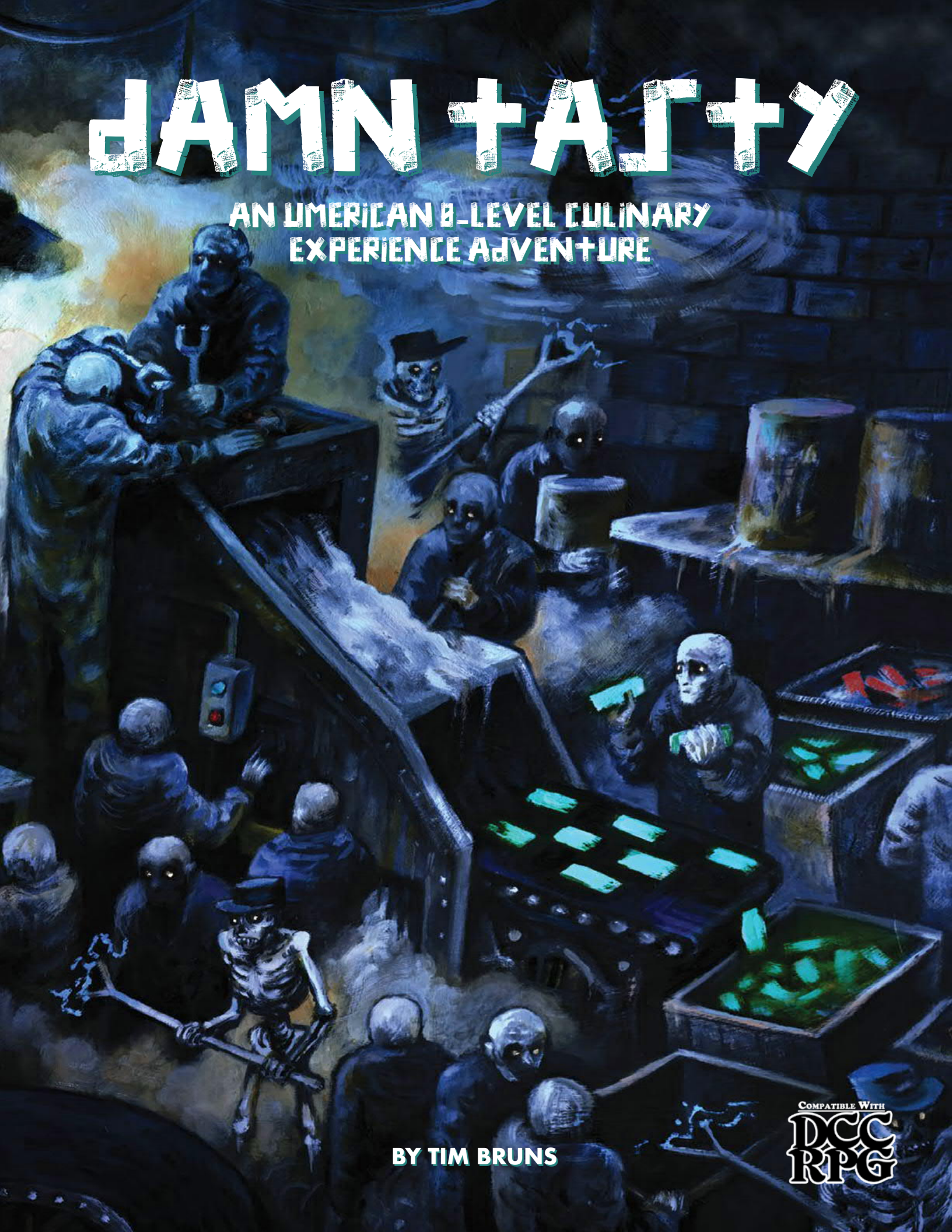


DAMN + A LOT

AN AMERICAN B-LEVEL CULINARY
EXPERIENCE ADVENTURE



BY TIM BRUNS

COMPATIBLE WITH
**DCC
RPG**



dAMN + AJ + Y

**AN AMERICAN ADVENTURE
FOR 8-LEVEL CHARACTERS**

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DAMN + TASTY

AN UMERICAN CULINARY EXPERIENCE

BROUGHT TO YOU BY THE GO! AFTERLIFE COMPANY

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GM INTRODUCTION

This is a zero-level funnel that goes with the *Umerican Survival Guide*. Rules for generating level zero characters for Umerica can be found on pg. 47 in the *Umerican Survival Guide*.

The characters have been either revived after death or captured alive and brought to the Go! Bar factory run by the Go! AfterLife company (formerly the Go! After Life company, which is still on some of their propaganda). The characters goal will be to escape the interdimensional factory in hopes of regaining their lives on the outside. Through the magic of plot interdimensional travel, characters who emerge from the factory will be restored to life in their previous body and will begin as 1st level characters of the class of their choosing (including the robot, if they ask, it's interdimensional techno-magic). An alternative option for this module is to run it after a TPK (Total Party Kill). An escape would mean the party could return to their current characters, at whatever level and with whatever equipment the GM feels appropriate.

FACTORY HISTORY

The factory itself survived the apocalypse and shifted into a pocket dimension. Now the necromancers find ways to pass messages to adventurers in Umerica who are asked to bring a truck filled with bodies to the factory. In return, they are given a fully restored truck filled with pallets of Go! Bars to sell. Said bodies need not be fresh, so grave robbing rather than just killing people is more common. The truckers meet one of the (mostly human looking) necromancers in the shipping area and are not allowed anywhere else in the factory. Fortunately for the party, the last trucker who entered needed to use the bathroom so bad he snuck out, only to see a zombie and a skeleton, and he ducked into the bathroom and has been panicking there ever since.

The company has shifted as well. Formerly owned by the Go! After Life company, they are now the Go! AfterLife company. The change is subtle, and most people in Umerica have not noticed the difference. The company used questionable propaganda in the first place, which is still used in orientation, so

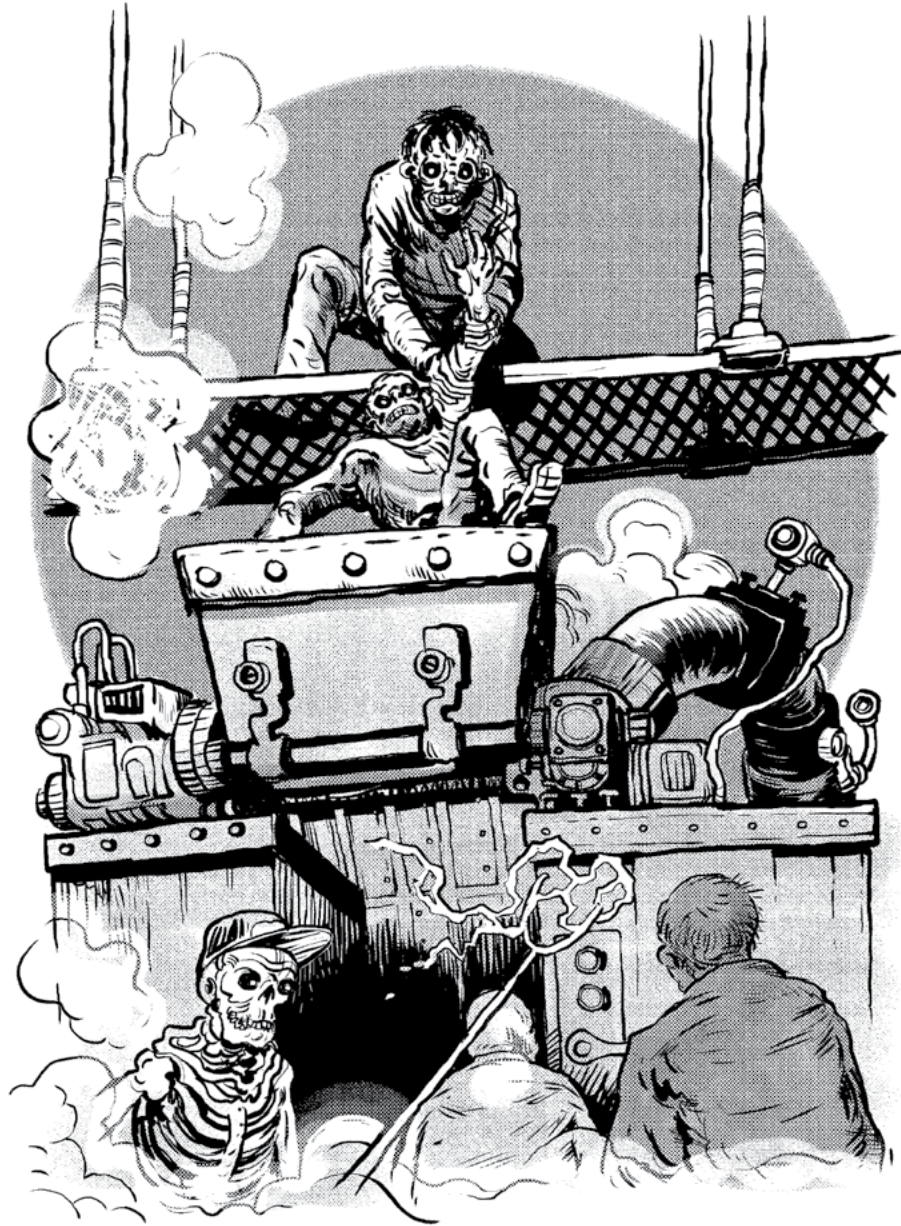


most employees don't realize it's not the Go! After Life company, and those that do see the change are more likely to think it's a typo.

The company survives by using the bodies as wage wights, reanimating them and brainwashing them. They re-apply the brainwashing every six months, though they sometimes experiment on the wights first. Part of the brainwashing and wage wight segregation means they never notice that they've never met anyone who's been there longer. Since the entire factory is run by un-dead, no one really knows how any of the food tastes, so they just make flavor combinations in hopes of making money.

Some wage wights get promoted to grease ghoul or skeleton supervisor through a painful transformation ritual. Only the best of those becomes a skeleton scientist. No one knows how long the In-Spectre or the necromancers have been there. Occasionally workers are demoted to zomtroller when one gets over agitated and can't get back to work.

ABOUT THE FACTORY



ABOUT THE FACTORY

- Every room other than the factory floor, locker room, and the elevator will have at least a box of 2d6 Go! Bars of a random flavor. Yes, even the bathrooms.
- All keycard access points can potentially be hacked/bypassed with a DC 15 Intelligence check, and all key locks require a DC 14 Agility check, but characters will need to have an occupation that allows them to roll more than a d10 (factory maintenance worker is one).
- Searching most rooms can find a variety of items that can be used as 1d3 weapons (pens, screwdrivers, scalpels, etc.) even with a failed search check. Occasionally someone may find a random armor ablative in a room as well as the GM feels is appropriate.
- There is a distinct and intentional lack of ventilation systems or outside windows in the factory.
- Size is flexible, so the floors aren't all the same size. It happens in an interdimensional factory.
- The doors all have small reinforced windows in them, so characters can look through them and see a bit of what's in any room they encounter.
- The doors are reinforced but not impenetrable. Keycard protected doors require a DC 20 Strength check to get past (proper tools could help). Non-

ROOMS OF EVERY FLOOR

keycard doors require a DC 14 Strength check to get past unless otherwise noted. Most are simply unlocked though.

- If asked about, all of the security cameras all over are: disabled, broken, left with the lens cap on, pointing the wrong way, or otherwise not working.
- Maps and Signs - In each of the rooms other than the locker room, there should be the remains of the emergency escape maps. They've all been damaged in some way. In a strange twist of fate, every map will be broken or otherwise wiped away due to wear other than the room they are in (with a "You Are Here" note and mark) and the room they were in previously. All of the exit signs have "No" painted over them with a single noted exception.
- Badge color codes - There are three different security clearance codes:
 - Yellow - Science Access. Granted to the science team.
 - Blue - General Access. Granted to the ghouls, supervisors, and others.
 - Red - Administrative Access. Granted to the administration staff.

Badge readers and access is granted with color-coded pass codes. Badge or reader colors can be combined to grant additional access. So a green badge can access yellow and blue areas, while a green access reader allows blue and yellow to enter. Color combinations are purple (red and blue access), green (yellow and blue access), orange (red

and yellow access), and white (for readers) or black (for badges) allow all color access.

ROOMS ON EVERY FLOOR THE ELEVATOR (FLOORS 2+)

The elevator is listed as out of order on every floor but the lowest level (see that encounter for how the elevator works on that level). On every above-ground floor, the elevator is listed as *Out of Order*. The characters can pry it open with a DC 16 Strength check. Anyone who opens the elevator must immediately make a DC 13 Reflex save or be wrapped up by a tentacle from beyond the bathroom and pulled in, never to be heard from again. Regardless, if they make or fail their roll the doors will then close with the *Out of Order* sign in place (even if they removed it).

BATHROOM (FLOORS 1 AND 3)

Unless detailed otherwise, all bathrooms are unisex shared bathrooms with 1d6+4 stalls, half as many sinks, all at some level of cleanliness and repair (the higher the floor, the cleaner they likely are). There's a 50% chance any stall is out of toilet paper (those that are not will have a single roll left). There's a 20% chance of a grease ghoul, skeleton supervisor (or skeleton scientist on the R&D floor), or brainwashed wage wight in it (makeup a reason: repair, maintenance, personal business, though the wage wight is likely there to clean it with a toothbrush and happy it was an upgrade from using its tongue).



PLAYER INTRODUCTION

PLAYER INTRODUCTION

Life as a wage wight is hard work. That's pretty much all it is. You haven't had a break in almost six months. Still, it's the only afterlife you've ever known. At least you think it is. You don't remember much before you started here several months ago. All you really remember is working in the Go! Bar factory for the Go! After Life company.

But your bi-annual break is coming up. A few of you have been talking when the shift skeletons (who travel in packs of three and have been affectionately named the skeleton crew) aren't watching, and one of you heard a rumor that if you escape the factory on your break, you can go free. You've never met anyone who's come back from break, so clearly that must be what's happening. So over the past week a group of you have been plotting for your chance to escape. You don't know for sure, but you think sneaking your way through shipping on the lower level is the best way out.

So, the whistle blows in your section, and you move off your lines in a calm and orderly fashion as hundreds of wage wights are herded by dozens of shift skeletons over to the main stairwell. You're herded up several flights of stairs before you spot your opening. A skeleton in a lab coat enters and heads up with the rest of you, leaving an exit door open. You and your comrades quickly duck out the door and head for the closest room, which looks like some kind of locker room.

Quickly, you all raid the locker room for gear, each of you taking whatever you can find. You're all well aware it won't be an easy trip back down, and you'll need to avoid the main stairwell as it's heavily populated with the skeleton crew, grease ghouls, and the Quality Control In-Spectre uses it as well. Plus, there might be some other helpful gear scattered around the factory that might aid in your escape. Looks like you need to escape now, or else the skeleton crew will probably kill you, or worse, put you back to work.

Hand the players the "What you know about the factory" player handout (pg 34).

RANDOM ENCOUNTERS

Suggested Random Encounters that can be used to push the players along. Roll randomly or choose one appropriately. Other than the maintenance level most likely to only have an encounter with grease ghouls on the machine access area, most of these could happen anywhere.

