**LAST DAYS LORE**

# Intro

This word document aims to get all the lore for the resourcepack ‘Last Days’ together in one place

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## General

The following lore uses its own time system. The years in the post-apocalyptic “Last Days” universe are measured “before the Event” (BE) and “after the Event” (AE) whereat “The Event” refers to the destruction of the moon.  
  
The original setting BE was that of a future, as it had been predicted in the American 50’s. Atom powered machines and robots anywhere, happy children listening to some swell tunes from the radio, while mother cooks and father waxes his hair with glue.

**The Mysterious Mr. History and Orbital Industries**

The year was 24 BE, a young inventor calling himself "Mr. History" was elbows deep in the creation of the worlds first artificial intelligence. He called it The Huggatron and fancied it mans best friend since the dog. The Huggatron was primarily designed for human companionship. It came complete with full mobility, a voice and emotion emulation system, and the means of completing simple tasks at its possessors will.  
When The Huggatron was nearly complete Mr. History sought council with a series of wealthy and powerful men.  
"Gentlemen," said Mr.History," I present to you, a machine unlike any you have ever seen outside of the cinema. Naturally, I would not have asked to speak with you if I had not something magnificent in my possession. With me, I have a device that will change the world as we know it. This is a device that will touch the minds and the hearts of people the world round. This device will define our voyage in to the future. I present to you, the worlds first Automated Man, The Huggatron!"  
Naturally the men were eager to invest, Mr.History quickly gathered a fortune which he placed into founding Orbital Industries in 17 BE. Three years later in 14BE he released The Huggatron. As expected, It took the world by storm. The Huggatron sold by the millions at a less than economical price. Within six months Mr.History was able to pay off all of the investments plus interest and protect Orbital Industries autonomy for good.  
  
Six years, 2 Editions of The Huggatron, and billions in revenue later, Orbital Industries announced that in three months it would embark upon a voyage to the moon. Many could not believe that such a thing was possible, yet, they had not believed in robots either.  
On October 30th, 8 BE Orbital Industries landed on the moon. The whole world watched as a half dozen men planted the Orbital Industries banner at the Landing.  
After the footage of the landing was played for the world Mr.History went on a press trip and met with the leaders of all of the worlds super powers. He announced privately to each of the world leaders that he was, among other things, establishing a weapons testing facility beneath the moons surface. Access to the facilities would be public, however it would be at considerable cost. He told each of the leaders that many of the others had already paid in advance for early access to the facilities and they would be left behind if they did not get on board.  
As expected, almost every country forked out the money to use the facilities before they were even opened. Using the money invested by the governments Orbital Industries was able to open its testing center in 8 BE.  
  
-Anonymous, attributed to "History", Orbital Industries CEO  
  
  
**“Golden” age and “The Event”**

The next years saw a multiplication in Orbital’s incomes until it exceeded the gross domestic product of any country. This was achieved by the sale of weapons to earths superpowers, the continued development of increasingly sophisticated military and civilian robots and the increasingly important field of waste disposal (ironically O.I. was responsible for most of the waste).  
Last but not least, Orbital Industries created complexes of underground “Cocoon” shelters, concrete and metal reinforced bunkers, that were clustered together in “H.I.V.E.s” . Afraid of the new weapons the superpoweres had aquired, people payed a fortune to reserve spots in the cocoons.  
While things on earth were looking grim enough, strip mining of Helium-3 and nuclear weapon tests became commonplace on the moon, turning it into a hollow irradiated dump, often referred to as “The Belly”.  
Although nearly all governments in the world started to view Orbital Industries as a threat, Mr.History’s safety was ensured by his wealth and superior technology, so they were forced to grin and bear it.  
  
During this time of barley concealed tension “The Event” took place, and until today it remains a mystery wrapped in riddles, what actually happened.  
It is known that the mysterious disappearance of Mr.History’s chief of development, Dr Hypophysos H. Crocopolous, seriously crippled Orbital Industries development capability in 1 BE.  
A popular theory suggested that this indirectly led to “The Event”, supposedly caused by a poorly conducted and rushed portal experiment to establish a direct connection between earth and the Belly.  
While the exact happenings on the moon on August 6th 0 AE remain unknown, the resulting chain reaction of exploding nuclear weapons and helium-3 deposits spoke for itself.



Large chunks of the moon were blasted away, raining down on earth, hitting cities, causing floodwaves and starting large forest fires.  
While Orbital desperatley tried to contain the damage and avert a PR disaster, the world’s superpowers, in a unique display of unity, took control over O.I. facilities world wide. On February 2nd 1 AE, Orbital was officially disbanded and diveded between multiple governments.  
However the damage had already been done. The pollution of the environment resulted in famines and freak thunderstorms all around the world. Contact to the moon and it’s resources had been lost during “the Event”, and a general paranoia towards science and technology took hold of earths population. Mere weeks after O.I.’s end, riots errupted in multiple countries, spreading and evolving into wars about resources and food .  
The alliance of convenience between earth’s superpowers crumbled and resulted in a cold war that lasted until 3 AE, when the first bombs fell and the world as it was known, ceased to exist…

## Items

Weapons:

**Scrap plank (Wooden Sword)**  
  
This blunt club hardly deserves its designation as a weapon, as it can’t be used for much more than bludgeoning giant rats to death.  
  
  
**Lead pipe (Stone Sword)**  
  
A makeshift weapon made out of a few random pipe sections. Hollow on the inside, painfully stable on the outside.  
  
  
**Knock-o-matic Sledgehammer (Iron sword)**  
  
The K.O. is a sledgehammer with a twist! An inbuilt flywheel conserves momentum when the hammer is moved around. Upon impact the force is unleashed in a second burst, allowing more efficent processing of work pieces and alleviated decapitation of foes.  
  
  
**Cattle prod (Diamond Sword)**  
  
For reasons unknown, some big wheel at Orbital decided that all cocoons should be supplied with a set of cattle prods. With no surviving cattle that would tolerate prodding, the prods can be used as a viable weapon when overcharged with uranium power rods.  
Just don’t touch the buzzing end.  
  
  
**Analytic Probe (Golden Sword)**  
  
A multi-purpose tool employed by Orbital Industries scientist, mostly to study various factors of the moons environment. While not a weapon per se, it’s capable of giving of low current shocks, intended to determine a substances conductance.  
Single shocks are ignorable for any healthy human, but present a danger when recieved in large dosages. Packs of mutated scientist, bent on probing places where the sun doesn’t shine, should not be trifled with…  
  
  
**Fire arm (Bow)**  
  
While the name is quite general by our standards it speaks volumes in the wastes. It combines various elements of pre-war weapons technology into a single simplified form. It is used to fire projectiles which are tipped with a metal shard and tailed with a small fuel compartment which is ignited as it is fired. Between the tip and the fuel compartment is a hallow aluminum tube. The Fire Arm is the primary tool of bandits in the waste due to its convenience and surprising accuracy (if assembled correctly).

TOOLS:

(The tools go in order Wood -> Stone -> Iron -> Diamond -> Gold)

**Shovels**   
**Cricket bat**  
A simple bat made of cheap metal. Not exactly the best choice for digging, but better than nothing.  
  
**Shovel**  
An oversized trowel, more fit for gardening purposes than excavations, but still more useful than the cricket bat.  
  
**Foldig spade**  
A military grade entrenching tool with telescopic stick. Light, durable, reliable and suitable as weapon of last resort.  
  
**MOOSE**  
The “**Moo**n **s**oil **e**ntrencher” is a nuclear powered digging tool, developed by Orbital during the preparations for the moon landing. When supplied with an uranium power rod the diamond-tipped pan of the shovel begins to vibrate at high frequencies, making loosening the ground much easier.  
  
**Rusty shovel**  
A hand-made tool back from the “good ol’ days” before corporations and their mass products took over. While they were crafted quite skillfully and mine any soil at speeds only matched by the MOOSE, their durability has severely deteriorated.  
  
  
  
  
  
  
  
**Pickaxes**   
**~~Scrap bar~~** ~~A bar, found in the scrap. Scrap bar.~~ This has been changed. Please wait for updated lore.  
  
**~~Metal bar~~** ~~A makeshift crowbar made of … metal! Better at prying away loose metal plates from cocoon walls than the scrap bar, which is found in the scrap. Obviously~~. See above  
  
**Hand drill**  
An manually operated drill and a scavenger’s best friend. It opens gearboxes, batteries, safes, wiring, nuclear power cores and uranium reactors.  
  
**MAN-Drill**  
The **M**icro **a**ctivity **n**ucleus (MAN) drill was developed for and deployed by Orbitals sub-contractor responsible for the construction of the H.I.V.Es.  
After the initial excavations for the first cocoons, they met layers of neigh impenetrable rock no one had anticipated.  
Unable to fulfill their contracts, the contractor went bankrupt but was subsequently bought by Orbital Industries.  
O.I’s engineers developed a lightweight, diamond-tipped hand drill in record time. To catch up with schedule, Mr. History authorized the incorporation of costly uranium power rods into the design. This required radiators to be attached to both sides of the drill and makes handling the drill, without protective gear or external cooling, somewhat dangerous.  
Needless to say that the H.I.V.E. project became a success, unlike Orbitals other big project…  
  
**Rusty hand drill**  
Just like the rusty shovel, this tool has seen better days. Fast when drilling through metal walls, it’ll break when trying to drill through anything more durable.

ARMOR:

**Stoneback leather armor** (Leather)  
  
A crude set of clothing made out of the durable hide of the stoneback, for those prefering survival over fashion.  
After hunting down and skinning a stoneback, the hide needs to be dryed (and if possible tanned) for some time before it can be processed any further.  
While the smell of the hapless previous skin-owner never quiet dissipates, the armor protects its wearer from minor injuries and harsh weather (excluding lightning).  
  
  
**Metal armor** (Iron)  
  
A set of mixed sports and work protectors, reinforced with iron plating.  
The chestpieces can be identified as part of a cocoons rugby equipment, the head part is a welder’s helmet.  
While the metal armor is a preferable alternative over the stoneback armor in direct combat, its ragtag design leaves you open to sneak attacks from behind and provides less protection against the elements.  
Swimming in this heavy armor is also not advised, should you ever come across a pool of clean water.  
  
  
**Uranium powered armor Mk 2-35** (Diamond)  
  
One of Orbitals more recent developments before the Event, this set of heavy sealed armor provides the wearer with excellent protection against any source of damage\*. However it’s incredibly hard to come by, let alone, reverse-engineer it.  
Another problem is the armor’s constant need for uranium power rods, otherwise the wearer will be stuck in an unmoving, 200 kg (440 lbs) heavy metal shell, which is quiet a nuisance in a desserted wasteland.  
The armor should only be worn when needed, otherwise you risk looking like a tool.  
Oh, and you might contract long-term, third degree radiation burns on the torso and head from the power rods.  
\*The armor is not impervious to sources of concentrated radiation and doesn’t come with a rebreather. Go figure.  
  
  
**Hazmat suit** (Gold)  
  
In a world plagued by radiation, a protective suit is worth its weight in gold. If only gold was still worth anything.  
While not the ideal choice for Huggatron hunting, this golden apparel is trusted to protect in irradiated environments, on both the earth and the moon!  
Even today the personel stranded in the Belly still wear a white edition of these suits, keeping them safe from all-  
Wait… they did mutate, right? Maybe not such a bright idea to invest into a hazmat suit after all…  
  
  
**Jane Mail’s armor** (Chain)  
  
A plagiarism of Orbital Industries U-235 armor, created after the Event.  
Trying to make money of the peoples hysteria, a businesswoman named Jane Mail produced cheap, but impressive looking, replicas and sold them at horrendous prices.  
While durable, they offered hardly more physical protection than a hadware-store-grade hazmat suit.  
They are hardly ever seen around the wastes and no one ever tried to rebuild one.

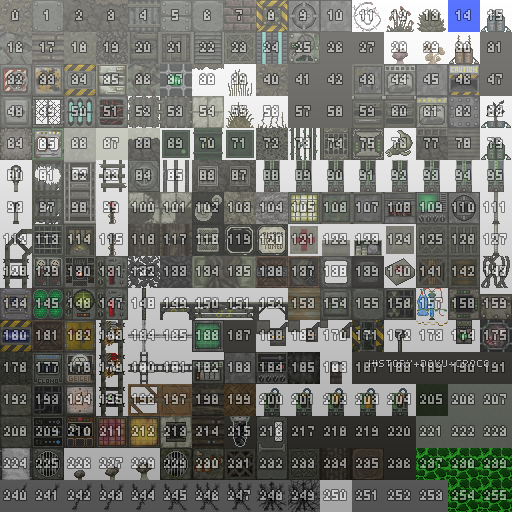
**Shields** ~~...add lore~~ A shield. What more did you expect? Used for blocking damage an’ stuff.

