

Free Content Friday – Outbreak: Undead.. July 2021

RAG & BONE – LOCATION HAZARDS

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In the unrelenting and oftentimes cruel campaign setting of *Outbreak: Undead.. Rag & Bone*, the most dangerous element of any encounter that you offer to your players is the environment that you place the players in as they are fighting desperately for their lives.

At its best, the **Outbreak: Undead..** system offers the players and game master an opportunity to explore a variety of encounters with varied and interesting challenges.

Combating the living dead is one thing but to combat them on the ruins of an unstable suspension bridge brings a fresh and exciting evolution to the campaign.

In such a scenario, the dead become almost an afterthought as considerations of secure crossing become as important as defense.

When designing your own encounters, consider the climate, environment, and any defining features that could make the location unique and memorable.

The development of a Location can lend distinctive flavor and style to your session. Additionally, the material, resources, and Risk generating Hazards that are present in your Location can provide support to both the survivors and the Game Master in equal measure.

Included within this section, you will find a series of attributes to add to any location from the Game Master's Guide, some items and unique weapon descriptions, and a series of opponents and adversaries to help you theme your game using some of the same elements used in the *Outbreak: Undead.. Rag & Bone* campaign as seen on [twitch.tv/huntersentertainment](https://www.twitch.tv/huntersentertainment).

While this collection of environments, artifacts of the apocalypse, and antagonistic opponents are drawn directly from that series, some of the information herein is undiscovered in the context of live play survivor exploration and research. If you seek to keep a deep sense of mystery in any campaigns that you might be running, restrict the amount of information that your players engage in when interacting with location sites or items that reveal anything beyond the basis of the Black Bile infection.

Factions such as the Shepherds and the Citadel have been proven to strictly control access to information regarding the Dead, your games can reveal more or less as you see fit.

Enders Rail Line

The Enders Line has protected and maintained a series of railway tracks throughout the remains of the Central United States and the Midwest, they have made some exploratory pushes into the Eastern coastlands but much of that portion of the former country is now uninhabitable, either from irradiation or undead infestation. The rail-lines that are currently maintained within the timeline of the campaign are peppered with storehouses that are numbered based on their proximity to the former city of Pittsburg, ground zero for the work that was undertaken by a handful of brave souls not long after the Fall.

While the Storehouses are documented and have available statistics in an earlier entry in this series, the Railway Lines themselves are the source for many interesting encounters and, if you are playing a Rag & Bone themed campaign, should be quite useful to you in your session preparations.

Labor: ⚔️ 20

Risk Pool: ⚠️ 5 if affiliated with the Enders Line or an allied faction, ⚠️ 20 if unaffiliated. This is due to the familiarity with the route and training provided by the Rag & Bone that work the lines. Small markers and codes are left along those pathways and it is quite easy for an outsider to miss them.

Survival Points: ⬆️ 45 if affiliated with the Enders Line, ⬆️ 5 if unaffiliated. The rewards of the pathways blazed by the Enders are not left in the open for the uninitiated, only those with the proper training are capable of easily navigating the network of hidey-holes and secret stashes.

Structure: Very Low (0 to 5)

Size: Very Large (4 to 5+)

Viability: Low (-5 to -10)

Location Features

Romero (Infected) ⚠️ 1

Looter ⚠️ 10

Missionary ⚠️ 30

A Missionary, using the "Civilian" Survivor Archetype, may draw up to ⚠️ 10 worth of Romeros to any Location without expenditure by the Game Master for each ⌚ 1 that they inhabit it.

The Shepherds refer to the Dead as the Children, the Afflicted, or the Touched, the term Romero is seen as a crude mockery of their divine ascension and the Enders vernacular is rejected fiercely.

The Wild Ones are called Ferals and the Rag & Bone are called Pilgrims by The Shepherds in turn. When a Missionary is encountered, it can easily become a wholly social encounter. .but that does not lessen the danger of the encounter.

Citadel Patrol ⚠️ 50

Patrols contain 5 soldiers, a mix of "Militia" and "Military" Archetypes, with heavy weapons and a single vehicle or horse drawn carriage.

Route Blockage ⚠️ 10

Either a natural or intentional disruption has left the railway impassable without some amount work, be that labor to clear it for the next R&B to make their way down this path, or it can be avoided and left as is. If affiliated with the Enders Line and the Route Blockage is left behind, lower Morale by 1 for each ⌚ of clearing work that is avoided in this manner. A Route Blockage may have between ⌚ 1-10 associated to it in work required, add that total to ⚠️ as well.





Citadel Outpost

While the Citadel operates primarily from its fortified stronghold in the Northeastern regions of the wilds of The Penn, it has many scattered patrols and small outposts that are utilized as a network of oversight and control on the surrounding communities. Each of the outposts is heavily guarded and armed. If a group were brave or stupid enough to take one over, they would be granted access to Citadel grade weaponry, listed below, and rations and supplies of a higher quality than that which is available to the scavengers.

Labor: ⚙️ 50

Risk Pool: ⚠️ 250

Survival Points: ⬆️ 300

Structure: High (15 to 20)

Size: Moderate (2 to 3)

Viability: Low (-5 to -10)

Location Features

Armed Soldiers ⚠️ 10

The soldiers that have been stationed in the Outpost are well trained and heavily armed with the finest of Citadel weaponry and armor. They will add 🟡 to their attack Base Dice Pools within the Outpost, and reduce their Speed by 🟢 to a minimum of 🟢 when determining Resolution order.

