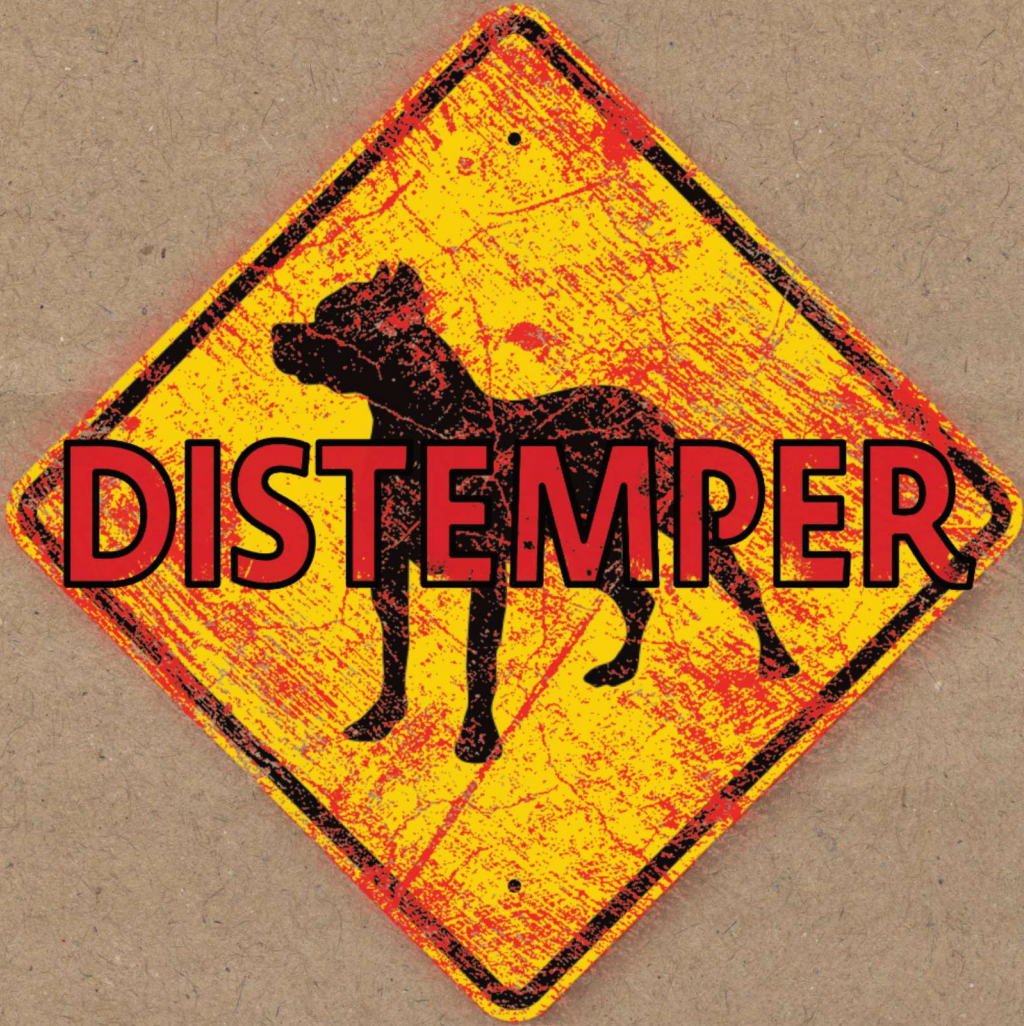


DISTEMPER



THE DISTRICT ZERO SOURCEBOOK

XEROSUMSTUDIO

XEROSUMGAMES

THE DISTRICT ZERO SOURCEBOOK

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CREDITS v0.9.02

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XEROSUM STUDIO

XEROSUM GAMES

HOW TO USE THIS GUIDE

The **District Zero sourcebook** is a setting for the **Distemper TTRPG** that provides a location with fleshed-out community to minimize setup and make starting a game quick and easy.

Set three years after the apex of the dog flu and built on the bones of the city of Broken Arrow, Oklahoma, **District Zero** (also called **the Mile**) is a ready-made location with hundreds of residents to be met, points of interest to visit, and stories waiting to be told.

Assuming they can convince the guards to let them in, characters can find and barter for items they might need, unload things they no longer want, find work at the tavern, or perhaps even pay for the privilege of a good night's sleep in the Rose Rooms.

Characters might be regular visitors to the town, live on the outskirts of the area, attempting to become residents, or they might even already be living there, but whatever their reason or purpose for being there, **the Mile** has no shortage of story-hooks.

Whether District Zero is used as the backbone of a campaign, a location for visiting, or becomes a sandbox where a group can run single session games when a full group is unable to play, this sourcebook provides the details and resources necessary to bring those stories to life.

A copy of the core rules or quickstart are required to play, both of which can be downloaded from DriveThruRPG, Itch.io, or DistemperVerse.com.

NPC SNAPSHOTS

Non-Player Characters (or, NPCs) are other survivors who are voiced by the GM and, whether friendly, hostile, or indifferent, populate and shape the Distemper game world around the players.

For ease of reference, each NPC in this sourcebook has a snapshot which captures everything a GM needs to bring them to life. This includes their name and image, RAPID Range attributes (in the format 00000), secondary stats, relevant skills, and any weaponry or equipment they may have.

Other information that it might be useful for the GM to have about the NPC will also be included in one of these call-outs.

Mitch Kosinski 12110



WP 11 RP 7 DMM 1 DMR 0 INIT 2 PER 3 ENC 7 PT 3
Inspiration 2, Athletics 1, Demolitions* 1, Mechanic *1,
Ranged Combat 1, Survival 1, Tactics* 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

CLARIFICATIONS & EXPLANATIONS

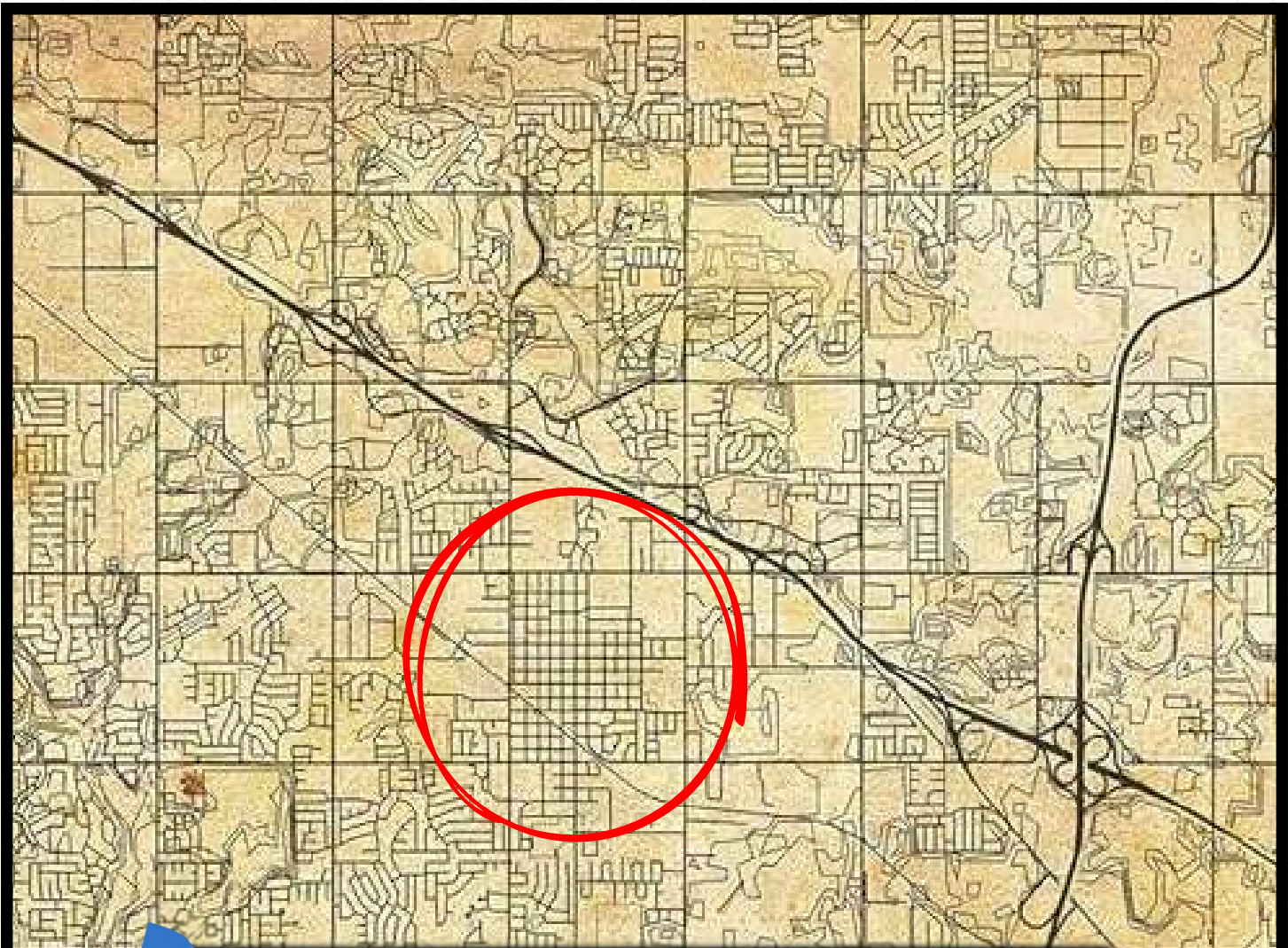
Boxes like this provide context, flavor, or explanations related to the rules, the setting, the larger game-world, or even something in the real world.

These explanations are called out in an easy to find manner so that they can quickly be referred back to.

THE DISTEMPERVERSE

More than just this a Tabletop Roleplaying Game, the **DISTEMPERVERSE** is a post-apocalyptic setting that unfolds through the combination of stories told in the **Distemper** comic books and the **Distemper TTRPG** at a table.