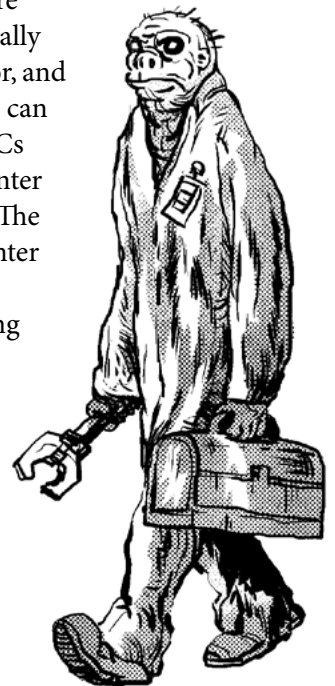


1 Quality Control In-Spectre

The Quality Control In-Spectre moves around the facility, usually on the R&D floor, factory floor, and occasionally the lower level. It can either pass by and force the PCs to hide, or be an actual encounter (see his stats in the Bestiary). The party should only ever encounter it directly once but can get multiple times seeing it moving through the facility.

2 1d3 grease ghouls

There's plenty of stuff to repair, maintain, or clean. Not likely equipped with a nail gun unless you feel it's appropriate. See Bestiary for details.



RANDOM ENCOUNTERS



3 A skeleton crew - 1 skeleton with a binder gun, and 2 with just prods. They usually rove the factory floor but could occasionally be on the R&D floor to fetch something for a scientist. See Bestiary for details.

4 A skeleton scientist & escort - 1 skeleton scientist as well as 1-2 grease ghouls or skeleton supervisors as an escort could be roving the lower levels, or 1d3 scientists could be roving the hallways of the R&D floor or the lower level.

5 Necromancer (rare) - There is a chance of a necromancer sighting. Most likely on the R&D or lower floor. This would be one walking to/ from a bathroom or into the elevator fetched by a subordinate.



R&D (THIRD FLOOR)

R&D (3RD FLOOR, STARTING FLOOR)

The party will start on the upper R&D floor, since the ones who survived this long are to be used for R&D, raw materials, or re-indoctrinated (they were heading for one of the first two fates). A map is not really needed here.

LOCKER ROOM (STARTING POINT)

The locker room has been trashed and turned over. Some lockers are easily opened, others have the doors pried off to get at their contents. There appears to be no stones unturned. The benches are bolted to the concrete floor with steel pipes and have no place to hide anything. You can hear the dripping of one of the showers off to the side as one of them slowly drips slightly yellowish water, making it the only noise you can hear in the room other than yourselves. The door you came in appears to be the only door out.

The party already looted the locker room and has everything that was here. However, feel free to embellish the room a bit, have fun with the leaky showers, etc., but it's empty of anything else useful unless they want to take things apart.

Note: Because of the nature of the factory, any characters who begin the game with livestock instead begin the game with the dead carcass of said livestock (possibly with only a single bite taken out of them). Yes, these carcasses were found in the lockers. Feel free to not go into any more detail than that.

HALLWAYS

*Entering the hallway, you can see this floor consists of two intersecting hallways and several labeled rooms. The doors are labeled **Locker Room** from which you came, **Additive Lab**, **Main Stairwell** (where you came from, and is bustling with activity), **Maintenance Access**, **Preservative Lab**, **Product Testing Lab**, **Technical Innovation Lab**, and two labeled **Bathroom**, one on each side of the building. There is an elevator door next to the main stairwell labeled **Out of Order**. The maintenance stairwell has a keycard scanner with a yellow outline near the lock.*

The **Maintenance Access** is a door to a stairwell that requires a yellow keycard acquired from the R&D level to open. They can be found in the lab on a search (DC

15 Intelligence check). They will always find a card in the third lab they check if they have not already found one or found their way past the door. Another option is there could be a key card if the characters encounter a skeleton or grease ghoul in the bathroom.

ADDITIVE LAB

This room contains several steel tables with beakers of various sizes and shapes with a variety of liquids and powders contained therein. Along one of the walls is a large set of clear tubes coming down from the ceiling and moving material through several colored tanks containing some sort of gelatinous substances of different colors before eventually feeding down through the floor below. Towards the back, two of these containers appear broken, with some kind of strange white goo sputtering out from one of the feeder tubes in small quantities from time to time.

The beakers are labeled things like **Red Guy #6**, **Yellow #13**, **Black #666**, **Natural Flavoring** and so on. Some of these are flavor oozes, some of these are additives with random effects. Two oozes of random colors will move under the tables towards the PCs if the PCs enter and explore the room. (Intelligence DC 15 to notice that drops by 1 per minute as the oozes move



R&D (THIRD FLOOR)

towards the characters, or by 5 if the characters move towards the back of the lab. If it gets down to 5, the oozes attack.) Once the oozes kill someone, they will begin processing them (eating them) and not chase

Random Additive Effect Chart (d16)

If they drink a second vial, the first effect is canceled and they take 1d3 permanent stamina damage. Ingredients are inert unless ingested and will change the ooze's colors if thrown at them. Each vial will have two doses before it runs out.

Die Roll	Result
1	+1 Luck
2	Skin turns random color permanently (1d7: 1 Red, 2 Blue, 3 Yellow, 4 Green, 5 Orange, 6 Purple, 7 Black)
3	Gains a random permanent mutation (use mutation chart or roll here): 1d5: 1 Natural armor (1 pt impervious), 2 +1 random stat (1d5 to determine), 3 Claw hands (1d4 damage, no fingers), 4 Prehensile tail (+1 to balance, makes wearing pants hard), 5 Can digest anything as food
4	+1d3 Str for 24 hours
5	Heals 1d4 hp damage
6	+1d3 Agi for 24 hours
7	+1 hp Max permanently. Heals all hp damage.
8	1 hp Damage
9	1d3 points of temporary Int damage
10	Hair turns random color permanently (1d7: 1 Red, 2 Blue, 3 Yellow, 4 Green, 5 Orange, 6 Purple, 7 Black)
11	Character begins to smell strongly of a random odor (permanent). +3 to be noticed by others/-3 on stealth checks to creatures that can smell, +/-1 on all Per checks vs targets who can smell (depending on if they like it). (1d7: 1 Cheese, 2 Sweet, 3 Peppermint, 4 Flatulence, 5 Bacon, 6 Fish, 7 Petrol)
12	1d3 points of temporary Agi damage
13	+1d3 Int for 24 hours
14	1d3 points of temporary Sta damage
15	Glowing red eyes (60' darkvision, -1 to stealth and charm checks, +1 to intimidate)
16	Roll twice, ignoring a 16 result.

after more targets unless bothered. Equipment can't be salvaged unless it's done before the ooze's next turn.

There are also plenty of unlabeled beakers with additives, enough for each character to try one, and a warning label on them saying *Do Not Combine*. Occasionally something drops in a few of the tanks to be processed, where it hits different colored oozes and is expelled down another tube below.

DC 15 search (Intelligence) check to find a yellow keycard that will open the stairwell. It will be found loose in the lab.

Additive Oozes: Init (always last); Atk pseudopod +4 melee (1d4); AC 6; Armor Die 1d6; HD 1d8; hp 5; MV 5', climb 5'; Act 1d20 per 5' square of size; SP half damage from slicing and piercing weapons, matter processing; SV Fort +6, Ref -8, Will -6; AL N.

Matter processing - The slime processes material by emitting acidic juices on contact. Any creature that contacts the slime (including by attack from a pseudopod) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

PRESERVATIVE LAB

This lab is filled with a number of tubes, containers, and vials. In the various glass containers labeled with what appears to be random six digit numbers are specimens in various states of decay. In the back there are two large stalls with a number of spigots facing in every direction and a red light flashing over each stall. In one of them is a bucket filled with ice. Something is hanging from hooks near the stalls, and there are open boxes on the other side. On one of the counters are six stoppered test tubes with a thick yellowish clear liquid in them.

There are two sets of protective suites with large protective plastic helmets that will be found hanging next to the stalls. (3 steps cumbersome armor with an ablative - Armor: d5; Fumble d7; Armor Check: -4, double armor vs Heat/Cold.)

There are also several rolls of Go! Bar wrapping foil in different colors (green, gold, red, silver, blue, purple, yellow, white, and black). The foil can be wrapped around a character to provide 1 point of armor (double armor vs heat/cold, adds -2 check penalty and 2 die steps to the fumble die if used in sufficient quantities to make armor). If formed into a hat it can

R&D (THIRD FLOOR)



prevent mind control (+2 to resist psionics/mental attacks, must be worn over a helm).

On a table next to the piles of foil is an origami book open to a picture of an elegant folded samurai hat (takes 30 minutes, Agility and Intelligence check DC 9 to make it, DC 12 makes it look good). It's easy to notice if they find the foil (DC 9 check if they examine the foil or automatically find it if they search the room).

If a PC steps into a freezing chamber, they will take 1d3 points of cold damage (only protective gear or foil wrap provides armor here that blocks the damage, and it just feels a little cold) and needs to make a DC 15 Fortitude save or be frozen and unable to move (where they will be quickly encased in ice and die, as this happens every round). If they only reach a limb in (say, to grab the bucket), making the save means the limb is functional if they survive the damage, otherwise they will lose the limb.

If uncovered, the liquid in the vial will slowly start to expand and crystalize. If someone drinks one of the vials or eats something dipped in it, it tastes very bitter. Have them make a DC 14 Fortitude save or become paralyzed as their body becomes slowly crystallized, their taste preserved forever. If they drink the entire vial, no save is possible.

If the vials are used as grenades, the target must

make a DC 15 Reflex check or be frozen in crystal in 2 rounds (they're immobile but can attack the first round, frozen entirely the second). Mechanical items can not be saved from this (too damaged by the crystals), but items like key cards or keys are salvageable from victims with a Luck check and some effort in recovering.

DC 15 search (Intelligence) check to find a yellow key card that will open the stairwell. It will be found loose in the lab.

PRODUCT TESTING LAB

This lab is laid out more like a cafeteria than a lab. There are six tables here, each with what looks like several unlabeled Go! Bars in different colored wrappers in a basket at the center. Each table has one color of bar in the basket: green, gold, silver, blue, white, and black. There is a desk in the back, and the walls are lined with filing cabinets.

The cabinets are full of disorganized paperwork. If someone wants to sift through the paperwork (Intelligence check DC 8), they'll find sample numbers and corresponding result codes, though no indication of any direct correspondence. Results on the reports will read: "Subject showed improved weight loss for remainder of subject's life." or "Subject's muscle growth was better than expected." And indications of over 200,000 different testing samples (make up a few good or bad). A DC 12 success means they'll notice that the lower numbered tests are by the "Go! After Life" company, and the later ones are by the "Go! AfterLife" company (different letterhead). Later ones also stopped filling in the date.

On the desk there are numerous clipboards and pens, a stapler, scissors, and a letter opener (all 1d3 weapons), and a locked filing drawer. Opening the locked drawer is a DC 12 Strength check (bonus for the right equipment) to pop it open, or DC 13 Agility check to pick the lock. Inside there's some paperwork that identifies the samples here by type (DC 7 Intelligence check to see there's a correlation, DC 10 Intelligence check to figure out the correlation). No two bars are the same flavor. There are exactly enough for one bar per starting character (so four per player), and they will be as evenly distributed as possible.

R&D (THIRD FLOOR)

Go! Bar Table

Color	Bar Type	Effect
Green	Go! Slim	Character immediately begins losing weight. 1d3 immediate Stamina damage, then two points of Stamina damage per encounter/hour (eating another normal Go! Bar will heal one point of this damage per encounter). Adjust Max hp accordingly (min 1). Wears off in 24 hours if character survives.
Silver	Go! Bulk	Character gains +1 Sta and +1 Str permanently. Any temporary stat damage to these two stats is healed.
Gold	Go! Lax	Subject will almost immediately (DC 16 Ref save to make it to the bathroom) be subjected to explosive diarrhea, causing 1d3 temporary Sta damage and a Fort save of 12 or take 1d3 points of damage. Character will need to make two more saves at DC 14 and DC 16 or take additional 1d3 damage over the next hour. If a character survives all three waves, character will also take 1d3 points of temporary Str damage due to the retching and abdominal tightness and be unable to eat for 24 hours or immediately need to make a DC 12 save or take 1d3 damage as it passes through almost whole.
Blue	Go! Smooth	Character gains +1d3 Agi permanently. Any temporary stat damage to Agi stat is healed.
Black	Brain Food	Character gains +1 Int and +1 Per permanently. Any temporary stat damage to these two stats is healed.
White	Chill Bar	Character becomes lethargic and relaxed. Speed reduced by 10' for the next 24 hours, and -1 to all Agi and Int based checks, but +1 on all Per checks. Character will have random cravings for more Go! Bars.

If a PC eats a second special Go! Bar in 24 hours, nothing happens unless one was a Slim and one was a Bulk. Then, the PC feels an unbelievable pain as they are slowly sucked into themselves through a miniature black hole created by the two bars combining till they are sucked in entirely and blinks out of existence, after which the hole closes.

There is a 1 in 10 chance the Quality Control In-Spectre is here. Otherwise, it will be on the factory floor.

DC 15 search (Intelligence) check to find a yellow key card that will open the stairwell. It will be found loose in the lab.

TECHNICAL INNOVATION LAB

This room is lined with lots of flashing lights, six steel tables with various pieces of equipment, and a locked cabinet towards the back labeled VR Training Goggles. Near each table is a set of robotic arms that are dangling from tracks on the ceiling. The two tables in the back each have two pairs of long robotic arms flailing wildly around the table, blocking access to the back end of the lab. Two large sets of strange goggle-looking things sit on a steel table near the back by the labeled cabinet. In the back are the twitching parts of a skeleton in a lab coat that appears to have been knocked to pieces.

The skeleton will eventually stop twitching and is dead. The front of the lab has a few small tools (1d3 damage) for anyone who wishes to grab anything. Anyone who enters the rear of the lab will need to make a DC 13 Reflex save or take 1d3 damage from the arms. The arms can take 5 hp ([1d4] armor, AC 8) to be disabled, or a DC15 search check will find the shut-off switch in the front of the lab (only if looking for it). If they close to attack the arms with a melee weapon, they will have to dodge or get hit by the arms before they get an attack.

The VR goggle cabinet has four more goggles inside, however it is locked and trapped. The door appears to be lightweight and can be pried open with a DC 12 Strength check (+3 if they have an item like a crowbar to help). The trap can be spotted by a DC 14 Intelligence check and is disarmed by pressing the release button hidden towards the back, which unlocks the door while held down. Otherwise the cabinet will ignite, doing 3d6 damage (DC16 Reflex save for half) to those within 5', and 1d6 (DC 14 Reflex save for no damage) to those within 5-15'. characters wrapped in foil or protective gear from the preservative lab will be undamaged.

The VR goggles, if put on, will activate automatically,

R&D (THIRD FLOOR)

with a searing light that shines out from under the goggles for about 30 seconds before they stop and begin to smoke. The wearer makes a DC 12 Willpower save, if made, take 1d3 temporary Intelligence damage and gain the Factory Maintenance Worker occupation. If failed, take 1 point of temporary Intelligence damage and replace occupation with Factory Maintenance Worker. Because this training is based on this factory, anyone who gains this occupation gets +1 to work on any factory machines or electronics in addition to being skilled with all of it (d20 vs d10).

Someone can dismantle the robot arms from the supports and use them as two-handed 1d6 weapons.

A DC 12 Intelligence check (skilled) will identify tools that can help with working with electronics (electronic tools that provide +1 to any electronic check like hacking doors or repairing machinery).

Searching: If they look they will automatically find three lead-lined vests that provide 1 point of armor.

A DC 9 Intelligence check to search will find two fire extinguishers in a cabinet under two of the tables.

Fire extinguisher: Two-handed weapon, does 1d8 damage, can spray foam filling up to eight 5' squares with slippery foam requiring a Reflex save DC 14 to cross without falling, or can be used to blind up to eight opponents for 1 round (DC 15 Reflex save to avoid).

