

Zirra's Winter 2005 Update

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Clarification to an item from one of my earlier files

Regarding my *Tempotation* mutation. The maximum distance in time the mutant can travel in time is the maximum amount of time the mutant can travel from his/her "True Time". Example: If a mutant has *Tempotation* with an MP Score of 17 (MP modifier: +3) the mutant can travel in time up to four days away from his or her "True Time". If the mutant used *Tempotation* on May 14th (his current True Time), it could travel in time as far as May 10th (backward) or May 18th (forward). The mutant could NOT use *Tempotation* to travel back to the 10th, then use it again to go to the 6th, nor could he travel to the 18th, then to the 22nd.

Also, when the mutant is using *Tempotation*, the mutant's True Time passes at the same rate as it seems to for the time traveling mutant. That is, if the aforementioned mutant used *Tempotation* on May 14th and spent 2 days in the past (or future), then returned to his True Time, he would return on May 16th, that being what his True Time is now. This applies no matter how long the mutant spends in the past or future. If the mutant *Tempoted* and didn't return to his True Time, he could not use the mutation again until he does return to his True Time, even if he has spent years in the "past".

Example: Our time traveling mutant uses *Tempotation* on May 14, 2582 and goes 2 days into the past, to May 12th. He does not return to his True Time. Exactly ten years later, on May 12th, 2592 he still has not returned to his True Time, which by then would be May 14th, 2592. If he tries to *tempot*, he will be unable to do so until he first returns to his True Time. (Which would be pointless, since the "return trip" does not cause a hit point loss like the actual *tempot* does.)

New Cryptic Alliance

Splicers (Mutant Makers)

Shortly after the Apocalypse of 2322, many of the individuals who survived began to develop mutations. The scientific community, naturally, did what they could to discover exactly what was causing these mutations. They ran tests anytime they could find someone who was willing to be tested. In time, the testing was done on animals, and later plants, as well. They had as many successes as failures with these endeavors.

Over the years, their goal evolved from trying to answer "What is causing living creatures to mutate?" to "How can we cause living creatures, ourselves in particular, to mutate?". This became the Creed of the Splicers. Like the Radioactivists, they see mutations as a divine blessing. But instead of bathing themselves in potentially lethal radiation as Radioactivists (whom Splicers consider insane) do, Splicers believe the "Creator" intended for them to use knowledge and wisdom to unlock the secrets of mutations, which will ultimately lead them to achieving divinity (the ultimate mutation) themselves.

Since they are a small and secretive alliance, very few individuals are even aware of this alliance's existence. Those who are aware of their existence are varied in their reaction to the Splicers. Purists who become aware of the Splicers will see them as evil personified. (After all, mutants are bad enough, but to make people more mutated is 100 times worse.) Radioactivists learning of them would consider Splicers heretics, subverting the will of the Radiant Divine Glory. Members of the Iron Society who learn of Splicers will often either try to solicit their services, which Splicers are happy to provide (for a fee), or they will try to recruit (force) the Splicers into the Iron Society, which will cause Splicers to relocate.

To Splicers, the Iron Society is too militaristic, as are the Ranks of the Fit. Splicers generally have neutral opinions of other alliances, except for groups opposed to the use of technology, such as the Seekers.

Organization: Splicers typically inhabit laboratories in secluded areas, where they can conduct their experiments undisturbed. They tend to congregate in small groups, rarely numbering over a dozen.

Symbol: Double Helix. This symbol is often on some piece of jewelry, kept out of sight. This symbol will also be found in their laboratories.

Benefits: Characters who are members may take two additional mutations of their choice. One of the mutations must be a physical (or plant) mutation, the second mutation can be physical or mental. Alternately, they may use one or both of the bonus mutations to remove defects the character may have.

Restrictions: Splicers are constantly seeking ways to cause themselves, and others who are willing, to mutate further. They must acquire genetically altering substances whenever the opportunity presents itself.

