

QZ

AN RPG • JASON TOCCI



QZ • Bastion Jam Edition 0.2

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“Boundaries” rule based on Script Change by Brie Beau Sheldon • briebeau.com

“How to use this book,” particularly the “owner’s manual” and “toy box” concepts, inspired by conversations with Michael T. Lombardi • michaeltlombardi.itch.io

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OVERVIEW

There is a place here on Earth where, just across an invisible boundary, the laws of physics are fractured. The government named it the Quarantine Zone, or “QZ,” and built its own barriers around it. Within its circumference lie wastelands and wilderness, cities and towns, countless dead, and some unknown number of stranded “zoners” still clinging to life.

Years after the Event that marked its appearance, most have put it out of their minds. Those within and along the border, however—and especially those refugees warped and displaced by it—are still learning to cope. The QZ is a treasure trove of seemingly alien artifacts, not to mention everything of sentimental or practical value left behind after the Event. If you want in, you need to be part of an authorized research expedition sponsored by the Lab, under armed escort by the QZ Guard, perhaps guided by a scavenger who knows their way around.

Or you need to go your own way, and hope you don’t get caught. And if you ever come back looking unlike you did before you left—perhaps not quite as human as you did before—then picking through the QZ, and selling what you can find through the Underground, may be your only option left.



If you’re already familiar with other hyper-minimalist, fantasy-adventure role-playing games, and just want a quick sense of how this one’s rules differs from those, skip right to **Rules (p. 7)** and **Characters (p. 10)**.

If you’re curious about roleplaying games as a newcomer, as a designer interested in other designers’ play philosophy, or as a longtime D&D player feeling puzzled by flipping through these pages—full of tables, devoid of text to read aloud, utterly lacking in detailed statistics about monsters—please continue on to the next few pages to learn **How to use this book (p. 3)** and **How to play the game (p. 5)**.

How to use this book

This is your book now, so you use it as you will. Print it out, tear it up, write notes, cross stuff out. Here's what I had in mind for how to use it, though.

AS A TOY BOX: This book is meant to offer snippets of inspiration for running strange adventures in any game that could benefit from an alien-warped Quarantine Zone. It's inspired especially by science-fiction stories like *Roadside Picnic* and *Annihilation*, but deliberately vague on many details so you can fill in the blanks. Take the parts you like, combine with your own material or other game modules, and ignore the rest.

Calling it a “toolbox” might be appropriate, but that implies manual labor. I aim for more of a toy box: reach in, pull out a few things that catch your eye (or even at random), and have a grand old time improvising an adventure right then and there. Don't expect to use every table for every session (or some ever at all), just like you might not dive into your toy pails and shovels for a tea party.



The “toys” in here are mostly organized in tables (or, if you prefer, numbered lists). These are meant to help GMs to improvise details for characters, locations, and situations. If you see a shape that looks like a 20-sided die (d20) at the top of a list, it's an invitation to roll that die, or just skim through and pick something that sounds fun. The same goes for lists displaying a ten-sided die (d10) with “00” on it—that represents a hundred-sided die (d100), achieved by rolling a pair of d10's,



using one as the tens place and the other as the ones place, reading “00” as 100.

AS A COOKBOOK: This isn't a “sit down and read through the whole thing cover to cover in order” kind of book. Pages with longer paragraphs (like this one) offer some general instructions or advice for play philosophy, but much of the book is composed of tables and lists compiling brief details suggestive of the setting, situations, and people the players could encounter.

In other words, this is more like a cookbook than a traditional “adventure”: Here are a bunch of ingredients that taste good together, here are some procedures for putting them together, and here are some illustrations to whet your appetite and offer a guideline for what it looks like when you do it right.

The actual, final product isn't the book at all, but whatever you make with it, and the experience of sharing it with your friends.

AS AN OWNER'S MANUAL: There's a bit of advice on "How to play this game" on the spread following this one, and a single spread on "Rules" after that, but this isn't exactly a "rule book" or a robust teaching text for first-time players. I'll do my best to explain things as we go, but this book is written mostly with the assumption that you will have learned how to play traditional, fantasy-adventure roleplaying games elsewhere—perhaps from a friend, from online video of others playing games, or from the books these rules are based on, *Electric Bastionland* and *Into the Odd* (each of which have free versions available online from their creator, via Bastionland.com).

In this way, this book is something like the owner's manual for a car: You probably already know how to make this work, but here are some guidelines for troubleshooting when you get into tricky situations. Players typically only pick up the dice when something goes wrong—if they describe creative solutions to potential obstacles, and are intentional about avoiding or cleverly neutralizing danger, they might never have to roll a "save" to see if they avoid dangerous consequences, or an "attack" to see whether they can pierce an enemy's defenses. The GM, meanwhile, typically only picks up the dice when improvisation needs a jumpstart, or it feels dull or unfair to adjudicate minutiae on a whim like "do their supplies run out?"

AS A REFERENCE DOCUMENT: Wherever possible, I've tried to present useful information in self-contained spreads so you can copy or print individual pages as needed (or specify *not* printing a page, which you'll probably want to specify to avoid blowing your ink supply on images). QZ encounters appear in the same spread with locations to minimize flipping around during play.

AS A SETTING MODULE: If you like the general premise but aren't particularly interested in playing in a literal quarantine on modern-day Earth, the material in this book could be used for locales in *Electric Bastionland*, a world to crash-land on in *Super Blood Harvest*, post-apocalyptic ruins for *Mutants of Ixx*, or a paranormal hotspot to investigate in *Agents of the O.D.D.*, to offer just a few of the many games built on the same rules.

How to play the game

Different groups may favor different styles of play, but this game was written with the following approaches in mind.

AS A SANDBOX: This book's written with the expectation that players will decide among themselves which of a number of possible pursuits interest them, and the GM will use the tools here to improvise what happens next. To borrow video game parlance, this means there's no obvious "main quest," but many "side quests," such as the situations suggested by the characters' contacts (see p. 38, 40, 42). All of that said, the setting and character options push players toward either....

- Authorized research expeditions, with study goals defined by the players (especially the scientists), or suggested by the GM if players need a hand
- Unauthorized treasure hunting or exploration expeditions
- Helping people in a small town deal with weird problems, and hoping you can make a living off that along the way

AS A CHALLENGE: In general, the GM should present challenges they don't know how the players could solve. "Balance" isn't really meant to be determined; players can ignore a problem they don't know how to tackle, and (maybe) come back and tackle it later.

The GM's goal is not to be the other players' adversary or antagonist, even though the GM does put the words in those figures' mouths. Rather, the GM presents interesting situations that feel satisfying to overcome when the players use their own brains. There's a reason characters don't have an "Intelligence" ability, and it's because the players need to rely on their own creativity and problem-solving skills.

For this to work, the GM has to be open to creative solutions and unexpected uses of the seemingly useless stuff characters know and have. No less important, the GM must be generous with information. Just as there's no "Intelligence," there's no "Perception" to roll against and ask, "Do I find anything?" If they players are looking for information, ask how they look, and give clues leading to them finding it. No save is needed unless searching puts them in immediate danger. Avoid tedium when there's nothing to find by saying, "You search awhile and are pretty sure there's nothing here."

AS A ONE-SHOT: If you only have time for a single session, plan to play for 1–4 hours, including about 5–15 minutes to make characters. The GM explicitly defines a particular situation to deal with, and players attempt to resolve it. If things seem unlikely to resolve in time, the GM should end on an interesting cliffhanger or ask if players would be interested in a follow-up session.

AS A MULTI-SESSION ARC: If you want to explore this world further and see how characters change over time, plan to play for two or more sessions of 1–4 hours each, as above. You can play each session as a self-contained expedition (much like a one-shot), or you can just pick up wherever you leave off at the end of the last session. As you near your ending (a subjective point—I’m usually ready to move on from any game after 6–12 sessions), tie off loose threads more quickly than you introduce new ones. End with unanswered questions or wrap things up, such as by inviting players to narrate their characters’ epilogues.

AS A CONVERSATION: Being kind to your friends is more important than the integrity of a game of let’s-play-pretend. There’s are rules for vetoing and restricting unwanted content before play, and for skipping and revising content that might be traumatic (or even just boring) during play—but like every other rule here, consider these modular, to be replaced by something that works better for your group as needed. Talk about this as a group. For additional useful options, see the [TTRPG Safety Toolkit](#).

AS A SOCIAL GATHERING: I have some space left on the page, so I’m just going to throw out there that the GM doesn’t need to be the one to handle all the scheduling, host at their place, and buy all the snacks. Maybe spread that around a little, especially since the GM is already probably the one putting in extra effort to pick up this book and pitch the game. You’re all friends, right? Help each other out. Or play online. I hear that’s big these days, and these rules don’t require a lot of dice rolling or miniatures, so that helps.

Rules

PLAYERS: QZ requires one game moderator (GM) and one or more additional players. Most players make a character and describe how they act; the GM describes the rest of the world and its denizens.

PROCEDURE: The GM sets the scene; players describe what their characters do. The GM responds by considering....

- **Can they just do it?** If the action seems risk-free, cleverly prepared, or just too interesting to say no to, then they do it. If not....
- **Does this present a dilemma?** If the action seems risky, offer two equally (un)desirable options. If they still want to pursue both options....
- **Call for a roll.** Let the dice decide what happens next, and continue.

ACTIONS: In a dangerous situation where every moment counts, each player describes one action (like attacking, trying to distract or persuade someone, or moving more than a few meters). The time it takes everybody to act is a *round*; once everyone has acted (or opted not to), a new round begins.

SAVES: When your Strength (STR), Dexterity (DEX), or Willpower (WIL) might save you from trouble, the GM may call for a d20 roll on or under that ability. Rolling 1 always succeeds, and 20 always fails. If it's not clear who should save in a head-to-head conflict, favor other players rolling instead of the GM.

LUCK: When something is up to chance (e.g., "Will we be interrupted while resting?"), the GM may roll a d6. On a 1, there's immediate trouble; on a 2–3, there's a sign of trouble soon; on a 4–6, no trouble.

ENCOUNTERS: You may save WIL to avoid hostilities with tense strangers. If hostilities do erupt, the GM indicates who acts first based on context. After that, each side acts as a group, declaring actions together, switching back and forth between sides. You may save DEX to flee, and GM-controlled opponents must save WIL to avoid fleeing when their situation looks dire.

ATTACKING: Roll your weapon's attack die, or a d12 for *enhanced* attacks (e.g., a superior position), or a d4 if *impaired* (e.g., poor visibility). Attacks don't provoke saves unless the target uses their action to evade. Handle "stunts" as dilemmas (e.g., knock down with attack, but leave yourself open).

DAMAGE: When someone takes damage, subtract their armor score (usually 0 or 1, never more than 3), and then reduce their hit points (HP) by the remainder. If HP run out, deduct any new remainder from STR (representing injury you can't just shrug off), then save STR to avoid *critical damage*; on failure, they are incapacitated until revived, or dead if left unaided for an hour.

ABILITY LOSS: If a character's STR drops to 0, they die. If DEX drops to 0, they are paralyzed. If WIL drops to 0, they are unresponsive indefinitely. In each case, the player should make a new character right away to be introduced immediately after. Favor speedy inclusion over realism.

REST: Relax for a few uninterrupted minutes to restore all HP. Seek treatment from medical professionals to regain lost ability scores over days or weeks.

DEPRIVED: Going a day without sleep or sustenance, or carrying more than two *bulky* items at once, leaves you deprived, reducing you to 0 HP.

OVERWHELMING: An *overwhelming* opponent's attacks are enhanced (d12), and the overwhelmed side's attacks are impaired (d4) or ignored unless they have an effective strategy (e.g., explosives vs. hordes; revealing a weak spot).

GROWTH: After completing an expedition in the QZ, roll 3d6 three times, comparing the results in order to STR, DEX, and WIL. If the result is over the respective score, the score permanently goes up by 1. If none roll over, roll d100 on "Alterations" (p. 19). In either case, gain 1 HP, to a maximum of 12.

RULINGS: When a situation isn't covered by rules, the GM may make a tentative ruling to avoid getting bogged down. When a ruling is unsatisfactory to anybody at the table, discuss during a break an alternative for next time.

BOUNDARIES: Before starting play, establish as a group which content is *out-of-bounds* for your game, or okay only when alluded to as happening *off-screen*. (Sexual assault is a default for many groups.) During play, any player can *pause* for a break (remember to hydrate!), *fast-forward* through content they don't want to experience (including when following characters in real-time would be dull), and *rewind* to edit details of a scene just played (because dealing with trauma is more important than "immersion").



CHARACTERS

This chapter will walk you through creating characters. It's worth doing as a group, rather than creating characters separately, as it will take only a few minutes and will ensure everybody's expecting the same kind of game.

The team (p. 11) you all decide to build may have a major impact on the kind of characters you choose to make. For the most part, there are three kinds of people who take expeditions into the QZ—each described below—but a good team could consist entirely of one type of character. You don't by need one of each character type for a fun, varied, and effective team.

Scientists (p. 13) in the employ of The Lab visit the QZ to gather samples of strange artifacts, unearthly materials, and live specimens. If you play a scientist, the GM will give you more information about the phenomena you observe. Scientists don't have much in the way of weaponry, but are well protected from the elements.

Soldiers (p. 14) in the employ of The Guard are charged with protecting scientists in the QZ, eliminating unnatural threats that might venture out of the QZ, and detaining civilians who attempt to enter or exit the QZ without authorization. If you play a soldier, the GM will give you more information about potential threats. Soldiers are well armed and armored.

Scavengers (p. 15) enter the QZ either as guides paid by The Lab or The Guard, or simply as prospectors hoping to sell rare items (mundane and otherwise) through the Underground. If you play a scavenger, the GM will give you more information about anything related to the mundane work you used to do—but honestly, that probably won't be relevant most of the time. Unlike scientists and soldiers, scavengers don't have a standard equipment package, but they do have the widest and strangest array of potential starting options—and they're a lot more likely to be able to pocket strange artifacts.

