Session 2

# The Rolling Fortress

Nulvac has been having some problems with a group of raiders that have been attacking caravans and wagons to the west of town, between Nulvac and the mountains. They are highly mobile and the guards have been trying to fight them back for a while but nobody can seem to track down their base or figure out where they are coming from.

## Characters

### Vanco the Wraith

### Ears the Engineer

## Aftermath of the Ambush

As the session begins, the party has defeated a raider ambush. They have a destroyed cart whish no real supplies. They are about a full day by aneen from Nulvac headed toward Dragon’s Pass.

Cronk is separated from the group but not too far to catch up quickly. He has figured out how to start the monobike. He has collected the Gas Mask Biker’s head and a Communicator. If he inspects the biker’s body further, he can find 2 bone daggers (light weapons) and a torn and bloody set of Biker Armor (light armor). The saddle bags of his boke contain a journal with what look to be dates and coordinates.

The rest of the party has the body of the Mohawk Biker, who is carrying a Curved Knife (light weapon) and a set of bloody Biker Armor. His saddle bags contain only supplies.

The chariot is long gone. It hovers and the Espron pulling it are known not to leave tracks because of their soft feet.

## The Camp

## The Fortress

This thing is like a moving fortress. Four tank treads carry the structure and a huge engine powers it, belching steam. The building creaks as it moves.

Every turn of combat, roll a d10 on this table for what happens.

* 1-6: Nothing unusual
* 7-8: The fortress hits a bump. LV 2 speed check to stay standing. Otherwise they fall over and can use their action to stand.
* 9: Fortress turns. LV 3 speed check to stay standing. Otherwise they fall over and can use their action to stand.
* 0: Fortress goes uphill or downhill. LV 3 speed check or moved to first wall in that direction.

### 1: Garage

This room contains a vehicle more elegant and well-constructed than the others. Off to one side is an array of mechanic’s tools used to repair this and other vehicles.

* One of the mechanics is carrying a key.
* This room has 3 doors and a staircase.
  + The door to the outside is a drawbridge like ramp.
  + There is an unlocked door to R3
  + There is a door to R10 that is locked. Without a key, it’s an INT 4 check or SPD 4.
  + The staircase leads to R8.

*Loot: 8 shins in parts*

**Encounter:**

**Raider (x2) LV3**

Health: 9

Damage: 3

*Loot: One is carrying a key to R10*

### 2: Engine Room

This room contains a huge machine emitting red light and humming. It has many pipes of various sizes going up the walls.

* There is one door to R10. It has a level 4 mechanical lock
* Tampering with the engine is a INT 4 check. Or, you know, explosives.

*Loot: 3 Shins*

### 3: Guard’s Quarters

This room has 9 beds and at the foot of each is a chest.

* Door to R1

*Loot: 10 shins, oddity: Tiny awl that inflicts no pain when it pierces flesh*

### 4: Chief’s Room

As cobbled together as everything here is, this room was built with a higher level or ornateness and care. It contains a large bed, a dresser and a trophy case with an artifact.

* Door to R9

*Loot: 3 shins, Mind Imager*

### 5: Kitchen

A room with an oven, stove, and other cooking stuff. Inside is a chef who just looks like a raider with a chef’s hat, because why not.

* Door to R8

**Encounter:**

**Raider LV3**

Health: 9

Damage: 3

### 6: Bathroom

It’s a bathroom.

* Door to R8

### 7: Living Area

Oops, forgot to add it.

### 8: Grand Hall

This is the largest room in the building. In the center of this room is a large table surrounded by eclectic chairs.

* There are 3 doors and stairs to R1.
  + Door to R5
  + Door to R6
  + A locked door leads to stairs to R9
* A fight here will attract the chef in the kitchen

**Encounter:**

**Raider (x2) LV3**

Health: 9

Damage: 3

**Seskii LV2**

Health: 6

Damage: 2

Armor: 2

Movement: Long

Modifications: attacks as level 3

### 9: Helm

The front of the fortress has a curved viewing dome. It’s a mosaic of different kinds of glass from different wrecks. In the middle of this viewing area is a large wooden wheel attached to a control panel of levers and buttons. In this room are a helmsman who will continue to steer the ship indifferent to what’s going on, and Vanko the Wraith.

* Removing the Helmsman will cause the fortress to crash in 1d4+3 turns unless control is wrestled back.
* There are stairs going down to R8
* There is a door to R4

**Encounter:**

**Raider LV3**

Health: 9

Damage: 3

**Vanko the Wraith LV4**

Health: 20

Damage: 4

Armor: 2

Movement: short

### 10: Workshop

This room is filled with bits and pieces of half built machines. A small man with large ears works with a blow torch on some scrap. He is not happy about the party’s presence in his workshop, but not immediately violent.

