MUTANT YEAR ZERO

ZONE SECTOR:

THE DOOM SPHERE

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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

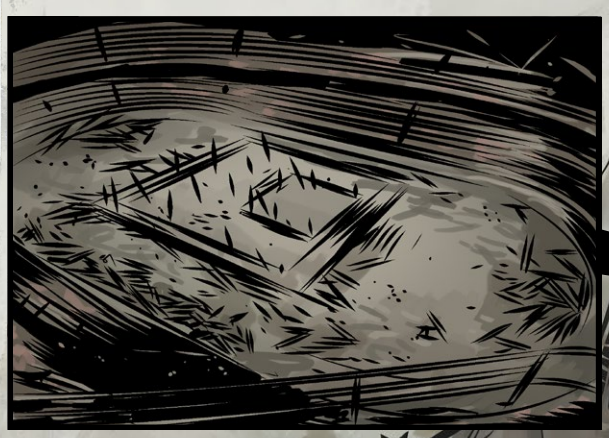
A sect of mutants calling themselves the Guardians of the Doom Sphere have settled here. The Guardians consider the site holy, as they worship the extinct Ancients and see the sphere as a tomb. So far they have been able to keep curious zone wanderers away with their highly developed scare tactics, but 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.

THE DOOM SPHERE



THE ARENA

THE CONCRETE HALLS

Attributes: Strength 3, Agility 4, Wits 5, Empathy 4.

Skills: Manipulate 4, Command 4, Sense Emotion 4, Comprehend 4, Move 3, Shoot 1.

Mutations: Luminescence, Magnetism, 4 MP.

Gear: Scrap pistol, 3 bullets.

Typical Guardian:

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

Skills: Fight 3, Shoot 2, Endure 2.

Mutations: 1 random mutation, 2 MP.

Gear: Decapitator (see Artifacts).

Beata, feral mutant: Freethinking, headstrong and winged. The feral mutant Beata never felt at home in her Ark and knew in her teens she had to forge her own destiny. Thanks to her ability to fly, she has been able to build a nest in the ancient jumbotron at the top of the Doom Sphere. Here, she gathers books and newspapers she finds during her raids in the zone – everything from crumbling crime novels (the Ancients were bloodthirsty) to old catalogues filled with magnificent artifacts. Beata and the Guardians tolerate each other as long as they leave each other alone.

Attributes: Strength 3, Agility 4, Wits 4, Empathy 5.

Skills: Scout 4, Know the Zone 2, Fly 3, Shoot 3, Fight 2, Comprehend 2.

Mutations: Insect Wings, Extreme Reflexes, 3 MP.

Gear: Scrap binoculars (+1 Scout), bow, 10 arrows, sling, scrap knife.

The Behemoth: The secret behind the Guardians' might and wicked reputation is not their strange ceremonies and evil masks. It is a worn but still fairly functional robot sentinel from the time after the Apocalypse. This so-called Behemoth has been reprogrammed by Kalixiann to obey her every whim. When it is inactive, the Behemoth rests in a dark side corridor in the arena.

Use template for Automaton on page 177 of *Mutant: Year Zero*. When the robot is down to Strength 1 it activates a self-destruct mechanism and blows up its control processor.

Hector, leader of the Gray Caps: The brutal leader of the roaming zone bandits known as the Gray

Caps is the rugged and mustachioed Hector. He always wears his knitted gray cap and has a beautifully carved pipe hanging from the corner of his mouth. Hector believes the Zone is one big opportunity to loot as much as possible and enjoy life. Hector and his men are non-mutated humans.

Attributes: Strength 5, Agility 4, Wits 4, Empathy 3.
Skills: Fight 4, Shoot 4, Endure 3, Force 3.
Gear: Three-barreled scrap pistol (7 bullets), scrap axe, scrap armor (Armor Rating 3). Pipe and tobacco.

Typical Gray Cap:

Attributes: Strength 4, Agility 4, Wits 3, Empathy 3.
Skills: Shoots 3, Fight 3, Endure 2.
Gear: Double-barreled scrap rifle (D6 bullets), knife, scrap armor (Armor Rating 2).

ARTIFACTS

"The Treasure": A collection of knick-knacks without any particular value. Decide what they are or roll a few times on the Scrap Table.

Beata's library: The books and magazines in Beata's collection are valuable. If the PCs manage to get their hands on a major part of the collection, it counts as an artifact with the following function: if you are in the Ark and have access to the whole library you get a Gear Bonus of +3 to Comprehend. If you only have access to a few books from the collection you get a bonus of +1. **DEV Requirement:** Culture 20. **DEV Bonus:** Culture +2D6.

The Decapitator of the Guardians: A lethal weapon made from an ancient wooden club reinforced with metal and a curved end where a razorsharp piece of steel has been secured. Bonus +1, Damage +3 (Range Near, Heavy Weapon).

The Behemoth: The fearsome guard robot is an artifact in and of itself, but is extremely hard to catch. If the PCs manage to defeat it, it will activate its self-destruct mechanism (see above). Even the destroyed robot has value, if they manage to drag it back to the Ark. **DEV Requirement:** Technology 20. **DEV Bonus:** Technology +1D6, Warfare +1D6.

GRUB, WATER AND BULLETS

- The Guardians have 4D6 rations of grub and water tucked away on a shelf in their dwelling.
- The Gray Caps have 3D6 rations of grub and water. They have 2D6 bullets per person.

EVENTS

Use the Gray Caps to give the PCs a way to get into the Doom Sphere and let the Guardians be mysterious and fearsome in the beginning. That there is no treasure and the Guardians are merely protecting a gravesite should only become apparent during gameplay. Beata is an excellent way of driving the plot forward or tripping up the PCs.

- **The Storm:** At the most inconvenient time a storm moves in. Rain pours down and the ground around the Doom Sphere quickly turns into treacherous mud. The PCs have to seek shelter!
- **Beata:** The wild mutant Beata will watch the PCs and announce herself at an appropriate time. She can act as an ally, an enemy or a neutral observer. If the Gamemaster so desires, she could also have an artifact connected to the metaplot in her nest.
- **The ceremony:** As the storm rages hardest, Kalixiann decides that a dramatic ceremony honoring the dead must be held. It is a dramatic spectacle with skulls, torches and chanting Guardians raising their gnarled arms towards the dark skies.
- **The Gray Caps' raid:** Regardless of if the PCs ally themselves with the Gray Caps or not, the bandits will plan and carry out a raid into the innards of the Doom Sphere. At first it should go according to plan only to become full blown chaos as the Behemoth makes its presence known.
- **The Behemoth rises:** Once the Behemoth wakes, or is awakened by Kalixiann, the PCs are up scrap creek without a paddle. The beast might be defeated if the PCs ally with the Gray Caps, but then they will have to fight over the remains of the robot once the battle is over.

PLAYER MAP: THE DOOM SPHERE

WRITER
Nils Karlén

EDITOR
Tomas Härenstam

CO-PUBLISHER
Chris Birch

ART & MAP
Reine Rosenberg

GRAPHIC DESIGN
Christian Granath

LAYOUT
Dan Algstrand

TRANSLATION
Martin Dunelind

PROOFREADING
T.R. Knight

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