A Show of Force ⚠️ 5

The exterior of the Outpost is adorned with the remains of some form of brutal execution. Perhaps a mass hanging or impalement on spikes, whatever barbaric and inhuman punishment they saw fit to impose upon the individuals that came before the survivors. ⚠️ 5 per Level to a maximum of 5 Levels. Each Level reduces 😊 1 and Formations are invalid in the reduction of such Morale loss.

Prisoner of War ⚠️ 25

The Citadel is holding a member of the Enders Line or an associated faction hostage within the facility.

Radio Command ⚠️ 25

If the soldiers are attacked, they will report to Command which will double the ⚠️ generated from all future actions by the survivors in this Location. If more than ⌚ 10 is spent in the Outpost, the Game Master may trigger a new Encounter without expending any additional Risk, using the same number of soldiers as the Citadel Patrol detailed on the Enders Rail Line Location.

Resource Levels

Lv. 1: Supplies-Survival (10)

Lv. 2: Firearms (10), Supplies-Firearms (10), Supplies-Firearms Long Gun (10), Supplies-Apparel (5)

Lv. 3: Firearms (25), Supplies-Apparel (5)

Lv. 4: Firearms (25) Supplies-Survival (25) Supplies-Medical (10) Supplies-Sustenance (10)

CITADEL SWORD



●● (Loot: ⬆️ 100/Barter: 🏠 200)

Base Dice Pool



Special

Deadly: 🟡 (noted in Base Dice Pool)

Triggered Effect(s)

Slash: ⬆️ — [🟡 🟡 Sl] Accuracy

Hack: ⬆️ ⬆️ ⬆️ — [🟡 🟡 🟡 Sl, Prone] 🟢

Parry: ⬆️ — Add 🟢 to gain Defense ⬆️ 1 vs Melee Attack

Hooked Edge: ⬆️ DdD — disarm an opponent on a successful {Lift/Pull%}

CITADEL ARMOR

Heavy refurbished SWAT armor, covered in patches of camouflage plates and welded spikes.



●●● (Loot: +300/Barter: 600)

Special

Worn: Ignore ●● when worn.

Body Slots: This occupies the 'Head', 'Torso', and 'Legs' slots.

Armored: Defense 4 Bludgeoning and 3 Slashing and Piercing

Bulky: Add 1 to all actions.

CITADEL HANDMADE BATTERY

These large and bulky units can power modified Flashlights and Radios that are used by the soldiers of the Citadel. They are rare and typically only one or two will be located in any single Outpost, that said, they are well built and durable.



● (Loot: +50/Barter: 500)

Special

Power Source

Recharge: Reduce DP on any Gear by 1 every 1 of usage This will require a Depletion Check for the Battery itself.



Hand of Malachi Effigy

When the missionaries of The Hand of Malachi bring their ministry to a region within the wilds, it is not uncommon that they will mark the location with an Effigy.

These Effigies are typically constructed of natural material and can range in form from simply bundles of sticks and rocks that form vaguely human shapes, typically drenched in blood and decorated with hair, teeth, skin, and bones.

These altars are made to honor the flesh of the spirits freed from the tortures of the world and to celebrate the End of All Things.

Needless to say, encountering one of these Effigies while traveling is hugely disturbing, even to those that have survived in the world after the Fall of 1995.

Labor: ⚡ 20

Risk Pool: ⚠ 100

Survival Points: + 200

Structure: Low (5 to 10)

Size: Small (1)

Viability: Low (-5 to -10)

Location Features

Romero (Infected) ⚠ 1

+5 Romeros for every ⚠ 10 spent in this way.

Missionary ⚠ 20

As per the Enders Rail Line.

Grotesque Display ⚠ 5

Reduce 😊 1 and immediately make a {**Composure**%} to prevent the addition of 🗄 to all checks made within sight of the Effigy.

Infectious ⚠ 10

The Effigy is tainted with Black Bile and can increase the Viral count of anyone that comes into contact with it. ⚠ 10 per level of Viral, survivor must make an {**Endurance**%} to resist infection via contact. If swallowed or put into contact with a wound, no check is required, and the Risk cost is reduced by ⚠ 5.

Resource Levels

Lv. 1: Supplies-Survival (5)

Lv. 2: Supplies-Survival (5)

Lv. 3: Supplies-Survival (5)

Lv. 4: Supplies-Survival (5)

Mission: Destroy Effigies

The Enders Line has a perpetual bounty placed on the destruction of these disturbing abominations. Any Rag & Bone that can clear Effigies and bring evidence back to a Safehouse will receive a healthy barter voucher and the appreciation of the crew, increasing a survivor's reputation with the Enders by 1 per Effigy destroyed.

Labor Value

Varies

Training Values



Crucial Skill Check(s)

{**Lift/Pull**%, **Melee Attack-Bludgeoning**%, **Melee Attack-Slashing**%}

Risk Factor(s)

⚠ 10 per ⌚ 1 in the area.

Hazard(s)

As per Location.

Success

The GM reduces their Risk Pool by ⚠ 10 for each Effigy destroyed.

Failure

The GM increases their Risk Pool by ⚠ 10 for each Effigy left remaining.