

# ROCKY MOUNTAIN WASTE DISPOSAL

## The Situation

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The delve is split between the exterior environs of the old dump site (parking lot, office, loading bay) and the inside of the overgrown radioactive landfill set into the south face of the Front Range Rocky mountains. Unless otherwise stated, the inside of the landfill is in **total darkness**.

## Doctor Carl Petrovitch

*Short-tempered, stubborn, driven.* A scientist from **Royal Crossing**. Studying the effects of mutagenic radiation on the **psionic rats**. Aims to save his town from both rats and the **Jackdaw Gang** by turning himself into a superhero out of the old world comics. Now, with his hazmat suit damage, **he's turned undead**, and he stays more out of shame and stubbornness.

- **Values** science, data, home
- **Abhors** mutants, raiders, sports
- **Wants** to harvest the Rat Queen's brain and complete his research.
- **Offers** a single-use device that triggers a **psionic awakening**.
- He had two assistants, **Lance Ritter** and **Pam Chang**. Before entering the landfill, they set up a scientific outpost in the **Shack [06]** in the parking lot. Rats killed Pam, and the **Otso** Lance.
- Harbors a resentment against undead, and will seek a cure if he survives. He's heard of a town of undead called **Chanel** in the northern mountains.

- **Knows** there are two different mutagenic substances loose in the landfill. Mostly Gamma Mutagen, but he's seen one called **Osiris**.

## The Psionic Rats

**The Rat Queen**, a mutated, giant, intelligent, psionic rat, faces increasing food demands for her colony. Out of necessity, the rats ransack caravans along Highway 50, and are encroaching further on human settlements as their numbers grow.

- **Wants** to get rid of Petrovitch and ensure a stable food supply.
- **Offers** to **psionically awaken** one party member for getting rid of **Petrovitch**. Will awaken the rest of the party for a stable food supply.
- Killing the rat queen will destroy the colony over a matter of days.

## Jackdaw Gangsters

**Jeremiah Hays [#]** sent **Eli Klein**, **Morgan Winters**, and **Nathaniel Roberts** to deal with the rats raiding on the gang's territory. Nathaniel is wounded inside the **Landfill Antechamber [08]**. The other two are waiting for him to finish scouting. None of them know about **Doctor Petrovitch**, the **Otso**, or that the rats are psionic.

**Demeanor:** *Greedy, deceitful, cutthroat*

**Goal:** Kill the rats. **Offers:** Share of whatever loot they find in the landfill.

## The Otso

A monstrous, mutated grizzly bear lives in its den on the east side of the landfill. The rats mostly avoid it, and scavengers would be smart to do the same. Slumbers most hours. Ventures out to hunt for two hours at dawn and dusk. Hibernates through winter.

## Cheyenne Testing and Osiris

Before the war, the **Union** scientists at the **Cheyenne Mountain Complex** [#] secretly discarded waste products of the **Gamma Mutagen** and the **Osiris Strain** at RMWD, partly as an experiment to see how it would interact with the local ecology.

## Random Encounters

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**Frequency:** Populated (roll every 2 shifts)

1. 3 Jackdaw Gangsters looking to kill the rats (**raider** [#], **raider gunner** [#], **raider psycho** [#])
2. Prospector Olaf (**scavenger** [#]). Looking for a score.
3. 1 giant tardigrade wandering from the hotspring [#]
4. 3 giant rats [#] patrolling the landfill
5. 1 leechworm [#] digging for food
6. 2 radflies [#] feeding on garbage

## Locations

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**01 South Perimeter.** The road leads to a small waste disposal site closed off by a barbed wire chain link fence. A **massive, reeking landfill** swallows the mountains to the north.

- **Jackdaw Gangsters:** Eli (**raider gunner** [#]) and Morgan (**raider** [#]). Both wear tattered dusters and wide-brim hats. Guarding the **orn hole**.
  - If outnumbered, will try making a deal regarding killing the rats. Otherwise, they'll shake the players down.
- **Torn hole** in chain link fence leads north to the **Parking Lot** [05].
- **Guard Room:** Broken parking bar gate. Shattered glass.
  - **Inside:** Pre-war food wrappers, glass
- **East:** To **East Perimeter** [02].
- **West:** To **West Perimeter** [03].

**02 East Perimeter.** The landfill continues to the north. Inside the fence, a **dump truck** at the foot of the landfill sits jackknifed across the road. A **gaping hole in the fence** leads within.

- **Torn hole** in chain link fence leads to the garbage truck, which also has a ripped, gaping hole in its side. Stepping into the truck leads to **Dumptruck Chamber** [09].

**03 West Perimeter.** The fence is intact. The **Office Trailer** [07] is just over it.

- **North:** The landfill juts out. Walking around it leads to the **Radioactive Spring** [04].

**04 Radioactive Spring.** Tucked in a valley of garbage. Filthy, stinking water bubbles up from a small spring in the cranny.