Additional information follows about **Growth & Change (p. 18)**, including 100 ways you might be altered by the QZ, and **Compulsions (p. 24)**, including 20 reasons you might need to visit the QZ (like it or not).

Teams

There are a couple different ways to put together a team of characters in QZ. Before everybody makes characters, discuss which way you plan to play.

AUTHORIZED EXPEDITION TEAMS include at least one scientist doing field research, and at least one soldier as an escort. Sometimes they include one or more scavengers as “guides.” On an official expedition, it’s expected you’ll turn over any artifacts or unnatural samples you acquire—you’re explorers, not treasure hunters. After returning to Town, scientists and soldiers can expect lost and damaged equipment to be replaced. This kind of game will feel more like *Annihilation*—experts going in to investigate the uncanny.

UNAUTHORIZED EXPEDITION TEAMS are pretty much everyone else going into the QZ, typically for treasure hunting or freelance work. Technically, every character on these expeditions is a scavenger, but you can create “former scientist” and “former soldier” characters by either (a) building them as normal and saying they held onto their equipment when they went AWOL or MIA, or (b) building them as scavengers, choosing fields of scientific expertise or soldier team roles as “skillsets” during character creation. This kind of game will feel more like *Roadside Picnic*—n’er-do-wells sneaking in out of need or greed.

ZONER TEAMS are people who were here for the Event but not evacuated before the quarantine. They’re looking for whatever they can to survive or escape. Build these characters as scavengers whose only options for “contacts” are other scavengers. Feel free to roll d100 on “Alterations” (p. 19) for each character if you like. Steer clear of authorized expeditions; soldiers are empowered to gun you down if they feel threatened. Talk to the GM about a zoner settlement as a possible home base (see encounters in The QZ, p. 44).

ALL EXPEDITION TEAMS—authorized and unauthorized alike—have certain items distributed among members. You don’t necessarily have to record who’s carrying what, but in case it helps to note, assume you have....

- Pocket full of nuts or washers (to throw ahead, test for deadly anomalies)
- Flashlights and flares (redundant light sources for physics anomalies)
- Camping gear (blankets or sleeping bags, tent, rope, etc.)
- Rations and canteens (test luck at least daily to monitor supply levels)

BONDS, back story, and personal history aren't necessary to determine before play; you're welcome to think on it, but it's courteous to not expect other players or the GM to care about it. (And while death is relatively less common in this game than some other fantasy games, it's certainly possible, and it can be frustrating to invest a lot up front in a character that dies early.)

That said, unless you're looking for a game more about interpersonal drama than exploring the weird (and if you are, there are better games than this for it), it might be helpful to firmly establish that the players' characters are all members of a team who trust each other. This is easier on authorized expeditions—you have a job to do and you'll probably get fired or even locked up if you refuse to do it—but if anybody wonders aloud why you'd hang out with each other on an unauthorized expedition, roll d20 below.



Bonds

- 01 Relatives—and you won't let this knucklehead get in trouble without you
- 02 Met years ago in school, friends ever since
- 03 Saved each other's lives in the QZ during the Event
- 04 Former coworkers who've helped each other network over the years
- 05 Cellmates in jail or prison (and QZ patrol might even be part of probation)
- 06 Lost a mutual acquaintance to the QZ, met at the funeral
- 07 Dated for a while—or maybe still?—but remain friends now either way
- 08 One is the AA or NA sponsor of the other
- 09 Belong to the same religious/spiritual community
- 10 Met online, had similar interests, hang out sometimes
- 11 Killed someone, now share a dark secr—[snort] *hahaha, kidding, kidding*
- 12 Only people to show up for a movie you only attended to heckle
- 13 Bombed at the same open mic night
- 14 Met at the cafe, bonded over being new in town at the same time
- 15 Owe lots of money to the same extremely scary people
- 16 Did political activism work together, bonded over shared ethos
- 17 Just had a lot of friends in common, so meeting was kind of inevitable
- 18 Kept bumping into each other on hikes until you introduced yourselves
- 19 In a D&D group together; the one with the lowest WIL is the DM
- 20 Haha, weird, you can't remember? Pretty sure you trust each other for some reason, though. Huh. That's weird you can't remember, though!

Scientists

The QZ threw everything we thought we knew about science out the window, so the Lab throws every kind of scientist it can find at the QZ.

HP: Roll d6, or take 3. On a 1, roll d20 (not d100) on “Alterations” (p. 18).

ABILITIES: Roll 3d6 for STR, DEX, and WIL, or assign 12, 10, 8 as you like. Add up the results. If the result is....

- **40 or more**, check 1 skillset, and roll d20 on “Compulsions” (p. 24)
- **In the 30s**, check 1 scientist skillset below
- **In the 20s**, check twice below; at least 1 scientist skillset required
- **19 or less**, check three times below; at least 1 scientist skillset required

SKILLSETS: Choose a field of expertise and area of specialization (and feel free to pick any not shown here). When you have questions about phenomena in the QZ, the GM will give fuller answers if your expertise is relevant.

- ☐ **Anthropology** e.g. archaeology, linguistic, cultural, forensic
- ☐ **Biology** e.g. botany, genetics, virology, zoology
- ☐ **Chemistry** e.g. bio-, inorganic, organic, materials science
- ☐ **Earth science** e.g. ecology, geology, meteorology, seismology
- ☐ **Physics** e.g. nuclear, astro, quantum, laser
- ☐ **Safety** i.e. certified lab tech; take a flamethrower (d6 blast/round, bulky)

ITEMS: Scientists on authorized expeditions are provided *collections equipment* (jars, swabs, hand lens, etc.), *knife* (d6), *flare gun* (d6), *geiger counter*, *radio*, and a *zone suit* (1 armor, fireproof, shockproof, acid resistant, radiation-proof, O₂ supply, bulky). Personal items are not authorized in the QZ.

CONTACTS: Start with 1 friend in the Lab, or 1 acquaintance from the Guard or the Underground. Make them up, or take from the lists for the Lab (p. 38), Guard (p. 40), or Underground (p. 42).

- ☐ 1 friend you'd trust with your life
- ☐ 1 asshole who owes you a favor

DETAILS: Come up with a name, pronouns, and a detail about appearance.

Soldiers

The soldiers of the Guard are committed to getting Lab scientists—and one another—into and out of the QZ alive.

HP: Roll d6, or take 3. On a 1, roll d20 (not d100) on “Alterations” (p. 18).

ABILITIES: Roll 3d6 for STR, DEX, and WIL, or assign 12, 10, 8 as you like. Add up the results. If the result is....

- **40 or more**, check 1 team role, and roll d20 on “Compulsions” (p. 24)
- **In the 30s**, check 1 team role below
- **In the 20s**, check 2 boxes below; at least 1 must be a soldier skillset
- **19 or less**, check 3 boxes below; at least 1 must be a soldier skillset

SKILLSETS: Choose a fire team role. If your role is obviously relevant to a situation, you might automatically succeed at a save, or the GM might give better options in a dilemma.

- ☐ **Assault troop:** Take an *assault rifle* (d10 attack, or d8 blast, bulky)
- ☐ **Missile gunner:** Take a *missile launcher* (d10 blast, bulky)
- ☐ **Medic:** Take 3× *first aid kit*, *adrenaline*, and a *transfusion kit*
- ☐ **Sniper:** Take a *sniper rifle* (d10 attack, ignore 1 armor, bulky)
- ☐ **Sapper:** Take *plastic explosives* (d10 blast, remote and timed detonators)
- ☐ **Scout:** Take a *suppressed machine pistol* (d8 attack, or d6 blast)

ITEMS: Soldiers on authorized expeditions are equipped with a *combat knife* (d6), *sidearm* (d8), *flare gun* (d6), *body armor* (1 armor), *gas mask*, *radio*, and a *satellite phone* (1-in-6 chance of working at any given QZ site). Personal items are not authorized in the QZ.

CONTACTS: Start with 1 friend in the Guard, or 1 acquaintance from the Lab or the Underground. Make them up, or take from the lists for the Lab (p. 38), Guard (p. 40), or Underground (p. 42).

- ☐ 1 friend you’d trust with your life
- ☐ 1 asshole who owes you a favor

DETAILS: Come up with a name, pronouns, and a detail about appearance.

Scavengers

Whether it's zoners stuck in the QZ, treasure hunters smuggling artifacts, or paid guides for the Lab., scavengers learn to get by with whatever they have.

HP: Roll d6, or take 3. On a 1, roll d20 (not d100) on "Alterations" (p. 18).

ABILITIES: Roll 3d6 for STR, DEX, and WIL, or assign 12, 10, 8 as you like. Add up the results. If the result is....

- **40 or more**, roll d20 on "Compulsions" (p. 24), and check 2 boxes below
- **In the 30s**, check 3 boxes below
- **In the 20s**, check 4 boxes below
- **19 or less**, check 5 boxes below

SKILLSETS: If the skills you've picked up are ever relevant (e.g., a former window washer who has to hang outside a building), you might automatically succeed at a save, or the GM might give better options in a dilemma.

- ☐ 1 skillset (roll d100 on "Skillsets" on facing page, or make one up)
- ☐ 1 skillset (as above)
- ☐ 1 skillset (ditto)

ITEMS: Start with a knife or machete (d6 attack) and a flashlight.

- ☐ Pistol (d8 attack)
- ☐ Body armor (1 armor)
- ☐ Gas mask
- ☐ Dog (sometimes senses QZ anomalies)
- ☐ 2 random items (roll d20 on "Common expedition equipment," p. 28)
- ☐ Common, illegal artifact (roll d20 on p. 30)

CONTACTS: Start with 1 friend or 2 acquaintances. Make them up, or take from the lists for the Lab (p. 38), Guard (p. 40), or Underground (p. 42).

- ☐ 1 friend you'd trust with your life
- ☐ 1 asshole who owes you a favor

DETAILS: Come up with a name, pronouns, and a detail about appearance.



Skillsets

01	Accountant	51	Mail carrier
02	Actor	52	Machinist
03	Administrative assistant	53	Market researcher
04	Anesthesiologist	54	Masseuse
05	Architectural engineer	55	Mechanic
06	Bank teller	56	Miner
07	Barista	57	Musician
08	Bartender	58	Nurse
09	Butcher	59	Office clerk
10	Canvasser	60	Packager
11	Carpenter	61	Painter
12	Cashier	62	Paralegal
13	Civil engineer	63	Paramedic
14	Consultant	64	Park ranger
15	Cook	65	Pawnbroker
16	Custodian	66	Personal trainer
17	Customer support rep	67	Pharmacy tech
18	Data entry clerk	68	Physical therapist
19	Delivery driver	69	Pickpocket
20	Dental hygienist	70	Plumber
21	Dishwasher	71	Project manager
22	Dockworker	72	PR specialist
23	Dog walker	73	Radiologist
24	Drug dealer	74	Real estate broker
25	Editor	75	Salesperson
26	Electrician	76	Security guard
27	Embalmer	77	Sewer inspector
28	Event planner	78	Shift supervisor
29	Exterminator	79	Social worker
30	Farmer	80	Software developer
31	Financial advisor	81	Stay-at-home parent
32	Firefighter	82	Stock clerk
33	Fisher	83	Streamer
34	Flight attendant	84	Subway worker
35	Gas station attendant	85	Teacher
36	Graphic designer	86	Telemarketer
37	Gripter	87	Trash collector
38	Hair stylist	88	Truck driver
39	Hotel clerk	89	Union rep
40	Housekeeper	90	Utility worker
41	HR specialist	91	Valet
42	Insurance adjuster	92	Veterinarian
43	IT admin	93	Video editor
44	Journalist	94	Video game tester
45	Laborer	95	Waitstaff
46	Landscaper	96	Welder
47	Laundry worker	97	Window washer
48	Legislative aide	98	Writer
49	Librarian	99	Yoga instructor
50	Livery driver	00	Zookeeper



Growth & Change

Visiting the QZ—or perhaps even living near it—tends to change people over time. Scientists avoid the word “mutations”; strictly speaking, they aren’t.

After you complete an expedition, do the following:

- Roll 3d6 three times, comparing each roll to STR, DEX, and WIL, in order
- Each that rolls over the current ability score raises that ability by 1
- If no abilities increase, roll d100 on “Alterations” (p. 19)
- In any case, gain 1 HP (up to a recommended maximum of 12)

If you already have an alteration, instead of rolling, you may take a new alteration within 2 of one you already have (e.g., choose number 88–89 or 91–92 on “Alterations” if you already rolled number 90).

The first signs of alterations appear next time you wake—small bumps where extra limbs will sprout out, discoloration where your skin will be replaced by some other material. That may be as far as it goes back in Town, but development is dramatically accelerated in the QZ, so alterations will manifest fully early in your next expedition.



