

COMPATIBLE WITH
**DCC
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A LEVEL 1 ADVENTURE

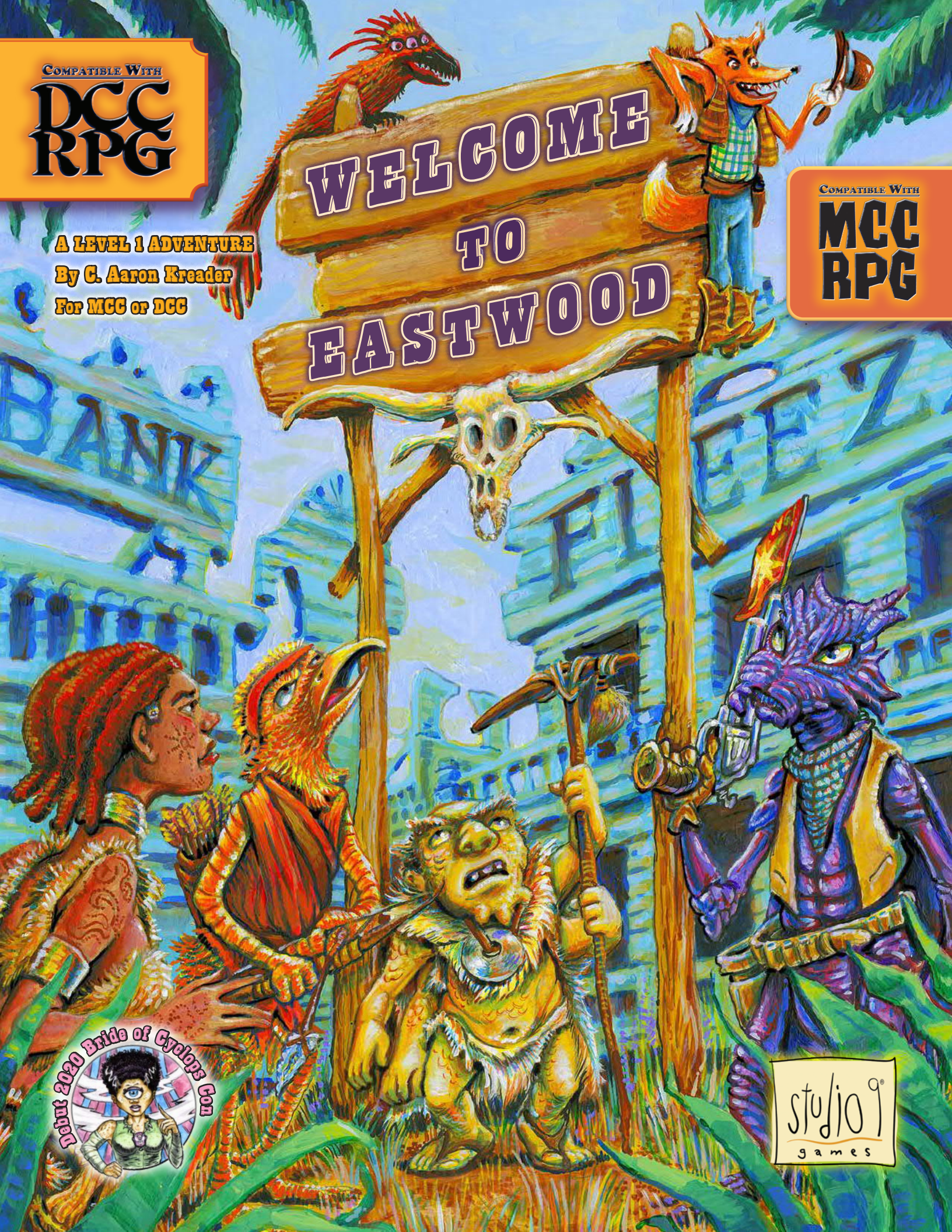
By C. Aaron Kreader

For MCC or DCC

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WELCOME TO EASTWOOD

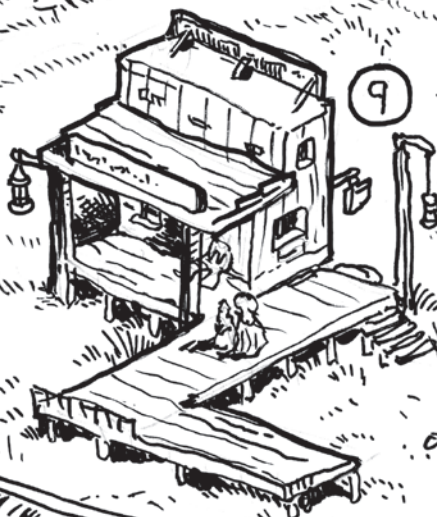
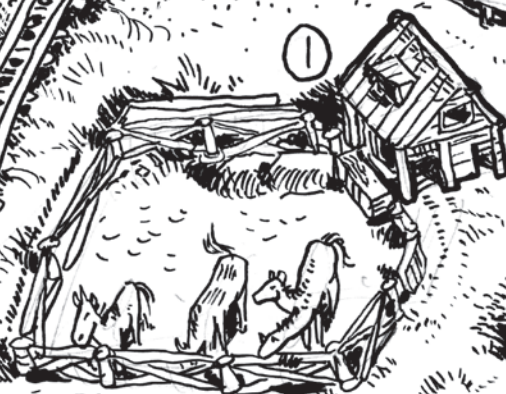
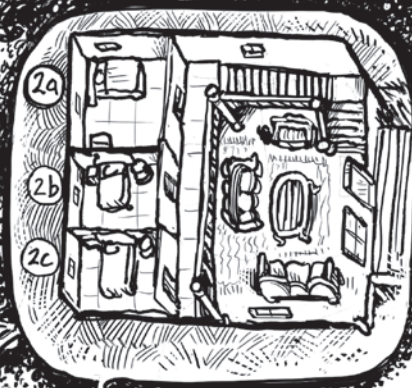


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WELCOME TO EASTWOOD

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MCC RPG

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Background

The Village of Eastwood was designed in another time and dimension as an ultimate resort vacation theme park. This was a playground for the wealthy and elite who could spend as much time as they could afford, and when they left the village, they would pass through a temporal field, where they would return only moments after they had initially entered. This ensured vacation never took time away from one's family or business.

The Village of Eastwood simulates a town in the Old West. It was one of many parks modeled after mythical places. Created for both kids and adults, the park offered the excitement of a shootout, train robbery, or a tavern brawl, all run by realistic androids and park mascot Fleezy the Fox. Fleezy's creators gave him a keen, creative AI to make the park a reactive, vivid, and safe place. But after the Great Disaster, the temporal field began to warp without proper maintenance. Consequently, time within the park has elapsed only a few hundred years, but its location and outside environment have shifted by eons.

Eastwood has now shifted near the PCs' home village. But the years have been unkind to Fleezy's AI and the park's androids. Visitors are welcomed in, but many of the park's safety protocols are malfunctioning and the temporal warp makes getting out a serious challenge!

An added thrill to this adventure is that PCs (and players) will have a difficult time determining real dangers from simulated theme park events. The judge should sell some of the simulated park encounters as very serious threats. Hopefully, real dangers start to be construed as more park antics. Your job will be to keep the players guessing!

This adventure can be played with a group of MCC or DCC characters who are **crossing the multiverse** (see p. 262

MCC Core Rulebook). The park has shifted out of its original time and could be from either the past or future. Six to eight characters should be 1st or 2nd level. It has a sandbox format so it is recommended that the Judge become familiar with each location and Appendix P before starting the adventure.

The Hook

There are a few ways the PCs can be drawn into the village of Eastwood. Invent or select one that best fits your campaign:

Option 1: "By the shaman's stars, what is that shimmering light?" The village of Eastwood is discovered by the PCs in their wanderings.

Option 2: Reports come back about a new village that has rare and exotic goods. A caravan trader hires the PCs to scout the new town for the potential to set up trade, with a promise of 5% of all profits.

Option 3: A town envoy went missing after attempting to visit the new village. The PCs must find out what happened and assess the potential threat of this village.

Start

You set off on familiar animal trails for a patch of heavily forested area outside your home village. During your half-day journey, you ponder rumors of the new town, which has seemingly appeared overnight. What force of the gods or trick of devils could have created such a thing? But none of these tales prepare your eyes for what they see.

Ahead, hundreds of mighty trees once stood. Now, they are gone and light floods into the forest from above. The border between the forest you know and the strange town beyond is separated by a shimmering wall of faint, dancing lights. You can see past the shimmering to a long field of golden sand, odd plants, and red rocks. There is no sign of what became of the great trees that once stood here. In the middle of the sand sits a town that is curious in construct. Its structures are made from wood, with walls, doors, and windows impossibly straight and perfect. A set of strange metal bands on the ground just outside of the town separate it from you like a set of tiny roads. There is also movement in the town. Already it is bustling with activity. You are clearly not the first to arrive!



Temporal Distortion Field: PCs cannot make out the details beyond the shimmering time distortion field. The distortion makes it hard to see. Once they enter it, the PCs feel no effect, but will not be able to return to the forest easily. Once they enter, behind them, the forest is no longer visible. Instead, they see a vast, shimmering, sandy desert. PCs may think they were transported, but this is an optical effect to make the park seem larger.

PCs entering the distortion field hear a low dinging sound as the park AI scans them and checks for a reservation. Finding none, it quickly creates a negative credit balance attached to each PC. Make a secret AI recog (DC 5) roll for each PC. If passed, the PC is charged 200cr. Those who fail are registered as pets. A 50cr pet fee is charged to the recognized PC with the lowest Luck, who is assumed to be the “pet’s” master. Track all of this on p. 25.

Attempts to return to the forest result in PCs suddenly appearing a few feet back with the same thoughts they had moments ago: to move forward and try to return to the forest. This is accompanied by a feeling of *déjà vu*; if they move forward again, they re-appear a few paces back again. This repeats until they realize they are being displaced slightly further back in time, over and over. In order to escape, PCs must take special measures. These are covered in **Appendix P: Park Features: Escaping the Park** on p. 22.

PCs may send items through the field. Objects poked, tossed, or fired from either side of the temporal distortion field experience the same results as PCs attempting to pass through the field themselves. From outside the field, it is easy, but from inside the park, it is not possible.



Approaching the Village

A rough dirt road leads into the strange newly formed village. Along the path stands a large wooden sign. As you pass by it, you see it features the graven image of a fox diety as well as carefully carved words in the language of ancients.

PCs who decipher it with magic or who understand the language of the ancients can read: *"Welcome to Eastwood!"*

The residents are friendly and full of pep—most of them seem to be humans, although it is hard to tell under so much clothing. They wear odd wrappings with purposeless layers and bulky elements that would make working, fighting, hunting, and climbing difficult. They grin and wave as you enter. They are from an unknown tribe and speak a strange broken version of your language. A portly man approaches and says, "Howdy partner, I reckon you could wet your whistle after all that travelin'." You have no idea what he is saying, but he seems very nice.

