated towns surrounding it. The number given for Major City Population may or may not reflect these additional satellite towns and villages. The census is just an estimate.

BONPARR

Alliance Affiliation: Ranks of the Fit

Location: Southeastern most major city strategically placed on a peninsula.

Leader(s): Napoleon 3 (New Animal, mutated bear)

Government: Dictatorship

Population: 1000 mixed, mostly New Animals

Society: Militant Communism

Tech Level: II

Power: Wind harnessing via mills. The winds are particularly strong in this area. Livestock.

Interests: Self sustaining commune, all types of natural products are at their disposal, they are satisfied with

their low level of technology, believing in emphasizing the true strengths of animal-kind.

Rumors: The ranks of the Fit plan a campaign to the north to take the cities of Elda and Jospeen.

Raids are conducted somewhat randomly in order to bring in fresh "recruits" for service.

Brainwashing is common practice.

DOLLAR

Alliance Affiliation: Restorationists, but all are represented

Location: The very border of the Verdlands to the west. Near the Flowerland trail.

Leader(s): Unknown

Government: Democracy

Population: 1,200 mixed with many transients there at any time.

Society: Capitalist

Tech Level: III

Power: Electrical from hydrogenerators, solar panels and wind generators

Interests: Trade Mecca. All goods may be found within. It serves as the trading post of the wastelands, just

about anything valuable (not necessarily ancient technology or weapons) can be found and a buyer

can be found for just about anything.

Rumors: The Dollar underground black market is just as prosperous as it's "legitimate" counterpart.

ELDA

Alliance Affiliation: Restorationists

Location: Eastern most major city, it sits within the East Mountains.

Leader(s): Tribunal, 2 Humans, 1 Humanoid (individuals change semi-annually)

Government: Socialist

Population: 800 mixed

Society: Caste system

Tech Level: III

Power: Hydroelectric and livestock

Interests: Lumber, grains, spices, wood products, cloth. A railroad line has recently been completed that links

Jospeen and Elda. Regular trade between the two cities has been accomplished by means of an actual steam engine.

Rumors: The Ranks of the Fit from Bonparr have their eye on acquiring the city. The tribunal has a zero tolerance policy for strangers.

FERRO

Alliance Affiliation: The Iron Society

Location: Southern-most city of the Verdeldands.

Leader(s): Kaydan the Curse King (Humanoid "wizard" with many mutations)

Government: Democratic

Population: 1,000 mixed

Tech Level: II

Power: Wind powered generators, fossil fuels

Society: Capitalist

Interests: Self-sufficient has access to oil fields and refineries

Rumors: Kayden is supposed to wield the power to "bless" mutants with tailor made mutations produced under his own power.

Rumor has it they actually have a nuclear missile in their possession and have developed a "hot pit" of radioactive slag gathered from various ancient radioactive sites.

Note: Nobody outside of the Iron Society goes near Ferro for obvious reasons. The nearest humanoid settlement is a week away from it (the Dabber village of Gro'nk, not on the map)

FREEHAVEN

Alliance Affiliation: Restorationists

Location: Central Verdeldands, located on the unnamed river between the Hooge Sea and the Inland Lake. The city itself is situated on the highest point in the area of vast grasslands.

Leader(s): Eugene "Gene" Judd (Human)

Government: Democratic

Population: 1,000 mixed

Society: Capitalist

Tech Level: III

Power: Hydroelectric, steam generators (coal deposits have been found near)

Interests: Technology (electrical and other), information, weapons (reknown for their "pipeguns"), grains, textiles, building materials, tools and ropes.

Rumors: Gene was once a member of the KGP, until his mutant daughter was born. He has one radical enemy in the KGP who goes only by the name "the Exorcist".

Information is just as valuable as tactile goods for trading with Gene.

THE BARONY OF HORN

Alliance Affiliation: Knights of Genetic Purity (with recent Restorationist leanings)

Location: Southern coast of Lake Keerie to the Fear River to the Hooge Sea Strait

Leader(s): Baron Jemmas (Human)

Government: Feudal, answerable to the Kingdom of New Arndale

Population: 600 Humans

100 Mutant workers

Society: Caste system. Self sustaining barony with many small villages within it's borders.