More comic book short stories that help set the background and tone for the game are available for download from **WWW.DISTEMPERVERSE.COM**



A BRIEF HISTORY OF BROKEN ARROW

Broken Arrow, located fifteen miles east of Tulsa, was settled by the Muscogee (Creek) Indians in 1836. It developed as a cattle region post-Civil War and formally became a town with the arrival of the Missouri, Kansas, and Texas Railway in 1903.

Named for the nearby Broken Arrow Creek, the town grew as an agricultural hub, and post-World War II industrial growth boosted the population from 3,262 in 1950 to over 117,000 by 2022. This picturesque town prided itself on multiple educational facilities, parks, libraries, and annual community events, all of which helped maintain its vibrant civic spirit.

THE ROSE DISTRICT

Community is what made the Rose District thrive before the pandemic and it is what ensured the city's survival while the world around it collapsed.

Broken Arrow's century-old historical downtown core, the Rose District, had undergone systematic renovation in the decade or so prior to the pandemic, rejuvenating the area and winning multiple awards for design and execution.

Surrounded by neighborhoods that housed several thousand residents, the close-knit interaction between locals and business owners fostered a keen sense of identity and community, making the area a popular spot for locals and drawing visitors from the rest of Broken Arrow, Tulsa, and beyond.

DISTRICT ZERO

LINCOLN SAWYER

Lincoln "Linc" Sawyer was a lifelong resident of Broken Arrow who had spent 30 years as a cop before retiring and buying the Main Street Tavern. Always happiest when busy, Linc had become the President of the Broken Arrow Chamber of Commerce a year or so before the pandemic hit. With his extensive local knowledge and his deep relationships within the community, he helped breathe new life into the local business community, swiftly unifying residents, business owners, and community leaders around his vision for a prosperous town which they collectively set about bringing to fruition.

Lincoln Sawyer 23030



WP 10 RP 6 DMM 0 DMR 0 INIT 3 PER 5 ENC 6 PT 4
Inspiration 2, Manipulation 2, Psychology* 2,
Tactics* 2, Intimidation 1, Ranged Combat 1,
Unarmed Combat 1, Survival 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

When the pandemic hit, Linc was one of the first people to become infected and one of the small percentage of people to survive a bout of the Dog Flu. He emerged with a renewed and relentless vigor for life and a resolute determination to ensure the survival of not only himself, but the community he had been part of for most of his life.

Understanding the necessity of collaboration, Lincoln rallied the remaining residents around a cooperative survival strategy in the face of annihilation. He organized survivors into groups tasked with essentials chores, such as seeking out sources of fresh water, hunting, foraging, and gathering food, scavenging for medical supplies, weapons, ammunition, and any fuel that hadn't gone stale, disposed of disease-ridden bodies, tended to the sick, performed repairs and maintenance on buildings, maintained security against potentially hostile outsiders, or any one of a myriad number of tasks that contributed to the town's survival.

Lincoln is a heavysset 59-year-old Black man with a goatee and short hair. Lincoln is active and fit for his age, with a loud, level, commanding voice and nerves of steel, but he was left with permanent lung scarring after the dog flu and can quickly become short of breath.

HOW PLAYERS MIGHT MEET LINC:

Players could meet Linc anywhere, as he rarely sleeps and is always on the move. He might be found at the Main Street Tavern, where he often checks in with the locals, at City Hall, where he has an office and spends much of his day, during one of his rounds as he patrols the area and oversees the various community projects and initiatives, or he might even be at one of the gates, where he often talks to visitors and those applying for residence.

WHAT MOTIVATES LINC:

Linc is driven by his unwavering determination to ensure the survival and prosperity of the Mile. His experience with the dog flu has given him a relentless focus on building a cooperative and resilient community.

THE DOG FLU

While many communities experienced division and strife during the dog flu, the residents of the Rose District found themselves uniting in the face of this deadly adversity. No matter how bad things got, they supported one another by caring for the living, disposing of the dead, and continuing to uphold the neighborly traditions that had long defined them.

As the threat from the pandemic started to subside, just over 200 people remained in the Rose District and, for the second time in a decade, the community embarked on rebuilding and revitalizing their home.

Rebuilding brought some new challenges, and to help provide definition and secure the location, Lincoln redrew the Rose District borders, reducing the area to a manageable square mile around which they built fences topped with razor wire.

District Zero (often just called **the Mile**, by residents) stretches from West Kenosha and North Elm Place in the northwest, to 81st Street South and S 177th E Ave in the southwest.

Designating the surrounding square miles as Districts One through Eight, Lincoln has outlined what he believes is at least a 10-year plan to utilize and populate additional districts. He plans on leveraging the pre-existing zoning and street layout as they expand the town, one square mile at a time.

The mile directly to the east, designated as **District One** on Lincoln's maps, has been converted into farmland, a project that took much longer than anticipated. After more than a year of work, this area (simply called **the Farm** by most people) is finally starting to provide.

Now, three years on from the start of the pandemic and what was the Rose District is now **District Zero** or **the Mile**, to the residents - houses a little more than 900 people that make up the heart of a community that continues to rebuild and expand.

Linc's clear and positive vision, his no-nonsense leadership, and his relentless focus on community have earned him the affectionate nickname of Mayor. The residents are proud of what they have built, with many believing they owe their very lives to Lincoln. To them, District Zero feels as safe as anywhere can feel.

New citizens are integrated into the community only after a vetting and probationary period during which they must contribute to the well-being of the Mile and essentially earn their place. During this period, which is rarely less than a month, they live outside the city limits. Most commonly they are in one of the areas Lincoln has designated as **District Three**, directly to the south of District Zero.

Despite this rigorous vetting process where more are turned away than accepted, the population has still almost quadrupled in the last two years.

There are currently 917 residents in District Zero.

422 are men, 367 are women, 73 are children under 14, and 55 are old or too infirm to work.

ENTERING & EXITING

There are four gates through which residents can use to enter and exit the city between sunup and sundown, all of which are guarded by deputies and overseen by a sharpshooter in a close-by watch tower.

Non-residents can only enter through the West gate and upon approaching a deputy will ask them the reason for their visit and have them consent to a search for weapons. If the visitor doesn't consent, or if they are hiding weapons, they are turned away.

Deputies may agree to hold someone's weapons but will just as often keep the weapon for themselves, assuming it's in good working order.

Once the deputies have gotten through these formalities, they take a photograph with a Polaroid camera and log that along with the name of the visitors in a master visitors log.

The rules of curfew are posted clearly on both the inside and outside of the gates for all to see. Guards will make visitors read the rules aloud before entering, so that no one can say they did not know the rules.

Those looking to come in for a specific purpose are issued day passes and expected to report back to the same gate as they exit the town. Those who want to stay longer are issued an overnight pass and must return to the gate they entered each day to renew it. Failure to show a valid pass to a deputy involves being taken into custody and exiled from the city.

Residents are free to come and go as they want, but still need to abide by the curfew rules.

HOUSING

For the most part, housing inside of District Zero is controlled by Wesley Spencer, the city administrator, with final oversight from Lincoln.

Any residents from before the pandemic retain control over their houses, but otherwise housing rosters and plans are designated by Wesley. Houses are communal and no one has a say in where they are assigned, although priority is given to families (rare as they are).

Various areas of the Mile are at a premium, particularly anything close to Main Street, and housing is often used as a reward for those considered to be contributing more than their fair share. There are occasional disagreements between housemates or neighbors, but those situations are quickly reined in by the deputies.

There are many others living in the vicinity of District Zero who either refuse or are unwelcome to join the larger community. Some of them can eke out a living in the wake of Lincoln's people, either

by selling or trading with them, or offering services. There are others who are more antagonistic and aggressive in their approach, preying on people coming or going while attempting to avoid the deputies. There have been several attempts by hostile groups to make demands or join Lincoln's people, but the training and determination of the deputies have always made short work of threats. With such a relatively small population, protecting and securing their territory – let alone expanding - has presented a logistical challenge that Lincoln and Mitch continue to address.

POWER & FUEL

A tornado knocked out what was left of the grid towards the end of the pandemic, plunging the area into darkness. There is a candle factory in town that makes sure a ready supply is available, although most residents rely on lamps.

A biofuel refinery has been constructed that produces fuel for the lamps, and each resident gets a small ration each week.

Additionally, multiple vehicles have been converted to run on ethanol supplied by the refinery and while access to fueled vehicles is tightly controlled, it is possible to use these vehicles for activities such as scavenging runs to other areas.

FOOD & WATER

Although often nothing more than rice and beans, one meal a day is provided for each resident to ensure no one starves. Under the oversight of Nana Welch, the sizable kitchen of one of the restaurants on Main Street has been converted into something more akin to a soup kitchen and each day they churn out massive quantities of filling, nutritious, and often very unappealing of food for the masses.

Many residents supplement this meal with items like fruit, vegetables, fish, and small game that they have either grown or caught themselves, or traded with someone else.

There is no running water in the city and each residence is fitted with rainwater collectors and filtration systems. There are multiple communal water storage areas around the town, and locals and visitors alike can freely access the communal water tower by the Market. There are also multiple water wells that the town leverages.

GARDENING

Each resident is offered the supplies, assistance, and guidance to turn their gardens into growing areas.

What they grow is up to each resident, but they are expected to contribute roughly one quarter of anything they produce to the city. Wesley has pushed several times for an audit process to ensure the city is getting a fair cut, but Lincoln shuts him down each time it is brought up.

SANITATION & REFUSE

Residents are provided with the supplies to make composting kits and everyone is expected to contribute to this effort.

As items are no longer being mass produced, there is less in the way of true trash, but residents are expected to take anything they cannot burn (to stay warm) to the recycling center on the east side of the Mile, where it is periodically taken to a landfill.

CURRENCY

There is no fixed currency or value system and most deals are struck through barter and haggling, but if the city requires payment (such as when renting one of the **Rose Rooms**), it takes it in the form of bullets or batteries. No matter the size, caliber or power, if they are new and unused, each bullet and each battery count as one credit towards payment.

Vendors trading bullets and batteries can be found in the Market.