This entertainment android answers almost any question with, "You can find out all 'bout that over at Earl's place," which he gladly points out (**Area 5**). After PCs ask a few questions, he smiles and says, "I'd rather we didn't bake out here like a coupla' rock lizards—see ya 'round."

Judge's note: While androids are extremely human-like, they usually fail to respond with the correct emotions to

any given situation. Play this up as much as possible when roleplaying the park androids. Smile when PCs become aggressive. Show sadness when they try to joke. The PCs should experience discomfort when dealing with the park androids.

The Town

Area 1—The Hostler's Stables:

You come upon a low wooden structure. Behind it, there's a fenced-in area where several large horses mill around peacefully. A burly, dark-skinned man emerges from within and greets you at the porch with an all too friendly grin. "Hostler John, at your service! I'm a bettin' yer picking up yer steed? She missed ya, I reckon. Shall I fetch her?" He gestures back toward the horses.

Hostler John is a Park Entertainment Android in fairly good condition; however, his android horses have various levels of functioning. Anyone who requests a horse and is recognized by John (AI recog 8) gets a mare brought out to them. Failing the roll means John ignores that PC, whom he assumes is a pet or a child. These steeds are the main mode of transportation for visitors to get around the park. Anyone mounting a horse hears a low dinging sound and is charged 50cr. Up to two human-sized riders can mount a steed. Broken or destroyed horses incur a 200cr fee. Roll on tables F-1 and F-2 for each mount.

Table F-1: Mount Function (1d10)

- 1-4:** Horse works as intended (+2 to hit from the mount and +2 AC, voice commanded, MV: 40)
- 5-7:** Horse moves erratically (-4 to hit from mount and +2 ac, MV: 25)
- 8-9:** Kiddy horse (humiliatingly low to the ground and comically slow, MV: 20)
- 10:** Glitched horse (appears normal at first, but after 1d8 rounds it starts to move erratically and then flails around dangerously. Anyone within 5' of it, or on it, is attacked 1d20 +1 for 1d4 damage. Anyone immediately moving away from it is safe from attack. It continues to flail about for a few turns, then sags into a grotesque heap of contorted limbs. A low dinging noise is heard and the PC is charged 200cr for damaging the horse.)

Table F-2: Mount Form (1d12)

- 1: Arabian
- 2: Jet Black
- 3: Large (+1 to hit from mount, 3 riders allowed)
- 4: 2 heads that laugh and babble jokes constantly
- 5: White with unicorn horn (+1 to all Luck checks while mounted)
- 6: Muscular (+1 added AC, -5 MV)
- 7: Muddled Brown
- 8: Small (-1 to hit from mount, only 1 rider allowed)
- 9: Golden race horse (+5 MV)
- 10: 12-legged Centisteed (+10 MV, 4 riders allowed)
- 11: Green
- 12: Glowing Red Eyes (slightly irradiated, itchy to ride, +1 added to radburn while mounted)

Horse Android Simulant: Init: -1; Atk trample +1 melee (1d4); Act 1d20; MV 40'; AC 14; HD 2d8; hp 10; Ref -1, Fort +5, Will n/a; AI recog: automatic (voice AI recog 10).

The horses cannot be stolen because without John's activation, they will not function.

Once the hostler gets everyone saddled up, he instructs the PCs, "Just let the horse lead the way. If anything goes awry, use verbal commands. She's born to follow yer beck and call!" If a PC fails the steed's voice recognition (AI recog 10), the steed still knows a passenger is on its back, but simply doesn't comprehend their voice commands. It follows a protocol of moving around the park at half speed in the following order: area 10, then 5, 8, 4, 2, and finally 3 for a night's sleep. After pausing at each location for 4 rounds, the steed moves to the next place if the PC remains mounted. If the rider dismounts, it waits up to a day at that location. Once the rider re-mounts, the horse moves to the next location.

John will answer questions as follows:

Where to go first/next? "Get mounted up and head to the general store. Ya won't make it long 'round here without some handy steel." He points out **Areas 1** and **10**.

Who runs the town? "Why, Sheriff Donnaldis, of course!"

How to get food? "You'll wanna head over to the store for vittles. Alls I got here is horse feed."

Where the train goes, or anything about the tracks? "Train heads out to the old silver mine."

All other questions: "Ol' John dunno much 'bout that."

Area 2—Rose's Bower: *This two-story structure seems to be a gathering place or party location. The second floor has a balcony with a number of human females in colorful fine clothing and strange hats. They wink and blow kisses your way as you approach.*

The ladies on the balcony are realistic automatons that are programmed to do little more than wave, dance, and wink at every passerby. If anyone attempts to interact, they just yell down, "Come on in! We can have a good time!"

Once inside, read:

You enter a room full of strange, beautiful painted women in weird hats and clothing that doesn't seem to have any protective purpose. They are all acting very happy, as if they were your close friend or lover. Beyond them, a large woman eyes you sternly and the sound of a low ding is heard. To your right, a set of stairs leads up to a balcony with three rooms.

The larger woman, Rose, and 12 other women are Park Entertainment Androids. Rose's programming is flawed. She is supposed to invite amorous patrons upstairs after they select a companion, then charge 200cr (see **Park Payment System**, p. 24). She still invites patrons upstairs, but whether they do or don't go up, she charges 200cr. When patrons attempt to leave, she says, "Hold up, you gotta pay 200cr for services rendered," despite the fact that the system already charged them. Rose then attacks anyone leaving the Bower while the other ladies run off screaming. Her safety protocols are broken, so her attacks cause lethal damage. Otherwise, her stats are the same as a **Park Entertainment Android** (see p 23).

2a—Bedroom: *You open a door and see a woman massaging the feet of a fox-like creature lying on a bed. He gazes at you with sleepy eyes. Suddenly he springs up. "Can we talk, er, out in the hall?"*

The coyote manimal, Livingston, entered Eastwood a few days ago. He is exhausted and hungry. If he thinks he can overcome the PCs who are in the hall with him, Livingston will try to rob them of their food. Otherwise, he desperately offers his lazer pistol (4 charges) in exchange for 10 days of food. If the party has no food, he says he knows there are edible beetle creatures (Rad Festers) lurking in the "tiny houses" near the metal tracks (**Area 11**). He offers the group a 100cr card if they agree to bring him 10 of these dead creatures. He is happy to explain how the cards help purchase things in this village. Livingston can be used

as a character for a player who needs one. But, the Judge may decide he has to be fed a meal first.

Livingston (mutated coyote): Init +2; Atk laser +1 range (1d6, 2d6 or 3d6) or knife melee (1d4); AC 12; HD 2d5; hp 7; MV 20'; Act 1d20; SP mutations: **Smaller** +2 AC, **Time Sense** +2; SV Fort 0, Ref +2, Will +1, AL N

2b—Bedroom: *You open a door into a room containing an oak panelled bed and handcrafted oak furniture. A single window looks out onto town.*

This is where any of the ladies below bring patrons. They will expertly massage any PC. It is relaxing and curative. After a full turn, the PC heals 2 hp. Then, the patron is escorted back downstairs. If a PC attempts to touch one of the ladies, Rose bursts into the room and attacks with deadly force.

2c—Bedroom: *You open a door into a room containing an oak panelled bed and handcrafted oak furniture. Two windows look out onto town. The room reeks of a chemically floral scent.*

A bottle of perfume was dropped in here. Its cheap chemical scent requires PCs to make a DC 5 Fort save. Failure results in an allergic reaction (-1D on all rolls while in this room, and for 1 turn afterward). This is where any of the ladies below bring patrons. They will expertly massage any PC. It is relaxing and curative. After a full turn, the PC heals 2 hp. Then, the patron is escorted back downstairs. If a PC attempts to touch one of the ladies, Rose bursts into the room and attacks with deadly force.

Area 3—Cappy's Inn: *You enter an inviting lobby adorned with finely carved furniture and a cozy fire. A few patrons are seated within. They gaze at you with wary eyes. One is a thin, hairy, four-armed mutant, his companion a rather large cactusman. A tall, thin human with a massive handlebar mustache greets you. "Welcome! Elwood at your service. Need a place to bed down 'n' shake the dust off?"*

Elwood, a Park Entertainment Android, is the proprietor. His programming is in decent working order. However, he has a broken radio link to security, so any altercations within his establishment will go unreported. Elwood has an array of comfortable rooms available. If asked about prices, he says, "It's on the house, just call our concierge if there are questions about extra fees." The rooms are spacious and comfortable and come with a working metal key (TL 2, CM 1). Additional credit charges will not be

incurred to stay here because it is included in the park daily fee (see park fees under PC balance chart, p. 24).

The hairy mutant, **Oakly**, and the cactus plantient, **Sarcus**, have secured a room here. They don't trust anyone and left nothing of value in their room. They act friendly at first, explaining they are new in town. But they are violent seekers, intent on robbing the PCs. They gamble in the lobby with a few of the PCs late into the night, hoping to separate them from their friends, losing on purpose if necessary. Then, they jump the PCs in the lobby and ambush the rest in their room.

Oakly (mutated human): Init +3; Atk knives +2 melee (1d4); AC 11; HD 3d8; hp 12; MV 30'; Act 2d20 + 2d16; SP multiple arms, heightened smell sense objects 30'; SV Fort +1, Ref +3, Will +2; AL C

Sarcus (plantient cactus): Init -2; Atk huge totem club +3 melee (1d8+3) or spines +3 range (1d4); AC 12; HD 6d5; hp 17; MV 30'; Act 1d20; SP tall, heightened STR 18; SV Fort +3, Ref -1, Will +0; AL C

Sarcus has three rations and a Weed Trimmer (1d8, 1d12 vs plantients, TL 3 Com 4). It runs on a solar cell (10 max charges). Each round it is activated expends one charge. In the sun, it will recharge in 1 hour. Sarcus uses it as a huge totem club but is unaware of its actual function. Oakly has a card containing 150 credits.

Area 4—Gunfight: A park entertainment event will occur here after PCs have received at least one 6-gun from the General Store (**Area 10**).



A dark figure bellows out and the people walking in the street run, hide, and scramble for cover. He has an odd flat hat and his hands hover in a threatening manner over weapons hanging at his hip. “You ain’t welcome here. And I’m callin’ you out! Get ready to meet yer maker, vermin!” He appears to be talking to (name a random PC or the PC with the lowest Luck).