Tech Level: III

Power: Livestock and slave labor, coal driven steam engines from Freehaven (the Restorationist leaders have gotten a lot of flak from their mutant residents for this, but Gene assures them that Horn is leaning towards mutant acceptance).

Interests: Livestock, weapons, leather and other textile goods, metal goods.

Rumors: The barony is getting soft on the treatment of Humanoids as second class citizens.

Residents in the surrounding villages have been disappearing.

Locals claim that golden spirits have been descending on small towns from the north and stripping the village clean destroying the remains.

JOSPEEN

Alliance Affiliation: Restorationists

Location: Just outside of the northeast mountains on the coast of Lake Kieree, south of Blokk Island.

Leader(s): Hydra Nightwatcher (Orlen)

Government: Socialist

Population: 500 Orlens prominent

350 mixed

Society: Socialist

Tech Level: III

Power: Coal driven steam engines, with technology and fuel from Freehaven

Interests: Medicinals, livestock, grains, minerals.

A railroad line has recently been completed that links Jospeen and Elda. Regular trade between the two cities has been accomplished by means of an actual steam engine.

Rumors: The Orlens are looking to reform their government to Democratic

KINGDOM OF NEW ARNDALE

Alliance Affiliation: Knights of Genetic Purity

Location: The grassland between the Krystal Lake and the Hooge Sea (very dangerous terrain), to the Krystal River to the Hardlands border, the area includes the Ancient city of Pitz Burke.

Leader(s): King Dominik Marcus IV (New Human)

Government: Dictatorship

Population: 1,400

Society: Feudal

Tech Level: III

Power: Unknown, a well protected secret for military purposes. Suspected to be electrical, but by unknown means.

Interests: Trade. The kingdom is self-sufficient, having all that they need within their borders.

Rumors: Extremely hostile to strangers, it is said that they enslave all trespassers. Obvious humanoids never stand a chance.

STILLMARSH

Alliance Affiliation: Seekers

Location: Stillmarsh sits at the point which divides the Shiftee River from the Krystal River in the central lowland

forests.

Leader(s): Triel Bazz (Humanoid)

Government: Socialist

Population: 400 with 100 "seekers" throughout the Verdeldands

Society: Common interest society. Equality for all.

Tech Level: II

Power: Photosynthetic power transformers, natural (swamp) gas, livestock

Interests: Everything organic.

Rumors: An alliance with the Healer camp is in the making for a permanent base for them. Zoya the Warrenness,

Queen of the Verdeland Hoops has been threatening the city from her keep which is located in the marsh outside of town. Her strong-arm tactics are getting increasingly severe and more frequent.

STOBER

Alliance Affiliation: Brotherhood of Thought

Location: Hidden within the vast rolling Grasslands of the Southeast. It sits near the Bloo River from where it receives

its power.

Leader(s): Truzzel the Blind (Wardent), GreenEye (Mutant) and Oregon Evens (New Human)

Government: Democracy

Population: 550 mixed almost evenly

Society: Autonomous collective.

Tech Level: II

Power: Livestock, wind and water harnessed mills

Interests: Intelligence, entertainment, education, benevolence among the races.

Rumors: The Brotherhood have been known to train various creatures for defense purposes.



TERRAIN TYPES

COASTAL REGIONS

Cliffs of Eastspire

This sheer wall of stone erupted up along most of the eastern coastline during the Cataclysm. The mountains border it to the west and the ocean to the east. It is very dangerous terrain since the north winds buffet the area in wild defiance.

DEATHLANDS (Wastelands) (1D6 for HERO is about 2-3D6 for GW, KA = Killing Attack, NND = Attack with no normal defense)

The Wasteland is the vast portion of the Ancient Lands that didn't survive the Cataclysm. It was created, for the most part by a succession of events that began with the Nuclear Winter. It is a barren desert that covers well over 75% of the North American continent. Only the Verdeldands and some of the Flowerlands has been mapped, but if any other islands of life exist beyond the Wastelands, it is not known (although rumors persist).