- **Spring:** Radioactive (1/shift) and diseased. 5 ft at its deepest.
  - **Hidden Passage:** Underwater. 1 minute of swimming leads to

**Breeding Pool Cave [10] or Queen's Chamber [14].**

- (!) **2 giant tardigrades [#]** float listlessly in the spring.

**05 Parking Lot.** Cracked, 200 year old asphalt. The road runs towards the landfill.

- **Torn hole** in chain link fence leads north to the **South Perimeter [01]**.
- **Ruined Car:** Tires deflated. Parts stripped. No fuel. Inside, one **crutch**.
- **Shack [06].** Locked (key on corpse in **Dumptruck Chamber [09]**). Clearly put together quickly with scrap metal.
- **Office Trailer [07]** door on west side of parking lot.
  - **Office Window:** South end. 8 ft off the ground. Broken. Jagged glass.
- **Jackknifed Truck:** On the road alongside the east fence. Wedged across the road, its rear carriage jammed into the landfill.
  - **Inside:** Decapitated skeleton
- **Landfill mouth** north to **Landfill Antechamber [08]**.

**06 Shack.** Smashed together with scrap metal from old cars and the landfill itself.

- **Stations:** workbench [#], chem lab [#]
- **Kitchen:** cooking supplies (**DUR d8**), mushroom puffs, purified water
- **Bunk Beds:** 2 pairs
- **Card Table:** playing card deck, coffee mugs (2), Republic of Texas money (9 \$1 bills, 5 dimes, 8 nickels, 20 pennies)
- **Lockers:** Labeled Carl, Lance, Pam
  - **Carl:** Empty
  - **Lance:** repairman jumpsuit [#]
  - **Pam:** crowbar, photo of woman covered in grease "Reba". See **Royal Crossing [#]**.

**07 Trailer.** Dusty. Musty. Dark.

- (!) **2 roaches [#]** skitter around.
- **Broken Equipment:** Wires ripped apart. Monitors smashed.
- **Poster Board:** Bulletins, a flyer for "employee fun night", post-it that reads, "If you finish the coffee, put on a new pot please!", calendar with a circle on October 23, 2001 "Boss's bday!", missing cat "muffins" (reward \$300)
- **Desks:** Turned over and rifled through. One **scribing kit** (**DUR d6**).
- **Men's Bathroom:** Ransacked. Empty.
- **Women's Bathroom:** Water damage. Empty first aid kit.
  - **Closed Stall:** skeleton w/party hat!
- **Office:** Jammed lock (**light cover** door).
  - **Desk:** Broken terminal, **skill book:** *Cannon Arm Quarterbacks*
  - **Desk Safe:** Combination lock (10-23-01). 10 \$100 pre-war bills, **frag grenade [#]**, **.357 magnum revolver [#]**, **.357 magnum (6)**
  - **Broken Window:** Jagged glass. To **Parking Lot [05]**.

**08 Landfill Antechamber.** Garbage spills out of the mouth of the landfill. Reeking, moist air.

- **Otso Tracks:** Large clawprints lead down the eastern tunnel towards the **Dumptruck Chamber [#]**. Geiger counters will pick up the radiation in the next chamber from here.
- **Rat Tunnel:** North and down to the **Rat Nest [13]**. A human can fit if they crawl.
- (!) **3 giant rats [#]** circle **Nathaniel (raider [#])**, who's backed against the north wall. Leg broken and rat-bitten.

- **West Tunnel:** Smells of sewage. Leads to the **Breeding Pool Cave [10]**.

### **09 Dumptruck Chamber.** desc

- **Radioactive Waste:** Yellow barrels and canisters labeled "GAMMA" spill out from the truck. 1 rad/shift.
- **Lance's Corpse:** Slashed apart. Large gashes across destroyed hazmat suit.
  - **Inventory:** pipe pistol 9mm [#], 9x19mm parabellum (3), key to **Shack [06]**.
- **Otso Tracks:** Lead north to **Otso Den [09]** or in reverse west to **Landfill Antechamber [08]**.
- **Torn hole** in truck from inside. Leads to **East Perimeter [02]**.

**10 Breeding Pool Cave.** A reeking, dark cavern of moldering waste lit only by the glow of **lab equipment**. A murky **breeding pool** fills the southeast half of the chamber.

- **Crumbling passage** to the west leads to the **Science Lab [11]**.
- **Breeding Pool:** Radioactive (1/shift) and diseased. 5 ft at its deepest.
  - **Skeleton:** Bottom of pool. Holds **keycard** to **Pillbox [16]**.
  - **Hidden Passage:** Underwater. 1 minute of swimming leads to **Radioactive Spring [04]** or **Queen's Chamber [14]**.
- **Lab Equipment** sits at the pool's edge.
  - **Terminal (Locked):** Requires password "mightyman12".
    - View increasing rat population
    - Drain the breeding pool (must repair pump first).
    - Enable/disable turret (enabled)
  - **Pump:** Broken. Needs parts from **Otso Den [15]** or a risky repair.