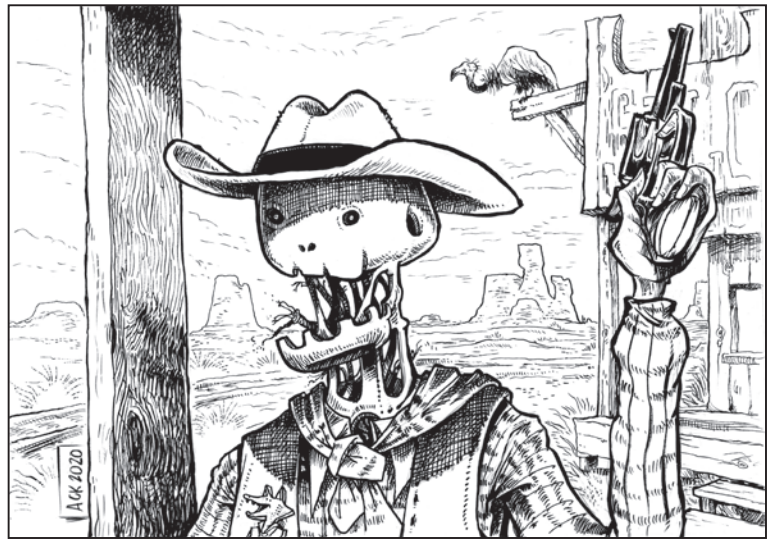
This Special Park Entertainment Android is playing out a script for entertainment purposes. His guns—like the 6-guns in the store—all do holographic damage and thus appear to be very dangerous (see **Park Items**, p. 22). After a bit of taunting, he draws his guns on the PC.

Barkett (special android simulatant): Init +4; Atk stun gun +3 range; AC 15; HD 7d6; hp 25; MV 30'; Act 2d20; SP stun guns: DC 15 Fort save vs stun (1 turn and victim appears dead); SV Fort +4, Ref +2, Will -2; AI recog: automatic

If PCs do actual damage, Barkett notifies security, who arrive in 1d6 rounds. If PCs use only park holographic weapons, the fight ends when a PC scores a stun, knock-out, or blackout, which has the appearance of killing Barkett. If Barkett knocks out a PC, he moves on to challenge another PC. If all the PCs are knocked out, they awake in the Jail (**Area 7**) after 1d6 turns. If Barkett is defeated, PCs will have a few rounds to loot his two ivory-handled **stun guns** (well balanced +1 to hit, but otherwise function just like 6-guns) and 30 shells before the undertaker and the doctor (both **Park Entertainment Androids**) haul him away as the crowd cheers. The lanky young Deputy Jerkins (**Park Entertainment Android**) emerges from the crowd and offers the heroes a free drink at the bar (**Area 5**). If PCs accept, he pauses for an uncomfortable amount of time, then suddenly says, “Well, I wager the supply train is on the way. ‘Til then, here’s 20 credits. We’ll get them drinks another day.” PCs hear a chime as each gains 20 cr.

Area 5—Earl’s Bar and Casino: *A heavy post for tethering horses sits outside a broad porch. Inside, music and festivity can be heard. This appears to be a place of joy. Looking in, you see a dozen human patrons and gamblers enjoying drinks and games of chance. Three service personnel and an owner are busy pleasing customers. The source of the music seems to be a large wooden instrument, which drums out loud, bawdy tunes at the hands of a master musician.*

All the patrons here are functioning **Park Entertainment Androids**. In general, they are a friendly lot. PCs can socialize, collect information, and enter games of chance.



The following informational tidbits were meant to guide park patrons, but may confuse or mislead the PCs:

The PCs have no 6-guns or shotguns: A friendly patron will comment, “You should get equipped at the general store. This is a dangerous place to be caught unarmed.” Her smiles contradict the peril housed within the remark.

The PCs have 6-guns or shotguns: “I see yer ready for action! I guess you heard Barkett was in town? He’s lookin’ to put a hurt on ya, and I’ll bet the sheriff is hopin’ fer yer help.”

Who is your leader? “Yeah, well Sheriff Donnaliss runs a tight ship ‘round here. He has an office at the jail, but you’ll see ‘im ‘round town’, mostly.”

What is dangerous/what to avoid? “I heard the ol’ mine is trouble these days. You don’t wanna go near it or that crazy ol’ miner, Haiger.” If asked where the mine is, “Just down the line, on the train.”

Can we get some drinks? “Comin’ right up!” The PCs will get water. “Stay hydrated!” he urges PCs.

Can we get some food? “The chef is off today—come back tomorrow.” Every day this excuse shifts. The reality is that food ran out long ago, and there’s no hope of re-supply.

General questions about the park. The answer will be provided, but end in, “Enough talk, let’s play cards. Put your money down and your jaw up.”

Where can I get gambling credits? “Head over to the bank—you can get a loan lickety split!”

Patrons will try hard to rope PCs into a game of chance. This is a big source of income for the park, but may be a source of income for a lucky player. To gamble, PCs must first make a wager by presenting a positive credit on a card. That amount is deducted from the card. Now a DC 13 Luck check must be made. If it succeeds, the PC gains double the wager, and on a natural 20, triple. If the PC wishes to cheat, they can add 2 to the check, but on a natural 7, 11, 13 or 17 they are caught and a bar fight ensues. PCs are allowed to gamble until they lose all positive credits or get caught cheating. No winnings go to cheaters who are caught. If anyone earns a total of 500cr, a bar fight spontaneously erupts, involving everyone in the bar. The bar fight is a staged show meant to be part of the park experience. PCs (or players) may not know that.

Bar fight: This is a chaotic mass melee; however, all the damage is non-lethal nerve damage with holographical effects to make it appear much worse. A dampening field prevents any lethal damage. After three blows, a PC or simulant is knocked out for 1d6 turns. If all the PCs are knocked out, cards in their possession (with a positive credit balance) are taken. If PCs knock out the 7 Park Entertainment Android gamblers, they find any losses from gambling on cards within their pockets. In addition to taking these back, another 100cr is found on various cards on the gamblers. If the gamblers take any real damage, they have a 50% chance of malfunctioning. The simulant freezes in an awkward position, mumbling something about “violation, violation”. In 1d6 rounds a group of Park Security Androids will arrive (see p. 23). The fight will include people shattering chairs, swinging from the chandeliers, throwing bottles, throwing folks into the piano, bar, or over the banister onto tables. Have fun explaining the attacks and give bonuses for the use of props like chairs or bottles, and swinging kicks (counts as 2 hits). Allow PCs to use tables and counters as cover for an additional AC bonus.

Area 6—Church House and Doctor: *You approach a one-story structure with a small addition built in the back. The building has a main entrance and the addition features a side door. The main entrance is adorned with colorful glass windows and sacred symbols. A small wooden side door stands under a sign with the symbol of a mortar and pestle.*

6a—Church: *Entering the front door: The double doors leading into the main structure open into a temple area. Natural light illuminates the entry area with a dazzling array of color. The back of the interior is dark and hard to see, but the vague form of an altar is visible. Rows of benches line the large room.*

This is the new home of three morphdogs. These hungry changelings have taken the shape of pews and ambush the PCs after a few rounds. A PC who sits down must make a Luck roll. If failed, that PC sat on a morphdog. The morphdog springs to life, drops the PC to the ground (+2 to hit a prone PC), and then takes a surprise attack. On a success, the PC is on a bench near the transformation—roll initiative normally. Morphdogs have 5 INT and no spoken language. However, if PCs manage to use empathy or telepathy, they may form an alliance. This will require feeding the dogs and assuring them of more meals each day. As an ally, the dogs have +1 morale checks as long as they are fed daily. After one day of not being fed, they will attack their masters as a source of food.

Morphdogs (3): Init: +3; Atk claw +2 melee (1d4+1) or bite (1d6); AC 13; HD 4d8; hp 18; MV 40' (leap 30'); Act 2d20; SP transform into inanimate object as an action; SV Fort +4, Ref +3, Will +3; AL C.

A curtain behind the altar conceals the mangled body of a dead priest, a Park Entertainment Android. His white blood and innards (both organic and synthetic) spilled out all over the wall and floor. He was the first victim of the morphdogs. He proved mostly inedible, which left them quite hungry. The priest held services for the religious patrons of the park. He has shredded priest robes and plexar prayer beads. Near the altar, a 70cr card was left as an offering.

6b—Doctor's Office: *Entering the side door: Inside is a small room with a single shuttered window. Sunlight streaks into the dim chamber where a smiling elder man sits, staring out of the darkness. He slowly turns his head toward you and asks, “Is help required? The doctor is here to assist.”*

Doc, a Park Entertainment Android, was created to heal anyone wounded in the park. However, his sensors and processor have been damaged, affecting his AI recog (now 12). He appears very helpful to anyone requesting healing and in fact will heal 1d6 damage if the AI recognition is successful. However, anyone who requests healing but fails the AI recog roll gets hacked at with his medical bone saw. He then launches into a crazed full-out attack. He chops and saws for 1d6 damage with the bone saw, while muttering, “hold still now”, “this’ll sting just a bit”, and “lemme just fix ya up.” In an office desk drawer a medipac loaded with a C-Cell (5) can be found.



Area 7—Jail: *This simple stone building has barred windows on three sides and a single heavy wooden door with iron bands.*

The door has a holographic wood appearance, but is actually duralloy. Attempts to force the door open will reveal this fact. It is locked by a sophisticated magnetic bolting system (DC 20 for a thief or rover to open). Security androids can demagnetize the bolt upon approach from either side. The door can take 50 hp of damage before yielding. Blows to the door will break normal non-artifact weapons on a natural 1. Each round the door is under siege, there is a 20% chance that security sees the breach and sends a team to address the offenders.

If the PCs enter the jail or wake up here, read or paraphrase: *You find yourself inside a large open room with four separate iron-barred cells to hold prisoners. A simple wooden desk rests in the middle of the room near the door. Each shadowy cell is lit by the meager light that trickles in from small, high-set, iron-barred windows. The cells are locked by way of iron gates. As your eyes adjust, you realize the prisoners in the cells are long dead. Piles of skeletal corpses—humans, mutants, creatures, and the dry husks of plantients—are a macabre testimony to the difficulty of escape.*

Prisoners held for park violations used to be released after a 2-hour hold. Due to a security system malfunction, incarceration records are purged every few minutes. Prisoners are now forgotten and held indefinitely. A thief or rover can pick a cell's lock (DC 15 pick lock check). Anyone can attempt to force a cell door open (DC 20 STR check). A set of four skeleton keys is in the desk. Each key opens one of the cells.

Dead prisoners may be searched (DC 15 Luck check). Success results in one discovery on Table 4-J. Only 1 roll per PC is allowed before he/she becomes disturbed by the decaying corpses. Treat duplicate rolls as a result of 7.

Table 4-J: Jail Search Results (1d8)

- 1: A fusion torch: with a dead C-Cell
- 2: Carved into the wall: *“O ye that pride yourself on mortal riches. Let this deathtrap of your own making be your epitaph. Wealth, a mighty barrier, indeed!”* Further search reveals a loose stone. Once removed, stones fall away to expose a crawlway. PCs can escape the jail by squeezing through the tunnel. Large PCs may get stuck if they fail a DC 15 Ref save. Retreating causes 1d3 damage.

3: Auto Shine Dental Kit: TL 5, CM 3; Has a full C-Cell:12 charges. Nanite bots are released to clean any object. Used on teeth, the kit gives fresh breath and a radiant smile; +1 to Personality checks and AI recognition rolls for the next 24 hours. This artifact is slightly irradiated. The user must make a DC 5 Fort check or suffer 1d2 radiation damage.