There is some evidence of a quiet, slow encroaching of the Wasteland is invading the last pockets of life on Gamma Terra.

Radiation or "The Curse" is a persistent threat to all that is healthy. The levels range from background (mostly harmless) to full effect in the ruins of most major Ancient cities.

There is no permanent source of food or water. The ground is hard and clay-like with varying consistency from rock hard (red to dark brown in color), to quicksand (beige to brown) to sandy (red or tan). Winds are warm to hot and it persistently kicks up dust. This causes the sun to be obscured almost constantly by continuous curtains of sand and gravel.

An unprotected wanderer will die within days, usually. Without the benefit of life support, food, water and companionship, unprepared travelers are subject to 1/2 D6 KA NND vs CON roll per day without the benefit of rest (healing is slowed). In addition 1D6 REC and 1D6 EGO will be Drained per day. The mucus membranes must be covered in order to make the CON roll to avoid the KA NND. EGO checks must be made every 12 hours after spending (# days = EGO) in the wasteland or else insanity will creep in due to desperation and hopelessness. The number of companions the individual has with him/her will each give a +1 to this roll, and if proper supplies and equipment are present for travel and shelter, then up to a +5 can be gained depending on how physically prepared the individual is to face the desolation.

The mode of travel by choice is by means of Pineto. These creatures are self-sufficient, may lead the rider to water and can be relied upon for emergency sustenance if supplies run out (they taste like raw zucchini).

The major Cryptic Alliance of the Wastelands is the Radioactivists by far. Most Alliances won't have anything to do with anything outside of the protective regions of the "Living World".

FORESTS

The Skywood Forest

Thousands of acres covering the west and southern Verdlands around the hardlands. Disease is said to run rampant. It is said that unprepared wanderers are more likely die from disease than from the most ferocious predator. It is common knowledge that Grens possess a nearly universal vaccinate within their blood, but getting it from them is a true task.

The Crimson Forest

This central forest gains its name from the red foil-like leaves that filter the sun and cause an array of red to spill over everything within. Some predators take advantage of this monochrome environment. It has been said that an individual needs a full day's recuperation once they leave the forest just to adjust their eyes. Any long amounts of time (around 1 week depending on the character's EGO) spent within may chip away at a character's sanity.

GRASSLANDS

The grasslands dominate the central Verdlands with huge pockets breaking up the Skywood Forest. The grasslands around the Hooe Lake are reknown for their overpopulation of predator insects as well as for the huge herds of rakoxen which roam the plains. The Kingdom of New Arndale claims most of this area and protects its borders with regular military patrols.

HARDLANDS

The hardlands are the product of the now silent Magma Tap Mountain (nee plasma power generator prototype) which blew, due to neglect, and filled the radioactive sky with plasma and tons upon tons of ash. The hardlands is a frozen landscape with everything perfectly preserved in stone. There are stone forests, stone "lakes" which became water filled quarries, stone corpses, but mostly just long stretches of flat uncorrupted concrete. Little survives too long unprepared in the hardlands. It is a favorite hunting ground of the Red Death,

and they are believed to be based there. Some life forms have, of course, adapted. Vegetation comes in the form of mobile plants and fungi. Animal life forms are usually the flying sort.

MECHLANDS

The mechlands are oases within the Deathlands which continue to be robot operated farmlands totally surrounded by a security perimeter of electrical fence and various mines (all non-lethal). The one way in that no one yet knows about is the direct approach through front entrances. Those New Humans, or disguised as New Humans with "valid" Ancient I.D.'s may petition for food and clothes at the automated service centers. The alias of the user will be checked against ancient records via the internal databases, and imposters will be "held" until government officials retrieve them (i.e. forever). The bad news is that the security measures used in protecting the perimeter can incapacitate an individual leaving them helpless against the elements, not to mention the predators, of the deadly Deathlands.