Experience Point Bonus: 100 XP times his current level each time he is successfully able to induce a beneficial mutation in himself.

Notes: Pure strain humans cannot join this alliance. A PSH could join, however, if he were to inject himself with Genetic Destabilizing Agent (enabling the ex-PSH to gain mutations) and undergo a treatment to gain the two "bonus" mutations all Splicers have. A PSH looking to join the Splicers would need to provide the GDA himself, to show his sincerity. PSH characters joining in this manner do not get to choose the two mutations they get; these are chosen by the leader of the Splicer enclave he is applying to.

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New Items

Armor:

Plant Fiber Armor

AC Mod.	Avg. Cost	Wt. (kg)	Tech Level
+1***	12***	3***	I

*** Per layer of weave.

As one can surmise from the name, this is armor made from the fibers of mutated plants. This armor is variable in cost, weight, and amount of protection due to the variability of the plant fibers used (some regions use thicker plants than others), and also because multiple layers can be used in making this armor. For practical purposes, the thickest forms of plant fiber armor provide +5 to AC. Any thicker than that tends to impede mobility and agility (AKA: Speed and Dexterity).

Drugs and Pharmaceuticals:

Anti-Conception Drug

Tech Level: VI **Complexity:** 8
Duration: See description **Average Cost:** 250
Weight: 0.1 kg

Anti-Conception Drug comes in a transdermal injector, which can be administered by another person, or the user can inject herself with it. A full injector will have 12 doses.

When a female human (pure strain or mutant) is injected with this drug, she cannot become pregnant until her next "time of the month". If this drug is injected into a female primate, it has a 70% chance of working, and a 50% chance if injected into a female of any other type of mammal. (The GM should make this roll and keep it secret.) It has no effect if injected into other types of animals or males of any species. Multiple doses of *Anti-Conception Drug* will have no added effect on the user, other than to waste the drug.

Genetic Alteration Formula

Tech Level: VI **Complexity:** 10
Duration: Permanent **Average Cost:** Varies
Weight: 0.1 kg

Genetic Alteration Formulas are solutions containing genetic codes that can cause mutations. Due to GST, pure strain humans are immune to these formulas. If injected into any other creature (animal, plant, or human not infused with GST), the formula is treated as a hazard of intensity 1. If the creature fails its Health check, it gains the mutation the formula was designed to provide. If a genetic alteration formula is injected into a creature that has Genetic Destabilizing Agent (GDA) in its bloodstream, the creature automatically gains the mutation the genetic alteration formula was designed to provide.

Most of the formulas provide physical or plant mutations, since nearly all of the mental mutations known in Gamma World were unknown to pre-apocalypse society, except in science fiction stories. The only mental mutations that could be replicated by pre-apocalypse science were: *Duality*, *Heightened Mental Attribute* (all three types), and *Nullify Mental Defect*.

The GM should use his or her best discretion as to what physical or plant mutations are available through the use of genetic alteration formulas. (Mutations such as *Energy Metamorphosis* or *Hands of Power* should not be available, while mutations like *Gills* or *Night Vision* are relatively more available.)

Note: At the GM's discretion, other forms of genetic alteration formula may have been developed after the Apocalypse, by the very rare facilities that may have been able to retain most of their old technology.

Genetic Destabilizing Agent (Inspired by the article *The New Humans*, from Dragon magazine, Issue 106)

Tech Level: VI

Complexity: 10

Duration: Variable

Average Cost: 10,000+

Weight: 0.1 kg

Genetic Destabilizing Agent (GDA) was developed from the early attempts (failures) at creating what would become known as Genetic Safeguarding Treatment. Manufacture was not discontinued since it was found to be useful in genetic experiments. It is usually found in a transdermal injector which contains 10 doses when full.

This formula counteracts the effects of Genetic Safeguarding Treatment (GST) and renders a creature more susceptible to genetic mutations. Each dose is treated as a hazard attack of intensity 5.