4: Force Gloves: TL 5, CM 1; These were created for manual labor to protect the hands with a meshed energy field. Consequently, they provide +1 AC, +1 to hit and damage when punching (1d4 dam). They operate off the energy grid of any living being. Once activated and placed on the hands, the gloves glow with a slight purple tint. They cannot fit manimal, plantient, or abnormal mutant hands.

5: Shift Visors: TL 4, CM 3; 4 of 10 charges remain in the C-Cell. This surgical repair tool of the ancients allows the user to gain short-range x-ray views of any object or entity for 1 turn. Once activated, it will allow for a +1 to artifact checks or a healer's naturopathy biofeedback healing rolls.

6: C-Cell: Fully charged.

7: Card: A card with positive credit; 1d5x25cr

8: X-Life Weed Killer: TL 3, CM 3; This set of tanks is mounted on straps attached to a projection nozzle. It sprays out a cone of acidic toxin 30 feet long and 10 feet wide. It has 20 uses left in the tank. It causes 1 dam to mutants, simulants, and humans; 1d2 dam to animals; 1d12 dam to plantients. In addition, those afflicted must pass a DC 12 Fort save or take an added 1d6 poison damage on the following round.

Area 8—First Eastwood Bank: *You enter a small, windowless room with no visible exits. A woman sits behind a windowed counter separated from you by stout metal bars. She smiles and asks, “Need a withdraw’, fer me to hold somethin’ fer ya, or do ya need a loan?”*

Loans: If a loan is requested, the banker, a Park Entertainment Android, pauses and says, “I’m sorry, your credit rating appears to be missing from our system.” PCs can be added to the system, which allows them to discover their current negative credit balance. The teller can find their balance and accept payments to allow exit from the park. This will be explained to them in pleasant tones if asked. In addition, they can be issued a card bearing their current balance. Being in the system with a negative credit means all loans will be denied for their current identity. If a fake identity is attempted, the PC must make a Luck roll (DC 15) or a disguise check (DC 10), and

AI recog 18. If both succeed, the PC has stumbled onto another user's identity to gain a loan. The loan can be for up to $5d30cr + 25cr$ /Luck point burned. The loan is issued on a separate card and can be applied to their actual balance by touching the card to a current balance card or with the aid of the bank teller. **Note:** This fake identity has simply tricked the teller, but not the park AI, who still requires a positive balance to exit the park.

After 3d4 rounds in the bank, a park event begins. Six masked robbers, **Park Entertainment Androids**, enter and demand gold from the teller. The teller whispers to the PCs, "There is a huge reward if you stop these robbers." She then reaches for a **shotgun**, but the robbers shoot her. She screams and drops the **shotgun** near the PCs. If the PCs take action, roll initiative. Otherwise, the robbers insult and taunt the PCs while robbing the bank as the teller moans from behind her window, "Somebody...help..."

Each robber uses a **malfunctioning 6-gun**. To determine how each gun has now affects its target, roll on Table 5-M.

Table 5-M: Malfunctioning 6-Gun Results (1d6)

- 1: Functions normally: no additional effects
- 2: **Neural Energy Spike**: DC 12 Fort save or target is knocked out (1d6 turns)
- 3: **Projectile Force**: Ballistic damage (1d7)
- 4: **Disruptor**: Microwave damage (2d3) and skin now appears melted (-1 AI recog)
- 5: **Rad Beam**: DC 13 Fort save or radiation damage (1d8)
- 6: **Overload**: DC 12 Ref save to all in a 10' radius or heat damage (1d4). Next action the robber flees.

Malfunctioning 6-guns only function within the park. Their safety limits are corrupted, so they can be used to damage **Park Relations/Security Androids**.

If the robbers are defeated, the teller rises up wounded, but stable. For helping, she gives a 100cr reward to the luckiest PC. If the entire group is killed or knocked out, they awaken at the doctor's office (**Area 6**). Here "killed" PCs can roll for survival. Under the doctor's care, this could be a blessing or a curse.



Area 9—Train Station: *Twin metal tracks run along the ground very close to a broad building. As you approach the wide structure, you climb a set of wooden stairs onto a high wooden porch. From there, you can see a window and a locked door. Behind the window, a bald elder human mumbles something about “tick-ers” or “get your tickles.” You have no idea what he is talking about. On one end of the platform, a manimal lies against the building, while on the other end, a mother stands over a sulking child.*

Sulking Child and Mother: Once the PCs are on the train platform, a set encounter begins with a mother and child—both Park Entertainment Androids. Originally, this was supposed to teach a moral lesson to children about minding their parents at the park, but the program has gone very wrong. The sulking girl begins crying in the middle of the platform. What appears to be an exasperated mother with arms crossed shakes her head and storms off toward the PCs asking them, “Can you do anything about her?” Her eyes plead with them. “Please!” The child is inconsolable. If she is touched or if anyone gets close to her, she starts contorting, flailing and screaming at a maddening rate, which causes all PCs in a 10’ radius to make a Ref save (DC 10) or get whacked for 1d6 damage. Her mad flailing inflicts 1d6 damage to herself each round.

Wailing Child (broken entertainment droid): Init: +5; Atk flailing melee (10’ area, DC 10 Ref vs 1d6 melee damage); AC 12; hp 25 (-1d6 hp/round self-inflicted); MV 15’ (toward nearest PC); Act n/a; SP flailing area effect attack; SV Fort +2, Ref -2, Will +3; AI recog: n/a

The mother will continue to scream, “Help her! Stop her! Oh my baby!” However, the best tactic will be for the party to flee from her uncontrollable contortions until she is disabled. Once it is over, the mother smiles and says, “Thank you so much” and walks away calmly. If destroyed, the girl is a quivering mass of strange white fluid and odd material. PCs will likely assume that this young girl most likely contracted some sort of horrible disease or was a defective mutant.

Ticket Counter: Besides the elder ticket salesman, 3d3 Park Entertainment Android travelers await the train here. The travelers urge PCs to “get yer tickets, the train will be here soon!” and generally convey an excitement and wonder that is infectious. Tickets cost 5cr per traveler and purchase requires an AI recognition 10. Failure prompts the ticket agent to suggest, “Run long an’ get yer guardian or parent. Train rides are not for unaccompanied

minors.” Those who fail may still get a ticket, if someone else can purchase it for them. The train arrives every hour (see **Area 12**).



Corri the Walrus: Corri is a mutated manimal who wandered into Eastwood several days ago. He loved Eastwood but now believes it is a graveyard. He is half out of his mind due to hunger. He seems sleepy and unresponsive, as if drugged. If there is a healer in the group, she will easily diagnose Corri is suffering from malnutrition. He moans, “Escape in the moving metal house...this place is cursed,” then dies despite any efforts to assist. All the while, every Park Entertainment Android on the platform moves about happily, ignoring (due to a failed AI recog) the dead manimal. He has a 6-gun with 10 shots and two train tickets.

Area 10—General Store: *As you approach the open-doored building, you are greeted at the porch by a jovial humanoid. He has a mass of oddly shaped hair under his nose that wiggles as he talks. “Welcome! Walton’s ma name. C’mon in and get yerself equipped. This town’s too dangerous a place to be caught without your iron.” But his warning is oddly paired with a wink and a smile, as if danger is a good thing. Inside, racks of magical items of the ancients are on display, one of which would give you a high status in your village. “Now first off, let’s get ya a weapon.” Walton holds out a strange, shiny stick in a special pouch attached to a belt.*

Walton is a **Park Entertainment Android** in good working order. He offers a number of goods that PCs can purchase using a credit card with a positive balance or by adding it to their credit. The Judge should note the cost of any items taken on credit (see p. 25). If PCs attempt to steal anything in the store, they must roll an AGI check (DC 18) or a Pick Pocket check (DC 12) for rovers and thieves. Failure means they are caught on a security camera. While the park has no interest in humiliating patrons and a strong desire to promote its merchandise, it makes sure thieves pay for bad habits. The thief is issued a fine that doubles the cost of the item stolen. That fine is automatically added to their account—accompanied by a low dinging sound.

These items are detailed in **Appendix P** (p. 22).

6-gun: One free with park entry, **100cr**; *A heavy stick of metal. Apparently some sort of weapon.*

When one is issued, Walton shows how to use the item. This automatically allows any PC with TL 2 or higher to use it. PCs with TL 1 carry it as a shiny souvenir from their trip to Eastwood. If broken, or if more than one is taken, there is a 100cr fee.

Shotgun: **100cr**; *An even heavier and longer stick consisting of two metal tubes with a handle. Apparently some sort of weapon.*

When one is issued, Walton shows PCs to use the item. This automatically allows any PC with TL 2 or higher to use it. PCs with TL 1 use it for its obvious purpose—a club (1d5) that makes loud noises on a natural 1 or 20.

Fleezy the Fox Charm: **10cr**; *A handheld totem to the god of Eastwood with the visage of a fox.*

The chip also issues fun phrases when squeezed: “Hands up!” “Howdy partner!” “Giddy up!” and “Stay hydrated!”

Bandana with Fleezy the Fox Logo: **5cr**; *A cloth worn over the neck or face with the fox deity of Eastwood stamped all over it.*

Hat with Eastwood Park Logo: **10cr**; *A firm, wide-brimmed hat with a fox emblem. This hat is in the style of the people of Eastwood. Could it hold 10 gallons? You reckon so!*

This cowboy hat comes in an array of sizes and colors.

Shirt with Eastwood Park Logo: **10cr**; *A covering for the torso that is snug and flexible. This clothing artifact of the ancient ones depicts a large image of the god of Eastwood, Fleezy the Fox. A variety of sizes are provided.*

Bandolier Ammo Belt: One free with park entry, **10cr**; *A belt with pouches to hold weapons. It also has dozens of tiny pockets, each holding a shiny metal bit.* One is provided with a weapon. PCs may purchase extras.

Water Bottle: **5cr**; *A lidded container with a colorful fox god depicted on the side. The god giggles and says “Stay hydrated” each time the container is tipped.* These empty water bottles featuring Fleezy the Fox are used to refill water from pumps that are active all over the park.

Safety Goggles: One free with park entry, **10cr**; *A set of shaded cups with a flexible strap. A display sign shows a human mother placing it over her kid’s head and onto his eyes. On the sign, an image of their fox god says aloud, “Protect your kids! Safety first!” and then giggles for some unknown reason.*

Walton asks anyone under 4 feet tall to wear these.

Area 10a—Snake Oil Salesman: *Here, a makeshift cart on wheels is attended by a snake man with iridescent scaled skin. He is dressed as a local.*

Hessir came to trade with the village and is currently trapped here. He has successfully survived due to a skin mutation that allows him to feed off solar energy. He is an aggressive trader, but his goods do less than the promised results listed before each item description below. Hessir will take items of 10+ gp/cr in trade for one of his potions. When threatened, he uses his holographic skin mutation at +3 to escape. If cornered, he fights until injured, then pleads to bargain. He has a card with 50cr.