The western mechlands is entirely desimated, the machinery operating without the benefit of a central coordinator (AI). They will attack any intruders with force (even New Humans). The crops have gone to pot, being replaced with deadlier vegetations which the robots "care" for by bringing in victims (dead and alive). A true treasure must be within.

The southeastern mechland is the home of a branch of the Created called the "Thin Men" (see "the Created" Cryptic Alliance below). Nothing more is known.

MOUNTAINS

Eastspire Mountains

Eastern Verdlands.

Glowstone Mountains

South of the Shiftee River, east of the Krystal River and all the way to the coast. Rising up out of the Harsh Bog and forming a nightmarish skyline all the way to the coast.

These essentially belong to the Badders of Badcreek (not on the map).

Magma Tap Mountain

ROADS

Ancient Roads and Byways

Major Modern Roads

Trials

RUINS

Serf Cities

Serfs have been encountered in every ruin found to date. It is believed that Serfs possess above average intelligence, but no known encounter with a "Thought Master" brigade has confirmed any useful information as to their sociology, agenda, or culture. In fact, those who live to report of an encounter seem to have lost much of their sanity from the way Serfs have been known to "play with the minds" of their victims.

Individual "scouts" reportedly sneak around under the cover of shadows gleaning what information they can from the invaders, especially from "harvesting their thoughts". Apparently they know the layout of their "homes" so well that they bide their time and wait for the right moment to expel intruders. When the time is right they will appear out of nowhere, coming up from sewers, jumping down from two or three stories without harm, and materializing out of deep shadows too close to their target to seem possible. They probably wait to see what explorers are after before they make their move, interested in the prospect that something valuable is right under their noses. After some time, they will quickly dispose of weaker parties (and rumored to force the fit ones into slavery instead of killing them). They have been known to permit a well armed party to leave, but not before they make their presence known. Some say that they actually respect the sight of a good warrior. Serfs show no interest in alliances with other Verdeland residents.

The Haunts

These northernmost ruins have been the source of fear and respect since the reoccupation of the Verdelands. Many bizarre stories originate from this area and only the radically brave have ever attempted to explore it's mysteries. Nothing is really known, since absolutely nobody has survived an expedition. The Restorationists at Freehaven have sent out scientists to get a feel of what may be so deadly about the area, with little success.

SWAMPS

Dead Marsh

Sludge Swamp

This area represents certain death to those who are found within, it boasts a terrifying landscape full of predators and death traps. It is defined by the delta composing of the D'vai River to the Dry River and then down to the Hooge Sea. It gives way to higher ground miles before reaching the Dry River (hence the river's name).

Meeko Swamp

This large bog surrounds the city of Stillmarsh and in turn provides the city with protection from large raiding squads. In it, however, are enemies to those who trespass through it. The Seekers at Stillmarsh have somehow developed a symbiotic relationship with the swamp and it's inhabitants, harnessing the gas found within to provide energy and farming it's depths for natural wonders which keep the Seekers free of the old technology and rich in neo-technology which is based on organics.

WATER

POLITICS

THE CRYPTIC ALLIANCES

Since politics are limited to the land within a government's borders, there seems to be no immediate danger from any single faction in the "neutral territories".

The only two Alliances which actually claim land are the Knights of Genetic Purity (based in New Arndale) and the Ranks of the Fit (Bonparr). While other Alliances claim cities and even secure regions, these are the only two that will commit resources to a border patrolling army.

The Restorationists have city law enforcers and even organized militia, but the KGP and RotF have armies and professional soldiers.

The Seekers are self-involved and give no claim to the land surrounding them. They believe that politics is a disposable philosophy and cost the Ancients their heritage. To them, politics is as dead as the divisions which enforced them so many years ago. Their message has never been enforced violently.

The Brotherhood of Thought have goals to dismantle barriers, and thus claim no political agendas. Theirs is a peaceful resistance. They allow their "pets" to defend them.

The Zoopremist radicals thrive on the reconstruction of a New Order. They strive to give Gamma Terra the only order that has never been tried. The only one that could work, in their opinion. Animal Supremacy! A common tribal rally chant of theirs is "*Man has failed, Beast shall not!*"

All the other Alliances may or may not have political agendas, to which, sooner or later, the population of Gamma Terra will undoubtedly hear of.

