



THE DOOM SPHERE

The steel skeleton of the Doom Sphere rises from the haze of the Zone towards the toxic clouds in the sky. The imposing ruin is one of the landmarks in the Zone and stalkers and expeditions take care to avoid it. Reports of strange sounds and mystic lights from the center of the ruin suggest it is not completely abandoned. Perhaps the Doom Sphere holds the key to the disappearance of the Ancients?

OVERVIEW

In the depths of the Zone, an enormous and strange ruin rises through the zone smog: a giant globe, once white, now turned a filthy gray from rot and acid rain. It was erected by the Ancients during the last days of their civilization. Here the eldest gathered to witness dramatic plays, trials by combat and musical performances.

Now the ruin is called the Doom Sphere by stalkers, who make an effort to take a detour around it. It is said that wraiths from the Old Age haunt the scorched earth around the derelict globe. And wraiths are not to be disturbed.

The Doom Sphere deserves its name. During the Apocalypse the building served as a shelter for refugees, thousands of terrified humans huddle together under its vaulted ceiling, waiting for rescue parties that never arrived. Their demise was unexpectedly swift and merciful. The thousands upon thousands that hid here died without ever

comprehending what happened. The former arena became a giant tomb and remained as a monument to the fallen civilization.

LOCATIONS

The Doom Sphere is largely intact, but the ceiling is partly caved in and there are large holes here and there, leading into the gloom that reigns within.

The Concrete Halls: A vast building is integrated with the lower levels of the sphere. Most of the concrete walls have collapsed and the interior of the halls is filled with debris and scrap.

The Four Towers: Four concrete towers rise from the ruins a few hundred meters from the sphere. This is where the Gray Caps have their temporary camp.

The Bleachers: Wide-spread rows of broken and partly melted plastic seats. There are skeletons everywhere, the remains of the thousands of Ancients that died here. The amount of corpses can be horrifying even for the most jaded PC.

The Arena: The center of the Doom Sphere is dominated by a large flat surface with a scrap podium in the middle. This is where the Guardians perform their sacred rituals.



The Dwellings of the Guardians: The stronghold of the Guardians is a section about halfway up the sphere. What once housed important guests has been converted into spartan accommodations for the members of the sect. They can see the whole inside of the sphere from this vantage point.

THE SITUATION

A sect of mutants calling themselves the Guardians of the Doom Sphere have settled here. The Guardians consider the site holy, as they worship the extinct Ancients and see the sphere as a tomb. So far they have been able to keep curious zone wanderers away with their highly developed scare tactics, but when one of their novices was attacked by bandits he confessed that the sphere contains “unimaginable treasures from the Old Age”, before he was killed by the bandit leader Hector. Hector

and his Gray Caps have set up camp close by to watch the Guardians, and are planning to mount a raid when the PCs arrive at the scene.

What Hector isn't aware of is that the treasures the novice spoke of is a collection of items such as ragged stuffed animals, rings and keychains. The objects are sacred to the Guardians but useless to the grim Gray Caps. But the innards of the Doom Sphere holds another secret...

INHABITANTS

Kalixiann, high priestess: Grim, awe-inspiring and filled with a sense of sacred duty – Kalixiann is the high priestess and leader of the Guardians of the Doom Sphere and takes her role very seriously. She is a tall, imposing middle-aged woman wrapped in black and red swathes of clothing. Her face is painted with a horrifying black and white skull.