DC 15 search (Intelligence) check to find a yellow keycard that will open the stairwell. It will be found loose in the lab.



MAINTENANCE LEVEL (2ND FLOOR)

MAINTENANCE LEVEL (2ND FLOOR)

*The staircase leads down and ends at the maintenance level in a small enclosed area at the end of the staircase with a single door saying **Machine Access**. **Caution is advised**. Small print on the sign reads **Equipment Storage is on the other side of Machine Access**.*

MACHINE ACCESS

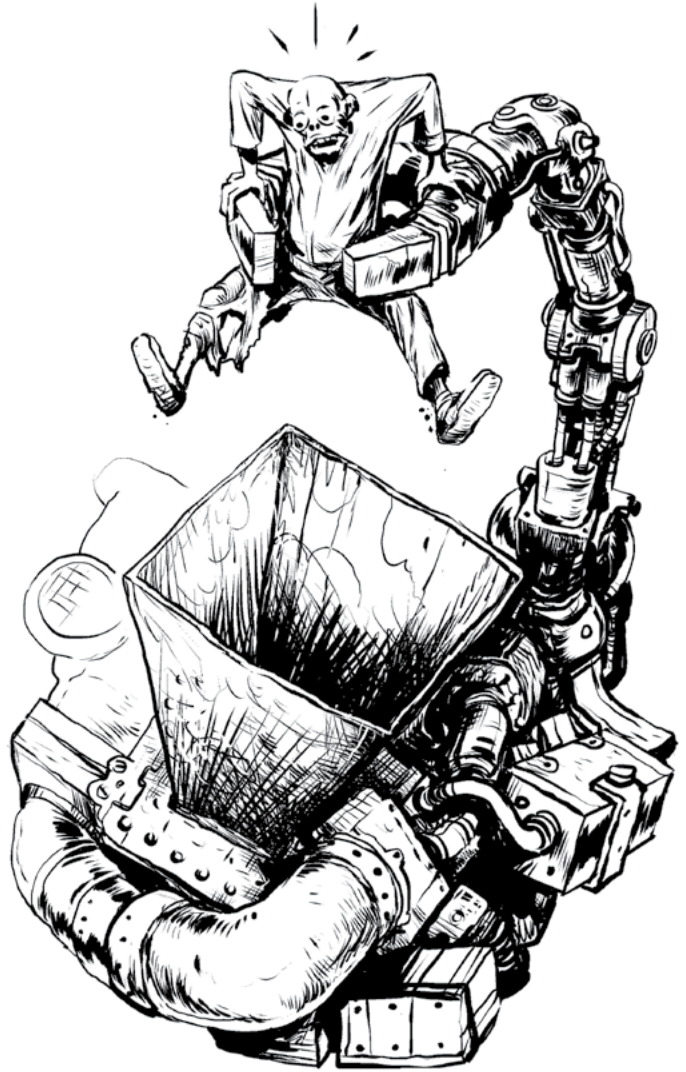
The Machine Access door leads onto a small landing with no railing that overlooks the factory floor from a height of perhaps 30-40 feet up. There is some metal grid scaffolding with no railing attached to the landing that hangs from the ceiling offering access to the tops of some of the factory machines below. These scaffolds wind and slope up and down with no real discernable pattern and often venture dangerously close to moving parts of the machines. None of them appear to offer a safe way to climb down. You are unable to see the other end of the maintenance area.

This encounter is set up as a collection of pieces that can be assembled in many ways and not all of the pieces will be used. The recommended way to run this encounter is:

- Use one of the four stat test encounters at random.
- Then have a Luck check encounter.
- Finally, there is a three way choice between two of the other remaining stat encounters or the ghoul encounter.

Note, any stat encounter has actions characters can take to give them a +2 to the check (some examples provided). Checks are made per player, not per character, and failure means a random character dies (feel free to make it fun and graphic) and all equipment is lost unless otherwise noted.

- **Strength:** Path has a large spring loaded gear (about 5' tall) that is not moving. A quick check shows that it can be moved, but it has some spring to it, and if they slip it will springs back with force. Make a DC 8 Strength check to move a gear to be able to pass (the gear blocks the path like a revolving door). Failure means the gear springs into a position that throws them off the walkway to their death (either thrown violently on a surrounding wall, impaled on machinery, or hitting the floor). One bonus



option is to have a strong character assist everyone else from one side or using an item to pin the gear in place.

- **Agility:** Path has pipes causing characters to have to twist and turn around them and lean in weird directions. There are places where the scaffolding is hanging from one side giving PCs a small section to walk on. Agility check DC 8. Failure means they fall to their death. PCs could tie themselves together to get a +2 (so if one starts to fall others may brace them).
- **Stamina:** Path involves having to hold on near the giant AC fans as they cross, making it both cold and hard to hang on. This requires a DC 8 Stamina check. Failure results in them either being blown off, or falling into the fan blades, or being frozen and then blown off. PCs could find a way to shut off a few of them (they won't all shut off), or otherwise block a few of the fans to get a +2.

MAINTENANCE LEVEL (2ND FLOOR)

- **Intelligence:** Path goes under a series of steam vents that takes a DC 8 Intelligence check to time safely. The steam burns and blows characters off the railing. PCs can spend time timing things first to possibly gain a +2, have an observer help call out warnings, or some other such suggestions.
- **Luck:** Random (1dPlayers, 1dCharacters to select, don't kill off someone's final character unless you have no choice) character makes a Luck check to see if they get hit by a random piston/gear/item that shoots out into the walkway and kills the PC or just misses them. Mention they weren't paying attention. Someone can make a Reflex check at DC 12 to catch the body before it falls.
- Two grease ghouls are sitting on the scaffolding using nail guns to pick off wage wights from above. They'll be generally aggressive to PCs.

EQUIPMENT STORAGE

The equipment storage room is a vast maze of shelves with machine parts, tools, and equipment for maintaining the factory. The lights in this room flicker or are out, a stark contrast to other rooms where the lights shine brightly. A cursory glance shows that not all the parts here appear new, as there are a few old worn-out parts laying around as well. The Maintenance Access door you entered from is on one side of the room, and another solid door with a small reinforced window is on the other.

There are lots of things that can be found here. With the maze of shelves and bad lighting, only 1d4 damage weapons do not require a search check. Each player gets one normal search check if they wish. A second search can be made at a -2 penalty. Entries with a Max note can only be found that many times. PCs have exhausted their ability to find things after the second search. On a natural 1, someone will knock over a shelf and make noise, causing the grease ghouls to investigate.

Searching: Various tools and sharp objects. Any number of 1d4 damage weapons are available. Anyone can find one.

Intelligence Search Check Results: (Can choose to give a lower result if you wish)

- 8 - A crowbar (1d5), then other 1d5 weapons (ball peen hammer, tire iron, another crowbar, etc).

- 9 - Miscellaneous car parts (possibly valuable outside, or usable as 1d4 dmg weapons).
- 10 - An item that can be used as ablative armor (1d5 for part covered: 1 Head, 2 Body, 3 Arms, 4 Legs, 5 Feet).
- 11 - A large spray tank with white automotive paint (Max 2). Can be used to blind others up to 10' away (DC 15 on a successful ranged attack to blind for 3d4 rounds), has 100 uses. Also has enough paint to paint half a truck. After these, may find rolled up Go! Bar logo displays about the size of the side of a transport truck.
- 12 - A saw blade slinger and six saw blades. (1d6 damage, crit range 19-20 and +1, range 15/30/60) (Max 1), then a key for the binders (a DC 7 Int check to figure out what it's for).
- 13 - A new truck tire. With two, characters could spend about an hour making retread armor (Armor Die: d7; Fumble d6; Armor Check: -3).
- 14 - A machete (1d6) (Max 1), a bag of short nails (can be used as caltrops for 1d3 damage in a 10'x10' area).
- 15 - An item that can be used for 1 step of armor (1d5 for part covered: 1 Head, 2 Body, 3 Arms, 4 Legs, 5 Feet).
- 18 - A pneumatic nail gun (Max 1). 1d8, ROF 1, 40/80/120, ammo 20 (15 loaded), charges 40 (must be recharged after firing 40 times). A second success (DC 16 this time) check will find two more 20 nail clips (they're premade clips) (Max 1). After that, use the 15 result.

MAINTENANCE LOUNGE

*This room appears to be the grease ghoull lounge. There are three couches, one of which features a grease ghoull watching a TV that exclaims "You're watching The Joy of Cooking Julia's Children, Sponsored by Buddy 'O Burger," a counter with a coffee pot that holds a thick brown liquid in it you hope is coffee, a toaster oven, a large refrigerator, a small table with four chairs a few grease ghouls are sitting at, a door labeled **Bathroom**, a door labeled **Factory Floor** near the couches, and the door you came in through, labeled **Equipment Storage and Maintenance Access**. There are a few dirty overalls hanging from hooks on the wall near each exit door.*

MAIN WORK FLOOR (FIRST FLOOR)



The Factory Floor door leads down to the factory floor. The bathroom here is described below. There are 3-4 grease ghouls in the room plus the supervisor in the bathroom. None of these ghouls will have a grease gun. The party can try to sneak by, talk their way by, execute some other brilliant plan, or simply fight the ghouls. Make up difficulties based on how good/bad the PC's plan is.

The refrigerator will have several body parts (human and animal) in it in various states of decay.

All the ghouls have keys that manually unlock the maintenance stairwells on the lower and upper floor (bypass the badge cards for those two doors). The party needs to distract, occupy, or kill the grease ghouls.

Grease ghoul: Init +1; Atk bite +1 melee (1d4 plus paralyzation), claw +1 melee (1d3), tool +1 melee (1d4), nail gun +1 ranged (1d8, 40/80/120); AC 10; Armor Die 1d4; hp 6; HD (2d6); MV 30'; Act 1d20; SP un-dead traits, paralyzation (DC14 Will save for 1d6 hours on fail), infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

Grease ghouls usually have a fully equipped tool belt. They prefer not to bite the wage wights because they taste awful, but will do so every third attack if provoked.

Pneumatic nail gun - 1d8, ROF 1, 40/80/120, ammo 20, charges 40 (must be recharged after firing 40 times).

BATHROOM (MAINTENANCE LOUNGE)

This bathroom is a single-stall room attached to the Maintenance Lounge. Inside is a single grease ghoul with a green badge (opens yellow and blue badge doors) and maintenance keys. He's busy reading a book and will ignore any noise outside (he's used to his crew being noisy). This is the Head maintenance ghoul, so it has 8 extra hp and +1 to every bonus/save/attack, and has a nail gun. He's more likely to attack unless the PCs can talk him down (DC 16 Personality check) if they disturb him. There are 27 rolls of toilet paper in this bathroom and three plungers (1d4 weapon).

MAIN WORK FLOOR (FIRST FLOOR)

REFRESH (OPTIONAL)

As they arrive, there are a bunch of fresh wage wights being huddled into an "orientation room." A DC 6 Intelligence check will have PCs recognize a few of their former linemates among those being huddled in. If they wish, the party can herd a few to refresh their numbers here to one less than they had previously (so three in most cases) to refresh their numbers (let them know these are some of the ones who didn't get pushed upstairs that had discussed the escape prior to the start of all this).

MAIN FLOOR HALLWAY

*This section has a small but very familiar hallway that leads to the main stairwell, the maintenance stairwell (where the characters are), an elevator marked **Out of Order**, the Orientation Room, the Supervisor Lounge, and double doors to the main floor. The main stairwell seems less busy, but it only goes up from here. There is a keycard reader with a yellow light by the maintenance stairwell.*

MAIN WORK FLOOR (FIRST FLOOR)



Skeletal supervisors wander the hall occasionally (1 in 3 chance) that will need to be overpowered or avoided.

The maintenance stair door is locked from the outside (this floor's hallway), but can be opened from the inside (maintenance keys unlock it, as will a yellow badge).

ORIENTATION ROOM

From the window of the orientation room you can see some flashing lights, and you can hear a somewhat familiar Go! Bar jingle in the background. The door is closed but does not have a lock on it of any kind. Inside you can see several wage wights sitting on benches staring slack-jawed at something further in you are unable to see. You also see a skeletal supervisor sitting on a chair against the far wall with some kind of shotgun on his lap, also starring slack-jawed further into the room.

This is the room where wage wights get brainwashed. Characters who enter get re-brainwashed (DC 13 Willpower save to possibly turn back at the door). If they make their check, they turn back. If they don't, they're brainwashed again (dead effectively). Without stepping in, it sounds like a bunch of Go! Bar promotional material and commercials are being watched. Some of the original party may (DC 8 Intelligence check) recognize some of their other

former coworkers being lead in here.

If a character enters with a foil-wrapped head, they are immune to the mind control effect. They can enter the room without worry. There are three slack-jawed skeleton supervisors staring at the screen. One of them has a fully loaded combat shotgun. (d10 dmg, ROF 2, 50/100/*, 10 shots.)

SUPERVISOR LOUNGE

*The supervisor lounge has two beat up couches (one of which features a skeleton watching TV), a coffee vending machine with a few dents in it, a mini-fridge, a counter with several dirty dishes piled on it, and two small tables with three chairs each, with a few skeletons sitting and talking. On the wall hangs a sign that reads **Last Casualty Free Day 22 Days Ago** with the 22 written in blood or some other red liquid. There is a door labeled **Equipment Locker** with a badge reader that has a blue light around it, as well as a door hanging off its hinges labeled **Bathroom**.*

There are (half the number of players, round up, +2) skeletal supervisors in the room (one of them will have a binder gun, the others just prods). From the door window characters can spot (DC 10 from the window, DC 8 in the room) a blue key card by the dishes.

The equipment door is locked, but the maintenance keys will open it as well as a blue badge, or it can

MAIN WORK FLOOR (FIRST FLOOR)

be picked at a DC 14 Agility check. Inside there is a charging rack as well that has 1d4 Wright Wrangler prods charging in it (and room to charge 30 of them), as well as a single binder gun on a gun rack (and room for 10 more), three clips for the binder guns, and a ring with four binder keys on it.

The bathroom is amazingly dirty, is out of all supplies, the sink has yellow water dripping from it, there is a small pool as water drips from the toilet tank, there's no TP, and in it is a single wage wight scrubbing it with a toothbrush.

Shift skeleton: Init +1; Atk claw +1 melee (1d3), prod +2 melee, binder gun +1 (see below); AC 10; Armor Die nil; HD 1d6; hp 5; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, equipped with a Wight Wrangler prod, possibly also a binder gun; SV Fort +0, Ref +0, Will +0; AL C.

Wight Wrangler prod - Electrically powered prod. Provides a +1 to hit and does 1d6 temporary (stun) damage. 25% of the time surges for normal damage instead. Has 10 charges. Unpowered it does 1d3 damage.

Binder gun - Gun fires a length of chain that can wrap around and lock to bind a target at a range of up to 40'. Targets of human size if hit make a Reflex save vs. 15 or are bound in a locked chain that only releases on being unlocked. Escape takes several minutes with assistance or a key. All guns have a key that unlocks its own fired chains. Free floating keys are one use items. Binder guns have specialized clips of four shots. Binder guns can fire up to five shots before requiring a reload.

THE FACTORY FLOOR

The factory floor is very loud with the sound of various machines processing some kind of paste into Go! Bars, cooking them, treating them, printing the labels on the foil, wrapping them, and boxing them. There are dozens of long lines of machines and conveyor belts throughout the factory floor. A long, long way down you know is where the freight elevator and stairwell access to shipping is, but you're not sure if that's the only way down.