(General item list follows) (May be out of date)

  
  
0) Stoneback cap  
1) Jane Mail’s armored helmet  
2) Reinforced welder’s mask  
3) Power armor helmet U 2-35  
4) Hazmat mask  
5) Fire Torch 57A  
6) Aluminium tube  
7) Battery  
8) Copper wire  
9) Water purifier  
10) Tinned apple  
11) Tinned golden apple. See Brewing-Mélange de Melon  
12) 3M construction kit. See Mobs-Mobile Munitions Machine  
13) Sugar pills  
14) Snowball  
15) –empty-  
16) Soneback jacket  
17) Jane Mail’s armored chestpiece  
18) Reinforced rugby body armor  
19) Powered armor U 2-35  
20) Hazmat suit chest piece  
21) Fire Arm. See Weapons  
22) Brick  
23) Gears  
24) Micro fan. Cooling device found in the MMM. Can be overclocked to serve as propellant for the Fire Arm’s ammo.  
25) Clean water dose  
26) Poster  
27) Sugar cane. See Terrain-73)  
28) Bandit Satchel. Luggage containing interesting loot.  
29) Medikit. See Terrain-121)  
30) Mega-Amoeba remenants  
31) –empty-  
32) Stoneback trousers  
33) Jane Mail’s armored leggins  
34) Reinforced leg protectors  
35) Power armor trousers U 2-35  
36) Hazmat leggins  
37) Fire Arm projectile  
38) Bandoleer  
39) Rare metals  
40) Huggatron head. Contains the reactor core and additional explosives  
41) Water canteen.  
42) Sign  
43) Corrugated metal sheet Door  
44) Metal door. See terrain-82)  
45) OI folding bed  
46) Huggatron charge. Instable hypercharged Huggatron core  
47) –empty-  
48) Stoneback boots  
49) Jane Mail’s armored boots  
50) Reinforced shin protectors  
51) Power Armor boots U 2-35  
52) Hazmat boots  
53) Scrap rod. Not to be confused with the scrap plank. Because the scrap rod is actually useful and base for many tools and other equipment.  
54) Compass  
55) Uranium rod  
56) Redstone® wire. See Terrain-51)  
57) Fine dust  
58)Unbleached paper  
59) Book. Wrapped in stoneback leather  
60) Map Book Pro. A state-of-the-art mapping device using sensors and satellite imagery. Du to the few remaining satellites maps need to be updated manually.  
61) Teleport beacon (TV). See Terrain-111)  
62) Teleport beacon (Supply) See Terrain-111)  
63) –empty-  
64) Scrap plank bat. See Weapons  
65) Lead pipe  
66) K.o.Sledgehammer  
67) Cattle prod  
68) Analytic probe  
69) Fishing rod  
70) Gyr-o-clock. Powered through body movement  
71) Empty tin can  
72) Oily mushroom stew  
73) Light bulbs  
74) Empty liquid container: The bar on the front shows the amount of radiation emitted by the contained substance.  
75) Water container  
76) Hazmat container  
77) Stoneback milk container  
78) Black light laser bulb. Used by Observation drones for water analization.  
79) Speaker  
80) Cricket bat. See shovels  
81) Shovel  
82) Folding spade  
83) MOOSE  
84) Rusty shovel  
85) Fishing rod. See 69)  
86) Repeater  
87) Bony rat meat  
88) “Food”  
89) Sick fish  
90) Grilled fish  
91) An ear?!  
92) Gastritin. Calms the stomach, also in times of radiation poisining. Might lead to hallucinations when overdosed.  
93) Pliers  
94) Red diode  
95) Scanner  
96) Scrap bar. See Pickaxes  
97) Metal bar  
98) Hand drill  
99) MAN-Drill  
100) Rusty hand drill  
101) Fire Arm. See Weapons  
102) Carrot on a stick  
103) Stoneback hide  
104) Saddle  
105) Stoneback meat  
106) Stoneback steack. More tender than you might think  
107) Croc Co. power core  
108) He-3 rod. See Brewing  
109) Melon liquor  
110) Detector  
111) Circuit  
112) Scrap axe. A waste of time  
113) Axe. Simple mass produced metal axe. Chops down trees and scrap-shacks.  
114) Buzz saw. Reliable deforestation device  
115) Uranium Plasma Cutter. Contrary to what the name might suggest, the UPC doesn’t have a plasma blade but is powered by it. This device saw action dring the clearing of rain forests for the construction of the antenna facilities.  
116) Fire axe. Allows access to burning buildings faster than any other tool. However its duability has dwindled over the years.  
117) Fire Arm. See Weapons  
118) Iodine Pills  
119) Iodine  
120) Jarred Carrots  
121) Lizzard. See Critters-Mobile Munitions Machine  
122) Lizzard on a stick. Tastes awful and is full of splinters. The lizzard however tastes like chicken..  
123) SecurAll rotation filter. Cleans the sludge collected by the SecurAll  
124) Gold dust.  
125) Moonshroom. See Brewing  
126) Ozone collector. See Biomes-jungle  
127) Capacitor  
128) Scrap wrench. Preparing the ground with your fingers would probably be more effective  
129) Spanner. A simple tool for the quick installation of the soil probes required by water purifiers and teleportation beacons.  
130) Wrench. Size adjustable, trusty tool allowing for efficent repair work and installation of probes with minimal time effort.  
131) Cybernetic Ratificator and Allocator for Probes.  
132) Rusty wrench. Old but good tool in poor shape.  
133) Fire Arm. See Weapons  
134) Contaminated Iodine  
135) Transport cart  
136) OI folding raft  
137) Glittering melon liquor  
138) Reprocessed Hall Monitor brain. See Brewing  
139) Hall Monitor brain. See Brewing  
140) Cola Bottle. See Brewing  
141) Potion  
142) Plutonium container  
143) Geiger tube  
144)-149) -empty-  
150) Golden Carrot  
151) Chest transport cart  
152) MEL (Medical Exoskeleton Limb) made from parts of a TV and a 3M-construction-kit it injects the body with a sugar-salt-solution while protecting the limb from further damage  
153) Alien stasis cell. These mysterious devices contain living beings and robots through means unknown.  
154) Molotow Cola Bottle  
155) Charged Croc. Co power core  
156) High pressure tank. See brewing  
157) Crushed He-3 rod  
158) Pipes  
159) 1/2' Mag Tape  
160) –166) –empty-  
167) Powered transport cart  
168) –empty-  
169) Alien stasis cell designation code  
170) –empty-  
171) Information tape  
172) Distilling Stand. See brewing  
173) Protoplasm  
174) Cyan bulbs  
175) Sprockets  
176-184) –empty-  
185) Neropotentia sample. An almost unknown element with interesting properties regarding radiation absorption and audio resonance.  
186) Hydrazine tank. Currency used in trading with The Masked  
187) Book&BallpOInt pen. See Misc-BallpOInt pen  
188) Written book  
189) Flower Pot  
190) Fan  
191) Hydronic battery. Found in Bandit satchels, these batteries provide the right ammount of energy for SITBs to grow instantly.  
192)-204) –empty-  
205) Map Book Pro. See 60)  
206) Item frame  
207) Orbital Industries advanced engineering handbook. The cryptic phrases and diagramms within those books (Volumes I-XLII) are held sacred by several Masked cults throughout the wastes. They believe that the "The One [of ancient times]" (read History) once provided humanity with technology and shelter through an industrial station in his realm in the heavens above (read OI/the moon). But humanity grew greedy and desired the gods power. They attacked and defiled the source of technology shattering the industrial complex. The One grew angry upon this sacrilege and heralded the end times by raining fire from the skies, smiting the unworthy.  
That's the part that most cults agree on. There are several sects and churches with different views of what happened next and how the current situation should be bested. From these hoping to ascend to the heavens, over those hoping to find a pardise within a HIVE to those who belive that everyone is guilty and should be purged and killed with fire.  
So care should be taken when trying to use one of those books for their original purpose: safely operating a Transmuting Radiation Ondograph Negator (T.R.O.N.)  
208)- 223) –empty-  
224)-228) Heads  
229) – 239) –empty-  
240-255) Music cartriges. These contain 2 state-of-the-art micro records with integrated audio heads for maximal play time. Should the cartridge not work clean it with cotton swabs. Do not blow in it or the contacts might oxidize.

## Blocks!

(Again, this list is probably out of date...)(Actualy, it definitively is)

  
  
  
0) Grass. Dried out and covered with pebbles and small scrap pieces. The latter are often collected by the AWR (sheep)  
1) Metal Plating. Metal plates used to cover cocoon walls. Prime source for scrap metal.  
2) Dirt. A three phase system composed of various combinations of naturally derived solids. Subject is most commonly referred to as "soil", "dirt", or "earth".  
3) Grass. See 0)  
4) Corrugated metal sheet. Crafted from scrap shack stilts.  
5) Metal slab. Smaller version, half the size of the Metal Plating. See 1)  
6) Metal Plating. See 1)  
7) Stone bricks. Self-explanatory  
8-10) Tactical Nuclear Terminator. Originally intended for use in mining operations  
11) Barbed wire. Simple metal wire wrapped with pointy, bloodstained pieces of wire. Slow and careful movement is necessary when crossing through an area blocked of with barbed wire.  
12) Fleuris Rouge. One of the few colorful thinkgs in the wastes. Source of pigments for red diodes  
13) Irondweed. Weed with many extremly sharp leaves. The leaves posses conductive properties thanks to rust inclusions.  
14) Blue placeholder. Nothing is known about this enigmatic blue box  
15) Shack in the Box. Electronic device collecting energy to transform into a civic scrap-shack. See Biomes and Lost  
16) Scrap metal. Bent metal plates welded together. Useful as improvised but durable construction material.  
17) Metal pipes. Deep underground supply pipes for water, sewage and gas.  
18) Sand. A pale mixture of sand and moondust that fell down on earth after the event.  
19) Debris. A dump of debris and gravel. Hollow Aluminium tubes can be occasionally be found inside.  
20-21) Scrap-schack stilt. The stilt sperates the makeshift scrap-shack from the dangerous ground.  
22) Metal vents. Massive metal ventilation system.  
23) Ornamented plating. Rare decorative construction material  
24) Uranium Reactor. Rare power geneator found deep within the H.I.V.E.s  
25) Downed Satellite: Space Debris that forms the NPC’s source of hydrazine tanks.  
26-27) Advertisment space. Your add here. You may pay with hydrazine tanks or stamps file:///C:/Users/Oggo/AppData/Local/Temp/msoclip1/01/clip\_image002.gif  
28) Brown-ish mushroom. A mushroom of debatable color  
29) Non-red mushroom. Definiteley not a red mushroom  
30) Antenna in the box. See Biomes-jungle  
31) –empty-  
32) Safe. Source of rare materials and colored toilet paper  
33) Gearbox. Prime source of gears and other mechanic components.  
34) Battery Container. Prime source of electricity in the wastes  
35) Filing cabinet. Full of ancient knowledge dusty tax files.  
36) Mossy scrap metal. Do I need to spell it out for you?  
37) Hazardous Waste Container. A water cooled waste containment system with integrated monitors.  
38) Grass. See 0)  
39) Dry grass. Do not smoke. Seriously. Sometimes broken water purifiers are hidden between the stilts and those totally block your lungs when inhaled.  
40) Grass again. Still see 0)  
41-42) –empty-  
43) Workbench. Workstation containing useful tools  
44) Electric Oven. Since the breakdown of the power grid they need to be powered by batteries.  
45) Part of the Workbench. See 43)  
46) Dispenser. Dispenses and shoots stuff. Do not stand in front of the Dispenser while active.  
47) -empty-  
48) Water Valve. Turns showers on/off  
49) Mesh Fence Reinforced Glass.  
50) Uranium reactor core. Upgraded reactor on uranium basis.  
51) Redstone® Wiring. Orbital Industries brand wires found within cocoons.  
52-53) Scrap-Shack Metal. Flimsy metal forming the actual scap shack on top of the stilts  
54) Tiles. White metal based tiles  
55) Dead shrub. As dead as the surrounding desert (excluding Bandits)  
56) Crippled dry grass. See 39)  
57-58) –empty-  
59-62) Blabla already explained  
63) Spruce sappling. A rare living sappling using a sawn of SITB as planting pot.  
64) Loose Metal Sheets. Collected by the AWR’s from around the wastes.  
65) Duplicator. Experimental O.I. tech allowing for the fast replication of robots or living beings. Can be configured to duplicate almost everything as long as a sample is provided.  
66) Ice. Solid low temperatured water.  
67) Snow. Ice with low density.  
68) Still Snow. See 67)  
69-71) Radioactive Barrel. Dropped into the desserts during O.I.’s cleanup operation. See Biomes-dessert  
72) Fine Dust. Base material of stone bricks.  
73) Sugar Cane. Resilent plant and source of paper and sugar pills.  
74) Speaker. Requires redstone input to create any actual sounds.  
75) Cartridge player. Plays music cartridges. Unbeliveable but true.  
76) Dead fish. Sickly bloated dead fish float in the swamps.  
77-78) Funga plast. See Biomes-mushroom  
79) SITB variant  
80) Electric Torch  
81) Corrugated Metal Sheet Door  
82) Metal Door. Can only be opened through electric means  
83) Ladder  
84) Hatch  
85) Metal bars  
86) Engineered Ground. Ground ready for the deployment of water purifiers or teleport beacons  
87) Wet Engineered Ground. See 86) but drenched with water  
88-95) Water Purifier: Extracts water from the ground and purifies it. About 3 dosages of clean water fill a canteen  
96) Lever  
97-98) Already described  
99) Redstone® Torch. Source of weak electric energy  
100) Cracked tiles  
101) Cracked tiles  
102) Television set. Can be used to construct Teleportation Beacons or a number of other technical devices or robots.  
103) Moonrock. The higly reactive soil of the moon. Do not eat, it’s pure poison.  
104) Moondust: Fine Quicksand found in the Belly  
105) Moonlight. Lighting system found in clusters within the Belly.  
106-110) Piston  
111) Teleportation Beacon. Rare experimental teleporter beacon that calls in a crate of supplies or a TV set from one of Orbitals storage facilities. Due to their experimental nature, random defects and disruptive background radiation reassembly process of the teleported good takes some time.  
112) Transport Cart Track.  
113) Defective Moonlight  
114) Radio  
115) Disabled Redstone® Torch  
116) Spruce Trunk  
117) Altnate Scrap-Shack Stilt  
118-120) TV. See 102)  
121-124) Medikit. Contains sugar pills, Clean water, medicaments on lactose basis and iodine pills  
125-126) Giant Fruiting Body. See Biomes-mushroom  
127) Teleportation Beacon. See 111)  
128) Transport Cart Track  
129) Red Dial Phone. For important calls to other survivors. Haha just kidding, you’re the last sane person on the planet.  
130) O.I. VEY. Orbital Industries Variable Energy Yield and secret video surveillance through the H.I.V.E’s main computer  
131) Repeater  
132-133) Spruce leaves  
134-135) OI Cot  
136-137) Supply Crate. Contains among other things melon liquor and various Teleportation beacons for additional supply crates.  
138-139) Sawn-off High-pressure-ank. See Brewing  
140) Medikit. See 121)  
141-142) Giant Fruiting Body Stalk. See Biomes-mushroom  
143) Iron Barb Vines. Vines with pointy edges. Pass through with caution.  
144) Plutonium Power Core. Fine tune-able reactor with low energy output  
145) Green Monitor Wall  
146) Radar  
147) Repeater  
148) Part of the Repeater  
149-152) OI Cot. See 134)  
153) Antenna. See Biomes-jungle  
154-155) Sawn-off High-pressure Tank. See 138)  
156-157) Distilling Stand. See Brewing  
158-159) Portal to the Realm of Madness  
160) Plutonium Fuel Slug Storage Box.  
161) Crate  
162) Chemical Storage Cabinet. Yellow cabinet with red warning sign  
163) Booster tracks. Propels or brakes transport carts  
164-165) Redstone® Wires. See 51)  
166) T.R.O.N. (Transmuting Radiation Ondograph Negator). Applies radiating improvements and additional applications to the nanosphere cortex via higgs-boson manipulation.  
167)Your mom  
168-170) Ozone Collector. Collects the O3 creted during thunderstorms and synthesizes it with the Nitrogen present in the air to N2O (Nitro) which serves as base for drugs and medecines.  
171) Hydrazine Emergency Backup Generator. Creates electricity by burning hydrazine. Should the highly toxic gas escape the apparatus, green warning lamps start to flash.  
172-173) Tripwire  
174) Portal to the Realm of Madness  
175) Madness  
176) Broken Tarmac  
177) Clono Apparatus. Computerized Lemon Operated Negatron Optimizer  
178) Geiger Counter (its E-I not the other way round). Non-standard issue radiation meassurment device within the H.I.V.E:’s for “panic control” reasons.  
179) Booster tracks. See 163)  
180-181) Redstone® Wires. See 164)  
182-183) T.R.O.N. See 166)  
184) Command Computer  
185) Item frame  
186) Flower pot  
187-191) –empty-  
192) Concrete  
193) Pipes  
194) Clock  
195) Detektor tracks  
196-197) Antenna Lighning Rods  
198) Spruce Planks  
199) Checkered metal  
200-202) Nutrient extractor  
203) Jarred Carrots  
204) Crystalized Iodine  
205) Water  
206-207) –empty-  
208) Concrete  
209) Server  
210) Tape Recorder/Player  
211-212) Redstone® “Two States” lamp  
213) Tile Drain  
214) Riveted wooden planks  
215-223) -empty-  
224) Moonlab Wall  
225) Ventilation duct  
226-228) Moonshroom. Rare Mushroom only found in the Belly’s moonlabs. See Brewing  
229) Concrete Ventilation Duct  
230) Chipped Concrete Wall