If what constitutes “an expedition” seems vague, that’s because it is. There’s no exact science of tracking how the QZ changes you. For game purposes, though, “an expedition” generally satisfies the following conditions:

- Spend time traveling between sites in the QZ
- Obtain something of long-term value—artifacts, data, resources, etc.
- Make it back alive to someplace relatively safe (usually Town, possibly a QZ settlement) to share, sell, or otherwise exploit your valuables



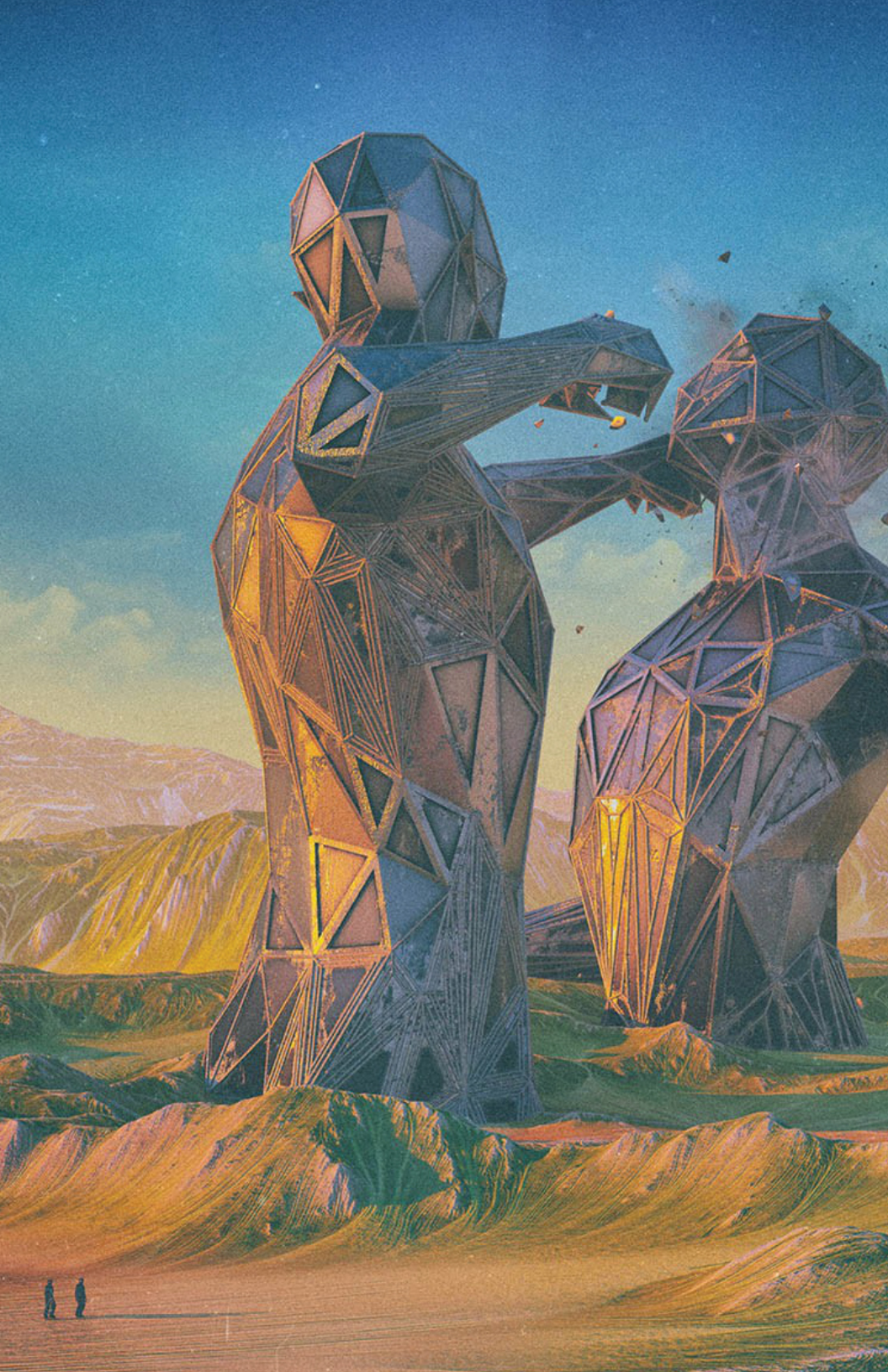
Alterations

- 01 **Telepathy** makes you hear thoughts as quiet murmurs. Save WIL to focus on one person's in a crowd without suffering a migraine.
- 02 **Telekinesis** exerts force mentally. Save WIL to affect multiple small objects or a single bulky object without suffering a migraine.
- 03 **Pyrotechnics** ignites a visible object with your mind (d6 attack). Spreads at GM's discretion on 5–6.
- 04 **Precognition** lets you replay any action or take an extra save—the first was “just a vision”—by suffering d6 WIL damage.
- 05 **Psychometry** makes you black out for a moment the first time you touch anyone or thing. The GM describes a moment from the target's past.
- 06 **Clairvoyance** gives a vague sense of what's on the other side of a wall or inside a container you can see, with a little concentration.
- 07 **Track** a person or thing while holding something that belonged them/it.
- 08 **Radio sense** lets you hear communications with a little concentration.
- 09 **Read** from any written record, from burned books to broken computers.
- 10 **Judgment** lets you recognize murderers on sight. (Remind the GM.)
- 11 **Forecast** weather with unerring accuracy to the second, even in the QZ.
- 12 **Personal orbit** causes items you lose or discard to find their way back to you at some point or another. (Tidying is hard.)
- 13 **Trustworthiness** means humans always believe whatever you say until they can no longer see you in person.
- 14 **Enthralling** prevents others from willingly breaking eye contact with you.
- 15 **Antisomnia** means no need to sleep anymore, and you never, ever blink.
- 16 **Discern heartbeats** as well as others can recognize distant faces.
- 17 **Silent steps** and breath mark your passage. You must try to make noise.
- 18 **Forgettable** nature makes even people who know you fail to recognize you until actively reminded who you are (at least for this meeting).
- 19 **Shadow** kills on your behalf if you are threatened in the dark, you think.
- 20 **Deadly weapons** always turn out to be close at hand when you are angry or threatened.
- 21 **Throwing** something always hits a living thing in the eye. (Be careful.)
- 22 **Center of mass** makes you impossible to knock over, always upright.
- 23 **Stand still** to freeze self in time 23.2 seconds, immune to all harm.
- 24 **Small step** into outer space and back again anytime. Suit recommended.
- 25 **Sidestep** at non-Euclidean angles to bypass physical objects, at the risk of something territorial in those spaces noticing your passage.
- 26 **Antigravity field** repels objects, acting as 1 armor.
- 27 **Levitate** steadily upward if not weighted down by something *bulky*.
- 28 **Jumpstart** vehicles remotely when you approach them. They will run for you even without fuel, even if not started in years.
- 29 **Flicker** and “glitch” around. Only take damage on even-numbered rolls.
- 30 **Refracted image** makes you appear to stand a few degrees off from

- where you actually are. *Impairs* most non-*blast* attacks against you.
- 31 **Unrecordable** by cameras, microphones, and reflective surfaces.
- 32 **Magnetism** constantly pulls lightweight, ferrous objects to you; concentrate to pull something larger, save DEX to catch something safely.
- 33 **Freeze** items held tightly in your hand, as if by liquid nitrogen.
- 34 **Resonate** your shriek to shatter a certain brittle material, like glass or ice.
- 35 **Gaze** damages DEX (d8) on mutual eye contact, calcifying at 0 DEX.
- 36 **X-ray eyes** are silver, pupilless, cause cancer, but see through things.
- 37 **Eye stalks** extend out 30cm, can look around independently.
- 38 **Wriggling worms** replace eyeballs, but see infrared, ultraviolet, radiation.
- 39 **Lobster claw** replaces one arm (d6 attack, +1 armor if usable as shield).
- 40 **Tentacles**—3 long ones—split out from one arm from the elbow down.
- 41 **Gills and scales** permit breathing and free movement in water.
- 42 **Gray skin** can shock with a touch (d8 attack).
- 43 **Resistance** makes you merely change color when poisoned/diseased.
- 44 **Camouflage skin** shifts in color and pattern to blend with surroundings.
- 45 **Elongation** stretches limbs to 150% length, neck to 300% length.
- 46 **Triple-jointed** all over. Bones dislocate easily. Gain +1 DEX.
- 47 **Suction-cup digits** let you climb sheer surfaces.
- 48 **Removable limbs** wriggle autonomously, more or less following intentions before removal. They grow back when you would regain lost STR.
- 49 **Hinged jaw** lets you swallow a whole bowling ball, if you are so inclined.
- 50 **Iron stomach** lets you digest pretty much anything.
- 51 **Adhesive tongue** extends to your full height outside you.
- 52 **Mimic** any sound you've heard by distending your throat.
- 53 **Birdlike** feathers, sharp beak (d6 attack), and keen eyes develop.
- 54 **Molting** sheds skin; reroll STR, DEX, and change appearance (just once).
- 55 **Shouts** carries over great distances, damages unprotected ears nearby.
- 56 **Inhale** for up to an hour at once to hold breath or shout for just as long.
- 57 **Preternatural speed** can grant 3 actions in 1 round, leaving you *deprived* (0 HP) until you eat a big meal and sleep for several hours.
- 58 **Eyeshine** from reflective, catlike eyes let you see in low light.
- 59 **Pheromones** can be excreted to heighten bystanders' emotions.
- 60 **Drink blood** from a live human to steal 1 STR/round, up to max STR.
- 61 **Venom** (from bite, or freshly spit onto a weapon) forces an extra critical damage save when an attack damages STR.
- 62 **Fangs** (d6) pierce and tear flesh easily, and let you grapple by biting.
- 63 **Unfazed** by pain and injury. Automatically save vs. critical damage.
- 64 **Regeneration** restores 1 STR/day. Tissue grows back spongy, purple.
- 65 **Walk on all fours**, but run twice as fast, leap twice as far.
- 66 **Retractable claws** (d6 attack) leave a mean scratch.
- 67 **Animal speech** sounds like greetings to you, sometimes a dire warnings.



- 68 **Large horns** can butt and gore (d6 attack, knock back/down on 6+).
- 69 **Quills** can be shot from skin (d4 attack, stay annoyingly stuck).
- 70 **Ratlike** features enhance smell. Teeth gnaw like dull knives.
- 71 **Noxious fumes** emitted when scared (d6 blast, causes gagging).
- 72 **Prehensile tail** sprouts from tailbone, about a meter long.
- 73 **Giant** in size, carry 3 *bulky* items without being *deprived*, and take up to +5 STR (max 20), minus the same amount to DEX (min 1).
- 74 **Segmented body** lets you curl up in a tiny ball, roll around like a pillbug.
- 75 **Extra limbs** sprout from either side of torso, usable as arms or legs.
When you gain alterations, you can opt to take this for additional pairs.
- 76 **Spinneret gland** secretes sticky, ropy webs; spend 1 HP per 10 meters.
- 77 **Caustic fluid** sprays from between mandibles (d6, dissolves tissue).
- 78 **Antennae** make senses super-sharp, hint at QZ anomalies.
- 79 **Tendrils** can manipulate small items, or siphon a living thing's nutrients.
- 80 **Moss** replaces hair and skin turns green. Daylight counts as food for you.
- 81 **Seeds** from your skin can be ground up for herbal medicine or narcotics.
- 82 **Pollen** can be expelled as a blast, causing coughing, itchiness.
- 83 **Spores** colonize those who damage your STR up close. You'll always know their location, and they must save WIL to threaten you/your allies.
- 84 **Mushrooms** grow from your skin. They are edible and quite nutritious.
- 85 **Flecks of mica** in skin act like ablative armor (+3 HP).
- 86 **Crystals** protrude from skin, exhibit the effects of a random rare artifact (p. 31). Unclear whether this would persist if broken off or if you die.
- 87 **Glossy skin** becomes hard and like obsidian (+1 armor).
- 88 **Stone skeleton** (+1 STR, -1 DEX, d6 unarmed) prevents severed limbs.
- 89 **Metal spikes** protrude from skin, count as an attack (d6) while grappling.
- 90 **Fireproof** skin also protects from acid, heat, short stints in lava.
- 91 **Glow** constantly, even more to safely absorb radiation in a small radius.
- 92 **Egghead** replaces your head; skin expands into a hard shell around your skull, muffling your voice, but granting sonar sense. Upon death, the shell cracks; any who eat your yolk regain lost STR and gain an egghead too.
- 93 **Odd lump** (*bulky*) grows on your back. When you die, it will hatch into a small being with your memories (d6 STR, 2d6+6 DEX, same HP and WIL).
- 94 **Grappling arm** can be flung on long sinews, gripping up to 20m away.
- 95 **Finger bones** shoot as projectiles (d6 blast); they regrow in an hour.
- 96 **Smooth holes** now pass cleanly through your body, making you look like Swiss cheese. Piercing damage is *impaired* against you.
- 97 **Seep** through solid objects slowly, or quickly, painfully (d6 STR damage).
- 98 **Bloat** up by sucking in several liters of water; spit out forcefully later.
- 99 **Secrete** water from pores in any pattern, with full precision. Producing enough for 2 to drink leaves you *deprived* (0 HP) from dehydration.
- 00 **Eyeslices** appear whenever you lose STR to a cut, as the skin splits to reveal a functional eyeball.



Compulsions

The QZ is extremely dangerous. Visitors are typically driven by either curiosity, duty, desperation, or greed. Some people *need* to visit the QZ, though. If a player ever wonders aloud why their character doesn't just move out of Town and get a safe job, they can either retire their character and do just that, or they can roll a d20 on this table and get a solid answer.



Compulsions

- 01 On the run from the law. They'd never look for you in the QZ.
- 02 Your attorney struck an odd deal to commute your sentence for QZ work.
- 03 Planted as a sleeper asset. Awaiting orders.
- 04 Insomnia only lets up after an expedition to the QZ.
- 05 The QZ is the only place you don't feel like someone is watching you.
- 06 Suffered amnesia. Traveling the QZ seems to unlock flashes of memory.
- 07 You (or your kid) can't keep down any food that isn't from the QZ.
- 08 You're pretty sure you died, but the decaying reverses while in the QZ.
- 09 Stigmata occasionally flares up, and only dries up upon return to the QZ.
- 10 Cancer goes back into remission whenever you visit the QZ.
- 11 Plants sprout from you and grow thicker every day you're out of the QZ.
- 12 When you spend too long outside the QZ, you cough up beetles.
- 13 Uncontrollable itchiness eases during and awhile after an expedition.
- 14 Spirits of the dead constantly nag you to do favors for them in the QZ.
- 15 Sometimes you black out, and when you come to, you're already geared up and on your way to an expedition in the QZ.
- 16 You grow grayer, stiffer, and heavier each day, as if slowly turning to stone. QZ expeditions return you to normal for a while.
- 17 You developed a cosmetic alteration—teal skin, vestigial tail, useless third ear, etc. There are parts of Town where you can lie low, but you'll disappear into a research facility if you spend too long outside the QZ.
- 18 People who spend time with you outside the QZ tend to have a lot of accidents—unless you go on frequent expeditions.
- 19 Outside the QZ, no one knows you, and all records of you disappeared, as if you never existed at all. Maybe you can undo it back in the QZ.
- 20 You suspect you're not who you seem to be, but a simulacrum with the memories of a lost QZ traveler. You're unsure of your purpose, but feel more at home in the QZ than outside it.