THE CITY COUNCIL

Once a month, Lincoln holds a public meeting that is open to anyone in the city. Here, residents and visitors are allowed to float ideas or suggestions to the leaders, to bring complaints or grudges that need discussion or adjudication, and to provide a forum for any other city business.

This meeting is held in the Chamber of Commerce building, which has a hall that can hold up to 150 people. These meetings are officiated by Wesley Spencer, usually last an hour or two, and rarely have more than 50 people attending in total. There is usually at least one deputy present.

The city council is made up of Lincoln Sawyer, Mitch Kosinski, Marcy Cunningham, Wesley Spencer, and Tom Orchard. These are the people that Lincoln relies on most heavily, and it is not an elected position.

Anyone is welcome to speak at these meetings. If there are any city issues that need to be decided upon, there is a simple majority vote from the council.

SCAVENGER CREWS

Despite their attempts to be as self-sufficient as possible, nothing new is being manufactured and the residents of the Mile still need to venture out to look for supplies and equipment.

There are regular scavenger trips where a truck carrying a half dozen or so residents explore various areas, searching for anything useful. Some of these trips are fruitless, other times they will stumble on unexpected caches of useful items. Although their primary concern is finding things for the district, they tend to be respectful of other survivors and attempt to avoid conflict wherever possible.

Residents can put in requests for things they might

want or need, and the crews will keep an eye out for them.

The most valuable items are always weapons, bullets, batteries, canned goods, luxury items like soap or shampoo or chocolate, tools, books, anything that can no longer easily be made.

These trips can be dangerous, as they never know who (or what) they will stumble upon. A crew rarely leaves without at least a few deputies as guards, and they are always back before sundown.

WORK CREWS

There is always work needing to be done in the Mile. Lincoln believes people fare better when they are busy and so there are mandatory work rosters to ensure both the collective chores are done, and that people also have something to occupy their time.

Although a citizen can be excused due to sickness or disability, everyone must demonstrably contribute to the well-being of the community, and work groups are the easiest way.

Some people have skills that mean they will almost always be part of a certain work group – cooks under Nana and teachers under Jeremy, for example – but most people find themselves cycling through various groups to both prevent monotony and ensure a good spread of skills, knowledge, and expertise.

There are an endless number of tasks that need to be performed to maintain the community, but they largely fall into either **gathering** or **maintaining**.

Gatherers forage for fruit, vegetables, and other edibles in the wild, they look for animals such as pigs or sheep to add to the farm, they hunt deer and set traps for rabbits to ensure there is meat, they scavenge for supplies, or work on the farm.

Maintainers usually have more specialized skills that are put to use with food preparation, cooking, as well as repairing and performing maintenance on buildings and equipment in the area. Maintainers are responsible for conversions done to buildings in the area, and are usually involved in bigger projects, such as when the refinery was brought online, or the farmlands were cleared.

People with useful or idiosyncratic talents, such as nurses, mechanics or even hairstylists, can find themselves in high demand, and Wesley ensures he uncovers and documents what people are good at during the interview process.

BECOMING A RESIDENT

Becoming a resident of District Zero is not an easy undertaking.

The journey starts with a discussion with Wesley at the Chamber of Commerce about why they want to join and what they can contribute. Wesley, much to his delight, has them fill in a form so he can discuss with Mitch and Lincoln.

District Zero is a meritocracy, which is reflected in the vetting process to join. Prospective residents are encouraged to live close-by and participate in the community to demonstrate their value, most commonly by volunteering to take part in work groups or scavenging runs. The clearer and more obvious an applicant's contribution to the community is, the smoother the vetting process goes.

After an unspecified period, Wesley will arrange for an interview with himself, the rest of the City Council, and the prospective citizen. Residency requires a unanimous vote, and then the applicants are admitted for a probationary period of a month.

After this probationary period, they are considered full residents.

DISTRICT DEPUTIES

As the population started to increase - and as more interactions with other locals and passersby started to take place - the number of conflicts and disagreements grew. This inevitably led to resentment and occasional violence and, anticipating that security would soon replace the dog flu as most people's primary concern, Lincoln formed a militia from the survivors to maintain order.

It soon became apparent that he would need more than a militia to call on when specific problems arose, and Lincoln knew peace and order would require full time help. Starting with his old friend, Mitchell Kosinski, Lincoln started to deputize certain trusted individuals.

Within a short while there were enough deputies that Linc designated Mitch as the sheriff, aligning the deputies underneath his command. A former marine and firefighter, Mitch is a solid leader and tactician who has built a training program for all the deputies. He has known Linc for most of his life and the two men trust each others judgment implicitly.

The core mission of these "district deputies" is to protect the Mile and ensure the safety of residents. They maintain watches and patrols, restrict the flow of people in and out while inspecting and searching newcomers, and enforcing both the city laws and curfew rules.

The deputies have erected fencing topped with razor wire around District Zero that is constantly patrolled, and the fence is regularly inspected for tampering.

There are four heavy gates around the perimeter that can be barricaded to ensure the flow of traffic is regulated. There is an additional heavy gate that was previously the East exit, but now separates District Zero from District One. While this is also locked at sundown, it isn't barricaded.

Each gate always has at least one guard, if not two, and is overseen by a sharpshooter in an adjacent watchtower. The gates are closed and barricaded at sundown and opened again at dawn.

The deputies maintain a policy of "won't be none if you don't start none," and they promote peace and respect for both the city laws and its boundaries. Except for the deputies, weapons are prohibited inside of the city limits, and all visitors must consent to searches.

While there are many pockets of survivors in the area, none have worked together to the degree that the residents in the Mile have. As word has spread about the growth and revitalization taking place in the Mile, it has drawn more attention - much of it unwanted.

Several groups over the years have attempted to

MITCH KOSINSKI

Mitch is in his early 50's with graying hair that he keeps short. Like many of his deputies, Mitch usually dresses in remnants of a police uniform, including bulletproof vest and other tactical gear. He acknowledges that it's less out of need, and something he does because it sends the right image and impression to those around him.

A former Marine and firefighter, Mitch is a portrait of discipline with a booming voice that commands his men with implicit authority. He is widely regarded and respected within the community, particularly by his deputies.

HOW PLAYERS MIGHT MEET MITCH:

Players might encounter Mitch at the City Hall, where he coordinates the deputies and is often the active shift leader. They could also meet him during one of his patrols around the district, where is always accompanied by at least one Deputy who he is mentoring. If the players run afoul of the deputies, they will potentially be hauled in front of Mitch - assuming they aren't just escorted out immediately.

WHAT MOTIVATES MITCH:

Mitch is motivated by his strong sense of duty and his commitment to maintaining order and security within District Zero. His trust in Lincoln and his military background drive him to efficiently lead and train the deputies.

Mitch Kosinski 12110



WP 11 RP 7 DMM 1 DMR 0 INIT 2 PER 3 ENC 7 PT 3
Inspiration 2, Athletics 1, Demolitions* 1, Mechanic *1,
Ranged Combat 1, Survival 1, Tactics* 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

strong-arm their way past the gates, gain entrance by cutting their way through the fence, harass travelers coming or going, or by making grandiose threats of war. All these attempts were met by the deputies who, under Lincoln and Mitchell's leadership, have made short work of any threats.

Although the deputies consider Lincoln to be the ultimate voice of authority, they gladly take their daily orders from Mitch Kosinski. With the two men's combined experience, they are providing mentorship and ongoing training in both the art of war and the art of peacekeeping.

Additionally, the deputies also respond to fires under Mitch's direction, and a fire truck has been converted to run on biofuel and is stocked with water but is rarely needed.

Including Mitch, there are currently 87 deputies. Each deputy carries a pistol, although they can be found carrying any type of weaponry. When on duty, each deputy also carries a walkie-talkie to communicate with the shift leader.

CITY LAWS

The city rules are posted in many places around the Mile. None of them are negotiable.

Although they have been trained by Mitch and Lincoln to deescalate any hostile situation, all deputies are armed and will kill any threat to the community without hesitation.

1. **ALL OF US ABOVE ANY OF US**
2. **A DEPUTY'S WORD IS LAW**
3. **NO STEALING**
4. **NO KILLING**
5. **DON'T SCREW WITH YOUR NEIGHBOR**
6. **YOU MESS UP, YOU FIX IT**
7. **OBEY CURFEW RULES**
8. **BREAK CITY LAWS, EXILED FOR LIFE**

CURFEW RULES

The curfew laws are on signs inside and outside the gates, and anyone coming in is made to read and acknowledge them before entering.

1. **ALL VISITORS MUST BE SEARCHED**
2. **WEAPONS ARE PROHIBITED**
3. **IF YOU CHECK IN, YOU MUST CHECK OUT AGAIN**
4. **DAY VISITORS MUST CHECK OUT BEFORE SUNSET**
5. **OVERNIGHT VISITORS MUST CHECK IN AT SUNUP**
6. **FAILURE TO CHECK OUT EARNS A TWO-WEEK BAN**
7. **ENTERING WITHOUT A PERMIT, EXILE FOR LIFE**
8. **BREAK THE RULES, EXILE FOR LIFE**

EXILE

Residents breaking city or curfew rules must deal with Mitch or Lincoln, who will decide if there is a punishment.

For non-residents, any infraction of the rules, creating a disturbance, or arguing with deputies can end up with them being exiled.

Exile can be as short as two weeks for failing to check out, but for more serious offenses, exile is permanent.

When someone is exiled, the photo taken of them when they entered the town is taped to a wall in the guardhouse by the west gate. There are currently 28 photos on the exile wall.

DISTRICT DEPUTY

At 44, Mitch is in great shape, something he works hard to maintain. He has short blond hair that is turning gray and piercing green eyes.