Electric Oven(Furnaces)

These nifty machines are quite useful. Their basic function is of course heating stuff using batteries. However, their input slots are also able to rapidly oxidize certain materials inserted, such as wooden items and some of the scrap metal. Another, lesser known function is to make 'salvaged batteries' from certain materials.

## Biomes!

**Biomes**

**The Wastes**

(forest, plains, extreme hills)  
  
The wastes are what makes up most of the world; bleak, barren zones inhabitated by only few mutated animals and hardy shrubs,

but roamed by hordes of Orbital Industries robots, gangs of Bandits and packs of Lost.  
Almost all traces of human civilization are gone, only the abandoned H.I.V.E’s and scrap shack villages remain,

silent reminders of the failure of the once great human society.  
The H.I.V.E’s were constructed by O.I. before the war as subterran networks, linking several cocoon bunkers together into a superstructure.

They can be found nearly everywhere and still contain valuable resources and machinery like batteries or gears, for those who dare to explore them.  
The scrap shack settlements were created by those unlucky human scavengers who would eventually become the Lost. Denied access to the H.I.V.E’s, they would created makeshift huts on stilts above the ground as protective meassure. However the elevated position couldn’t protect them against the radiation which slowly turned the unlucky survivors into barley human beings, driven only by their instincts.  
  
  
**Snow**

(tundra,taiga)  
  
The only regions left mostly unaltered in wake of the Event,

the atomic holocaust and the nuclear winter were those uninviting areas that were extremly cold to begin with e.g. high mountains and tundras.  
When the nuclear fallout fell down in form of radiating snow flakes it wouldn’t penetrate the thick layers of snow,

ice and frozen ground, leaving the groundwater and plant seeds, burried underneath the permafrost, unpoisoned.  
After the climate had stabilzed itself somewhat and nature returned to its usual cycle of snowmelt and snowfall,

the fallout had already lost most of its hazard potential and the flora, foremost spruce trees, recovered.  
The fauna wasn’t so lucky however. Most animals suffered severe mutations or died by radiation, malnourishment or cold.

Only the wolf-dog hybrids managed to adapt in large packs, hunting down the last living creatures in the harsh wilderness.  
  
  
**Desert**  
  
The Event and the following environmental catastrophes caused lots of already arid areas to dry out completely.  
Orbital Industries used these areas as disposal zones for their clean-up operation after the Event,

storing the sometimes radioactive debris of destroyed cities either deep underground or in barrels throughout the deserts.  
The irradiated moon dust that fell from the skies in large quantities was dropped on dumps,

increasing the uninhabitable desert character of those areas even more.  
All that remains from this enormous effort are the drilled shafts, sometimes burried in the sand,

sometimes flooded and the piles of green barrels scattered around, humming quietly with residual radiation.

**Antenna facility**

(jungle)  
  
Before Orbital Industries’ moon landing in 8 BE, fission and fussion materials on earth were starting to dwindle.

In an effort to keep their own growing industries supplied with cheap electricity, O.I. set out to find alternative engergies.  
They came to the only logical conclusion: Giant lightning absorbing tesla towers!  
Humongous Facilities covering whole tracts of land, featuring giant copper coils tipped with lightning rods were erected to attract, harvest, store and process lightnings. Each lightning strike would generate whopping 1,21 GW equaling the total energy output of a small plutonium fission rod, while the frequency of giant thunderstorms near the “Antennas” (as this was their official designation) was abnormally high.  
The ozone created by the lightnings would also be collected by small, expanding canisters attached to the rods and processed into N2O which in turn could be used in the creation of medicines and stimulants.  
The Antennas featured a to date revolutionary system for their construction.

A group of AITBs (Antenna in the box) would be deployed in an open space. Either through natural sources like light and lightings,

or (as it was more often the case) through artificial electricity input those engineering marvels would collect energy.  
When the critical energy level was met, they would spontaneously convert the stored electricity into matter and “grow” within a few seconds. If a group of AITBs was put close together they would bond and generate a much bigger antenna. (The “In the box” system would be used after the Event by the Lost for the quick construction of their shacks, before they became the braindead monstrosities that they are today)  
Of course the discovery of huge Helium – 3 deposits on the moon rendered the expensive power plants obsolete, a fact that Mr. History was aware of and therefore “forgot” to mention until he had netted contracts for the construction of thousands of Antennas around the world.  
Once again he got away with it, by offering to upgrade the Antennas into weather control devices, radar scramblers,

tesla anti-air and anti-ground weapons or all of those options combined…against a fee of course.  
After the Event, the upgraded antennas were used to counteract the drastic climate changes, but to no avail. During the war they were used as weapons, with devastating effects, but unable to stop the deployment of nuclear weaponary.  
After the period of bloodshed the former power plants began to decay, turning into giant expanses of rubble,

home to a lot of stray cats leading their pitiful lifes underneath the still intact antennas.  
  
  
**Swamp**  
  
Lots of areas hit by freak thunderstorms or tsunamis during the Event and the war never recovered. The terrain was eroded by the forces of nature and he deluges of water carrying nuclear fallout were unable to drain off fast enough before the fine mud clogged the ground. Vast expanses of flat, radioactive, stagnant water were the result, void of all life.  
Years afterwards when the water masses started to receed pioneer species like fungi and vines had returned to the small islands wihin the brackish morass but still tons of fish would die, victims to radiation trapped in the water.  
  
  
**Mushroom**  
  
Only months before the Event,

Orbital Industries started to cover some isolated islands with an experimental plating against nuclear radiation called Funga-plast.  
This carefulness was due to the the remarkable and a slightly uncontrollable properties of the new shielding material: It was self-reparing and replicating.

Somewhat similar to fungal mycelium,it would absorb minerals and moisture from the ground and form a thick, ground covering,

crystalline structure resembling metal sheets. While dense enough to be stepped on and able to absorb incoming radiation of various magnitudes, the Funga-plast was no where near as durable as any actual metal.  
  
O.I.’s foresight to limit their initial deployment of Funga-plast payed off, as side effects became known:  
Other spore based life forms, mostly mushrooms and fungi, settled within the nutrient rich confines of the Funga-plast, turning the radiation shield into a breeding ground. The massive amount of spores that lingerd in the air clogged the respiratory systems of any living being, and the cooling units of all robots, in the area.  
Another side effect was that the Funga-plast would fuse with the fruiting bodies of various fungi, using them as a medium to grow into absurd pseudo-metallic platforms resembling the former mushrooms  
For those reasons O.I. deemed the radiation shield project a failure and abandoned the almost lifeless islands.  
Unbeknownst to them, a strand of stonebacks would manage to withstand the constant spore exposure, albeit even more mutated and as a living host to mold and mushrooms.  
  
  
**Moon**  
  
Once the beautiful and sole satellite of earth, the moon is a literal debris field in the orbit nowadays.  
After Orbital Industries’ mining operations and underground weapon testing started to hollow it out, the moon soon became nicknamed “The Belly”.  
During the Event an experimental moon portal sucked a fraction of earths atmoshpere into the Belly and set of a chain reaction of explosions. The moon broke appart.  
The atmosphere on the moon allows the transmission of soundwaves but isn’t thick enough to sustain life (expect the Moonshroom).  
After the scientists that survived the Event in the Belly were stranded (as O.I. was disbanded and the nuclear war broke out) their sanity and bodies were twisted by their hazardous environment. The lack of maintenance threw mining and security robots into a state of disarray, making the moon one of the most dangerous places to be. Even if you have a space suit on you to prevent suffocation.  
  
  
**The End**

From: █████████  
To: ████████████  
Subject: Disappearance of ███ ██████ and possible connection to Dr ██████████████████  
  
The theory I introduced in my report 10 hours ago seems to be accurate. Our agent “Creeper” has located the source of the mysterious portal signatures and found evidence of a massive illegal H.I.V.E close to ██████ between ██████ and █████████ on the coordinates ████████. According to his findings it’s financed by Croc.Co.  
Furthermore “Creeper” has witnessed the incoming of three armored transport trucks with ventilation slots, which hints towards living cargo.  
The number plates were ██████, ██████ and ██████ and turned out to be registered for a letterbox company in █████████.  
All this seems to proof that to Dr ██████████████████ is experimenting on humans.  
  
The Orbital Industries employee we took in two days ago disclosed that ███ ██████ had initiated a company-internal inquiry against to Dr ██████████████████ because he suspected him off unethical work methods. This led to to Dr ██████████████████’s departure.  
The entire affair was preceded by a dispute between ███ ██████ and to Dr ██████████████████ because of a denied experimental cyborg procedure to revive the latters wife.  
The employee went on and reported that during his work under to Dr ██████████████████ he has had access to experiment files that described a being similar to the unidentified assailants that destroyed the Orbital Industries office building in ████████, by mysteriously appearing inside and removing its foundation.  
  