Hessir’s Potions:

(4) Miggleaf Brew: *“Ooohh how everyone will lovvess you with a sip of thisss brew. Turnss on the charmss!”* This brew actually makes the user more susceptible to suggestion and prone to admire others. A bottle has 4 sips. Each sip lowers the user’s Will saves by -1D for the day. In addition, anyone interacting with the user has an effective Personality of 18. A most useful potion if given to an unwary target.

(3) Russalberry Juice: *“Thisss one will energizze you! Makesss you sssstrong like a roxen!”* This makes the user highly alert, gaining a +1d bonus to initiative, but healing gains from a night’s sleep are lost since the user will be awake for 24 hours straight.

(5) *Ghoanu Nut Tea*: “*You loosse weight, get fit, and niccce skin. Curbsss hunger.*”

It curbs hunger. PCs who drink the tea are not required to eat that day. However, it has a challenging side effect. Whenever stressed, the PC must make a Fort save (DC 7) or suffer uncontrollable, incapacitating diarrhea for 1d3 rounds. Stress is left to the Judge’s discretion, but should include real and perceived life-threatening situations.

(5) *Jojalmint Extract*: “*Makess you heal fassst, no more maladiesss and illnessss.*”

It actually makes the user very sleepy and relaxed. The user suffers -2 Ref saves for the day. However, all healing effects from rest are doubled.

Hessir (snakeman): Init +3; Atk bite +2 melee (1d5); AC 14; HD 3d7; hp 12; MV 30'; Act 1d20; SP photosynthetic skin (no need for food), holographic skin +3; SV Fort +1, Ref +3, Will +4; AL N

Area 11—Outhouses: *Three tiny wooden rooms sit apart from the other structures in town. A foul odor emanates from them.*

Once inside, read: *As you enter, an oil lantern turns on as if by magic. You see a rustic chamber with a single seat. That seat has a hole in it. Below the hole is a subterranean chamber from which you detect the strong smell of animal waste. You also spot a few rolls of blank, soft, leaf-thin material.*

11a: If searched (DC 10 INT check) a card with 50cr is located between the floor boards.

11b: If searched (DC 12 INT check) a dirty old *Fleezy the Fox Charm* is found amongst some debris on the ground.

11c: *Plump, quick, palm-sized bugs cling to the interior walls of this closet.* This is home to a host of rad festers, an evolved version of a beetle genetically engineered by the park to eradicate pests. These mutated insects feed on small creatures attracted to the outhouses, but will attack larger foes if threatened.

Rad Festers: (10) Init: +4; Atk bite +1 (1d2) or rad gaze; AC 14; HD 1d4; hp 2; MV 15' (wing-assisted leaps); Act 1d20; SP rad gaze (1/day 10' radiation beam, DC 8 Fort save or 1d4 damage), tasty; SV Fort -2, Ref+2, Will +0, AL N.

Rad festers are extremely tasty and tender. Their dense flesh is nutrition-rich and provides 6 days of iron rations. Searching the septic area will reveal nothing but excrement. Swimmers in the muck must make a DC 20 Fort save to resist contracting *The Temporal Fugge* disease.

Failure results in 1d4 stamina loss each day as the disease causes parts of them to age rapidly while other parts devolve to a younger state. Unless cured, this continues until they reach 0 and die. Each day of rest allows another DC 20 Fort save to end the *Fugge*.

Area 12—Train Ride

Event: *A large building on wheels rolls down the twin metal rails. With a loud whistle and burst of smoke, it stops before you. You are ushered into the structure, where everyone with a ticket is seated. With a lurch and another scream of the whistle, the great room begins to move, leaving the town behind.*



Those without tickets are notified by the Park Entertainment Android conductor that their accounts have been charged 10cr. The train is not going that far, but creates the illusion of distant travel from each window. In reality, the train travels in circles for about 45 minutes. PCs will not be able to exit the car once the train starts. Passing through the narrow, barred windows while the train is moving will result in 3d6 damage and will deposit the PC just outside of town—even if it appeared they were miles away. PCs who walk the tracks shortly arrive at **Area 13**. The tracks then circle back to town.

After a few minutes, the conductor enters the PCs’ car and a set park event begins: *The view of Eastwood outside your window vanishes into the distance, and is replaced by a great sprawling terrain of orange rocks, barren mountains, and desert sands devoid of most plant life. This is a mystery, because this region should contain the vast forest and small villages that were here just before you arrived. Where have they gone? Your reverie is interrupted by an anxious man who enters your room and yells, “Help! The Rough Neck gang is fixin’ to rob the train! Look!” Outside your window, dozens of riders race toward you on powerful steeds. They will be upon you in less than a minute at their reckless pace. The man urges you, “Quick, shoot em’ before they get here or we’re doomed! 5 bucks for each one you stop!”*

Train Robbery Event: This realistic holographic simulation will be viewable from all the windows on the left side of the car. Using their park weapons, PCs will be able to fire on the riders. All other weapons or attacks will appear not to affect the riders. Over the next 4 rounds, PCs must dismount half or more of the 30 riders to scare off the rest; otherwise, those remaining will board the train. If PCs score a chest or head hit, the riders fall off their mounts. If they score a leg or arm hit, there is a 25% chance the rider loses balance and falls. If riders board the train, commotion—screams, explosions, yelling—is heard in the other cars. Finally, 5 bandits burst into the PCs' car; as the train passengers scream, the bandits demand cash and valuables. The passenger simulants immediately comply. If PCs allow this and do nothing, each PC loses 10cr. Otherwise, they have to stop the bandits using park weapons. If a real weapon is used and causes 7 or more damage, there is a 50% chance that these simulants will malfunction and freeze in an eerie manner. If they are struck after that point, their safety protocol is destroyed and their arms spin madly about as they begin to attack with whirling fists for 1d8 damage per hit. Give players a token/marker for each bandit they stop. At the end of the simulation, PCs gain 5cr for each token/marker. Three turns after the encounter, the train slows to a stop and someone, the conductor announces, "That was quite an ordeal! Stretch yer legs at the ol' mine here before we head back to town." PCs are then ushered off the train.

Area 13—The Old Mines: *A pair of smaller metal tracks enter a cave and quickly descend into darkness. An old man hobbles out and gives you a toothless grin. "Will ya help an ol'-timer? I gotta get this blatin' powder in thar to blow the blockage outta this here mine. Just push the cart in, will ya? If ya help, I'll split the gold with ya!" He points at a wheeled cart resting on the tracks. The cart is full of barrels with odd printing on them.*

This park event was originally built to start an exciting ride through the mines. However, the ride is severely damaged. The old miner, a broken Park Entertainment Android, repeats his request until the group helps him push the cart into the mine. Once inside, he lights the powder and yells, "Run!" But his head turns all the way around, detaches, and spurts white liquid. He flails around and is a danger to anyone close. PCs have 3 rounds

to evade him and get out of the mine. PCs who go deeper discover it is blocked after 30' by a sealed iron door that is rusted shut. A creative Judge may allow the door to reveal a cart ride adventure or other areas of the park.

Old Miner (broken android): Init +2; Atk flailing -2 melee (1d8); AC 14; HD 5d8; hp 14 (20); MV 20'; Act 1d20; SP safety protocol damaged; SV Fort +2, Ref +1, Will n/a; AI recog n/a

After 3 rounds, the detonation (which was supposed to launch the mine's cart ride) malfunctions, blasts a gaping hole in the roof, and blocks the ride with rubble. Anyone caught in the blast or in a deeper tunnel area dies unless they make a Ref save (DC 15)—in which case they take 4d8 of blast damage. The ol' miner comes stumbling out of the blast area. His head is precariously connected to cables in his neck, white gunk is spewing out, and he's babbling in modulated octaves, "Let's take a ride, let's take a ride..." The exposed ceiling reveals a "backstage" area of the park (**Area 13a**).

Area 13a—Security Observation: *As smoke clears from the blast, you see that portions of the ceiling have been blown away, exposing a lit chamber above. Shadows move about in this newly revealed upper space. Something is alive up there!*

The rubble can easily be climbed to the room above:

You enter an odd room that is like none other in this strange town. It is full of boxes showing various parts of the park. The blast seems to have damaged some of them, which now flicker. The room is well lit by mysterious magical panels. A few occupants lie motionless near the blast. Some desks that seem to have been blown over serve as cover for two more occupants, which you notice too late! They look out with strange devices in hand and point them right at you!



The blast has destroyed some Park Relations/Security Androids and injured two others (hp 10). The two injured androids believe this was an assault and have braced for combat. They are armed with stun clubs and mazers. They attack without questions. Note: This is not a simulated park event and standard 6-guns and shotguns do



not affect security staff. If all PCs are subdued, they wake in the Jail (**Area 7**). If they return to this area, three fully healed **Park Relations/Security Androids** await. The androids will have accessed the **gauzer rifles** from the arms lockers and will shoot to kill.

However, if negotiations are attempted (AI recog 20) and a viable reason is given or language that implies litigation or legal terms are used (accidentally or intentionally), a legal resolution protocol kicks in. That PC will be offered 500cr for personal injury along with a written apology. The PC must sign a release form and the entire party is returned to the village with a care package containing one of each item from the general store (**Area 10**).

Heavy arms locker: This fixed locker cannot be breached or removed. Its combination lock can be opened with a DC 18 open lock. Within are 3 **gauzer rifles** for extreme threats to the park. Each has a full clip (20 shots) and full C-Cell. They have not been serviced in ages. They permanently jam and are destroyed on a natural 1. This turns the rifle into a fancy club (1d5 damage). One of them is so severely defective that the jam will also cause 1d5 damage to the user as the rifle shatters. This should be a *special surprise* for the least lucky of the PCs who decide to take a rifle.