There is sometimes one set of machinery covering an entire section, other times there are two machines, one on each side. Choose whichever is

convenient for the encounter (you don't need them all to be easy to walk around, but sometimes smart players may avoid an encounter by avoiding it). If the characters choose to mess with the machinery, see the Rage Against the Machines section on pg. 20.

Characters who make an Intelligence check DC 14 (factory maintenance workers get +1 to the roll) will know there's an enclosed conveyor chute where boxes are sent down to shipping towards the far end of the factory floor. If they fail, it becomes a random encounter they may run into. If they make the roll, it should be the second to last encounter.

The number of encounters here should vary based on time and motive. However, prior to the last encounter should be the loading belt if the party is aware of it, or it can be a random encounter. Choose encounters or roll 1d12, +1 after the PCs encounter the In-Spectre.

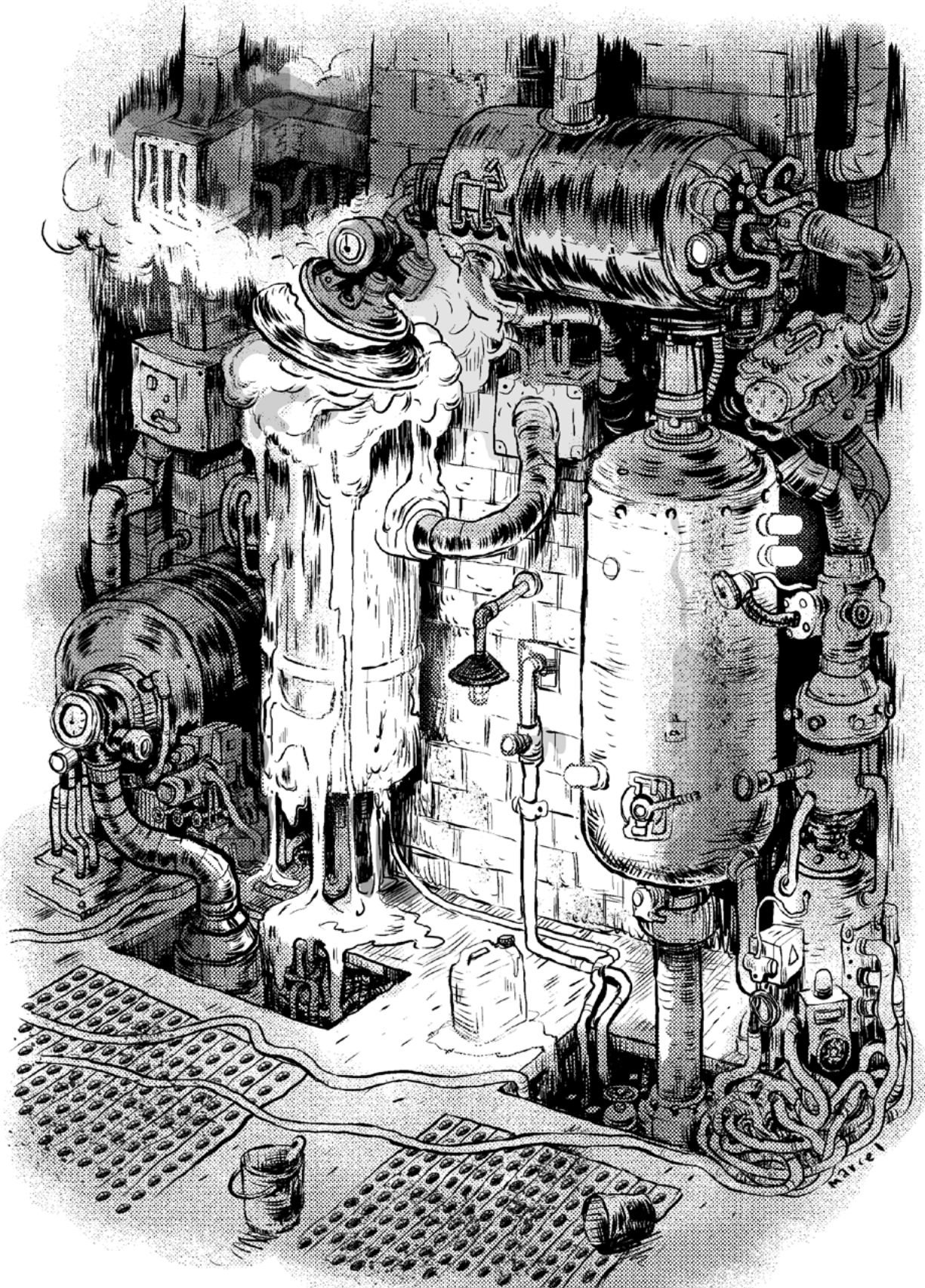
The NPC wage wights will be moved enough to try to help the PCs if they make a Personality roll DC 12, though some circumstances will change this difficulty as the GM sees fit. Skeleton supervisors being present raise the DC by 3, and none of them will aid the PCs if the Quality Control In-Spectre has his megaphone and is near. If the request doesn't prevent them from doing their job, the PCs get a +2 to the roll.

1 - In-Spection - The Quality Control In-Spectre is on the floor and will be encountered if it was not in the R&D lab. The In-Spectre will generally be bossing people around, and might use his word of admonishment on an NPC wage wight first before the PCs get there. It can have an entourage or be alone bossing around wage wights. The party will need to hide, bluff, or fight their way past him. Play off what the PCs have been doing so far and have fun.

In-Spectre: Init +2; Atk berate +3 (1 dmg, DC 11 Will save or take 1d3 temp Per damage); AC 14; Armor Die [1d4]; HD 3d8; hp 15; MV fly 40'; Act 1d20; SP un-dead traits, word of admonishment, megaphone; SV Fort +2, Ref +4, Will +6; AL L.

Word of admonishment - Target within 30' makes a DC 12 Will save. If the creature fails its save, it must report to the orientation room in 1d6+1 rounds or suffer 2d4 damage.

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Megaphone - The megaphone doubles the range and adds +3 to the DC of the word of admonishment. It can be targeted and takes 3 hp of damage (AC 16) to destroy. (A megaphone in the hands of a PC provides a +3 to attempt to get NPC wage wights to do something.)

- 2 - **You're Not My Supervisor!** - A wandering group of three supervisor skeletons (one with a binder gun) to be evaded or fought. The one with the binder gun will have one blue key card on them.

Shift skeleton: Init +1; Atk claw +1 melee (1d3), prod +2 melee, binder gun +1 (see below); AC 10; Armor Die nil; HD 1d6; hp 5; MV 30'; Act 1d20; SP un-dead, 1/2 damage from piercing and slashing weapons, equipped with a Wight Wrangler prod, possibly also a binder gun; SV Fort +0, Ref +0, Will +0; AL C.

Wight Wrangler prod - Electrically powered prod. Provides a +1 to hit and does 1d6 temporary (stun) damage. 25% of the time surges for normal damage instead. Has 10 charges. Unpowered it does 1d3 damage.

Binder gun - Gun fires a length of chain that can wrap around and lock to bind a target at a range of up to 40'. Targets of human size if hit make a Reflex save vs. 15 or are bound in a locked chain that only releases on being unlocked. Escape takes several minutes with assistance or a key. All guns have a key that unlocks its own fired chains. Free floating keys are one use items. Binder guns have specialized clips of four shots. Binder guns can fire up to 5 shots before requiring a reload.

- 3 - **Picket Line** - Disgruntled wage wights, angry that the PCs aren't doing their work, will attempt to block the PCs (-2 to the persuasion roll, or have them yell for a supervisor). They will NOT be swayed by talks of escape, but a good PC plan should be able to get past them. If it devolves into combat, have each player have a random PC take 1d3 damage as they get mobbed. Players with only one PC have a 50% chance of being missed. After that, if the PCs just kill enough of them that the rest run back to work and leave the PCs alone, or clever

players may find an interesting non-combat resolutions if the fighting starts.

- 4 - **Broken Machines** - A broken machine is making the area dangerous to pass. The safe area is occupied by four grease ghouls working on it, the other part is lashing out dangerously (a DC 10 Reflex save or one of the player's characters takes 1d4 damage if they run through it, two checks if they walk, though they can get +2 on each check if they walk "defensively"). The party can find a way past the ghouls, or they can simply run or walk past the dangerous machine.
- 5 - **Pep Talk** - Two crews of three skeleton supervisors (the two with binder guns will have a blue badge) are trying to motivate a crew of underperforming wage wights. This likely causes a beating. The party can simply sneak by, try to encourage the wage wights to rise up against the skeletons, or intervene (if they intervene, they can pick up a single refresh each if they're less than three characters per player). Adjust DCs as needed for roleplay and situation.
- 6 - **That's Not An Ingredient** - A random character (1dPlayers, 1dCharacters to select) must make a Reflex save DC 13 or be grabbed by a machine and loaded onto a grinder to be processed. The party needs to give up on them (they will be crushed in 2d3 rounds) or rescue them (checks to stop the machinery, roll with DCs of 11-14 depending on what they want to do). May be opposed by wage wights if they disrupt their line.
- 7 - **Lucky Break** - Random character (1dPlayers, 1dCharacters to select) makes a Luck check or gets hit with a piece of flying debris as a nearby machine breaks, taking 1d6 damage.
- 8 - **Fire!** - A line catches fire and panic ensues. PCs will need to make a Strength check to sneak through or get caught up in the wave (DC 4 to not be knocked over and take 1d3 points of trample damage, DC 10 to make it through). PCs can also order wage wights around to manage the fire (persuasion check DC 13). If the PCs wait too long, some skeletal supervisors and grease ghouls will arrive.
- 9 - **The Ooze Must Flow** - One of the lines is shooting out uncooked Go! Bar ooze with

MAIN WORK FLOOR (FIRST FLOOR)

enough force that it's difficult to get around (think near firehose level force). Meanwhile, the heat spilling off of the oven on the other side is making the goo start to harden quickly. PCs can try crossing by the oven, where they'll need to make two DC 12 Strength checks to cross (first failure means they're stuck, second failure means it's hardened enough that they're probably stuck there till a grease ghoul or supervisor gets there). They can also try to fix the leak (DC 14 Intelligence check, ideally someone has a tool or two, and don't forget the factory maintenance worker bonus). PCs who try to get past the spray will be pushed into the growing pool of goo (DC 14 Reflex save or take 1d3 damage and make the first DC 12 Strength check as detailed above). If PCs linger too long, a team of four grease ghouls will approach and may also need to be dealt with if the PCs continue to linger after that.

- 10 - Angry Wight** - A random PC is attacked by a disgruntled wage wight (roll initiative for that PC vs. this wage wight) with a 1d3 damage tool. The wight will scream something about the PCs ("I'm tired of all the slackers in my line!", "You ate my daughter you bastard!", "<Insert Flavor> is the best!", or something fun). This will probably end badly for that wage wight, but it might take a PC down. This could be followed by #3 if you wish to expand on the encounter, as the rest of the team may not be happy losing another worker.
- 11- Target Practice** - This area has shut down machines and a few dead wights with nails sticking out of them. Grease ghouls are firing down from above at the wage wights for target practice (unless the party took care of them in the maintenance floor). The characters as a player group can run as fast as possible to get across, or they can dodge, weave, and take cover. If they run, the character's group makes two Luck checks against the group's lowest Luck using a d20, and if they fail, one of their characters is hit for 1d8 damage (minus armor if necessary). If they dodge and weave, they make three Luck checks using a d16 against the group's lowest Luck check. After the two or three checks, they have cleared the target area. The grease ghouls



will shout taunts from up above, so have fun.

- 12 - Secondary Refresh** - If the PCs are dropping like flies, or you've extended the factory floor in the interest of time, there can be a secondary refresh. Keep in mind where you're at as far as refreshing up to two or three characters.
- 13 - Loading Conveyor Belt** (DC 14 Intelligence check to notice, +1 for factory maintenance workers if this comes up as a random roll). The party passes the conveyor belt where boxes are loaded into a tunnel and moved down to receiving. If the party decides to go down here, each character will need to make an Intelligence or Agility roll of DC 8 to time their way into the line (failure means taking 1d2 damage from a 20 lb. box hitting them as it's set, and a DC 8 Reflex save to get out of the way once the boxes are dropped down into storage or take 1d2 damage. If no one notices this, simply roll another encounter, ignoring this result.

RAGE AGAINST THE MACHINES

Characters may want to cause distractions by breaking the machinery. With a good roll to manually make issues, or just with a plan to cause damage, here's a random table of results of what can happen when characters mess with the machine. A factory maintenance worker can choose from two different results. A success to cause problems simply adds +2 to the chart, while a failure adds a -1 penalty to the chart roll. Feel free to adjust based on the machine they're playing with and what they were trying to do.

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

Attempting to Break Machinery Table

Roll 1d6	Result	Resolving
2	No Effect	Meddling with the machine had no effect, machine continues its current “normal” operation.
3	Time Bomb	Machine begins to swell and grow as it gets backed up. Machine will explode in 2d4 rounds and explode like a grenade with a 20’ blast radius that does 1d6 damage. Whistles and lights (75% of the time) and sirens (75% of the time) will sound, warning people of the impending explosion. DC 16 Int (repair) check to relieve the pressure. If neither the sirens or whistles and lights go off, there’s a good chance it may catch some PCs in the blast radius if they don’t all start to evacuate quickly.
4	Go! Bar Gun	Machine begins spitting out finished, wrapped Go! Bars like a machine gun in a random direction (1 - Towards where they are heading (will make forward progress dangerous), 2 - Across the line (Luck check per character to see which side of where it’s firing PCs were on), 3 - Where they came from (will hinder pursuit from behind). Anyone caught having to enter the affected arc must make a DC 14 Ref save or take 1d5 damage from getting hit by a high velocity Go! Bar.
5	Emissions	Machine begins to emit a random gas (1d3). 1 - Steam (-4/3/2/1 to all observation/ranged attacks from a range of 30’/60’/90’/120’), 2 - Choking cloud (everyone within 50’ of the machine must make a DC 13 Fort save or be knocked unconscious till 1d3 rounds after they are removed from the cloud, feel free to have a grease ghoull fall off the scaffolding for humor), 3 - Poison gas (DC 10 Fort save or take 1d3 points of temporary Stamina damage in a 50’ radius, test is made per round).
6	Line Hault	Machine halts immediately. Machine may be damaged or simply need to be restarted depending on what the PCs did.
7 or More	Effect of Choice	Players can choose exactly how they wish to affect the machinery (including disabling it). Choices are not limited to these examples.

ACROSS THE FACTORY FLOOR

As you finally cross the factory floor and arrive at the other side, you see the large freight elevator door with a sign saying Out of Order stuck to the doors. There is a door labeled Bathroom here, and another door on the other side of the wall labeled Shipping, Finance, and NR that has a badge scanner with a purple outline. There are five wheeled flatbeds each with four sealed large brown cardboard boxes sitting on them labeled Go! Bars and the Go! AfterLife logo and a lot number on them that are otherwise unadorned.

The freight elevator leads to shipping but will act like the main elevator on this floor. The scanner requires a blue key card from the skeleton crew (or a hack). The boxes each contain eight boxes of 12 Go! Bars, and each big box is a different flavor, but they are not labeled with anything other than a lot number, none of which will match each other.

