

# The Crossroads Region

## Gazetteer 1

For use with

# THE MUTANT EPOCH RPG™

Grab your gasmask, your knee pads, crossbow and blade! Suit up into your junk armor and survival packs and get ready to dive into a world of high adventure.

### Welcome to the Crossroads Region!

It is the year 2364. The Tainted Sea continues to recede, exposing patches of the former megalopolis of Las Angeles. Here, your heroes will explore old war zones, reef-locked relic ships, stinking bogs and ruined cityscapes.

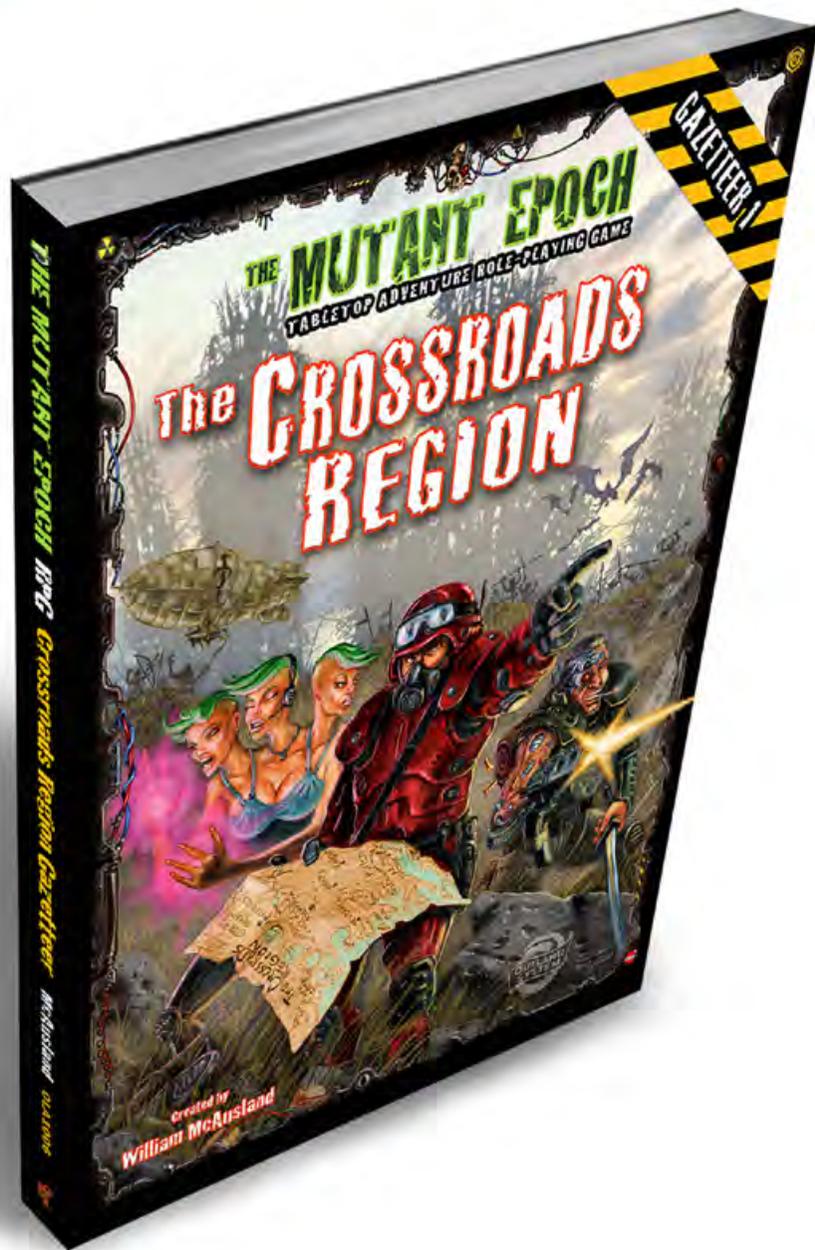
Seek the bounty on the outlaw-cannibal Appro-Mortica, recharge your power cells at Array, avoid the deviant hunters of the Holy Purist Empire, and dodge the Mutant Supremacists of Aberratia as your dig team travels Forest Road.

The Crossroads Region Gazetteer is the first official setting for The Mutant Epoch role playing game. It is the territory wherein The Mall of Doom and upcoming adventures take place, and where Pitford is situated. Designed to connect with other upcoming gazetteers, this territory sits directly north of uncharted zones meant to be created by the game master.

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- 33 Communities
- 39 Maps
- 98 Locations of Interest
- Descriptions
- 20 Non-Player Characters
- Dozens of Downloadable PDFs and Copy Center files
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# THE MUTANT EPOCH

TABLETOP ADVENTURE ROLE-PLAYING GAME

GAZETTEER 1

# The CROSSROADS REGION



Created by  
**William McAusland**



*William McAusland*  
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**THE MUTANT EPOCH™**  
**TABLETOP ADVENTURE ROLE-PLAYING GAME**

# The Crossroads Region

**Created by William McAusland**

**Published by Outland Arts**

“Putting YOU in the Game”

**www.mutantepoch.com**

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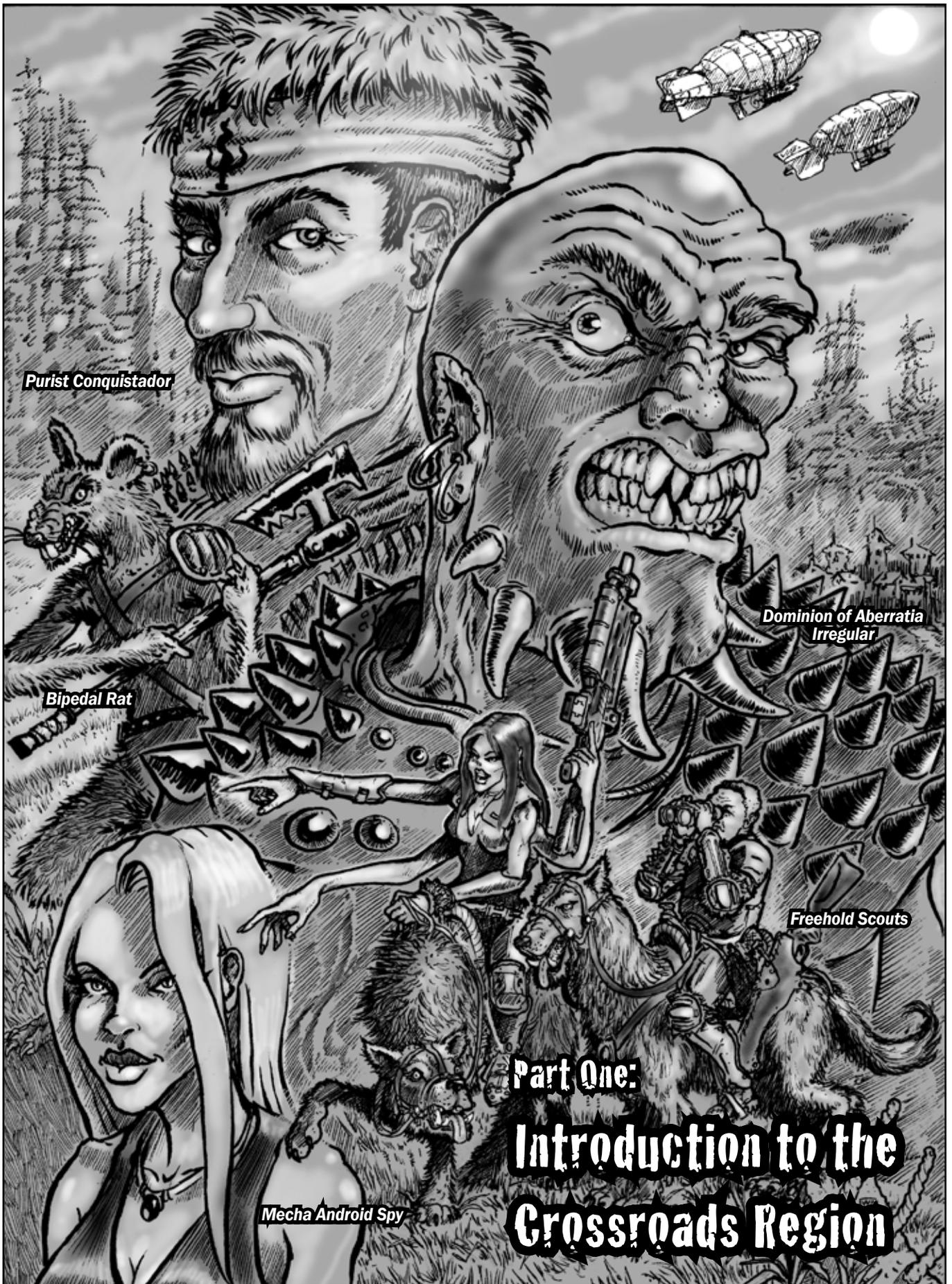
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*Disclaimer: All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.*



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*Purist Conquistador*

*Bipedal Rat*

*Dominion of Aberratia Irregular*

*Freehold Scouts*

*Mecha Android Spy*

**Part One:  
Introduction to the  
Crossroads Region**



## Part One: Introduction to the Crossroads Region

The Crossroads Region, which sits over a portion of what was once Greater Los Angeles, occupies a stretch of coastline along the Tainted Sea. It is perhaps the most diverse and heavily populated sector within many hundreds of kilometers. Not only are the geography, flora and fauna and assorted ruins of great interest, but so too the varied societies, called factions. These emerging nations exist in a state of ever increasing hostility, at odds over their extreme differences in race, religion and politics.

