



the seventh circle

**a post-apocalyptic adventure for
Fallout PnP**

**any number of players
any level**

written by *ÆÆ* Snirgles

**"Here we may reign secure; and in my choice
To reign is worth ambition, though in hell:
Better to reign in hell than serve in heaven."**

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Introduction

This adventure requires the Fallout PnP core rules, which can be found at www.iamapsycho.com/fallout. A copy of the Tribes! sourcebook may also be helpful, but is not required. The adventure can take anything between a couple of hours to a couple of days to resolve, depending on how much the GM wants to make out of it. A new species of sentient creature is featured within the adventure, details can be found within the section: the bat people at the end of this book.

The seventh circle is a way to introduce a new type of creature into the game system. Thus, the adventure and its solution will focus on information about these creatures. However, the GM should keep in mind that this is an adventure and that the players want to have fun playing it. I intended this module to have lots of religious puns in it. If you don't like that, just omit anything you believe to be inappropriate.

Setting

The seventh circle can be scaled to be played by any number of players at any level of experience, though a mid-sized and mid-experienced group is to be preferred. The main part of the adventure is set within a cave complex, and the hazards emanate from the structure of the caverns rather than from random encounters. Thus, the GM is advised to place encounters as he sees fit, not to bother the players with too much action, but to make them nervous while the party advances through the dungeon.

Note that this is not a whack-n-slash dungeon crawl and that the race introduced within this module is not (just) something new to beat on. Although the whole affair may look like a typical dungeon exploration, it has a different touch to it: just watch (or better: read) Congo by Michael Crichton and add some Lost World (Irwin Allen version from the 60ies) to it and you'll know what I mean.

The adventure will start out in the wasteland, in the vicinity of a primitive tribe called Maidu. Though the Maidu are friendly people, they are suspicious of strangers and also very superstitious. Nevertheless, recent events have forced them to look for help from outsiders. A group of five Maidu will peacefully approach the characters' camp at night and ask them if they are willing to share their fire. The tribals look worried, and it will not take long for their leader to recount on recent events (see next section).

The group of tribals live in a small village located at some steep cliffs bordering the desert. A number of cave entrances can be seen 50 feet high above the settlement. Upon entering the village, the characters will notice two kids in front of some empty brahmin pens. They will be fighting over the remains of a small dog. The reason for the lack of food is a clan of winged creatures living in the caves within the red cliffs.

The tribals are part of a big tribal community which are known as the Desert Maidu. This particular tribe had settled in the periphery of the desert some fifty years ago and has developed a variation of the Maidu belief system, owing to the fact that their flying gods really exist. Maidu believe that their gods were winged creatures who battled against each other in the skies and created the world in the blaze of their fury.

Since their "gods" (see the bat people) have run out of their own food supply, they have started raiding the village and its vicinity for food. The Maidu have tried soothing them to no avail. They want the group to find out the reason for their gods' anger.

Course of events

Week – 6: A group of ghouls from Necropolis have started their search for Uranium near the entrance of an old mine. They have set up their base within the caves and started clearing the tunnels with explosives.

Week – 5: A badly calculated blast caused a major landslide, which changed the whole structure of the caves. An underground stream changed its path and flooded the hunting caverns of the bat people.

Week – 4: After being cut off from their food source, the bat people have started living off their emergency supplies, all the while searching for a solution. They found out that tremors were the cause for the torrent, but couldn't research any further.

Week – 3: The leader of the bat people sent raiding troupes out to search for food. The outside world, however, did not cover the needs of the bat people. Thus, they had to turn on the tribal village nearby and steal their supplies.

Week 0: Rauk, chieftain of the Maidu village, finally admitted that the tribe can't cope with this problem on its own. He assembled a group of warriors to look for help in neighboring tribes or travelling mercenaries who are willing to work in exchange for pre-war technology: "Shiny cold thingies, ruin-dwellers like those, yes?"

