

MUTANT

YEAR ZERO

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ZONE COMPENDIUM

Welcome to *Zone Compendium 5* for *Mutant: Year Zero*. This booklet contains more extra material for Gamemasters.

The main part of this booklet consists of four complete Special Zone Sectors. They follow the same format as the Special Zone Sectors in Chapter 15 of the *Mutant: Year Zero* core rulebook. These scenario locations can be added to or placed in any sector of whatever Zone you are playing in. Note that some of these sectors include mutated animals, so they should not be used before the animals have escaped from Paradise Valley (see *Mutant: Genlab Alpha*).

Every Special Zone Sector has a map overview, which is available in two versions:

- ▣ The GM map has small picture inlays, showing details of specific locations in the sector.
- ▣ The player map does not include these inlays and can be shown to the players when the PCs arrive in the sector. The player maps can be found in the middle of this booklet, and will be available for download from the Free League website.

After the sectors is a section with new psionic mutations and several new artifacts. Cards for these mutations and artifacts are included in the custom card deck for *Mutant: Mechatron*.

HOTEL IMPERATOR

In a low-lying area surrounded by ruins and hidden by thick Zone smog, the well-preserved remains of a hotel can be found. In the Old Age, it was a popular resort for the rich and famous. During the Apocalypse, Hotel Emperor was abandoned and fell into ruin. Decades later, it was rediscovered by an expedition from the Mimir Titan Power. The largely intact hotel in a fairly secure location made it a perfect area for one of Mimir's research branches. Today, the hotel has been taken over by another group with big ambitions: a psionic cult called the Brain Ring,

ROBOTS

Several Special Zone Sectors in this compendium include robots, which have stats according to the rules of *Mutant: Mechatron*. If you don't have access to that book, simply use the *Mutant: Year Zero* rules instead, using the attribute conversion below.

- ▣ Servos = Strength
- ▣ Stability = Agility
- ▣ Processor = Wits
- ▣ Network = Empathy

a militant faction that sprang from Nova (see *Mutant: Year Zero*).

OVERVIEW

Hotel Imperator is surrounded by a sturdy, ancient electric fence (you can use the stats on page 121 of *Mutant: Genlab Alpha*). The only way to get in without passing through the fence is via an old underpass. The entire area enclosed by the fence is covered by dry grass and withered bushes. Next to the main hotel building, there is a concrete bunker. In the yard in front of the hotel there are ruins of a once beautiful fountain, now covered with vines and filled with Rot water. Near the fountain, there is a rusty car wreck that still holds the remains of its long-dead owner. The hotel building itself is rather worn, but remains quite impressive. On one corner, there is a high-tech tower and on the roof, several antennae and satellite dishes can be found. Above the main door, there is a cracked but readable sign with the text, "Hotel Imperator."

LOCATIONS

Hotel Imperator has four surface floors: the ground floor, two floors with hotel rooms, and a top floor with a luxurious spa facility. Below ground, there is a secret cloning lab. Elevators run between the floors. To access the cloning lab, visitors need the access cards carried by some of the Brain Ring's psi-mutants.

Getting In: A psi-mutant always stands guard in the tower (see below) at all times. They guard is usually not very vigilant, however, and thus gets a -2 to any Scout roll to spot intruders.

The main entrance to the hotel is a solid double door. It is usually unlocked, but can be locked by Athena (see below) or a psi-mutant with an access card. When the door is locked, it will require an access card to be opened.

Ground Floor: On the ground floor, there is a reception area, an office, a bar, a dining room, a conference room and a well-equipped kitchen. The Brain Ring members use the dining room for meals and sometimes the conference room for planning the

operations. The cleaning robot Volta does the cleaning and maintenance work.

In the conference room, hidden speakers play soft music. On the large table, there is an old projector. With a successful Comprehend roll, the PCs can turn it on. It will project photos of the PCs' own Ark as well as another settlement in the Zone and an old gas station on the wall. This is Blackhand's Bar, described fully in *Zone Compendium 3: Die, Meat-Eater, Die!*

Second and Third Floors: On each of these floors there are eight hotel rooms and four suites. The rooms are quite simple and contain a bed, a wardrobe, a small desk and a bathroom with a (functional!) shower, while the suites are more luxurious and have a separate office and a large bathroom with a jacuzzi. If the PCs search the rooms, they can find a random artifact. Make good use of the scrap list on page 262 of the *Mutant: Year Zero* rulebook to fill these rooms with other interesting items. Most of the Brain Ring members are staying in the suites the third floor, but a few reside on the second floor. If the PCs sneak around in the hotel, roll a Base Die for each room that the PCs enter. If the result is a [biohazard], there is a psi-mutant in the room. It will not be Macron or Francisca.

Top Floor: This whole floor is taken up by a large, fancy spa. A swimming pool dominates the main room. Next to the pool, there is a well-equipped bar and two Jacuzzis. On sun beds by the pool, guests can relax under the flickering hologram of a clear blue sky. By the elevator, there is a reception desk with a First Aid Kit (artifact, see *Mutant: Genlab Alpha*). Next to the reception area, there is a storage

ELECTRICITY AND WATER

A small reactor deep underground still provides electricity to the Hotel Imperator. There is even running water in most of the building. Note that the PCs have likely never experienced this kind of functional advanced technology before.