- A custom .22 rifle lies against the terminal. See **Ratslayer [#]**.
- **Skill Book:** *Clandon's Organic Chemistry* [#].

- (!) If disturbed, 4 **giant rats** [#] and 2 **giant amoeba** [#] float out of the pool.
- **Rocky slope** leads down and east to **Food Stores [12]**.

**11 Science Lab.** Makeshift laboratory.

Illuminated by electric lantern (energy cell 12/24).

- **Crumbling passage** from **Breeding Pool Cave [10]** is guarded by **sentry turret** [#]. Delivers a warning before firing on all but **Petrovitch**.
- **Scrap Door:** Locked.
- **Doctor Petrovitch:** Inside. Will disable the turret if he's convinced his visitors are friendly. Knows terminal password.
  - **Inventory:** lab coat [#], laser pistol [#] (energy cell 12/24)
- **Inside:** Bed, **chem lab**, research terminal (**holotape:** rat research), cooked giant rat (3), cooking supplies, assorted tools, fusion core (FUEL 6/24, powers terminal), hazmat suit (destroyed), camping supplies, dirty water (3)

**12 Food Stores.** Uncomfortably warm.

Overwhelming stench of organic decay. Mounds of corpses and refuse.

- **Rocky slope** leads up and west to **Breeding Pool Cave [10]**.
- **Smelly tunnel** leads down and east to **Rat Nest [13]**.
- **Chewed Radhorn:** 2 radhorn meat
- **Pam's Corpse:** Mutilated. Destroyed hazmat suit, hatchet (light, d8).
- **Caravan Guard Corpse:** Mostly devoured. Destroyed **double-barrel**

**shotgun**, 12-gauge 00 buckshot shell, lighter (1/6 fuel)

**13 Rat Nest.** Wide cavern. Overwhelming stench. Mounds of rat filth.

- (!) **8 giant rats [#]** sleep here at any given time. If startled, they'll run towards the **Rat Queen**.
- **Rat Tunnel:** Leads south and up to **Landfill Antechamber [08]**. A human can fit if they crawl.
- **Smelly tunnel** leads up and west to **Food Stores [12]**.
- **Rocky slope** leads down and west to **Queen's Chamber [14]**.
- **Squishy tunnel** leads to **Pillbox [16]**.
  - **Pillbox Door:** Locked. Keycard scanner (on skeleton in **Breeding Pool Cave [10]**).

**14 Queen's Chamber.** The **rat queen** rests here, breeding her swarm.

- (!) **Rat queen** guarded by 3 **giant rats [#]**
- **Gamma Tanks:** in a great pile behind the queen. One small canister is still full.
  - **Mutagen:** nocturnal [#]
- **Rocky Slope:** East to **Rat Nest [13]**.
- **Hidden Passage:** Underwater. 1 minute of swimming leads to **Radioactive Spring [#]** or **Breeding Pool Cave [10]**.

## RAT QUEEN

*Gargantuan, corpulent beast swelling with fresh progeny.*

**STA 12, AR 3\*, ABI d10, SPD** near (climb)

**ATK** bite (2, 4, 8)

**ATK (psi)** biotic burn (1, 3, 6), **Range** far

**INV** giant rat meat (3)

- **Telepath:** Can project inner voice on higher intelligences in their language.
- **\*Psionic Barrier:** Negates all damage of 3 or below. Destroyed with 4 or more damage in a single attack, or by disorienting queen. On destruction, queen is stunned for 1 turn.
- **Spawn (slow, recharge 6):** Birth 1d3 **giant rats**.
- **Concussive Blast (fast, recharge 4):** Forcibly move a target within close up to **double near** meters away.

**15 Otso Den.** The lair of a great beast. Stuffy and hot. Bones of varying species cover the floor.

- **Otso [#]:** Slumbers here. Gone to hunt at dawn and dusk.
- **Pump Parts:** Across from the Otso. Slightly chewed, but intact.
- **Otso Tracks** reverse south to **Dumptruck Chamber [09]**.
- **Rocky tunnel** north to **Pillbox [16]**. Smells like rotting meat.

**16 Pillbox.** A cubical room of foot-thick concrete walls.

- **Floor:** Pink, leathery. Looking closely, it heaves and falls rhythmically. A number of animals (rats, roaches, worms) are grown into it – their bodies twitch unnaturally. The floor *moans*.
  - It is a **flesh carpet [#]**.
- **P-12 Power Armor [#]:** Standing open near the south wall. Empty and missing a **fusion core**.
- **Empty Tanks:** Labeled "OSIRIS"
- **Metal Door:** Open with wall terminal. Leads south to **Rat Nest [13]**.
- **Destroyed Wall** east to **Otso Den [15]**.

