



STAY
CLEAR!

Rot area

Trade
Post?

Alexandra's Tower

Deathmush

Wormwater
Woods

Sinkhole

Snarby

The noise
tower

Arena

The Rot Sump

The Column

Old ship

Dark castle

Old Ben

Needletooth
domain

Dark enter!

Marshlands

Pot Soil

MINES!

Weird
lights



A swift death

The Thorn dome

Stranded war wagon



Spotty waste

Tunnel entrance

Mist towers

The dust fields

Avoid!

Eden?

Evil eye

The ambush

Hungry plants

The big stink

Howling at night. Be cautious

Zone ghouls



The sun turns black, earth sinks in the sea,
The hot stars down from heaven are whirled;
Fierce grows the steam and the life-feeding flame,
Till fire leaps high about heaven itself.

Now Garm howls loud before Gnipahellir,
The fetters will burst, and the wolf run free;
Much do I know, and more can see
Of the fate of the gods, the mighty in fight.

Now do I see the earth anew
Rise all green from the waves again;
The cataracts fall, and the eagle flies.
And fish he catches beneath the cliffs.

The Poetic Edda

UPDATES IN THE THIRD PRINTING

This is the third printing of *Mutant: Year Zero*. The book remains essentially the same as the first and second printings, but a few minor updates have been made from the second edition: The rules for Mutation Points for NPCs (page 70) have changed, the initiative rules (page 79) have been modified again, the grappling rules have been updated (page 84) and for recovery of Strength and Agility (page 90) have been modified.

UPDATES IN THE SECOND PRINTING

The second printing of *Mutant: Year Zero* also contained some rules updates compared to the first printing: Opposed rolls were added (page 48), affecting the Sneak (page 50), Scout (page 51) and Manipulate (page 53) skills. Also, the Dog Handler's talents (page 64), the initiative rules (page 79), and the rules for armor (page 88) were updated.

MUTANT

YEAR ZERO

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PRINT

Livonia Print, Riga 2017

ISBN

978-1-910132-18-0

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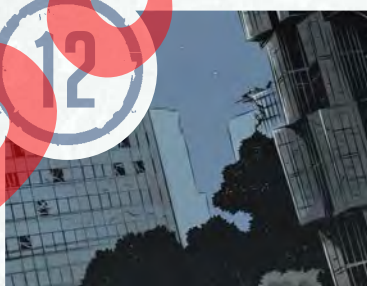
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