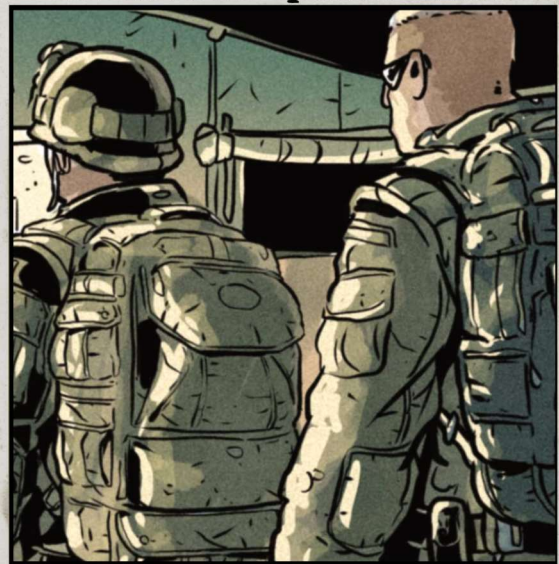
HOW PLAYERS MIGHT MEET A DEPUTY:

Players might encounter Mitch at the City Hall, where he coordinates the deputies, or during one of his patrols around the district.

WHAT MOTIVATES A DEPUTY:

Mitch is motivated by his strong sense of duty and his commitment to maintaining order and security within District Zero. His trust in Lincoln and his military background drive him to lead and train the deputies effectively.

District Deputies 01101



WP 12 RP 7 DMM 1 DMR 1 INIT 2 PER 1 ENC 7 PT 3
Athletics 1, Intimidation 1, Melee Combat 1,
Ranged Combat 1, Stealth 1, Survival 1, Tactics* 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

PEOPLE & PLACES OF INTEREST

MAIN STREET

Although some of the buildings along Main Street have been repurposed into homes or storage, there are a few still standing empty. These are being held in reserve by Wesley to make sure there is room, if needed.

Although initially residents were all put into houses close to Main Street for convenience and security, as the fences, water towers and gates went up, Lincoln offered locals the choice of staying put or spreading out. While many people stayed close by to Main Street, enjoying the feeling of activity, life, and community, others opted to move out further.

There is a remembrance wall on Main Street where people can put pictures, poems, and other items to remind them of those they have lost.

ENTRANCES & EXITS

There is a chain-link fence with razor wire on top that runs around the entirety of the district. A project to create an inner fence to make gaining entrance even harder was abandoned due to a perceived lack of need. This accounts for less than a quarter of the total fence.

There are four entrances, all of which have heavy gates that swing open. During the day, the gates are kept closed but unlocked. At night, they are locked and barricaded with a car that is rolled into place. Each gate has a minimum of two guards during the day and one at night, as well as the expert shooter in the tower.

Anyone approaching must agree to being searched and their names are included in a log. They are given either a day permit or an overnight permit, which allows them to stay after the sundown curfew.

There is a watch tower close to each of the four gates, with a trained sharpshooter armed with a

rifle. There are an additional six towers, one in each corner of the district. All of the watchtowers have battery powered radios and are in constant communication with each other, as well as the shift leader in the City Hall. They also have a siren and a powerful flashlight that can illuminate a significant area if required.

Part of ensuring the success of the Farm in District One was by extending the fence all the way around the area. This extended the boundary and turned what had been the East gate into a gate been the Mile and the Farm.

The new East gate is on the far edge of the Farm and as it is significantly further from the Mile than the other gates, there are always at least two guards, in addition to one in the watchtower.

01 | CITY HALL

Although small, the **City Hall** remains the center of all official town business, and both Lincoln and Mitch keep an office here.

The deputies also use this as their headquarters. The shift leaders brief and organize their men here and then stay in touch and coordinate via radio during the various shifts. The deputies have created a secure holding area in the basement which can hold up to 12 people, although it has rarely been used except as a drunk tank.

This building has also served as a courthouse, on the few occasions when needed.

02 | THE FARMER'S MARKET

Overseen by Tom Orchard, the **Farmer's Market** (often just called **the Market**) serves as a central meeting point for trade.

In addition to the locals who are trading their own produce or crafts, the market hosts many outsiders each day, all of which have been vetted by the deputies and searched for weapons. Some set up a stall to trade their scavenged items, foods they have grown, or animals they have hunted, others offer services to residents, while some come just to barter or haggle for what they need and then leave again. There can be more than 30 vendors and stalls in the market on busy days.

The deputies always have a visible presence at the market to prevent any arguments or trade disagreements from escalating, and to help Tom adjudicate any contentious negotiations.

There is no tax for buying at these markets, but Tom makes sure that the district receives some kind of payment from all sellers. Although he says he prefers bullets and batteries, he will take anything that he believes will benefit the district, including favors.

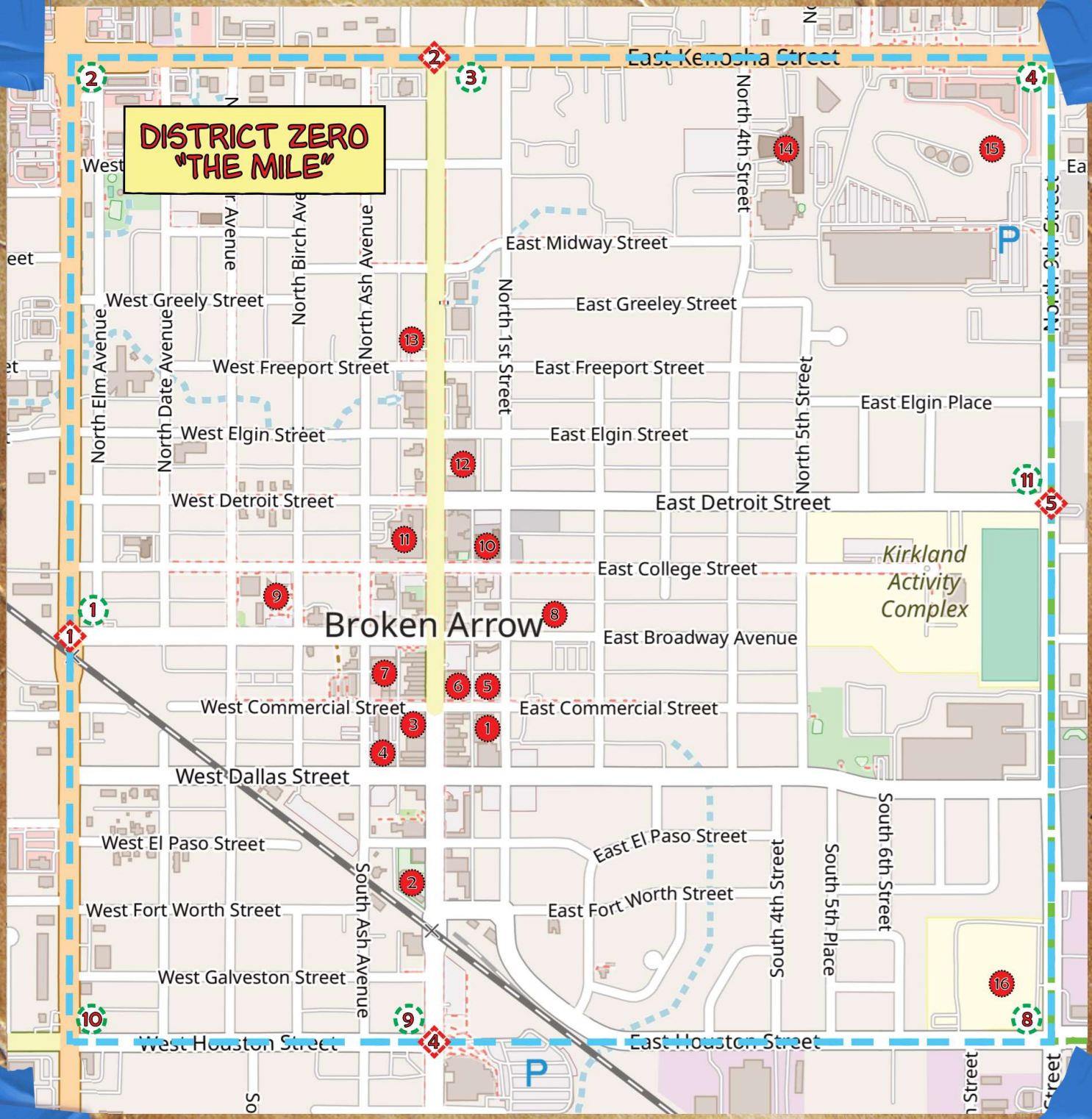
NORTH GATE IS ON THE CORNER OF W KENOSHA AND N MAIN ST.

THE WEST GATE IS WHERE THE TRAIN TRACKS INTERSECT AT W BROADWAY AND S ELM PLACE.

THE OLD EAST GATE IS AT THE CORNER OF EAST DETROIT AND NORTH 9TH STREET.

