Northeast Tennessee

Locations

1. Erwin – Nuclear waste zone. There’s nothing alive here, but there may be some good scavenging.
   1. Camp (70% danger)
   2. Scavenge (70% danger)
   3. Battle (Deadnecks, Black Bear, Zealots)
   4. Quest(An Eye for an Eye)
2. NFS – Highly irradiated home of the zealots. This fortress is nearly impenetrable and is crawling with hostile forces.
   1. Camp (95% danger)
   2. Scavenge (95% danger)
   3. Battle (Zealots)
3. Okolona – Small trading post centered around a defunct gas station. The gas station has been converted to an inn by the residents.
   1. Camp (40% danger)
   2. Inn (10% danger)
   3. Scavenge (steal) (80% danger)
   4. Battle (Lawman, Townie)
   5. Shop (Consumables)
4. Downtown Johnson City – A walled city made up of roughly six square blocks of the main street area of Johnson City. The law is tough here, but it’s one of the few truly safe spaces.
   1. Camp (illegal) (95% danger)
   2. Inn (0% danger)
   3. Scavenge (steal) (95% danger)
   4. Battle (Lawman, Townie)
   5. Shop (Books, Consumables)
5. Founder’s Park – Just outside of Downtown. This area has become a hangout for the bandits preying on the people doing business in the city.
   1. Camp (80% danger)
   2. Scavenge (80% danger)
   3. Battle (Bandits)
6. ETSU – A small enclave of academics with the interest of preserving pre-war knowledge. They have an extensive library that they allow people to use, but only those involved with the collective can stay.
   1. Camp (illegal) (95% danger)
   2. Scavenge (steal) (95% danger)
   3. Battle (Lawmen, Townies)
   4. Shop (Books)
7. VA – The VA seems to be the source of the Deadnecks. There is likely some contagion or lab process that is turning ordinary rednecks into undead monsters.
   1. Camp (80% danger)
   2. Scavenge (80% danger)
   3. Battle (Deadnecks)
8. Fossil Site – The fossil site is a wild place full of rabid animals. There may be good loot to be found, but there are be braved to find them.
   1. Camp (60% danger)
   2. Scavenge (60% danger)
   3. Battle (Black Bears, Rattlers, Rabid Dogs)
9. NeSCC – Your home, for as long as you’ve been alive. A small community built in the remnants of the college.
   1. Room (same as inn) (0% danger)
   2. Shop (Consumables, Books)
10. Airport – Under control of the college. There is a mostly complete airplane there that needs parts to get airborne again.
    1. Quest (Airborne)
11. Pinnacle – The Pinnacle is a lawless place. You can buy, sell, or trade, but you’ll need to watch your back. There is no law to protect you from the bandits, zealots, and animals that make this market their home. If you survive long enough, you’ll find the largest assortment of killing implements on sale in the region.
    1. Camp (50% danger)
    2. Scavenge (50% danger)
    3. Inn (30% danger)
    4. Battle (Bandits, Zealots, Rattlers, Rabid Dogs, Townies, Deadnecks)
    5. Shop (weapons, consumables)
    6. Quest (I Shot the Sheriff)
12. Eastman – The weapons bound for Eastman, mercifully, failed to reach their target. The factory is now a sprawling hulk. Anything can be found here. Avoid at all costs.
    1. Camp (100% danger)
    2. Scavenge (100% danger)
    3. Battle (Bandits, Zealots, Black Bears, Rabid Dogs, Deadnecks, Rattlers)

Creatures

1. Bandits
   1. HP: 20
   2. Attack: 10
   3. Drops: Bandana, Ammo, Moonshine, Cash
2. Zealots
   1. HP: 40
   2. Attack: 20
   3. Drops: Zealot Amulet, Ammo, Goody Powders, Ginseng
3. Black Bears
   1. HP: 100
   2. Attack 50
   3. Bear Claw
4. Rabid Dogs
   1. HP: 10
   2. Attack 5:
   3. Drops: Dog Tag, mushrooms
5. Deadnecks
   1. HP: 30
   2. Attack: 15
   3. Drops: Dip Can, Dr. Enuf, Ammo, Cash
6. Rattlers
   1. HP: 60
   2. Attack: 30
   3. Drops: Venom Sac
7. Lawmen
   1. HP: 70
   2. Attack: 40
   3. Drops: Badge, Ammo (1-5), Cash (10-50)
8. Townies
   1. HP: 15
   2. Attack: 5
   3. Drops: Cash (1-10)

Hardware

Weapons

1. Six-Gun – six shots, medium-high damage (500 Dollars)
2. Boomstick – two shots, high damage (1000 Dollars)
3. Crossbow – one shot, very low damage (100 Dollars)
4. Varmint Rifle – 10 shots, medium-low damage (250 Dollars)

Consumables

1. Mushrooms – Random effect on energy and health (10 Dollars)
2. Ginseng – Buffs energy (500 Dollars)
3. Moonshine – Buffs health (500 Dollars)
4. Goody Powders – Restores health (20 Dollars)
5. Dr. Enuf – Restores energy (20 Dollars)

Misc.