This region was chosen as the first published setting for The Mutant Epoch for several reasons, with the primary factor being the area's incredibly wide range of conflicts, adventure opportunities and locales. The variety of unique cultures, ruins and geological features make it both entertaining and challenging for player characters of all ranks of experience, while offering game masters a wealth of possibilities, as well as encounters and adventure hooks. Here, characters can be exposed to nearly every terrain type noted in the Hub Rules, except for snowy, desert and mountain conditions. This region exhibits old war zones, ruined cityscapes, reef-locked relic ships, stinking bogs and huge toxic bomb craters. Furthermore, travelers will discover fresh water lakes and rivers, vast plains, wild hills, enormous woodlands, and the mysterious islands, beaches, bays and inlets of the Pacific Ocean. Here too, are found the cracked interstate highways and crossroads of the old ones which give this part of old California its name.

Another important feature of this area which made it an obvious first choice for publication were the uncharted lands directly to the south, lands left purposefully blank and vaguely described for the game master's own personal touch. There will be no Outland Arts published products covering the lands below this or other forthcoming regions, at least not for 400 kilometers or more and into old Mexico. All upcoming TME regions will connect to The Crossroads Region running directly East, West and North of these regions.

The reason for this 'blank canvas' policy to the South of the Crossroads Region is to encourage game masters to create their own adjoining lands below, knowing that no upcoming published products will come along to usurp this space. While not every GM will have the time or inclination to create a new region, the Outland Arts team agreed that a GM is a co-creator with the publisher, in both the creation of house rules as well as new lands, cultures and creatures. All the designers of TME have been GMs before. They know that 'world building' is one of the greatest joys a GM has, and this process is practically a right. It is an aspect of tabletop RPGs which makes the hobby unique and presents the truly unknown to the players who, through their characters, get to explore a land for the first time. Additionally, if players of The Mutant Epoch are able to review the regional setting books, like this one, they might be able to read up on the details of a community and learn secrets that are meant only for the GM. By having a totally unique setting,

the PCs are unable to know just what they are getting themselves into when they cross the southern borders.

The Crossroads Region is an excellent place for new players and GMs to explore The Mutant Epoch 'milieu' and nature of the Post Apocalyptic genre. This region is heavily populated by humans, their off-shoots, bestial humans and allows players to portray characters of any type. The type or race of a character, however, is an especially important factor within this region. It influences how NPCs respond to the character, for there are powerful and opposing factions in this sector which may either despise or welcome the PC in question. Because of this extreme polarization of factions, players must be mindful of where their character's travel. They should try to learn about the world around them, have their character's question locals, and when meeting NPCs, use their heads as often as their weaponry and mutations. Likewise, the bitter conflict between the mutant supremacist of The Dominion of Aberratia and their mortal enemies, the pure stock humans of The Holy Purist Empire, will constantly threaten the PCs anywhere in the region. This hateful race war will demand that the characters be vigilant in the dark streets of town, extra wary of approaching riders, and sleep with one eye open even in the locked room of a motel. The bloody war between men and mutants will also add tension to the character's lives by way of the anxiety caused by anticipating one faction or the other's inevitable victory. No war lasts forever, and since one side is bent on totally annihilating the other, there can be neither truce nor surrender. When one side does win, that faction will soon turn its attention to conquering the remaining Freeholds and Independent communities in an attempt to gain control of the entire region. Should either a Purist or mutant supremacist victor march upon these other settlements the characters will be forced to flee the region or else stand with the other free peoples and fight in a terrible war.

This book contains numerous resources, maps, encounter tables, and interesting locales. Also described are places for the PC team to rest up, heal from wounds, re-supply their food and water, charge power cells, get a mug of beer, and sell surplus relics and plastic 'treasures'. They can also meet replacement diggers, gather information and gossip, or secure passage on a cargo barge, airship or wagon caravan to other communities. This supplement may be sufficient enough to accommodate a GM and player group for years of gaming; however, there are also dozens of downloadable NPCs, maps and other TME resources available free to registered Society of Excavator Members, found at [www.mutantepoch.com](http://www.mutantepoch.com) plus, several free adventures and the Pitford Lite town setting which is a trimmed down free edition of the full version of Pitford: Gateway to the Ruins. Whether conducting a beginners group session or a high rank campaign for experienced role playing gamers, The Crossroads Region offers a wealth of possibilities, guidelines, plot hooks, and ready to run encounters to speed the participants along toward putting you in the game.

## How to Use this book

Tables are both coded and titled, such as **Table CR-1-2 Home Town Selection by Letter Code** found on page 12, a standard used by all Outland Press gaming books and supplements, even those for download from the web site. In the case noted above, the code means 'Table: Crossroads Region part 1, table 2' a simple but effective way to reference tables quickly, by referring to the book they are located in, what part or chapter of the book, and in what order they appear in that section.

**Town and bar encounters** work a little differently than wilderness encounters. The streets and bar rooms of new era towns and cities are often full of folks going about their business, even late at night. The 'street occupants', noted in the following example from this book, refers to others who happen to be traversing that section of street when the characters are, usually only rolled up if the players ask 'who else is in the street?' But always rolled if a special encounter occurs, or rolled once every 10 minutes if the characters wish to remain stationary and observe passers by. These street occupants are usually of no threat to the characters unless the PC's are very few in number and meet thugs of some sort. The number of rolls, shown as  $d6+1$  below, means how many rolls on the specified chart, in this case, chart B, with the page number shown for the proper appendix at the end of this book. In some cases, a roll may show a minus value behind the dice roll, such as  $d6-1$  (0-5) meaning the GM rolls a  $d6$  and subtracts 1. A roll of 1 in this case means zero or no other occupants on the street at that time when the encounter occurs.

Should others or 'street occupants' be in the street when an encounter occurs, the encounter may result in multiple adversaries, who may split up their numbers and go after some of the NPCs present, however, see each encounter's description to see what happens, particularly if a creature swoops down from the sky and grabs for a random person in the street, which may or may not be a PC. The odds of an encounter are also shown in the fore matter, and in the following case it is a 2 in 10 chance per passage, although some communities may have different odds of an encounter between day and night. What the 'per passage' means is a general description of the trip to any other point in town, usually to the saloon or marketplace, down an alley, from the main gates to your Inn, or almost any journey in the community short or long. For large settlements the GM may require several checks, or, if a town has more than one notable sector which has its own neighborhoods, such as Overpass, Newburg, Pure Hub City or Steel Hill, then extra encounter checks must be made according to the odds and charts of that area. Finally, the table itself will have a dice roll to determine what special encounter occurs, with GMs urged to re-roll a previously experienced outcome to ensure variety for the campaign. Often, as in the case below,

the same table will be used but with a dice modifier applied to night hours or after sunset. The following example is the fore matter of a street encounter area for a district within the city of Overpass:

**Table CR-Example-1 Highcity Encounters**,  $d6+1$  rolls for street occupants from chart B by day,  $d6-1$ (0-5) by night, see page 381 for occupants, with a 2 in 10 chance of a unique encounter within Highcity District per passage, from the following list. Roll  $d6$  by day,  $d6+3$  by night. Actual encounter table on page 36.

Most **Bar encounters tables** are usually just a little different than street encounters, as shown in the example to follow. Large communities, however, use a unique system, often including a single bar encounter matrix with modifiers applied depending on the bar itself. For the most part, however, the following is standard and generally applies even to large regional community bar tables. Patron rolls,  $d6$  by day and  $2d6$  by night and are used much like street occupant tables, noted above. Patron Tables are letter coded and refer to a specific list of potential patrons found in that sort of community's bar or saloons, with each roll on the appropriate appendix table possibly resulting in a single individual or a group, all of which tend to be of no consequence to the PC's unless some offense is given about the local beer or the PCs are in some way unwelcome due to their caste, type, race or behavior. There is then a chance of an encounter per hour or half hour, depending on the bar's fore matter info, followed by a roll on the encounter table itself, sometimes with a dice modifier if the encounter occurs at night when things are livelier and the place packed with patrons, staff and whores.

### Table CR-Example-2 Sample Bar Encounters

Rafter's Pub,  $d6$  patron rolls from chart B, page 384, by day,  $2d6$  by night.