ITEMS

Look, we're all just people trying to make the most of what we got. Sometimes that means digging deep, trying figure out some way to make that old job as a yoga instructor get you out of a jam. But more often, it means figuring out how the hell to stop someone from shooting at you when all you got is a magnifying glass that sees 33 seconds into the past.



Trade (p. 27) in this game could involve tracking currency amounts to the last coin or note—it is based in the “real” world, so all you’d have to do is visit the internet to check for the price of a ballistic vest. The game’s meant to move pretty quickly, though, and devote more time to hunting for treasures than to haggling over their prices. See this section for tips on how to abstract prices a little.

Equipment (p. 28) taken on expeditions favors the practical—stuff that will help you survive in the QZ. This section offers a sampling of things players might recognize as “practical valuables,” but is by no means an exhaustive list of all the items one might find in the world. If the players’ characters are truly mercenary, don’t forget to throw in some “impractical valuables” as “treasure” too, like antiques, art, and hard currency left behind during the evacuation.

Artifacts (p. 30) are strange, seemingly alien tools that litter the quarantine zone. This section offers 20 artifacts common enough to have nicknames, another 20 rare artifacts to find during play, and some tables to randomly generate new artifacts as needed.

Note that those last tables require pretty significant interpretation on the GM’s part. Don’t worry about getting “balance” or “rules” right as much as coming up with effects that seem strange and interesting. It’s up to the players to figure out interesting ways to use an item that “converts moisture to lies,” and they will bend over backwards to find an opportunity to do it.

Trade

Authorized expeditions provide Lab scientists and Guard soldiers with everything they need—and the members of those expeditions are not technically permitted to bring in anything else, so shopping for gear isn't really an issue. Scavengers are on their own for equipping themselves, though (even when working for hire as guides on authorized expeditions), and soldiers and scientists on unauthorized expeditions will need to buy their own gear as well. Most such purchases go through the Underground's barter economy.

Technically, you could choose to track the currency value of valuables you collect and sell to a fence in the Underground, or the supplies you acquire through trade. This game is based in (an alternate version of) the modern day, and so doesn't have a "price list" of mundane equipment, but if you really want to know how much a ballistic vest costs, you can search online. This would be a potentially tedious bookkeeping task in a game that's otherwise pretty committed to focusing more on conversation than rules litigation.

Broadly speaking, you can trade away items to get other items of roughly equivalent value, unless you are obviously getting screwed in a deal. If you want to track more precisely than that, though, so that sticking your neck out for *one more artifact* is a genuine dilemma, consider using "*about a thousand*" as an approximate unit of currency, with "*a few hundred*" counting as half that. By that guideline....

- Most handguns, rifles, and body armor are *a few hundred* apiece
- Higher-end or illegal items, like an assault rifle or a black-market rocket launcher, are *about a thousand*, maybe *a couple thousand*
- A month's living expenses are *a few hundred* if you live out of your car or crash with a friend, *a couple thousand* if you rent, more if you live large
- Common artifacts (p. 30) without obvious use go for *a few hundred*
- Common artifacts with an obvious use go for *about a thousand*
- Other artifacts go for about *at least a few thousand* (say, *1d6 thousand*), more if they do something obviously useful

Players can introduce literally any real object into the game by saying they want to go shopping for it online. Consult the facing page for examples and rules for some of the most commonly used items in the QZ.

Equipment

The following list offers the most common items one might find on QZ expeditions, or “in stock” among the Underground’s black-market dealers in Town. Be aware of the following descriptors:

- **Blast** weapons attack everything in a logical area and range
- **Auto** weapons can make a blast attack, or take the higher of two dice on a single target, but such attacks jam the gun if any die rolls a 1
- **Bulky** items slow you down while worn, or take two hands to use while carried; carry more than 2 bulky items, and you’re *deprived* (0 HP)

Use luck rolls periodically to check whether limited-quantity items like first aid kits and ammunition are (1) all out or (2–3) have one use left.



Common expedition gear

- 01 Infiltration tools (*e.g., bolt cutters, lock picks, crowbar, grappling hook*)
- 02 Gas mask, hazmat suit, or geiger counter
- 03 Body armor (*1 armor*)
- 04 Night vision goggles
- 05 First aid kit (*stabilize someone after critical damage, stop bleeding, etc.*)
- 06 Zone suit (*1 armor, shockproof, fireproof, radiation-proof, acid-proof, O₂ supply, Lab issue only, bulky*)
- 07 Pepper spray, stun gun, or baton (*d6*)
- 08 Smoke grenade (*impairs attacks*)
- 09 Flashbang (*save DEX vs. stunning*)
- 10 Semiautomatic pistol or revolver (*d8*)
- 11 Machine pistol or submachine gun (*d8 auto*)
- 12 Rifle or shotgun (*d10, bulky*)
- 13 Assault rifle (*d10 auto, bulky*)
- 14 Sniper rifle (*d10, ignores 1 armor, bulky*)
- 15 Flamethrower (*d6 blast/round, bulky*)
- 16 Machine gun (*d10 blast, bulky*)
- 17 Plastic explosive or mine (*d12 blast*)
- 18 Fragmentation grenade (*d10 blast*)
- 19 Incendiary grenade (*d6 blast/round*)
- 20 Missile launcher (*d12 blast, bulky*)



Artifacts

The Event left countless “artifacts” of unknown origin scattered across the QZ. While some require experimentation to determine how to recognize and use them, in many other cases, humans are inexplicably able to intuit even the strangest functions. A small number have been found “commonly” enough to have picked up nicknames, though even these remain valuable (and illegal outside the QZ or the Lab). Any may have effects yet unknown.



Common artifacts

- 01 **Blanks** are cylindrical containers without sides—just two, circular bases with handles, connected invisibly and intangibly, about 30cm apart
- 02 **Bottled embers**, after being stored without oxygen for a few days, expand into an inferno with d4 rounds of being released
- 03 **Curseweed** can’t be seen straight-on, only out of the corner of your eye, or sensed right behind you; skin contact is usually fatal within a day (d20 STR damage, disintegrates curseweed), but cause of death varies
- 04 **Ectoplasm** turns whatever it touches gooey and semi-substantial
- 05 **Glasstic** is a seemingly plastic material, usually found in the form of small, rectangular solids, that is invisible when looked at from a 45° angle
- 06 **Greenish fuzz** resembling dryer lint causes violent itchiness while visible to targets (so looking away provides a viable defense)
- 07 **Halos** make a person polite and obedient while worn on the head
- 08 **Hand seeds** can be planted to grow into human hands on forearms
- 09 **Heavies** are metal discs that weigh several tons unless held by a person
- 10 **Iron scale**, when held in mouth, briefly turns you into an iron statue
- 11 **Labyrinth thread** winds into a small ball, unspools to a few kilometers
- 12 **Mindkerchiefs** always smell extremely familiar and comforting
- 13 **Needlepointers** each reliably point to a specific object; *why* is unclear
- 14 **Portable rungs** stay fixed in midair for 3.1 minutes when thrown
- 15 **Retrospects** are foggy lenses (quarter- to dinner-plate-sized) that show the past when looked through (always a fixed amount, varies with each)
- 16 **Silver razors** cut through minerals like butter; no effect on organic tissue
- 17 **Salamander eggs** get gradually hotter while squeezed
- 18 **Satellites** are curios in a variety of shapes that float around your head
- 19 **Zone shrooms** give vague premonitions; after using once, going without for a day leaves you *deprived* (0 HP)
- 20 **Zo-yos** are balls that always return to the hand when thrown



Rare artifacts

- 01 **Charred, gun-shaped object** looks like a smooth, toy replica of a gun someone used as firewood; holding with arm outstretched and pretending to pull a trigger tears the skin off the wielder's body and gives their appearance to whoever they pointed the artifact at
- 02 **Clay spindle** writhes in patterns consistent with imminent environmental shifts, including changes in weather and movements of QZ anomalies
- 03 **Cobalt cup** holds a seemingly infinite amount of liquid put into it
- 04 **Crystal dodecahedron** absorbs damage dealt to its bearer; it has 6d6 STR, and at 0 STR, it shatters, with unknown results
- 05 **Ever-buzzing bead** teleports whoever rubs it d8m in a random direction
- 06 **Flickering thorn** disintegrates a 1.2m sphere around whatever it pierces at least 1cm deep, destroying itself in the process
- 07 **Frosted cone** shows the infrared spectrum when looking through bottom
- 08 **Glyph-etched ring** allows whoever stands in it to see whatever they would see if they were standing in the location of its mate (whose exact location is unknown, but appears to be somewhere in the Wasteland with a view of a tall, blackened tree)
- 09 **Metal bird** follows simple commands, otherwise rests perfectly still
- 10 **Oval mask** hovers just in front of face, transparent to wearer and mirrored to all others; blocks all attacks from any currently visible through it
- 11 **Pulsing orb** acts as a permanent homing beacon to anyone whose skin has ever touched it; previous owners are unknown
- 12 **Purple gland** can be squeezed to squirt a small stream of clear liquid that instantly melts inorganic matter, and makes people's eyes itchy
- 13 **Segmented wand** draws energy from organic beings (d6 DEX damage), which can be redirected into machinery
- 14 **Shattered sphericon** still hangs together through some force; shards flash different colors the first time it comes in proximity to certain objects (yellow for artifacts, red for mundane weapons, others yet unknown)
- 15 **Shimmering starburst** can be smashed to muffle all sound and convert all light in a large radius into ultraviolet light for several minutes
- 16 **Smooth skull** looks like a perfectly spherical bone with holes for eyes and nostrils; holding allows bearer to communicate mentally with anyone they point the skull at, over any distance, provided no obstructions
- 17 **Sparkling yellow grease** sends a person and artifacts on their person—but not other belongings—through power lines in the form of electricity, solidifying again at an exit point (which may be tougher to accurately specify the farther it is from the starting point)
- 18 **Stone cube** (+2 armor, *bulky*) looks like a common stone carved to sharp, mathematical precision
- 19 **Red pickle** restores lost STR and DEX for d4 WIL damage upon eating
- 20 **Wire-wrapped fork** can be struck on a surface to project a vertigo ray



Random artifact properties

Roll once/column and combine

01	Glowing	01	Red	01	Ring	01	Of hard metal
02	Sparkling	02	Orange	02	Stick	02	Of soft metal
03	Hovering	03	Yellow	03	Sheet	03	Of plastic
04	Weightless	04	Green	04	Arc	04	Of wood
05	Thrumming	05	Blue	05	Sock	05	Of crystal
06	Buzzing	06	Indigo	06	Spike	06	Of glass
07	Frictionless	07	Violet	07	Ball	07	Of rubber
08	Heavy	08	Pink	08	Disc	08	Of needles
09	Semi-visible	09	Teal	09	Cube	09	Of vine
10	Sticky	10	White	10	Tablet	10	Of stiff cloth
11	Flickering	11	Black	11	Cord	11	Of silk
12	Unsettling	12	Brown	12	Bowl	12	Of hair
13	Silent	13	Gray	13	Cone	13	Of water
14	Warm	14	Variegated	14	Cylinder	14	Of milk
15	Cold	15	Pearlescent	15	Egg	15	Of blood
16	Tingly	16	Coppery	16	Pyramid	16	Of chitin
17	Quivering	17	Golden	17	Lattice	17	Of meat
18	Shapeshifting	18	Silver	18	Möbius strip	18	Of sinew
19	Glittering	19	Metallic	19	Contraption	19	Of bone
20	Mundane	20	Clear	20	Icosahedron	20	Of light



Random artifact effects

Roll once/column and combine

01	Cause	01	Light
02	Reflect	02	Heat
03	Destroy	03	Cold
04	Hide	04	Moisture
05	Magnify	05	Energy
06	Lessen	06	Gravity
07	Corrupt	07	Motion
08	Shield from	08	Pain
09	Detect	09	Rage
10	Feed upon	10	Hunger
11	Combine	11	Confusion
12	Attract	12	Peace
13	Personify	13	Insight
14	Harness	14	Lies
15	Absorb, then later release	15	Courage
16	Alter the nature of	16	Pity
17	Hide	17	Petrification
18	Provoke reaction to	18	Life
19	Convert [roll once] into [roll again]	19	Death
20	[Do something unknown to...]	20	[... something yet unknown]



TOWN

This used to be a nice town. Quiet. Close enough to the City to be interesting, far enough to not have to deal with all its bullshit. But we're dealing with its bullshit now, though, aren't we? Like it or not, bullshit's our biggest business.



The bulk of this game takes place in two places: in the QZ itself, and in a “border town” in close proximity to the QZ. A number of towns like this one exist along the circumference of the QZ, housing QZ refugees, Lab employees, Guard detachments, and scavengers. In your own Town, the characters can gather resources, meet with contacts to pick up tips for jobs or clients, and get a good night’s sleep.

Local rumors (p. 35) about the QZ and the Town offer the GM ideas for interesting situations, or just some BS for townies to talk about in the bar.

Odd border town features (p. 36) show how the QZ might not be as “quarantined” as we hope, if you don’t mind your Town not being be a wholly mundane counterpoint.

Border town locations (p. 36) give the characters someplace to find when they go roaming or the players ask, “Where would I find...?” (There’s not much here. The QZ likely wrecked most of the local economy, after all.)

And finally, this chapter introduces contacts from the three groups in Town with the most vested interest in QZ expeditions: the **Lab (p. 38)**, the **Guard (p. 40)**, and the **Underground (p. 42)**.

Building the Town

The details of *your* Town are left deliberately vague here so you can truly make it yours, whether as a completely imaginary construction or as an adaptation of something real and familiar to you and/or your players. In case you need inspiration, consider rolling or choosing your favorite details from the following tables.