The interrogation of to Dr ██████████████████’s cleaning woman was largely inconclusive, exept for the fact that to Dr ██████████████████ became reclusive after the death of his wife and developed a strange fixation on penguins.  
  
  
I know our resources are streched thin with the ongoing hostilites after that terrible Event, but I request backup in storming that illegal H.I.V.E. We can’t win a possible war with enemies lurking within our own borders, especially if they are setting up portals.  
  
Signed  
████████

[quote]

Ooooone  
  
The madness of the world forces me to write these lines. Everything is gone and no one is here to share my plight. HIS eyes burn in my mind, I haven’t found sleep for days. Is someone coming? One of those monsters?! No they only live down in that Notch-forsaken H.I.V.E! The lonleyness makes me hear things, I always hear the scuttling of those abominable roaches who almost ate my face!  
They are coming for me! Both of them. An all I have is a tattered H.I.V.E shirt and my trousers. They won’t get them!  
  
Too  
I ate a lizzard. Notch help me! What have I done?! I’m feeling sick, green bubbles everywhere. I hear HIM whispering in my dreams. At least HE’s gone silent while I’m awake. Time to puke!  
  
March 16th 13 AE  
I had a lot of time to think and get my thoughts straight while I spent the last 3 days curled up in some kind of elevated shack, sick with food poisoning. I can’t believe I really wrote the last 2 entries, but it’s not suprising that I went mad after all I’ve been through. I still find myself giggling to myself and I have an uneasy sleep, I prefer to stay awake.  
I forgot my name but according to a message left to me, I was an agent called “Creeper”.  
I don’t recall much of my last mission but I know that it nearly drove me insane.  
I faced pure madness.  
I ran around a place out of this world, on dead bodies strapped in machines, tall horrific experiments mercilessly staring at me, vanishing into thin air only to reappear behind me.  
And HE was there.  
HIS name is unpronouncable, HIS white eyes staring into my very soul and HIS laughter haunting my dreams.  
I’m sorry, I let it get to me again. The “HE” I wrote about is a terrifying mixture of man, beast and machine that I don’t even want to think about. It chased me around that nightmare for aeons.  
Aeon, what a strange word.   
I’m getting side tracked again.  
I don’t know how, but I woke up next to what I know was the entrance back to this realm of madness. Giant roaches had eaten almost all of my clothes and were about to take a bit out of me!  
I ran away, through the confusing installation which I remember to be an illegal H.I.V.E. I replaced my ragged clothes with what clothes I could find. Finally I found the exit, and next to it a table with a note for me. Some superior whom I don’t remember explained to me that a war was happening and that they couldn’t search for me anymore. There was a clock which broke down shortly thereafter which told me the year.  
I invented my own time system based on “The Event” when those crazed bunglers at O.I. blew up the moon. The moon … HE was responsible for that, I now know that. HE told me…  
I have to concentrate  
Like I wrote: I have a new time system and it’s the 16th of March 13 years after the Event. I don’t know how so much time could have passed after I entered that portal or whatever that demonic device was. I’ve ran from the H.I.V.E into the bleak wastes. There definetly had been a nuclear war.  
My P.I.M (Personal Inventory Manager), which is the last part of my equipment, informs me that my state of health is pretty good considering the circumstances. No radiation, no traces of remaining poison, no major wounds and after I ate that giant rat (or pig, what know I what it looked like before it mutated) I also feel sated and strong.  
Apart from that my situation is looking grim. I don’t remeber where I am or who I am. Perhaps I can regain my identity by returning to that H.I.V.E… Haha just kidding, I’m not that crazy. Or am I?  
Whatever, I need to find food, tools and shelter first, before I develop any suicidal plans.  
And I need to find more paper, I’m runni-

[/quote]

I’, sure there was more somewhere but can’t find it...

***Wastelands*** (Mesa, Mesa Bryce, Mesa Plateau, Mesa Plateau M)

These areas used to be giant cities with buildings everywhere. But after the event, the buildings were destroyed and various furniture were scattered. The result is large mountains of junk and debris.

***Radio Antenna Fields*** (Savanna, Savanna M)

Unlike the large antenna facilities used to generate power, these large fields were used to transmit radio waves to far away areas.Of course, after the event, the sattelites were knocked down, making these antennas useless. Now, The Masked has moved in to these areas as the large flat areas has made it suitable for small scrap shack villages.

***Scrap Shack City*** (Roofed Forest)

These areas were used by The Lost to make huge cities of Scrap Shacks using an upgraded version of the Scrap in the box. But scrap shacks don't really protect people from radiation now, do they? Not only that, huge metallic mushrooms also grow due to the large amount of metal found in the soil.

***Spruce Forests*** (Mega Taiga, Mega Spruce Taiga)

When the event happened, it started huge forest fires that seem to go on forever. One might assume that this left the area uninhabitable. Instead, the fire made the ground more fertile,not only allowing trees to grow in abundance, but also allowing to grow extremely tall!

***Solar Energy Collection Fields*** (Sunflower Plains)

When fission and fusion materials became scarce, O.I set out to find alternative energies this part is actually canon. One of the few alternative energies were solar energy. O.I set up S.E.C (Solar Energy Collector) at certain areas to collect this type of energy. Alas, this type of energy has been proven to be ineffective as the energy collected wasn't enough to power an entire nation. The project was abandoned soon after in favor of the large antenna facilities.

**Layered Automated Defense System (LADS) (clay mesa)** - As hostilities began among the remaining, struggling post-Event nations, it seemed obvious that their existing defense mechanisms would have to be upgraded. In light of this, the quarreling states came up with a plan. Their plan was simple, although incredibly expensive in terms of resources: significant cities would be totally covered with colossal arrays of defense systems and various fortifications. The resources were gathered and the plan was carried out more or less successfully, but the engineers responsible for the project failed to note one important weakness: the electronics and fortifications chosen could, if sufficiently weakened, allow critical levels of radiation through at certain points. Once people began inexplicably dying and this weakness became all too clear, the surviving authorities agreed to demolish the subterranean cities in order to expand the H.I.V.E. project, in hopes of a more effective shelter.  
  
**Military Antenna Shack Settlement (Savanna)** - In the late stages of the war, desperate military authorities began an ambitious project with the goal of creating a possible haven for soldiers and military forces. Engineers reverse-engineered the lightning conducting antennas of OI's tesla towers more or less successfully. The aim of using antennas was to facilitate long-range communication between divisions by transmitting messages using the stilt. Sadly, these poorly conceived structures were almost as transparent to radiation as their scrap-shack predecessors, slowly killing off the remaining military forces and plunging H.I.V.E.-dwelling postwar survivors into a state of total anarchy.  
  
**Dense Scrap Shack Town (Roofed Forest)** - Towns and cities too large to be fully accommodated by a simple scrap shack village, but too small to warrant construction of a Layered Automated Defense System, generally set up a large number of scrap shacks to house their inhabitants. Because these municipalities were more wealthy than their smaller counterparts, they invested in slightly modified fungal radiation shields to help protect their denizens. In at least one way, this plan worked: the inhabitants generally were exposed to less radiation than those in the scrap-shack villages and, as a result, generally either survived to become Bandits or mutated into the Lost rather than dying. These communities also obtained robots for labor and defense, but their circuitry underwent many of the same malfunctions as those in the wastes, meaning they are now just as hostile as their former owners.

## Mobs

**The HallMonitor**

(Spider)  
  
  
  
These machines were made by Orbital Industries as a means of keeping H.I.V.E. occupants under control and enforce curfew. Their design features voice boxes, and monitors for heads to maintain a friendly demeanor towards those that were doing nothing wrong.   
After the disaster on the moon they started to malfunction as a result of lacking maintenance and outdated assignment parameters. With their voiceboxes spouting erratic messages, they attack everyone they identify as H.I.V.E inhabitant should they be encountered in low light environments.  
  
  
**B-Class Hall Monitor**

(Cave spider)  
  
The B-Class Hall Monitor is the successor to the common A-Class Hall Monitor   
Development of the B-Class Hall Monitor began before the Event when numerous security officers complained about the A-Class Hall Monitor's bulky size which rendered them unable to fit in certain areas throughout the Cocoons. This lead to O.I.'s engineers reducing the size of the Hall Monitor which had the positive side effect of cutting production costs by 45%. To compensate for the less intimidating outer appearance 2 extras were installed in the B-Class.  
Firstly: An inbuilt Barbed Wire Reel in the abdomen part of the Hall Monitor which allows it to lay down barbed wire in corridors to act like a barricade/road block to slow down those disobeying curfew,  
Secondly: An injector on the Hall Monitor's head containing a poison similiar to "Corrosive poison". While extremely painfull the poison would never kill a curfew breaker on its own.  
Curfew breaking went down by 40% with the introduction of these new Hall Monitors.  
After the Event B-Class Hall Monitors still lurk in the Cocoons but are highly uncommon when compared to their more common predecessors and can be nasty surprise for any unwary scavenger.  
  
  
**The Lost**

(Zombie)  
  
  
  
Originally people who were denied acces to the H.I.V.E.s or attempted to set forth to find pure land again, these creatures are the result of radiation induced mutations. Little is known about them, but they are considered to be the creators of the scrap-shack villages that litter the badlands .  
Desperate survivors might feed of their flesh, but will find out that it's heavily contaminated by radiation.  
  
  
**Bandit**

(Skeleton)  
  
  
  
Hungry, sick, cold and fighting for survival. These men are just as afraid of you as you are afraid of them, except they have a Fire Arm and they are not afraid to use it.  
  
A huge majority of these bandits were once residents of the Cocoons (all the people who were denied access to the Cocoons became the Lost) and wear gear that’s strong enough to repel desert storms or other harsh climates.  
  
Due to the their fears they have become paranoid to the point where they will shoot first and ask questions later, although sometimes they can overcome their fears and band together in groups of 3 to 4 bandits.  
  
  
**Hall Riders**

(Spider jockey)  
  
These men were once residents of the Cocoons, however these bandits used to work in the maintenance department and are more technically inclined. By simply opening up a panel on a Hall Monitor's abdomen, cutting a few wires, a quick reprogram of the Hall Monitor's memory and hey presto! they have a metal steed. Unfortunately not many people have the knowledge of the Hall Monitor's circuitry.  
  
  
**Huggatron**

(Creeper)  
  
  
  
One of the now most disturbing remnants of Orbital Industries, they were originally made as children's babysitters, with the trademark "hugging arms." They were exceptionally popular, but when the Huggatron 2 was released, it was just the same thing with a music player and minor design differences, which caused the sales to plument.  
During the war the Huggatrons were repurposed as suicide bots, with their trademark arms and voicebox removed, filled with explosives and programmed to explode their nuclear core when close enough to their target.  
The mocked Huggatron 2 proved to be more resilent than its predecessor, and so they still roam the wastes, searching for enemies to hug.  
If you are lucky, a Bandit might fluke and destroy a Huggatron, but leave the music cartridge inside intact.  
  
  
**Experiment**

(Enderman)  
  
These twisted cyborgs are former humans who were sujected to a torturous upgrading process, supposedly by Hypophysos H. Crocopolous. The malformed product shows no signs of higher cognitive abillities apart from manical laughter.  
The first reported appearance of an experiment was in 1 BE when one teleported into an Orbital Industries office building and ripped appart ist foundation and column supports, killing two hundred office workers in the resulting collapse.  
The experiments are not necessarily aggresive but their killing instinct is triggered when eye contact is made. Contact with water is known to damage their mechanical implants, among them the Croc Co power core which replaces their spine and allows them to teleport short distances.  
  
  
**Rust roach**

(Silverfish)  
  
Scientist prophecied that roaches would outlive man and humanity is well on the way to prove them right. While the number of humans on earth declines the roaches find new ways to adapt for example by growing imensely large and eat metal. This life form is called “Rust roach” and lives inside the walls of some H.I.V.E.s  
  
  
**Masked Outcast**

(Witch)  
  
Once in a while one of the Masked submits to madness which isn’t suprising considering their daily lifes. Being clothed from head to foot almost 24 hours a day, struggeling for food and clean water while threatened by diseases, monsters and robots takes its toll on the psyche. The Masked are very tolerant towards extravagant behaviour, but their sympathy ends when you saw open your fellow Masked, harvest their brains and defecate into their eviscerated guts (which is considered improper behaviour in most cultures).  
This is where a gruesome tradition of the Masked comes into play…  
The offender is branded by getting a (damaged) traffic cone nailed to his head and shunned from the village.  
The cone serves as a symbol of shame and as a warning to others not to trust the Outcast. The nails are dipped into the village’s hazmat vats to cause slow and steady radiation poisoning and often the victim mutates into one of the Lost.  
Trying to pull the cone off the head means risking severe brain damage and massive loss of skin tissue.  
There are 7 different known cones that are used to brand outcasts, each of these cones has a meaning to. The perpetrator gets knocked out first with a Knock-o-Matic before having the cone nailed onto their head.  
Masked children also get coned, but since they are innocent and naive the cones are not nailed down, instead they have to wear on their head for few days/weeks so that others can ridicule them.   
  
