

Sample file

MUTANT

YEAR ZERO

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ZONE COMPENDIUM

Welcome to the first Zone Compendium for *Mutant: Year Zero*. This booklet contains plenty of material for you to use as a Gamemaster.

The bulk of the book consists of four *Special Zone Sectors*, scenario locations just like the ones in Chapter 15 of the core book. You can place the Special Zone Sectors in any section you want on the Zone map, for the PCs to discover and explore.

Each Special Zone Sector comes with a map in two versions:

- ▣ The GM map has several small images added. These show what is actually hidden inside the sector and thus gives you, as a GM, a good overview of the entire location. Don't show this version of the map to the players.
- ▣ The players' version of the map lacks these images and can therefore be shown to the players as soon as they enter the sector. The players' maps are collected at the end of the booklet, and they are all available for download from the Modiphius website.

After the Special Zone Sectors there is a section with rules on how to handle long journeys in the game. At the very end there is a very useful random Monster Generator that lets you create your own mutated beasts with just a few dice rolls.

If you have any questions or want to discuss the contents of this Zone Compendium with others, please visit the official forum at modiphius.com/mutant.

LAIR OF THE SAURIANS

In the depths of the Zone, by an islet in dark waters, rests a gigantic rusted metal tube. Zone Stalkers say it's an old underwater vessel. They say there are amazing artifacts in the tube, but that it is guarded by dangerous zone monsters. The PCs can come here on an expedition looking for treasure, or just happen to pass by during their treks through the Zone.

OVERVIEW

The small island, sticking out of a major body of water in the Zone, is overgrown by sinuous plants and stunted trees. The island could pass for any island in the Zone were it not for the ancient giant tube that has tried to wriggle its way onto the shore like a huge zone monster. The vessel is almost as long as the Ark, several mutants high and made from resilient, rusty metal from the Old Times. Only a few scrap crows circle the islet and the vessel would look uninhabited if not for the thin tendril of smoke rising from a cylinder-shaped tower halfway down the hull.

LOCATIONS

The metal tube is an old nuclear submarine. The ravages of time have destroyed most of its interior, but deep within the tube some treasures remain after all. The submarine is sectioned off by circular doors that are opened by twisting a large handle. Since the reactor of the sub is partly functional, flickering emergency lighting illuminate some compartments. The smell of fish and seaweed is strong throughout the vessel.

Tower: The submarine's tower serves as a watch-tower and is also the easiest way to get in and out of the submarine (at least for regular mutants that can't breathe under water, see below). There is always a guard here from the Saurians (below), and the PCs must roll Sneak (-2 in daylight) to get to the hull of the submarine undetected.

Fully functional diving gear (see page 193 of *Mutant: Year Zero*) can be found in a watertight metal locker. A hatch at the top of the tower leads to a cramped corridor that leads further down into the submarine's interior.

Bridge: A fairly large compartment lined with numerous broken glass screens and panels. In the middle of the room a massive pillar stretches from the floor and up into the tower. The floor is littered with scraps of paper and other odd gear.

The Saurians have propped their weapons against the wall. Spears, tridents, bows, quivers of arrows. Anyone that goes through the debris in the room can find a pair of binoculars (see page 191 of *Mutant: Year Zero*). The pillar in the middle of the room is a periscope that Dante, leader of the Saurians, uses to scout for enemies in the Zone.

Galley: A compartment filled with cabinets, benches and shelves made of rusted metal. Tidy rows of slimy, greenish eggs rest on the reeds that cover the floor. A drain pipe leads up from an oil drum at the end of the room to a hole in the hull. A fire in the oil drum keeps the area very warm.

In the galley is the artifact that could make the inhabitants of the submarine a future power-broker in the Zone: an ancient water purifier. This amazing device is too large and complicated to remove,

unfortunately, and it needs plenty of power to work. However, it can create 50 doses of rot free water every day, as long as the submarine remains in its current location.

The galley also contains a selection of kitchen related scrap (frying pan, cutting board, kitchen knife) and 1D6 rations of grub.

Mess hall: The submarine's mess hall is the main gathering place of the Saurians. Large parts of the tribe eat and sleep here. The reptiles have cleared out most of the furnishings. The floor is covered by woven reed mats. The smell of fish is very strong here.

Officers' mess: The old officers' mess serves as Dante's throne room. The alpha male's throne is built from the remains of an old tennis umpire's chair. Dante uses the score keeper to judge conflicts between members of the tribe. He spends most of his time here, usually to enjoy gifts from the tribe. Septina can usually be found by his side.

Captain's quarters: This compartment is decorated with all sorts of things, among others a dirty red flag and several maps of unknown areas. Adjacent to the room there is a shower stall and a toilet. The captain's quarters serve as Dante's bedchamber. The alpha male sleeps and mates in the ancient shower, which is still functioning sporadically. There are well-kept sea charts in the captain's quarters as well as some appropriate scrap (from the scrap table on page 262 of *Mutant: Year Zero*). The charts are equivalent to the artifact Map of the Zone (see page 196 of *Mutant: Year Zero*).

The officers' quarters are reserved for the highest ranking females in the tribe. The compartments are mostly empty but in a few of them there might be maritime scrap. To a regular mutant, a reptilian lair appears like a foul-smelling room filled with dried algae, seaweed and reeds.

