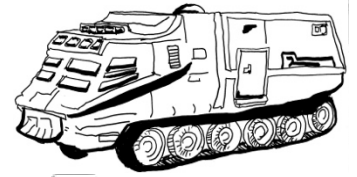


The Damned Colony of Japheth III

A Post-Apocalyptic Crawl by Ray Pompon

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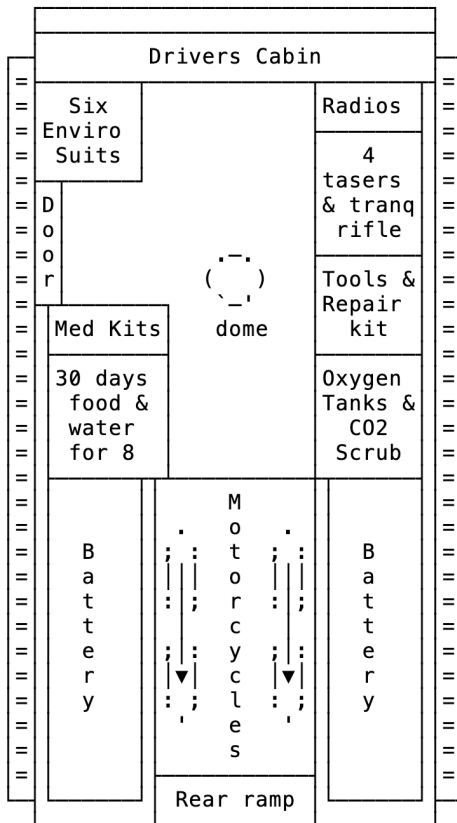


You were part of fleet of colony ships heading to the distant Japheth system. While you hibernated, nanobots terraformed your future home. But an engine problem delayed your arrival by 900 years, and you awoke to a bizarre new world. Worse, the nanobots went out of control.

Now Japheth III is awash with bizarre mutations and wild weather. So much time has passed that entire civilizations have risen and fallen since colonization.

Nowhere to go, you leave orbit in a drop-pod and set out in a Landmaster to find what became of the colony.

LANDMASTER: Unarmed science vehicle. Travel 120 miles daily, 60 in hills/forests/swamp/ water. Can't cross mountains.



Once a weekly or upon serious damage, roll D10 for malfunction: 1) Major – need parts to fix. 2) Minor – 1D4 days to fix. Roll system affected 1D6: 1,2) Engine, 3,4) Tracks 5) Enviro, 6) Power (all).



Travel

One hex 20 miles.

Weather 2D12:

2) tornado; 3) fire storm; 4) big hail; 5) rain & flood; 6) radiation; 7-10) normal; 11) blizzard; 12) lightning.

Encounters 1D8:

1) giant worms; 2) metal-eating nanobot slime; 3) ape-men; 4) raiders on big ants/ bats /jet-packs; 5) drone swarm w/EMP blasts; 6) giant centipedes; 7) traders; 8) nomads.

1) Landing site – Start here.

2) Village of farmers & tardigrade ranchers; Population 150 - Iron age.

3) Tardigrade herds– Farmers fighting a dozen rustlers with firearms and motorcycles.

4) Old colony ship now a sacred temple for zealots armed with vibro-axes; tech parts to scavenge and still occupied running hibernation pods.

5) Domed settlement of hundreds of clones of the same person. Clone bot births new baby every month.

6) Iron mining settlement; Large steam-tech clan; will trade for food.

7) Old city-sized terraformer; tech to plunder but could accidentally release swarm of unsafe nanobots.

8) Huge refugee caravan; harassed by raiders on motor vehicles.

9) Junk city – ruled by scavenger king and gang; Has petrol, guns, parts; Will lie, steal, or blackmail for new tech.

10) Huge glowing canyon, radioactive.

11) Landmaster wreck, sending distress signal; a trap by hidden armed raiders.

12) Giant fab installation base run by insane AI with a cyber-ape army; Feed raw material, makes nearly anything.

13) Giant fungi forest, impassible in vehicle. Giant scorpions live here. Venom is a valuable trade good.

14) Giant quartz mountains. Shaman nearby sells nanobot healing elixirs. 10% chance of mutation if used.

15) Dead warbot; source of parts & weapons; reawakens if tampered with.

16) Crazy inventor in a tower building hot air balloon; Will be attacked by giant moths when she finally launches.