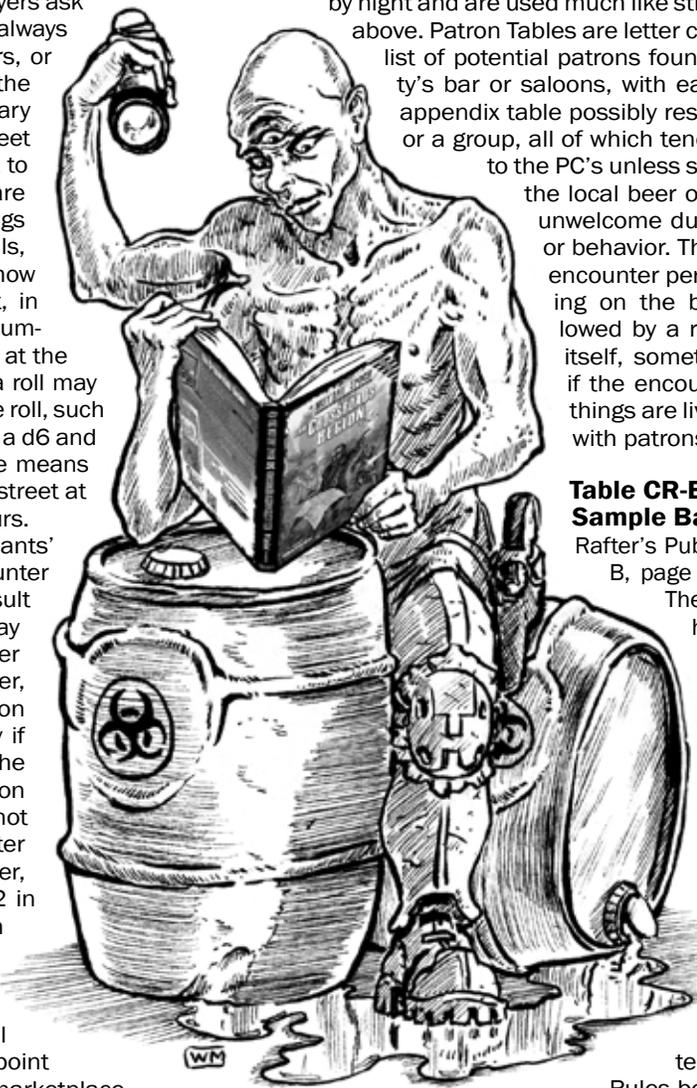
There is a 2 in 10 chance per hour of an encounter from the following list, roll  $d6$ : Rafter's Pub actual encounter table on page 69

### Wilderness encounters

are handled in two ways. If the area is noted on the maps associated with this book, then there is a description listed alphabetically, in Part Eleven: Points of Interest, however, if the area is unnamed, the GM could either use the encounters tables found in the Hub

Rules book for that terrain type, or,

if familiar with the Crossroads Region, insert a pre-designed encounter or one which directly relates to the character's quest. Such quest related encounters, or those which seem logical based on where the characters are located, could include raiders if the area is known to be infested with them, or, local militia or military patrols if within the factional lands of one nation or another, likewise, if certain humanoids or animals are frequent in that part of the region, why not enhance the flavor of that zone by having the PCs meet up with the resident baddies? Likewise, an envoy could



arrive to deliver key information, or else the characters could stumble upon victims of the villains, who give them helpful information and motivate the players to act. An encounter need not be with totally random man eating beasts, as it is always better to make every encounter or event in a game session relevant to the scenario or story, much like how a good book or movie keeps the pace going, the story focused and everything shown for a good reason. Of course, wild beasts which tear up the characters could easily be part of the story, since they animals remind the characters just how dangerous the world is, how they need to work together, and helps players get familiar with the combat system and their individual character's powers.

For encounters at described points of interest, each will have its own odds of an encounter per hour, or crossing as in the case of rivers and creeks. The listing will also show a dice roll to make on the actual encounter table, and might have a different roll for night, day, if a campfire is lit at night, or other factors pertaining to that spot. In the actual table, one of the most common dice results will be with normal encounters for that terrain type found in the Hub Rules, however, the GM may wish to use unique tables directing him or her to other collections of TME creatures, such as the Mutant Bestiary One book, downloaded free SOE member's creatures, home made monsters or those found in other Outland Arts publications such as adventures and Excavator Monthly.



## Overview of the Regional Features

Welcome to the Crossroads Region, an area along the Pacific Coast which gets its name from the surviving portions of ancient interstate highways, but so too, from the concept of choices the inhabitants must make. Four factions exist here. The largest two, the Purists and mutant supremacists, are permanently at war with each other. The smaller two factions, the Northern Freehold and Southern Freehold, are aligned so closely that they are practically one nation, yet separated by terrain and mutual enemies.

The factions include the mutant supremacist or Aberrationist nation called the Dominion of Aberratia or 'DOA' for short, which is situated along the central coastline and reaches to the edge of an immense forest called Twisted Wood. Secondly, there is the pure stock inhabited, religiously dominated Holy Purist Empire, referred to as 'HoPE' by its subjects or by their many enemies as 'HerPE'. This low tech, racist, pseudo-Christian Theocracy, ruled by a Vicar and his clergy, controls much of the south and are permanently engaged in a bloody war with the mutants of the adjacent dominion. Finally, there are the independent and Freehold communities, which are either barter forts, excavation outposts, or free towns where a man or mutant, cyborg, synthetic human, bestial human or even a self aware android can make a home for itself. Among these more liberal, accepting communities of survivors, there are two major coalitions, both are called Freeholds, with one, the Lower Freehold (LF) being pinched between the Dominion of Aberratia and the Holy Purist Empire in the south, while to the North, is the considerably larger loose knit nation of the Northern Freehold (NF), which is dominated by the region's largest city called Overpass.

The Crossroads Region is the most heavily populated region around, and caravans or barge loads of migrants arrive weekly. These settlers often come to answer the call to arms by one faction or another in their 'noble' wars. Others wish to explore the numerous ruins, or else to merely escape the lawlessness and brutal wars of adjoining regions.

For an excavator, there is no shortage of ancient structures to explore, for this whole area was once part of greater Los Angeles. Several areas of the ancient city still remain relatively intact and above the clay and rubble, while most of it remains buried under tons of silt and debris. For the gutsy adventure party, the layers upon layers of underground malls, installations, transport systems and warehouses, as well as military outposts and Mecha hives wait to be looted. Within these older tombs await powerful relics which once recovered, can be brought to bare in the cause of daily survival, and freedom.

Nearly two centuries ago the Crossroads Region vicinity was swept clean of humanity by a series of catastrophes, which included nuclear strikes, Mecha extermination 'treatments', earthquakes, tidal waves, and plague. About a hundred years ago, people began to repopulate the area as the ocean receded. Present day scholars believe that finally, after centuries of heated warfare, pollution and natural climatic changes, the polar ice caps are beginning to freeze again. These modern thinkers also claim that the Tainted Sea will continue to drop, as indeed it has been for decades, about 5 centimeters per year, leaving behind stout buildings, sunken ships, bomb craters and the twisted hulks of immense war machines.

Presently, the Crossroads Region is an important area in former Southern California, with the emergence of new faiths and factions threatening to spill out into surrounding areas. The balance of power is held between two diametrically opposed nations, the Dominion of Aberratia and the holy Purist Empire. These factions, one led by fundamentalist pure stocks, the other by mutant supremacists, struggle on a daily basis to defeat one another. If one is ultimately victorious, that faction will aim to obliterate the two remaining Freeholds and independent communities of the region, and thereafter sway the tides of war in both the Shattered Region to the East and the Shallow Sea Region to the North. No power in these adjacent regions could sustain a war on two fronts, given that these factions are already hard pressed and barely managing to hold their borders.

For most free people, a victory by either the mutant supremacist Aberrationists, or the mutant burning, religious zealots of the Holy Purist Empire would be a calamity, as both are commonly seen as extreme factions who promote intolerance and extermination. For the most part, however, the Aberrationists plot to enslave all non-mutants and eliminate pure stock humans through forced marriages to mutants, which although is a terrible fate for most, is somewhat less drastic than the policies of the Holy Purist Empire. The Purists cannot abide any beings other than unadulterated pure blood, non-deviated life forms, including plants and animals. The Purists of this region absolutely believe that they can eradicate all mutant, mechanical and synthetic life forms and return earth to a pre-apocalyptic state, going so far as to strive to return the land to an age before genetic science was practiced, before even DNA was understood. Their plan is to turn the west coast into a vast, church state, cleansing the world of the devil spawn, including pure stock humans who have been modified to become cyborgs or are proven or suspected to possess mental 'gifts' such as telepathy and telekinesis, even though these ghost mutants show no outer mutations.