The Friends of Entropy are the only true anti-political Alliance. They tend to drive their destructive acts against targets known for promising order or rekindling loyalty among the different races. Many zealous Seekers have defected to the F.O.E., and many repentant F.O.E. members have turned to the Seekers for guidance. The F.O.E. Alliance is so against political reformation that they embrace true chaos, allowing internal strife to consume them. Up and coming leaders are wild and totally amoral, promising nothing but self-indulgence and greedy self-fulfilment. Leaders never last very long (either being "disposed of" by assassination or by "stepping down", a ritual where they go so radically entropic as to become wasteland hermits loathing any relationship whatsoever (they tend to see it as slow death). With this constant change in leadership comes a constant shift of Alliance focus, purpose and philosophy.

DIVERSIFICATION AND THE LAWS OF THE LAND

Due to the lack of unity found among all of the species and sub-species, law tends to vary widely from region to region and especially from village to village. This creates obvious problems to the traveller, and specialized Area, Societal and Cultural Knowledge skills will help the individual to recognize and potentially adjust to the legal restrictions within the political borders of the land that they are in.

Execution is a favored punishment for just about all the societies within the Verdlands. The method varies with the sense of humanity of the society. This holds true also for the Alliances, with the exception of the Restorationists which have adopted a rehabilitation ritual as the Ancients believed in, keeping execution for only the most wicked criminals. Slavery is a close second in terms of punishment, especially among the Knights of Genetic Purity, the Ranks of the Fit and the Iron Society who enjoy degrading their enemies so much that they would rather see them suffering daily than to kill them. The Red Death just kill anything and anyone that is useless to them, even fellow clansmen.

The major remaining option, and the most peaceful solution, is exile. The peaceful tribes (Grens, Lil, Sleeth...) and Alliances (Brotherhood of Thought, Healers) will do what they can to distance themselves from the accused. Punishment is left up to nature, but these groups will sometimes facilitate the outcome by dropping off the accused totally nude into a Kamodo lair, or a similar such method.

ECONOMY

Sheer supply and demand of survival goods drives the organized economy of the Verdlands. Trade is by far the means of measuring economic strength. Currency is mostly used only in the major cities where there are organized governments, or with those individuals who frequent major cities.

Value is usually based on the degree of survival usefulness. Art has little value, except to the minority of those who still appreciate it. Information can go far if offered to the right person. For most citizens, too much is defined as what cannot be comfortably carried or stored until needed.

Scavengers are those who judge EVERYTHING as eventually useful. If something needs to be unloaded for profit, a scavenger will most likely take it (rarely driving a good bargain, they have very little of value that they would be willing to part with so they are infamous cheats).

Honesty has been sacrificed in this shattered economy. A "Trader's Code" has been established and a Trade Tongue has been developed as a scrap of hope for good trade. Many abuse this assumption, of course. Individuals count trading as essential as fighting in the Verdlands. Honor is given to the recipient of a truly good trade.



WEATHER

WEATHER PATTERNS

The weather patterns that govern the skies above Gamma Terra aren't quite similar to those prior to the Cataclysm. The effects that these differences cause are given below.

TEMPERATURE

On average, the Verdlands is much cooler than the region was before the Cataclysm. In summer, the average temperature is 70°F, in winter it only gets to be around 10°F. The amount of inland water is also a major factor in temperature. Although the summers are cooler, the winters are not much colder. This is also the major factor of keeping the Wastelands from creeping further in at an accelerated rate.

RAINFALL

Annual rainfall amounts are considerably more than what was normal before the Cataclysm. Due to this increase, the humidity has contributed to the rejuvenation of dense forests, large area swamps and rolling grasslands, which have "come back" from almost nothing. In the space of only a decade, the Verdlands have gone from scrublands to the various environments for which they are presently known.

WIND

Winds have remained fairly close to what was seen before the Cataclysm, however, there seems to be no predictable pattern from where they blow. This may be a phenomenon of the atmospheric trauma that the Earth has undergone. The wind frequently has pleasant odors which cannot be explained.