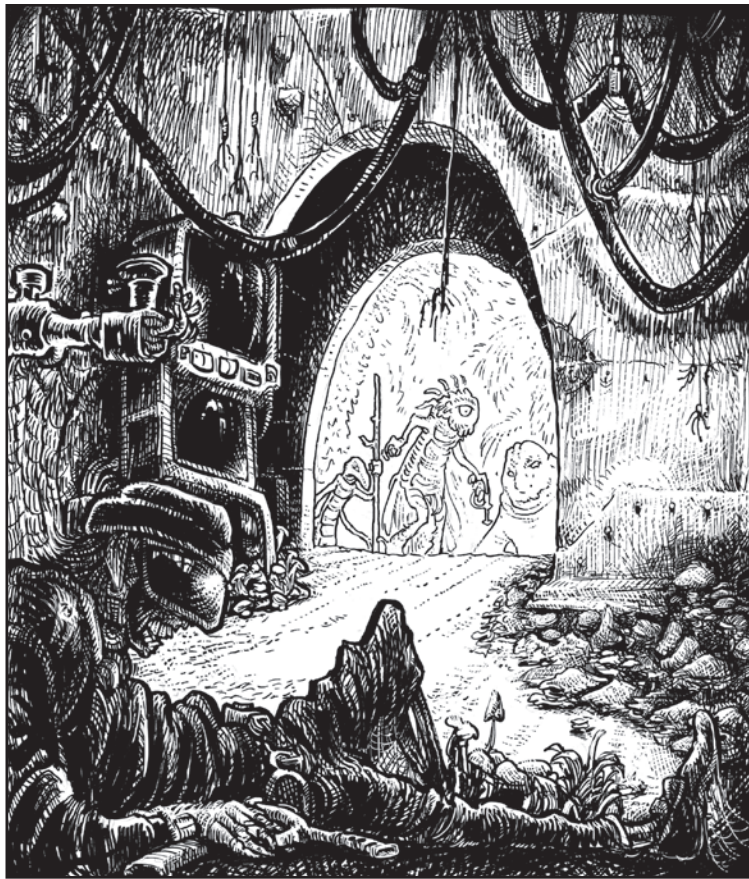
Area 13b—Staff Lockers: The hall lights up when entered. There is a leak in the temporal power plant (**Area 13d**) that has mildly irradiated the hallway. Everyone entering the hall outside 13b must make a Fort save (DC 4) or suffer a 1d2 radiation damage. Reactions to radiation include severe irritation and bleeding.

Upon entering the 13b chambers read: *You enter a room full of tiny closets. Each is filled with an array of clothing, including a wide assortment of coats, hats, vests, boots, pants, cloaks, dresses, skirts, and sashes, as well as some items your imagination strains to picture how or where they would fit the body.*

These lockers belong to current park androids and the humans who used to work in the park. Here they come to dress in the varied costumes required to play the roles of townspeople in Eastwood. There are also a number of outfits from their sister parks, including **Magic World**, **Future World**, and **Prehistoria**. Any imaginable garb is here! Anyone getting into full costume gains +6 to AI recog while in the park. The AI recog bonus, however, does not stack with the bonus from items in the General Store (**Area 10**). A careful search of the lockers requires a Luck roll; if successful, consult Table 6-L:

Table 6-L: Lucky Locker Search Results

- 1-4 Staff: A Park Entertainment Android arrives. AI recog (DC 15) is required for PC to pass as staff. Upon failure, security sends a detail (see p. 23).
- 5-14 Nothing: This place creeps you out! You leave...
- 15 A Card: Contains 1d5 + Luck modifier x 10cr
- 16 Park Coupon: 50% off entire bill. Redeemable at bank.
- 17 A can of **JumPa Soda**: Provides nutrients, +6 Init, +1d8 AGI (max 24) for the rest of the day.
- 18 Personal Makeup Kit: TL 2, CM 2; User spends a turn to gain +2 PER for this day. Contains 10 uses.
- 19 How-to Repair Book: If studied (2 months), PC may make a INT check (DC 10) to gain +1 to all Artifact checks. On a natural 1, the PC misunderstood the book and suffers a -1 to all Artifact checks.
- 20 Hover Boots: TL 4, CM 2; Once these are activated, the user floats on a cushion of air and may walk 1 foot above any surface, including liquid. The atomic battery cell is seemingly unlimited; however, the boots are slightly damaged. The user must make a Luck roll for each turn of use or the battery shorts out, causing the PC to fall. After 1d5 rounds, the boots surge back into action.
- 21 Nailer: TL 3, CM 2; An industrial nail gun with high-velocity magnetic propulsion nails that fuse any 2 objects together. Objects fused together separate with a DC 20 STR check. User can expend 1, 2 or 3 charges and fire that many nails per round. It holds 100 nails and the C-Cell has 100 charges. It can be used as a weapon with range of 5' or less. On a hit, it causes 1d4 damage per charge expended.
- 22+ Tecton Lifter: TL 4, CM 3; An industrial graviton lifter used in warehousing and construction. It can reverse gravity on objects up to 1 ton. It requires an F-Cell that holds 30 charges. The lifter requires 1 charge per 10' distance per round with a range of 30' (requiring 3 charges). Lifted objects can then be moved the following round up to 30'/round (requiring 3 charges). Objects released or extended beyond 30' fall to the ground with full gravitational force. Note: Objects bolted down will not be unbolted by the lifter. It can only release objects from the planetary gravitational pull. It does not move objects at high velocity. Its safety protocols prevent it from being used to slam objects into walls with enough force to do much damage.



Area 13c—Staff Entry and Exit: The upper door opens freely from the hallway. It is locked from the stairs and prevents entry until the security team in area 13a recognizes an employee on camera. The stairs lead to a lower secret door made to look like a boulder. If the secret door is discovered before the explosion, a loud voice issues from all around warning PCs, “Please return to the main park, as this area is restricted to employees of Eastwood.” If the PCs continue, a security detail enters from the upper door to address trespassers. Their echoing, hurried footsteps will be quite audible.

Area 13d—Temporal Power Source: In the hallway before entering: *As you approach a set of large double doors, you hear the thrumming pulse of some great force. You feel it in your core, shaking your bones. The hairs and fibers of your arms stand on end, and the familiar itch of rad-burnt air fills your lungs.*

Everyone in the hall must make a Fort save (DC 6) or suffer 1d4 radiation damage. A radiation leak from the Temporal Field Power Source has made its way into the hallway. Once the doors are opened, read:

A large room opens before you. Within, a web of tubes and complex devices fill the space. Towering over them is a large statue of the fox god of Eastwood. The air in this chamber is shimmering and shifting in waves giv-

ing everything within the illusion of swaying, dizzying motion. It takes a moment to realize, to your horror, that the fox god of Eastwood is moving. Eyes ablaze with rage, it grins madly and lurches forward.

Inside the room, the radiation leak is more severe. PCs must make a Fort save (DC 10) or suffer 1d5 radiation damage.

Fleezy the Fox is a massive, ten-foot-tall, android fox. As the mascot of the park, his form became the chosen host for the AI originally tasked to run the master functions of the park. The AI has corrupted the original programming of Fleezy, who was designed to be a playful, safe attraction for the kids. Seeds of his program still remain dominant, and damper attacks against anyone carrying a Fleezy the Fox Charm (**Area 10**). The charm sends constant wireless safety messages to Fleezy’s root program, granting +4 AC to that PC. Make a secret note of this, but don’t inform players.

Fleezy aggressively protects this room, where he is frantically attempting to increase the power capacity and reverse the temporal field. His goal is to plunge the entire park back several eons to its golden age. His voice modulator is severely damaged, causing his voice to shift from a lilting giggle down to a sinister, guttural, bass grunt, mirroring his crazed dual nature.

Fleezy attacks with a supersonic blast, which is an amped up version of his hit TV theme song. He then closes with a series of devastating bludgeon attacks.

Fleezy the Fox: Init +2; Atk punch +4 melee (1d6+2) or sonic blast; AC 16; HD 10d8; hp 47; MV 40'; Act 2d20; SP sonic blast all in 30' cone DC 15 Fort or (2d5), charm protection; SV Fort +4, Ref +4, Will NA; AI recog: n/a

Temporal Field Power Source (TL 5, CM 6): Attacks on this sensitive device (AC 5) result in the PC making a check on **Table 7-S** with a negative modifier equal to the damage done. Fleezy has scratched and clawed notes and insights around the room. If deciphered (DC 20 Int check), the notes allow a PC without TL 5 a chance to operate the device (**Table 7-S**), and the PC gains a +5 on that check in addition to their Artifact check modifier.

Table 7-S: Temporal Field Special Artifact Check

1 or less: “That was too easy.” The park temporal barrier, androids, train, and powered items are non-functional for 2d4 turns. In addition, the entire park and all inside are jolted into another time or dimension, roll 1d3: (1) distant



past (2) distant future (3) a split dimension. Until the barrier returns, the PCs may flee and outsiders may enter!

2-8: “Oh, #\$\$%@!” Energy feedback causes 1d6 electrical damage to the PC(s) who initiated the check.

9-12: “What’s this do?” The lights flicker, but otherwise, everything remains functioning at its current level.

13-15: “I think it worked.” The park temporal barrier

is partially shut down. Those trying to exit the park may do so, but are jolted 10 years into the future.

16-20: “Bingo!” The park temporal barrier is shut down, but the androids, train, and powered items are functioning. Security is on high alert and responds to incidents in 1d2 rounds.

21+ “Relax, I got this.” The park temporal barrier, androids, train, and powered items are shut down.

Appendix P: Park Features

Escaping the Park: One of the main dangers of Eastwood is that the park no longer receives food delivery. Their food reserves ran out decades ago. It is strictly against park policy for guests to bring outside food—a policy carefully enforced by park staff. Keep close track of how much food the PCs take into this adventure. Eventually the PCs will run out of food or have it confiscated (unless they can sneak a bite successfully). They will also find the exits rigged to return them into the park seconds before they left, making a simple escape impossible. They may ask one of the androids of Eastwood how to leave. If the android is in working order, it will answer, “You can leave any time you want. Just make sure all debts are paid in full!” If asked how to pay, they respond, “Head over to the bank—I’m sure they can help.” The bank teller will provide the PC with a credit card equal to the PC’s balance (see **Cards and the Park Payment System** below). The park supplies various means for earning credits, but this manner of escape is not easy. A PC with a paid balance will be able to exit the park’s temporal field and return to their world a few moments before they originally entered the park. Eastwood then quickly fades from sight. PCs can also exit by shutting down the park temporal field, which is run by a central power supply. The power will have to be neutralized (see **Area 13**).

Park Items: Guns and simulants constructed for amusement in the park will not function outside of the park’s holographic and energy matrix. Powered items brought into the park are fully functional.

Bandolier Ammo Belt: This is a belt or bandolier (depending on the size of the user) that holds holsters for up to two **6-guns** and a sling for a **shotgun**. It is lined with 50 shells to use as reloads for either weapon (same shells work in both).

Water Bottles and Pumps: These empty water bottles featuring Fleezy the Fox are used to refill water from pumps that are active all over the park. The pipes connect via a temporal portal to a lake some eons in the past. Conceivably, a PC who is able to shrink down to a 2" height and swim 100 yards could pass through the temporal portal in any water pump and emerge in the lake on a bizarre world unlike their own. This, however, is a one-way trip.

Safety Goggles: This eye protection prevents a **6-gun** or a **shotgun** head strike, or a critical blow or blinding attack to the eye. After one protective use, the eyewear

is destroyed. It also gives anyone wearing it a +1 to AI recog while in the park.

Shirt with Eastwood Fox Logo: This t-shirt gives anyone wearing it a +2 to AI recog while in the park.

Fleezy the Fox Charm: An internal chip communicates with the park AI to grant protection (+4 AC) in the fight versus the AI Fleezy the Fox (**Area 13d**).

Bandana with Fleezy the Fox Logo: This bandana will give anyone wearing it a +2 to AI recog while in the park.