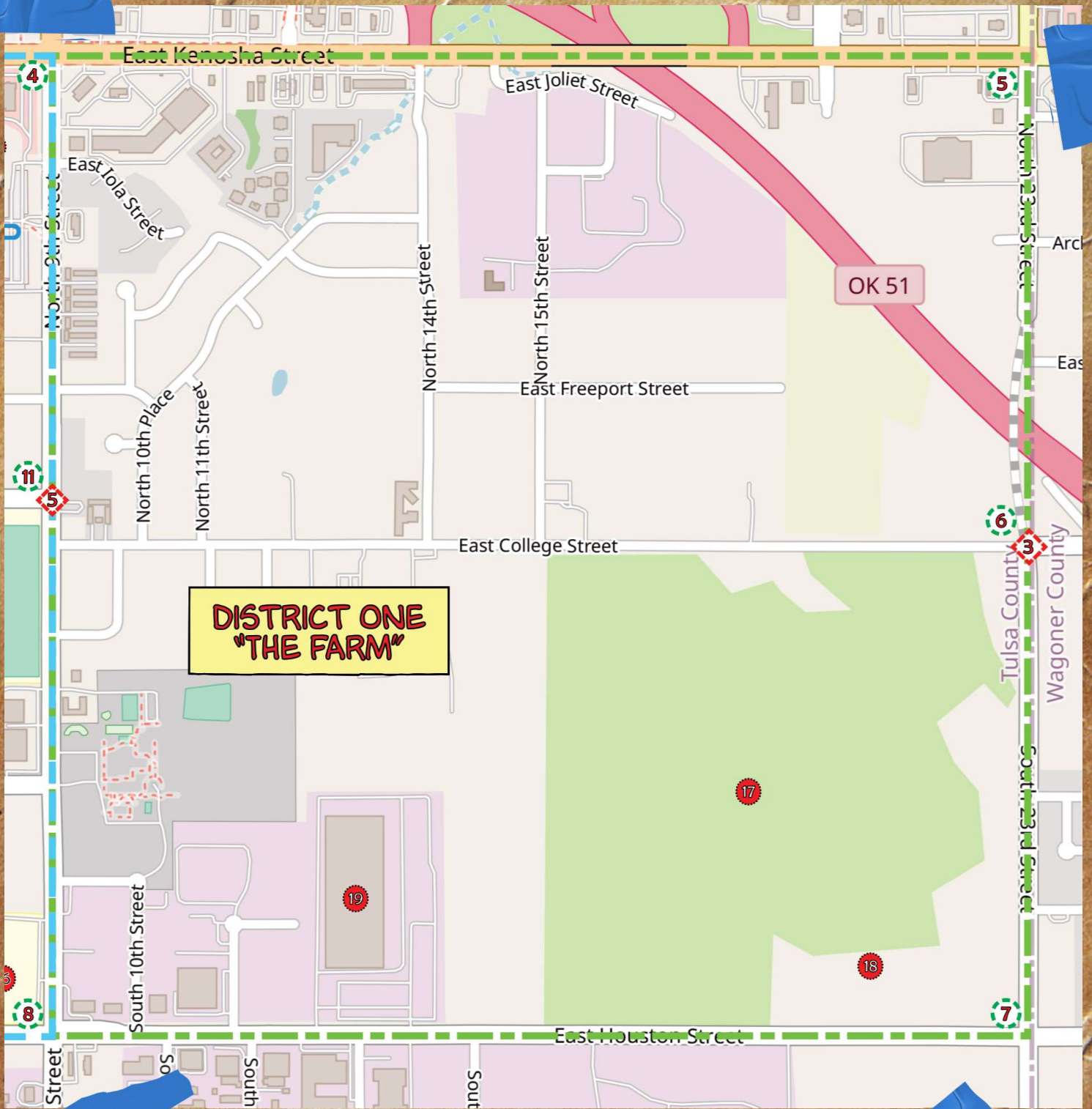
THE NEW EAST GATE IS ON THE FAR EDGE OF THE FARM, AT THE CORNER OF E COLLEGE AND COUNTY LINE ROAD.

THE SOUTH GATE IS BY THE PERFORMING ARTS CENTER AT THE CORNER OF HOUSTON AND S MAIN ST



DISTRICT ZERO ("THE MILE") & DISTRICT ONE ("THE FARM")

- | | | | | | |
|--|--------------------|--|------------------------------|--|----------------------|
| | ENTRANCE/EXIT GATE | | THE VAULT | | NATE'S AUTO SHOP |
| | WATCHTOWER | | THE KITCHEN | | CHURCH OF CHRIST |
| | CITY HALL | | THE COLLEGE | | THE REFINERY |
| | FARMER'S MARKET | | THE WORKSHOP | | BROKEN ARROW ACADEMY |
| | MAIN STREET TAVERN | | FIRST CHURCH OF THE DISTRICT | | THE FARM |
| | THE BIKE CLINIC | | CHAMBER OF COMMERCE | | DAVID'S FARMHOUSE |
| | DOC Z'S CLINIC | | THE ROSE ROOMS | | THE GREENHOUSE |



CITY LAWS

1. ALL OF US ABOVE ANY OF US
2. A DEPUTY'S WORD IS LAW
3. NO STEALING
4. NO KILLING
5. DON'T SCREW WITH YOUR NEIGHBOR
6. YOU MESS UP, YOU FIX IT
7. OBEY CURFEW RULES
8. BREAK THE LAWS, EXILE FOR LIFE

CURFEW RULES

1. ALL VISITORS MUST BE SEARCHED
2. WEAPONS ARE PROHIBITED
3. IF YOU CHECK IN, YOU MUST CHECK OUT AGAIN
4. DAY VISITORS MUST CHECK OUT BEFORE SUNSET
5. OVERNIGHT VISITORS MUST CHECK IN AT SUNUP
6. FAILURE TO CHECK OUT EARNS A TWO-WEEK BAN
7. ENTERING WITHOUT A PERMIT, EXILE FOR LIFE
8. BREAK THE RULES, EXILE FOR LIFE

TOM ORCHARD

Tom is in his early 30s with short brown hair. He has an honest face, is good humored, and laughs easily. He often wears overalls and boots and spends most of his time in the Market, although he has an office in the Chamber of Commerce. Tom loves to play cards and can often be found in the evenings in the Main Street Tavern.

HOW PLAYERS MIGHT MEET TOM:

Players might meet Tom at the Farmer's Market, where he oversees the trading activities and helps resolve any disputes among vendors. They might also meet him in the Main Street Tavern in the evenings. No matter where they meet him, Tom is always looking for both supplies and information.

WHAT MOTIVATES TOM:

Tom is motivated by his desire to ensure the efficient operation of the Market and to support the community through fair trade and resource distribution. He values the barter system and works to keep the market running smoothly. Although he deeply dislikes conflict and confrontation, Tom is a great negotiator and a good judge of character.

Tom Orchard 22010



WP 10 RP 6 DMM 0 DMR 0 INIT 2 PER 4 ENC 6 PT 3
 Barter 2, Animal Handling 1, Farming 1, General Knowledge 1, Manipulation 1, Psychology* 1, Scavenging 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

JEMIMAH SAWYER

Jemimah is a striking Black lady in her mid-30s. She laughs a lot, but no one should ever mistake her niceness and good humor for weakness.

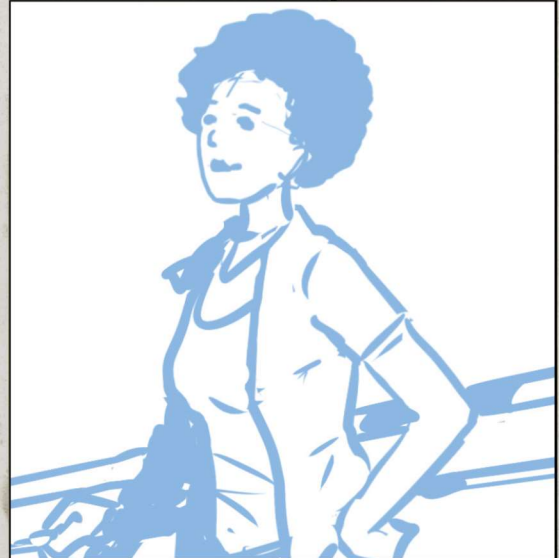
HOW PLAYERS MIGHT MEET JEMIMAH:

Players might meet Jemimah at the Main Street Tavern, where she serves drinks and barbers with the locals for various supplies.

WHAT MOTIVATES JEMIMAH:

Jemimah is driven by her sense of responsibility towards the community and her desire to maintain a central social hub where residents can relax and unwind. More than most, she believes everyone owes their life to Lincoln and will defend him fiercely. She manages the Main Street Tavern with dedication out of respect for Lincoln.

Jemimah Sawyer 02020



WP 10 RP 6 DMM 0 DMR 0 INIT 2 PER 2 ENC 6 PT 3
 Psychology* 2, Barter 1,
 General Knowledge 1, Manipulation 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

Jemimah, the tavern still serves as a central meeting place for residents. It opens at noon and closes when there is no one left drinking. Moonshine and various other grain alcohols are served, as well as cooked food. Although it's mostly just Jemimah, there are several people who help her in the evenings, if things get busy.

All drinks are priced in bullets and batteries and payment is given before anything is served. Jemimah is always interested in seeing what people have scavenged on their travels and is always willing to barter for anything that might make the Tavern a better place.

03 | MAIN STREET TAVERN

Now mostly run by Lincoln's former daughter-in-law,

04 | THE BIKE SHOP

Although residents can get access to ethanol-powered cars and motorbikes if needed, most residents use bicycles as their primary form of transport.

The bike shop is run by Emma Hernandez, who spends much of her time cycling around outside the Mile, scavenging parts that she then uses to repair the bikes of others. She opens the shop to the public two days a week and is always willing to help and teach others.

EMMA HERNANDEZ

In her late 20's with blond hair, Emma was born and raised in Broken Arrow. Emma is always willing to help people with their bikes and loves to take long rides to see what she can find of use for her clinic.

HOW PLAYERS MIGHT MEET EMMA:

Players might meet Emma at the Bike Clinic, where she repairs bicycles, or out in the field scavenging for parts.

WHAT MOTIVATES DOC EMMA:

Emma is motivated by her love of the freedom and autonomy bicycles bring, and her desire to help others maintain their primary mode of transport. She enjoys scavenging for parts and teaching others how to repair and maintain their bikes.

Emma Hernandez 01011



WP 10 RP 6 DMM 0 DMR 1 INIT 2 PER 1 ENC 6 PT 3
Barter 1, Mechanic* 1, Scavenging 1, Tactics* 1, Tinkerer 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

05 | THE CLINIC

Although not built with any emergency facilities, this doctor's office is the closest thing to a medical facility the town has, just as Doctor Janelle Zapruder, a clinical psychologist, is the closest thing to a medical professional the town has.

Born in Japan but raised in Kansas, Janelle Zapruder had graduated med school and joined a practice in Omaha several years before the pandemic. She made her way back to Wichita only to find her family dead and the area in some kind of religious frenzy and kept on moving until she found the Mile.

DOC ZAPRUDER

Although physically short, Janelle Zapruder's intellect and confidence means she has a big presence. She has reverted to the stylistic punk roots of her youth, purely for ease of upkeep, shaving her head every few months.