AIR QUALITY

A certain toxicity hangs in the air above Gamma Terra. The air is markedly higher in carbon monoxide and ozone, which may explain the radical metamorphoses of plants to their current mobile and aggressive forms. Heavy metals also are kicked around such as zinc, iron and mercury, but in such small amounts that they are virtually undetectable. These factors give the air a varying stench. This foul odor is cut dramatically by air masses flowing in from the flowerlands which results in a frequently pleasant odor (see "Wind" above).



ODD PHENOMENA

Acid Rain

Black Snow

Creeping Earth

Fire Gysers

Gas Traps

Gravity Wells

These regions are truly unique in that they are identified by either areas of tilted gravity or by concentric circles of increasing or decreasing gravity. The former being confirmed and the latter being suspected by explorers who have witnessed the expected phenomena, but have yet to confirm its existence.

Ion Storms

These colorful light storms accompany gloomy overcast skies and are quite random. They never seem to last more than 10 minutes or so, but during this time it wreaks total havoc on all things electrical, including the central nervous system of animal life forms. When done, devices relying on power are severely drained or totally useless depending on the length of time of the storm and the power store.

Damage is typically non-lethal (1D6 to 8D6 NND vs having no developed CNS). Protection by means of metal armor, vehicles, etc. is useless and, in fact upgrade the NND to EB class (with comparable Damage Classes). Characters with cybernetic implants may be upgraded to KA damage. Finding shelter underground, in stone or wood shelters, or by covering up with an insulator will avoid the damage depending on the degree of coverage.

Magma Pits

Plagues

Quicksand

Radiation Zones

Swamp Gas

Tar Pits

LEGENDS AND RUMORS

The "Lightning Squad"

These anonymous troubleshooters were the first generation of a Restorationist- (Freehaven) backed team of specialists who knew how to explore Ancient ruins with breath-taking efficiency. On their last mission, three out of the five were killed while protecting themselves from twin Kamodos, the likes of which were never seen before. The surviving two were so badly hurt during the melee that they barely got an emergency signal back to Gene. One died during the night before he could be rescued, apparently he tried to use some Ancient medication to which he developed deadly complications due to cross-species intolerance (he had a low CON). In the face of all this the remaining troubleshooter vowed retirement. Two weeks later, only four days out of recovery, she fell victim to a Zoopremist terrorist's bomb which blew up half of the village of Gree-Durar in the Kingdom of New Arndale, whether she was a prime target or not is unknown.

Positions are open and Gene is interviewing to fill a roster for a potential "Thunder Squad".

The Flowerlands

This vast jungle of overgrown flowers is a pocket of unexplored, unspoiled land that has only been mapped by

the air. Of course, the Flowerlands is most likely full of treasures that has yet to be fathomed. Most of the "Alternative Races" have admitted having clansmen that live within, but the Flowerlands is extremely hard to get to in order to confirm this.

A large stretch of the Wastelands divides the Verdlands and the Flowerlands. It cuts right through dangerous Mechlands (see above), and only a few have carried their tales from such a journey. There has been a route of sorts established by the Wasteland residents to get to and fro, but this may only offer false security.

A mutant weasel named Timon is said to have claimed the Flowerlands as his own. His efforts must be only in it's infancy. He is the leader of the Flowerland Ranks of the Fit and is Napoleon 3's arch rival (the leader of Bonparr, see above). The amount of resistance that he is experiencing may confirm the scores of "Alternative Race" tribes that are said to call the Flowerlands home.

It is rumored that one of the "true" Ancients has survived the ages through unknown means and that he calls the Flowerlands his home.

The Restorationists have currently become very interested in what the Flowerlands may have to offer. Exploration teams are being assembled and plans are being made.

Keys to the Cataclysm

One of the most healthy debates in the Verdlands is just how the Ancients died off. The majority believe that it was the work of "Live Metal", and especially "Death Machines" that have randomly threatened the Verdland residents on more than one occasion. It seems the ultimate irony that man's creation would turn against him and cause his demise. Sides are generally taken by how much an Alliance or an individual relies on ancient technology. The division between those for and those against this theory is very sharp and evidence is constantly turning up to keep the debate alive.