Local rumors

- 01 The QZ was made by time travelers unable to slow down enough to interact with us. That's how they left so much behind so fast.
- 02 Our QZ isn't the only one. Other countries have kept theirs secret.
- 03 There are a *lot* more zoners living in there than the government admits.
- 04 New artifacts keep appearing. Maybe whoever made the QZ never left?
- 05 The QZ was the result of overlapping dimensions. Happens every few thousand years. Think about the pyramids!
- 06 The QZ actually took years to come about. By the time the changes were obvious, it was too late to stop them.
- 07 The QZ was created as a government experiment. And all of us, here in Town—we're still experimental subjects.
- 08 The QZ has a mind of its own, and it likes some of us more than others.
- 09 It's gradually replacing us with duplicates. Like, half of us aren't even *us*.
- 10 New technology doesn't work there. That's why Lab cameras use film and the Guard uses old night-vision goggles instead of the good ones.
- 11 We can't get accurate satellite pictures or sat phone signals because the physics distortions go all the way into the upper atmosphere.
- 12 This town's protected by a massive supercollider deep underground.
- 13 Anybody "changed" by the QZ is under its control—and contagious.
- 14 The Lab has already adapted some QZ tech, but is keeping it secret.
- 15 There's a black hole in the center of the QZ. If you could survive going in, it'd lead you to an alien world—where the things that did this to us live.
- 16 After rogue AIs made the QZ, they left for deep space in a nanite cloud.
- 17 It's literally Hell. The weird shit we can't understand? Angels, man.
- 18 We can't send robots in to explore the QZ for us because they go bad.
- 19 Artifacts, anomalies—all pieces in a puzzle. When we solve it, we'll be welcomed into the galactic community.
- 20 The mushrooms in there will *fuck*. *You*. *Up*. In a good way!



Odd border town features

- 01 Giant, metallic sphere hovering over Town, emitting a constant, low hum
- 02 A brief glance out a window sometimes shows an unfamiliar landscape
- 03 Buildings look overgrown as local plants grow at accelerated rate
- 04 Occasional “rain” of small, mundane creatures, usually frogs or crawfish
- 05 Clocks (digital and analog alike) all stop at 2:59 every morning
- 06 Plaintive wailing carries from afar, never traced to an actual source
- 07 Scattered pebbles sometimes float up a few inches, then drop suddenly
- 08 Persistent aurora borealis, sometimes resembles recognizable shapes
- 09 Giant, cordoned-off hole of unknown depth just outside Town
- 10 Technology invented after 1993 simply does not function within 55km
- 11 People with blue eyes go blind after 83.1 consecutive hours in Town
- 12 Residents are sometimes reportedly seen in multiple places at once
- 13 Asphalt and concrete don’t set properly, requiring alternative materials
- 14 Thick, rubbery electrical cables grow from soil in places like weeds
- 15 Infrequent Town-wide magnetic bursts wipe hard drives and credit cards
- 16 Water tower known to hold liquid nitrogen for unclear reasons
- 17 Giant tree, with a trunk several city blocks thick, towering over Town
- 18 Mundane items retrieved from the QZ sometimes feel intuitively “wrong”
- 19 Water swirls the wrong way down drains
- 20 There are no birds in or over Town, ever



Border town sites

- 01 Beck’s, dive bar frequented by the Underground; illicit deals in back room
- 02 O’Malley’s, sports bar pretty much exclusively patronized by the Guard
- 03 Sublimation, semi-trendy bar popular among students working at the Lab
- 04 Concourse, expensive restaurant popular among older Lab workers
- 05 Lab campus, mostly science buildings, offices, employee apartments
- 06 Guard barracks and HQ in a squat, stony building
- 07 Town square, featuring a water fountain full of pennies
- 08 Power plant (choose what kind based on locale—coal, wind, hydro, etc.)
- 09 Movie theater and concert venue
- 10 Video arcade (operated at a loss by an enthusiast who works at the Lab)
- 11 School buildings and sports fields
- 12 Water treatment plant
- 13 Run-down apartment complex housing locals and QZ refugees
- 14 Main Street, including an all-night diner and popular military surplus shop
- 15 Post office, adjacent to train station, a few hours from nearest airport
- 16 Memorial Hospital, with a statue of someone nobody can name
- 17 Park with benches and children’s playground
- 18 Multi-denominational church with soup kitchen and cemetery
- 19 Weirdly out-of-place modern art sculpture
- 20 Office buildings, mostly for government



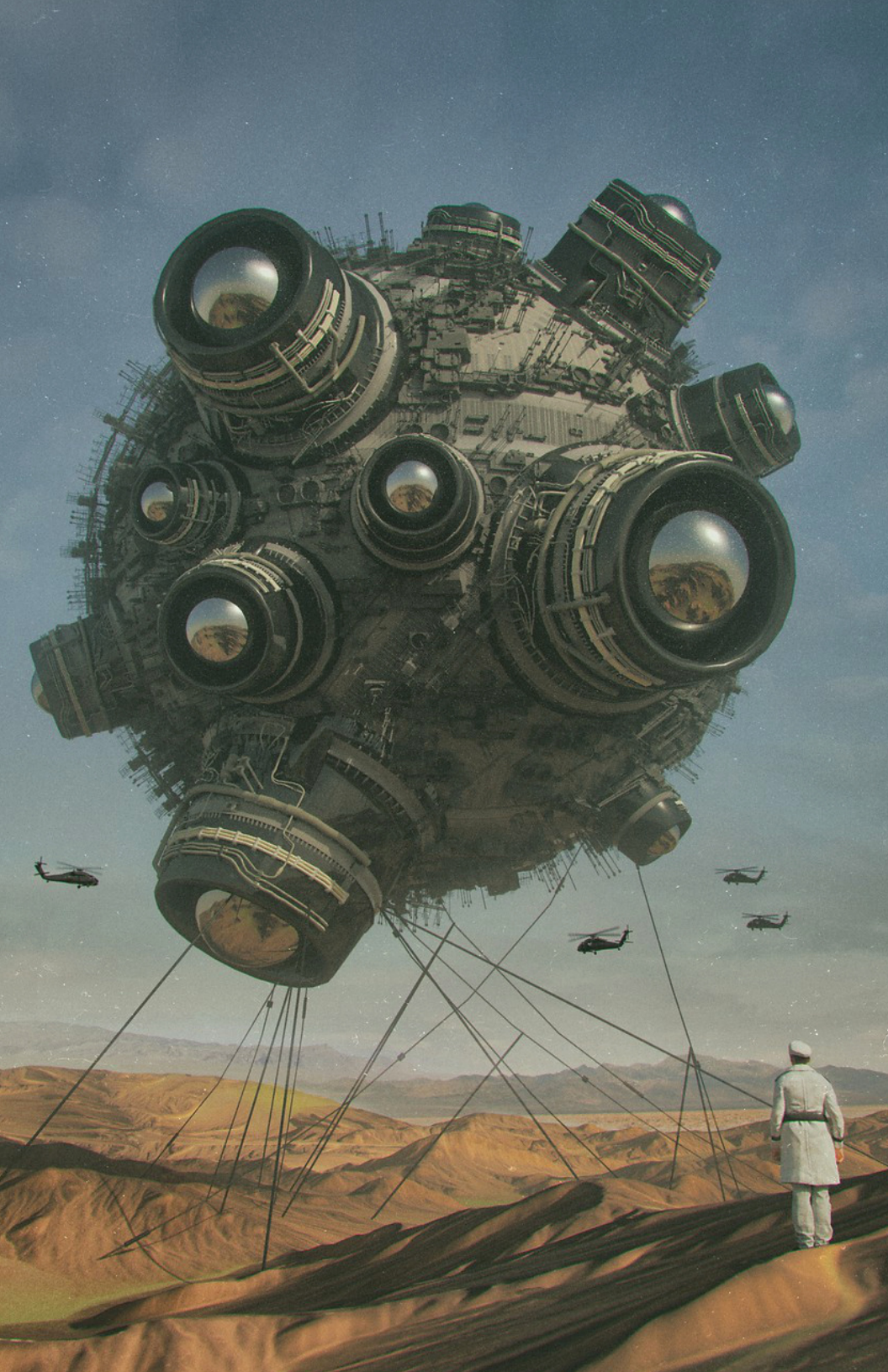
The Lab

The corporate/academic coalition nicknamed “the Lab” is dedicated to unlocking the QZ’s secrets and—eventually, hopefully—adapting artifacts for reproducible technologies. Its scientists are officially forbidden from working with anyone affiliated with the Underground, but leaders who bristle at the Guard’s heavy-handed oversight tend to look the other way. Working with scavengers is sometimes the only way to pursue certain research safely.



Lab contacts

- 01 **Dr. Alvarado** (*devious, but fair*) needs a rival tailed in the QZ.
- 02 **Dr. Billings** (*too-friendly*) needs QZ loot to settle gambling debts.
- 03 **Dr. Brzezicki** (*shy, mumbly*) needs readings from the green haze.
- 04 **“Buddy”** (*goofy security guard*) needs to feel like part of a badass crew.
- 05 **Dr. Cain** (*bold nerd*) needs an escort for unauthorized field research.
- 06 **Dr. Chaudhary** (*desperate, broken*) needs someone to escort his son to the QZ in time to save his life.
- 07 **Dr. Cruz** (*wry, bleak*) needs a new, unique artifact (to save her job).
- 08 **Dr. Darzi** (*brainy, chatty*) needs samples of rock that defy gravity.
- 09 **Dr. Downs** (*big, somber*) needs help to liberate a test subject.
- 10 **Dr. Gee** (*sunken-eyed postdoc*) needs to prove which one of him is real.
- 11 **Dr. Grimsdottir** (*quirky, paranoid*) needs a specific cadaver from the QZ.
- 12 **Isaac** (*brooding custodian*) needs someone to find husband (Jamal), a scientist who went missing in the QZ with a Guard escort.
- 13 **Dr. Ledbetter** (*grandmotherly, scholarly*) needs a live human who hasn’t left the QZ since the Event.
- 14 **Dr. Li** (*radiates anxiety*) needs readings on whether the QZ is growing.
- 15 **Dr. Narang** (*thoughtful, meticulous*) needs live specimens from altered animal species in the QZ.
- 16 **Dr. Kwok** (*kind, lonely*) needs unstable samples from a certain QZ lab.
- 17 **Dr. Okorie** (*warm, friendly*) needs about half a dozen artifacts—any will do—found scattered across an area of at least a few kilometers.
- 18 **Dr. Roche** (*direct, assertive*) needs escaped lab rat recovered. Bonus for also bringing back the lab assistant it took on the way out.
- 19 **Dr. Utkin** (*ferret-like, easily distracted*) needs someone to test what happens when they swallow this pill and face the QZ’s flesh-eating wind.
- 20 **Vi** (*bubbly lab tech*) needs 5 artifacts called “whistlers,” for ... reasons.



The Guard

The Quarantine Zone Guard patrols the QZ's borders and oversees the Lab's research expeditions. Ultimately, their goal is to bring the QZ under military control, and get first dibs on whatever new technologies the Lab produces from it. They're known more for killing scavengers who "could have had a dangerous artifact weapon" than for stopping QZ threats, but have little choice to but to work with scavengers brought on as "guides" by the Lab.



Guard contacts

- 01 **PFC Aaron** (*quietly pained*) needs addictive fungi found only in the QZ.
- 02 **CPL Bristol** (*moody, intense*) needs revenge against QZ gang who killed her brother, but can't get away to exact it herself.
- 03 **PFC Brahim** (*terse, cautious*) needs a message delivered in the QZ.
- 04 **PFC Cranston** (*polite, exhausted*) needs something to help with prophetic nightmares, but doesn't dare tell their superiors.
- 05 **SGT Driver** (*warm, level-headed*) needs to rescue a teammate she made the hard call to leave behind.
- 06 **SGT Edwards** (*sad, loyal*) needs to desert and rejoin his wife in the QZ, but doesn't dare steal gear—and wouldn't survive without an escort.
- 07 **CPL Frances** (*tough, reserved*) needs proof that her AWOL teammate fled to the QZ for good reason.
- 08 **PFC Green** (*pleasant, firm*) needs extremely rare medicine for her sister.
- 09 **CPL Isaiah** (*quiet, dreamy*) needs an artifact he can't stop thinking about.
- 10 **CPL Jiang** (*dry, private*) needs an orphanage burned down. (Long story.)
- 11 **SPC Meeks** (*quietly intense*) needs to bury his late wife in the QZ.
- 12 **PFC Noonan** (*friendly if drunk, freaking out otherwise*) needs therapy.
- 13 **PFC Novak** (*wary, sharp*) needs proof her CO acts "oddly" in the QZ.
- 14 **SPC Potter** (*cocky, leering*) needs a cut of profits if this map checks out.
- 15 **SGT Saunders** (*upright, steely*) needs to find out what really happened in last week's "accidental weapon discharge" incident.
- 16 **PFC Testa** (*sickly, firm*) needs an escort to a rumored healing artifact.
- 17 **CPL Tran** (*clever, civil*) needs to know where she's sleepwalking to.
- 18 **PFC Vincent** (*heavy, silent*) needs his body retrieved and un-petrified.
- 19 **CPL Wentworth** (*jittery, shaken*) needs to confess to her crime.
- 20 **PFC Zoric** (*awkward, cerebral*) needs to be convincingly killed in the QZ, in front of witnesses—but not actually *killed* killed for real, you know?



The Underground

The Underground isn't an organization so much as a professional network for anyone who wants a piece of the QZ without having to deal with the Lab or the Guard. That mostly means scavengers, Guard deserters, ex-Lab staff concerned about ethics, and the career criminals who buy from and sell to them. It's common for Underground contacts to move from one border town to the next, establishing connections but keeping the Guard off their trail.