If this substance is injected into a pure strain human, he/she must then make a health check. If the PSH fails the Health check, he/she is no longer pure strain. The now "destabilized PSH" will lose 2 points of CN, IN, and CH, and can now gain mutations if exposed to mutagenic agents, such as radiation. The bonus to Health checks against radiation the destabilized PSH formerly had is also lost. The destabilized PSH is also susceptible to mutations as described below while the Genetic Destabilizing Agent remains in his or her bloodstream.

If injected into any other creature (any creature that has not received GST), the creature makes a Health check. If the creature fails the Health check, the creature becomes susceptible to mutations as described in the following paragraph while the Genetic Destabilizing Agent remains in his or her bloodstream.

Genetic Destabilizing Agent remains in the creature's bloodstream for 30 - CN modifier days, if a creature fails the Health check. (Negative CN modifiers increase the duration of the formula.) While the formula is in a creature's bloodstream, the creature is exceptionally susceptible to mutation from radiation or other mutagenic agents.

If the creature is affected by radiation, It gains one mutation per stage of exposure, instead of only Stage V. However, for each mutation gained, there is an increasing likelihood the mutation will be a defect. When a creature with GDA in its bloodstream encounters radiation, determine the damage and sickness effects of radiation normally with the table in Chapter 4 of the rulebook, but instead of gaining a mutation only at Stage V, roll on the Mutation Type Table for each stage of the radiation's effect, at -1 per stage. The penalties are cumulative. So, a creature affected to Stage III rolls once at -1, once at -2, and once at -3.

If the creature is affected by some other type of mutagenic agent, such as a chemical mutagenic, the mutagenic agent will automatically take effect on the creature, due to the effects of the GDA in the creature's bloodstream.

MUTATION TYPE TABLE (1D20 - Stage of Effect + CN Modifier)

Roll	Result
<=0	DEATH
1	Lose One Random Beneficial Mutation
2-3	Gain One Random Defect *1
4-5	Diminish One Random Mutation *2
6-11	Gain One Random Physical Mutation *3
12-16	Gain One Random Mental Mutation
17-18	Enhance One Random Mutation *4
19-20	Lose One Random Defect *5
21+	Gain One Mutation (Chosen by Player)

*1 Equal odds for gaining a Physical (or Plant) Defect, or a Mental Defect.

*2 The MP Score of one beneficial mutation possessed by the creature is halved (round fractions down). If the mutation has no MP Score, the effects of the mutation are halved (GM's discretion).

*3 Plant characters use the Plant Mutation List (of course).

*4 One beneficial mutation possessed by the creature has its MP Score doubled. If the mutation has no MP Score, the effects of the mutation are doubled (GM's discretion).

*5 If the creature has no defect mutations, treat this result as "Enhance One Random Mutation".

Genetic Safeguarding Treatment (Inspired by the article *The New Humans*, from Dragon magazine, Issue 106)

Tech Level: VI

Complexity: 10

Duration: Permanent

Average Cost: 10,000+

Weight: 0.1 kg

Genetic Safeguarding Treatment (GST) was one of the crowning achievements of early 24th century medical science. It is usually found in a transdermal injector which contains 10 doses when full. It has no effect on pure strain humans, since they already have the effects of GST inherited from their ancestors. If injected into a creature that has never before received GST, or a former PSH who had been affected by Genetic Destabilizing Agent, the GST is treated as a hazard attack with an intensity of 5 per dose. If the creature fails the Health check, the GST takes effect.

A destabilized PSH affected by GST becomes a regular PSH again. He/she regains the lost points of CN, IN, and CH, and the bonus to Health checks against radiation is also restored. If he/she acquired mutations while "destabilized", refer to the following paragraph regarding the effects of GST on mutations.

