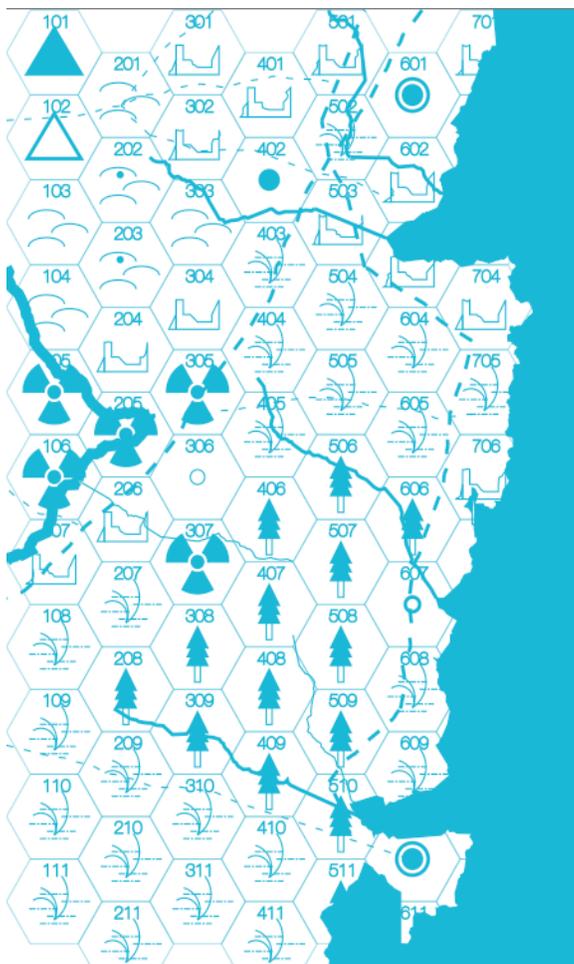


Central New Jersey After the "Big Whoops"



Meadowlands Mad Hermit Rumors

d8	Rumor
1	Want some rye? 'Course ya do! (F) (save vs. poison or take damage and pass out)
2	If you get lost, beware the eater of men!
3	Beware the mad hermit of the north lands.
4	Tribes of subhuman pig-men inhabit the Pine Barrens, but they're not the problem: it's strictly bush league down there.
5	Wearing an amulet of bacon around your neck will keep the Jersey Devil away. (F)
6	Strange Magic of the Old Times provides a quick way to get from Acey to Vega\$
7	Drinking the Meadowlands water will give you superpowers (probably F; it's radioactive, so if you got lucky enough with your die rolls, then <i>maybe</i> ...)
8	My cat's breath smells like cat food.

Wandering Monsters

Well, *duh*. They're ubiquitous.

Frequency: Whenever the action slows down, 1 in 8.

Ruins: CHUDs, scavenging tribes, pig-men
Hills/Caves: scavenging tribes, pig-men
Radioactive Zones: CHUDs, tentacle beasts
Swamp: tentacle beasts, Bush League, pig-men
Forest: mutant bears (porridge optional), Jersey Devil, pig-men
Shore: Guidos, Landsharks, pig-men
Mountains: mutant bears, inbred hicks, pig-men
 You get the idea.

Noteworthy Sites

Hex **601:** *Hoboken* – Population 30,000. Ruled by the **Witch-Queen** (imagine Glenn Close as Cruella De Vil), who wants to have the head of hometown hero Frank Sinatra enshrined in the city. The head is believed to be in Vega\$, which has some mystical connection to Acey (Hex 610).

Hex **610:** *Acey* – Population 50,000. A wretched hive of scum and villainy full of loaded dice and rigged card games, it also houses (in the airport ruins to the south) a cult that worships **The Flying Dutch Schultz**, a Boeing 707 with a sentient but deeply delusional autopilot, which still might be able to get a party of adventurers to Vega\$ in return for the right sacrifice. If a party hasn't yet encountered the Jersey Devil, he will come to investigate when they cross the last causeway into Acey.

Hex **502:** *Meadowlands* – home to the Mad Hermit and his puma Whiskers. Looks and smells just like the guy from *B2*. Has some rumors to communicate.

Trenton and Environs (Hex **205** and surroundings): Trenton made, the world took, and then they nuked the hell out of it. Deadly radiation.

Hex **307:** *Fort Dix*. Thoroughly nuked. Probably some pre-Whoops military gear in there, if you could get through the radiation.

Hex **402:** *New Brunswick* – population 4,000. The closest thing to a normal town New Jersey has these days. Kind of wary about adventuring parties.

Hex **607:** *Toms River* – Population 600. Home to a sect that's fond of sacrificing outsiders to the Jersey Devil, who protects the village in exchange for the occasional snack. Has excellent second-hand clothing, weapons, and armor stores, though.

Hex **306:** *Bordentown* – Population 80. Home to the Mastoris Diner, finest restaurant in the state. Just don't ask too many questions about where they get their meat.

Hex **204:** *Princeton* – Plenty of pre-Whoops Mad Science tech in ruined labs, but also home to **The Princeton University Band**, a horrifying giant amoeba, colored orange and black in a plaid pattern (tends to cause *nausea* in viewers), with bits of brass instruments poking out of it. The Band attacks with a cacophonous (and *nauseating*) sonic attack and will eat (and especially drink) *anything*, singing filthy (and *nauseating*) limericks off-key and lurching around erratically all the while.

Pine Barrens (forests east and south of Fort Dix, Hex **407** and surroundings): Stomping grounds of the **Jersey Devil**, who looks exactly like Tenniel's Jabberwock illustration, down to the waistcoat. Speaks with an incongruously high and squeaky British voice. Excruciatingly well-mannered, right up until he eats you. Lack of Vorpal Swords in post-apocalyptic New Jersey makes him a very dangerous opponent.

Bogs (swamps north of Pine Barrens, Hex **505** and surroundings): The fetid depths of the cranberry bogs are home to pig-men and the radical Vegetable Separatists known as the Bush League:

- **Rovin' Karl the Turd Blossom** – Baby face with little white petals, throws feces, *nauseates* opponents by emitting vile stench, speech causes *berserk rage*.
- **The Decider** – Human-sized W-shaped saguaro cactus with cowboy hat and nickel-plated six-shooter; claims to be in charge but tends to hide behind Big Dick if things get violent; speech causes *confusion*.
- **Big Dick** – smaller, more evil, better dressed, less Appalachian Hillbilly Tree from <http://www.somethingpositive.net/sp05042002.shtml>; in addition to his Horrific Cornhole Attack, he carries a shotgun, with which he loves to shoot "meatbags" in the face.

Southern Swamps (Hex **210** and surroundings): home to tribes of subhuman pig-men. Referee's choice whether they're pig-faced orcs, Kallikaks, or just Phillies fans.

Garden State Parkway (road along eastern side of state): has a tollbooth approximately every two hundred yards, each manned by a surly troll demanding a few silver pieces. Trolls are in fact fully licensed and bonded representatives of the New Jersey Highway Authority. Turnpike (center-west to northeast) has higher tolls but many fewer of them.

New York City: The map is correct. It no longer exists, period.

"Central New Jersey after the 'Big Whoops'" © 2010, Adam Thornton <athornton@gmail.com>

This One-page Dungeon Contest entry is adapted from *Bring Me The Head Of Frank Sinatra!*, an adventure for *Mutant Future* and similar systems, projected for release in 2010.

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