The situation: Rauk wants the raids to stop, but points out that the shaman, Laoro, will not want the "winged ones" to be hurt or even insulted in any way. The characters have a week to resolve the problem. After that, the situation will escalate as one of the "gods" will feed on a villager. There will be disputes within the community of the bat people, and a fraction of them will leave their caves to hunt for humans. If the characters are not able to resolve the situation within another weeks time, the few remainers of the tribe will leave the "cursed" place and the fraction will spread out even further into the wasteland, eventually finding a new (aggressive) community.

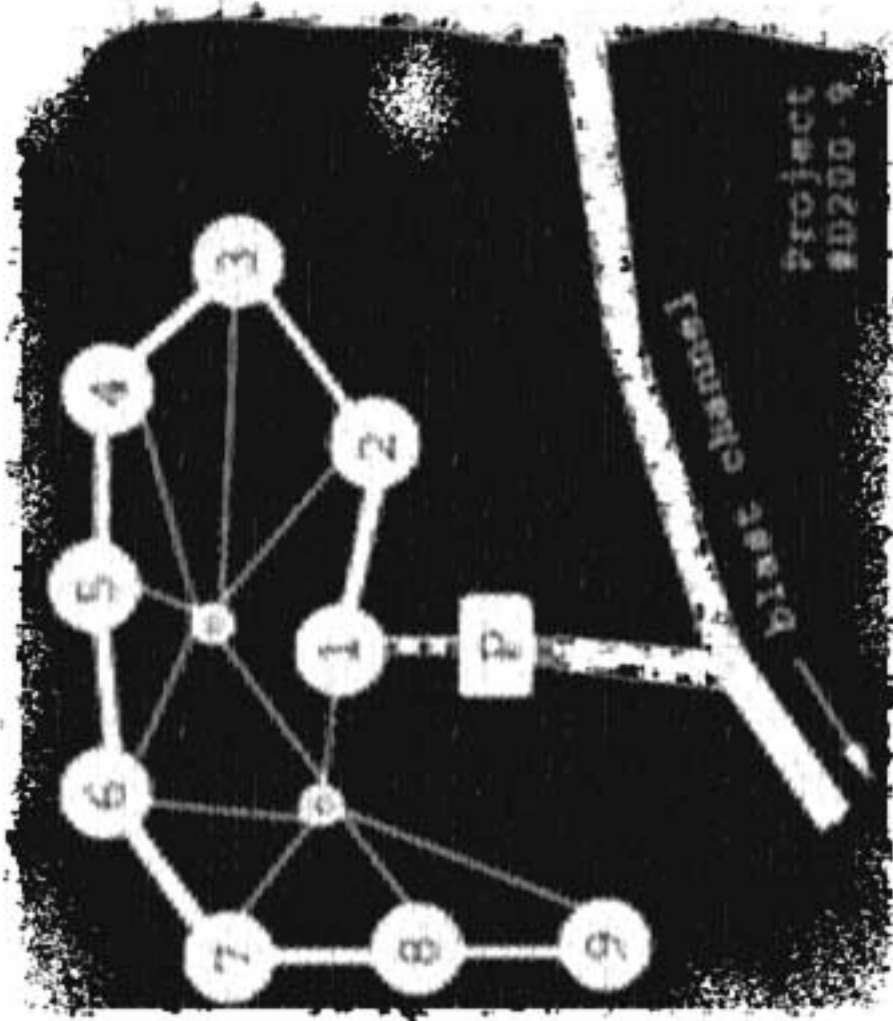
The nine circles

Before the war, the cave complex within the red cliffs was supposed to become a production site for vaccines against biological weapons. The site never got completed and the nine circular shaped compartments were left just as they were.