Mutated creatures, whether human, animal, or plant, become genetically stabilized if affected by GST. They gain 2 points to their CN, IN, and CH scores, and also gain +2 to Health checks against radiation. Any mutations they have at the time of being affected by GST are "locked" into their genetic code. They cannot gain not lose any mutations, and all MP scores also cannot be changed by any means. (The only exception is if they are subjected to the *Mental Absorption* mutation, detailed in the Secrets of the Ancients netbook.)

Lastly, the effects of GST are not only permanent, they are hereditary. (The GM will need to use his or her best judgment regarding the offspring of mutated creatures that have been genetically stabilized.) However, a very small number (GM's discretion, but a range of one in 1,000 to one in 10,000 is suggested) of the offspring of genetically stabilized creatures do not receive all the effects of GST. These "throwbacks" should be considered as pure strain humans who have taken Genetic Destabilizing Agent.

Red Death Bio-Toxin

Tech Level: VI

Complexity: 10*

Duration: See below

Average Cost: Never for sale

Weight: Variable*

*All grenades weigh 1/2 kilogram each and have a complexity of 6; rocket grenades (used in grenade launchers) weigh 1/2 kilogram each and have a complexity of 8.

This substance was developed before the Apocalypse, during the Shadow Years. It comes in a gaseous form for use in grenades and missiles. It gets its name from one of the symptoms it produces in its victims. It is rumored by some (the very few who know of this toxin) that the Friends of Entropy derived their nickname from this toxin.

This toxin comes in several varieties. The original formula is toxic to all animal life forms, including humans. The formula was soon modified to affect only humans (both pure strain or altered humans can be affected by this version). Later, other varieties were developed to target individuals with specific genetic markers (i.e., various ethnic types, or by gender). The last type developed was intended for use on an enemy nation's livestock and wildlife. The toxins designed for use on animals are designated by the type of animal they are designed to destroy (cattle, chickens, lions, etc.).

Ironically, the most common type of this toxin still in existence is the "affects all animal life forms" variety, since by the time of the Shadow Years it was already obsolete, and most of this toxin was placed in storage facilities until it could be neutralized. The nations with the toxin never

got the chance to do that since the Shadow Years began, taking attention away from the warehoused toxins.

If a creature of the type the toxin was designed to affect inhales this gas, the creature must make a Health check against an intensity 40 attack. If the creature fails the Health check, consult the table below to determine the effect the toxin has on the creature.

Red Death Bio-Toxin Effects

Stage	Roll	Onset	Effects
---	<=0	None	None
I	1-5	1 minute	None (Incubation)
II	6-10	2 hours	-1 to PS*, DX*, CN*, MD, and MP scores
III	11-15	6 hours	PS*, DX*, CN*, MD, and MP scores all $\frac{3}{4}$ normal
IV	16-20	12 hours	PS*, DX*, CN*, MD, and MP scores all $\frac{1}{2}$ normal
V	21-25	18 hours	PS*, DX*, CN*, MD, and MP scores all $\frac{1}{4}$ normal
VI	26-30	24 hours	PS*, DX*, CN*, MD, and MP scores all reduced to 1
VII	31-35	36 hours	Incapacitated
VIII	36+	48 hours	Death

* Adjust Derived Attributes accordingly.

Note: Onset refers to the time from initial infection. This is not cumulative with lesser stages of effect.

One minute after the creature inhales the toxin, it begins to enter the bloodstream and goes into an incubation cycle. At this time there is no noticeable sign that the creature is in any danger. Two hours after incubation the creature enters Stage II of the toxin's effect. As noted in the table above, the creature loses one point from its PS, DX, CN, MD, and MP scores. The victim can notice the loss in these scores by successfully making a tough (10) attribute check against its MS score. The victim's skin reddens, as if it were blushing or had recently been under physical exertion. This will pass unnoticed by anyone nearby if the victim had been under exertion, or some other reason its face might redden, and of course this will not be seen if the victim has fur, scales, or feathers that hide its skin. Also, once the victim creature enters Stage II, the creature is highly contagious, and anyone approaching within two meters must make a Health check against an intensity 30 attack or be affected by the toxin as well. The victim will remain contagious for all stages after Stage II.

