

SAVAGED FALLOUT



Herald and News

Klamath County's Home Newspaper

Cloudy
Thursday
Weather report page 24

Est. 1942

Klamath Falls, Oregon, Wednesday, January 14, 1943

Price 2d

National Guard raid Tesla lab at Redwood

Facility put under military lockdown

Redwood, Josephine County. According to eyewitness testimonies, an Army National Guard detachment entered the premises of the Haversham installation late Tuesday evening. Spectators were turned away, though multiple reports confirm that in the course of the evening trucks drove to-and-fro, hauling off machinery and equipment stored at the facility. Personnel present on the grounds was said to be detained for the time being. Authorities have not yet issued an official statement on the incident, so it remains unclear whether an investigation... More page 2



Pictured:
The Haversham Facility, colloquially known in Josephine County as Redwood towers

Eccentric engineer found dead days earlier

Nikola Tesla (†1856), Serbian-American engineer and inventor, died of heart failure only a week ago in his hotel room in the New Yorker Hotel, NYC, NY. Mr. Tesla, famed for many patents in the field of electric, had only recently returned after overseeing the construction of the Haversham Facility at Redwood. According to unconfirmed speculations, Mr. Tesla planned on completing his research on the much-discussed teleforce death ray... More page 5

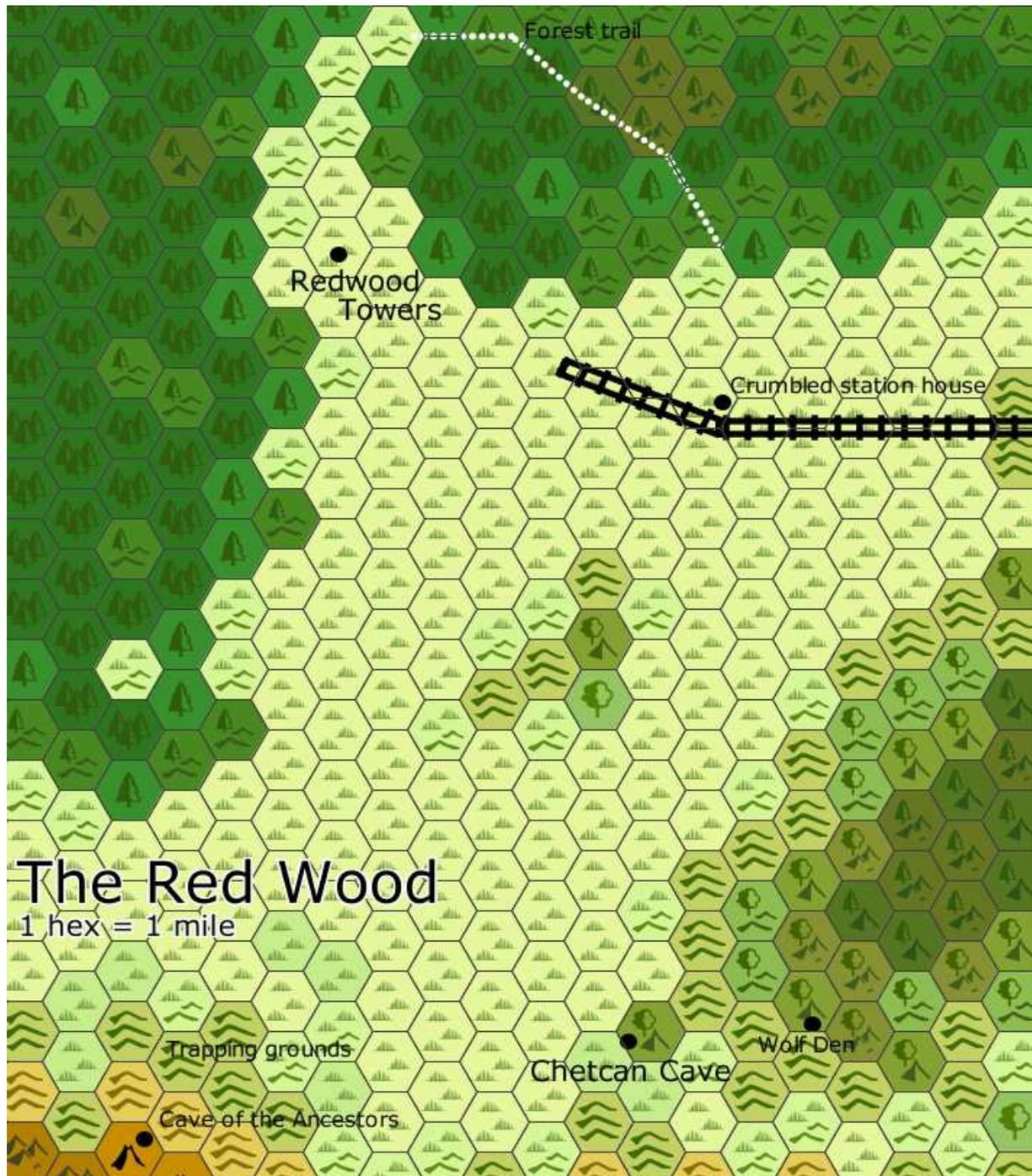
Roosevelt, Churchill talk allied strategy at ten-day conference in Casablanca

Casablanca, French Morocco. President Roosevelt and Winston Churchill, Prime Minister of the United Kingdom, met today for the first of a series of meetings where the two leaders will discuss the allied war effort for 1943 in what promises to be... More page 3

Redwood Towers

Strange stories about the untamed north can be heard in the bars of New Arroyo and Klamath, where the tribals who live in the mountains and the evergreen forests come to trade. One such story caught your attention: a brave of a small tribe called the Chetcan, Brahmin herders and pelt hunters, had made mention of spotting a group of heavily-packed, green-skinned “demons” marching through the Red Wood, heading toward a set of ruins of the ancient world. After their passage, loud noises could be heard coming from the dilapidated building day and night...