Given these threats, most free people of any race or 'type' have more dread of a Purist victory than of an Aberrationist one. Of course, neither option is acceptable, therefore most able bodied men and women of the Freeholds and independent towns do whatever they can to thwart the two warring factions, weakening them both equally, so that neither becomes more powerful than the other, and gain the upper hand and tip the balance of power.

Excavators, mercenaries and other adventure orientated units, both those born and raised in this region or newly

arrived travelers, will very likely get caught up in the power struggle around them, either on purpose, or by accident. Even in the smallest independent towns, Purist and Aberrationist agents participate in espionage, sabotage and the assassination of each other's minions as well as those of the opposing 'race'. For this reason, adventure teams should make considerable effort to see that their group is comprised of a liberal mix of cyborgs, pure stocks, bestial humans, mutants and synthetic humans, if not stranger individuals. A group of mixed type will often remain unscathed when in trade towns or the unclaimed and freehold lands, since the citizens there will immediately assume the armed mix-race characters are neither Purist nor Aberrationist raiders, and welcome them through their gates and into their bars, brothels and shops.

The Crossroads Region is a complex and lively territory, offering nearly every terrain type, surface or underground ruins, as well as fresh water and sea going adventures, woodland treks and rides through open steppes, stinking swamps, small villages and great emerging cities filled with every vice and service one could dream of. It is the perfect area for a new adventurer to set out and make a name for oneself, where one's deeds can seriously impact the fate of emerging nations, and where earning fame and fortune are a very real possibility in such a diverse and dynamic land.

## Overview of Surrounding Regions

### North: The Shallow Sea Region

Beyond the Boundaries of the Crossroads Region, directly north, sits the Shallow Sea Region. This rugged, war torn area is dotted with numerous independent communities trying to survive amid a power tug-o-war between two well established, well organized city states. On the one side, and entrenched at the extreme north of the region amid a landscape of incredible industrial ruins, sits Shenwall, a mysterious, dark little 'Empire' which has managed to form a rare army of mutant-cyborgs and utilize many potent relics against their foes, conquering nearby agricultural or fishing communities in order to both spread their territory as well as secure a supply of slaves, food and drinking water. The rival to the imperialistic, cruel and debased faction of Shenwall is the much larger, but less tech-savvy faction of The Venturians or 'Venturian Coalition', who hail out of the vast wood and mud walled city of Ventura. This immense community is aligned with a half dozen tiny towns and villages in the surrounding countryside, from which they draw resources as well as a seasonal flow of 18 year old recruits, willing to join Ventura in their war against the encroaching Shenwallian peril. Ventura is an open city, much like Overpass and of about the same popu-

lation (17,520 to 21,210 thousand inhabitants) but lacking many of the impressive relic weapons of the bridge city of the Crossroads Region. There is a substantial amount of trade along the adjoining coasts of these two regions, conducted by cargo barges, rafts, canoe flotillas and airships, as well as some over land commerce and migration; however the Old War Zone, Great Ruins, Crater Lakes and other pitfalls have done much to deter most foot travel. The wars within both the Crossroads Region and the Shallow Sea Region keep the powers within each sector so hard pressed that the notions of regular diplomacy, alliances or even invasion have not yet been addressed. The Northern Freehold, of which Pitford, Array and Overpass belong to, and the authorities in Ventura are aware of each other by way of communications transported by traders or excavation teams who are entrusted with sealed message tubes containing documents, audio discs or even vid-discs. It is speculated that an alliance exists whereby if the Northern Freehold can defeat both the Aberrationists and the Holy Purist Empire, which presently seems highly unlikely, they will then march north to assist Ventura in the defeat of Shenwall. Likewise, should Ventura defeat Shenwall, it will send its army south to aid the NF. In the off chance that either outcome should occur, the two regions are supposedly planning to form one massive trade block, with merged military and intelligence organizations and a level of cooperation not seen in over two hundred years.

The Shallow Sea region is also dotted by a of couple dozen small towns, forts and unique or mysterious communities, many of them being highly intolerant to either mutants or those not practicing the local faith. Nevertheless, there are a great many free towns here where travelers can get a room and a hot meal, gamble, drink, have at the whores and move on to the next friendly community. For the excavators, Anchorpost, on the far side of the Great Ruins, rivals Pitford in size and appeal to any digger, and is a regular destination for ruin explorers who manage to skirt the perimeter of the crumbling vast metropolis.

Geologically, the Shallow Sea region is aptly named after the huge gulf, called the Shallow Sea, which is situated in the middle of the region. This so-called sea opens to the tainted Sea, also known as the Pacific Ocean, in the south west corner near the booming trade town of Lagoona. Like Lagoona, most communities in this region are built around this great bay, and therefore waterborne travel is commonplace. The Shallow Sea gets its name from the bay's low water levels, which in many places are only 10m deep, or less, and in some areas near the south eastern edge of the great ruins, the sea bottom is actually formed by rows upon rows of ancient structures, some of which protrude hundreds of meters out of the sea and offer exceptional treasure hunting opportunities for the brave. Like all ruin areas, however, the perils are often too great for all but the most experienced, well equipped and stout hearted excavators.





## East: The Shattered Region

Separated from the Crossroads Region by the rocky formations of the newly formed Cathedral Mountains, the Shattered Region nevertheless holds the closest ties to the events, populations and power struggles of the Crossroads nations. The main features of this area are the incredibly deep cut canyons in the northern half, which give the region its name. These canyons are bordered by the Great Ruins and Northern Dunes on the extreme northern edge; a remote and inhospitable portion of the region, best avoided by all but the most powerful travelers. Running along the right side of the sector are the Barrier Mountain range and adjacent badlands to the east. Occupying the west and eastern halves of the region's middle are the opposing factions of The Purehold Republic and the Mecha Sector Cal-64. Finally to the west, as mentioned above, sits a smaller but impressive mountain range in the west called the Cathedral Mountains, which are infested with a clan of resourceful, blood thirsty skulllocks.

The Purehold Republic (PR), an advanced, secular, pure stock dominated, corporate hold over state, has inhabited ancient facilities within their borders for generations, and have managed to hold out against mutant barbarians, primitives, humanoids, fellow pure stock religious fundamentalists from the Holy Purist Empire, with whom they share a common border, as well as their greatest nemesis, the Mecha.

The Mecha are a robot and android populated faction called Mech sector Cal-64, which was once a Southern California robotic and android garrison. The robotics at this former military and manufacturing hub turned on their human commanders in the dark times and after gaining a sizable amount of territory, access to power generation units and some degree of security, have more or less hunkered down and ceased their expansion. The Purehold Republic, on the other hand, which centuries before suffered greatly in war against the Mecha, have sought to reclaim their lost territory and now wage a decades long trench style war with the Mecha units. The Pureholders use a huge number of clones, bioreplicants and transhumans in their military programs, and turn wounded soldiers into cyborgs. It is from here, in the capital of the Republic at Henderson, where over 90% of all bioreplicant, clone, trans-human and cyborg characters emerge, fleeing the life of a slave-soldier, and seeking their own identity and liberty within the Crossroads Region and beyond.

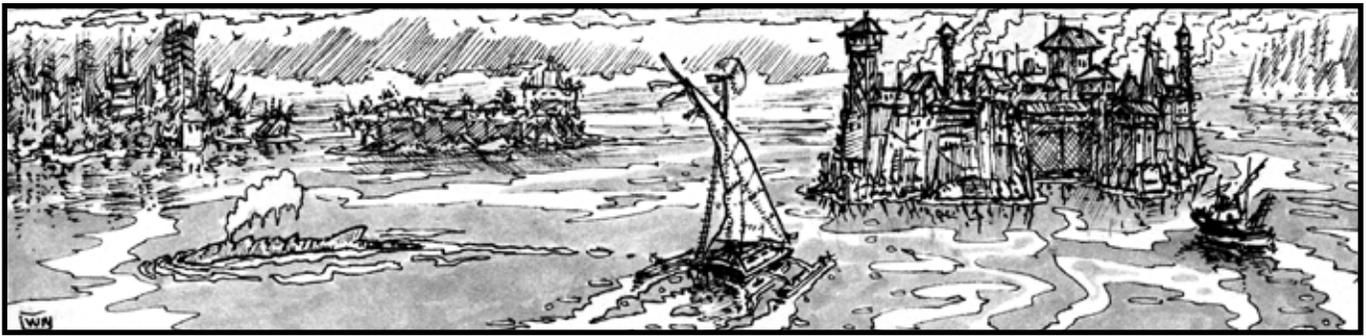
Both the Mecha of Cal-64 and the Purehold Republic seek allies within the Crossroads Region, and send envoys and spies regularly. While the Mecha do not accept mercenaries to serve in their own wars against the 'Pureholders', they do hire assassins and other operatives to deal with Purehold agents in the other regions. The Pureholders, meanwhile, actively seek mercenaries of any organic race, including mutants. It is this limited acceptance of the mutants which so enrages the pure stocks of the Holy Purist Empire, who in recent years have attempted to stir rebellion within the Purehold's less educated populations, and on several occasions launched unsuccessful invasions defeat the government of Henderson and establish the Purist Vicar as the

ruler of both pure stock factions. The Pureholders, are purist for biological reasons as opposed to theological reasons. While they are often sickened by the notion of cross breeding with mutants, they do not believe that god made mutants, nor that they are devil spawned fiends or any such nonsense. They are also a science based society and know how mutants emerged, aware that many deviants are in fact the descendants of the current Purehold people. It is widely believed that Purehold scientists were once instrumental in orchestrating the complex DNA manipulations which gave rise to many of the impressive defensive, offensive and mental deviations now found in many of the more noteworthy mutant heroes and villains of the area. While mutants may serve as mercenaries in trenches along the Mecha border, they denied citizenship and openly treated as both inferior and loathsome by the general public.