1. Books
   1. Your Journal (0 Dollars) (NeSCC)
      1. There are a lot of entries about your personal life. There’s also a chronicle of the war and your parent’s experiences as they told them to you. Apparently they worked at the school before the war. When all the bad stuff happened, they stayed there and worked with other survivors to start over. You were born the year after the war. You had older siblings, but your parents don’t really talk about them.
   2. Lab Notes
      1. Most of the notes are nonsense. They talk about an experiment where some kind of neural disruptor was packed into dip cans that were distributed around the area. If the man’s ranting has any truth in it, it’s very likely the Deadnecks started long before the war.
   3. Downtown: A History
      1. This pamphlet tells the story of the founding of the Downtown walled city. Two brothers that survived the war holed up in Capone’s for a month. When they ran out of booze, they moved to Neuman’s. Eventually, they ran out of booze and decided to open a trading post to get people to bring them more. After years of drunken mismanagement, an enterprising entrepreneur had the brothers lured out and killed. Under his leadership the walls were built and law was brought to the settlement.
   4. The War: Why Did it Happen? What Can We Do?
      1. The text is dense and academic, but the gist is that there was some kind of major conflict that left the world in a shambles. You don’t understand all the terminology, but the words ‘Nuclear Holocaust’ appear a number of times.
   5. How to Make Friends: Vol. 3
      1. You don’t know what the other volumes contain, but this one focuses a lot on abstaining from cannibalism and how to properly disinfect a gangrenous toe.
2. Quest Items
   1. Pilot Wings
   2. Tooth
   3. Nursing Diploma
   4. Glass Eye

Quests

An Eye for an Eye

Location: Erwin

Description: The woman peers at you from behind the fence. She beckons to you. As you approach, you notice the dead-glass of her right-eye glaring into your being. You shudder. She tells you a story of the eye she lost fighting the zealots years ago. She says she will be dead soon. She is willing to bequeath all her possessions to someone who can bring her proof of revenge.

Win Condition: Return to the woman with 10 Zealot Amulets.

Reward: Moonshine, Ginseng, 100 Dollars, Glass Eye

Conclusion: She cackles at the sight of the Amulets. She drops them on the ground and spits on them. She hands you a bag with some ginseng and moonshine in it. She then pops the glass eye from her head. You accept it reluctantly and she lurks off into the woods.

Airborne

Location: Airport

Description: Your uncle and some crewmen call you over to the hangar. Inside, you see a small passenger plane. He tells you that they only need a few parts to fix it. There’s a gyro at Eastman, a gizmo at NFS, and a thing-a-majig at Founders Park. He tells you that if you bring all three back to them, they can get the plane airborne again.

Win Condition: Find the three items by scavenging in the three locations listed.

Reward: 100 Dollars, 10 Dr. Enuffs, Pilot Wings

Conclusion: There’s a loud bang and the engine comes alive. Your uncle was a pilot before the war. He jumps into the cockpit with zeal. He asks you to join him. After the most terrifying 20 minutes of your life, you decide you will never leave the ground again.

I Shot the Sheriff

Location: Pinnacle

Description: You hear a group of men sitting around a table, boasting. You hear one man say that he stole a whole case of Dr. Enuff from Downtown. The next man says that he beat up a Lawman in the city. You are overtaken by an urge to feel included. You exclaim that those things were nothing, that you once killed a Lawman and kept his badge as a trophy. The men look at you incredulously. They ask to see the badge. You make an excuse. A man says that he’d bet his last tooth and his six-gun that you’re lying.

Win Condition: Return to the Pinnacle with a Lawman’s Badge

Reward: Tooth, Ammo, Six-Gun

Conclusion: The man’s jaw drops when you show up with the badge. He turns to run, but the other men at the table grab him. A minute later a smiling man drops a bloody tooth and a Six-Gun into your hand.

The Doctor is In

Location: VA

Description: As you’re exploring the halls of the hospital, you hear the creak of a door. You go to investigate and come face to face with a haggard old man. He’s dressed in a lab coat and his hair is going in every conceivable direction. Before you can run, he grabs you by the shoulders and starts yelling about devices. You hear him say that there’s a device in a dip can. He says he needs five of them. He becomes unintelligible. You manage to shake him off and he shouts to you that he needs the devices before ‘it’ explodes.

Win Condition: Bring 5 Dip Cans to the VA

Reward: Book (Lab Log), Nursing Degree

Conclusion: He doesn’t look at you, simply taking the cans from your hands. He opens one to reveal a mess of wires and blinking lights. You become uncomfortable with the idea that you were carrying them around with you. He grabs a book and a piece of paper and shoves them into your hands before scurrying off. They seem to be a weathered journal and a nursing diploma.

The Time Machine

Location: Eastman

Description: You enter the lab with some trepidation. The head scientist thanks you for volunteering. You ask what you’re volunteering for. He says they’re going to send you back in time to stop the war from happening. He says that before they can send you back, you’ll need to bring some items back to them. A tooth, a glass eye, a nursing diploma, and a set of pilot wings. You ask why. They don’t answer. They tell you to come back when you have the items.

Win Condition: Bring all other quest items back to Eastman

Reward: You win the game

Conclusion: You step into the machine with some trepidation. The scientist wish you luck and close the hatch. They pull a lever and, just like that, you aren’t there anymore. You aren’t anywhere. Then, suddenly, you’re in a field. A wide open field. This doesn’t look good. You step out. You see a large reptile. This isn’t good at all. You overshot. You go to get back in the machine and it vanishes. You aren’t happy. You try to find food, but nothing looks right. You can’t identify any of the plants around you. Anything you might kill for food is better at killing than you are. You die cold, alone, in the distant past. At least you tried…