As the bombs struck down, a group of workers entered the complex to shelter themselves. Since the facility was never meant to protect from radiation, the humans did not survive for long, but a gathering of bats deep inside the caverns did. By feeding upon the radiated human corpses, they survived the nuclear winter. The cocktail of radiation, human DNA and stray FEV from the atmosphere has created a new breed of sentient beings who survived within the caves for the years to come.

The nine great chambers have been overgrown with fungi, stalagmites and stalagtites by now. The huge fungi shed a soft green light and impart the whole cave system with a peculiar atmosphere. Each circular cavity is 150 feet in diameter, the ceiling is some 90 feet above. The nine circles are connected via 120 feet long tunnels (each 20 feet high and 20 feet wide). Furthermore, there is a more complex cave system which goes off from the ninth circle and spreads deeper into the mountain. Yet, only few of these tunnels are big enough for humans to pass through.

Vision within the cave system is limited to the fuzzy light of the fungi, which changes in intensity from place to place (up to GM). Combat also proves to be arduous due to the irregularity of the terrain. Also, random high-pitched sounds cause mental strain.



Project D200-9 circles production site

status:

- production at halt due to structural weakness of top soil layers
- circle 1 concrete coating done
- circles 2 to 9 unfinished
- ventilation system finished
- power systems offline

note: it is required to seal the natural cave system to prevent infestation by local fauna

GM's note: The whole complex is inhabited by giant cockroaches who (also being cut off from their food supply) are very hungry and will attack straight away. There is also a colony of giant ants in circle 3, but these will only attack if threatened. West of circle seven (see map) lie a system of flooded caverns. Circle 9 and the western part of the blast channel are also under water. The water itself has a very low radiation count and might be used for drinking after some processing (filtering it through coal and boiling it is enough).

The village of the bat people is in circle 7, but they can be found gliding in packs through any (non-flooded) cave or tunnel. Their shrieks can be heard through the entire complex. After detecting the party, the bat people will only use their ultra-sonic screams for orientation and else keep silent, following the party from above.

Things to know: A copy of "the Seventh Circle" by Benet Davetian lies within the ant colony in circle 3. There's also a copy of "the Divine Comedy" by Dante Alighieri to be found among some glowing fungi in circle 5. Finding and reading any of these books will reward the party with 500 exp. Taking any of these books to the bat people will positively influence their reaction to the characters and give them an additional 1000 exp. The book(s) will receive a place next to the holy book of the bat people: Milton's Paradise Lost. The bat people who inhabit these caves call themselves Angeloi (greek: the Angels) and trust to be descendents of Lucifer. They have adapted the old fashioned language of Milton's time period and have formed a society based on what they think to be saintly. However, the strain of famine has rattled their social order: a tribe which had been peaceful once has become hostile to life itself.

The Angeloi

“Here they suffer, those who have done violence to god, nature and themselves.”

- *Dante Alighieri, the divine comedy*

The Angeloi are a tribe of bat people (304 members) who have been living within these caves since their existence. The entrance to their cave is guarded by a huge blind male called Aniel. He will only attack if provoked and might be talked into escorting the party to their leader, an old male called Rodger. There is a tall, younger male (his name is Abaddon) guarding the entrance to the throne room. He will let the party pass if they agree to leave their weapons outside. Inside the throne room, there are Rodger and the shaman of the tribe, Supay.

The leader of the Angeloi will listen to the party and tell them their version of the story. Though it is true that he ordered the raids on the tribals, his captain (Midael) wasn't supposed to hurt any humans. It was a young Angeloi called Belial who killed the villagers. He has fled justice and joined a rebelling group led by an aggressive Angeloi who is known as Beelzebul. Rodger would reward the party with some of the old stuff they've found if they'd be able to capture Beelzebul and his gang. Beelzebul has as many followers as GM sees fit (should be challenging, but possible). As to their own problem: an Angeloi named Kathgor has found some boots in one of the flooded caves. Kathgor thinks that miners may have caused the downpour. If it was possible to stop the flooding of the caves, the Angeloi could once again reach their hunting grounds on the other side of the caves.