Redwood Towers is an adventure for three to four players of Seasoned rank.



The Red Wood: Setting

The Red Wood is located about seventy miles west-northwest of Klamath, a hilly and densely forested area, with plenty of wildlife and a wet, moderate climate. It is home to a small group of a few dozen tribals who call themselves the Chetcan, who live in a series of caves in the side of a hill at the southwestern extremity of a low mountain range. A marauding pack of wolves have recently made their lair not too far from the tribe's caves. To the west the mountains become more prominent, and the foothills are the breeding ground of the local gecko population. Hidden higher up in the flank of the mountain is a cave sacred to the Chetcan, the Cave of the Ancestors. To the north and west the open plain is enclosed by very old, dark woods, extremely perilous to navigate for those who do not know the surroundings. Wedged between two of these forests lie the ruins of Redwood Towers, a forgotten research facility built during World War II. A set of railroad tracks, entirely overgrown with grasses and shrubs, lead up to the facility from the east.

The Chetcan are a small, peaceful tribe, friendly to travelers and outsiders, but reserved and often distrustful at first. They have their home in a set of adjacent caves of varying size, though they spend the majority of the day outside, rarely staying in the caves during daylight hours. The largest of these is a common area where most of the tribe spends the evening hours and social activities take place. Two smaller caves are the separate sleeping areas for men and women. A fourth cave is used as storage space and additionally has room for the activities of the craftsmen and women. Finally two small caves are the domain of the tribal Elder and the shaman respectively. Outside of the caves are a handful of rudimentary wooden structures and a makeshift enclosure for the modest Brahmin herd.

The tribe is led by the aging Elder Horavilya. He laments the ever-increasing influence of the outside world and modern technology on the Chetcan, claiming that it is leading the tribe astray. His words carry great weight with the tribals and many thus follow him in denouncing external influences. The Elder's views are opposed by a strong, vocal minority, headed by his slightly younger sister, the tribe's shaman and medicine woman Shalawa. In her opinion the only way for the tribe to endure is to embrace technology and contact with the outside world. The tribe is divided over which direction to take, though both sides strongly desire to have the tribe remain a harmonious whole. To make matters more complicated, since the dark omen of the green-skinned demons, misfortune has hit the tribe. It is even whispered that the sacred ancestral spirits, which the tribe turns to for guidance when in need, once more walk the earth, but if this is an omen for good or for bad, no one can say for sure.

The tribe

A tense atmosphere hangs over the caves as the party arrives. The Brahmin pasture was raided by wolves four nights ago, leaving three of the animals dead and two of the tribe's braves seriously injured. A trapper from Klamath is staying with the tribe, but he is withholding much needed food and medical supplies until the tribal make good on their contract and deliver the remaining dozen of gecko

pelts as promised. Strange rumors can be heard about the "Atahsaia", green-skinned demons which have holed up north and the tribals whisper amongst themselves that the ancestors are greatly displeased with them. Most of the tribals will be modestly friendly to the PCs if they are human, but Ghouls will be shunned and especially Super Mutants will be met with outright hostility, as they are the green-skinned "demons" the tribe mentions. Some members of the tribe will want nothing to do with outsiders no matter which race they are. The Elder will refuse an audience, saying he has more pressing matters at hand. The shaman Shalawa has her hands full tending the members of the tribe wounded during the wolf attack, but will answer questions the PCs have and suggest to them to talk to the tribals and help them out when possible, to gain the Chetcan's and the Elder's trust.

The party can help various members of the tribe with different tasks, creating more goodwill the more difficult the task. Some examples:

- *Wolf victims:* Five members of the tribe are tended by the medicine woman Shalawa in her cave. On closer inspection by a trained eye, the PCs can notice that the two most seriously injured tribals aren't healing properly. The scout Ocolo has a complicated bone fracture on the left leg, which needs to be set properly or will mend badly (Medicine check). The hunter Upal Snakeskin has an infected wound on his hand. It needs to be treated immediately or gangrene will surely set in. (Medicine check at -2; alternatively a Medicine check to amputate the arm below the elbow).
- *Broken loom:* In the large common cave a tribal woman by the name of Loa needs assistance. The small, mechanical handloom is broken, and repairing it is beyond the tribe's capabilities. A Repair check and some Spare Parts will do the trick.
- *Rifle training:* The tribe bartered for some hunting rifles in the past, but had never had to make use of them. A few of the tribals are now practicing with the rifles, hoping to use them to repel a next attack by the wolves. PCs with sufficient weapons expertise (Small Guns d8 or higher) can show the tribals the ropes and improve their marksmanship.
- *Gecko pelts:* Daniel Clayborne, a trapper from Klamath, has sorely needed medical supplies which he refuses to hand over until the Chetcan make good on their contract. He is still owed a dozen Gecko pelts. The PCs can try to persuade Clayborne to give up some of the supplies as an advance, ask him to give the tribe some more time to gather the pelts, or barter for the supplies (Persuasion or Barter checks); alternatively they can hunt the local Gecko's and gather the pelts themselves. Additionally, if the PCs ask about the terms of the contract, they will notice it is very unfavorable for the Chetcan. Renegotiating the contract with Clayborne to get better conditions will earn them great favor with the tribe.
- *Shadow-That-Preys:* Zemi, experienced woodsman and chief hunter of the Chetcan, was one of the braves who fought of the wolf attack four nights ago. During the raid he noticed that the

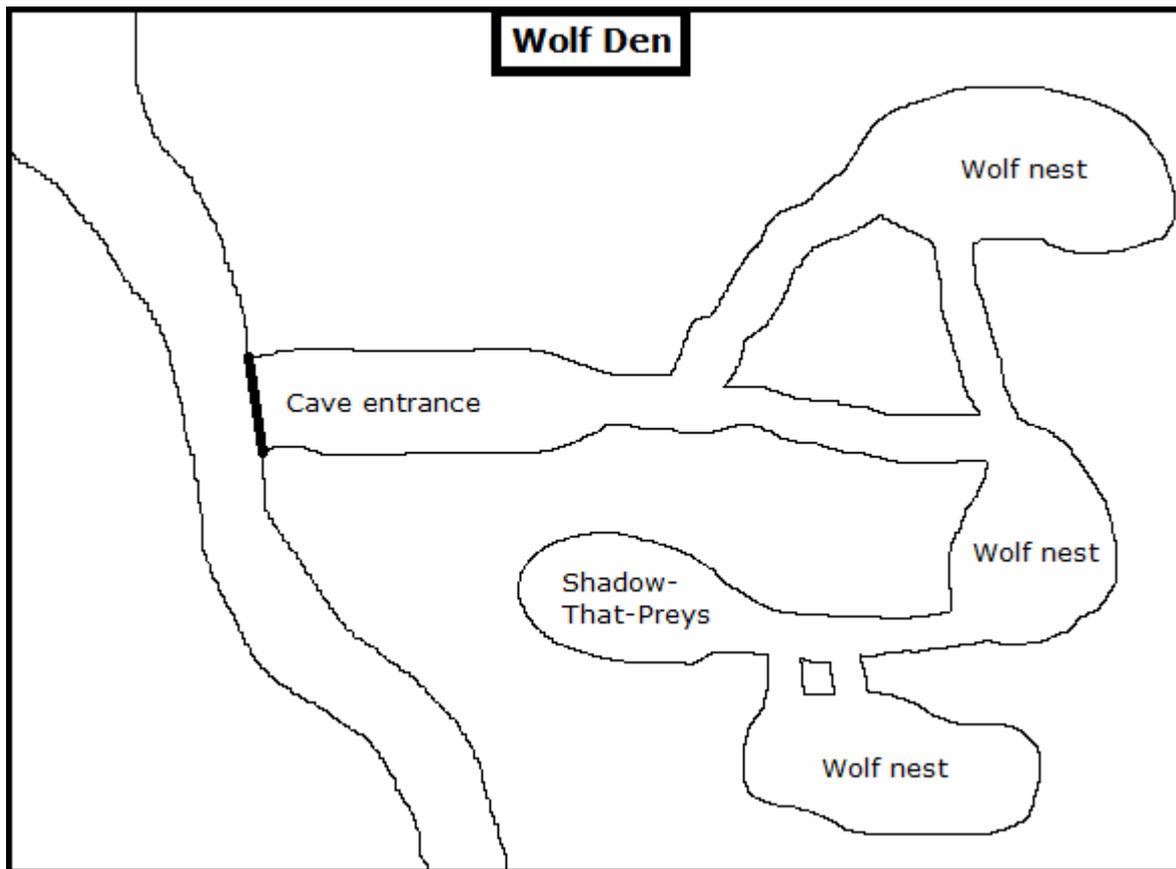
pack was not being led by an ordinary wolf, but instead a large, dark creature with twisted fangs and claws and cold, intelligent yellow eyes. He thinks what he glimpsed was the creature the tribe calls Shadow-That-Preys, a dangerous predator which has stalked the hills for many years, evading the tribe's most veteran hunters. Zemi believes that the wolves have become so aggressive because of Shadow-That-Preys somehow becoming the alpha male of the pack. Killing the creature would ensure no more attack will follow, but the tribes' hunters are either wounded or too inexperienced to go up against the animal. If the PCs help Zemi with killing Shadow-That-Preys in the wolf den, it will earn them great favor with the tribe.