Any evidence that lends to the "Great Question" is highly valued. Those in the scholarly circles are constantly going on about the "reward beyond imagine" that has been and will be given for such finds. The procurement of such information has, of course, lead to theivery, assassinations, quests and wars.

The Shambling Woods

"Stanlee-Kup"

Among all the treasures that Ancients warriors coveted most was a grand censor that bore the name "Stanlee-Kup". According to legend, it was given to the "team" of warriors that was the fastest, strongest and most accurate of all the realms. The warriors used a field of ice as a battle ground in which to display their abilities. The weapon of these warriors was a simple curved club, but the battle rules wouldn't allow hand to hand combat with the clubs, so they had to use the club in some mysterious way to fire small hard black disks called "pukks".

Curiously, the warriors valued their talent to actually avoid the members of the opposing "team" with the "pukk", aiming instead for a net guarded by a well armored "goalee". In this way, the "teams" worked hard to avoid the opposition from getting the "pukk" in the net. When a "team" did breach the defence and get the "pukk in the net, it allowed them a point of credit which accumulted and ultimately determined the winner to the "Stanlee-Kup". The "teams" battled each other until the victors were left standing, having eliminated all

their foes. This was repeated every year, but is unknown under what celebration they dedicated their efforts to. The warriors were known for their ferocity and ability to pummel each other after exchanging insults, which probably played only a minor role in the actual battle.



RACES

ARKS

Locations: Occupy the lower lands in force. Claim no cities, very gypsy-like.

Leader(s): Canus Major

Government: Patriarchy

Society: Feral in nature, with a mix of civility and group dynamics. Young are bred to enhance intelligence through mental

exercises. Oddly, females are treated as equals.

Interests: The well being of the Pack and the lands they inhabit. Sometimes raids on unsuspecting towns are conducted under

a full moon (how trite!).

BADDERS

Locations: Three tribes are known of:

I. Hardlands

II. Glowstone Mountains

III. Near Dead Marsh (Ruins?)

Leader(s): Skrawl (only one ever mentioned)

Government: Warrior leader

Society: Militant

Interests: Scavanging and stealing for useful items to use, sell and trade.

CARRIN

Locations: Unknown, but present in the Pitz Burke ruins where a base may be.

Leader(s): "the Beak"

Government: Dictatorship

Society: Elitist

Interests: Legend tells of a secret Carrin burial ground guarded by something called "Stoneface". A large chunk of a Sky

Chariot is rumored to lie within, but no confirmations have been made and the story seems to vary.

DABBERS

Locations: The area has several small factions who seem to be separated by tribe.

Leader(s): Five tribes, five leaders.

Government:

Society:

Interests:

FENS

Locations: Bloo River area, Krystal Lake, eastern coast.

Leader(s):

Government:

Society:

Interests:

GRENS

Locations: Bases on several islands in the Hooge Sea, the forests near the Low Lake area, and the forests in the southeast.

Individual tribes can be found literally everywhere.

Leader(s): Tribal leaders

Government: Chosen

Society: Clan-like with equality between males and females.

Interests: Preservation of home and land.

HAWKOIDS

Locations: Somewhere between the city of Horn and the Hooge Sea area. Some individuals claim to come from the mountain

range in the east lands.

Leader(s): None apparent

Government: Unknown

Society: Singular mature clan with unshakable loyalty to kinsmen and homelands

Interests: Unknown

HISSERS

Locations: Between the Bloo and Shiftee rivers to the eastern coastal area.

Leader(s):

Government:

Society:

Interests:

HOOPS

Locations: Establishing in Stillmarsh area within the western swamplands.

Leader(s): Zoya the Warreness

Government:

Society:

Interests:

HUMANS

Locations: See "major cities"

Leader(s): various

Government:

Society:

Interests:

JAGETS

Locations: Disorganized packs in the grassland areas. Some aggressive individuals have been encountered in the mountains.