**Encounter:**

**Engineer LV3**

Health: 9

Damage: 3

Can throw grenades that hit all PCs standing together

*Loot: 12 shins in scrap, Magnetic Attack Drill*

# The Seed Vault

## The Fur Trader

Rusco is in town selling his furs. He may be found at the bar or the market. He informs the party that while he was out trapping one day he stumbled upon a huge steel door in the mountains. If asked he will give the party directions to the door, which is not too far off of Jamespass.

## Journey to the Mountains

Reaching the Door is a three-day journey. During one day, the Party is set upon by broken hounds.

Encounter

**Broken Hound (x7) LV2**

Health: 6

Damage Inflicted: 4

Movement: Short

* Perception at LV5 due to scent
* Four to six of them can concentrate on one foe and make one attack as if they were a level 4 creature, inflicting 8 points of damage.
* If numbers reduced to 4 they flee

At the door, Hunik thanks them for protecting him and continues on his way into the mountains.

## A Door in the Mountainside

Beside the door is a device. Placing things in front of it causes a green light to scan over it. The machine has a leaf symbol and will only activate if presented with a plant. When activated, the massive door in the mountains opens, revealing a darkened staircase down into the earth that extends far beyond human sight.

## Inside the Vault

### 1: Entrance Room

As the party reaches the bottom of the stairs, glowing blue fungus begins to light their way. Most of the entrance room is covered in these blue mushrooms, mostly on the walls and ceiling. There are a couple of carts in the corner of the room with a green bar on the front of them.

* If the fungus is touched, anyone in the room is attacked by a level 3 INT attack. If it hits the PC is stunned.

The fungus has 6 health and can be hurt by fire or INT attacks.

* This room has 3 doors.
  + There is a mechanical lock on the heavy metal door on the left. Picking it is a LV 4 INT task. Leads to R2.
  + The door ahead will not open until power is restored. And opens to the carts. It also has a green bar across the top of the door. Leads to R4.
  + The door on the right is also not accessible without power. Hacking the lock is LV 4 INT task. Leads to R3.

### 2: Generator Room

The room is dark on first entry with a large machine with glowing green light creeping out through windows in the side of it. There is also a control panel on the opposite wall.

* There is a Geiger counter in one corner of the room. It is initially silent. (Oddity)
* Repairing the reactor is a LV 5 INT task and reactivating it is a LV 3 INT task. This activates power in the facility and turns on all lights. The green glow gets brighter.
* 6 Shins can be found in the room in components.
* There is one door to R1

### 3: Cryo Room

This room contains in the middle of it a huge tank of blue fluid. There are many pipes going to and from the tank along the ceiling and walls. Many have ice crystalizing on them. There is a bank of valves and controls along one wall.

* The room contains 7 shins in components. Also a Frigid Wall Projector.
* The cryochamber can be shut off by a LV 3 INT check at the valves. Failure sprays the PC with a freezing mist inflicting 4 damage.
* There are 2 unlocked doors
  + The north door goes to R4
  + The west door goes to R1

### 4: Main Hallway

The hall is overgrown with vines and plants coming out of cracks in the wall. A few vines hang down in front of the door to R7.

The vines will try to pull in and strangle anyone under them. Two blossoms on the East wall spit venom.

* Encounter initiates when plants attacked or vines touched
* There are 5 doors in this hall
  + The door to R7 requires a cart
  + The door to R3 is a LV4 INT check if not opened from the inside
  + The door to R1 requires the cart
  + The doors to R5 and R6 are unlocked.

**Encounter**

**Vines LV3**

Health: 12

Damage Inflicted: 4

Movement: None

* PCs under the vines are attacked. If it hits, they are stunned and pulled to the ceiling. They get attacked each turn until one is resisted.

**Spitters (x2) LV2**

Health: 6

Damage Inflicted: 3

Movement: Short

* Attacks are ranged and remove armor on hit

*Loot: Explosive Poison Sack*

### 5: Storeroom

This room is heavily overgrown with fruit bearing plants.

*Loot: 10 glow fruit*

### 6: Research Room

This room is full of microscopes and lab equipment

*Loot: 8 Shins, Coffee maker*

### 7: Cold Storage

This is a vast room filled with racks with circular drawers

* If the Cryochamber has not been deactivated, the drawers are locked. Otherwise they can be opened and have steam pouring out of them.
* The drawers contain unidentifiable seeds
* Once a drawer is opened, red lights will come on throughout the facility. A siren and an untranslatable voice will come on. The door to the vault will begin to close. The door will lock when it closes.

After the warning lights come on, the PCs will have to flee. After closing the door at the entrance, the generator will explode destroying everything in the vault.