After the party has accomplished two or three of the above or other tasks for the tribe, they are granted an audience with the Elder Horavilya. He will give tell them more about the "Atahsaia", the green-skinned demons the tribe saw wandering through the forest. About a dozen of these, heavily-packed and carrying all sorts of equipment and tools with them, passed by about two weeks ago, headed for the ruined towers of the ancients to the north. The tribe had never found anything of use in the dilapidated facility, most of its furnishings looted long ago, and had mostly avoided it ever since. The demons however went straight toward it, and since then scouts have reported loud noises coming from within, and armed green-skins now patrol the road to the ruins day and night. If the party is intent on going to the ruins, the Elder will show them an alternate route through the forest, known only to the Chetcan, out of gratitude. He will tell them to go to the crumbled station house near the iron tracks, where a scout will be waiting for them. The scout will guide them through the forest trail, so they can emerge on the other side and approach the building unseen from the other side.

Also, the medicine woman Shalawa will now tell them more about the current situation. The Chetcan revere the spirits of the ancestors, counting them as holy as the Sky Father, the Earth Mother and the Creator. In times of trouble, the Elder goes to the Cave of the Ancestors, to ask the spirits for guidance. On his last visit something extraordinary happened, which led the Elder to forbid any member of the tribe to visit the Cave for the time being. Shalawa wants to find out more about what happened, and as the PCs are not members of the tribe, the restriction technically does not apply to them. She will explain the way to the Cave and ask them to report back to her what they find there.

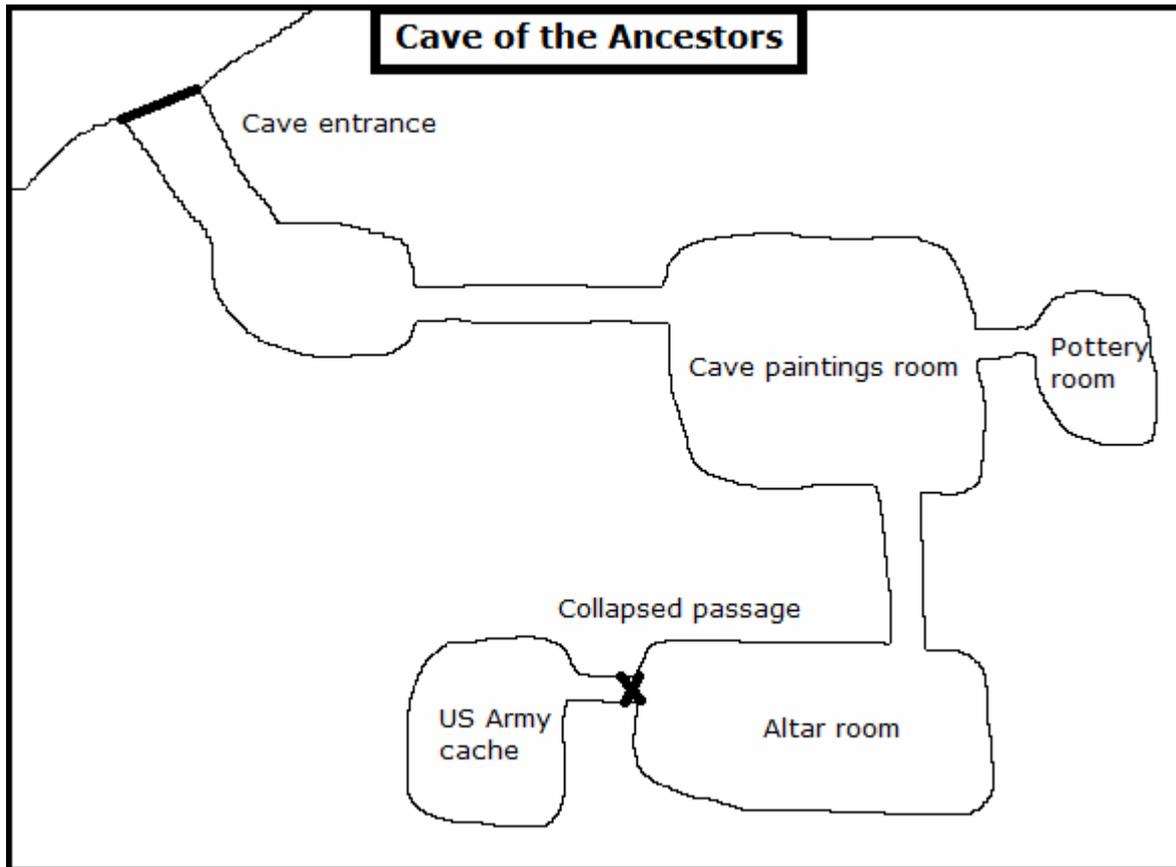
Wolf Den

If the party agrees to accompany the chief hunter Zemi (**Stats:** Tribal) to kill Shadow-That-Preys, he will lead them across the narrow paths through the forested hills to the east, where the wolves have their lair. At the end of a precipitous mountain path awaits the dark, forbidding cave mouth leading into the mountain. Inside the cave the penalty for pitch darkness applies when the PCs are out of the range of a proper lighting source. Inside are three larger hollows, where packs of 1d4+3 wolves (**Stats:** Feral Dog/Coyote with Fighting d10 and Toughness 5) nest. At the end of the cave the monstrous Shadow-That-Preys (**Stats:** WC Yao Guai) and two wolves can be found.