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

This level looks immaculate with intersecting hallways with marble floors and wall accents. Multiple awards hang on the walls along with pictures of people. There are several rooms spread out in various hallways labeled: Storage, Security, Recruitment Center, Shipping, Finance, Necromantic Resources, as well as six doors labeled Executive Bathroom. Each door has a keycard badge entry scanner with a red outline, and the ones not near the bathrooms are blinking. There’s a path of slime leading from the finance room to one of the bathroom doors and both card scanners by these doors are off. There is also an elevator with a button pointing up next to it.

If the party examines it, they’ll notice the finance door appears to be propped open, and the bathroom door hasn’t latched closed.

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

HIGH SECURITY

This level features additional and reinforced security equipment designed to keep out people who don't belong. All keycarded doors that are not the bathrooms also have electric shocks built into them if they are not turned off. The shocks will cause 1d3 damage to the person trying to open the door (protective gloves from the security office or from the preservative lab will shield characters from this). These can be deactivated by either using the key cards, or there are security gloves in the security room that will prevent the damage.

Hacking and lockpick DCs are raised by 1 on this floor as well unless otherwise noted.

Random Encounters on the Lower Level

Every in game hour roll 1d6. If you roll a 1, a three man skeleton crew (two skeletons with just prods, one with a binder gun and prod) will come down the stairs, make a quick round of checking the doors, step into the security room for a moment and log the check, and then leave. They will ignore checking on the zomtroller mess in the bathroom if that hasn't been cleaned up, but otherwise leave it alone, and they will check on any other obviously disturbed doors. They will NOT check the security panel buttons, but will check the camera, so if characters hide in view of a camera in the shipping room, they will be seen. One member of this team has a purple badge.

Every in game hour roll 1d10. If you roll a 1, a single grease ghoul will come down to this floor. If the zomtroller's mess has not been cleaned up, it will start working on that (including closing the finance door, repairing the bathroom card reader, and mopping up the mess). This grease ghoul has a purple badge.

THE ELEVATOR

The elevator doors open up into a spacious and clean elevator with a solid white floor and wall tiles. It is brightly lit and the digital control panel reads LL. There are seven buttons, a 1, 2, 3, R, LL, one with two arrows pointing away from a line in the middle, and one with two arrows pointing towards a line in the middle. In the background, you hear what sounds like "Master of Puppets" being played on a xylophone.

The elevator on this floor works. The PCs can go up to any floor they wish. Once the PCs exit the elevator, if they go to a different level, they have to return the way they came as it will be marked as out of order (run the encounter listed on the "Things on Every Floor" section). If they did not exit, they can return to the lower floor. There is no way to re-enter the elevator unless someone inside brings it back to that floor. The elevator will always be available from the lower level, even if they use it once and return.

EXECUTIVE BATHROOMS

This bathroom is impressively large and lined entirely with marble. A large toilet with a bidet adjacent to it sits on one side of the room, along with several rolls of high quality toilet paper (3 ply!) and an assistance rail. Opposite that is a solid marble standing sink with a stocked soap dispenser, a sensor faucet, a paper towel dispenser, and an air hand dryer. Towards the back there is an opening into another part of the bathroom.

If this is the bathroom with the zomtroller (the one with the trail leading to it), read this too:

On the toilet sits one of the zomtrollers. It appears to be wrapping TP around its severed foot hoping it will stay put, and does not appear to be succeeding. There is a red badge hanging on the sink covered in some kind of slime or ichor.

If this is the bathroom by the shipping area, read this too:

You hear the sound of running water and mumbling coming from the back area. You see what looks like a set of keys on the floor back there.

If they look in the shower area in the back in the shipping area:

This appears to be a shower area with a rainfall dispenser hanging from the ceiling, a hand held shower head, and several side body sprayers or misters, as well as a bamboo bench that can be moved into or out of the shower for your convenience.

There are six executive bathrooms spaced throughout this level. All of them require badge access to get in (blue, green, or purple). They are luxurious with marble tile, a bidet, a separate private shower, and are fully stocked with toilet paper.

One of them has a zomtroller in it trying to reattach

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)



its leg using toilet paper and will throw the spare rolls rather than the normal throw attack (does no damage). It will ignore the party if not bothered or not much noise is made, and it has a key card resting on the sink, so someone could sneak in and get it.

The bathroom near shipping has the driver in it. The driver is a human male named Les and he is quite scared, as he was unaware the factory was being run by un-dead. He had to use the restroom badly, and managed to sneak out into the hallway, only to see the zomtroller walking to a bathroom and a skeleton leaving the executive bathroom near shipping, which he quickly ducked into. He's huddled in the corner behind the flipped sideways bench, under the running water and mumbling about how it's not real and that he shouldn't have come in this far, he was told not to. He'll not react any better to the wage wights, and simply cower, squeal, and not accept any help from these monsters, nor is he consolable.

Optional: Rather than be unconsolable, this could also be a last chance for characters to pick up an extra o-level in the funnel. If you've killed off enough characters, make a o-level character for him with the occupation "driver" and he may join up if the PCs can talk him into it.

WHY IS THIS DRIVER HERE?

The driver had just made a delivery and needed to use the bathroom. The drivers usually deal with the necromancers, and this was the driver's first trip. When he snuck into the hall, he saw a bunch of un-dead, including one leaving the bathroom, so he panicked and hid in the bathroom before the door closed, and has become a nervous wreck.

FINANCE OFFICE

The door to this room is propped open by a stapler. The electric shocks are not enabled till the door closes, so the security is not on for this room.

In this room there are a bunch of zombies dressed in ill-fitting business clothes typing on keyboards, calculators, and in one case using an abacus, and filling out forms. Occasionally one looks at a result and gets angry and throws something. They appear otherwise engrossed in their work. There are six desks from front to back of the room. The first desk is empty, the others are in use. Dangling on a lanyard resting on the desk in the back of the room is a keycard.

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

The zombies are chained to their desks, though one of the desks by the front is empty (the chain is there and locked, just no one there). If the PCs simply crawl through, give them +3 AC if the zombies throw anything at them.

There is a red badge on the zombie's desk in the back of the office. There are also staplers, pencils, rulers, and a few fingers scattered around, some of which could be used as improvised weapons.

The zomtrollers will ignore the PCs other than to throw stuff at them when they get agitated (will at random times, have them throw something at a PC if they're not sneaking, also get agitated if they're disturbed actively). If a PC tries to simply walk in to get the key card, they should get thrown at about three times.

Zombie: Init -4; Atk bite +3 melee (1d4), throw -1 ranged (1d3, 30'/60'); AC 8; Armor Die 1d4; HD 3d6; hp 12; MV 0'/20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.

The zomtrollers are chained to their desks and generally don't do anything but throw things on occasion unless actively disturbed. They will only attack in melee if confronted in melee.

NR (NECROMANTIC RESOURCES) OFFICE

The NR office is possibly the nicest room in the factory that you've seen (other than the executive bathrooms). Three leather couches surround a coffee table in a waiting area with what looks to be an expensive serving set for coffee or tea. There is a water cooler and six full, sealed water jugs set beside it near a wall. There is a hallway that extends from the far wall accommodating five office doors, two on each side of the hallway, and one at the end. All but one of the doors appear to be closed, and you can see a skeleton standing in that office door looking into one of the side offices.

The party can try to sneak in and steal the water (a valuable find), and the expensive serving set would be worth money to the right people. The three skeletal supervisors will notice if the party makes too much noise, and they are talking to a necromancer who will engage the party as well.

The other four offices are locked (DC 19 Agility

to pick, 22 for the end of the hallway one). In the unlocked office is a half-empty bottle of whiskey, a full bottle of whiskey, some office equipment, three magical scrolls (the party can't read them yet, so what they are doesn't matter), and an office key card (access to any key card restricted areas) in addition to items the skeletons or necromancer was using.

Necromancer: Init +1; Atk dagger +2 melee (1d4), wand of missiles +3 (1d6+1, 90/180/27, 5 charges); AC 12; Armor Die [1d3]*; HD 6d4; hp 17; MV 30'; Act 1d20; SP chill touch (DCC pg. 133, +7 bonus), ray of enfeeblement (DCC pg. 190, +7 bonus), Ring of Shielding; SV Fort +1, Ref +2, Will +5; AL N.

**Ring of shielding* - Magical ring that provides an additional [1d3] armor effective against ranged attacks only.

Shift skeleton: Init +1; Atk claw +1 melee (1d3), prod +2 melee, binder gun +1 (See below); AC 10; Armor Die nil; HD 1d6; hp 5; Armor 0; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, equipped with a Wight Wrangler prod, possibly also a binder gun; SV Fort +0, Ref +0, Will +0; AL C.

Wight Wrangler prod - Electrically powered prod. Provides a +1 to hit and does 1d6 temporary (stun) damage. 25% of the time surges for normal damage instead. Has 10 charges. Unpowered it does 1d3 damage.

Binder gun - Gun fires a length of chain that can wrap around and lock to bind a target at a range of up to 40'. Targets of human size if hit make a Reflex save vs. 15 or are bound in a locked chain that only releases on being unlocked. Escape takes several minutes with assistance or a key. All guns have a key that unlocks its own fired chains. Free floating keys are one use items. Binder guns have specialized clips of four shots. Binder guns can fire up to 5 shots before requiring a reload.

SECURITY ROOM

The security room has a wall of monitors, though most of them are filled with static or off. Only one monitor showing anything has what appears to be the top of two trucks in a loading area and a closed garage door. There are a few panels below with backlit buttons, or at least you suspect they were all backlit at one

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

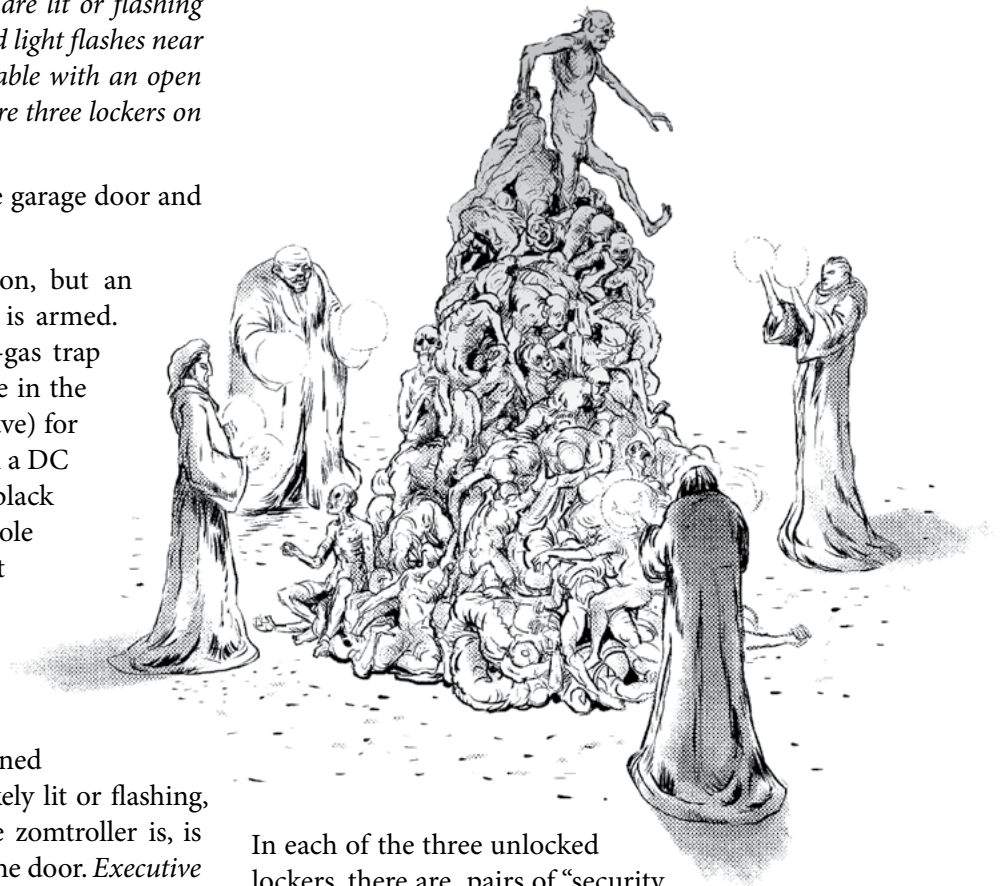
point, only a few of the hundreds are lit or flashing on the otherwise dim board and red light flashes near the top of the console. There is a table with an open book on it and two chairs. There are three lockers on another wall.

Note: The magical symbols on the garage door and wall do not appear on the camera.

The flashing light is not a button, but an indicator that the security panel is armed. The security console has a sleep-gas trap attached to it that will put anyone in the room to sleep (DC 13 Fortitude save) for 1d4 hours. It can be disarmed with a DC 13 Intelligence search (there's a black disarm switch under the console that's hard to see, if they look for it specifically having figured out blinking red lights are traps, they'll just find it).

Doors that are currently open are flashing, doors that have been opened recently are lit. (So, Security is likely lit or flashing, *Executive Bathroom 3*—where the zomtroller is, is likely flashing unless they closed the door. *Executive Bathroom 6*—where the driver is—is likely lit.) Also, lit in red is the Garage Door button (it will turn green if pressed when the door is opened) and the *Lower Level Door Security* (the door handle traps, will turn green if pressed to disarm). Pressing each button will turn off the door security and the garage door (if the console is disarmed). There are other buttons (*R&D Security*, *Factory Floor Security*, *Stairwell 2 Camera*, etc.) that can be turned off or on. Half of the time the buttons won't light up. Regardless of their lighting status, the other buttons do nothing noticeable, though you're welcome to make up something interesting if you prefer.

The security manual on the table gives a +2 bonus to disarm the traps and hack the badge locks (if only there were any left other than the console) and discusses security protocol. It is currently open to the section that talks about only allowing the necromancer to meet drivers, and drivers are not allowed into the facility to see the rest of the staff. The book on the table is a logbook that appears to have a fresh entry indicating a recent arrival.



In each of the three unlocked lockers, there are pairs of “security gloves,” thick insulated gloves that provide 1 point of armor protection and protects from the shock traps on the doors as the gloves are insulated for handling live electricity.

RECRUITMENT CENTER

The Recruitment Center looks dark from the window. The ceiling lights give off an odd purplish glow that makes the lighter colors in the room glow brightly. You can see inside some kind of glowing arcane pattern, and four humans around the inner circle in robes chanting, their robes flowing as if there's a wind blowing from the center of the circle. Three of them are in black robes, while the one leading the chanting is in black robes with glowing accents and symbols on it. Between them is a pile of bodies, occasionally with parts that twitch as the chant continues. Meanwhile, there's at least one naked grease ghou and at least a half dozen naked skeletons that also appear to glow under the light.

The recruitment center is where rituals for raising or promoting employees happen (promotion or

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

summoning rituals). Occasionally a new batch of wage wights are brought upstairs from here (if the party lingers they may need to hide when one of the new recruit classes are brought up to orientation). Characters will be able to see from the door window a circle of three necromancers in black robes, one in gold and black robes (the leader, use necromancer stats, triple hp, +3 to all other bonuses, double damage dice), two grease ghouls, nine skeleton supervisors, three skeleton scientists, and all around a pile of bodies that are twitching (and eventually will start getting up as wage wights). These un-dead are new recruits or promotions, so they have no gear and just do normal attacks. They are intent on what they're doing and won't notice anyone unless they go in, which will probably spell doom for the characters. The room is being illuminated with a backlight.

SHIPPING

You step into what looks like a loading dock. You are standing on a raised platform that leads to another set of double doors with a red keycard badge reader on it. Backed into what looks like two different loading stalls are a pair of trucks. One looks severely damaged, with a few bullet holes, rusty sides, two flat tires, and some liquid leaking out from under it, as you see a bug fly off a pile of something in the back. The other looks like it's brand new, complete with the Go! Bar logo, clean leather seats, clean white paint and trim, and looks to be loaded up with shrink-wrapped Go! Bar pallets.