Elsewhere in the Shattered Region, there are several small outposts, farming communities and forts which stay out of the region's war and established themselves in isolated area. Many of these communities are hostile to travelers or else strongholds for criminals and slavers, nevertheless, the towns of Rope Cross, Toxic Town, Frost Foot, Rust City, Holeville and Abandon accept excavation teams and traders, and many in fact rely on the goods and protection offered by such robust migrants.

## West: The Atolls Region

So named for the numerous small floating communities dotted among the islands, the Atoll Region lies directly off shore of the Crossroads Region, and is best described as a barbaric, unorganized and lawless salt water territory. There are numerous island chains, many with tiny, scrap walled trade towns on them, while others are the home to blood thirsty humanoids, mutant human cannibals, as well as pirates, slavers, cultists and strange secret societies which fire on travelers before they get close to their beaches or floating stockades. There is one large island, just off center of the region's middle, simply called 'Great Island', on which an impressive landscape of heavily foliated ruins tempt excavators from the mainland and afar. There is one excavator support town on this big island, called Fort Hinton, but the accommodations and supplies found here are very expensive, and the lack of law and order can tax the nerves of the stoutest diggers. Two large towns dot this region, one on Delphi on aptly named Delphi Island, and far to the south, on Isabella Island is Jericho City. These opposing communities are highly competitive, and vie for trade, resources and resourceful new citizens, with each seeking to weaken the other, employing spies, assassins, saboteurs and even open navel or airborne warfare from time to time. To the casual outside observer, it is at first difficult to see why the two fortified towns are so antagonistic toward each other, when instead they could work together to defeat the more obvious threats of raiders and non-human marauders. What is known, however, is that a generation ago, two separate, competitive and powerful excavation teams established both Jericho City and Delphi, and it is said that



the two units often waged murderous battles throughout the isles. The current ruling families are the children and grandchildren of these two excavation squads, and continue the feud at the expense of their people, weakening the human power base in the region and allowing more insidious threats to emerge and get a foot hold on surrounding atolls, rusted ships, and islands.

Trade between the people of the Atoll regions and the Crossroads Region is limited to a small scale, and is more likely to constitute petty raids by islanders and sea peoples against the farming towns of the Dominion of Aberratia, or further up and down the coast. There is no obvious prejudice or distrust toward mainlanders who choose to explore this region, at least none expressed by the open trade towns and atolls which thrive off trade. In spite of this eagerness to barter or trade silver for goods and services, many of the communities in this region are nervous about marauders or their scouts who could easily pose as an excavation team, to sabotage a defense or murder a community leader, thus, many of the tiny villages and atolls do not allow strangers to go unattended in their midst, carry relic weapons or leave their lodgings after dark.

## North East: The Wastelands Region

Kitty corner to the Crossroads Region is a vast expanse called the Wastelands Region, so named for three notable features. The first obvious element, and the one most notable for southerners, is the massive arc of ruins, hemmed in on both sides by the Southern Dunes and the Northern Dunes. These great open sand dunes make the second attribute which gives this region its name, for like the ruins, this desert makes this area inhospitable, remote, and challenging to those who choose to live here. Finally, the area is also a wasteland due to the intense hostilities which the assorted communities are embroiled in, both with neighboring fortress towns and strongholds, as well as the incursion of warmorts, skullocks, and dozens of other new humanoid species. While reports are sketchy, rumors of this area do filter down to the more civilized communities of the Crossroads or Shattered sectors, rumors which mention bizarre factions in the Wastelands,

many of which harken back to an earlier time in human history, particularly the 20<sup>th</sup> century. There is said to be a growing Nazi faction which models itself after the 1930's style fascist movement in Germany, however, the pure stocks here employ cyborgs, purpose-bred mutant humans, and robotic units, all clad in SS officer style getups, with swastika arm bands or markings. This group's actions fostered the formation of opposing factions, one, based in a fortress in the Middle Badlands, called New Stalingrad, models itself on communist USSR, and wages and unending war on their hated Nazi foes, as well as promotes such policies as the redistribution of wealth among all citizens, a total ban on class structure, and fostering the nobility of the worker. In addition to these groups, there are said to be other unique communities such as those housing cannibals, a gay liberationists township, another where healers learn and treat the afflicted, a cyborg only society, as well as numerous farm and religious communities. Of all these walled towns, none have formed any meaningful alliances, and more often than not are bitter enemies with each other and strive to control rare farmland and water supplies.

For the excavator there are several small but excellent support towns, although they are more like slapped together scrap built forts, with the motel, bar and stable making up most of the community. These small digger bases provide essential shelter to the grave robbing teams who ply the vast, relic and danger rich tombs of the ancients, which spread for hundreds of kilometers, including sectors of the former Los Angeles megalopolis that have not been visited by humans in more than a hundred years.

The Wastelands Region poses incredible challenges and countless unknowns, where the outcomes of petty wars can mean a community is full of friendly barter-eager villagers one month, and neo-Nazi cyborgs the next. It is a territory where raiders can sweep out of the badlands at any moment and where hideous never before seen creatures and extraordinarily powerful battle robots lurk in the streets of the Great Ruins, wiping out entire adventure teams in mere seconds. With these great perils and uncertainties, also comes the chance for the gutsy and resourceful to uncover immense riches and incredible relics, making this region suitable for experienced dig teams looking for new challenges.





**Part Two:**  
**Home Settlement Determination**

WM

# Part Two: Home Settlement Determination

The following two tables can easily establish where characters and NPCs were born or raised in the Crossroads Region. If the GM has created his or her own region and the adventure calls for the existing characters to travel to the Crossroads Region, ignore these tables. Likewise, a character might be a slave, who has escaped from one community and yet have been a free person in another. In such cases, roll once for the town he or she escaped from or worked in, and another for his or her place of birth.

There are also cases where a pre-specified starting home town for new characters is demanded by the GM as the basis of the game session, such as in the case of ghost mutants raised in the Holy Purist Empire, plotting to get out to the Freeholds. Or, pure stock slaves start game play in the Dominion of Aberratia, and are eager to escape. The following two tables can effectively place a character's home town based both on his or her character type, as well as what pre-game occupation or caste the character had.

First, consult on table CR-2-1. No dice are rolled on this table as the character is already generated. All one need do here is find which letter Code and numerical plus or minus is added to the d100 roll on the next table, CR-2-2. On this second table, simply add any plus or minus modifier to a d100 roll. Look up or down under the appropriate letter code and discover the PC's corresponding home town on the far right of the table.

**Table CR-2-1 Home Town Selection by Character Type and Caste**

Character type	Character's Caste			
	Slave	Civilian	Outlaw	Military
Pure Stock Human	A	B+4	E+27	G+26
Clone, comfort	A-5	B	E+27	G+26
Clone, laborer	A-8	B-4	E+27	G+26
Clone, military	A-9	B-10	E+27	G+26 max 84
Bioreplicant, pleasure	A-3	B	E+27	G+26
Bioreplicant, industrial	A-5	B-4	E+27	G+26 max 84
Bioreplicant clerical	A-6	B-8	E+27	G+26
Bioreplicant, infiltration	A	B-6	E+27	G+26
Bioreplicant, battle	A-19	B-11	E+27	G+26
Trans-Human	A	B	E+27	G+26 max 84
Cyborg or Rebuilt*	F	F	F+6	F+11
Ghost Mutant	A	D	E	G
Mutant	A-19	C	E-9	G-16
Bestial Human	A-19	C	E-9	G-16
Android*	A-19	B	E+27	G+26 max 84
Parasite*	A-19	C	E-9	G-16
Abomination*	A-19	C	E-9	G-16

\* If GM using TME Expansion Rules where these character types are explained.