Cave of the Ancestors

Following Shalawa's instructions, the party can eventually find the Cave of the Ancestors, hidden in the rock face of the mountains southwest, past the trapping and burial grounds. The cave consists of a series of small, natural chambers, mostly bare except for some wall paintings, fixtures for torches, bits of pottery and utensils. The last chamber contains two simple altars. At the far side of the altar room an apparition of a young woman in pre-War military dress can be seen, glowing with a bluish light, unmoving. Those with a very high level of scientific knowledge will recognize the so-called apparition to be a hologram. It stands near a passage way, which seems to have caved-in many, many years ago. The hologram does not react to the presence of the PCs or any attempts to interact with it. Clearing the passage way takes a few hours with proper tools. Once cleared, the next chamber reveals a small store of US Army supplies: two first aid kits, healing and radiation chems, three assault rifles and combat shotguns each, half a dozen frag grenades, two sticks of plastic explosives, a suit of combat armor, two field radios, a motion sensor and a Geiger counter, night vision goggles, a box of flares and lamps, bags, bed rolls and other survival gear. Hooked up to a small fusion generator is a holoprojector, which seems to have recently burn-out and malfunctioned. A Repair check at -2 will restore it to working order, and the recording can be played in full.



- Holorecording transcript:

To anyone who might find this recording: this is Sergeant First Class Tammy Miller, 2nd Battalion, 15th Mechanized Infantry Division, December 21st, 2081. It's only been four years, though it seems like it was centuries ago. In 2077, humanity was nearly wiped out in an all-encompassing, nuclear world war. I don't know how many men and women died that day, but those that survived had it even worse. We were the lucky ones. When the bombs started falling, I managed to lead our unit to these caves, shielded from the worst of the blasts and the radiation. We waited two long years in the dark, making due with the supplies we had, until most of the radiation has dissipated and it was safe to go out again. After some months our scouts met with others survivors for the first time; a miserable, pitiable lot. It was clear the world had changed, and if we were to continue to survive, so should we. Some of the men didn't agree, and chose to take their chances out there in that... wasteland. A small group of them left, with part of the supplies; we haven't heard from them since. Those that stayed behind understood that we had to start over, start anew, learning from the mistakes of the past. We decided to create a new world, free from the technology that doomed the old one, instead becoming once more one with nature and the way of the peoples before the first settlers arrived to America. We will forget everything we once knew and start our new lives, our new tribe. We've stored all the supplies that remain here in this cave, only to be used in the utmost emergency. If you find this recording, understand that this technology is a double-edged sword, as sure to bring ruin upon yourself as on your enemies. Learn from our mistakes, lest so many should have died in vain.

Redwood Towers: Background

After the attack on Pearl Harbor, fear of Japanese air raids on the American west coast grew, prompting the US military to fund research programs to counter such a possibility. Rejected by the government, inventor and electrical engineer Nikola Tesla found a patriotic patron in William T. Haversham, who was willing to sponsor Tesla's ambitious plan of developing his Teleforce particle beam projector. According to Tesla's theories, the Teleforce would be able to shoot down planes out of the sky hundred of miles away, from a complex housing powerful electrical generators and transmission towers. A completely new laboratory and test site, called the Haversham Facility, but popularly known as Redwood Towers, was built in the nearly uninhabited woods of southern Oregon. Similar installations would have been built along the west coast if the project had succeeded. Before the research was completed however, Tesla died during a trip to New York, and the facility was raided by the National Guard shortly thereafter, removing the machinery and confiscating all research papers. While the National Guard raid was said to have turned up various valuable documents and schematics, Tesla's personal office in the facility was not discovered. The rumor quickly spread that there must have been a secret lab hidden below Redwood Towers, where the brilliant engineer perfected his "death ray". Years later, the US military developed a highly resistant suit of armor, using Tesla coils to disperse directed energy attacks, though no official comment has ever been made as to the origin of this design.

Redwood Towers: Layout

The southeastern approach to Redwood Towers is guarded by two patrols of two Super Mutants each. One of these carries an assault rifle; the other Mutant carries either a rocket launcher or minigun. During the night one will also be carrying an electrical lamp. Attacking one patrol will invariably alert the other unless the Super Mutants aren't taken down without so much as a single bullet fired.