Underground contacts

- 01 **The Belgian** (*urbane art lover*) needs outsider art from QZ denizens.
- 02 **Breckenridge** (*formal fence*) needs a QZ explorer to mentor her brother.
- 03 **Brick** (*bulky, practical thug*) needs to find out how an independent crew got a new source and cut his boss out of the addictive QZ fungus trade.
- 04 **Caribou** (*gentle, polite thief*) needs needs an escort to a certain QZ bank.
- 05 **Curly-Q** (*smile suggests barely contained violence, occupation unknown*) needs armed mediators for a summit in the QZ.
- 06 **Devo** (*frenetic smuggler*) needs help moving something out of the QZ that's too big to handle alone.
- 07 **Dunn** (*quiet, scarred bodyguard*) needs a client. (Live, this time, please.)
- 08 **Glover** (*grumpy old scavenger*) needs help taking down "something big."
- 09 **Haverford** (*nagging, ex-Lab sawbones*) needs to keep the Guard off her back if she's going to be able to keep taking care of people.
- 10 **Hightail** (*reliable transport driver*) needs work; accepts cash and QZ loot.
- 11 **Ivy** (*posh appraiser*) needs another example of a certain artifact.
- 12 **Jessie** (*chummy, hard-drinking scavenger*) needs to deal with creditors who'll kill her unless she pays them back in regular artifact installments.
- 13 **Johnson** (*hungry QZ refugee*) needs paying work, offers to be a guide.
- 14 **Loki** (*very chill fence*) needs small, easily smuggled artifacts.
- 15 **Nine-mil** (*quippy gun runner*) needs—and is happy to trade you—weapons in decent condition.
- 16 **Omar** (*resigned scavenger*) needs to get back his left lung, still in the QZ.
- 17 **Peekaboo** (*friendly, no-BS thief*) needs to steal an artifact from a QZ cult.
- 18 **Sharps** (*uptight auctioneer*) needs a few more pieces for an auction.
- 19 **Wilkes** (*cheery jeweler, frequent Underground client*) needs a memento from a childhood home in the QZ. (It keeps moving.)
- 20 **Wingnut** (*unhinged scavenger-wannabe*) needs to build credibility; would accompany on an expedition for a smaller share.



THE QZ

It could be the leftovers from an alien incursion. It could be a door to another world. It could be an experiment gone awry. We really have no idea. But we can't help ourselves from going in, getting ourselves killed, again and again.



The QZ is broadly divided into “sectors”—the **City** (p. 48), the **Wilderness** (p. 51), the **Wasteland** (p. 55), and the **Tunnels** (p. 59)—each divided into many (mostly randomly generated) “sites.” This chapter offers some tips for **Navigation** (p. 45) between sectors and sites, and examples of how the **Environmental conditions** (p. 46) might change, including the presence of unnatural anomalies.

This chapter also includes a few more detailed looks at specific sites, one in each sector: **Bulldog Turf** (p. 64), **The Fungal Colony** (p. 66), **Research Station A37** (p. 68), and **The Corridor** (p. 70).



Two important notes about encounters: Text in *italics* is information the GM shouldn't reveal right away to players; it must be discovered through interaction. And where people's and creatures' statistics are not specified, assume 10 in an ability, 3 HP, and appropriate damage for whatever weapons they're likely to have—d6 for something small or handheld, d8 for something heavy or *bulky*, one die higher for firearms.

Navigation

This chapter presents a lot of options for what one might find in the QZ, but how do you go looking for a specific person, place, or thing? The GM can hand-wave a lot of that: “The client gives you directions recent enough that they should still be good. Just make sure to hit these sites—you can see the next one from each!” But if the GM wants to plan out more of a map in advance, or even on the fly, consider these guidelines.

Border crossing is the first step in navigating the QZ. For an authorized expedition, this is tedious and uneventful—checkpoints, paperwork, radio chatter, and eventually you get ushered through a big gate that closes hard behind you—so you can skip it most or all of the time. Even on an unauthorized expedition, it often makes sense for the game’s focus to jump right to the action in the QZ. But every now and then, perhaps the first one or two times players enter the QZ illegally, it can be interesting to make figuring that out part of the game. Remember to present it as dilemmas: You can bribe some soldiers, but that’ll cost you. You can sneak through the sewers, but you might get lost in the Tunnels. You can drive way out of Town and try to hop or cut through the fence, but the patrols out there are just as likely to shoot you dead with no witnesses.

The first site on the other side of the gate is in The City. The Wilderness is off in one direction from there, the Wastelands in the other, and the Tunnels as close as the nearest subway station.

Traveling to a new site might prompt the GM to roll a d6. If the players have a specific destination in mind, mention clues indicating the correct path.

- 1 Same sector site + immediate encounter and/or feature
- 2 Same sector site + signs of nearby encounter
- 3 Same sector site + signs of a nearby feature
- 4+ Same sector site with signs of how to get to the sector they’re moving toward, OR a site in a new sector (if it makes sense)

Of course, ignore these guidelines when it makes sense. (Switch to Tunnel sites as soon as they they “I take the stairs underground.”)

Environment

About half the time, the QZ generally has clear skies and fair weather. After entering a new area or spending the night in the QZ, the GM may wish to test luck (d6), indicating whether unnatural environmental conditions are (1) imminent or (2–3) on the way, with plenty of warning. Some areas may have spray paint or signs left by previous expeditions warning of localized anomalies, but weather-like phenomena are fairly likely to move (as weather systems do).



Environmental anomalies

- 01 Extreme heat or cold
- 02 Thick fog, impairing visibility
- 03 Light rain, hail, or flurries
- 04 Pouring rain or heavy snow, impairing visibility
- 05 Lightning (1-in-20 chance/round of a high target being struck for d20)
- 06 Heavy hail (d4 attack/round)
- 07 Acid rain (d6 attack/round)
- 08 Tornado, dust storm, or hurricane/typhoon
- 09 Thick swarm, flock, or rainfall of small, likely altered animals
- 10 Ambient radiation (ongoing STR/DEX damage, worsening sickness)
- 11 Flesh-eating winds (d10 attack/round)
- 12 Localized vacuum (no atmosphere, contained in a geometric space)
- 13 Null gravity area (items floating within—rocks, pens, nails, etc.)
- 14 Crushing gravity area (immobilizes on entry, usually instantly fatal)
- 15 Reverse gravity area (flings objects upward at 1G)
- 16 Spatial anomaly (routes differ from maps, backtracking unreliable)
- 17 Temporal anomaly (accelerated, slowed, or reversed—you will be held in quarantine if you return from your expedition before you left)
- 18 Electromagnetic anomaly (electronics all stay powered on and may shock anyone who gets close, or electronics fail to work at all)
- 19 Chemical anomaly (chemical reactions occur or fail to occur in expected fashion—combustion may be impossible, water may react to canteens as if reacting to potassium, carbon dioxide may liquify on exhalation, etc.)
- 20 Strange haze in a vivid color (roll d6 on a rainbow—ROYGBV), impairing visibility, with possible other effects as yet unknown



City

Just beyond the main gate from the Town lies the City, the most thoroughly explored sector of the QZ to date. Though parts of the city lie in ruins, some structures and spaces seem almost untouched.



Authorized expeditions to the City are often searching for answers to research questions including....

- What effect has the QZ had on the “zoners” still here under quarantine?
- Which pre-Event technologies have withstood the QZ’s changes best?
- How does this experimental subject react to QZ stimuli?

Because of its close proximity to Town, anyone who has a relatively brief study to conduct is expected to do so with as short an expedition into the QZ as possible, which means sticking to the City. This doesn’t necessarily mean such studies are safer, however, given the presence of “zoner” gangs like those skirmishing over the so-called Bulldog Turf (p. 64).



City sites

- 01 Office building—business, government, or multi-use
- 02 Gas station, garage, or car wash
- 03 Warehouse or other storage
- 04 Retail store or shopping mall
- 05 Grocer or supermarket
- 06 Hospital, clinic, fitness club, or pharmacy
- 07 School, museum, or library
- 08 Factory or utility plant
- 09 Restaurant or cafe
- 10 Church, temple, or mosque
- 11 Parking lot or other parking structure, some vehicles scattered around
- 12 Park, field, stadium, beach, or public pool
- 13 Police station, firehouse, or similar
- 14 Apartments, houses, or hotel
- 15 Theater, night club, or concert venue
- 16 Transit station—train, bus, subway, or airport
- 17 Construction site, still some equipment and vehicles
- 18 Large bridge, overpass, or highway
- 19 Dump, junk yard, or abandoned lot since before the Event
- 20 Local landmark or memorial



City site features

- 01 Plant overgrowth, with bright flowers and pollen dusting, or clinging vines
- 02 Fungal overgrowth, possibly with toxic or hallucinogenic spores
- 03 Slime covers most surfaces, overpowering moldy smell
- 04 Incendiary gas leak
- 05 Deadly radiation in a small area, geiger counters tick wildly on approach
- 06 Voices echo from around corners
- 07 Flooding, likely filthy water, but possibly acid, or strange chemicals
- 08 Objects and materials found here 50% likely to crumble on touch
- 09 Blood, so much blood
- 10 Seemingly pristine space, untouched by ruin
- 11 Electronics still running here, as if on permanent battery life
- 12 Hidden safe, bunker, or other secret space with valuables
- 13 Crudely rigged traps with wire, pressure plates, rocks in buckets, etc.
- 14 Live explosives rigged to go off around a zone cache
- 15 Blazing fire, or signs of one in the recent past
- 16 Bodies fused with objects, as if suddenly occupied same space at once
- 17 Unfamiliar architecture, unlike anything known in human history
- 18 Nearby cars sheared apart from an invisible, geometric solid in the road
- 19 Crazy writing everywhere—pseudo-biblical, math, or about characters
- 20 Abandoned base camp from an expedition, a few supplies remaining



City encounters

- 01 **Authorized expedition** with 3 scientists (*Drs. Evans, Liu, Shah*) and 2 soldiers (*SGT Heller, PFC Cole*). *If you're unauthorized, they'll try to arrest. If authorized, they're angry you're in their designated research area. Think they've been here a day; were declared missing years ago.*
- 02 **"Bulldogs,"** members of a zoner gang (p. 64), warn you to stay away.
- 03 **Church of Rahm** is a cult of 12 "apostles." *Rahm figures he's not the messiah, just "changed" to regenerate after death and injury, but lets folks worship him to keep them out of trouble—some were killers before.*
- 04 **Dog-sized insects** infest area. *Deeper within site, elephant-sized queen (16 STR, 1 DEX, 6 HP), fat on expeditions brought by drones, has swallowed d6 artifacts; 3d6 drones (d6 sting) will fight to death to defend her.*
- 05 **Fatty tissue** exits your body painlessly. *Lean characters take 1 STR damage. Globules roll toward nearby site, eventually form into an ambulatory mass that wanders the City looking for more fatty tissue to absorb.*
- 06 **Giant tentacle** from a manhole or hole in ground, grabbing whatever it can and thrashing. *(Its meat is nutritious, sells well in the Underground.)*
- 07 **Human corpses** going through the motions of their lives, ignoring you.
- 08 **Imam Abbas** treads carefully through the City, offering funeral prayers and washing bodies for Muslims who couldn't escape the QZ alive.
- 09 **Man and woman** seem frozen in time, captured at the exact moment that she intentionally dumped her water all over him. It hangs in midair.
- 10 **Map dealer** offers to sell a QZ map that updates with protean terrain. *Knows it's not a real map; doesn't realize it is actually an artifact.*
- 11 **Rocky**, a member of Sister's gang (p. 64), says she thinks you look cool.
- 12 **Shipment** of from Town on a slow-moving truck, headed into Wasteland. *Contains engine and harnesses parts bound for "A37" (see p. 68).*
- 13 **Trask** (13 STR, 6 HP, d10 auto/bulky assault rifle, d10 blast grenade), a notorious mercenary, says you look like you could use his services.
- 14 **Unauthorized expedition** of 2 scavengers (*Devi and Rae*) and a soldier (*PFC White*)—*not a deserter, just sneaking out for some extra income. If he thinks you will rat him out, he will attempt to kill you.*
- 15 **Wild dogs** searching the streets for food. *One reads minds.*
- 16 **Zoner birthday party** with scavenged supplies. The "birthday girl," Joy, 7, is cheery; Marco, 42, pleads you to take him with you, won't say why.
- 17 **Zoner family** begging to let them leave QZ, or at least take their child out with you. *(Would be a highly illegal, never approved by Lab or Guard.)*
- 18 **Zoner settlement** on the upper floors of a skyscraper. *Crops growing on roof. Lower floors intentionally damaged to bar passage. Settlers are running out of supplies, know they must resume outside contact somehow.*
- 19 **Zone shroom dealer** with 2d4 doses. Half price—2 for a few hundred.
- 20 **Zoner squatters** eating a cooked human hand grown from a hand seed, saving fingernails in the hopes of growing more of the artifact later.



Wilderness

Just beyond the City lies the Wilderness, an expanse of forest, mountains, and great bodies of water—some predating the Event, and some grown where none had been known for centuries.



Authorized expeditions to the Wilderness are often searching for answers to research questions including....

- Could such dramatic ecological effects that extend even beyond the QZ?
- Could we unlock the secrets of the Wilderness's growth for agriculture?
- Do any of the Wilderness's minerals or organisms have promising uses?

While quick studies are often only approved for within the City, Lab scientists often favor the Wilderness for lower odds of human intervention confounding their variables. That's not to say nobody lives there, of course—and the Lab and the Guard don't even know about the Fungal Colony (p. 66).