Six hours after inhalation of the toxin, the victim creature enters Stage III. At this point it will be obvious to anyone that something is wrong with the victim creature. The victim will begin bleeding through its pores as its blood vessels are being destroyed. The creature will feel weak and in great pain. Stages IV through VII outwardly appear similar to Stage III. However the victim undergoes further weakening. At Stage VIII, the victim creature dies, but remains contagious for 48 hours after death.

If a creature somehow survives the Red Death Bio-Toxin (by having a high Health score and a very lucky roll on the Health check, and/or by use of the *Universal Vaccine*), the creature recovers at a rate of one day per number of the Health check roll. (Example: Leesah has a Health score of 13. She is in the area of effect of a warhead containing the Bio-Toxin. She makes a Health check and rolls a 6. As per the rules given in chapter 4 of the Gamma World 4th edition rulebook, this d20 roll of 6 is added to the intensity of the toxin (40) for a result of 46. Then her Health score of 13 is subtracted from this, giving a result of 33. Leesah will reach Stage VII after 36 hours as per the table above. Since she did not die from the toxin, she will eventually recover from the toxin. She will remain in Stage VII for three days, at which point she will be in Stage VI of the toxin's effect, and will remain in Stage VI for five days, at which point she drops to Stage V. Then five days after that, she drops to Stage IV, etc. She will be contagious even in Stage I during her recovery, despite feeling perfectly healthy. This is one of the things that makes this toxin so vicious - individuals who appear to have recovered are still contagious and if released from quarantine, can go on to infect a whole town. Furthermore, she can become reinfected by exposure to another infected creature while she is in Stage I or II, or even after she fully recovers.)

When a creature survives this toxin, he/she/it begins to develop a resistance to further infections from this toxin. For each time it is infected by the Red Death Bio-Toxin and survives, it permanently gains a +1 to any Health Checks against further infections. (So, if Leesah was again infected by the toxin after she had completed her recovery, her Health score would be considered 14 for purposes of determining the effect of her second infection.)

Universal Vaccine

Tech Level: VI

Complexity: 10

Duration: See description

Average Cost: 1,000

Weight: 0.1 kg

Universal Vaccine was developed a century before the Shadow Years, but naturally the formula was improved over that time. It was given to all citizens of most developed nations, and even in underdeveloped nations, many were able to receive it due to the aid from charitable organizations. There are formulas for humans and for animals. These formulas are injected directly into the creature. It takes $120 + (2d6 \times 10)$ minutes for the formula to metabolize into the creature's bloodstream. A formula also exists for plants, but this formula is poured into the soil the plant is in, and absorbed through the roots. This formula takes $1d4 + 2$ days to be fully absorbed by the plant.

After the vaccine is absorbed into the creature's body, the creature (or plant) gains a +10 to all Health checks against diseases or biological agents it may encounter. This bonus decreases by one for each year that passes. (i.e., +10 for the first year, +9 for the second year, +8 for the third year, etc.) In pre-apocalypse societies, the vaccine was usually re-administered every 3 to 5 years. Regardless of how many doses the creature takes, the bonus can never exceed +10.

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Infinity Trees (Part One: North America)

Infinity Trees are not a species as such. Instead, it is more like a set of mutations on varying species of trees. The fact that there multiple species of *infinity trees* leads some scholars to speculate that these trees are at least partially the result of experimentation done by pre-apocalypse scientists. They get their name from the belief some hold that these trees could, in theory, grow infinitely.

There are two known types of *infinity trees* known to exist on the continent of North America. Both types are believed to originate in the area from Michigan's Upper Peninsula to central and northern Minnesota, since this is where the largest (and therefore oldest) known specimens of both types can be found. This is also where the largest concentrations of these trees are found. In other areas it is rare to find more than a few of these trees.