The “Seven sins cone code”:

* **Green with black base:** Green cones with black bases are used to mark villagers who do dangerous alchemy or who are quacks. Village doctors mostly get coned when they accidentally kill their patients with an overdose or the wrong medicine.
* **Green:** Green is used to brand outcasts who are lazy. Why should the village bother feeding someone who doesn't contribute to society? Food and water are already scarce enough as it is.
* **Orange:** Orange is for those who have been branded as thieves, stealing hydrazine is a big no-no among the Masked.
* **Orange with black base:** This particular cone is used to brand Masked who are selfish and greedy. Hiding hydrazine in stashes and keeping it away from the others village folk is not a kind thing to do, sharing is caring after all.
* **Red with black base:** These cones are used to mark Masked who have committed rape and or debauchery. Nobody likes a pedophile
* **Red:** Red is used to brand outcasts that are violent or murderers, killing is never a good thing in Masked society.
* **Scrap metal:** These crudely made cones out of scrap metal are nailed to Masked that display odd behavior. Most Masked fear that these particular types have started to mutate into the Lost so, just to be safe, they kick them out of the village.

Outcasts have a tendency to retreat to pre-war field labs that were established in the swamps after the Event to study the effects of the radiating moon fallout. Thanks to their basic knowledge of chemistry to create the tuberculosis medicine they are always able to use the equipment left there to create potions for themselves. The side effects of those experiments include, among other things (like long tentacle like noses), a very fast body regeneration which makes Outcasts dangerous foes for an unprepared survivor.  
  
  
**Mutant Scientist**

(Zombie pigman)  
  
  
  
Unlucky scientists left behind by Orbital Industries on the moon. Their prolonged exposure to hazardous waste and cosmic radiation has left them heavily mutated despite their hazmat suits.  
They communicate via short-range radio equipment.  
  
  
**SecurAll**

(Ghast)  
  
  
  
These flying machines were intended for hazardous waste recycling and security duty in the moon mining areas. Armed with concealed weaponry they'd give of a siren warning before opening fire on any potential intruder. The sirens have since malfunctioned, but the explosive charge launching mechanism remains intact.  
  
  
**P.W.C**

(Magma cube)  
  
  
  
The Portable Waste Collector (P.W.C) was deployed by Orbital Industries to speed up the clean-up the destroyed the Moon. The quad-springs underneath the P.W.C let it jump to an extensive height and prevent damage to vital parts from falling. This enables the P.W.C to jump out of the hazardous pools of waste with ease.  
After the O.I scientists had met their awful fate, the P.W.C's had no one to mantain them. Unaware that their storage units are filled to the brim, they seek to compress everything they deem waste, in an attempt to to collect it.  
  
-Freely adapted from Spiffycat, Orbital Industries engineer  
  
  
**He 3-Excavator**

(Blaze)  
  
The Helium-3 Isotope Excavator was one of Orbitals cash cows before the Event. They would harvest Helium out of the lunar soil and centrifugalize it in small containers lifted by them through rotating magnetic fields. The collected He-3 isotope would be compressed and stored in rods. Upon the explosion of the moon the Excavators were left on their own, collecting helium until they were full to the brim and subsequently start to go haywire. Ejecting superheated helium plasma at anything that walks by they can only be deactivated through destruction or a hand full of dust and snow which leads to the explosion of their already overfilled helium reservoirs.  
  
  
**Construction Robot**

(Wither skeleton)  
  
The binary load lifter and construction robot Mk-8 (LLC-8) was one of Mr. Historys early works. This useful work robot was both deployed all over earth for construction and lifting purposes and also were vital in the construction of the laboratories on the moon.  
After the Event the stranded scientist on the moon developed paranoia and equipped their work robots with voice boxes and rocket launchers to shoot down alien crafts which they believed were invisible and bent on invading the moon labs. Over time however the robots ran out of rockets since their demented masters staged too many maneuvers. Overall the armature project was a success since no alien craft remains to be seen on the moon... at least that's what they want you to believe!  
Ever since the LLC's roam the moon labs attacking anything they deem "alien" with their construction arms and whatever construction material they can get their manipulators on.  
The greatest danger they pose stems from leaking chemical ducts. The excreted chemicals posses corrosive and almost disease like properties, rapidly spreading throughout ones body should they ever come into contact with the skin..  
  
  
**Grenade Operating Robot Terminator**

(Wither)  
  
The GORT was created by O.I. for military use. The prototype was equipped with 2 grenade launchers using new chemical rocket-propelled grenades.  
The grenades that were used to hold the new chemical which was called “wither” turned out to be insufficently sealed. The wither leaked onto some of the GORT’s circuits, destroying its IFF system.  
In 5BE the GORT was transferred to the “Belly” for testing. Over a hundred scientists and investors watched as it was turned on, but instead of only attacking the training dummies the GORT shot at and murdered almost everyone in the room watching.  
In 4BE the project was officially shut down and all records of its existence were to be destroyed.  
Around 3BE there was a rumor flying in the OI research facilities that some of the drones on the moon had the data and were compatible to be used to make GORTs.

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**Critters**

**Dog**  
  
  
  
  
Many residents of the various H.I.V.E's attempted to bring their household pets with them but were forced to set them free before taking residence in the cocoon.  
Left to their own devices, the now wild dogs formed packs, roamed the wastes and cross-bred with wild timber wolves. Over the years they would eventually breed into a single, strong, mixed breed.  
For reasons unknown they have developed minor telepathic abbilities, comunicating their thoughts both through barks and single words directly projected into the mind of anyone in close vicinity. Despite talking, they're not too bright and will knowingly jump into various hazards.  
Offering them food or entertaining toys (things that qualify for one or both of these categories might ocasionally be found within a bandits loot bag) allows you to recruit a loyal follower, to keep you company in this desolate world. Dog is after all, mans best friend.  
Dogs are quite eager to breed, and simply by feeding one a few slabs of raw meat, it will immediately begin searching for a doggy companion. Because of dogs’ incredible ability to adapt to a hostile environment, they seem to be completely immune to the poisoning effects of infected flesh, making the severed extremities of the Lost ideal as a breeding catalyst.  
  
  
**Cat**  
  
Much has changed for the house cats since the Event. Stranded in the wastes, alone and without their walking can openers to care for them they retreated into the rubble of the antenna facilities where they’d find food and shelter. However radiation and pollution have taken their toll on the cats, leaving them riddled with mutations, wounds and most interestingly always with a third eye. The cats cautiousness has amplified over the years but so has their curiosity. If they are offered fish to which they don’t have access anymore they are likely to follow the donator in hope of more food, shelter, games and belly rubs.  
Cats come in a variety of breeds, and can be cross-bred to produce different results. Raw fish are what cats like best, so feeding them some will almost always perk them up into a better mood, where they will readily breed with any nearby felines of the same mindset.  
  
  
**SKUL**

(Snow golem)  
  
The SKUL waste collection robot was devised to collect waste of all kinds and compress it into neat little cubes. In the aftermath of the Event a design flaw made itself known as the SKUL units overencumbered themselves with moondust. Filled to the brim they would leave trails of dust whereever they they walked. Wastelanders with minimal knowledge in robotics can program them to eject balls of compressed dust on targets designated by its owner.  
  
  
**Giant Rat**

(Pig)  
  
  
  
Large rats, which make a good source of food, if you don't mind the smell, taste, potential diseases and the mystery cartilages growing within their muscles.  
It might be for the best if you don't think about what you're eating.  
Giant Rats, being the monstrous vermin that they are, will readily reproduce with one another in order to multiply their numbers and ensure their survival. This process can be greatly sped up by the use of fresh vegetables such as carrots, which are hard to come by after the Event and the subsequent war.  
Vegetables are also useful for taming these wild vermin: by carefully attaching a saddle to the back of one and luring it with a carrot tied to a makeshift fishing rod, one can create a surprisingly speedy steed out of these creatures.  
  
  
**Stoneback**

(Cow)  
  
  
  
The result of heavy breeding and mutation experiments on cows, their name is slang for *Bos primigenius lapis*. Originally intended as tough livestock that could survive in extreme environments , the resulting creature had meat that was declared "unfit for consumption," as it tasted terrible.  
During the war it escaped into the wild, and high radiation led to the stonebacks loosing their fur but gaining hardened bone-like plates on it's back, and caused some to grow a third (or fourth) eye.  
Their hide can be used as armor, and is commonly fashioned into makeshift protective gear.  
Despite their wild habitat, Stonebacks stay true to their farming origins and will readily breed with one another. They have all been mentally conditioned to do as long as they have access to enough food and especially clean water.  
  
  
**AWR**

(Sheep)  
  
The AWR was an invention of the Lost. They were programmed to search the wastes and attract metal scrap and machine parts with an electromagnet and deliver them back. With the Lost no longer capable to remove the collected metal the AWRs continue to roam around until they are relieved of their burden which can be done using a simple pair of pliers.  
As a result of an interesting design flaw that involved a programming glitch with its rudimentary A.I., the AWR will short circuit and dump a sizable collection of metallic parts off of its exterior when exposed to purified water. This scrap heap actually synchronizes its electromagnetic signature with that of its parent, which results in the spontaneous construction of a new, smaller AWR. The new unit will then begin gathering resources in order to expand itself into a full-sized AWR. This process requires two different AWRs to produce the required amount of material for construction, and it was never fully taken advantage of by the Lost due to their descent into disease-ridden madness.  
  
  
**Mobile Munitions Machine (3M)**

(Chicken)  
  
These little guys were made carry extra ammunition and supplies for soldiers during the war. Orbital Industries purchased a great quantity for use on the H.I.V.E.'s. While the war is over now, these things (inexpensive and inefficient as they were) can still be found wandering about the wastes.  
They carry a small propulsion system which is instrumental in making your ranged weapons.  
It's not uncommon to find a lazy lizzard within the warm and relativley secure confines of the triple M.  
Each 3M unit is equipped with a self replication protocol as well as an array of small tools which allows as little as two 3M to create a so-called “4M” (Miniature Mobile Munitions Machine) within seconds. The 4M will at first be folded into a more compact and stable form until it has completed a long start-up check upon which it will unfold and be ready for service.  
Despite such an efficient self-replication method greatly reducing production costs of the 3M (explaining their low price and widespread distribution), it still needs standardized construction. An empty water purifier per “parent” 3M will do fine.  
  
**The Masked**  
  
The Masked are the what remains of the original Lost. Contrary to their unlucky brethren they had access to rebreathers and gas mask which prevented the radioactive contamination of their respiratory systems. After the mutating effects of the radiation became apparent,

the Masked left the Lost in order to save themselves.  
Forming small settlements with thick walls against the still present radiation the Masked concentrated on keeping their surroundings as clean as possible to escape their fellow survivors horrible fate. But even though they managed to set up water purifiers and hold onto the technology they had salvaged during their time as Lost they weren’t spared by illness and mutation.  
All Masked suffer from hydrocephaly which led to them never taking of their mask in pointless shame of their deformed heads.

Furthermore, due to their weakened immune system, the Masked are plagued by a strand of tuberculosis. Source of the infections are the bovine stonebacks which the Masked heavyly rely on for food and clothing.  
In order to keep the illness in check the Masked require hydrazine for the synthesis of isoniazid and other chemical compounds for their medicines. Their main source for this chemical are rare finds of space debris, mainly satellites, who stock lots of hydrazine tanks as fuel. Another source of hydrazine is the trade with scavangers who salvage H.I.V.E emergency power generators.  
Due to their chronic illness the Masked evade any combat if possible and rely on robotic defenders and profitable trade agreements to ensure their safety. The Lost however seem to harbor a particular grudge against the Masked and regulary bond together to raid villages.  
Maybe somewhere deep down inside the Lost remember their shared past…  
  
  
**Guardian**

(Iron Golem)  
  
The Guardians are the Masked’s first and only line of defense against hostiles of all kind. These towering and resource-intensive robots are created in a group effort by the Masked and attack their enemies by throwing them high up into the air. The bigger the settlement, the higher the chances are for them to contain skilled robo-mechanics and therefore Guardians.  
  
  
**SP Eye**

(Bat)  
  
The SP eye hover camera is a robot designed to aid a H.I.V.E’s supervisor at enforcing the curfew in addition to the stationary O.I.V.E.Y system and the Hall Monitors. At day the cameras attatch themselves to the ceiling to recharge their batteries and act as stationary surveilance device, at night they swarm around in the H.I.V.E on the lookout for any rule breaker.

Breedingbit: (condensed to save space)

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**Mobile Munitions Machine (3M)**  
  
Each 3M unit contains one half of a self-assembling pod containing the necessary parts for the construction of another triple M. When two different pods from two separate 3Ms come into contact with one another, they spontaneously combine together and produce a miniature version of a standard unit. This so-called "4M" (Miniature Mobile Munitions Machine) will quickly grow to full size within a few days.  
Despite such an efficient self-replication method greatly reducing production costs of the 3M (explaining their low price and widespread distribution), it needed to be limited in order to prevent them from spreading out of control. As a result, all current models of the 3M will not reproduce unless a standard-issue empty water purifier is attached to the correct port in their exterior.

