

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



SORCERY & SUPER SCIENCE!

CREDITS

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Thanks for picking up the ZZZ Quick Guide to North America and hope you enjoy and have fun!

TABLE OF CONTENTS

Editor's Introduction.....	2
Key to the Map and Entries.....	2
Political Entities of North America.....	2
The Great Wastelands.....	19
Names of the Greater Areas of North America.....	19
An Alphabetical List.....	20

THE ZZZ QUICK GUIDE TO NORTH AMERICA

Welcome to our latest quick guidebook on North America after the great dustup. We've worked tirelessly for the past 4 years to update the 4th edition and those efforts show in what you now hold in your hands. Over 1,000 contributors added to the 5th edition, and it is the most complete quick handbook to North America available to the mutie on the move. We've also corrected errors made in previous editions. It's our sincerest hope that no loved ones died from anything we said last time.

If you want to know the current situation with the Warring States of Quebec, who's currently the big cheese in the Crusader States of California, and if the Confederated States of Ohio are still proclaiming themselves the major civilizing factor of North America, this is the guide for you. No other source of information is as broad, and as correct, as the 5th edition ZZZ Guide to North America! So enjoy this Quick Guide culled from the many pages of the full 5th Edition.

So without further ado, let us to the states of North America under the shattered moon!

-Desmond Hurthy
CEO ZZZ Corporation
January 12, 335CE

KEY TO THE MAP AND ENTRIES

Although there may be some dispute upon the map we've made of North America by those we're describing, it is our best representation of the reality on the ground. Here's our handy list of the 100 countries, duchies, confederations, baronies, and whatever-they've-decided-to-call-themselves geo-political bodies. Each entry indicates the type of government along with the names of prominent rulers and each geo-political area is rated on a scale of 0 to 9 with 0 being the lowest and 9 being highest. Below are the categories and a brief description.

Government (G): How much real power do governmental organizations have over the area indicated on our map? The minimum is 0 which is very little governmental influence. On our map, areas of control end where we would provide a rating of less than zero. The strength of government may wildly fluctuate within the geo-political area, so be wary.

Technology (T): How much technology is in use of the area indicated on our map? The minimum indicates the least technological states and a 9 indicates the areas we believe to be the most technologically advanced of all the nations of North America.

Safety (S): How safe are you in these areas from the terrors under the shattered moon? A 0 here indicates you're almost into wasteland territories, while a 9 means that you can rest your head and only be on watch for bedbugs. Like government, safety may wildly fluctuate within the geo-political area.

Liberty (L): How much personal freedom do you have within the territory? A 0 here indicates you'll probably be a slave or serf, while a 9 indicates a great amount of personal liberty. Liberty often functions as a counter-point to Government and Safety - as the higher those two, the less likely that Liberty will be high.

This means that every location has a GTSL rating of 4 numbers that correspond to the above factors. For example, a GTSL of 4539 means Government 4, Technical 5, Safety 3 and Liberty 9. Remember, these are very rough guidelines culled from hundreds of individual opinions.

Many of the larger areas of North America possess names encompassing many political entities, such as The Warring States of Quebec or The Confederated States of Ohio. At the end of this volume you'll find a listing of these larger groupings and the states that compose them.

POLITICAL ENTITIES OF NORTH AMERICA

1. Clan of the Claw

Tyranny: Lord Klerklak
GTSL: 7210

The Clan of the Claw territory stretches along the Northeast coast for almost 300 miles of suffering and terror, for the clansmen have taken complete control of the coasts and have created massive holding-pens for all terrestrial muties - which they use exclusively as food. The clan of the claw is composed of five related families of aquatic lobster men, who have systematically conquered the coast using their impressive natural abilities. It is believed that several underwater aquaculture farms are still functioning in the area, for the lobster men feed their captives nutritionally-balanced seaweed cakes. The clan uses muties in holy feeding rituals affirming the natural order of dominance and in retribution for centuries of slaughter.

On the western and northern edge of clan territory are a few loosely-allied bands of muties engaging in a guerrilla war against the clan as well as a few semi-independent settlements that pay tribute in the form of mutie life. To date, the guerrillas have proven largely ineffective because of the prowess of the average lobster man, but they have freed several small bands of muties and have been growing in size over the past few years. They lack a leader with tactical brilliance and the charisma to unite the disparate bands, but we suspect that were such to occur, a full-blown mutie vs. lobster man war would occur. However, even were the natives successful in that endeavor, the problem of how to attack lobster men in their native environment remains.

Of note to scavengers are the ruins of ancient Portland. They have remained relatively unexplored because of the danger the lobster men pose, but a few members of The Church of Parkour report successful runs through the ruins. It's rumored that The Church has a small safe-house within the city, but we have been unable to confirm.

2. The Granite Alliance of Greater Merrimack

Representative Alliance: President George Waternack
GTSL: 5438

The Granite Alliance of Greater Merrimack is an alliance of smaller settlements with the Merrimack Valley. Their "Live Free or Die" motto stretches back to before the cracking of the moon, and the alliance has recently declared war with The Clan of the Claw for the Clan's claiming of the ruins of Concord as clan territory. What exactly this entails for the future is unknown, but since the election of the famed Eduardo Alcaiyaga as Warmaster General, the prospects for the enslaved muties on the other side of the border most assuredly have improved.

Currently the communities of The Granite Alliance are busily fortifying their settlements that abut the Merrimack River, as there is great fear that

