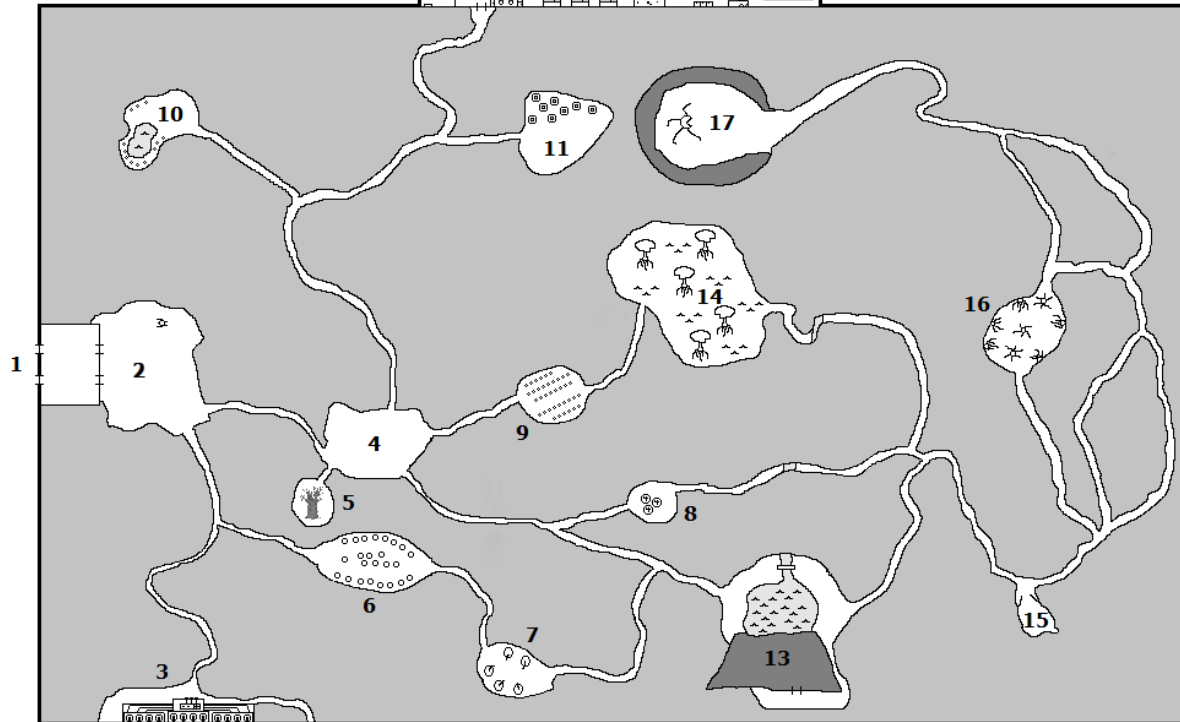


Caravans are raided, travellers go missing. All signs point to a reclusive but peaceful cult called the Keepers. Whether to enact justice or to plunder the old world technology to be found in their temple, the players must face the post-apocalyptic horrors of

The

Biosphere



Random Treasure (1d6)

1. Healing stims
2. Combat chems
3. Ammo cache
4. Battery pack
5. Post-apocalypse gun
6. Old world energy weapon

Wandering Monsters (1d6)

1. 1d6 Giant mutant insects - ravenous 3 to 4 feet big mantises, roaches, flies.
2. 1d4 Carnivorous spore plants - 5 feet tall mutated Venus flytraps shooting poisonous needles.
3. 1d3 Cultists - human cultists armed with (1d4): 1. Unarmed 2. Knife 3. Spear 4. Rifle.
On death release a cloud of spores which infects all in close proximity who fail their save.
4. 1d2 Spore carriers - twisted half-plant half-human infected cultists and their victims.
5. Swamp thing - 7 feet tall humanoid-fish mutations with razor sharp teeth and claws
6. Maintenance robot - equipped with (1d4): 1. Mechanical claw 2. Chainsaw 3. Nailgun 4. Flamethrower.

1. Outside: The Keepers live in tents and ramshackle buildings at the entrance to the biosphere. The cultists have a two-tiered structure: the grunts go dressed in plain brown robes, the Initiated have black ones. Only the Initiated are allowed in the Inner Sanctum of the temple, the deepest reaches of the jungle. The latter can also be observed to have red, swollen faces, and sometimes grey-greenish patches of bark-like skin. Ancient solar panels line the building at both sides.

2. Western Clearing: The first clearing in the dense, humid jungle that extends in every direction inside the biosphere complex. A disabled maintenance robot, festively decorated, can be found here and repaired.

3. Power Convertors: This machinery connects to the solar panels outside by means of thick electrical cables. A nearby drainage grate provides an alternative exit.

4. Central Clearing: The glade leads further into the jungle in all directions. It is carefully maintained by the cultists and the main ritual area for the uninitiated.

5. The Father Tree: A huge baobab majestically towers over the surrounding trees. The cult's revered Father is buried here.

6. The Orchard: A vale planted with many exotic fruit trees.

7. The Glade: Man-sized pitcher plants give off an intoxicating smell. A failed save means a character gets trapped in the plants' pitfall.

8. The Rotting Copse: Three large plants give off a horrible stench, causing nausea and fatigue to all those who fail their saves.

9. The Garden: Medicinal plants, herbs and flowers are grown here.

10. The Cave: Next to a shallow pool of water in the cave grow luminescent fungi. 1d3 giant mutant crustaceans have made it their home.

11. The Grove: Large, bulbous red plants are harvested here by the cult to make a special draught with both intoxicating and restorative qualities.

12. Abode of the Old Ones: This dirty, neglected area with steel walls housed the facilities of the biosphere's research and maintenance crew before the apocalypse, now centuries ago: an infirmary, kitchen, bathroom, 5 bedrooms, computer room, storage area and defunct generator room. A solar powered laser pistol can be found in a locker in the storage area. On one of the still working computer terminals the logs of chief administrator David G. Zephron can be found, detailing the building of biosphere 08, the apocalypse which left them untouched, and how the radiation later started to corrupt the plants and wildlife. The final entries mention how decades later a group of savage children sought refuge in the biosphere, which he took under his wing, becoming their Father.

13. Pump House: In the rocky cliff of the waterfall a pumping installation artificially keeps the complex irrigated. The water purifiers seem to have broken down centuries ago. East of the river that runs from this point lies the Inner Sanctum.

14. Mangrove Swamp: An underground stream connects the swamp with the river flowing to the east. 1d4 Swamp things await submerged for their next prey.

15. Caravaneer's Last Stand: The dead corpses of seven traders and the twisted half-plant, half-human corpses of spore carriers litter this cul-de-sac. A shotgun and some shells can be found in the thicket.

16. The Tangled Vale: The trees here become stranger, more twisted. Thick, rubbery vines try to entangle and strangle anyone who tries to traverse the area.

17. The Resplendent One: As the twisting paths through the jungle lead up the slope of the highest hill in the biosphere, thick clouds of spores envelop the summit. There resides the creature the cultists started to worship as the Resplendent One, the cause of their recent strange behaviour. Characters who fail their save will see the creature as a beautiful, delicate flowering plant that engenders a desire to protect and worship it. Others will see a horrible, mutated spore plant, a tangle of tentacle-like vines and a vile gaping maw. The creature will spit globules of spores with various paralyzing effects, which after a period of 1d4+1 weeks mutate the infected into a spore carrier. Killing the creature will end its mind control over the infected, but will not undo already occurred physical changes.