Mores??!~@#

## Structures!

**Structures**

**B-Class Hall Monitor Test Site**   
  
Before The Event there was no proper test site for B-Class Hall Monitors, so maze-like hallways were quickly constructed in selected H.I.V.E.s to test the new hall monitor prototypes.  
The O.I. engineers requested the builders to leave behind their scaffolding and toolboxes (which contain building materials, tools and the builder's lunch) in order to test the B-Class Hall Monitor's ability to fit in tight spaces. The halls also provided an opportunity to test out the B-Class Hall Monitors ability to lay down blockades of barbwire.  
After The Event these test sites still have B-Class Hall Monitors crawling around in them and are the best place for anyone wanting to encounter a B-Class Hall Monitor in action.  
  
  
**Bandit Hideout**

(Jungle Temple)  
  
Bandits, being humans themselves, needed some form of shelter in this hostile world. So using scrap metal found throughout the wastes, they built small hideouts scattered throughout the abandoned antenna facilities. Being the skeptical little buggers they are, they filled their new hideouts to the brim with traps and other nefarious devices to stop anyone from getting at their "hard earned" loot.  
Over time, the prevalent vines and other plant life in the antenna facilities have covered the hideouts, making them harder to spot, much to the delight of the bandits that built them  
  
  
**Field lab**  
  
When one of the Masked has been coned and shunned from the village (the offense that he or she committed depends on the colour of the traffic cone) they tend to flee to the swamps and live a reclusive life inside one of these elveated labs over irridiated water. Thanks to the protective clothing the outcasts can tolerate the swamp's polluted landscape for a long time. The field labs were constructed after the Event to research the effects of the radiactive mon dust and its effects on the ecosystem. The original researchers have long since become part of the Lost, but their equipment, notes and chemistry books remained. This allows the Outcasts to practice a crude alchemy, and they get very excited when people trespass in their irradiated paradise because it finally gives them an opportunity to test out their latest deadly concoction on an unwilling test subject  
  
  
**Drilling Rig**

(Desert Temple)

Before the Event, these desert structures housed massive drills that bored into the earth in search of oil or other precious materials. The drills have long been either destroyed or salvaged, leaving the rigs open for bandits and all other sorts of things to make them their homes, but bandits, being who they are, like to put nefarious traps around their goodies stored away in the old drilling shaft.  
  
  
**Continuity of Government crate**   
Quote from Zombadger  
  
Dear Journal  
  
Hunt was successful. While skinning stonebacks noticed lights under the pines in distance. Investigated after securing area. Those old Continuity of Government crates, funny. I wonder what sort of world those poor souls were hoping to wake up to after all those years. The C/H.U.N.K.S were still loading, so caved in the faceplate of the cryotube and shoveled a few cubits of dirt into the frozen fog. Sound of suffocating person always disturbs me. Left useless firewood, cheap survival gear. Took Hydrozine and Iodine pills. Canned fruit. Was out of there before the choking and dying stopped.  
  
Never stop being yourself. With warmest regards'Z

### OTHER!!

**Fire** (Blaze alternate, non canon until further notice)  
The Feromagnetic Ionization Recycling Entity (FIRE, name pending) was deployed on the moon by Orbital Industries to collect trash left behind by the scientist working there after the transport and material costs started exceeding the earnings. The robots basically consisted of nothing more than a couple of radiators and electromagnets wrapped around a micro-fission generator and encased themselves with rotating magnetic fields to attract and suspend metallic components in the non-existing air. A similar process was later used by the H.I.V.E. survivors to build the "sheep" (do those have a name ?) scrap bots. Although the latter were less efficent they proved to be much more reliable due to their lack of an in-build plasma cutter, which defect FIREs tended to use against unsuspecting moon travelers. The activation of this device is usally acompanied by a luminous effect, as the additional heat pouring from the bottom side of the robot burns up the ever present moon dust. The FIREs reliance on a working cooling unit is also one of its greatest weaknesses, a hand full of ash or dirt thrown into its radiators will shut it down in no time.  
  
  
**Book and Quill** (no category)  
The BallpOInt pen is the latest masterpiece brought to you by the people who invented the ever popular Huggatron. What might at first look like a simple pen is set to revolutionize the world of text processing.  
The BallpOInt pen offers unparalleled feel through its patented riffle grip. Instead of conventional color applying techniques the BallpOInt pen uses a black light laser (also employed in Orbital Industries observation drones for water analization) to burn every word directly into any surface\* ! It’s cutting-etch technology!  
The laser is powered by a small radioisotope thermoelectric generator that keeps going, and going, and going and would propably survive the collaps of civilization, even outside of an Orbital Industries cocoon\*\*.  
The BallpOInt pen offers an intuitive usablity\*\*\* and can be upgraded with a voice activation device to provide protection against unallowed usage.  
There are already thousands of avid BallpOInt pen users. No matter if you get it for your job or as a present to your wife, the BallpOInt pen is always the right choice.  
Get yours now!  
  
Safety notice:  
Not suitable for children under 16. Do not point at humans. Do not look into the active end of the device. Do not open. Do not wash. May contain traces of nuts. Orbital Industries objects to any unbased rumors about BallpOInt pen induced madness or sudden disappearance. Mr. History and his chief of development Prof. Dr. Dr. med. Hypophysos H. Crocopolous use the pen and are well.  
  
\*Surface must consist of at least 90% wood pulp  
\*\*Reserve your spot today 555-HIVE  
\*\*\*Attention: The device at the end of the pen is a fast spinning ventilator, the power button is located on its side.  
  
  
  
  
**Enderchest:**  
From: John Doe (Engineering sub-section leader)  
  
  
**Alternate netherwart (Martian Oil Collector) lore and alternate brewing lore:**  
(no category, slightly non canon)  
  
In 6 B.E. Orbital industries found out that people got dehydrated (who knew!), and decided to create their own brand of colas, not only quenching thirst, but also giving people's bodies a change. They called the main cola (health potion) Pris-cola, and centered their brands around that. They were named as follows:  
Pris-cola: Very basic cola, gives people a revived feeling. (Healing)  
Spee-cola: Gives you that boost you need to start the day! (swiftness)  
Regen-cola: Get the Pris-cola taste with the long-lasting effects! (regeneration)  
Fire-cola: Cool the heat. (fire resistance)  
Hit-cola: Pack a bigger punch. (strength)  
  
In 12 A.E. wastelanders found out how the original colas were made, and sought a way to create them. Using the power rods from the HE-3 excavators from the moon, they created what they call "Distilling Stands" used to concoct the colas.  
Originally, OI used a crystal harvested from extraterestrial, petrol like sludge as a catalyst for the reactions between the cola ingredients and the water they were put in.  
Those oil crystals could only be created in the low gravity environments, meaning the moon (though there are some rumors about a secret O.I. mars portal project, too), in small vacuum filled glass tubes. Since the moon got a faint atmosphere during the Event, the oil is sucked into the tube from the sludge and crystalizes.  
When mixed with water the water is then able to be mixed with ingredients without TOO violent a reaction, using the power from the HE-3 power rod to speed up the reaction, allowing people to make their own Pris-cola!  
-Freely adapted from Kietram, CEO of Pris-Cola Ltd (O.I. subsidary company)  
  
  
**Alternate Enderdragon lore** (non canon)  
The Sch-ctelo'teph are eldritch abominations that inhabit small pocket dimensions outside of this universe.  
They draw in creatures from other universes to feed on the mental energy and bodies of these spirited away creatures. H.I.V.E survivors have seen animals get taken with creatures vanishing into thin air in the blink of an eye. This only seems to affect creatures without high brain function so most survivors and the Masked are unaffected.  
If for some stupid reason you decide to fight this creature then you're going to need to find an old scientific H.I.V.E. (stronghold) to find an old prototype inter-dimensional portal and activate it.  
-by Froman. Artist and scribe of the Wastes  
  
  
**Alternate sapling lore** (non canon)  
Journal entry No.60  
Things are going great here (as good as things can go when every thing you eat is mutated and radiated) though this is probably my last entry this because type writer is about out of ink. My expedition team has been able to bring back a living tree sapling!!!! After finding it we promptly cloned it becuse this might be one of the last living tree saplings in the world! It is quite fragile as a sapling but we theorize that, after it has grown a bit, it will be able to survive ok....  
We constructed a small bio-dome over it as protection. The dome will detach from the sapling when grown and when supplied with enough power it will amplify the growth process.  
This may be the start of bringing earth back to its former glory!!!!  
  
~Dr. Iron Fisher, Section 99, Blackwater Acad  
  
**C/H.U.N.K.S. (Climate/Hazards Ultrasleep Nitrogen Kapsul System)**  
**Alternate (Multiplayer) spawn lore**   
While the combined might of the planets countries may have succeeded in dismantling O.I, many countries weren't willing to take any risks.  
Recruiting volunteers for thier CoG programs, these countries sealed away hundreds of the worlds best and brightest in highly experimental C/H.U.N.K.S facilities designed to activate these highly trained and motivated individuals in the case of a complete Governmental failure of world-ending porportions.   
Unfortunately, many of these hastily constructed and highly sophisticated (Read: 'Unreliable') machines failed to load properly on activation, leading to thier occupants waking up sealed in their tubes until the onboard oxygen supply inevitably failed. Or the liquid nitrogen that kept these people preseved would fail to drain as the revival process happened. Worse still, these sites became highly sought after AE on account of caches of goods left for the engineers and scientists and craftspersons in order for them to carry out thier solemn task of jump-starting society.  
If a volunteer beat the odds of mechanical failure, oftentimes they would wake up in a raided facility with nothing left in thier CoG crates but a handful of breadcrusts and a cheap hatchet.

MOD:

**Mod Lore**

(Not in the OP because the article became too long)

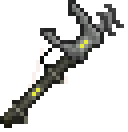
The lore in this section is based on modifications, created by other people.  
Since some of the mods are bound to contradict our lore, simply by adding features that don't fit into the world of Last Days, and their development lie outside of our reach, everything below should be considered non-canon. Unless you're using said mod.  
It's kind of "Choose-your-own-reality".

Spoiler (click to hide)

Blackwater is a medium sized coastal community that grew out of a small scientific H.I.V.E that had a critical failure on the computerized water filtration systems. There was a rather large river running through a valley a few miles away, clean but too far for the H.I.V.E dwellers to go to with any efficacy so the created a dam down stream. This way they formed a lake that went up close to the entrance of the H.I.V.E.  
The decision was done without a lot of hindsight as the relativley clean water attracted a large amount of wastelanders in search of water. This sprouted into a thriving community that supported trading with barges and caravans and research via the now somewhat run down and undersupplied H.I.V.E which was renamed "Blackwater Academy".  
Most, if not all, new technology (mods) coming to the wasteland come from Blackwater Academy, with their signature machines made from repurposed old tech instead of inventions from scratch.

[**Balkon's WeaponMod**](http://www.minecraftforum.net/topic/211517-125-balkons-weaponmod-v86/)

Spoiler (click to hide)

**The fire-arm MKII**  
  
A few of the more mechanically inclined wastelanders decided that their current ranged weapon of choice was insufficient at killing they decided to reinforce the original fire-arm's bow and stock to allow it to fire at greater speeds and modified the firing mechanisim to hold new stronger iron bolts primed to fire so they dont have to fumble with loading arrows when a malfunctioning huggatron suddenly sneaks up behind them.  
  
  
**A6 Mighty Driver**  
  
Now the old designs of projectile weapons are nice and good but if you want to protect something from a Bandit siege your going to need something with a punch to it. And that's where this little number comes in.  
The A6 Mighty Driver!  
Now this isn't like any pre-event weapon you've ever seen. This little beauty uses the static igniter in old fire torches to detonate huggatron explosives inside the firing chamber, propelling a bullet (ammo not included with purchase) straight out of the chamber and through whatever your aiming at.  
And for a little extra I can throw in a kitchen knife and some tape to attach it to the thing, so you can stab anything that gets close.  
  
  
**Medium Bertha**  
  
SO now that you're done looking at the other weapons (including the Firearm mark II \*cough crossbow cough\*) feast your eyes on this beauty. This, ladies and germs, is THE foolproof way to make sure whatever you're looking at gets dead.... given it's close enough....  
This is a beautiful hand crafted, shoulder mounted blunderbuss. Now being a blunderbuss and all, it can shoot just about whatever you can stuff in it... *BUT* we recommend using our custom ammunition just so that when you're done making bandits and Huggatrons dead, you won't be dead yourself. Now, the key feature is the shoulder mounted aspect... If we thought that a regular stock wasn't good enough... well I'll let you do the math. This... this is a gun.  
  
  
**Radiation dart**  
  
Now, this little malicious item when fired will cause severe radiation poisoning in anything it hits or the massive amount of radiation causing malfunctions in electronics, such as the Huggatrons or Hall Monitors. Although it uses the traditional fire-arm ammo fan in the back it cant be fired from one due to the odd shape of the "payload canister" in the center, so your best bet of firing this into the neck of whatever would like to end your life, would be a hollowed out reed.  
  