**d100 Table CR-2-2 Home Town Selection by Letter Code**

A	B	C	D	E	F	G	Settlement
09 or less	08 or less	22 or less	16 or less	15 or less	01-06	09 or less	<b>Newburg</b>
10-13	-	23-25	17,18	16,17	-	10-13	<b>Windway</b>
14-16	09,10	26-28	19,20	18-20	-	14-16	<b>Dawn Cove</b>
17,18	-	29,30	21,22	21	-	17,18	<b>Hookville</b>
19	-	31,32	23	22	-	19,20	<b>North Fort</b>
20	-	33,34	24	23	-	21,22	<b>Rivergrad</b>
21-23	-	35-37	25,26	24,25	-	23,24	<b>Banner Cove</b>
24,25	-	38-40	27-29	26,27	-	25,26	<b>Red Field</b>
26,27	11,12	41,42	30	28-33	07-09	27,28	<b>Rusted Hulk</b>
28-30	13	43,44	31,32	34-46	10-18	29,30	<b>Port Folly</b>
31-35	14-18	45-47	33-35	47-49	19	31-33	<b>Safe Port</b>
36-39	19-23	48-50	36,37	50-52	20-34	34-39	<b>Galespit</b>
40-43	24-26	51-53	38,39	53,54	35-38	40-42	<b>Memory</b>
44-58	27-47	54-81	40-51	55-72	39-54	43-61	<b>Overpass</b>
59	48	82	52	-	55	62	<b>Array</b>
60-62	49	83,84	53	73,74	56-69	63-68	<b>Pitford</b>
63	50	85	54	-	-	-	<b>Rock Spire</b>
64-66	51-54	86-88	55-57	75,76	70	69-71	<b>Sea Home</b>
67-69	55-57	89,90	58-60	77,78	71-76	72,73	<b>Sorrow</b>
70-72	58-62	91-93	61-65	79,80	77-86	74-78	<b>Sandbarra</b>
73-81	63-70	94-00	66-73	81-90	87 or more	79-84	<b>Steel Hill</b>
82,83	71-73	-	74-76	91	-	85,86	<b>Duty</b>
84,85	74-77	-	77,78	92	-	87,88	<b>High Watch</b>
86	78,79	-	79	93	-	89,90	<b>Stalwart</b>
87,88	80-83	-	80-82	94	-	91,92	<b>Far Cross</b>
89,90	84-88	-	83,84	95	-	93,95	<b>Holy Port</b>
92 or more	89 or more	-	85 or more	96 or more	-	96 or more	<b>Pure Hub City</b>



**Part Three:**

# **The Northern Freehold**

## Part Three: The Northern Freehold

Once, before the rise of the Dominion of Aberratia, the Northern Freehold, abbreviated as NF, were merely a loose confederation of towns and forts, squatter's camps and clans of nomadic wagon people. Their only real connections were trade agreements and a treaty which abolished the notion of boundaries among the members, thus ending decades of petty territorial scraps. In these earlier times, well over a hundred years ago, there were a dozen settlements scattered about the area, but many were wiped out by raiders as well as mutant supremacists, who managed to seize Hookville and North Fort – formerly called Las Caville – and turn them into Aberrationist strongholds.

In the current day, only three towns remain in the faction: Array, Overpass and Pitford. These settlements are all claimed by other factions, and remain free only by virtue of their strong military and economic ties. If one is attacked, the others send aid at once, likewise, the three settlements have established two wings to their combined military, one being a covert spy network with agents placed throughout the region, while the other are the heroic Freehold Scouts, who, mounted on either dog or horseback patrol the territory protecting all legitimate traders and travelers.

The balance of power in the region, summarized by a war between the Aberrationists and the Holy Purist Empire, allow smaller factions to exist, not to mention numerous independent communities. Directly below the Northern Freehold is the battle ground between men and mutants, a war that has gone on since this part of the coast was re-settled. Should either the mutant supremacist Dominion of Aberratia or the Purists defeat the other, it would not be long before the victor turned its attentions north and invaded the NF. Given this, and the expectation that no war lasts forever and that sooner or later one side will defeat the other, the Northern Freehold is constantly trying to mass their own forces and foster loyalty among the powerful excavation teams which frequent the coalition's three settlements. Likewise, ambassadors from Overpass are often sent to such towns as Galespit, Safe Port, and abroad to other regions in an attempt to get these independents centers to join the Freehold. So far, no new towns have joined ranks with the NF, for fear of suffering immediate attack by either the Purists or Aberrationists, both of whom have repeatedly warned other communities not to join the Freeholders.

The only confirmed ally this faction can safely rely on is the Lower Freehold, or LF, situated far to the south, pinched between the same two, powerful enemies. While less populated, the Lower Freehold is harder to attack due to geological barriers, such as a weed choked inlet called Tangle Bay and Bitter Bog. The Lower Freeholders often send their Southern Rangers, often mistaken for the Freehold Scouts of the North, to work with the NF to sabotage and harass both Aberrationist and Holy Purist supply lines. Both the Scouts and Rangers are always on the look out to enlist fit, proven, non-racist, religiously open minded warriors and adventures, keeping elaborate logs on the doings of prominent excavation teams.

For their part, the Aberrationists, who seem to be expanding far faster than their Purist enemies, have been making active efforts to infiltrate the Northern Freehold towns. Their agents directed to spread the seeds of anti-pure stock sentiment by any means, including the kidnapping and murder of prominent 'generic' pure stock citizens. Similarly, and perhaps in response, the Holy Purist Empire has sent out 'Mutant Slayers' and devout but poorly trained zealots and suicide teams, into the freehold territories and communities, to spread their own version of racism, religious intolerance, and engage in purely practical military operations.

The Purehold Republic to the East (see Shattered Region), a hold over corporate state dominated by pure stocks, is not near

as anti mutant as the Holy Purist Empire, and has actively tried to deal with the NF authorities to arrive at some sort of peace treaty. Unfortunately, since the Pureholders will not recognize any mutant as a legitimate leader, of which all three Northern Freehold towns are partially ruled by, these treaty talks went no where.

A robot and android faction called the Mecha from Cal-64 (also see Shattered Region) have also sent ambassadors to Overpass. While the two sides did manage to sign a peace treaty, the fact that the NF and the Mecha don't share a common border made this treaty somewhat pointless. Presently, the treaty is also seen as a sham since the humans and mutants of the Freehold know that should the Mecha defeat the Pureholders, the Mecha wouldn't hesitate to invade them. The robotic hive would send its androids and cyborg slaves to Array and capture the vital solar power supply, not to mention wage a war of extermination on all humanoids in the entire region. This fear, which has historical basis in fact, has meant that no combined military operations between the Northern Freehold and the Mecha have ever been conducted, but, the mere possibility of such a combined strike, keeps the Pureholders from simply moving across Little Prairie and taking the fort of Array themselves.

Directly north of The Northern Freehold lands is a more or less uninhabitable wasteland called the Old War Zone. This inhospitable area borders the great ruins in the East, and a series of water filled blast craters to the west, while above these areas, lays the tumultuous Shallow Sea Region. The nearest communities just across the border are rugged little fishing and farming towns, or else ruin exploration base camps, none of which pose a threat to the Freehold. Deeper into the Shallow Sea Region, however, is the growing power of Ventura City, who, along with a score of smaller communities form the Venturian Coalition. This coalition is said to be a benevolent nation and very similar to the NF in most respects, and was formed out of necessity to withstand their arch enemies, the Shenwallians. Shenwall, is an impressive fortress situated deep within an expanse of ruins, a faction said to employ dark technologies involving mutant-cyborgs or 'Mutorgs', among other bizarre beings. The Shenwallian breeding and augmentation programs have produced hideous, virtually unstoppable warriors, some of whom have managed to desert and become roving mercenaries, a few of these ending up in Pitford and joining excavation teams.

It is rumored that Shenwallian Mutorg warriors are so dangerous that were it not for the impressive army of Ventura, the Shenwallian Empire could very likely pose a threat to not only Overpass, but to the whole of the Crossroads Region, (see page 8 'Overview of Surrounding Regions').

Other threats to the NF include the hordes of skullocks, war-morts, bipedal rats, moaners, and whatnot who always seem to be making a raid someplace into the Freehold lands, likewise, the religious isolationists of Rock Spire tend to inflict casualties on the excavation teams near Pitford, but have been known to cause some deaths even as far south as Overpass, where they have been blamed for killing diggers in saloons, back streets and in their very motel rooms. All these threats must constantly be dealt with by Freehold Scouts, city troopers and mercenaries, armed citizenry, and excavation teams.

The Northern Freehold, has aspirations of reclaiming its lost territory, as well as expanding trade routes and erecting new colonies northward across the vast Old War Zone, and possibly forming an alliance with the Venturian Coalition in the Shallow Sea Region. The current constitution and leadership of the Freehold, however, does not permit expansionist, imperial style invasions. Instead, it exists for open trade and mutual protection, only. There are those,



however, in Overpass, whom feel that the current rulers of the largest city in the region, are too passive, have for too long hid behind their walls, and have not taken steps to better ensure the survival of the Freehold. These men and women, called simply *The Militants*, promote a call to arms, the drafting of all able bodied citizens, and the formation of a sizeable army, assisted by the Mecha, to take back the towns of Hookville and Las Calaville (North Fort), and then move on to crush Stalwart, Far Cross and Rock Spire. Speculation exists that these war mongers are directly associating with android infiltration units within Overpass, and plotting a coup to take over the governments of all three NF towns. Officials of the Northern Freehold Council have hired elite, freelance spies to investigate these claims, as well as defend the homes, families and facilities of the local officials and industry leaders.