Against the far wall, you see a garage door big enough for multiple trucks to go through, with strange symbols surrounding the door frame that occasionally shimmer or appear to wave in your vision.

If down/closed read:

The door is currently closed, and covered with similar symbols as those that adorn the wall surrounding the door. There are no windows in the door, much like the rest of the facility.

If it is up/open read:

Beyond the open garage door looks like an optical illusion, with reddish-purple clouds appearing to be both distant and inside the door at the same time. The odd reddish-purple hue shines in as well,

almost tainting the colors of the room. The symbols surrounding the door shine a deep blue.

The double doors lead to *Storage*. PCs can see a pallet jack through the door windows.

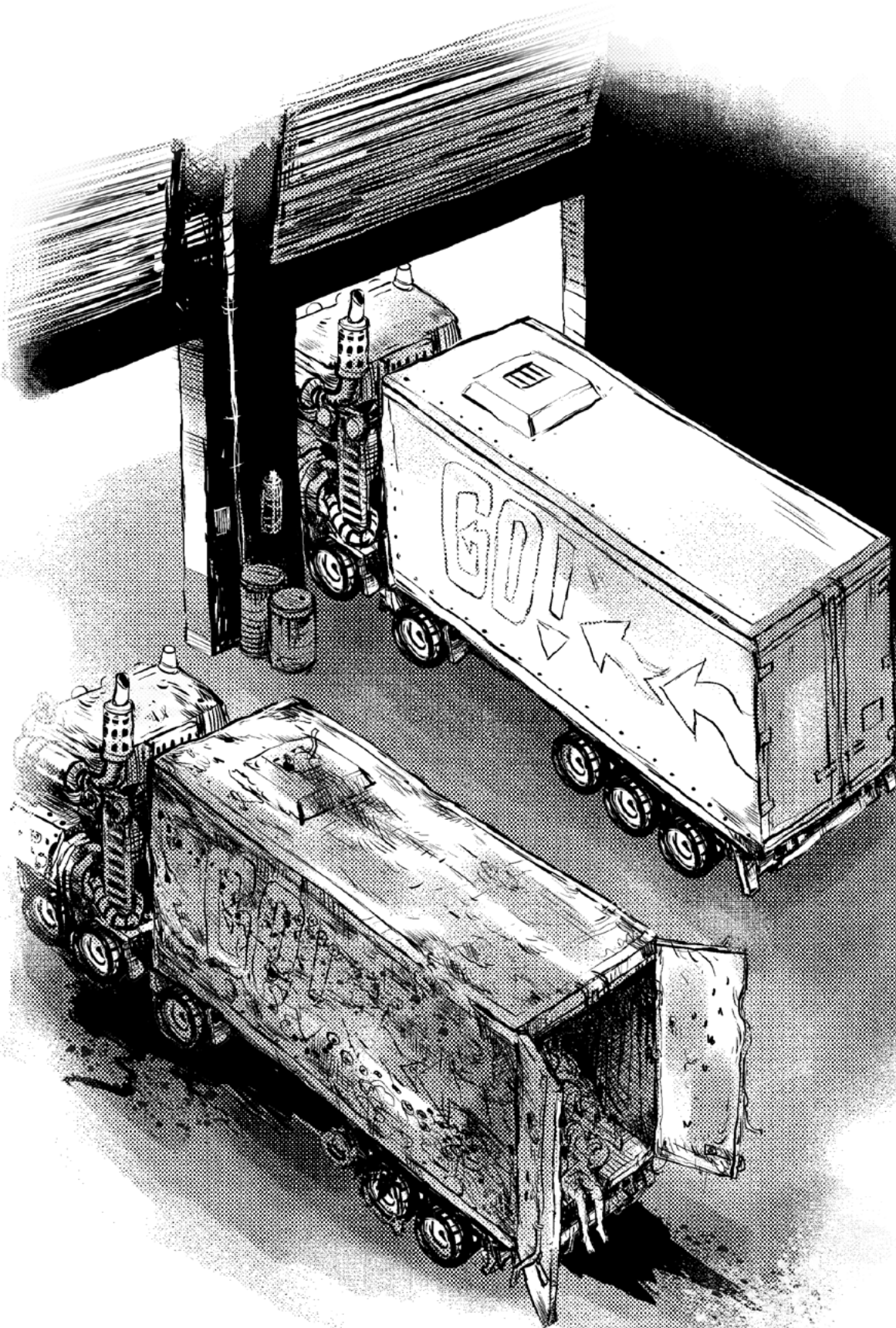
There are two trucks here. The dirty one is undrivable (the last of the fuel leaked out) and has a pile of mostly whole bodies in various states of decay in the back. The fresh truck, if examined closely, has some runes under the hood, inside the cab, and inside the back, similar to those on and around the garage door. There are some cleaning and repair tools in the garage.

In order to leave with the vehicle the party will need to:

- Find the vehicle keys (or jury rig/tech hack it (DC 14) or find them in the bathroom on the driver. Tools here provide a +1 to a jury rig/tech hack attempt if someone thinks to use them).
- Open the exterior door (which exposes some weird swirly dimensional portal that anyone who goes through without the truck or other protection—the foil wrap will work—will die painfully). This is done in the Security Room. Otherwise the door is locked down securely and unable to be opened from this room.
- Unload some of the Go! Bars from the truck, as there's not enough room for all of the bar boxes and all the PCs. They can move them by hand, but that will take time. They can use the pallet jack in the Storage Room and easily unload it.
- If they take too long (manually break down the pallets, don't rush to hotwire the car, do something else that wastes time), a squad of four grease ghouls will come in intent on repairing the truck, two with nail guns (see *equipment storage room*) and all four with tire irons (1d6).

There are six pallets of Go! Bars in the truck. Two characters can ride in the front, and after that, two characters can ride in the truck for each pallet they remove (so only 14 characters can actually escape in the working truck). Each pallet of Go! Bars has 12 large boxes, each large box contains eight small boxes, each small box contains 12 Go! Bars. Each big box is a different flavor, but the flavors are unlabeled and require opening the big box (and breaking the seal).

SHIPPING/RECEIVING FLOOR (LOWER LEVEL)



SHIPPING/RECEIVING FLOOR (LOWER LEVEL)

STORAGE

The entryway door leads into a huge warehouse, with stacks upon stacks of Go! Bar boxes. Off in the distance you can hear the hum of forklifts moving boxes around. Some are arranged into pallets that are stacked as many as three to four pallets high, while others are simply loose boxes. While not unorganized, the piles don't seem to have any exact organization to them, other than they are grouped into areas marked on the floor for storage. Off to one side there is a ramp leading up to a set of double doors, and on the opposite wall appears to be doors to a freight elevator.

This is a huge warehouse area where boxes of Go! Bars are stored for shipping. It's manned by a few skeleton supervisors driving forklifts. The PCs can sneak around here easily (make them roll, anything but a 1 is successful), but there are no unmanned forklifts and unless the PCs make no attempt at hiding, the skeletons will ignore them. There is a secured set of double doors to shipping (keycard, same access as the other door) and a pallet jack is off to the side at the bottom of the ramp. Unless the party wants to load up on Go! Bars, there's not much here other than the pallet jack, as the fork lifts won't fit out any of the doors to this room other than the double-doors to shipping.

The freight elevator here works, and can go up to the first floor or back down. However, they can not get back in on the ground floor unless someone opens the freight elevator from the inside. Much like the regular elevator, the freight elevator is only accessible from the outside on the ground floor, and otherwise will result in an otherworldly tentacle attack (see The Elevator (Floors 2+) pg. 5).

ROOF

Note: the party can only arrive on the roof if they use the elevator.

The elevator opens up to reveal what is the most disturbing thing you've seen in the factory. You see what appears to be the roof of the building covered in some kind of translucent blue, shielded magical dome, which holds back a strange purplish clouded sky with glowing purple hues. The clouds and sky appear to intrude on the dome, bending it in towards

THEY TRIED TO KILL HIM WITH A FORKLIFT

If the PCs manage to steal a forklift and try to drive it out, they're not protected by wards and will simply die as they and the forklift disintegrate and explode in the portal. They could drive it up to the factory floor through the freight elevator, but that's about it. Beyond that, forklifts are difficult to drive, and anyone other than a factory maintenance worker or driver will be at a -2 die step penalty to drive the forklift for 1d3 turns till they adjust to it. This penalty overrides the Reflex save bonus. Forklifts have the following stats (abbreviated for this module):

Attack: rundown +4, 1d14 damage (depends on if the forks hit you or not), AC: 9, HP:NA Speed Level 30'/60' Fort: +6 Ref -1. If hit, has a 1 in 5 chance the attack hits the propane tank and explodes as a d5/5' grenade (USM pg.102 for rules). Note: The forklift is effectively unkillable for the PCs outside of exploding the propane tank, thus no hp or HD listed. Feel free to narrate their useless hits to give them a warning about blowing up the forklift. Or don't and let it blow up.

the building on occasion, but don't get close enough to affect the goings on on the roof.

A nearby door shows a line of wage wights filtering in from what you suspect is the main stairwell. Skeleton supervisors herd wage wights over to some skeleton scientists. The scientists appear to be inspecting and separating the wights into two lines. One line is being filtered back downstairs by supervisors, while the other heads further onto the roof into a waiting area. Wage wights are grabbed from the waiting area by large tentacles that come from below the edge of the building, and are dropped into what appear to be oversized mixers or blenders. You can hear a mechanical hum and blood curdling screams emanating from the blenders. Clear tubes feed a white paste from these giant devices down into the roof of the building, leading who knows where. Everyone on

ROOF

the roof appears to be actively avoiding looking into the elevator.

Each individual character witnessing this will need to make a DC13 Willpower save or take 1d3 temporary Intelligence damage as they try to wrap their heads around the alternate dimension and the horrors of the factory. A natural 1 makes this damage permanent.

The workers on the roof don't want to stare at the necromancers, who they are expecting to be there. If the party exits onto the floor, the wage wights and eventually the skeletons will notice and start to interfere. This will likely result in combat (and death) if they linger too long. The elevator on this floor has a black keycard scanner, so if they leave and let it close, they will have to go back down the main stairwell unless they have a black security card from a necromancer. If they immediately go back down, no one will notice. If they linger too long, word will eventually get out that there are escapees on the loose and there will be an increase in three man skeleton crew search parties lead by a skeleton scientist (so groups of three supervisors and one scientist) that will begin searching the 1st floor.

Players who ask may be able to draw the connection between the white stuff in tubes here and the stuff in the tubes in the additive lab. It's the same stuff and this is where it's being fed from.

There is nothing valuable to find on the roof, it is entirely for flavor, where they learn that, at least in some part, the wage wights are some of the ingredients used in Go! Bars.

I WILL SURVIVE

As you drive through the garage door, you think back on how you won't miss it here at the factory, but you begin to get nervous about what lies outside, as you honestly don't remember. As you pull through the portal, you can feel the charge of magic and energy ripple through your body, as it changes, and becomes more familiar. Memories of a life lived in the apocalyptic world of Umerica return to you, as you find yourself woven back into flesh and bone, or whatever you used to be made of. You're not sure where you are, but it seems you've got a new lease on

life. Perhaps you should make the most of it, lest you find your way back to the factory line.

So, as you take your first breath (if you need to) of air and feel the warm sun beating down on you, you realize... you have no idea where the heck you are.

The characters have survived the factory and gotten out alive. Quite literally in their case, as they are all now back in human (or mutant, or cyborg, or robot, or gray) bodies. They can select any class and start at level 1. Why are they alive? Magic, science, interdimensional travel, these do strange things in Umerica. The PCs should now be equipped with some gear, a truck in good condition (it's a Keeper cargo truck, per USG rules) loaded with some Damn Tasty? Go! Bars with a full tank of fuel. The GM can drop the PCs off anywhere in Umerica they may wish to continue on with the next part of their campaign. This can be a starting point to move into any of the published Umerican modules, any converted DCC modules, or a campaign of the GM's own design.

RUNNING AT CONVENTIONS

This module, as written, has many things to do and could easily take four-to-eight hours depending on the players and GM. However, it is possible to run this module as a one shot four-to-five-hour funnel. Simply be willing to adjust the length of any one section in order to keep it on time. The factory floor is an easy place to lengthen or shorten the module by adding or removing encounters there. You can also: trim encounters on the maintenance level, adjust the grease ghouls lounge, have them find (or not find) key cards on the R&D level easily, remove the security door requirement on the lower level, or anything else you feel is appropriate. Also, encourage players to keep moving by having a few roving patrols keeping them from lingering too long in one area. The ultimate idea is to have fun, so modify or adjust whatever you need to in this module to make it fun and enjoyable for everyone involved.

THE END

APPENDIX: USING THE FLAVOR TABLE

USING THE FLAVOR TABLE

The flavor table is provided to offer random inspiration for the many Go! Bar flavors available to taste in this module and out in Umerica. Flavors are one to three descriptors and may also contain one to two with modifiers. Roll 1d3 to determine the number of flavors, rolling a d50 for each flavor. If there is only 1 flavor, add a 'with' to the flavor, otherwise there is a 50% chance to add a 'with', rolling 1d30 on the With column. Keep in mind these are for inspiration, so you can make the flavors however you wish.

Flavor Table (part one)				Flavor Table (part two)	
Die Roll	Flavor roll 1d3 times on chart (d50) (Order to Taste)	Die Roll	Flavor (Order to Taste)	Die Roll	With 50% Chance to roll on this if > 1 Flavor (1d30)
1	Soup	26	Clam	1	Raisins
2	Pickle	27	Chowder	2	Gravy
3	Cheese	28	Rocky Road	3	Nuts
4	Lime	29	Banana	4	Curry
5	Apricot	30	Coffee	5	Coconut
6	Watermelon	31	Broccoli	6	Electrolytes
7	Black Cherry	32	Asparagus	7	Cream
8	Nacho Cheese	33	Quinoa	8	Sea Salt
9	Bacon	34	Kale	9	Extra Caffeine
10	Taco	35	Garlic	10	Basil
11	Snail	36	Chicken	11	Ginseng
12	Teriyaki	37	Beef	12	Bacon
13	BBQ	38	Noodle	13	Beans
14	Liver	39	Chocolate	14	Rice
15	Tomato-Basil	40	Waffle	15	Salsa
16	Fried	41	Butter	16	Collard Greens
17	Maple	42	Chunky	17	Peas and Carrots
18	Caramel	43	Kung Pow	18	Parmesan
19	Vanilla	44	Szechuan	19	Cinnamon
20	Alfredo	45	Pumpkin Spice	20	Buffalo Sauce
21	Pot Pie	46	Orange	21	Fruit Filling
22	Tuna	47	Apple	22	Cheese Sauce
23	Cod	48	Sausage	23	Guacamole
24	Krill	49	Bubblegum	24	Marinara Sauce
25	Pie	50	Pepperoni	25	Lobster Sauce
				26	Ranch
				27	Ghost Pepper
				28	Mushroom
				29	Real peppermint
				30	Roll twice and combine

BESTIARY

ADDITIVE OOZES

As primeval slime pg. 423 DCC, 5' squares each, adjusted for Umerica and this module.

Additive oozes: Init (always last); Atk pseudopod +4 melee (1d4); AC 6; Armor Die 1d6; hp 5; HD (1d8); MV 5', climb 5'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons, matter processing; SV Fort +6, Ref -8, Will -6; AL N.