  
**Stoneback prod**  
  
  
I see you've got an eye for quality my friend. This here is a halberd eerr... dual headed electric prodder that can keep your herd in like while transporting them across the wastes to "greener" pastures**.**

[**Mystcraft**](http://www.minecraftforum.net/topic/918541-125-mystcraft-09100/)

Spoiler (click to hide)

For years wastelanders have written down their travels and memories in journals but due to severe radiation, hunger, dehydration and the accompanying hallucinations many wrote down false fabricated or exaggerated memories.  
The researchers at Blackwater Academy call it "Myst Syndrome".  
It can get severe enough that wastelanders incorporate how they obtained certain items and even fabricate imagined worlds. Strangely all of the imagined worlds have a few similar properties;  
1. When entering a fantasy world you enter a conscious dream state similar to sleepwalking.  
2. Those that wake from a dream state only wake when carrying a "Linking Book" with them, when going into a state with them.  
3. The dreamers will aquire items and incorporate them in their dreams.  
4. Myst Syndrome can only be induced by what dreamers call "Age Books" or by a Linking Book that was created in a dream state.

Quote from **The personal log of Dr. A Hodges, researcher at blackwater academy** »

It appears that myst syndrome is more anomalous than simply radiation poisoning. Some of the subjects under its influence exit their dream state with a sort of blue crystal on their person. I managed to get some samples from some of the subjects currently under study.  
  
One of the guards left the lab doors open today and one of the locals snuck in and stone a large amount of the crystal samples. security managed to track him back to his house and retrieve the samples but he was comatose when the guards managed to find him.  
  
It appears that the crystals react oddly to linking and descriptive books. I'll try putting the crystals in different  
configurations to see what happens.  
  
Success! its seems if you have a loop like configuration a portal of some kind opens but its fairly unstable i need to create a device to make sure it doesn't kill everything that touches it. i bet i can use what little notes the academy has on Dr Crocopolous's portals to create a device.  
  
I finally finished my device, you simply attach it to the crystals and place the book in t**[DATA CORRUPT]** into the portal **[DATA CORRUPT]** so beautiful **[DATA CORRUPT]**  
  
**[END OF LOG]**  
  
*Dr. A Hodges had gone missing shortly after this final log and hasn't been seen since.*

[**Red power**](http://www.minecraftforum.net/topic/365357-125-eloraams-mods-redpower-2-prerelease-5b2/)

Spoiler (click to hide)

\*The red power rubber trees are radio towers with tons of cables inside, unfortunately most of the useful metal has rusted away leaving rubber tubes going throughout.  
  
  
**Volcanoes: Nuclear Crater**  
  
Some locations on the planet got hit extremely hard by atom bombs, turning the very crust into a veritable molten lake of radioactive magma, over time, most of the rock cooled, but in most of these sites, there remains a core of still molten material. These structures tend to resemble and act like volcanoes due to the high temperatures maintained by still active fission processes, so extreme caution must be used when dealing with them.  
  
  
**Radioactive Stone(basalt)**  
no extra lore needed for this, please read the section for Radioactive Crater(volcano)  
  
  
\*Flax is a new invention from Blackwater: The dust collector. What it does is it charges itself with a static charge to attract dust fibers which are prevalent in the wasteland. The fibers build up until the collector reaches capacity, opens and shuts off the static generators. The interesting thing is that If a water filter is in good condition (flax seeds) it can be reconfigured easily to the dust collector. The downside to this technology is it takes a while to set up as the optimum height for a collector is around 2 meters off the ground.  
  
\*The tin ore is crushed cans in a cube ready for recycling (how would you expect hives to make delicious canned food without more tin cans.)  
  
\*The silver is old film reels that at this point in time with all of the radiation and nasty atmospheric conditions has rendered the entire reel unplayable. Perhaps you can extract the silver for your own purposes.  
  
\*The tungsten is a large 50,000 watt bulb. As of right now it has no other use than looking nice.  
  
\*Nikolite is your average run of the mill battery container that started to corrode. Some of the battery acid might still be good though.  
  
\*Copper is simply a pipe conduit with a few valves.  
  
\*The ruby, sapphire and emerald work similarly to the uranium cores but they use some advanced chemicals that allow them to not only to power things but release radiation along the visible and gamma radiation wavelengths.

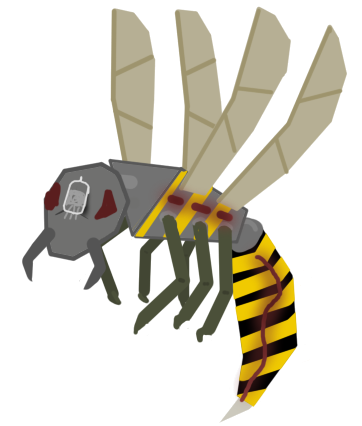
[**Industrialcraft**](http://www.minecraftforum.net/topic/184263-173-industrialcraft-v855/)

Spoiler (click to hide)

http://i.imgur.com/BqX8g.png  
This is a modified teleport beacon. It's made by overriding most of the safety protocols on the normal model and adding a receiver top. The difference between this and the unmodified model is that it has a shorter range and it can copy the molecular structure of nearby beaconed machines and combine them in some sort of [profanity="­"]ized combination of machines that would work similarly to them occupying the same space.  
This can wreak havoc on biological matter being transported but it may end up with a neat plant machine hybrid  
  
  
**Rubber Trees: Shack-in-a-Box- MK II**  
  
Due to the poor quality of the material that was put into making the shacks-in-a-box, breakage was common and frequent repairs were needed.  
So a new model of the Scrap Shack was devised, this one had built in storage tanks for water, which were used to create an adhesive liquid-rubber that was great for re-attatching fallen panels or patching holes in the metal sheeting. Also, these new shacks were more compact than their predicessors.  
Needless to say, these newer models were no better at resisting radiation, so their residents eventually joined the ranks of the Lost.  
it is still common to find the SITB-II scattered throughout the wastes, but due to lack of maintenance, the adhesive storage tanks began to leak, and by inserting a pipe or tube into one of the leaky tanks, one can extract the rubbery adhesive for use in other things.  
  
the bronze and tin blocks are just boxes  
the uranium block is just a big fuel rod storage  
the industrial tnt is exactly as it says.  
  
**Old Piping (copper ore)**  
the H.I.V.E.s, being supposedly able to house many people for extended periods of time, needed plumbing systems. These were made simply from copper pipes imbedded in the walls of some sections of the HIVE. Over time, most of the piping has corroded away making the plumbing systems useless, but still sections of exposed pipes can be found and re-used by the resourcefull explorer  
  
**Fuel Rods (uranium ore)**  
The HIVES, in their prime, experimented with many sources of energy to power all the machinery and keep everyone safe and happy inside. Their main source though, was from nuclear generators powered by uranium fuel rods. Although the reactors themselves failed and were destroyed without maintenance, one can still find extra fuel rods stored within the walls of the HIVES, even though they might need to be refined a bit after the years of being exposed to the elements.  
  
**Reinforced Alloy** (reinforced glass/stone)  
Sadly, due to the huge expanse of the HIVES, the metal from which they were made was fairly cheap and weak, but some survivors have found that, if one alloys these weak metals with a mixture of other metals that were found readily in the HIVES, one can make a strong, resistant metal that can be used to make secure shelters or as blast doors/walls in the event of a huggatron invasion. Also, they found out that , by mixing these alloys into common glass, they could actually have strong, solid windows to look out on the depressingly ruined world outside their nice safe bunkers.  
  
**Geothermal Generator: Radiation Extractor**  
  
This device uses hazardous waste and acts like a mini-reactor to generate electricity. Also, as an added bonus, this device completely destroys all the material fed into it for maximum energy production (Keep away from small children and pets). While of course you can put buckets or cells of the stuff into the generator, by far the most efficient way is to pipe radioactive waste directly in, useing waterproof piping.  
  
  
**Charge Rod** (Energy Crystal)  
Scientists at Blackwater have found recently that hooking up a ludicrous ammount of RedstoneTM wiring to an old uranium power rod gives the rod an incredible ability to store energy in massive quantities and discharge said energy similarly to a battery, although most cheap battery boxes are not advanced enough to handle the output from these devices  
  
**Blackwater Power Suit** (nano-suit)  
Through much experimentation and testing, the Blackwater Academy has come out with a lightweight suit made of tightly woven carbon nano-fibers. while not much use by itsself, the suit boasts an energy sheild generator built into the individual peices. this gives the suit the relative defencive powers of Orbital's uranium rod powered armor, but withought the wieght of carrying around 200kg of metal, but be warned, the suit will offer very little protection if the shields ever run out of energy  
  
**Maceratron-E-901** (macerator)  
Now this incredible machine takes whatever you shove into it, and grinds it up into a fine dust. How is this usefull you ask? well you see, when you drill all those old machine parts out of the walls, much of the original wall material still is attatched. the Maceratron can distinguish between usefull metal and old scrap, and thus becomes much more efficient, giving you double the ammount of material than if you were to just use the scrap itsself.  
  
**-CLASSIFIED-** (Terraformer)  
Rumor has it that the top researchers and mechanics have been working on a new device over in the Academy. They say that this machine might, just might, get us back on the road to a green and living world. Although it will probably require rather riddiculous amounts of energy to run, this miraculous machine has been rumored to be able change the environment around it, potentially turning barren wasteland into lush, habitable land.  
  
**Laptronic Energy Storage Tube:** ( Laptron Crystal)  
After their breakthrough with the Charge Rod, the scientists at Blackwater immediately began experimenting with different materialos to increase the storage capacity of their new device. after numerous failures, some with spectacularly explosive results, they found that combining the Rods with L.A.P. fuel rods and simple electric circuits, they could increase the storage to one million energy units. they named this device the Laprtonic Energy Storage Tube. The L.E.S.T, being a highly advanced device, can only be used in high level machines and storage units because of the massive voltage created when they are discharged.

[**Forestery**](http://www.minecraftforum.net/topic/700588-forestry-for-minecraft-trees-bees-and-more-1500-updated-27082012/)

Spoiler (click to hide)

This is the W.A.S.P. or the Winged Adjusting Self-replicating Plodder.  
  
Now orbital industries is inspired by insects for their robots quite often, this one is no exception. With orbital industries expanding at such an incredible rate that it did, there simply weren't enough people to assemble all of the products buildings and vehicles needed to support the OI empire so instead of doing something ridiculous such as assembly machines that were built for only one purpose they did the only obvious solution; robots that can do nearly any task and can be programmed to work in any environment. This led to these foot long robot bees being built.  
The R & D at OI realized if they were self replicating than the robots had no sort of hold on their replicating cycle then you would have an extremely nasty Von Neumann machine on your hands. So although they programmed the W.A.S.P.s to evolve they made it so they could only replicate via a queen passing on her programming her offspring and they could only replicate on their own if they were near a certain radio transmitter (note the transmitters were rather advanced and fried during the event), With the drones being only good for storing programming and princess wasps only being able to accept and modify programming (you can tell the difference between the types by the material of the wing supports). The programming can greatly vary as you could guess for the variety of jobs these wasps had with the hazard stripes on them differentiating in color per program set.  
Unfortunately all of the wasps outside of a production box (apiary) fried due to the same reason of the transmitters. The good thing is that there are still more than enough types of wasps to produce any spare parts you would ever need. All the production models were designed to function similarly to real bees in the fact that that they can defend themselves if programmed to and they still make honeycombs to store things in and they are capable of making it from whatever possible materials are available. they used to have crates of wax to have a speedy production.  
By the event wasps were used in every environment including on the moon helping mine helium 3 deposits with only minor problems of certain models attacking workers, thankfully OI made a suit that can protect someone from these attacks.

[**TrainCraft**](http://www.minecraftforum.net/topic/1587267-144-145sspsmplanforgetraincraft-formerly-trains-zeppelin-mod/)

Spoiler (click to hide)

Dragoon Technologies, a company predating Orbital Industries, focused on the development of one area: Transportation.  
With roads and airways becoming more congested, they decided to restore the worlds aging railways and develop new machines to utilize them. After the rise of O.I. however, they were almost immediately bought out, consolidated, and assimilated into O.I.  
Orbital Industries only got about 2/3rds of the way done with converting D.T.'s trains for their own use until the more modular system, commonly slured as "minecart modules" [steves carts] replaced them. Orbital Industries then put all trains into storage, only a few still being used up until the Event.  
Due to most of them being stored away, foolish scanvangers may think they are easy to obtain. They are wrong.  
The components were dismantled and placed throughout the various areas of the worlds cocoons bunkers and deserts.  
Once re-assembeld however, they are a robust, reliable way of transportation, if not a bit bulky. While most reassembled models will have "O.I." on the sides, a few sd40 models will still have the old "Dragoon Technologies" on them.

**Brewing**  
  
Brewing in the Last Days more resembles medival alchemy than modern science, based on trial and error and the occasional use of involuntary test subjects.  
  
  
**Brewing Equipment**  
  
**Helium-3 Distilling Stand (Brewing Stand)**  
The He-3 Distilling Stand is crafted from a collection of scrap metal and the eponymous He-3 rod, found in the posession of the He-3 Excavators on the moon. Altough they originally were meant to power large fusion reactors, the rods undergo a slow fusion process of their own, constantly emitting a low amount of radiation and creating small amounts of electricity.  
Savvy and adventurous survivors use these properties to their advantage, funneling the electricity into hotplates and the radiation into emitters targeted at whatever they want to experiment with.  
  
**High Pressure Tank (Cauldron)**  
Once a container for various liquids and gases to be treated or stored at high pressures or variable temperatures, these sturdy tanks are now sawn of to hold precious, clean water.  
  