HOW PLAYERS MIGHT MEET DOC ZAPRUDER:

Players might meet Doc Zapruder at the Clinic, where she tends to the sick and injured, at the Farmer's Market, where she looks for potential medical supplies, or on the outside, while looking for herbs and plants.

WHAT MOTIVATES DOC ZAPRUDER:

Doc Zapruder is committed to keeping the community healthy, priding herself on her resourcefulness in using herbal remedies when conventional supplies are scarce. She values knowledge and constantly seeks new ways to help her patients.

Doc Zapruder 31010



WP 10 RP 6 DMM 0 DMR 0 INIT 1 PER 4 ENC 6 PT 3
Medicine* 3, Research 2, Farming 1, General Knowledge 1,
Inspiration 1, Manipulation 1, Psychology* 1, Survival 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

That was more than a year ago and, being the first person with any significant medical training who had been in the city for some time, she was initially overwhelmed with the sheer number of people that needed some form of treatment. As that leveled out, she has worked diligently to ensure she is keeping the population healthy.

Finding books on herbal medicines in the library and with a background in pharmacology and a shortage of real supplies, Doc Zapruder has taken to using herbal remedies whenever possible. She is a regular visitor to the Market and has several residents and locals who she taps with finding her some of the rarer supplies that she needs. She has also asked the scavenging crews to keep their eyes open for any books on herbal medicine they come across.

The clinic has several examination rooms and beds, but nothing of much use in an emergency.

06 | THE VAULT

When Wesley and Lincoln decided that the city needed a central storage facility, it seemed oddly fitting that the most appropriate building available was a bank.

Centrally located and close to City Hall and the Main Street Tavern, most of the bank's more advanced security systems are non-functioning due to a lack of power but there are enough heavy doors with solid, key-operated locks to make this a safe place. It is here that the deputies maintain an armory and Wesley squirrels away various supplies that belong to the town.

There is usually no one at the bank as there has never been any need for an onsite guard, the deputies stop by multiple times a day as they start and end their patrols to make sure the doors are locked, and the building is secure.

07 | THE KITCHEN

As the population started to stabilize and grow, Lincoln knew that food was going to become a problem and he tapped Nana Welch to help find a solution. Nana, who had run the school cafeteria for the high school for almost 20 years wasted no time converting the kitchen of a local restaurant that bordered Centennial Park and setting to work feeding the masses.

Although it is never anything fancy, Nana, aided by the volunteers she calls **her angels**, prepares enough food daily to provide each resident of the district with one meal a day, served at sundown.

No one is getting fat, but no one is starving on Nana's watch.

Nana works closely with both Wesley Spencer and Tom Orchard to make sure she has access to the supplies she needs and was heavily involved in the planning for the Farm.

NANA WELCH

Nana is in her late-40's with curly, sandy-blonde hair. Even though she often appears to be lost in thought, Nana is a very astute individual who is adept at continually convincing, cajoling, or strong-arming people into helping her feed the residents.

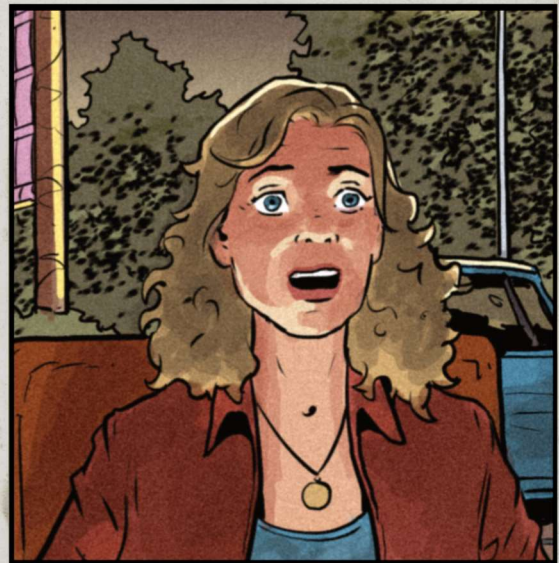
HOW PLAYERS MIGHT MEET NANA:

Players might meet Nana at the Kitchen, where she prepares meals for the residents, or during food distribution times. She might also be over in the farm with David Battersby.

WHAT MOTIVATES NANA:

Nana is driven by her desire to ensure no one in the community goes hungry. She values hard work and the collective effort of feeding the masses, running the kitchen with dedication.

Nana Welch 12000



WP 10 RP 6 DMM 0 DMR 0 INIT 2 PER 3 ENC 6 PT 3
General Knowledge 1, Research 1, Scavenging 1,
Sleight of Hand 1, Tinkerer 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

08 | THE COLLEGE

Run by Carol Philips, this previously private facility has been converted to help with more advanced education and training for residents.

Although Carol spends much of her time at **the School** with the children, she collaborates with people like Tom Orchard, Nate Landry, and Emma Hernandez to organize classes for adults on practical, useful subjects like gardening and growing, farming, basic house repairs, and bike maintenance.

CAROL PHILIPS

Carol is in her mid-30's, with curly auburn hair and a big laugh. Although saddened by the loss of so many loved ones and students, she believes that what they are building in the Mile is the beginning of a new phase of humanity and that God has a plan for all of them.

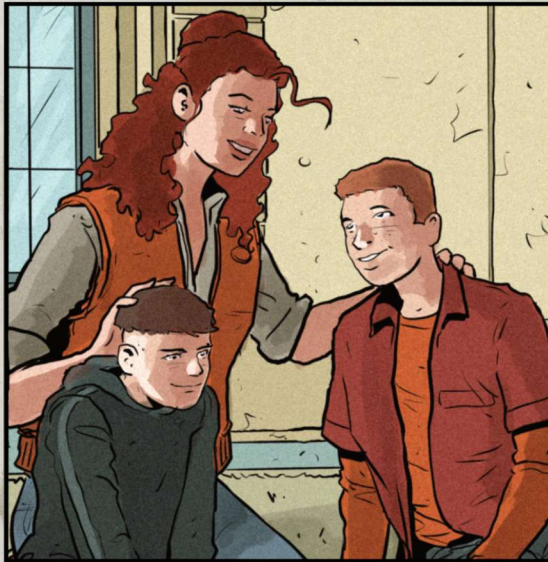
HOW PLAYERS MIGHT MEET CAROL:

Players might meet Carol at the College, where she organizes classes and educational programs for the community.

WHAT MOTIVATES CAROL:

Carol is driven by her dedication to advanced education and training for both children and adults. She values practical skills and knowledge that can help the community thrive.

Carol Philips 20010



WP 10 RP 6 DMM 0 DMR 0 INIT 0 PER 2 ENC 6 PT 3
General Knowledge 2, Inspiration 1,
Manipulation 1, Research 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

09 | THE WORKSHOP

One of the buildings on Main Street is filled with tools and equipment available for communal use and has a small generator for the power tools.

This workshop is free for residents, but there is a charge for outsiders that is based on the complexity of their project, as well as the tools or supplies required.

The workshop is run by Nate Landry, who is only too happy to help people with their projects. Nate has drawn up plans to create a bullet factory and

often accompanies the scavenging teams as he searches for the supplies and equipment he needs.

NATE LANDRY

In his early 30's, Nate has brown hair and a goatee. He loves to believe that only the strong survive and, as he is thriving, this must makes him one of the strongest of all.

Although helpful, he can be condescending and even confrontational if he believes people are not paying attention when he is talking or pulling their weight to his liking.

HOW PLAYERS MIGHT MEET NATE:

Players might meet Nate at the Workshop, where he assists residents with their projects, or out scavenging for supplies.

WHAT MOTIVATES NATE:

Nate is motivated by his passion for craftsmanship and his desire to support the community through the Workshop. He enjoys helping others with their projects and is drawing up plans and gathering the supplies required to create a bullet factory and ensure the Mile is well stocked with ammo for the deputies.

Nate Landry 11002



WP 12 RP 6 DMM 0 DMR 2 INIT 3 PER 2 ENC 6 PT 3
Mechanic* 2, Ranged Combat 2, Tinkerer 2, Barter 1,
Demolitions* 1, Research 1, Scavenging 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

10 | FIRST CHURCH OF THE DISTRICT

Although Lincoln is a lifelong atheist, he believes that church provides a strong sense of community

FATHER DONALDS

Father John Donalds is in his mid-30s, with light brown hair, glasses, and a slight build. Soft spoken and unsure of himself, Father Donalds continues to struggle with his position of leadership and authority within the community, preferring by nature to take a back seat. He will occasionally contradict himself in the face of stronger personalities and is still struggling with the division within his congregation.

HOW PLAYERS MIGHT MEET FATHER DONALDS:

Players will most likely meet Father Donalds at the First Church of the District, where he holds services and organizes community potlucks.

WHAT MOTIVATES DOC FATHER DONALDS:

Father Donalds is motivated by his dedication to providing spiritual support to the community, despite his personal struggles with faith. He values the sense of community that the church provides and strives to maintain it.

Father Donalds 11010



WP 10 RP 6 DMM 0 DMR 0 INIT 1 PER 2 ENC 6 PT 3

General Knowledge 1, Inspiration 1,
Psychology* 1, Research 1

Heavy Pistol [27] (3+2d3); Walkie-Talkie

and encouraged Father Donalds to keep the church open and services going throughout and then after the pandemic.

For many, a touchpoint and affirmation of their beliefs was central to their own survival and mental health, and Father Donalds church offered that respite. As the community started to stabilize after the dog flu, Father Donalds opened the church

doors on Sundays after morning sermons and, with a cadre of volunteers led by Nana, they did what they could to feed the community.

More and more residents participated over time, and the Sunday afternoon potlucks are still a staple of the community.

Father Donalds is a good man at heart, but the pandemic severely shook his faith. He leaned into the sense of community that his role afforded him but his personal struggles with faith led to lackluster and dispassionate leadership. His sermons were filled with platitudes and homilies that many felt were going nowhere and certainly would not help save them.

As his congregation grew, Father Donalds made the decision to rename the parish to the First Church of the District, a well-meaning attempt to welcome everyone in the community by promoting non-denominational inclusion across all religions.