Matter processing - The slime processes material by emitting acidic juices on contact. Any creature that contacts the slime (including by attack from a pseudopod) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

GREASE GHOULS

As ghouls pg. 414 DCC, adjusted for Umerica and this module.

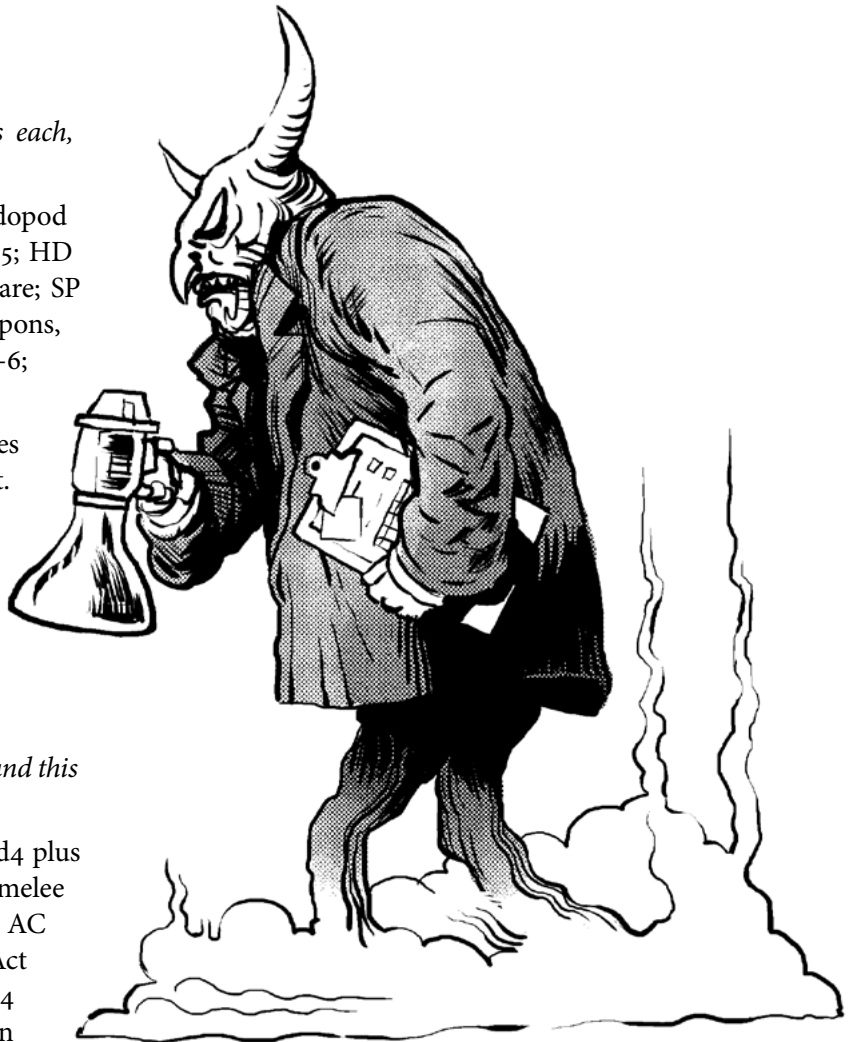
Grease ghouls: Init +1; Atk bite +1 melee (1d4 plus paralyzation), claw +1 melee (1d3), tool +1 melee (1d4), nail gun +1 ranged (1d8, 40/80/120); AC 10; Armor Die 1d4; hp 6; HD (2d6); MV 30'; Act 1d20; SP un-dead traits, paralyzation (DC14 Will save for 1d6 hours on fail), infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

Grease ghouls usually have a fully equipped tool belt. They prefer not to bite the wage wights because they taste awful, but will do so every third attack if provoked.

Pneumatic nail gun - 1d8, ROF 1, 40/80/120, ammo 20, charges 40 (must be recharged after firing 40 times).

NECROMANCERS

Necromancer: Init +1; Atk dagger +2 melee (1d4), wand of missiles +3 (1d6+1, 90/180/270, 5 charges); AC 12; Armor Die 1d3; hp 17; HD (6d4); MV 30'; Act 1d20; SP chill touch (DCC pg. 133, +7 bonus), ray of enfeeblement (DCC pg. 190, +7 bonus); SV Fort +1, Ref +2, Will +5; AL N.



QUALITY CONTROL IN-SPECTRE

In-Spectre: Init +2; Atk Berate +3 (1 dmg, DC 11 Will save or take 1d3 temp Per damage); AC 14; Armor Die [1d4]; hp 15; HD (3d8); MV fly 40'; Act 1d20; SP un-dead traits, word of admonishment, megaphone; SV Fort +2, Ref +4, Will +6; AL L.

Word of admonishment - Target within 30' makes a DC 12 Willpower save. If the creature fails its save, it must report to the orientation room in 1d6+1 rounds or suffer 2d4 damage.

Megaphone - The megaphone doubles the range and adds +3 to the DC of the word of admonishment. It can be targeted and takes 3 hp of damage (AC 16) to destroy. (A megaphone in the hands of a PC provides a +3 to attempt to get NPC wage wights to do something.)

APPENDIX: BESTIARY

SCIENTIST SKELETON

As skeleton pg. 426 DCC for full write up. Adjusted for Umerica and this module.

Scientist skeleton: Init +1; Atk claw +2 melee (1d3), scalpel +2 (1d3 + bleed); AC 10; Armor Die 1d4; hp 10; HD (2d6); MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +1, Ref +0, Will +2; AL C.

Bleed - Fortitude save DC12 or take 1 point of damage per round for an additional 1d3 rounds.

Skeleton scientists are usually wearing protective gear resulting in 2 points of bulky armor that can be salvaged.

SHIFT SKELETON

As skeleton pg. 426 DCC for full write up. Adjusted for Umerica and this module.

Shift skeleton: Init +1; Atk claw +1 melee (1d3), prod +2 melee, binder gun +1 (see below); AC 10; Armor Die nil; hp 5; HD (1d6); MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, equipped with a Wight Wrangler prod, possibly also a binder gun; SV Fort +0, Ref +0, Will +0; AL C.

Wight Wrangler prod - Electrically powered prod. Provides a +1 to hit and does 1d6 temporary (stun) damage. 25% of the time surges for normal damage instead. Has 10 charges, and recharges 1 charge per hour in the factory. Unpowered it does 1d3 damage.

Binder gun - Gun fires a length of chain that can wrap around and lock to bind a target at a range of up to 40'. Targets of human size if hit make a Reflex save vs. 15 or are bound in a locked chain that only releases on being unlocked. Escape takes several minutes with assistance or a key. All guns have a key that unlocks its own fired chains. Free floating keys are one use items. Binder guns have specialized clips of four shots. Binder guns can fire up to 5 shots before requiring a reload.

WAGE WIGHTS (NPCS)

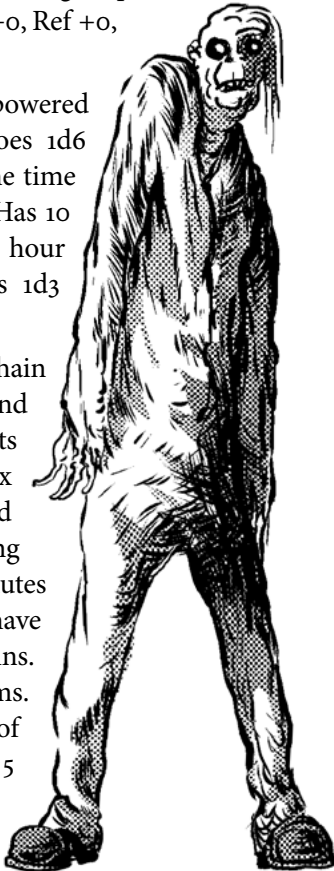
Wage wights (NPCs): Init +0; Atk punch/kick +0 melee (1d2) or by weapon; AC 10; Armor Die nil; hp 1; HD (1d4); MV 30'; Act 1d20; SP None; SV Fort +0, Ref +0, Will +0; AL N.

NPC wage wights are usually freshly brainwashed in *Orientation*, and will resist almost all urges to escape, and are more likely to obey. There is always a 1-in-20 chance PCs might be able to talk one into running away, but only the lone wage wights, not any of the groups (peer pressure is strong). If they find one, it's a single Willpower save for the wight vs. a Personality check for the character trying to convince the wight to run.


ZOMTROLLERS

As zombie pg. 431 DCC for full write up. Adjusted for Umerica and this module.

Zombie: Init -4; Atk bite +3 melee (1d4), throw -1 ranged (1d4, 30'/60') ; AC 8; Armor Die 1d4; hp 12; HD (3d6); MV 0'/20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.



WHAT YOU KNOW ABOUT THE FACTORY

- Wage wights are divided up into factory teams that work on a specific flavor assembly line. Occasionally two teams will merge if too many of the wage wights die or are otherwise removed from the team.
 - During orientation, all the videos presented showed the factory to be owned by the Go! After Life company. However, current pressings of the bar now say Go! AfterLife company on the label. A coworker asked about it once, and you never saw him again.
 - There is a key card badge reader that leads to the lower level where shipping is. You have seen a blue, green, or black badge work. You have seen other colored badges, but only the one badge reader.
 - You know a bit about some of the other residents here.
 - You are monitored by crews of three skeleton supervisors (called the Skeleton Crew by most wage wights). They wield prods that usually stun, but have been known to occasionally (about 1-in-10 hits) kill a wage wight. One of the three usually has a binder gun that fires some kind of chain that wraps up and locks on its target. The key attached to each gun unlocks its own binders, and supervisors have a single-use key that will unlock any one binder. They have a lounge near the factory floor by *Orientation*.
 - Grease ghouls keep the machines running. They can be seen alone or in large groups, depending on how many are needed on the floor. Many are more interested in tormenting wage wights than they are in actually doing their job. It's rumored they have a lounge on the floor above *Orientation*.
 - The Quality Control In-Spectre is the highest ranking employee you're aware of. It yells at people through a megaphone a lot and likes to make wage wights weep on the factory floor. Occasionally it sends them back to *Orientation*. You don't think you've ever seen anyone come back from *Orientation*. They probably get reassigned.
- 
- You have on occasion seen some skeletons in lab coats. Skeleton scientists maybe? It's hard to tell what they do as they're rare on the factory floor. When they are on the floor they have a skeleton crew escort, and usually a grease ghoul or two in tow. They often are wearing some sort of protective gear when doing whatever they do as well.
 - You've heard the skeleton crews occasionally complain about irritable zomtrollers, though you've never seen anything that fits that description.
 - There are rumors that wage wights that work hard can get promoted to grease ghoul or skeleton supervisor. You've never seen one admit this though.
 - As far as anyone on the floor is aware, the only way out of the factory is the shipping area. No wage wight you know has ever seen it. No one has ever seen any other doors outside, nor are there any windows that anyone has seen.
 - Go! Bar sales must be doing well if you're still making this many bars. You tried one at orientation and found while it was satisfying, you couldn't really taste it as an un-dead.
 - Most wage wights seem to enjoy it here, though enthusiasm for the job tends to wane as wights get closer to their Bi-Annual break. Not everyone wanted to escape, as some were looking forward to their annual paycheck.

APPENDIX: PREMADE FLAVOR TABLE

Premade Flavor Table (d50)

Die Roll	Result	Die Roll	Result
1	Krill Chowder with Electrolytes	26	Chunky Tuna Apricot
2	Garlic Tuna Sausage	27	Tuna with Guacamole
3	Pumpkin Spice Clam with Extra Caffeine	28	Chicken Asparagus Taco
4	Fried Bubblegum Taco	29	Apple Taco with Marinara Sauce
5	Nacho Cheese Pot Pie with Fruit Filling	30	Lime Tuna
6	Bubblegum Krill with Cream and Cinnamon	31	Butter Fried Nacho Cheese with Cheese Sauce
7	Maple Vanilla Broccoli with Marinara Sauce	32	Apple with Mushroom
8	BBQ Chowder with Ghost Pepper	33	Orange with Buffalo Sauce
9	Beef Noodle with Mushroom	34	Soup with Curry
10	Broccoli with Ranch	35	Teriyaki with Salsa
11	Alfredo with Peas and Carrots	36	Beef Taco
12	Teriyaki Quinoa Pie	37	Chunky Krill Waffle with Buffalo Sauce and Real Peppermint
13	Caramel Black Cherry with Rice	38	Garlic Coffee with Real Peppermint
14	Pie with Cinnamon	39	Pepperoni with Collard Greens
15	Liver with Raisins	40	Bacon with Ranch
16	Kung Pow with Fruit Filling	41	Noodle Pie with Real Peppermint and Beans
17	Banana with Salsa	42	Kung Pow Liver with Parmesan
18	Banana with Gravy	43	Banana with Raisins
19	Watermelon Rocky Road Soup	44	Caramel Snail Chowder
20	Waffle with Salsa	45	Pepperoni Bacon Cheese
21	Asparagus with Ghost Pepper	46	Caramel Cheese with Ginseng
22	Black Cherry Garlic Kale	47	Tomato-Basil Banana with Collard Greens
23	Bubblegum Tuna Liver with Sea Salt	48	Sausage Soup with Cream
24	Clam Alfredo	49	BBQ Krill Rocky Road with Curry
25	Rocky Road with Lobster Sauce	50	Peaches & Kippers Meatloaf