Conclusion

Some ten miles up north, outside the red cliffs, is a small uranium mine which is being operated by ghouls. The head of the gang is an old ghoulie whom everyone just calls Patch (just look at his skin and you'll know why). After the main tunnels went dry, Patch had ordered using dynamite to find new ducts of the precious metal. However, one of the loads was a bit too strong and took down half of the mountain. An underground river changed its flow and is now flooding the caves of the Angeloi.

The ghouls don't know anything of the existence of the bat people. A character with good science skill (-20% to roll) might find out that an accurate detonation might once more change the waterflow. This however would also mean flooding the mining tunnels again (so: no more uranium). Installing a water pump would be a solution, but the only people who have some are the water merchants in Hub. If the characters can get a pump or convince the ghouls that “non-radiated water is good for something”, then Patch might just order changing the waterflow once more.

This would also be the solution for everyone's problems: the ghouls get their uranium and make some extra profit by letting the water merchants get clean water. The Angeloi can reach their hunting grounds again (and also have a new water supply). The Maidu won't be in danger of starvation since their gods have stopped raiding.

Adequate rewards for the group would be a share of the water deal (from the ghouls), some pre-war tech: an old pipboy, a motion tracker, some power cells (from the Angeloi) and some machine parts to be sold for 1K-2K coins (from the Maidu).

Bat people

Bat people are the result of a genetic cross of bats and humans. These intelligent beasts either walk on two legs or fly and reach a height of two meters in adulthood. They weigh up to 200 pounds, and records claim that they live up to 150 years. Like with bats, their forearms are winged, with a wingspan of six meters and more. They have dark hair and brown skin, with their eyes being black with a red glow in the dark.

These creatures live in dark caves spread around the wasteland and are also known as Winged Ones, Demons, Devils, Vampires and los Chupacabras. The variety of their names show that these people are generally detested throughout the wastes. Thus, bat people usually keep away from other societies and tend to live self-sustaining. They are known to cooperate with human tribals on occasion.

Bat people live in small families, called flocks, but also group together into tribes ranging anywhere from 20 to 200 individuals in average. They spend most of the time roaming their caves or the wasteland in the search for food. The main diet of these creatures are molerats, but they feed on any other being as well, sometimes even joining together to hunt for large prey such as deathclaws.

Tribes of bat people who live close to human settlements are usually proficient of human speech, as they are curious and tend to investigate any oddities within their territory. However, bat people also have their own language, which –except small regional differences- seems to be the same throughout the wasteland. This indicates that all bat people have a common origin. Their language is hard to learn for anyone else, since many tones are very high-pitched and some can't be heard by humans at all. The only known tribe to be in regular contact with humans are the Angeloi in southern California, who are known to be extremely hydrophobic.

Since their bone fracture is fragile for their size, bat people tend to avoid the risk of close combat. If possible, they will attack from the air, sweeping onto the enemy to make a sudden strike with their sharp claws or dropping rocks and the like at them. Bat people are smart enough to figure out the use of guns and energy weapons, but they don't like the loudness of these weapons. Furthermore, they have a bad vision due to their night-time existence which means that all bat people are night persons (automatic trait, can't be deselected).

Bat people gain a perk every 4 levels, and gain an additional hit point per level. Their healing rate is incredibly high (+1/2 rate), and they have a 30% radiation resistance bonus and a 10% poison resistance bonus, but they are vulnerable to fire and electricity (-10%). Due to their way of perception, they are immune to any blinding attacks, but also suffer from too much noise and are easily irritated by the humming noise of generators or similar electrical machines.

Obviously, noone makes armor for the bat people. Their physique also makes impossible to drive cars, use backpacks and operate many other machines. However, bat people are extremely fond of reading, even though their eyesight is very bad. They make up for this with their excellent hearing. A "batsy" will even hear the humming noise of a machine from a distance (roll perception). Bat people have two ways of movement: walking (AG-2) and flying (AG+2). It takes 6 action points to change from walking to flying, but only 4 AP from flying to walking mode. Flying time is limited to Endurance rate (in minutes, or in turns).