The NF council is governed by equal representation, three council members from each of the three communities, however, the sheer size of Overpass's population would seem to make this an unfair distribution of votes, yet rarely do either Pitford nor Array disagree with anything the rulers of Overpass propose, for the council has a very simple mandate; to let each town handle its own internal laws, election processes, military composition, treatment of prisoners, and social matters, independently. Only the protection of their mutual lands, and the safe passage of legitimate people and trade, are of concern to the current council, all of which rely on the highly praised, well armed Freehold Scouts.

There are no standard military units distributed in all three NF towns, however, the Freehold Scouts are a distinct body, which move about freely, keeping an eye on enemy movements, collecting information from spies, and periodically harassing the Aberrationists or Imperial Purists. Each squad of scouts is unique, and is often no more than a band of excavators who have joined the Northern Freehold out of sheer loyalty and patriotism. They usually have families living in one of the three towns and feel it is necessary to defend their lands from those who would take away their freedom, or their lives.

For most excavators, who are just trying to survive and get a few relics to help in the daily task of survival, the need for safe ports of call are mandatory, especially if their team is of a mix of races. In the NF lands, any being can become a citizen, even a free thinking android\*, mutant animal\*, self aware or human brained robot\*, abomination\*, parasitic humanoid\*, or any number of other intelligent beings. There are between 400 and 600 scouts actively serving in the wilds and distant communities throughout the region, often void of any identifying documents or insignia which might disclose their allegiance.

Each town entry, under the 'Military' listing, will state the number present at any given time. For NPC Scouts, treat them as elite soldiers with one weapon from the list to follow, a saddle horse, and longsword.

\* These are all possible character types found in the Expansion Rules

## Becoming a Freehold Scout

The Freehold Scouts are very selective of who they let join them, since they are entrusted with sensitive operational knowledge, the safe conduct of spies and their information, as well as the defense of prominent political or business leaders in the Freehold towns. Individuals wishing to join this force are usually invited to do so, approached by NF spies or scouts in far off communities after performing some task which shows them to be neither Purists, Aberrationists, selfish, or of some other undesirable group. A person who is selected to be a scout will be trained for six months, housed, fed and educated. At the end of this period, he or she will be able to read, write and do math, and gain one skill point in marital arts, riding, stealth, and evasion, plus, if not already armed with a better weapon, will be supplied with one from the random list below:

### d12 Freehold Scout Supplied Weaponry

1. Musket pistol with 10+3d6 shots worth of powder and lead shot.
2. Musket rifle with bayonet, with 10+3d6 shots worth of powder and lead shot.
3. Crossbow, or heavy crossbow if strong enough, & 10+d20 quarrels.
4. Shotgun pistol with 2d6 shells
5. Pump shotgun with 3d6 shells
6. Compound bow and 14+d20 arrows
7. Compound crossbow and 16+d20 quarrels
8. Pocket pistol with 3d6 rounds of pistol ammo.
9. Survival rifle with spare mag and 20+ d20 rounds rifle ammo.
10. Assault rifle with spare mag and 30+d100 rounds rifle ammo.
11. Sub machine gun, spare mag and 40+d100 pistol rounds ammo.
12. Sniper rifle with 10+2d10 rounds high caliber rifle ammo.

Freehold Scouts wear whatever armor they already have, or are given part plate if they don't have better. As a uniform, over the armor, a scout wears a navy blue tunic with a single white star bleached onto the chest, at least when in secure NF territory. In addition, each will be given a blue armband with the a white star stitched on it to be worn when outside the Freehold territory in situations when the scout wants people to know who he or she serves. Additionally, recruits are supplied with specially signed membership papers, with a copy of this document in each of the three NF towns. This paper, carried in a steel, waterproof tube, is final variation of the person's identity, and easily checked against the copies held by the authorities in each town. Finally, a scout is given a saddle horse if they don't already have a mount or vehicle, plus free room and board in the scout operated garrison situated in every NF town, and all trade caravans and nomadic peoples inhabiting the NF lands are obliged to feed and provide shelter and healing to these scouts. Each scout receives 50sp in pay per month, automatically deposited into an Overpass bank account if he or she is not present at the first of the month.

The chain of command in the scouts is as thus, with any superior officer being able to order any scout he or she meets, to undertake any task, unless that scout carries orders from a higher ranking officer to solely follow his or her pre-arranged mission. All officers are in constant radio contact with each other via communicators and with their command center in Overpass, and are usually aware of which unit is being sent where or on what mission, and therefore will never needlessly reassign them when meeting them in the field.

## The Freehold Scout command structure

**Scout:** This is a regular private, however those that have served the longest among a squad act as NCOs when any superior officer is not present. Groups of excavators, who are enlisted as scouts, often work better on their own, as they did previous to enlistment, and thus have their own unique operational command structure, which is secondary to the Freehold Scout chain of command when meeting other units or within a town. 10 scouts form one squad.

**Corporal:** Usually commands 10 scouts, or a squad. Treat as 'Officer, Squad Leader' on Table TME-4-10, page 137 Typical Humans of the Mutant Epoch in the Hub rules.

**Sergeant:** Commands more than one squad at a time, or accompanies a special strike team in place or accompanied by a Corporal. Each town has a Sergeant on staff with the regular town military forces, serving as a correspondent between units to better coordinate battles and patrols. Treat as 'Officer, Senior' on the typical humans table, found in the Hub Rules, part four.

**Sergeant Major:** Commands all the scouts in the entire Northern Freehold. He or she is often situated at the command center in Overpass, and in constant communication with all scout units region wide. Treat as 'Officer, Senior' on the typical humans table. This senior command position changes every six months, voted upon by all Sergeants who have served in the scouts for at least 6 years.



*in the whole region, but, it's got its rough areas, some plague, lots of crooks and hookers with simmers itch, and the water stinks. Overpass has just about every sort of service you'd need, and some you don't. You can get anything there, and anything can get you, too! There are slavers selling all manner of human or humanoid, as well as catching folk in the back alleys at night, religious crackpots from Rock Spire, and Purist infiltrators from Pure Hub City, not to mention those friggin' Aberrationist sons of bitches, who be plannin' to take the city over like they did in Hookville or ol' Las Calaville. If you've got pure stocks in your group, them mutant freaks, no offense, will sure wanna get a knife between there ribs! Now, don't get me wrong, if you wanna live free, and mate with anybody you want, drink your fill, smoke weed or be someplace where you can have a robot or an android as a best friend and an equal... that is the place. The Northern Freehold is hard pressed*

*these days though, everybody and they especially want to capture Array, so you should be warned that both the Aberrationists and the witch burnin' God damned Holy Purists are both itchin' to seize the place... you might just find yourself volunteering to defend the walls of a town, or form ranks with a bunch of other sheep in a great battle someplace. All told, regardless of my bitchin' the NF is probably the best place in the region to make a home if you're an open minded, mixed race tolerant, ruin digging adventurer."*

## For the Game Master

The Northern Freehold, or NF, is probably the starting point for most character groups. The city of Overpass is ideal for a mixed character party to meet and house themselves when not in Pitford or elsewhere in the region. There are many perils within Overpass, and neither a mutant nor a pure stock character is entirely safe there due to foreign kidnapers and assassins, let alone the common criminals who dwell in the city's vast, slums and shanty towns. Pitford is the main town in the region for excavators, and the settlement's description is better detailed than any other, with an additional free

preview download at the mutantepoch.com web site, while the full size, comprehensively detailed full version is for sale, and includes, local NPCs, detailed maps of the main buildings, and an extensive list of random encounters in the streets, bar room and inn. Array is not usually an overnight stop for excavators, as Overpass is only a few Kilometers up The Western Ramps. If an overnight stop in Array is unavoidable, there is a walled enclosure outside, with a bar, which travelers can pay to stay at. While the enclosure offers protection from most predators, it is a rough place, and many fist fights end up with somebody dead. Array primarily exists to sell power cell re-charge services for anybody that can pay, no questions asked. It is known that Aberrationist agents come here with their own empty power cells, as do raiders and other enemies of Overpass.

In conclusion, The Northern Freehold is a great starting point for any new team, and an ideal place to return to after experiencing the coldness and hostility, weirdness and abject poverty so prevalent in other areas of the region.