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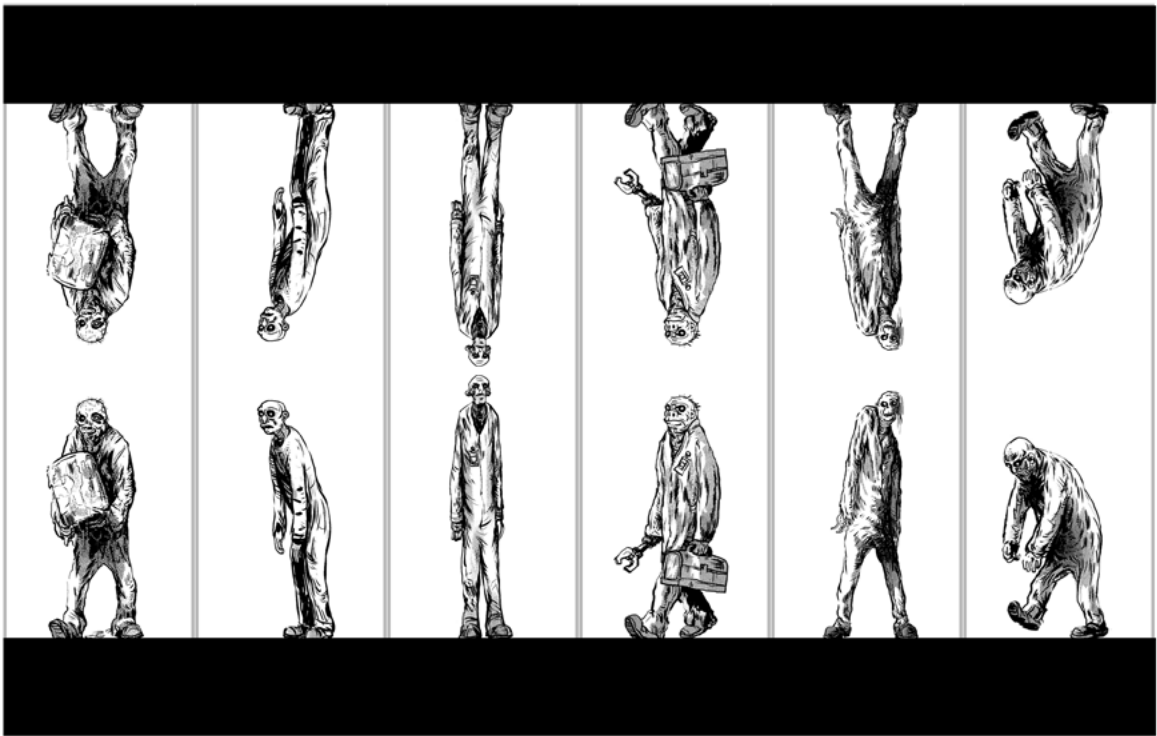
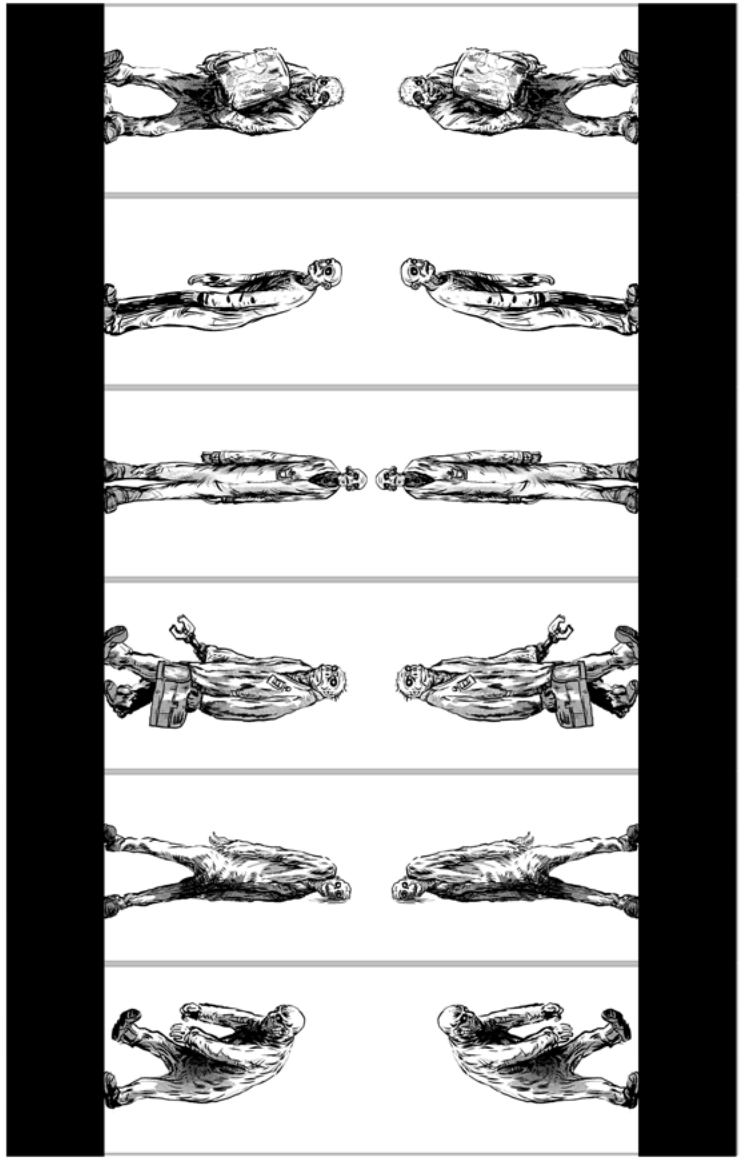
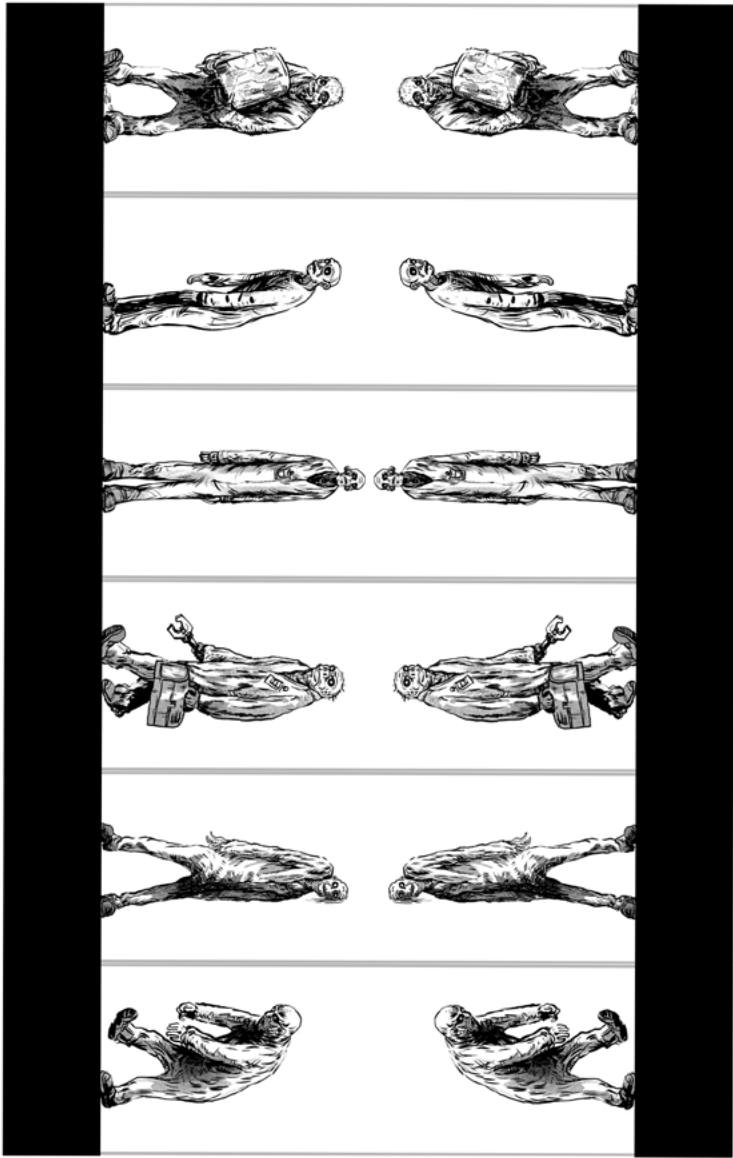
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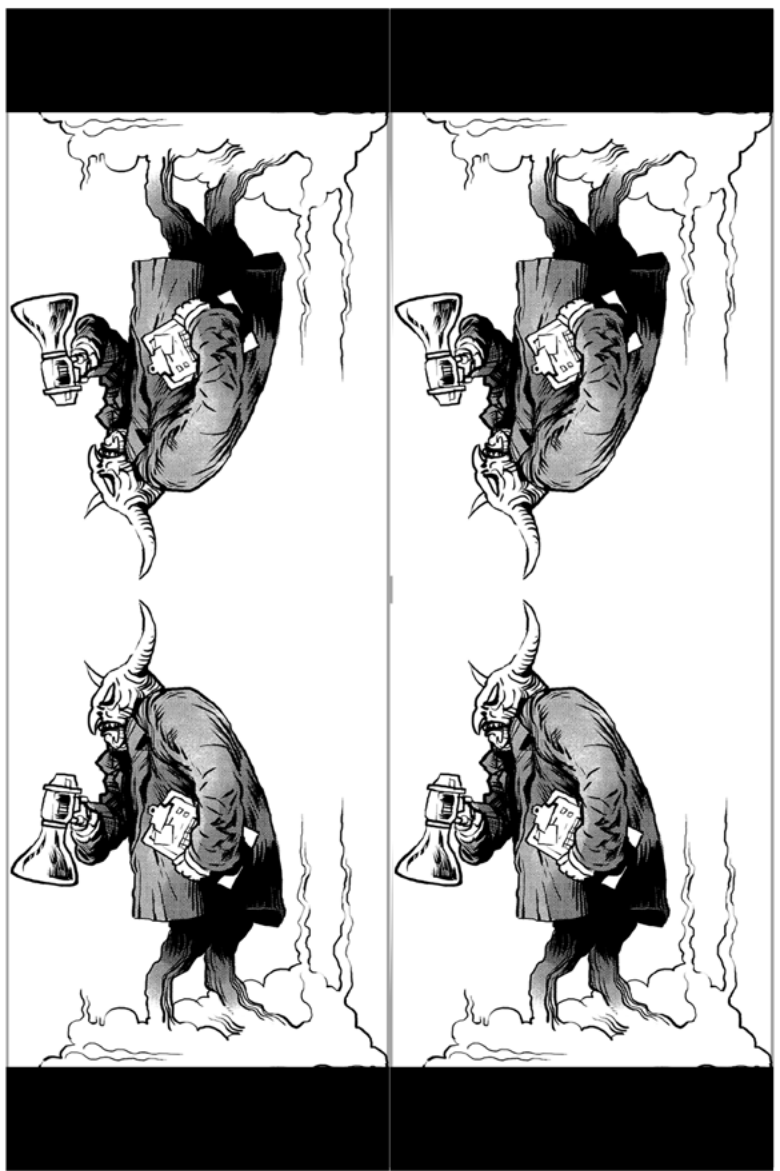
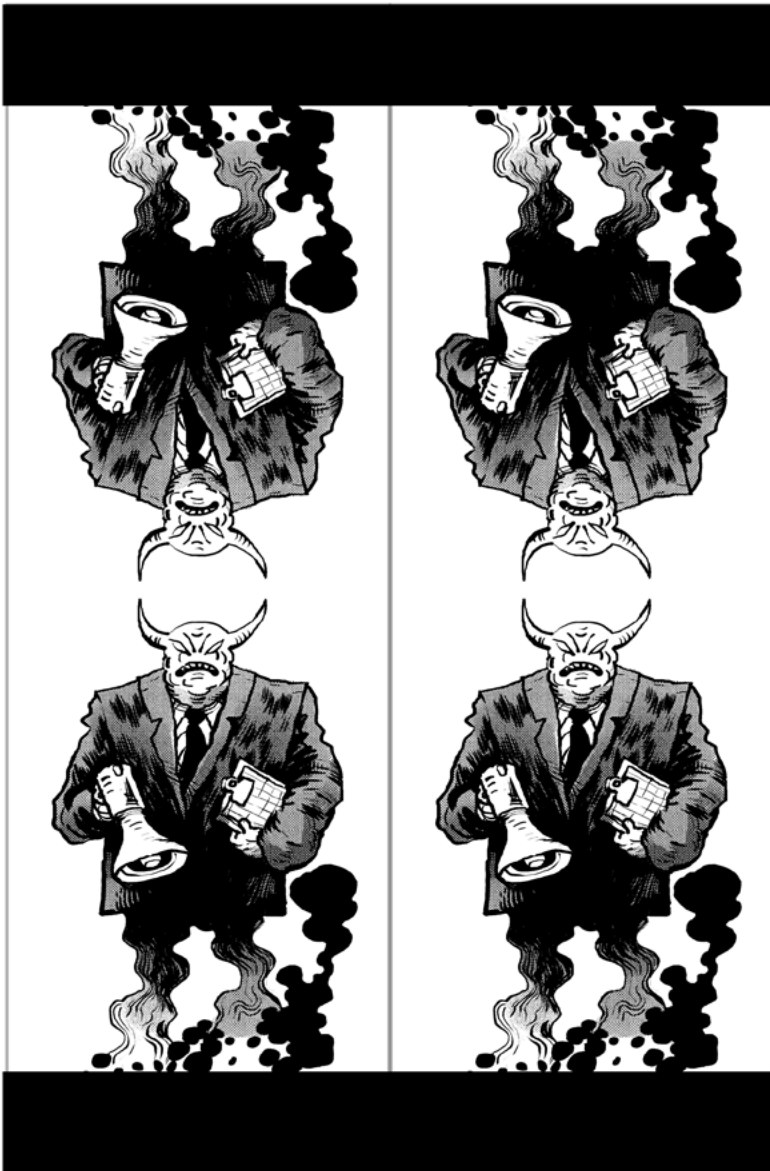
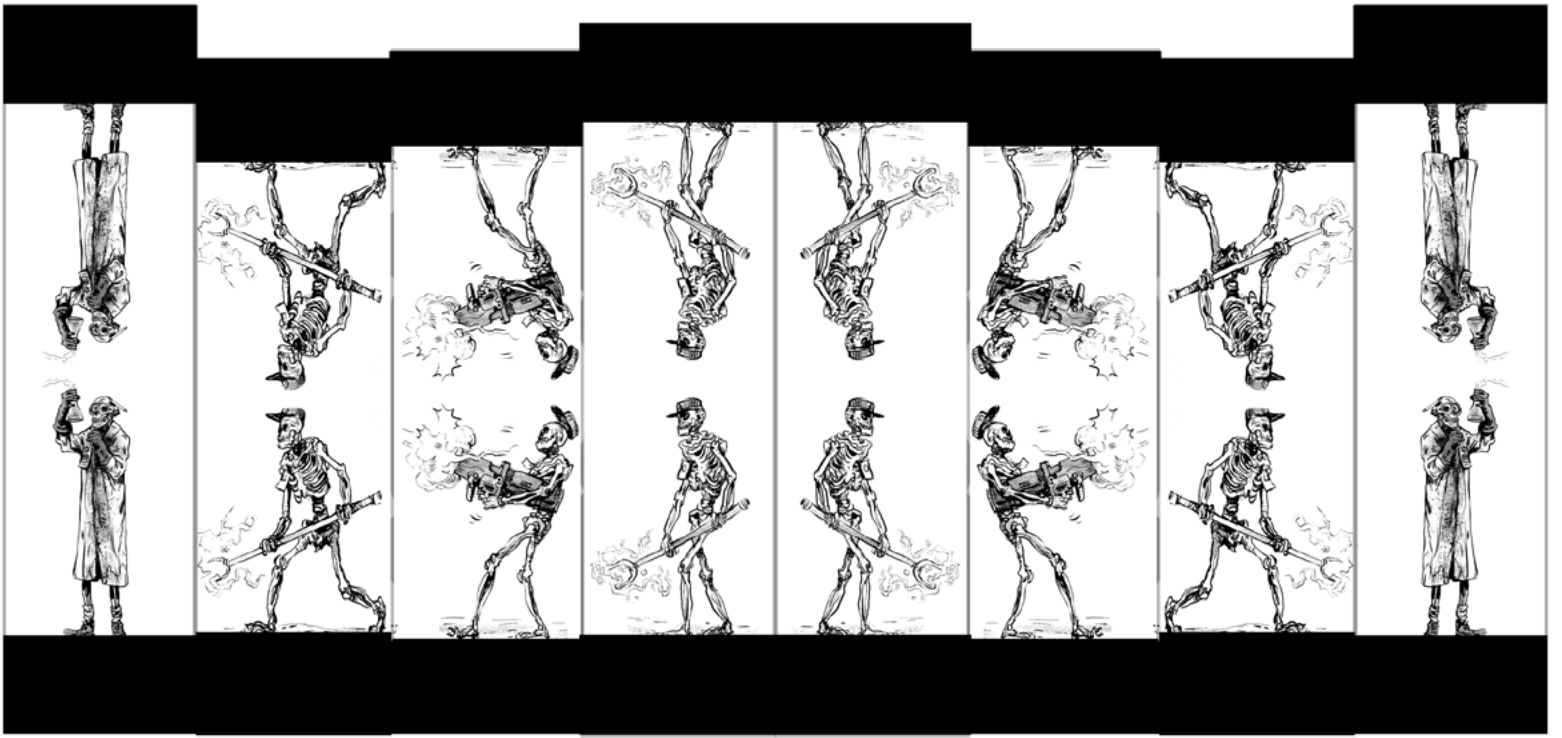
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