

# Junkyard Dog

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This adventure takes place on the Pokiwol on Earth Prime's Alternate platform, Junkyard. A novice IDE team is sent here to search the garbage for items of interest. In particular the team is told to bring back high tech items.

This time around the heroes will find some interesting items and a white crystal key. They may also unlock a new crystal key power, *Find Key*, and bring back some treasure for Earth Prime scientists to ponder over.

They also will encounter the Junkyard's Dog...

## GARBAGE MEN

The team rides their bicycles to Earth Prime Alternate platform and parks them next to the pokiwol ring station. They will spend several days here looking for interesting items: electronics, vehicles, books, and artwork, whatever looks like a find. All of the bikes are outfitted with trailers, so they can haul up to 200 lbs. worth of junk apiece back to Hatsumi base. They have side arms, and windup radios for communication. The windup radio, after a good 3 minutes of winding, will operate for 30 minutes before running out of power.

The team has minimal camping gear, as the plan is to sleep on the yacht that IDET 1 found. This is where we start the junkyard challenge.

## NO PLACE TO REST MY HEAD

The yacht is right where IDET 1 said it was. However, it is not in the pristine condition that they left it in. It is now buried under 5 feet of junk. Newspapers, paper cups, individual socks, masonry, all sorts of useless detritus. The newspapers are in bundles and are from a place called Nieuw Amsterdam and are in Dutch. They are all from the same date, one week ago, and seem to be little worse for wear. Several intact copies of this newspaper can be obtained.

**Note:** If anyone can read Dutch, the paper has news from a bustling metropolis, with major shipping news and a rich publishing trade. Heroes who speak German or related language can make a language roll. A success gets them basic information; with a raise they can get all the information.

The paper is not on newsprint, but on good quality paper and is obviously laid out using an old fashion typesetter. However, the newspaper has ads for computers comparable to current models, if not a couple years out of date. Most surprising is the four pages of full color comic strips that look more like works of art than common entertainment.

There's very little politics in the paper, that's all relegated to the two editorial pages and the one "national" page. The paper mostly concerns itself with trade relations and commerce with the other nations of North America. The country the newspaper is from is Nieuw Nederland, lead by a governor-general. The city of Nieuw Amsterdam is run by a city council who is more worried about tariffs than reelection.

However entertaining the newspaper is, the fact is that it will take a day just to clear the junk off of the yacht to make it livable. So the choice has to be made: Clear the junk off, or look for someplace else.

Weather on this pokiwo is bright and sunny. No sun, but sunny nonetheless. Clouds do dot the outrageously curved sky, but if they have to, sleeping out in the open shouldn't be a problem. But the more interesting choice is to search the area and see what has deposited itself on the pokiwo.

## **SCRAPYARD CHALLENGE**

### ***The Long Trailer***

Half buried in debris, is a stainless steel camping trailer. It's some 50 feet long, and is very angular in design. Looking at it, the first thing one notices is that its manner of construction is off. Where rivets would be used, a different fastener is used. The wheels, while flat, are different in design and construction. Nothing about this trailer indicates that it was constructed by European influenced culture.

In fact, the impression one gets is that this has a decidedly Mesoamerican style and design. As though the Aztecs or Mayans had lasted long enough to invent travel trailers and automobiles of their own. The metal panels are literally stitched together using metal wire and sealed using a latex rubber compound. The door to the trailer is octagonal in shape: the corners of the door are cut off, forming the tall eight-sided shape. Numerous glyphs adorn the exterior of the trailer, but are totally unreadable by anyone. Finally, the wheels are not of contemporary design, being made of a type of vulcanized rubber unknown to anyone on the team. For one thing, they are white in color, not black. Another is that all four wheels are flat and the axels between them are bent at odd angles.

The interior has what one would expect: A living/dining area, a kitchen, and sleeping area. However, none of this is in the European/American style. The living and dining area consists of low tables and cushions. The kitchen has a wood fired stove and various clay storage bins and no refrigeration. The sleeping area consists of a large straw mattress that looks to be used communally. The condition of the interior is pretty shabby. Everything has seen a lot of wear and tear and none of it is in good condition. The straw mattress has sprung many leaks, straw is everywhere, and the cushion in the living area smells of mildew and rot.

The flue for the stove is broken in several places and the clay pots that make up the storage system are just shards of broken pottery. However, the structure is still watertight and there's glass in the windows.

### ***The Crooked House***

This is some sort of outbuilding from a construction site. It's sitting cockeyed on the ground, tilted at a twelve degree angle and the building is most definitely not square. The windows are all broken out. A sign in Russian states that this is the Stanislav Imperial Construction Company's property, with an address in Madrid, Spain. The building seems to have been near a fire. Close enough to have several exterior panels singed and blackened. Inside the building are recognizable construction tools, with odd brand names from all over Europe and the Middle East. All the tools are in good shape and can be used for their intended purposes.

However, the same cannot be said for the building. Moving about in it for a bit or leaving the door open longer than a few minutes, will cause the building to collapse and trap anyone inside in the resulting debris. Anyone inside can make an Agility test, TN 4 to escape, but if three or more people succeed, they all get in each other's way and only the person with the highest Agility score will get out of the building in time. Ties are resolved by the higher of the two Strength scores.

It will take 30 minutes to free anyone caught inside from the debris safely. No one will take any damage from this collapse, it's more of a nuisance than a deadly trap.

### ***The Rocket Ship***

After going around a mound of junked sinks and toilets, the searchers will be confronted by wondrous sight: A fully intact, honest to God, Buck Rogers' Rocket Ship. The name emblazoned on its side is "X-12 Gamma Blaster". The cabin door is open and if it's night, a light will shine from the inside.

Inside is something out of a 1930's pulp magazine. A cockpit more suited for an airplane than a spaceship, controls consisting of rheostats, knobs, levers, and plenty of buttons and guillotine switches.

Sadly, while the ship has power, whatever it is that makes it fly is totally non-operational on the pokiwol. It seems that the engines come from a universe with somewhat different laws of physics than Earth Prime's. Still, there's a lot of interesting technology on this ship, including an armory full of blasters (operational), jet packs (non-operational and dangerous), and Space Patrol uniforms and badges.

Encourage the players to have their characters play with everything. This will set things up for the next encounter.

### **THE JUNKYARD DOG**

Where it's from, it doesn't know. It just knows that it's not where it is supposed to be. It also knows that it is damaged and needs to be repaired. So it has been scrounging the debris field now for weeks since it arrived.