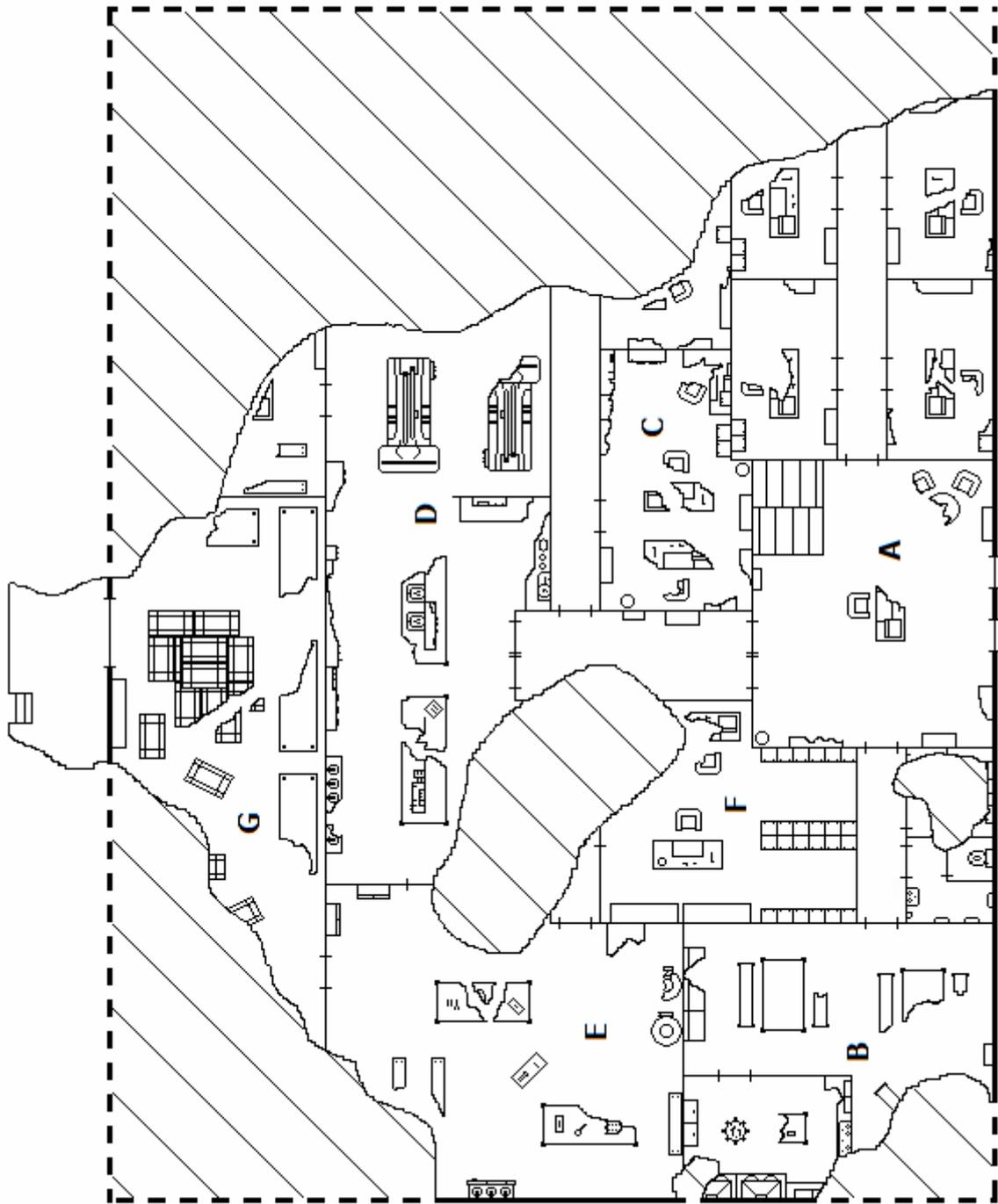
The facility itself is in a very poor state. The roof has completely given way, taking most of the first floor with it. Likewise, the northern and eastern walls have collapsed, leaving only great heaps of rubble in their stead. The southern wall where the main entrance is located is still largely intact, though completely overgrown in the course of the centuries by vines and other plants. One of the towering constructions that gave the facility its nickname still stands upright near the northern approach, but four others have come crashing down and lie there broken and covered with greenery. The northern approach itself is not patrolled. Only a small part of the northern wall of the building is still standing, permitting entrance to the facility through what seems to have once been a loading bay. From outside loud pounding noises can be heard, and the softer whir of an electrical generator.

The ground floor of the building is entirely covered with a thick layer of grime, debris and rotting leaves. The air is rife with the smell of mildew. In many parts the collapses walls, roof and first floor have left enormous piles of rubble, cutting off access to various rooms. Almost all of the furnishings

seem to have been removed a long time ago, and centuries of neglect and exposure to the elements have left the remainder of it in an awful condition. As the roof is missing, there is plenty of sunlight during the day. At night the penalty for darkness -2 applies. Any Super Mutants on the ground floor will have electrical lamps with them during the night.

Coming from the southern approach, entering the building through the main entrance leads to the Foyer (A). A Super Mutant is standing guard here. At the far end of the room two pairs of staircases lead up and down, though little remains of the stairs leading to the first floor as it seems to have collapsed together with most of the ceiling. To the right is a door leading to a couple of small personal offices, which have been looted of any and all valuables and are in a state of extreme neglect. The door to the left leads to the Cafeteria (B). Most of the tables, benches and other furnishings are in a similarly bad state as the rest of the rooms, though they show signs of very recent use. Sounds can be heard coming from the ruined kitchen, where a Super Mutant is preparing food in a big cauldron. Inspection of the slop in the pot will reveal human-shaped bones, together with various unknown ingredients. Past the double doors in the foyer there is a hallway, which has partially collapsed, making the door at the left end of the corridor impassable. The door to the right leads to another hallway, where again only the first room to the right is reachable. The sign on the door shows it used to be the Radio Room (C). All the ancient radio equipment is now defunct and beyond hopes of repair.