HOTEL IMPERATOR

CLONE LAB



CRYO CHAMBER



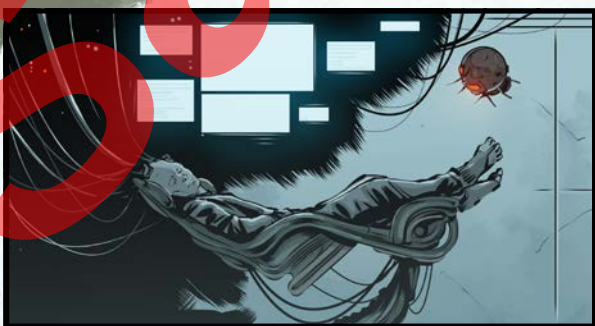
THE SPA FACILITY

room with a laundry machine (a big, bulky humming mystery) that washes and folds towels and bath robes. A corridor leads to four rooms – two with massage benches and equipment for beauty treatments and two containing tanning beds.

The spa facility is the favorite hangout spot for the Brain Ring. Any psi-mutant who isn't busy in the clone lab or is on a mission out in the Zone will usually spend their time here. If the PCs manage to infiltrate the facility without triggering the alarm, they might be able to surprise Macron.

The Tower: On one corner of the hotel, Mimir has built a tall, high-tech tower. Via a cramped elevator, visitors can access a room with windows in every direction. From the tower it's possible to see far out into the Zone (a Stalker can Lead the Way from as far as a lookout point, see page 122 of the *Mutant: Year Zero* rulebook). A futuristic-looking weapon is mounted in the tower – it's a laser cannon. Due to an electrical glitch, it can only be fired every other round of combat. The laser cannon has Gear Bonus +3, Weapon Damage 3, and Long range. It doesn't need reloading. The cannon is destroyed if dismounted. There is always a guard posted in the tower. On a table in the tower, the PCs can find a Tactical Visor (artifact, see *Mutant: Genlab Alpha*).

The Basement: Underneath the hotel, there is a bunker area with dim lights, metal doors, strange machines and spooky laboratories. See the detailed map on page 7. The elevator leads to a room with four doors. Above each door, there is a sign with text. If the PCs make a Comprehend roll, they can



PSI LAB

THE ALARM

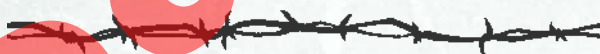
If the PCs are spotted by the guard in the tower, or if they mess around or make a lot of noise when inside the hotel, the psi-mutants will sound the alarm. A high-pitched beeping noise will sound from every speaker in the hotel. The Brain Ring members will arm themselves and organize their defense against the intruders. The PCs will be in big trouble!

read the signs that say: “CLONE LAB,” “PSI LAB,” “CRYO CHAMBER,” and “SECURITY CENTER.” Throughout the basement there are small, tube-like gizmos mounted on the ceiling. These are video cameras that are connected to the Security Center. To avoid being spotted by the cameras, PCs need to Sneak past them. Roll this as a straight skill roll, not an opposed roll.

Clone Lab: A big room that contains 13 spherical vats in which Doctor Szabo breeds his clones. Rows of screens monitor the growth steps of the clones. On a metal table in a corner there is medical equipment for dissecting defective clones. There is a cabinet with scalpels, forceps and bone saws. The cabinet also holds a small box of Pain Killers (artifact). Doctor Szabo spends most of his time in the laboratory.

In this lab, a clone of a human or mutant can be bred to an adult body in just a few months. The experimental procedure is unreliable, however, and most attempts end in failure. Only Doctor Szabo is competent enough to perform the procedure.

Psi Lab: This room contains advanced equipment for developing new mental mutations and enhancing psionic abilities. The room is softly lit and is dominated by an oddly shaped medical seat. At the head-end, there is a helmet with cables attached to a large machine. The walls are lined with screens showing the mental and physical condition of the patient. The robot Quintus handles most of the lab tasks. Exposing a person to the machine is not without risk. If a PC tries it, he will become sedated and wake up confused after an hour. Roll a D6 to determine the result.



ROLL RESULT

 The patient permanently loses a psionic mutation (see the list on page 35), but permanently increases his Wits score by one point. Should the patient not have any psionic mutation to begin with, see 2 below.

2 The patient gains nothing but a throbbing headache and takes D6 points of confusion. The PC can regain his Wits as per normal.

3 The patient suffers from severe vertigo and takes D6 points of fatigue. The PC can regain Agility as per normal.

4 The patient immediately gets D6 Mutation Points – but only if he has a psionic mutation. If not, see 2 above.

5 The patient temporarily develops a random psionic mutation. Roll on the table on page 35, or let the player draw a random card with a psionic mutation. This mutation can only be used once.

 The patient develops a permanent random psionic mutation. Roll on the table on page 35, or let the player draw a random card with a psionic mutation. The patient will not lose an attribute point as a result of this new mutation.



Security Center: From this room, the entire basement can be monitored through cameras. The temperature of the rooms can also be controlled from here, as well as the speaker system installed throughout the building. There is always a Brain Ring member present here. The guard here is not always attentive, but if the PCs are not careful, they will eventually be spotted. The artificial intelligence, Athena, oversees the surveillance system. Doctor Szabo and Macron are the only people who have some level of control over the moody A.I.

At the back of the Security Center there is a door leading to a dimly lit corridor, which in turn leads to an intersection. To the left, there are six small cells where intruders and defective clones are kept. A tunnel straight ahead leads to the robot bunker. To the right there is an elevator, long since out of order, that leads to the hotel’s small underground reactor and water treatment plant. If the PCs dare to venture down the shaft, they can climb a service

BOXED TEXT: THE ACCESS CARDS

The elevator to the basement, as well as the main doors within, can only be operated with the access cards carried by Macron, Doctor Szabo and a few other Brain Ring members. You can determine when you want the PCs to find such a card on a psi-mutant they encounter.