The *Infinity Maple* grows in the area known in pre-apocalypse times as the eastern United States. They can be found as far south as the Gulf Coast, though the trees that far south are still relatively young and therefore not much larger than any other trees found in the area. An occasional cluster of infinity maples can be found near the Atlantic coast, and it is rumored that a few saplings have recently been found growing on the western side of the Mississippi River. Several of these trees are known to grow in the Pacific Northwest area as well. The oldest of these trees are found around the ruins of Seattle, but have spread north into British Columbia, and south into northern and central California. It is believed that these trees were planted in the area deliberately. Based on size, they were likely planted 50 to 100 years after the Apocalypse.

The *Infinity Pine* can be found in the same areas as the infinity maple, but also grows in more northerly climates. Clusters of infinity pines can be found throughout the southern half of Canada, from Quebec to British Columbia. These trees, like the infinity maple, are believed to have been deliberately planted in areas away from the Great Lakes, since the specimens in the Pacific Northwest appear to be approximately the same age as the maples found in the area.

Both species of infinity trees share some common traits. Most notable is that these trees grow to enormous size. In the wild, infinity trees grow at an average rate of one meter per year, plus or minus up to 20%. The trunk of the tree, at the base, is 6% to 10% [(2d3+4)%] of the height of the tree. It is unknown if there is any limit to how tall these trees can grow. As the tree ages, its bark gets thicker and tougher. A sapling is AC 11, gaining one point to its AC each year until age 10, when it is AC 21. Then it gains one point of AC per decade, until age 100, when it is AC 30, at which point it gains one AC point every 25 years until the tree reaches 350 years of age, when it reaches its maximum AC of 40, as shown on the chart below.

INFINITY TREE ARMOR CLASS BY AGE

Tree Age	AC	Tree Age	AC
0	11	60-69	26
1	12	70-79	27
2	13	80-89	28
3	14	90-99	29
4	15	100-124	30
5	16	125-149	31
6	17	150-174	32
7	18	175-199	33
8	19	200-224	34
9	20	225-249	35
10-19	21	250-274	36
20-29	22	275-299	37
30-39	23	300-324	38
40-49	24	325-349	39
50-59	25	350+	40

Infinity trees can acquire mutations just like any other plant. The odds of a particular tree having a mutation is the tree's age, expressed as a percentage. Even if the tree is over 100 years old, roll percentile dice anyway. Subtract the roll from the tree's age and this is the likelihood the tree has a

second mutation. Continue these steps until a roll is failed, indicating the tree has no more mutations. There is a 50/50 chance per mutation of it being a plant or a mental mutation. If a tree acquires the *Heightened Mental Attribute* mutation, it becomes sentient. Roll 3d6 for its mental attributes.

EXAMPLE ONE: The GM is rolling to see if a 79 year old infinity tree has any mutations. He rolls percentile dice and 26 is the result. The tree has at least one additional mutation. The GM then subtracts 26 (the result of the first roll) from 79 (the tree's age) and gets 56. This is the likelihood the tree has a second mutation. He rolls again and gets a 42. So the tree has two mutations so far. The GM subtracts 42 from 56, indicating the tree has a 14% chance of a third mutation. The GM rolls an 87 this time, so the tree does not have a third mutation. The GM now proceeds to determine what exactly the mutations gained by the tree are.

EXAMPLE TWO: This time, the GM rolling mutations for a 240 year old tree. Since the tree is over 100 years of age, it will automatically have mutations. The GM rolls for the first mutation, getting 80. This means the tree has a 160% chance of a second mutation. He rolls percentile dice and gets a 38 this time. $160-38=122$, so the tree will automatically have a third mutation. He rolls again, this time getting 97. Subtracting that from 122 shows a 25% chance of a fourth mutation. The roll is a 6, so the tree does gain a fourth mutation, and has a 19% chance of a fifth mutation. A roll of 95 means the tree does not have a fifth mutation. The GM can now move on to rolling to see exactly what mutations the tree has.