Going through the double doors at the end of the first hallway the players emerge into the AC Motor Lab (D). Much of the original machines and devices seem to be missing, the ones that remain are all damaged and useless. One of the old generators is still in reasonable condition, but the rest of the lab looks like it was trashed not too long ago. The same can be said for the Maintenance Room (E). The players can squeeze past the debris in the collapsed hallway to reach the Archives (F). This room is one of the only places where the ceiling hasn't given way, and is in a much better state than the rest of this floor. The cabinets have all been opened, and most of its contents are gone, some papers are left strewn about the room. These are mostly personnel records and log sheets, though one torn record mentions a project called "Teleforce". On the other side of the maintenance room is the Loading Dock (G), which is the first room the party enters when approaching the facility from the north. Little remains of it as most of the walls have come down; some empty wooden crates are left rotting in the bay. A grenade bouquet trap secures the back entrance. The first PC to pass through the doorway must make a Notice check or activate the tripwire, dropping three frag grenades. Anyone caught in the blast area may make the usual Agility check at -2 to try and dodge the explosions.



The stairs in the foyer lead a long way down, to the basement level. As the party descends the stairs, the sound of electric generators becomes louder. They emerge in a long, wide corridor with a very high ceiling. Large electric bulbs on the walls and ceiling provide enough light to see clearly here. The most southward room is the Boiler Room (H). The gigantic old boilers look in proper order, though clearly haven't been fired up in decades. A small intrusion of 2d4 RadRoaches nests in the room. The adjacent Supply Room (I) still has a few boxes of what look to be replacement generator parts. In addition there are a great many more recent crates and bags, containing supplies the Super Mutants brought with them. They contain such equipment as a sledgehammer, flares, ropes, pickaxes, lamps, rations and water. At the far end of the room are some filled fuel barrels. The last room down the hall, to the right, is clearly the source of the noise from the generators. Inside a Super Mutant is working on keeping the ancient diesels up and running. Destroying or disabling the generators, fuse boxes or mains will cut all power to the facility, and the Super Mutant guarding the lab will be sent to investigate.

The door at the end of the hallway to the left leads to the Wireless Energy Transmission Lab (K). Next to nothing remains of its original contents. Loose wiring lies around and rods jut out from the walls, indicating that whatever was there has been hauled off long ago. The center of the room seems to have held multiple large machines, riveted to the ground, but they also have vanished. Instead it now functions as a sleeping place for the Mutants, makeshift bedding spread across the former lab. Some tools and supplies lie around the empty workspaces. Rummaging through the personal belongings of the Super Mutants yields more supplies, a small amount of caps and a small, worn notebook belonging to a Mutant called Atticus. An old pre-War newspaper clipping falls out of it (See **Attachment**). Judging from the writings inside the notebook, the Mutant is clearly delusional and paranoid. In multiple places the walls show recent traces of having been bashed in. Two Super Mutants are sleeping at the far end of the room, which can be dispatched easily in their sleep if not woken up. At the southern end of the room a portable generator powers some construction lights, aimed at a gaping hole in the wall, which leads down into darkness. A Super Mutant stands guard at this spot.

Descending the stairs that were hidden behind the wall, the party will reach the untouched Teleforce Lab (L) after a short while. The lab is dominated by the Teleforce prototype: an enormous, twelve feet wide Tesla coil, hooked up to the facility's power grid by massive cables. Any party member with high Science skill (d8 or above) may make an immediate check. If successful, he or she will correctly assume the mesh cage against the wall functions as a Faraday shield against the coil's electrostatic discharges. Inside are measuring equipment and a control panel to activate the Teleforce (Science check at -2). Activating it will draw the attention of the Super Mutants in the northern room of the lab, two of which will then run into the room, though their leader Atticus will stay put.