**Cola Bottle**  
Although their brand labels and once priced contents are gone, these bottles are valuable artifacts in the wastes. They are relativley lightweight and almost impossible to break.  
If they weren’t more useful as liquid containers, they would be classified as weapons.  
  
**Clean Water Bottle**  
A rare ingredient in the wastes and base of all potions.  
  
**Hall Monitor Brain/ Reprocessed Hall Monitor Brain**  
Before Prof Crocopolous’ departure and the Event, Orbital ran a cybernetics programm with the aim of incorporating the brains of deadly wounded policemen into the robotic bodies of Hall Monitors.  
Although the wounded volunteers lost most of their higher cognitive abilities, the test results were promising.  
After the collapse of civilisation however, the brains deteriorated and succumbed to madness, making the cybernetic Hall Monitors as much as a hazard as their purley robotic counterparts.  
Some ruthless potion manufacturers harvest the brain jars from defunct Hall Monitors, reprocess the nutrient solutions (and sometimes the brains themselves!) and use them in their concoctions, always with unhealthy results.  
  
  
**Base potions:**  
  
**Moonshroom Distillate (Awkward Potion)**  
Crafted from the rare Moonshroom (that only grows on fine dust in the low gravity, low residual atmosphere environment (side effect of the failed portal experiment ) of the Belly), this potion is the base of nearly all potions. The secret to its applications is a number of “super stem cells” found inside the moonshroom’s mycelium.  
When properly prepared and ingested/injected they quickly bond to your body, applying any effect bestowed on them in the process.  
The preparation process can be called “crude” at best and, since the moonshroom cells don’t undergo cell division within humans and therefore die quickly, none of the potions effects are permanent.  
Unless of course you die by its effect. That’s defenitley a permanent effect. Usually.  
  
**Bulb Fraction (Thick potion)**  
Water, irradiated by the light bulbs of the Belly’s lighting systems, apparently isn’t beneficial for your health. No matter what you add afterwards, it always turns into poison. However, irradiating a pre-made potion increases its potency at the cost of duration. You can’t explain that!  
  
**Malign Fraction (Mundane Potion/Mundane Potion (extended))**  
The easiest potion to craft. Cram an amount of anything into the bottle, heat without care, frequently bump into the distillator and use some nonspecific secondary equipment onto the distillate. Done.  
There is a more complex, extensive way, involving wrapping a water bottle with a wire and subjecting it to a series of alternating magnetic fields created by current flow through the wire.  
The result however remains the same: Malign Fractions just can’t be used for anything constructive.  
The magnetic treatment however enhances the duration of pre-made potions at the cost of potency. Fractioning magnets! How do they work?!  
  
  
**Primary Potions:**  
  
**Restoration Paste (Potion of Regeneration)**  
This paste gains its regenerative properties from repeated, long and thorough centrifugations through a SecurAll rotation filter. The resulting rosy, gelatinous filter cake of moonshroom stem cells can be ingested, injected or directly applied on open wounds to speed up the healing process.  
Since the cells weren’t imbued with other agents, they travel to where they are most needed and form into skin cells (or bone tissue in case of fractures). Their high concentration in the paste gives the body enough time to reinforce the wounded body parts before the stem cells die off.  
  
**Spee-Cola® (Potion of Swiftness)**  
Based on the super secret Spee-Cola formula® (found on the ingriedients list of every bottle) this concoction consist of mainly 7 things: Sugar, phosphoric acid, sugar, coffeine, sugar, carbon dioxide and sugar.  
Add these ingredients to a moonshroom distillate, stir vigorously and you get a light blue drink that will allow you to run miles without stopping.  
Excessive consumption of Spee-Cola ® might lead to insomania, palpitations, nervous twitching, breathlessness, erratic behaviour, an overreaching sexual drive and gun rampages.  
Pris-Cola Ltd. doesn’t assume liability for any damages caused, while under the influence of Spee-Cola®.  
  
**Burn Ointment (Potion of Fire resistance)**  
This is without doubt the most complex bio-chemical to be produced after the war. The moonshroom distillate is blended with protoplasm rich in Helium-3 particles, forming an orange, tough-flowing paste.  
The virtually living protoplasm can be created by mixing the half-digested flesh and sticky remains from Mega-Amoeba with ground up He-3 rods, or be found inside P.W.C.s.  
The ointment is partially ingested and otherwise applied on the skin and clothing as a protective overcoat.  
The living shield formed by the ointment reacts with aggressive chemicals while shielding and cooling the body from the reaction heat, hardening and eventually, cleanly falling of the body in the process. Meanwhile the ingested part circulates through the bloodstream and destroys any openly cancerous cells it can find.  
However, there is another, much stronger protection against radiation in effect close to the Burn Oinment. Through means unknown (unresearchable in the wastes) but possibly related to the presence of He-3, the paste emits some kind of “force field” that fuses incoming radioactive particles into heavier, harmless atoms.  
While the Burn Ointment offers many benefits, there is one downside. The protoplasmic cells will eat a bit of you liver every time you apply the ointment. The liver is an important part of your body, in case you didn’t know. It’s very regenerative though, you just need to lay off the paste for a while.  
  
  
**Mélange de Melon (Potion of Healing)**  
While probably the most useful and most common potion, the Mélange (snobbish for “mixture”) requires a devout drinker to reach its full effect. The main ingredients for the potion are the custom Moonshroom Distillate and a squirt of melon liquor enriched with gold particles.  
The gold particles and the salts formed by them give the liquor and subsequently the Mélange, a distinct red color and indeed posses a slight medical effect (apart from intoxication): They cure arthritis.  
While arthritis definetly isn’t among the top ten death reasons in the wastes, the Mélange de Melon’s real power stems from ignorance and the imagination of the user.  
Drinking something brewed from the most valuable metal of the old world just has to have a positive effect, right?  
This placebo belief, combined with the intoxicating properties of the liquor, make the Mélange a very effective antidepressant, painkiller and healing elixir.  
Cheers.  
  
**He-roid (Potion of Strength)**  
The name of this dark red substance is misleading, since it doesn’t consist of actual steroids and has no effect on hormonal basis.  
Its creation is rather simple and requires as little as a crushed He-3 rod and a few drops of blood, in addition to the always required Moonshroom and Distilling Stand. It’s unknown how exactly the prologend exposure to the radiation and heat of the stand affects the helium powder and ultimatley the moonshroom stem cells, but the effect is visible.  
Upon ingestion the cells nearly immedeately reinforce the muscle and bone tissue of the upper body. Additionally to this stabilizing effect they produce huge amounts of adenosine triphosphate (ATP) which allows for continuous use of the affected muscles without the danger of muscle soreness.  
Unfortunately the He-roids can’t be used to permanently impress any local survivors, since increase in muscle and strength are temporary, like all other Moonshroom compounds.  
On the other hand they are free of any known side effects, unlike anabolic steroids, if you know what I mean.  
  
**Carrot Tonic (Potion of Night Vision)**  
Contrary to the “Mélange de Melon” the Carrot Tonic has an actual effect on the drinker, still the gold is actually redundant. While the concept of carrots being generally beneficial for one’s vision is a misconception (invented during a war to hide the invention of the radar), carrots do have a positive impact on those suffering from vitamin A deficiency. With the wastelands being just that, wasted and void of almost all plantlife, all survivors are lacking this vitamin and the super stemcells imbued with the carrot juice provide it in shovel load. This leads to a temporary drastic increase in vision which appears like night vision to the drinker.  
  
**“Phantom Philter” (Potion of Invisibility)**  
This brew is the result of “Project Ghost” by O.I. which had the aim of creating equipment and training routines for camouflaged, psionic super-soldiers. While O.I. was unable to find any soldiers endued with paranormal powers, the equipment developed by the program caused a massive leap in military technology. Among those inventions was the “Liquid Light Diffuser”, a spray that would divert incomming light waves between 380 to 750 nm around a coated body, causing complete invisibility.  
It’s hardly suprising that the number of keys lost by the research and production personnel skyrocketed.  
The light diversion effect is the result of a complex reaction between vitamin A and various substances that can also be found, among other places, in reprocessed Hall Monitor brains.  
The only way to detect an object or person covered by the “Phantom Philter” (as it was called in military slang) is by stumbling over it, hearing it (e.g. due to heavy armor) or by using detection devices utilizing sensors that don’t rely on the visible spectrum.  
  
**Corrosive Poison (Potion of Poison)**  
This vile, green brew is crafted from the unreprocessed nutrient solution of a Hall Monitor brain. The Moonshroom stem cells absorb large quantities of this solution and metabolize it, turning into short lived unicellular organisms in the process.  
These organisms need to be handled with extreme caution since their acidic, corrosive excretions are not only dangerous when ingested, but also etch through skin, flesh, solid metal and circuitry if given enough time.  
  
**“Almond Marzipan” (Potion of Weakness)**  
This compound differs greatly from most others since it doesn’t rely solely on the Moonshroom Distillate; Bulb or Malign Fractions can be used as base potions, too. The real effect stems from a Reprocessed Hall Monitor Brain.  
The brewing and dehydration process enriches the paste with various cyanides and similar salts that inhibit the respiratory chain, mostly by bonding to the haemoglobyn (red blood cells) preventing the transportation of oxygen.  
The finished gray-ish, sticky dough distinclty smells of almond which led to its name. Unless highly concentrated the effects aren’t deadly though, but the breathlessness makes any strong or coordinated movement impossible.  
Suitable as peace offering for groups of roving bandits or as birthday present for your mother-in-law.  
  
**Jalapeño Sauce (Potion of Harming)**  
The name of this potion is absolutley misleading. DO NOT EAT IT! Seriously, it’s not a food product even if some ill-natured people want to make you believe it.  
Actually there are two viable ways to create a Jalapeño Sauce and both of them involve a Reprocessed Hall Monitor Brain as key ingredient. Do you now believe that it’s not healthy?  
Both Corrosive Poison and, suprisingly, Mélange de Melon can be used as base potion, the latter because it contains metal particles and unused stem cells.  
The finished dark red Sauce has a stinging odor that makes the eyes water to a point where vision becomes impossible. Needless to say that ingestion or application to any sensory organ (especially eyes and nose) results in extreme pain and permanent damage.  
But not only living beings, even robots can be damaged if the substance comes in contact with any important circuitry or delicate sensor arrays.  
  
  
**Fermented Swill (Potion of slowness)**  
This “potion” was probably discovered when a “master brewer” slept in and forgot something on the heating stove.  
The creation of Swill is easy, all you nead is a somewhat liveable environment, a Reprocessed Hall Monitor Brain in decaying process and something for the fermenting bacteria to feed on, preferably a Spee-Cola® (sugar) or some Burn Ointment (protoplasm).  
Heat on small flame over night and voilà: Fermented Swill in all its blue-gray sticky glory.  
The huge amount of lactic acid produced in the fermentation process has bonded to the few surviving stem cells, who will cause a spontanous muscle soreness when ingested, preventing you from running, jumping and doing push-ups.  
Should be offered to an expendable friend when running from a crowd of Huggatrons.  
  
  
**Splash potions:**  
  
By adding the small detonator (found within the supply of explosives inside the suicidal Huggatron) to the bottleneck, and some minor changes to the concoction itself, every potion can be turned into a throwable splash potion.  
The overall duration of splash potions is shorter since it takes some time to absorb the potion through the skin; otherwise it they have their usual effects.  
  
There are some exceptions though:  
  
1) Hall Monitors aren’t affected by Corrosive poison. Designed as reliable security guard in every terrain, even in hazardous HIVE service areas, their hull features a ceramic coating and the corrosive poison just rolls off it.  
  
2) Bandits aren’t affected by Corrosive poison and Restoration Paste. Their shrouds and googles prevents those potions to take hold before the fight is over and they are either dead, or they have the chances to get rid off the contamination.  
Similar, your Jalapeño Sauce isn’t concentrated enough to completely pierce through their protection. The few droplets that make it through will cause an adrenaline rush instead, which actually helps them!  
The Mélange de Melon however has a beneficial inverted effect. Hit Bandits will claw at themselves, instinctivly trying to collect the glittering gold particles leaving themselves open for attack.  
  
3) The Lost have become too inhuman to be detered by the pain of Corrosive Poison, and are too sick for there open wounds to be healed by Restoration Paste (the stem cells combat diseases and infections within the body).  
Their nervous system is too numb to feel pain from Jalapeño Sauce, just like the Bandits they benefit from an induced adrenaline rush instead.  
However their degenerated nervous system makes them very susceptible to the alcohol of the Mélange de Melon. While ethanol normally makes only for a mild neurotoxin, it shuts down important parts of the Lost’s autonomic nervous system, causing damage and pain, as well disorientation and ocasionally death.  
  
4) Mutated Scientist. Same as the Lost. Their space suit have holes for the potions to enter. There is a faint atmosphere on the moon now and they can bare it. Yup.  
  
[Please don’t ask how Spee-Cola® thrown at a SecurAll can speed it up. It has to do with quantum mechanics and you wouldn’t understand that. Just don’t throw any beneficial potions at mobs and you’ll be safe from any illogicality