Hat with Eastwood Park Logo: It provides both protection from the harsh sun and a stylish look. In addition, the wearer gains +2 to AI recog while in the park.

6-Gun (park functions TL 2, CM 1): When fired, these pistols make a loud noise and appear to fire a projectile that obliterates targets at ranges of 40/80/120. After 6 shots, one action is required to reload. Despite the illusionary holographic effects that make the hits appear extremely dangerous, they actually cause only temporary nerve damage on androids or PCs. The nerve damage causes a numbing and stunning effect, depending on where the hit lands. When a hit occurs, roll a 1d5 to see where it lands: 5=head, 3-4=body 2=arm 1=leg. Hits to the head cause unconsciousness for 1d6 turns. Hits to the body knock the target prone and stun for 1d5 rounds. Leg hits cause a numbing that reduces mobility; -10 MV/hit and -2 AC/hit until the end of combat. Arm hits numb the limb and cause -2 on all attacks/hit until the end of combat. Arm hits also require a DC 10 Ref save to maintain hold on any object in hand. Four hits to any single target will cause overwhelming pain. The target must succeed on a DC 15 Will save or black out for 1d6 turns. Similar effects occur vs. park entertainment simulants, but all stuns, blackouts, and knockouts create a holographic effect that looks like a killing blow. This, of course, is just a visual effect and no real damage is incurred by **Park Entertainment Androids**. These weapons do nothing versus security staff. Outside the park, these weapons cannot function because they are detached from the park power matrix and holographic hardlight grid. Treat them as large shiny objects for trade value.

Shotgun (park functions TL 2, CM 2): These weapons work like the **6-Gun**, but are much louder. In addition, they fire 2 rounds at once. When rolling to see where a hit lands, roll 2d5 to see where each barrel hit. After firing, one action is required to reload the twin barrels.

Hacking the Guns: (TL 5, CM 5) PCs may try to modify the guns by hacking into their true nature. Roll 1d20 + Artifact check modifier and consult Use Table 9-G :

Table 9-G: Gun Hack Table

1-3 BOOM! The gun explodes and you take 1d8 damage unless you make a DC 14 Ref save! The park AI notices, alerts security, and charges a 100cr fee.

4-12 Broken! The park AI notices, alerts security, and charges a 100cr fee.

13-16 Park Hack! 6-gun-Easy Trigger: It can now fire and extra 5 shots/round, but each added shot/round incurs -1d to the attack roll. (OR) **Shotgun-Buckshot:** It now fires a wide spray. Up to 2 targets within 10 feet of each other can be targeted per hit roll.

17-20 Advanced Park Hack! 6-gun-Autofire: It can now fire a burst of 3 shots/round. On a hit, roll 3 hit effects. (OR) **Shotgun-Scatter:** It now fires a much wider spray. You can hit 2 targets within 10 feet of each other per attack. On a hit, roll 2 hit effects for each target.

21-27 Minor Alteration: You removed it from temporal power grid dependency. Provided the PC has a C-Cell, this weapon will function outside the park. The weapon still causes its park effects within the park, but now also causes an added 1d3 radiation damage (DC 12 Fort save to resist). It still requires shells to deliver this effect. Outside the park, a full C-Cell provides 10 charges. One charge is required to fire the weapon. The neural stun will *not* work outside the park.

28-31 Major Alteration: You removed it from temporal power grid dependency. Provided the PC has a C-Cell, this weapon will function outside the park. The weapon still causes its park effects within the park, but now also causes an added 1d8 damage. Roll 1d4 to see how the weapon was altered: (1) microwave (2) laser (3) ballistic (4) radiation (DC 15 Fort save to resist). It still requires shells to deliver this effect. Outside the park, a full C-Cell provides 12 charges. One charge is required to fire the weapon. The neural stun functions outside the park.

32+ Overhaul: Roll 1d5 to see what the weapon has become: (1) mazer (2) lazer (3) dazer (4) gauzer (5) fazer. It is in the form of a pistol (if it was a 6-gun) or rifle (if it was a shotgun). It no longer uses shells (unless it is now a gauzer) and now requires energy cells to function inside or outside the park.

Park Entertainment Android: These simulants make up the bulk of the inhabitants of Eastwood. They appear and behave as real humans in every way. **Entertainment Androids** uphold the theatrical feel of the park. If they are attacked with a park-issued 6-gun or shotgun, holographic effects and programmed acting make the wound appear real. PCs who inflict actual damage to **Entertainment Androids** are in violation of park policy. A security detail will arrive in 1d6 rounds. All park androids are equipped with cameras connected to the central AI. Unless otherwise noted, use the following stats:

Park Entertainment Android: Init: +2; Atk fist +2 melee (1d5 dam); AC 13; HD 3d6; MV 30'; Act 1d20; SP immune to mind control, will alert security before harming a living being unless malfunctioning; SV Fort +2, Ref +2, Will +3; AI recog 8

Park Relations/Security Staff Androids: These androids typically travel in teams of three. **Park Relations Androids** are basically security personnel that look and act like polite, gentle humans wearing simple jumpsuits in calming pastel colors. They are designed to solve disturbances in a non-lethal manner. After a transgression, they will first issue a verbal warning: "Please desist, your behavior is in direct violation of Eastwood code of conduct G-981.23." If the violation occurs again, a 50-200cr fine (Judge's discretion) is issued. Plantients will have the fine issued to the PC with the lowest Luck. Security droids assume the plantient is that PC's pet and responsibility. On a third offense, security is programmed to use non-lethal attacks to incapacitate and detain violators in the Jail (**Area 7**). Violations can be tracked on p. 25. **Note:** **Park Security Androids** do not respond to the holographic effects of the 6-gun or shotgun. These weapons mysteriously jam when fired at security. Unless otherwise noted, use the following stats for a security detail:

Park Relations/Security Androids (3): Init +4; Atk stun touch +4 melee (DC 15 Fort save or paralysis for 1d6 turns); AC 15; HD 5d6; MV 30'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +4, Will +3; AI recog automatic

Park Transgressions: Destruction of property, theft, consumption of outside food, and harming another park attendee are all violations. Track how many violations the park AI witnesses for each PC (p. 25) to assess the security response (see above).

Cards and the Park Payment System: The park implemented an advanced credit system with DNA recognition



captured through breath molecules. Any fee incurred in the park racks up a negative credit for that PC automatically, accompanied by a low dinging that rings out seemingly from nowhere and everywhere. In order to exit the park, a negative balance must be settled with a payment to create a positive total credit balance at the bank.

The park features ways to earn credit, and cards can be found with existing credit on them. A card with a positive balance can be added to another card simply by touching the cards together. They fuse and so does the balance, accompanied by a chime. It is rather difficult, yet possible, for PCs to earn enough credit to exit the park—which is accompanied by a high-pitched chime. **Note:** Simply entering the park incurs a negative 50cr or 200cr balance, which is why the PCs cannot exit immediately once they enter. This increases by 50cr or 200cr for each day spent in Eastwood. Certain areas of the park automatically increase the negative balance and a low dinging sound will be heard. The judge should secretly track each PC's balance on the **Eastwood Credit and Violation Tracker** (see p. 25) until the PCs are aware of what is happening and can track it themselves. **Credit Cards** appear as small, square, clear, plastic devices with their balance shown in glowing green numbers. Each time a card is used for purchases, the number changes. Touching it to another card will transfer its sum in the amount requested by voice. Cards can be obtained from the bank teller (**Area 8**), who can also relay balance inquiries. Any functioning **Park Android** will share this fact.

PC balance chart (see **Eastwood Credit and Violation Tracker**, p. 25): PCs entering the park immediately begin a credit balance and are charged these fees:

Park Pass: Charged upon entry and each day following. 200cr per AI recognized PC; those not recognized are considered pets and incur a 50cr per day fee to the unluckiest recognized PC in the group (who is considered the pet's master). Pets cannot exit until the master

pays their entire balance.

Park services: Due to an error, entering Rose's Bower (**Area 2**) costs 200cr per AI recognized PC ("pets" enter free). The massage services cost 50cr.

Bank: Amount equal to loan request from the bank teller (**Area 8**).

Park Transport services: 50cr per mount at the Hostler (**Area 1**), 10cr per rider on the Train (**Area 9**).

Random Encounters: Roll or select an encounter from table 10-E below when PCs dally or as required.

Table 10-E: Eastwood Encounters

- 1. Public Relations Survey:** Three Park Relations/Security Androids (p. 23) ask PCs to take a survey. The survey takes 1 turn; afterwards, PCs who make a Luck check (DC 13) are granted 50cr for their participation.
- 2. Mistaken Identity!** One of the PCs fits the description of a known criminal. Three Park Relations/Security Androids (p. 23) attempt to subdue and detain them (and any accomplices) in the jail.
- 3. Friend or Foe?** An NPC (p. 26-27) is discovered. The PC attempting to parley must pass a PER check (DC 14) to create trust and gain an ally (or replacement PC). On a failed check, the NPC becomes a malicious foe.
- 4. Stray Morphdog:** An out-of-place object (e.g., a cactus in the street, a chair on a roof, an extra porch rail) is actually a Morphdog (p. 11) ready to ambush the PCs.
- 5. Hungry Rad Festers!** 1d4 Rad Festers (p. 16) attack!
- 6. Sheriff Donnalix:** This Park Entertainment Android (p. 23) has attained self-awareness. He is also deranged. In hopes of escape he ingratiates himself with the PCs by offering to join. However, his helpfulness slowly gives way to deep paranoid delusions about the park and then the PCs. At the worst moment he turns on them.
- 7. Oh \$#%!@:** The PC with lowest Luck check steps in synthetic fecal matter. Nearby townsfolk laugh. PC suffers -5 PER until 3 turns of cleaning can be arranged.