Wilderness sites

- 01 Thick foliage between trees (the default for most Wilderness)
- 02 Grassy clearing
- 03 Wide river
- 04 Stream or brook
- 05 Pond or lake
- 06 Waterfall
- 07 Fragrant bog, teeming with life
- 08 Gently sloping hills
- 09 Hilly, even grasslands
- 10 Mountainside with or without obvious paths
- 11 Sandy beach along salt water
- 12 Natural desert, dotted with cacti
- 13 Island visible across the water
- 14 Thick rainforest, no obvious paths
- 15 Glacier rising up like a small mountain
- 16 Giant mushrooms, tall as buildings
- 17 Giant trees, thick as houses
- 18 Unfamiliar trees twisting into unnatural shapes
- 19 Green stalks seemingly stretching into the sky
- 20 A highway stretching off into the distance, dotted with vehicles



Wilderness site features

- 01 Familiar sounds of birds, animal calls
- 02 Ring of mushrooms—a “faerie ring,” folks call it
- 03 Low, droning buzz sound all around
- 04 Small, edible (?) fruits on trees or bushes
- 05 Patch of plants sprouting humanoid fetuses, develop at accelerated rate
- 06 Large stones floating overhead, some sporting plant life
- 07 Droplet of water the size of a city block, some figures drowned inside
- 08 Airborne sedatives; save STR each round until escape or sleep d4 hours
- 09 Breathing thick, cloyingly sweet air unfiltered makes you *deprived* (0 HP)
- 10 Avalanche of thick, sticky, clear fluid crashes across ground (d6 blast)
- 11 “Reverse whirlpool” of gravity here whips everything up into the air
- 12 Shallow pool of water, discernible from above as a humanoid footprint
- 13 Shining, black obelisk, pulls out disease and toxins when touched
- 14 Sun is low on horizon here, in addition to wherever the sun actually is
- 15 Rainbow stretches across sky in unfamiliar sequence of colors
- 16 Flashes of lightning look like they’re spelling something you can’t catch
- 17 Geyser sprays milky fluid, grants roll on “Alterations” (p. 19) on first drink
- 18 Distant, human-sounding moans grow deeper, guttural, mechanical
- 19 A moment—you suddenly realize all animal sounds just abruptly stopped
- 20 Abandoned base camp from an expedition, some supplies remaining



Wilderness encounters

- 01 **Ambush** awaits not far from tree line—5 scavengers with rifles (d8) looking to pick off explorers who already did the hard work of exploring.
- 02 **Animals** (appropriate to site terrain) move past, giving a momentary glance that looks unmistakably human, as if pleading for help.
- 03 **Authorized expedition** of 3 soldiers, 3 scientists, 1 scavenger. If you're not authorized to be here, soldiers likely open fire. If you are authorized, soldiers demand to know why scavenger misled them, then kill him.
- 04 **Baseball-sized tick** latches to skin, turning you invisible but deprived (0 HP). *Killing/ripping takes d6 STR; flame makes it let go.*
- 05 **Bear** is out looking for food. *It's a normal bear, but heck, bears are scary.*
- 06 **Birds** land nearby, looking at you. *Within minutes, a flock of hundreds (12 STR, d6 blast pecking, overwhelming) tries to drive you from Wilderness.*
- 07 **Feral toddler-creatures** gather around a fresh kill, scamper away if seen.
- 08 **Fleshy mass** (16 STR, 3 armor, d8 blast, overwhelming) spreads out over a massive area, pulsating and moving like a slug. *Anyone touching with bare skin saves STR or is subsumed. Contains gear of 53 people.*
- 09 **Giant carp** flies by, pursued by small, hairy folk on foot with nets, spears.
- 10 **Keeler** is living a survivalist lifestyle, wary of you. *Soldier who went AWOL with all her gear after she started hearing people's thoughts. Afraid of what the Guard and the Lab would do to her if she went back.*
- 11 **Massive spiderweb** with live, delirious scavenger bound in it, with 2 artifacts, empty pistol. Can easily loot and leave him bound, or save DEX to free without alerting giant spider (12 STR, 1 armor, d6 bite venom).
- 12 **Slime mold** covers all surfaces. Envelops anyone staying in place at least an hour. *A specimen expands rapidly starting a day after collection.*
- 13 **Small, hairy folk** in crude tree village. *Very intelligent. Eat foes.*
- 14 **Squirrel** grows larger the closer it gets to you, like an optical illusion (*but it is very much not an illusion*). When close enough to touch, it is the size of a dump truck (18 STR, d8 bite). *Its burrow has d6 common artifacts.*
- 15 **Snake** (3 armor, 15 HP) winds through area; head and tail on other sites.
- 16 **Strangling vines** slowly move to grapple, strangle, and pull into carnivorous plants in the general area. *Plants surrounded by remains with gear.*
- 17 **Talking tree** (3 armor) greets you warmly. *Explains he is a man, Ronald Weathers, who somehow fused with this tree in the Event. Is very lonely.*
- 18 **Unauthorized expedition** of 1 scavenger, 1 scientist, both wary. *Other scientist they left with was killed; they want to trust you.*
- 19 **Zoner camp** with 3 "changed" around a fire (*Mikhail, elephant trunk; Les, no face; Dix, six limbs, backward head*). *Carrying d4 artifacts between them; would trade for loaded weapons or other reliable, protective items.*
- 20 **Zoner hunter** (*Esther*) kills a deer with a bow. *If she sees you, she'll apologize for stealing your kill, and hurry away. If she doesn't see you, she'll bring the carcass back to her boat, not far from here (see p. 66).*



Wasteland

The ruins of the City gradually give way to the greater desolation of the Wasteland. Most living organisms have been wiped out in this space, and most that survived have adapted—or been altered—to be deadly.



Authorized expeditions to the Wasteland are often searching for answers to research questions including....

- What could so quickly and thoroughly devastate an ecosystem like this?
- Could whatever's going on here destroy the rest of the QZ?
- Does the Wasteland have any effect on ecosystems beyond the border?

Precisely because it is so foreboding, and authorized expeditions tend to need to bring their own supplies and self-contained environment to exist in anyway, the Wasteland is favored for the Lab's secret research stations. For one such example, see Research Station A37 (p. 68).



Wasteland sites

- 01 Empty, gray, dusty expanses (the default for most of the Wasteland)
- 02 Icy, white desert
- 03 Rolling hills of sand
- 04 Scrublands with dead, blackened plant life
- 05 Field of thick, thorny, shoulder-high vines
- 06 Dry river bed or pond
- 07 River or pond of dark, slick, oily sludge
- 08 Huge, crystalline structures
- 09 Tall, irregularly placed, rocky formations
- 10 Vast expanse of slippery, jagged stones
- 11 Lake of dust, 50/50 chance of sinking leading to Tunnel site (p. 60)
- 12 Tunnel leading below ground, possibly dug by some giant creature
- 13 Active volcano, test luck to see if erupting (1) now or (2–3) in near future
- 14 Flat, rocky land broken by a deep fissure
- 15 Deep canyon or valley
- 16 Huge mesa, plateau, or butte
- 17 Massive crater, as if by meteor impact
- 18 Rocky flats with giant boulders floating overhead like low clouds
- 19 Long stretch of highway, occasionally dotted with rusty vehicles
- 20 An oasis with water and plants, may or may not be poisonous



Wasteland site features

- 01 Ground is dry, looks deceptively solid, but heavy creatures sink in it
- 02 Dust storm, impairing vision
- 03 Giant, dead insect (or possibly just empty cocoon or shell after molting)
- 04 Impossibly large remains, half-buried
- 05 Gleaming, metallic skeleton
- 06 Pit of bones (some human, some still bearing items)
- 07 Ash fall, possibly from volcanic eruption in distance
- 08 Disintegration field, turns everything within area to dust in seconds
- 09 Spontaneous combustion area, test luck for (1) d6 fire or (2–3) smoke
- 10 Bright, wide shaft of white light stretching from ground to sky
- 11 Thrumming black orb the size of a house, half buried
- 12 Downed aircraft, remains and belongings of passengers still inside
- 13 Grounded boat, remains and belongings of passengers still inside
- 14 Cluster of gigantic insect eggs
- 15 Rotting carcass the size of a skyscraper, species unknown
- 16 Human screams play over all devices with speakers in the area
- 17 Bright, white rectangle, like a door of light, stands upon ground
- 18 Wind flings jagged shards of metal around whole area (d4 attack/round)
- 19 Artifact-room grants first wish made inside, but its function isn't obvious
- 20 Abandoned base camp from an expedition, many supplies remaining



Wasteland encounters

- 01 **Authorized expedition** of 1 very important scientist (*Dr. Tish*), 3 soldiers (*SGT West, PFC Han, PFC Gross*). Soldiers try to warn you off, but Dr. Tish enthusiastically asks for your help in searching for “God.”
- 02 **Doppelgängers** who look just like you, but years younger, act like you’re them from the future, come back to deliver a message or something.
- 03 **Faceless colossus** (18 STR, 2 armor, d8 blast crush, overwhelming) buried up to waist, only able to move through sandy/dusty terrain. *Looking for the City. Will “reward” help with an alteration* (p. 18).
- 04 **Fading, spectral scientists** silently urge you to destroy artifact that did this to them, saving them. Leaving intact allows it to be used on others.
- 05 **Fireball** (1 STR, 15 HP, d6 blast) floats erratically, seeks combustibles.
- 06 **Giant beetle** (18 STR, 3 armor, overwhelming, d6 blast caustic spray). Stomach contains d6 items of value, including an artifact. Killing causes ecosystem imbalance, leading to more refrachnid encounters (below).
- 07 **Giant grub** (13 STR, 1 DEX, d6 blast crush, overwhelming) needs to feed on meat. *If you feed it and/or protect it, it will follow and defend you.*
- 08 **Hermit** living in small, stone structure with clean well, stockpiled food.
- 09 **Man in gray** suit and fedora is just standing around out here. *Politely asks about current events and oddly personal questions. Acts like he remembers nothing before this moment. No interest in leaving this spot.*
- 10 **Pink-black brain** (1 STR, 10 HP) is hard to see in darkness—searches for sleeping or isolated prey, saves DEX to avoid notice by anyone on watch. *Stings a target to paralyze, burrows through mouth, eats brain, takes control of body. If you survive this, you can now deploy your brain likewise.*
- 11 **Prisoner** chained to rock begs for help, swears he didn’t cause “all this.”
- 12 **Refrachnid** (d6 sting) appears a few degrees from actual location, impairing non-blast attacks unless correcting for this (e.g., relying on sound).
- 13 **Rock-eating worm** (18 STR, 3 DEX, 20 HP, 3 armor, overwhelming) bursts from ground, swallows d6 clustered targets, regurgitates at a Tunnel site (p. 60) if they survive inside it as it swallows more rocks.
- 14 **Salt statues** in the wake of a scavenger unaware her new artifact did this.
- 15 **Scabby, giant bird** (overwhelming) carries to its nest to feed its young.
- 16 **Sticky figure** (translucent, insubstantial) communicates with gestures. *Wants to merge, share minds—would replace WIL (2d6+6), give hunches.*
- 17 **Thirsty scavenger** begging for water, barely alive. Carrying 1 artifact.
- 18 **Thresher field** lifts and violently dismembers anyone who enters area. *No known method to combat. Test luck to see if (1) this one is undiscovered, (2–3) someone started writing a warning, or (4+) they finished a warning.*
- 19 **Unauthorized expedition** of 3 scavengers, suggest teaming up. *They will try to kill and loot you if they think they can get away with it.*
- 20 **Zoner caravan** of banged-up RVs and loudly rattling trucks. All carrying guns. *Happy to trade away artifacts in exchange for food and water.*



Tunnels

Running beneath every sector of the QZ are the Tunnels: natural caves and caverns, human-made subway and maintenance routes, and subterranean byways dug by the newer native species of the QZ.



Authorized expeditions to the Tunnels are often searching for answers to research questions including....

- Could the earth's crust offer some barrier against the QZ's anomalies?
- How have "zoners" driven from the surface adapted to subterranean life?
- Do the Tunnels extend beyond the border—beyond the quarantine?

Many unauthorized expeditions travel through the Tunnels at some point or another, as they connect to (ostensibly blocked) pipes and passages accessible from Town. It's rumored that the Tunnels might reach even further, if you believe stories of The Corridor (p. 70).



Tunnel sites

- 01 Subway station, connects to a City site (p. 48)
- 02 Subway tunnels branching off in multiple directions
- 03 Highway tunnel branching off into maintenance rooms
- 04 Sewer tunnels branching off in multiple directions
- 05 Basement and maintenance tunnels between buildings
- 06 Doomsday prepper bunker
- 07 Tomb, leading up into mundane cemetery via mausoleum, or ... not
- 08 Rough, natural stone tunnel, just barely big enough to pass through
- 09 Flooded tunnel, requires holding breath to use
- 10 Vertical shaft
- 11 Crawlspace tunnel
- 12 Long, sloping tunnel
- 13 Musty, crumbling passage through soft earth and roots
- 14 Vast drop below, passable by climbing along roots dangling from ceiling
- 15 Huge cavern, walls too far to make out clearly even with flashlight
- 16 Large cavern with subterranean reservoir
- 17 Long cavern with lava floe
- 18 River or lake of unidentifiable, soupy, green sludge
- 19 Dimly lit complex with metal walls, unfamiliar architecture, no signage
- 20 Wet, reddish walls that rhythmically pulsate and quiver



Tunnel site features

- 01 Illuminated by phosphorescent fungi
- 02 Bright lighting from unknown source(s)
- 03 Periodic rumbling noises, sensation of ground and walls shaking a bit
- 04 Sinkholes, unstable floor, hidden valves, or pit traps
- 05 Irregularly distributed columns, stalactites, and/or stalagmites
- 06 Persistent sound of air passing in and out, like breathing
- 07 Forklift with keys conveniently left in ignition
- 08 Mining and drilling equipment, abandoned
- 09 Remains of an expedition that died down here, with their gear
- 10 No breathable air—will suffocate anyone without oxygen supply
- 11 Noxious fumes cause 1 STR damage/round to anyone without filter
- 12 Dead end, filled with a cache of valuable supplies and d6 artifacts
- 13 Exit passage caved in, but can be cleared out with some effort
- 14 Machine artifact, truck-sized, function unclear, softly humming
- 15 Crate of zone shrooms (p. 30), counts as 4 bulky items, takes 2 to carry
- 16 Crystal growth on walls, spreads by touch, can clear with radiation
- 17 Wall and ceiling surfaces can be walked on with ease
- 18 Inhuman statues, black-stained stone altar, obsidian knife (d6 attack)
- 19 One exit leads to an asteroid; if hurrying, save DEX to not float off
- 20 Abandoned base camp from an expedition, many supplies remaining