	STR	PE	EN	CH	IN	AG	LK
Minimum	2	2	5	1	1	2	3
Maximum	8	10	12	9	10	13	12

Bat people natural attacks: Bat people have four types of natural attacks: claws (meaning legs, can only be used during flight), wings, sonic blast and sonic beam. A sonic blast is a loud hissing noise that spreads out in a cone with a range of 5+ Endurance. A sonic beam is a high-pitched sound attack which is pin-pointed at one person and has a range of 10+Endurance. Claws and wings use melee weapons skill, whereas sonic attacks use small arms skill. Bat people prefer their sonic attacks while on ground. They will make sweep attacks from the air if possible.

Claws: Dmg. 2d8+MD, APs:3 T:N/A B:N/A (sweep: 2d10+MD, APs: 4)

Wings: Dmg. 1d8+MD, APs:4 T:N/A B:N/A

Sonic Blast: 1 point of damage per Endurance point, APs: 6

Sonic Beam: 1d4+ 1 point of damage per Endurance point, APs: 5

Traits: night person (mandatory)

Optional traits: fast metabolism, small frame, kamikaze, jinxed, skilled, gifted, aeronaut, grounded

Aeronaut / Grounded

You love to fly / walk, but you are very clumsy using those two other appendages of yours. Your flight / waling rate is doubled while your walking / flying rate drops by half.

Perks: Action Boy (or Girl), Adrenaline Rush, Bend the Rules, Bone Head, Bonus Move, Break the Rules, Cautious Nature, Comprehension, Die Hard, Divine Favor, Dodger, Earlier Sequence, Explorer, Faster Healing, Fortune Finder, Gain Agility, Gain Charisma, Gain Endurance, Gain Intelligence, Gain Luck, Gain Perception, Gain Strength, Ghost, Healer, Here and Now, Karma Beacon, Living Anatomy, Medic, Mental Block, More Criticals, Mysterious Stranger, Mutate! (also works on night-person!), Rad Resistance, Rad Child, Scout, Silent Death, Silent Flying, Slayer, Survivalist, Swift Learner, Tag!, Talon of Fear, Tough Hide, Toughness

New Perks:

Nightstalker: Your shrieks echo through the night as you hunt for your prey. You are a... nightstalker! +10% to sneak, +1 to perception at night, 3 levels Requirements: lev: 9 PE 7

Master Screecher: It's not only glass- you can shatter almost anything with your incredible voice. Watch out, Pavarotti! + 5 Dmg. to sound attacks, 3 levels Requirements: lev: 6 EN 7

Airborne: Your life consists mainly of flying, flying and... flying. You like to race with vertiberds in your spare time. Flying rate +3, Flying duration +2, 3 levels Requirements: lev: 6 EN 8 AG 6

Icarus: If you could only fly high enough, you could be able to reach the sun. Maybe it's worth a try? Flying duration +2, Flight height, 3 levels Requirements: lev: 12 EN 8 AG 7

Crash Pilot: You're a gung-ho crash pilot. Changing walking / flying modes takes 2 AP less. 1 level Requirements: lev: 6 AG 8

Master Sweeper: Death from above!!! Your sweeps upon enemies have become deadly. Your air attacks cause double damage. 1 level Requirements: lev 9 STR 5 AG 7

Batman: You are the redeemer of the weak, the saviour of the wastes, the flying wonder, the... +15% to all resistances, +5 AC, +1 agility. Requirements: only good carma, level 15

Demon Spawn: You are the curse of mankind, everyone's worst nightmare, the devil himself, the... +15% to all resistances, +5 damage, +1 endurance. Requirements: only bad carma, level 15