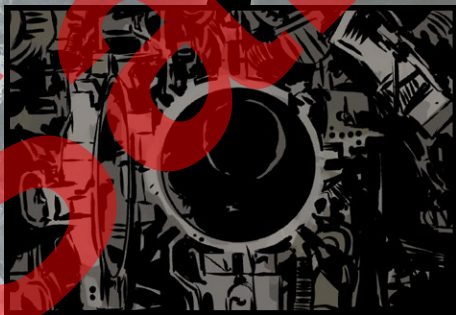
The crew's berths are located in a corridor that runs down the length of the boat. The berths are hammocks securely fastened along the walls. Some of the most renowned of the tribe's warriors sleep here.

LAIR OF THE SAURIANS

TOWER



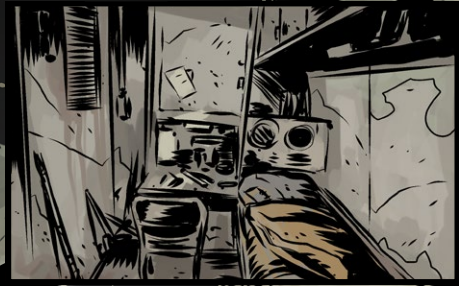
HATCH TO THE BRIDGE



ENGINE ROOM



REACTOR



CAPTAIN'S QUARTERS



TORPEDO ROOM

Hydrophone and radio room: A cramped compartment with advanced equipment along the right-hand bulkhead. The remains of an Ancient with headphones on occupy a chair. A gearhead can get the equipment up and running with a Demanding (-1) roll for Jury-Rig. Mostly all you hear is static but maybe you can get a bearing on something...

Engine room: A ladder leads down to the engine room at the back of the submarine. Most of the room is filled with rot contaminated water (one Rot Point per minute). The propeller shaft is broken clean off and a large hole in the hull leads out into the water below the submarine. The Saurians use the hole to exit and enter the submarine covertly.

Torpedo room: The torpedo room is at the bow of the submarine. Racks along the bulkhead held the vessel's arsenal. Now they are empty apart from two rusted old weapons. The torpedoes are stuck to the shelf and require an Insane (-3) roll for Force to dislodge. To move the torpedoes even a short distance without a vehicle or a cart requires a Hard (-2) roll for Force.

The torpedoes are powerful but bulky weapons. A gearhead can Jury-Rig them to make them operational again. They will have a Blast Power of 10.

The torpedo hatches are accessible via the launch tubes. One of the two hatches is open and leads up to the shore. The Saurians rarely visit the torpedo room and are unaware of the open tube.

Reactor: The reactor of the submarine is next to the engine room. The door to it is rusted shut and it would take advanced equipment or determined acts of violence (a total of 25 damage points) to open it. The reactor is leaking and the whole room has Rot Level 3 (one Rot Point per minute).

Lower storage area: The lower storage area is in the bow, underneath the torpedo room. Most of the space is flooded and the PCs have to swim (roll Move) through corridors under water to reach the door that leads into the storage area. The water is contaminated by Rot giving the PC one Rot Point. To reach the storage area, they have to force open a door that has been rusted shut, with a Hard (-2) roll

for Force. The passageway to the door can only hold one person at a time.

Once inside, the PCs will find what's left of the submarine's emergency provisions (see below). The PCs may also draw an Artifact Card if you want.

THE SITUATION

The submarine is the lair of a large group of Saurians. They have yet to understand what a remarkable discovery they have made there. Instead they have settled for living on the islet peacefully, at least compared to the rest of the Zone.

Rumors of the great vessel and the riches within have spread throughout the Zone. Until recently the Saurians have managed to kill or scare off any intruders, but a few days ago captain Ossian and his scrap pirates arrived. Ossian is a powerful presence in the Zone and with his scrap ship, *The Wrecker*, he spreads terror on its rot infested waters.

The scrap pirates' initial attack was met with fierce resistance and Ossian retreated after heavy losses. The pirates have nursed their wounds for a few days and laid plans for a new attack. Ossian and his men are skilled warriors but are outnumbered by the Saurians, who also have excellent defensive positions.

INHABITANTS

The Saurians are mutated, intelligent reptilians of unknown origin. They never lived in an Ark, they have been in the submarine for several generations. They are short, most of them only slightly over a meter tall, and have greenish leathery skin.

The reptiles are all born as females, but can change sex as needed. There is only one male in the tribe, and he is their leader. If the male dies or shows weakness, the strongest female changes sex. During the transformation, she withdraws to a secluded cranny. When he returns to the tribe as a male, he challenges the current dominant male, and the loser is forced to leave the tribe.



Dante is the current leader of the Saurians. He is tall, almost two meters, with a powerful build. He wears a green army jacket. An ancient assault rifle is slung over his shoulder. Dante's goals are to expand the tribe and build a permanent settlement on the island. Dante looks down on anyone who is not of the Saurians and is a tough negotiator. If a situation would turn bad for the flock, Dante is very pragmatic. He tries to save his own skin, if he is unable to do so he will try to negotiate his way out of the situation.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 3.

Skills: Command 4, Fight 3, Move 3, Shoot 3, Manipulate 3.

Armor: 3

Gear: Assault rifle (see page 191 in *Mutant: Year Zero*), backpack, entrenching shovel (equivalent to Blunt object), Zippo lighter, 3D6 bullets.