Tunnel encounters

- 01 **Authorized expedition** of 3 soldiers (*SGT Weeks, PFCs Kanc and Diehl*) and 3 scientists (*Drs. Price, Künns, Amai*). Friendly, relieved to see somebody else down here. *When you turn away, they abruptly disappear.*
- 02 **Chester** is a doomsday prepper trying to get back to bunker. Wanted to check on state of things; couldn't find way outside. "How is it out there?"
- 03 **Chittering swarm** of black insects crawls along path of least resistance, chewing flesh off whatever gets in their way (*d6 blast, overwhelming*).
- 04 **Cultists** invite you to join for a dinner of live, squirrel-sized grubs and fragrant mushrooms. Whoever eats the most gets to kill the willing sacrifice and don their skin, granting the power to bear their visage at will.
- 05 **Deranged underdwellers** (*d6 in number*) try to eat or steal from you.
- 06 **Gelatinous people** (*vulnerable to fire, explosions; physical damage against them is impaired*) have brains floating in them. They try to bargain for a brain, *take one by force if you can't make a good case not to.*
- 07 **Giant legs** blast through wall, bring down much of ceiling, opening space up to the sky. Glancing up reveals a faceless colossus (*18 STR, 2 armor, d8 blast crush, overwhelming*) struggling through the terrain.
- 08 **Glowing figure**, features too bright to make out, wanders past, paying you no mind. Eventually passes through a cave-in and disappears; on other side, a long-dead corpse with a disarmed nuke and a rare artifact.
- 09 **Face in the rock**, seemingly humanoid, asleep. *Waking initiates conversation like with a chat bot. Gives directions, knows bits of the future.*
- 10 **Preston** is a friendly scavenger who'll assist awhile if invited. *1-in-6 chance a site contains his corpse. He vanishes as soon as it's noticed.*
- 11 **Rat horde** (*20 HP, d4 bites cause disease, overwhelming*) pours through the site like a wave, then is gone. Deep groans echo from behind them.
- 12 **Rat King** is a man with a huge, crusty beard, dressed in rat-leather cloak and filthy rag loincloth. *Hungry and delirious. His "royal seal" ring is an artifact that makes it impossible for anyone or anything to bite its wearer.*
- 13 **Rock-eating worm** (*18 STR, 3 DEX, 20 HP, 3 armor, overwhelming*) made many tunnels down here, swallowed 6d6 valuable items in process.
- 14 **Simian creature** will try to quietly knock out someone isolated to carry away, beat to a pulp with rocks, and eat. *Can communicate in grunts and gestures, and knows much about other dangers and denizens in area.*
- 15 **Subway car** full of impatiently waiting people, complaining about AC.
- 16 **Tree roots** (*1 armor*) descend, grab you, pull you up into soil to digest.
- 17 **Unauthorized expedition** of 2 scavengers (*Mina, Zeke*) seeking an artsy cult. Help out, and they'll cut you in on commission from the Belgian.
- 18 **Zoner search party** (*Dante and Olga*) looking for runaway daughter, Kitty.
- 19 **Zoner settlement**, dimly lit by glowing artifacts and fungi, all residents visibly altered. They are surprised to see you, wary, *but open to trade.*
- 20 **Zone shroom traffickers** (*2d6, with pistols*) gathering, carrying crates.



Bulldog Turf

The Guard has marked a certain two-block radius in the City as off-limits for expeditions due to repeatedly losing soldiers and resources to a gang of zoner thieves. Recent events suggest that this neighborhood may be under new management. What's not clear to outside observers: The new gang leader, Sister, is a telekinetic cannibal, and her gang is a cult who believes they too will gain powers by eating their enemies. They might be right.

HOOKS

- Employer or contact asks you to reach out to a new gang leader to set up an agreement for safe passage through the contested turf
- Encounter members of Sister's gang, who offer to hire or recruit you
- Encounter members of the Bull's gang, the Bulldogs, who warn you to stay away for your own good

THREATS

- If the Bulldogs face Sister's gang alone, they'll be wiped out, and Sister will expand her territory, possibly even into Town
- If Sister is defeated, the Bulldogs might just go back to their old ways

PEOPLE

- **Sister** (*telekinetic narcissist*) needs power and adulation
- **Bull** (*proud but principled gang leader*) needs help, but won't admit it; he's persuaded his gang that Sister has to die and they're the only ones they can trust to take her out, and they have no idea what comes next for them if they survive this

ITEMS

- Bulldogs (12 members) armed with knives, clubs, and some old guns
- Sister's gang (33 members) armed with fanaticism, teeth, a leader who can block bullets and throw cars with her mind, and a bunch of stolen artifacts they display as trophies rather than actually use them



The Fungal Colony

They had a more impressive name, but the “joke name” stuck. A scrap town built around giant sea-mushrooms, the Fungal Colony was founded off the coast of the Wilderness by rural folk stranded in the QZ by the Event. They’re aware of other humans in the QZ, but most remain unaware of the fact that the rest of the world *isn’t* a post-apocalyptic nightmare. Those few leaders who do know the truth hide it, as the many altered among them would not live so free a life if they were to try to rejoin the outside world.

HOOKS

- Glimpse mushroom towers in the distance, especially from a high place
- Meet their hunters or gatherers in the Wilderness, or see their boats

THREATS

- If the Lab learns of them, they’ll quietly ask permission to study the Colony’s artifact; when they can’t replicate it, they’ll inform Guard, and get the artifact moved to a high-priority research station
- If the Guard learns of them, they’ll kick everyone out, lock up the altered residents, and move the artifact somewhere higher-priority
- If the residents learn life goes on outside the QZ, things will get ugly

PEOPLE

- **Chey** (*engrossed, sickly*) needs to eat more, but she’s a picky eater and barely tastes the crops yielded from her own agriculture projects
- **Ross** (*avuncular, but still sharp*) needs to keep the nature of the outside world a secret, or risk defections
- **Wattana** (*passionate, family-oriented*) needs to provide for her kid, would consider mutiny if she thought there was a better life for him out there

ITEMS

- Artifact (a trunk-sized, metallic box in a clear cylinder) that appears to keep physics anomalies at bay
- Armory with 6d6 miscellaneous hunting rifles, shotguns, handguns, and 1 missile launcher with 3 missiles they’re relieved they’ve never had to use



Research Station A37

Some years ago, Lab scientists determined that some insects manage to avoid spatial and gravitational anomalies in the QZ much more effectively than they avoid bug zappers. While some teams are still investigating the mechanism for this awareness, another took a more practical approach: breeding and conditioning giant flies to act as mounts capable of much faster and safer transit around the QZ. Calculations and manufacturing must be done in Town, but assembly and testing take place at a Wasteland base.

HOOKS

- See a fly and follow it back to A37
- Sent on an authorized expedition to bring parts or supplies to A37
- Respond to a distress call as A37 falls to one of the threats, below
- Sent to investigate the aftermath of one of the threats, below

THREATS

- Zoner gangs figure out what's going on here and raid A37
- Natural (and very large) predators start attacking mounted flies
- A previously unobserved anomaly drives the flies berserk all at once

PEOPLE

- **Dr. Ossoff** (*brash, magnetic*) needs to deliver results ASAP, and so pushed for field testing sooner than was advisable
- **Dr. Babatunde** (*wry, direct*) needs test pilots made of sterner stuff than the lab techs she keeps getting sent
- **CAPT Wheeler** (*taut, deliberate*) needs more than the dozen soldiers stationed here, and a better strategic assessment—something's bound to go wrong with such an usually visible attempt to harness QZ assets

ITEMS

- Armory with 12 soldiers' gear, including sniper rifles and assault rifles
- Mines planted around A37 (authorized personnel get a map through)
- Low-tech research gear, zone suits, and "fly engine" parts



The Corridor

There's a rumor among zoners and scavengers of a place deep under the QZ that connects to wherever you need to go. A headless person wanders a misty corridor lined with tall stones, patiently leading travelers to their destinations. No one knows how to find it. Some think it finds you.

HOOKS

- Stumble upon it while exploring subterranean passages
- A scavenger at the bar tells tales of how he miraculously escaped the QZ
- Lab sends an expedition to actively search for it

THREATS

- The Guard somehow gets evidence that the Corridor is real, and devotes significant resources toward securing it
- A visitor freaks out and kills the Chaperone, leaving everyone who visits the Corridor trapped without a clear way out—perhaps until someone gives up their head to be the new Chaperone?

PEOPLE

- **The Chaperone** (*silent, patient, literally headless*) needs to guide visitors to their destinations, anywhere in the QZ they need to go
- **Kitty** (*wary teenage zoner*) needs to stay here awhile; she's discovered she doesn't need food or water as long as she's here

ITEMS

- Standing stones, each several meters high, might be artifacts

NOTE

- The GM should feel welcome to use this as an unexpected twist or a device to cut down on tedium when players are getting tired of traveling



APPENDIX

Here are a few pages you might find useful to have on hand while running or playing the game. If you're printing reference sheets, consider selectively not printing the full-page images, and instead printing these pages in their place, fitting two pages to each letter-sized sheet of paper.

REFERENCES FOR CHARACTER CREATION: Pages you are likely to want to print or export for reference can be found on....

Character sheet (next spread—can print 2 to a landscape, letter-sized page)

Scientists p. 13

Soldiers p. 14

Scavengers p. 15–16

Alterations p. 18–19, 21

Compulsions p. 24

Equipment p. 28 (if anyone is playing a scavenger)

Lab contacts p. 38

Guard contacts p. 40

Underground contacts p. 42

REFERENCES FOR PLAY: Pages you are likely to want to print or export for reference can be found on....

Alterations p. 18–19, 21 (you might've already printed for character creation)

Equipment p. 28 (you might've already printed for character creation)

Artifacts tables p. 30, 31–32

Town rumors, locations p. 33–34

Environmental anomalies p. 46

City p. 48, 49–50

Wilderness p. 52, 53–54

Wasteland p. 56, 57–58

Tunnels p. 60, 61–62

Fungal Colony p. 66

Remote Lab A37 p. 68

Names & nicknames (next spread)



Gender-neutral names



Nicknames

01	Ainsley	51	Long	01	Ace	51	Mars
02	Akira	52	Maas	02	Angel	52	Montana
03	Alvarez	53	Mackenzie	03	B.A.	53	Mopey
04	Amari	54	MacLeod	04	Balls	54	Mouse
05	Ash	55	Matsumoto	05	Blaster	55	Mushy
06	Bao	56	McGee	06	Blinky	56	Nails
07	Bird	57	Morgan	07	Braces	57	Nickel
08	Callahan	58	Nash	08	Brainiac	58	Nico
09	Cardozo	59	Nikora	09	Buckaroo	59	Pants
10	Case	60	Nguyen	10	Cass	60	Peg-leg
11	Charlie	61	Park	11	The Cheese	61	Pickle
12	Chandra	62	Patil	12	Charlie	62	Piggy
13	Chin	63	Qamar	13	Chuckles	63	Professor
14	Dae-young	64	Quinn	14	Computer	64	Pucker
15	Decker	65	Reese	15	Cookie	65	Ripcord
16	Dominguez	66	Robin	16	Cop	66	Rock
17	Doolittle	67	Rowan	17	Cranky	67	Rookie
18	Eastman	68	Riley	18	Crow	68	Rubber
19	Ejiro	69	Ryder	19	Cuddles	69	Sam
20	Esposito	70	Sacco	20	Cubby	70	Skipper
21	Evers	71	Santana	21	Deadeye	71	Skunk
22	Fox	72	Sawyer	22	Deedee	72	Sly
23	Fuji	73	Shay	23	Doc	73	Smiley
24	Graves	74	Shahnaz	24	Ducky	74	Smitty
25	Grey	75	Small	25	Dust	75	Smokey
26	Harper	76	Sommer	26	E.	76	Snuffy
27	Holtz	77	Sun	27	Egg	77	Socks
28	Hwang	78	Sydney	28	Fingers	78	Stinky
29	Idowu	79	Teagan	29	Fossil	79	Storm
30	Ikram	80	Temple	30	Fraggle	80	Spider
31	Imani	81	Tran	31	Frogger	81	Squirrel
32	Iseul	82	Turner	32	Gemini	82	Sugar
33	Ishikawa	83	Urias	33	Glitch	83	Teeth
34	Ivory	84	Uzun	34	Goose	84	Tex
35	Joshi	85	Val	35	Greasy	85	Tiny
36	Joyce	86	Vanja	36	Hammerhead	86	Tom Hanks
37	Jin	87	Vasquez	37	Happy	87	Trouble
38	Jyun	88	Vaughn	38	Hotdog	88	Turtle
39	Karga	89	Voigt	39	Jack	89	Weasel
40	Kayin	90	Wall	40	Jeep	90	Wheels
41	Keene	91	Watts	41	Joe	91	Whisper
42	Kelsey	92	Weaver	42	Joker	92	Witchy
43	Kim	93	Wong	43	Kestrel	93	Wolf
44	Kiran	94	Wu	44	Kid	94	X-ray
45	Kobayashi	95	Xu	45	Killer	95	Yank
46	Kovac	96	Xylander	46	Kingfisher	96	You—yeah, you!
47	Kwok	97	Young	47	Knife	97	Zed
48	Lakshmi	98	Yu	48	Lex	98	Zero
49	Lee	99	Zhang	49	Lucifer	99	Zipper
50	Lennox	00	Zima	50	Lucky	00	Zork

NAME: _____



CURRENT MAX

STR



CURRENT MAX

DEX



CURRENT MAX

WIL



CURRENT MAX

HP

ALTERATIONS & SKILLS

ITEMS & CONTACTS

The Guard wants to control it.

The Lab want to understand it.

The Underground wants to profit off it.

You need to survive it.

Welcome to the Quarantine Zone.



2+ players, 1 acting as game moderator (GM)



1–4 hours per session



Suitable for one-shots and longer arcs



Requires polyhedral dice (4- to 20-sided)