Leader(s):

Government:

Society:

Interests:

KATKINS

Locations: Area surrounding Horn

Leader(s):

Government:

Society:

Interests:

LIL

Locations: Unknown, but present.

Leader(s):

Government:

Society:

Interests:

MENARL

Locations: Seven Lakes region.

Leader(s):

Government:

Society:

Interests:

ORLEN

Locations: City of Jospeen

Leader(s):

Government:

Society:

Interests:

SERFS

Locations: Encountered in many of the southland ruins. Curious activity has been reported in the coast region near Elda.

Leader(s): The Serf Czar

Government: Dictatorship

Society: Radically Militant

Interests: It is told that Serfs have no given names, just "thought tags"

SLEETH

Locations: Near Stillmarsh. Around Inland Lake area.

Leader(s):

Government:

Society:

Interests:

WARDENTS

Locations: Representatives clans can be found in most major cities. Some clans are located in the extreme northeast

mountains.

Leader(s):

Government:

Society:

Interests:

ORGANIZATIONS

THE CRYPTIC ALLIANCES

ARCHIVISTS

Locations: Found in practically every Ancient City

Leader(s): Unknown

Government: All are equal

Society: Communism

Interests: Accumulation of artifacts for worship, preservation of "their holy lands"

BROTHERHOOD OF THOUGHT

Locations: Stober

Leader(s): Truzzel the Blind (Wardent) GreenEye (M) Oregon Evens (NH)

Government: See Major Cities

Society: See Major Cities

Interests: See Major Cities

FOLLOWERS OF THE VOICE

Locations:

Leader(s):

Government:

Society:

Interests:

FRIENDS OF ENTROPY (RED DEATH)

Locations: Believed to be based in the Hardlands

Leader(s): Bloodsport (but not for long)

Government: Tyranny

Society: Cutthroats and thieves living under a semi-organized "survival of the fittest, watch your back" kind of nomadic

Commune.

Interests: Chaos over order, the destruction of the Restorationists

HEALERS

Locations: Nomads

Leader(s): Alkeen James (NH)

Government:

Society:

Interests:

KNIGHTS OF GENETIC PURITY (KGP)

Locations: I. Kingdom of New Arndale

II. Barony of Horn

III. Blokk Island (secret)

Leader(s): See under Major Cities

III. The Exorcist's rebellion

Government: see Major Cities

Society: see Major Cities

Interests: see Major Cities

RADIOACTIVISTS

Locations: Several hidden bases within the Wastelands, and some in radioactive pockets of the Verdlands.

Leader(s): Several reported, generally one per site.

Government: "Religious" leader

Society: Unknown

Interests: Unknown

RESTORATIONISTS

Locations: see Major Cities

Leader(s): see Major Cities

Government: see Major Cities

Society: see Major Cities

Interests: see Major Cities

SEEKERS

Locations: Stillmarsh

Leader(s): Triel Bazz (M)

Government: see Major Cities

Society: see Major Cities

Interests: see Major Cities

THE CREATED

Locations: The southeastern Mechlands, various hidden bases including one in the coastal area north of Horn (the S.A.M.U.R.I.

base)

Leader(s): Artificial Intelligences

Government: None

Society: Not Applicable

Interests: Destruction of man and mutant

THE IRON SOCIETY

Locations: Ferro

Leader(s): Kaydan the Curse King (M)

Government: see Major Cities

Society: see Major Cities

Interests: see Major Cities

THE RANKS OF THE FIT

Locations: Bonparr and a newer faction in the Flowerlands

Leader(s): Verdlands: Napoleon 3 (NA bear)

Flowerlands: Timon the Weasel (NA weasel)

Government: Militant Dictatorship

Society: Socialist

Interests:

THE ZOOPREMISTS

Locations: None permanent, infests all areas, especially major cities where New Animals blend in.

Leader(s): Mardag the Bull (NA bull)

Government: Chosen Leader

Society: Socialist

Interests: Conquering the Verdlands through terrorism. Animal supremacy.