However, it had the exact opposite intended effect on many of the parishioners and, unable to quell their anger, a portion of the congregation broke away to start their own church. This division was spearheaded by Milo Cantwell, a lay preacher, who had begun providing services in the Church of Christ, out on the edge of the Mile.

These competing visions and approaches have created a division in the flock that has become a source of tension and frustration for many in the town.

Lincoln attends Father Donalds services (although he has been known to fall asleep during the sermons) and encourages people to maintain their beliefs and spirituality in the face of adversity.

11 | CHAMBER OF COMMERCE

The Chamber of Commerce building now serves as the administrative hub of the city and is where Wesley Spencer spends most of his time.

As the district continues to grow and with Lincoln's plans for expansion ever present in his mind, Wesley, a former CPA, is a one man, one pen human computer who seems to be everywhere, knows everyone, and is involved in everything.

Among other tasks, he works with the deputies to track visitors and ensure he knows who and what is passing through their gates, and collaborates with Tom to ensure the Market is being efficiently run. He personally oversees the shared housing arrangements and makes sure there is enough food and fuel in their supply buildings with a hidden cache in case of particularly tough times. He prepares the workgroup lists to make sure all the chores are completed, and he validates children are in school and works with Jeremy Bowers on longer term educational plans. If something is on a list or needs to be tracked, Wesley is in the middle of it.

Although originally close to Lincoln, his obsessive and controlling nature has created a schism

between the two men. Wesley believes he doesn't get the credit he deserves for keeping the town running and feels his administrative gift has become more important than Lincoln's leadership ability. Wesley has made repeated attempts to request or demand more from the residents of the Mile and wants Lincoln to empower him. This disconnect has led to Wesley moving his office from City Hall to the Chamber of Commerce, ostensibly for a quieter work environment, but it's mostly to hide his growing resentment.

Tom Orchard of the farmers market also has an office here, although he rarely uses it, spending most of his time at the Market.

WESLEY SPENCER

Bespectacled, balding, and still somewhat portly despite all the food shortages, if Wesley didn't hold such a position of authority, he would be bland to the point of being highly forgettable. Originally from Minnesota but a long-time Broken Arrow resident, Wesley still has a strong accent and clears his throat often when talking.

HOW PLAYERS MIGHT MEET WESLEY:

Wesley can be found almost anywhere, and while players might meet Wesley at the City Hall if applying for residency within the Mile, they might also meet him as he undertakes one of the myriad administrative tasks that keep the district running

WHAT MOTIVATES WESLEY:

Wesley is driven by a meticulous nature and desire for recognition of his administrative efforts. He believes organization and efficiency drive the growth of district.

Art Buchanan 21020



WP 10 RP 6 DMM 0 DMR 0 INIT 1 ENC 6 PT 4
 Inspiration 2, Intimidation 2, Barter 1, Hunting 1,
 Ranged Combat 1, Survival 1, Tactics* 1
Heavy Pistol [27] (3+2d3); Loudhailer

12 | THE ROSE ROOMS

A former apartment building, Lincoln had this converted into a boarding house when the city started to see an uptick in traffic and visitors needing somewhere to stay.

He asked Marcy Cunningham, who had been a strong voice in the city's recovery and a member of the original militia, to manage the complex on behalf of the district.

There are 55 apartments that are all furnished, usually with multiple beds. Guests must show their visitor permit before reserving an apartment, and each apartment costs 20 bullets or batteries per

MARCY CUNNINGHAM

Marcy is in her mid-40's with short blond hair that she still bleaches as it helps her retain a link to the world before. She has a gravelly voice from a lifetime of smoking, and a loud, antagonistic, almost bellicose laugh. Direct and forthright, almost to a fault, Marcy doesn't make a lot of friends, but she runs a good boarding house and keeps the trouble to a minimum.

HOW PLAYERS MIGHT MEET MARCY:

Players might meet Marcy at the Rose Boarding House, where she oversees the lodging of visitors and ensures the rules are followed. They might also find her in the Tavern in the evening.

WHAT MOTIVATES MARCY:

Marcy is motivated by her commitment to helping visitors feel welcome and secure. She values order and safety, managing the Rose Boarding House with a firm but fair approach.

Marcy Cunningham 01110



WP 11 RP 7 DMM 1 DMR 0 INIT 1 PER 1 ENC 7 PT 3
 Manipulation 2, Barter 1, Intimidation 1, Ranged Combat 1,
 Sleight of Hand 1, Unarmed Combat 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

night, no matter how many occupants are in the apartment. Visitors can pay extra for beds with clean sheets.

The building has a furnace that runs on biofuel and select rooms can be heated for an extra 5 bullets or batteries, per person, per night.

Marcy will accept payment in cigarettes, even though Wesley has told her she should not.

Marcy lives onsite and has a permit from the deputies for a shotgun. As there have been numerous disagreements and even fights between tenants, she also has a walkie-talkie that is tuned to the shift-leader frequency.

13 | THE AUTO SHOP

Johnson Walker uses the auto shop on Main Street to convert and maintain vehicles used by the city to

JOHNSON WALKER

Johnson is in his late 30's with dark hair and eyes. He is tall and strong, but nervous. He usually has a tool in his hands to fidget with.

HOW PLAYERS MIGHT MEET JOHNSON:

Players might meet Johnson at the Auto Shop, where he works on vehicles, or out on scavenging runs for parts.

WHAT MOTIVATES JOHNSON:

Johnson is motivated by his love for mechanics and his desire to keep the district's vehicles running efficiently. He enjoys working alone and values the importance of reliable transportation.

Johnson Walker 11101



WP 12 RP 7 DMM 1 DMR 1 INIT 2 PER 2 ENC 7 PT 3

Mechanic* 3, Tinkerer 2, Barter 1,
Demolitions* 1, Driving 1, Scavenging 1

Heavy Pistol [27] (3+2d3); Walkie-Talkie

run on the biofuels produced at the refinery. This includes the cars, motorbikes and trucks that go out on patrol, scavenging, and collection runs, as well as the farm equipment used in District One.

Johnson is an introvert who is still struggling with all the death and loss throughout the dog flu. While not unfriendly, he prefers to keep to himself in his workshop.

Although he will often accompany the scavenging teams to find different pieces of equipment or tools that he needs, Johnson much prefers to go alone. Despite knowing the risks, he has spent many nights outside the safety of the Mile.

Even though it consumes a significant amount of fuel, Johnson has a tow-truck that he will often take out to retrieve specific vehicles that may be useful.

When vehicles are not in use, they are behind the fences of the auto-shop and under Johnson's control. Anyone wanting to use a vehicle must discuss it Wesley first to get permission, not Johnson.

He cannot be convinced or bribed to loan a vehicle, unless he believes there to be good scavenging potential and then he will go with them.

14 | THE CHURCH OF CHRIST

Father Donalds' controversial decision to rename his church to the non-denominational **First Church of the District** was simply the last straw for many of his parishioners who had been feeling uninspired for a while by his lackluster sermons.

After an argument during a bible class escalated to the point of no return, a small but significant handful of the congregation left to start their own church under the leadership of lay preacher Milo Cantwell.

Born and raised in Kansas, Milo had spent time in both evangelical and revivalist churches and was a lover of bombastic, fire and brimstone sermons which his following heavily leaned into.

Already breaking city protocol by moving into the Church of Christ without discussing first with Wesley or Lincoln, Milo and a handful of his congregation have started isolating themselves from the rest of the district.

They have stopped taking part in any activities and have refused to show up for assigned work groups, although some of the members of the church are often seen on Main Street, trying to encourage people to come to their church and hear a different message.

This behavior, combined with the proximity of the Church of Christ to the refinery, is making both Linc and Mitch more than a little nervous.

The deputies have been instructed to pay close attention to what goes on in that area as they conduct their patrols and Lincoln will occasionally go out to the Church himself to check-in to Milo.

MILO CANTWELL

Milo is in his mid-40's, bald with a big, bushy beard, and wild, bulging eyes. A multiple felon who has spent much of his adult life in jail, Milo is covered in prison tattoos and usually walks around with no shirt on. He has a strong southern accent and a booming voice and is constantly quoting chapter and verse from the bible. If Milo becomes agitated, he will unintentionally spit while talking.

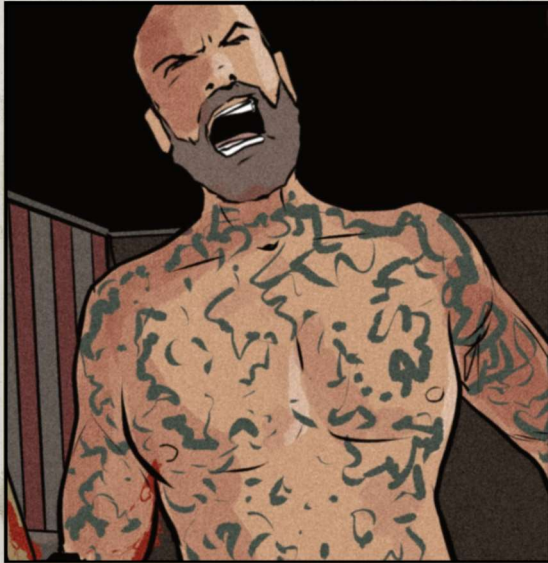
HOW PLAYERS MIGHT MEET MILO:

Players might meet Milo at the Church of Christ, where he holds fiery sermons and organizes his congregation.

WHAT MOTIVATES MILO:

Milo is driven by his evangelical zeal and his desire to provide an alternative spiritual community. He values passionate sermons and the sense of belonging his church offers.

Milo Cantwell 01121



WP 12 RP 7 DMM 1 DMR 1 INIT 2 PER 1 ENC 7 PT 3
Inspiration 2, Intimidation 2, Manipulation 1,
Melee Combat 1, Psychology* 1, Ranged Combat 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

GIO LEONE

An Italian native, Gio is short, stocky, but with a big personality and an even bigger laugh. He has a story for every occasion and gesticulates wildly with his hands when talking. While fluent in English, occasionally struggles to remember specific words and will click his finger and thumb while thinking.