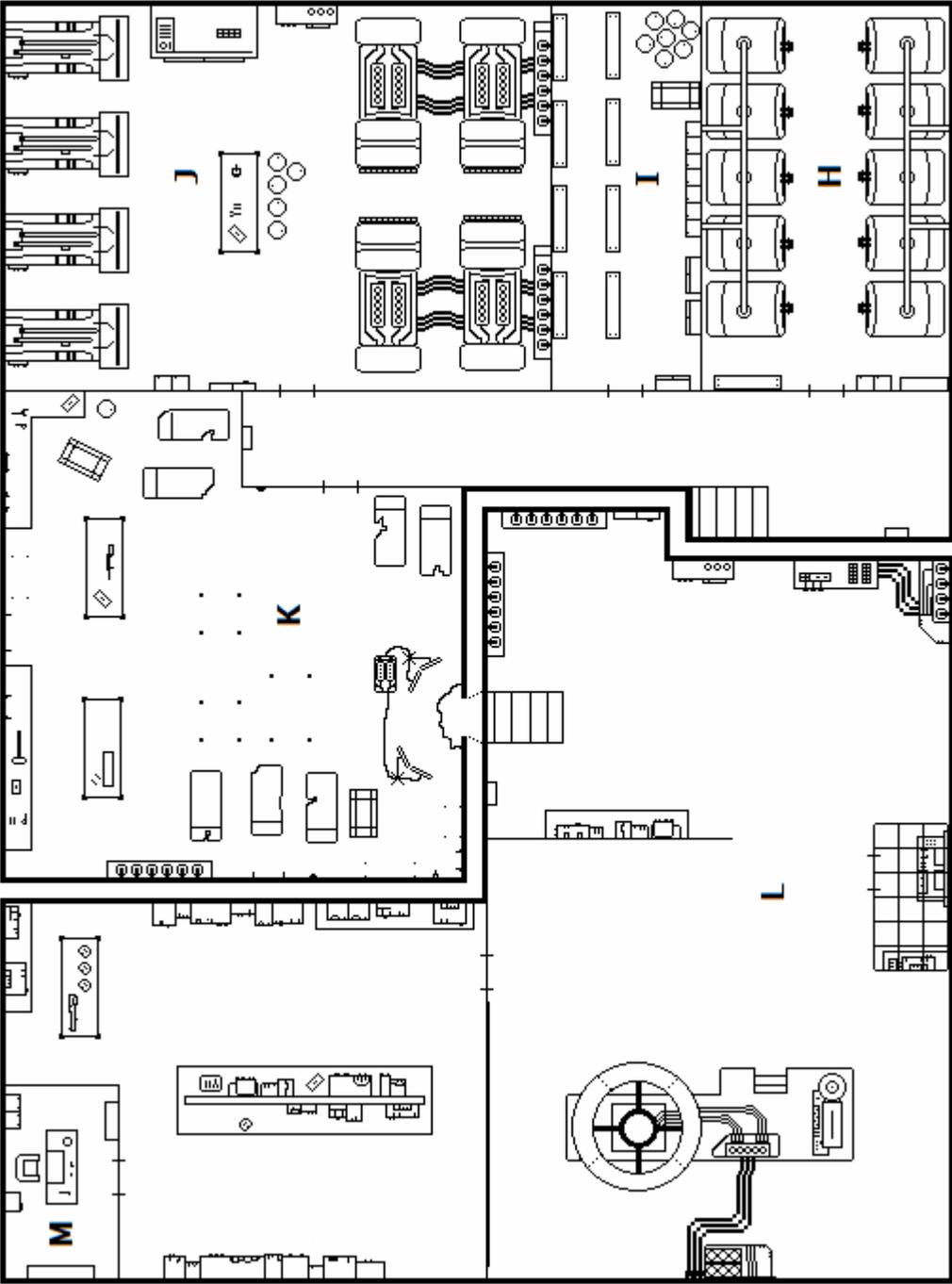
<p>The Teleforce shoots streamers of high frequency current, developing voltages of 500,000 volt and above. It unfailingly deals 3d10 damage to a randomly rolled target outside the Faraday cage, once per round of combat. After five rounds of combat or after combat ends, the Teleforce will overcharge, short circuiting the entire facility's power supply, covering everything in darkness.</p>

Rummaging through the northern part of the lab are two Super Mutant guards (if they were not lured out) and their leader, a large, cruelly intelligent Nightkin called Atticus.

Atticus: (**Stats:** Wild Card Super Mutant with Smarts d8, Fighting d10, Heavy Weapons d10, Notice d8). He is equipped with a flamer and a Stealth Boy, which he will activate at the start of combat. A character must make a Notice check at -4 to detect the cloaked Mutant in order to be able to make an attack, which also suffers a -4 penalty. If the party had not activated the Teleforce before engaging combat with Atticus, he can be lured out into the main area together with the other two Mutants. Even cloaked Atticus has the same chance of being hit by the Teleforce as any other random target.

After the fight with Atticus, the Mutant operation is foiled and the spoils ripe for the picking. Amid all the scientific equipment an offshoot of the Teleforce project can be found: the experimental Tesla Cannon, a shoulder-mounted energy weapon, firing powerful charged bolts of electricity. (**Stats:** Range: 12/24/48 - Damage: 2d10 - RoF: 1 - Weight 30 lbs - Shots: MFC - Min. Str: d8 - Notes: AP4, Snapfire, Additional 1d6 damage to target for 3 subsequent rounds). The cannon will have to be modified to run on Micro Fusion Packs to keep it operational once its original power supply runs out. Various miniature Tesla coils can also be found.

In Tesla's Office (M) Nikola Tesla's personal diary can be found in his desk. Many entries are in a foreign language incomprehensible to the PCs, but some detail the final days at the Haversham Facility, the Teleforce project and his departure for New York. There is also a patent safe (Lockpicking check at -2), containing various documents, \$21,000 in (worthless) pre-War money, and more usefully: design schematics for energy-resistant Tesla Armor. Tesla armor can be fabricated by a skilled engineer using a suit of metal armor and three Tesla coils.



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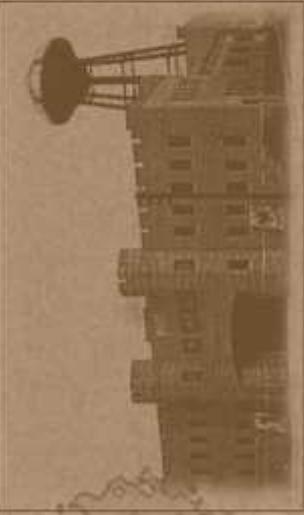
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Fallout

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