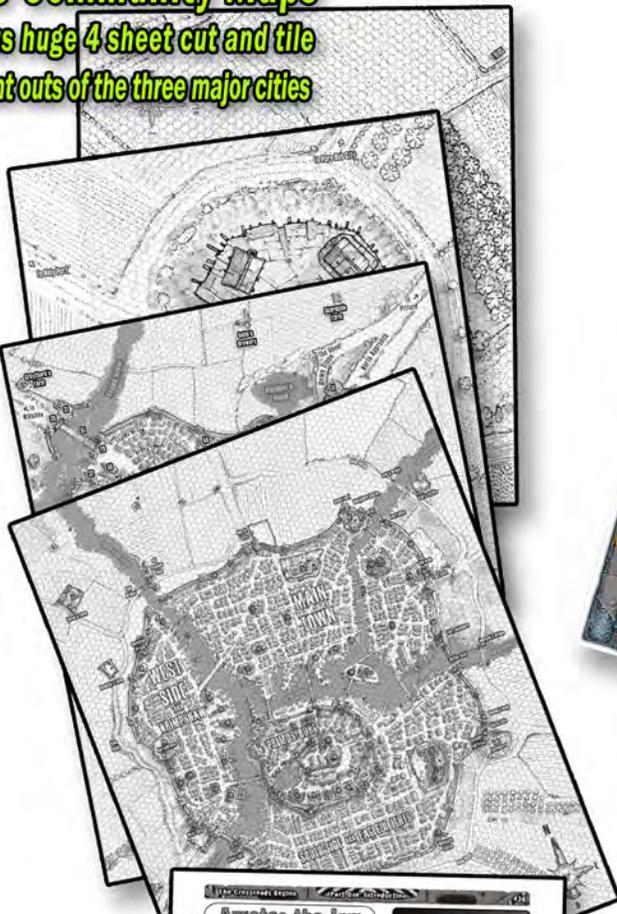
## For the Player

What characters will have heard about the Northern Freehold. *"If you don't mind a bit of lawless chaos, any NF town will suit an excavator's bill just fine. The town of Array is closed to travelers, being a solar power generation plant, but, you can get a cell charged there and you can stay at their boarding enclosure outside of town. Up North, there is of course Pitford, which you've probably heard enough about without me nattering on about it. It's the premier deluxe adventurers' hive in the whole friggin' region. It's totally enclosed so flying meat eaters and blood suckers don't get in at night! Then there is Overpass, a filthy damned place if you ask me, at least the Undercity or nasty Tentville districts, 'cause I guess the actual Highcity is fine if you can afford the inns and all. It's the biggest city*

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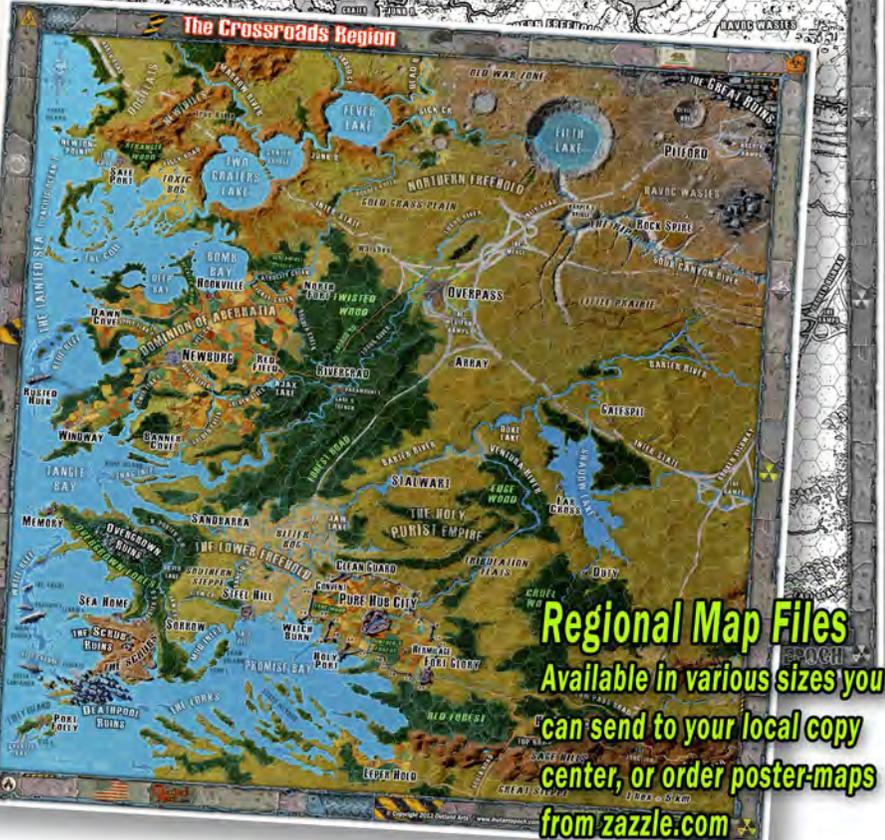
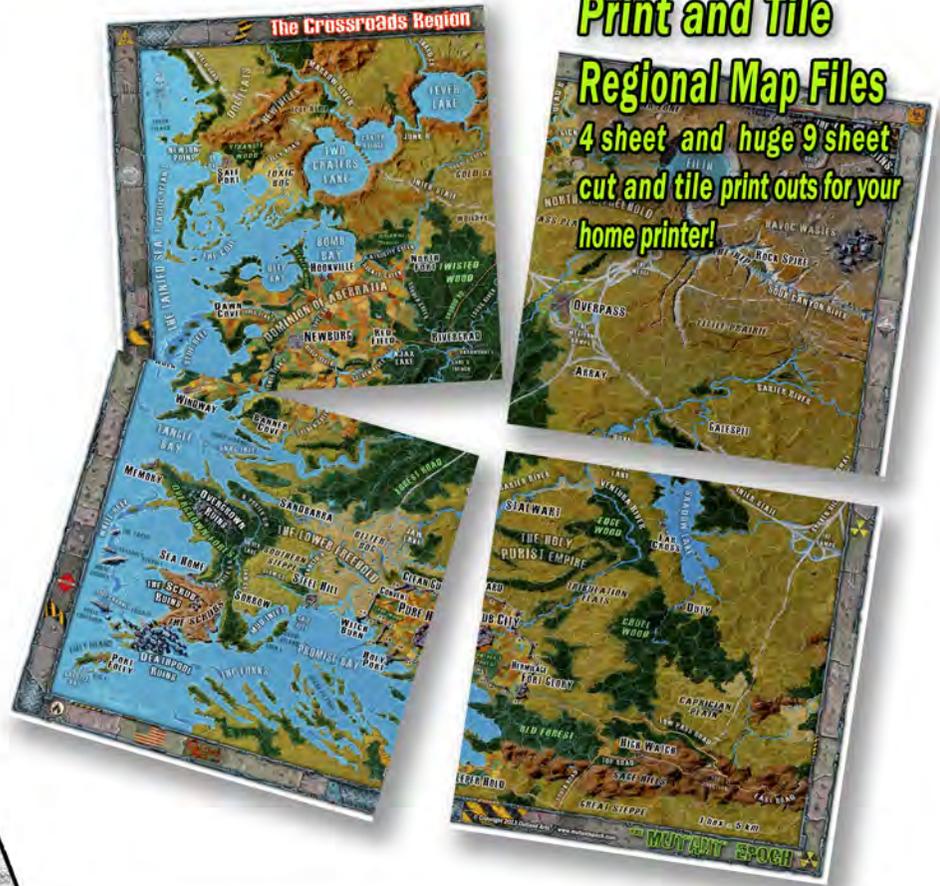
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### Arrests the Jaw OOA Magistrate of Banner Cove

**Margaret O'Flann**  
Sadist and Raider Boss  
The Blood Lord of the Eastern Shore of the Sea

Character Name	Margaret O'Flann
Level	10
Class	Warrior
Alignment	Neutral Evil
Skills	Acrobatics +10, Athletics +10, Bluff +10, Diplomacy +10, Intimidate +10, Perception +10, Survival +10
Spells	None
Equipment	Leather armor, sword, bow, arrows
Special Abilities	Leadership, Intimidation
Notes	Arrests the Jaw, OOA Magistrate of Banner Cove

### Arrests the Jaw OOA Magistrate of Banner Cove

**Arrests the Jaw**  
OOA Magistrate of  
Banner Cove

Character Name	Arrests the Jaw
Level	10
Class	Warrior
Alignment	Neutral Evil
Skills	Acrobatics +10, Athletics +10, Bluff +10, Diplomacy +10, Intimidate +10, Perception +10, Survival +10
Spells	None
Equipment	Leather armor, sword, bow, arrows
Special Abilities	Leadership, Intimidation
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Special Abilities	Leadership, Intimidation
Notes	Arrests the Jaw, OOA Magistrate of Banner Cove

## 20 Non-Player Characters

This assortment of NPCs offer a selection of post-apocalyptic individuals who will help, hinder or harm the player characters

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