HOW PLAYERS MIGHT MEET GIO:

Players might meet Gio at the Refinery, where he works on biofuel production, during his visits to the Farmer's Market to negotiate for raw materials, or out on the Farm with David.

WHAT MOTIVATES GIO:

Gio is motivated by his commitment to improving the biofuel production process and his desire to make the district more self-sufficient. He values innovation and efficiency. He is very proud of the work they have done at the refinery and particularly with the relationship he has built with David, as they transformed District One into the Farm.

Gio Leone 31000



WP 10 RP 6 DMM 0 DMR 0 INIT 1 PER 4 ENC 6 PT 3
Demolitions* 2, General Knowledge 2,
Mechanic* 2, Research 2, Tinkerer 2
Heavy Pistol [27] (3+2d3); Walkie-Talkie

15 | THE REFINERY

In the very north-eastern tip of the district are a series of vats and tubes leading into a facility that contains multiple distilleries producing both ethanol and methanol. This biofuel powers vehicles, lamps, lights, and furnaces around the city and has come to be part of the critical infrastructure of the Mile.

The facility is run by Gio Leone, an Italian national who worked as a biochemist for a company in Tulsa and who had moved to Broken Arrow a few years

before the pandemic. Part of Lincoln's original militia while the city was starting to prosper, Gio had taken it upon himself to find a way to produce biofuel for the town.

Getting the refinery working was the largest community project the city had undertaken, requiring a mammoth amount of time, resources, and man-hours. Even when complete and despite all

Gio's work to perfect the process, producing biofuel requires an enormous amount of raw material in the form of rotten fruits & vegetables, branches, leaves, and other natural matter, all for a relatively small amount of fuel.

Many residents continually and very vocally questioned if it would ultimately be worthwhile, but when the facility started producing biofuel that could power lamps, heaters, and allow for large-scale scavenging runs, and when each resident was given a small ration each week, even loudest vocal critics were silenced.

Although Lincoln considers this to be one of the crowning achievements of District Zero, he is disappointed in the inefficient process and the relatively small amount being produced. Gio is constantly tinkering with the equipment and process in an effort to step up output.

In addition to being highly valuable to the community, the very nature of the biofuel being produced, combined with the jury-rigged equipment means the facility is considered highly volatile while it is turning the raw materials into biofuel, to say nothing of the fire risk should any of the storage tanks catch fire.

For this reason, in addition to being overseen by watch tower four, there is never less than one deputy standing guard and keeping watch.

Additionally, although Gio has a house close to Main Street, he has converted an area in the refinery into an office with a cot where he often spends the nights, particularly while the distillery equipment is running.

16 | THE SCHOOL

With roughly sixty children of school age, what was formerly the Broken Arrow Academy has once again become the local school. Jeremy Barrow and his volunteer educators ensure the children of District Zero are once again getting the basics of an education.

In addition to making sure the kids are versed in math and geography and other practical skills, Jeremy is teaching history and literature.

Jeremy is intent on doing everything possible to preserve human culture and has had almost the entire contents of the local library and the libraries of all local schools transferred out to the Broken Arrow Academy.

Additionally, he has instructed the scavenging crews to bring back any books they find so he can add them to the library. He spends most evenings going through the piles of books that have been retrieved, cataloging what has been found, and reading as many books as he can in order to share those stories and facts with his students.

He also gets a deep sense of satisfaction from partnering with Carol to bring practical education to the adult residents, as well as the younger ones.

JEREMY BARROW

Often referred to as a gentle giant by his students. Jeremy stands at well over 6 foot tall and looks like he could still play football without breaking a sweat. Although outwardly friendly, Jeremy never stops worrying about the safety of his students.

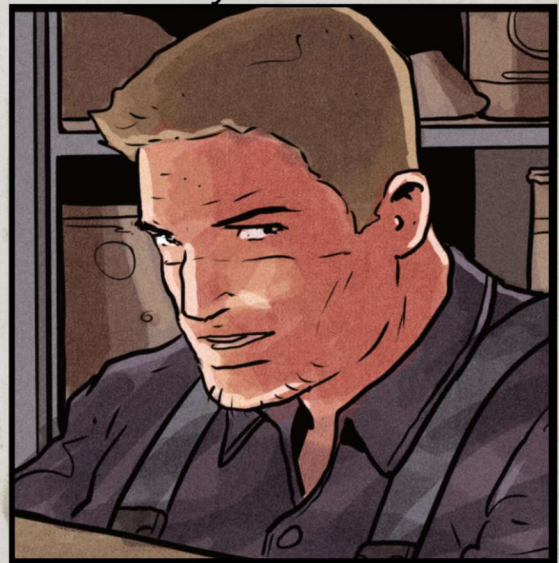
HOW PLAYERS MIGHT MEET JEREMY:

Players might meet Jeremy at the Broken Arrow Academy, where he teaches the children, or during community events where he promotes educational initiatives.

WHAT MOTIVATES JEREMY:

Jeremy is driven by his passion for education and his belief in preserving human culture through teaching. He is dedicated to providing the children of District Zero with a comprehensive education, including practical skills and cultural knowledge.

Jeremy Barrow 21101



WP 10 RP 6 DMM 0 DMR 0 INIT 1 PER 3 ENC 6 PT 3
Athletics 2, General Knowledge 2, Research 2, Inspiration 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

17 | THE FARM

The most recent and largest undertaking so far, District One – usually called the Farm - is the square mile directly to the east of District Zero.

The entire area has recently undergone extensive reworking to turn as much of it as possible into land suitable for farming at a scale large enough to support the growing population of the Mile. The

idea was initially suggested by David Battersby, a relatively new resident who had arrived with a small group a year or so before work started.

This area was mostly residential but with large tracts of land that, after a lot of manual labor under David's supervision, has been transformed into almost 350 acres of usable farmland. Many of the houses in this area had gardens that were unsuitable for farming and have been converted to hold chickens and cattle so that as much of the area as possible is being efficiently utilized. David himself moved to a farmhouse in the south-eastern corner to be closer to the land.

It is David's belief that this area could easily provide enough food for more than double the current

number of residents, and he continues to think of new ways to step up production.

The clearing of the farmlands, along with what organic material the area has started to produce has been a major new source of fuel for the refinery, which led to David and Gio establishing a strong working relationship and a burgeoning friendship.

The two of them are constantly thinking of new projects, one of which is to convert a warehouse in District One into a hydroponics farm. Although it requires an enormous amount of work and scavenged supplies, it will be capable of growing fruit and vegetables in a controlled environment that is less susceptible to mother nature.

There are multiple work groups assigned to the farm daily and David has recently used one of them to help with another of these projects by building a series of beehives. He has requested that the scavenging and work crews keep their eyes open for natural beehives they find in the wild that can be transplanted. Although a few have been located, he has so far been unsuccessful in creating a viable beehive.

A life-long farmer, David believes that, while initial progress on the Farm was slow, the district is just a few more harvests away from becoming self-sufficient, to the point of being able to provide multiple meals a day to each resident.

DAVID BATTERSBY

David is in his late 60's, with gray hair, a beard, and glasses. His losses during and directly after the pandemic means that while he will make conversation and answer questions, he is quiet and keeps mostly to himself.

HOW PLAYERS MIGHT MEET DAVID:

David spends all of his time on the Farm, living out at one of the houses that wasn't converted into cattle pens.

WHAT MOTIVATES DAVID:

David believes he can provide a sustainable food supply for District Zero and ensure the community has an increased chance of survival. He never stops working towards this goal and trying to think of new ways to provide for the residents.

David Battersby 22100



WP 11 RP 7 DMM 1 DMR 0 INIT 2 PER 4 ENC 7 PT 3
Farming 3, Survival 2, Mechanic* 1, Navigation 1,
Ranged Combat 1, Scavenging 1, Stealth 1
Heavy Pistol [27] (3+2d3); Walkie-Talkie

LIFE ON THE OUTSIDE

Life for those outside of the Mile is a considerably dissimilar experience than for those inside. The lack of supplies or safety has been a problem since the dog flu and most people are too concerned with their own survival to worry about anyone else's.

Broken Arrow had nearly 120,000 people before the pandemic but now less than 6000 people remain in the area, almost 1000 of whom are within the Mile.

There are no other groups anywhere near the size or organization of Lincoln's people, but there are people who have banded together for survival. These family structures, clans, or tribes are rarely more than a dozen or so in size and their abilities are limited.

Some of these groups are able to live off the land by foraging or hunting, but most lack the expertise and are relegated to fishing and scavenging.

For all except the most experienced and skilled, food is a constant worry, and hunger drives people to make desperate choices. Although far from rife, cannibalism is an unpleasant fact. The reality is that people are unlikely to let themselves starve, no matter how unpalatable the choices they are forced to make.

Some groups have a permanent home or a base, others are mobile or transient, moving on when all available resources have been exhausted.

None of these groups have posed a threat to District Zero but both Lincoln and Mitchell believe there are other groups out there who will be at least as well armed and trained - if not better - as they are, and that it is only a matter of time before they face a real threat.

One prevalent truth is that trust is in very short supply, and many survivors have a "attack first, ask after" mentality. This makes any form of contact potentially hostile, perhaps even deadly. This is never truer than after sundown, and even though they have freedom of passage in and out of the Mile, residents must still obey the curfew rules and if they don't get back before dark, they're not getting in before dawn.

The Mile has developed something of a profile within the area, and it is hard for any other locals to be unaware of it. After all, no one else in the vicinity has a refinery, and seeing vehicles drive by is often a cause of shock and alarm for some, which very quickly turns to jealousy and resentment.

Many of the permanent locals have visited at least once. Some who visit apply to live there while others view it with distrust or jealousy, believing those in the Mile to have things easier than everyone else. This sentiment is generally echoed,

which breeds resentment towards the settlement.

News has spread further than anyone expected, and people have made their way to the Mile from as far as Texas and St Louis after hearing about the settlement.