Bride of Cyclops Con 2020 Tournament Winners: Johnny Cornyn (as Pall Maul), Marie Schorn (as Elvar Tentoes), Jim "Paxoniseki" Cox (as Niko), and Matt (as Chitrus)

Eastwood Credit and Violation Tracker

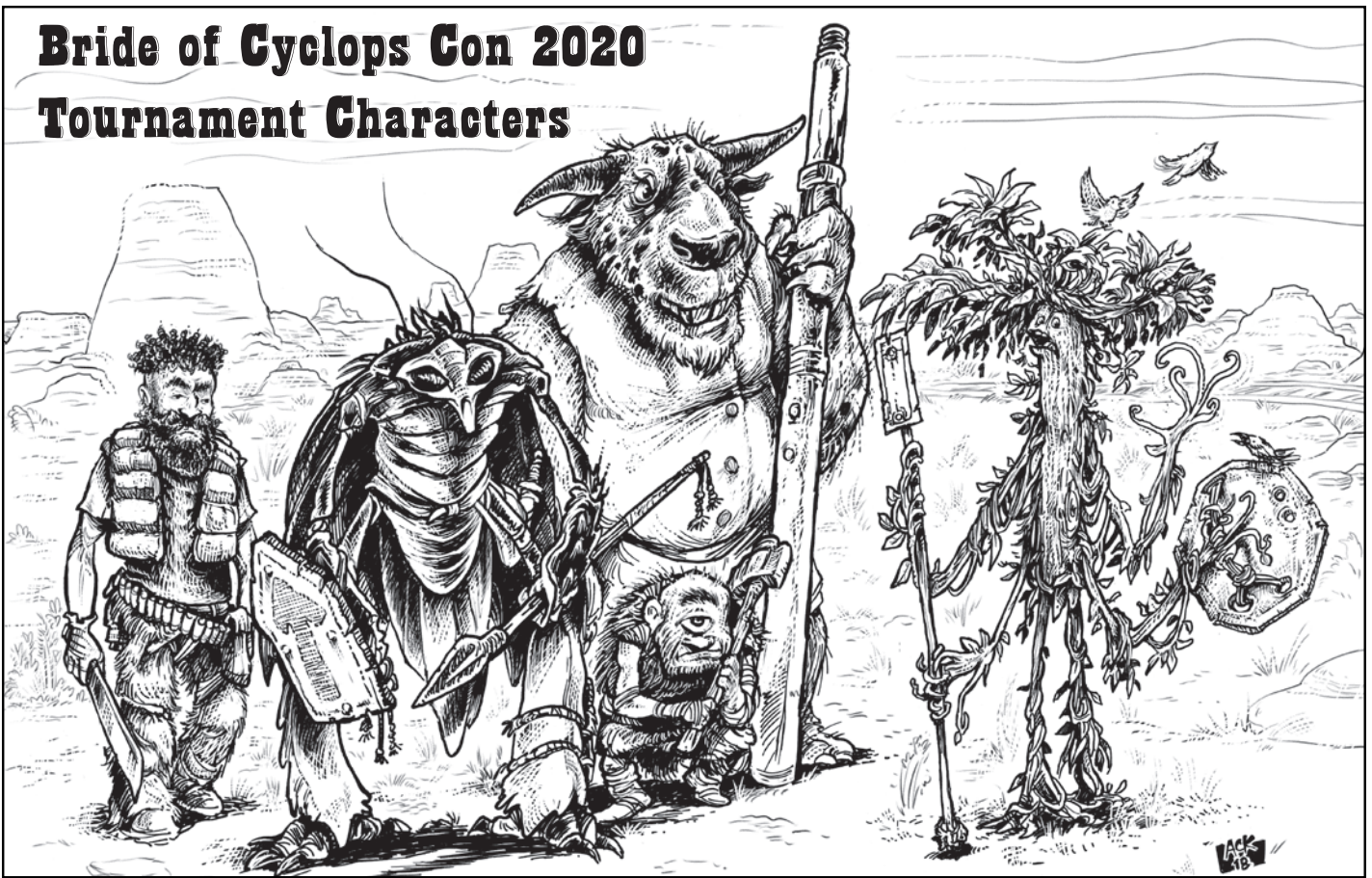
PC Name	Current Park Credit Balance*	Park Violations**	Park AI Recog Status
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day
	Aware of balance? ☐ Yes ☐ No	☐ Stern Warning ☐ Violation Fine ☐ Jail	☐ Recognized Park Attendee 200cr/day ☐ Pet Owner: _____ 50cr/day

***Park fees:** Steed 50cr & Broken steed 200cr (see **Area 1**) • Entry to Rose's 200cr & Massage at Rose's 50cr (see **Area 2**) • Park Pass 200cr/day, 50/day for pets • Broken 6-gun or shotgun 100cr (200cr if stolen) • Train ride 10cr • Park purchased items (see **Area 10**)

****Park Violations:** Food from outside park • Attacking park simulants or patrons • Stealing or damaging park items/property

Bride of Cyclops Con 2020

Tournament Characters



Elvar Tontoos

Rover: Pure Strain Human

Hp: 7 **AC:** 14 (Vest)

Str: 10 +0

Agi: 17 +2

Sta: 12 +0

Per: 7 -1

Int: 9 +0

Luck: 13 +1

Atk: 1d20

AI Recog: +2

Level: 1 **Init:** +2

Clan of Cog/ Hunter

MV: 30' **Melee:** +1

Ref: 3 **Range:** +4

Fort: 1

Will: 0

Art Check: +2 **Max TL:** 2

Sign: Nuke Winter (Atk)

Crit Table: II **Die:** 1d10+1

Fumble Die: 1d8 -1

Special:

AI Recog: +2

Darwin: Regen 2 Luck

Hide/Open Sec Door: +1

Languages: Nu-speak,
Ancients, Security Access

Equipment:

Raz-edge™ Machete: 1d7
dam, 1d12 vs plants

Reinforced pouch vest: +2

AC and works as backpack

Bolter Auto Crossbow: 1d6

20 Bolts (clip loaded)

Flint Dagger: 1d4

Water Skin & 1day rations

Set of fine metal tools: +1

to Open Security Lock rolls

Chitrus

Manimal: Mutated Roach

Hp: 9 **AC:** 13 (Carapace)

Str: 17 +2

Agi: 7 -1

Sta: 15 +1

Per: 12 +0

Int: 17 +2

Luck: 9 +0

Atk: 1d20

AI Recog: -4

Level: 1 **Init:** -1

Clan of Cog/ Gatherer

MV: 30' **Melee:** +3

Ref: 0 **Range:** +0

Fort: 2

Will: 1

Art Check: +2 **Max TL:** 5

Sign: Translator (languages)

Crit Table: II **Die:** 1d6

Fumble Die: 1d8

Physical Mutations: (2)

Extra Senses (A): p. 48

Carapace (P): p46, result 16

Mental Mutations: (1)

Mol. Integration (A): p. 79

Special:

Claw/Bite: 1d4

Pack: +1 atk/manimal vs

same target this round

Languages: Nu-speak,
Roach, Ancients, Ancient
Technical, Insect guttural

Equipment:

Plasti-Steel Shield: +1 AC

MediPac: 3d8 (1 charge)

Stone-Tip Spear: 1d6+2

(2) **Flint Daggers:** 1d4+2

Water Skin & 1day rations

Large Pouch

Rox

Manimal: Mutated Bull
Hp: 9 **AC:** 11 (size, hide)
Str: 20 +4 (Hit Damage)
Agi: 10 +0
Sta: 12 +0
Per: 10 +0
Int: 7 -1
Luck: 9 +0

Atk: 1d20
AI Recog: -4

Level: 1 **Init:** +0 (-4*)
Clan of Cog/ Hunter
MV: 30' **Melee:** +5 (+3*)
Ref: 1 **Range:** +1
Fort: 0
Will: 1
Art Check: -1 **Max TL:** 1
Sign: Sensor (Secret doors)

Crit Table: II **Die:** 1d6
Fumble Die: 1d12

Physical Mutations: (2)
High Str (P): p. 51, result 20
Taller (P): p62, result 16

Mental Mutations: (1)
Telepathy (A): p. 82

Special:
Claw/Bite: 1d4
Pack: +1 atk/manimal vs same target this round

Languages: Nu-speak, Bull

Equipment:
Thick Lead Pipe*: -4 Init, -2 to hit, 1d14+4 dam, requires 14 STR & 2 hands
Hide Armor: +3 AC
Flint Dagger: 1d4+4
Water Skin & 1day rations
Sniffing Salts: +2 roll body check (2 usages)

Niko "Monocula" Morteye

Mutant
Hp: 6 **AC:** 15 (size, shirt)
Str: 7 -1
Agi: 9 +0
Sta: 14 +1
Per: 17 +2
Int: 11 +0
Luck: 13 +1

Atk: 1d20
AI Recog: -1

Level: 1 **Init:** +1d3
Clan of Cog/ Gatherer
MV: 15' **Melee:** +0
Ref: 1 **Range:** +1
Fort: 1
Will: 3
Art Check: +0 **Max TL:** 3
Sign: Genomorph (Mutation Checks +1)
Crit Table: II **Die:** 1d6+1
Fumble Die: 1d4-1

Physical Mutations: (2)
Shorter (P): p60, result 20
Ultravision (P): p63, result 18, microwave blast 2d6 (single cyclopean eye) 40'

Mental Mutations: (2)
Molecular Disruption (A): p. 78 (eye beam)
Assimilation (A): p. 110 (eyes flash for duration)

Special: Horror: +1d3 Init
Languages: Nu-speak, Ancient Medical
Equipment:
Stone Hammer: 1d5-1
Fur Shirt: +1 AC
Eye Drops (3 uses) 25% chance restore a mutation
Flint Dagger: 1d4-1
Water Skin
Sack with 1day rations

Gizza Furstman

Sentinel: Pure Strain Human
Hp: 14 **AC:** 12 (Vest)
Str: 10 +0
Agi: 9 +0
Sta: 16 +2
Per: 9 +0
Int: 13 +1
Luck: 14 +1

Atk: 1d20
AI Recog: +2

Level: 1 **Init:** +0
Clan of Cog/ Hunter
MV: 30' **Melee:** +1
Ref: 1 **Range:** +1
Fort: 3
Will: 1
Art Check: +3 **Max TL:** 4
Sign: Hypospray (+1 Healing rolls)
Crit Table: III **Die:** 1d12+1
Fumble Die: 1d8 -1

Special:
AI Recog: +2
Darwin: Regen 1 Luck
Bonus Artifact Check w/ weapon/armor: +1d3

Languages: Nu-speak, Ancients, Ancient Technical

Equipment:
Raz-edge™ Machete: 1d7 dam, 1d12 vs plants
Reinforced pouch vest: +2 AC and works as backpack
MediPac: 3d8+1 (1 charge)
Water Skin & 1day rations
Kraz-Berry (1): 1 extra 1d20 melee atk, +2 Init, after 5 rounds user falls into a coma for 1d14 rounds

Pall-Maul

Plantient: Vine Fern
Hp: 10 **AC:** 15 (size, spine)
Str: 10 +0
Agi: 9 +0
Sta: 11 +0
Per: 11 +0
Int: 8 -1
Luck: 10 +0

Atk: 1d20 + 1d20 (melee*)
AI Recog: N/A

Level: 1 **Init:** +0
Clan of Cog/ Gatherer
MV: 40' **Melee:** +0
Ref: 1 **Range:** +0
Fort: 0
Will: 1
Art Check: -2 **Max TL:** 2
Sign: The CPU (Init)

Crit Table: III **Die:** 1d10
Fumble Die: 1d8

Physical Mutations: (3)
Multiple Body Parts* (P): p. 56, result 20, 2 leg 2 arm
Spines (P): p. 61, result 20, Fires (3) 1d6 dam
Shorter (P): p. 60, result 13

Special:
Hide: 50% in greenery
Pheromones: 2/Luck burn, self or other, Regen 2 Luck

Languages: Nu-speak, Fern, Plant guttural

Equipment:
Plasti-steel Shield +1 AC
Sharpened Plasti-Steel Sign (Polearm) 1d10
3 telepathic bird pets
Water Skin & 1day rations
Satchel

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