Some forest dwelling species will put forth the effort to care for the trees in which they dwell. Infinity trees that are being deliberately cared for can grow even larger - up to 50% larger. The GM must use his/her best judgment as to how much larger a given tree can be. Access to Tech Level V or VI fertilizers and other plant care products will generally produce the higher increases in growth. Also, the GM must take into account exactly how long ago it was that the tree began receiving this care, and apply the growth bonus to only the time periods in which the tree received care. (The Grens, despite a lack of technology, or perhaps due to their affinity with nature, are able to cultivate a tree to the higher growth bonuses.)

The sap of infinity trees has several uses. Infinity tree sap (of either variety) has natural fire retardant properties, which results in the tree being resistant to fire and lightning attacks, taking half damage from either of these types of attacks. If mixed with a few other ingredients, the sap can be used to make a varnish, which can be applied to objects to make them fire resistant. The sap can be boiled down to make syrup, and the syrup can be used "as is", or can be mixed with water and fruit juices to make a variety of beverages, both alcoholic and non-alcoholic.

Some creatures, notably Grens and Katkins, have been known to make their homes in these trees. These dwellings start as platforms in the branches, hidden by the lower levels of foliage. As they grow and develop, they often will begin to hollow out sections of the tree. This is not a problem for the tree, provided they leave the center of the tree intact, and do not cut the bark all the way around the tree. The wood of the tree itself is not difficult to cut away, but the bark, however, is very difficult and time consuming to cut through. To cut away a one meter square section of bark takes one person a number of hours equal to the AC the bark provides the tree. This assumes proper woodcutting tools are used. Without a decent set of tools, the time could be doubled or tripled. Bark removed from an infinity tree dries out and becomes brittle and crumbly in a matter of days.

Infinity Wood Armor

Some Grens have discovered a way to use the bark powder, mixed with some other ingredients, to strengthen wood. All that non-Grens have been able to learn of this process is that the bark powder is mixed with some other herbs and plant extracts and the wood (which can be from any type of tree) is soaked in this mixture. When the process is complete, the wood is as strong as steel. Usually they will then treat the strengthened wood with the fire resistant varnish they make from the infinity tree sap. Only the Grens themselves know all the things they use the treated wood for, but sentient creatures living near Grens who inhabit infinity trees are aware that they use the strengthened wood in their armor. Sometimes, Gren communities have given wooden armor to individuals who have performed some task for the community.

One thing individuals should remember when dealing with the Grens, they absolutely WILL NOT reveal details about the process they use to make wood stronger. Although only a few grens actually know the exact formula for strengthening wood, they all see it as vital that nobody other than Grens ever learns how to make the strengthening formula. Non-Grens asking about the process will usually (if they've been polite so far) get a polite warning that they shouldn't ask anyone else about the process. If the non-Gren continues to ask around, the reaction to further inquiries will become less friendly, and could lead to the individual being "asked" to leave the Gren community. Even under torture or threat of death, they will keep silent about the process. Gren armorers will even take their own lives to keep the secret from being revealed.

A full suit of "infinity wood armor" weighs 20kg, provides +6 to AC, and has an average cost of 100 domars (if someone willing to sell it can be found). Suits treated with the fire resistant varnish cost double. If wearing a varnished suit, damage from fire and electrical attacks is reduced to half of what it normally would be. (Round fractions in favor of the wearer.) A breastplate made from infinity wood provides +3 to AC, weighs 10kg, and costs 50 domars on average. If the breastplate is varnished, it reduces damage from fire and electricity by 25% (Again, round fractions in favor of the wearer.). Infinity wood shields weigh the same as normal wooden shields, but provide +2 to AC, and cost an average of 30 domars. Varnished shields reduce fire and electrical damage by 25% just like breastplates. The Grens usually paint the armor with a woodland camouflage pattern, but will sometimes paint a suit other colors or patterns, or leave the natural grain unpainted. The paint and varnish will last one to five years (depending on wear and tear the armor is subjected to) before it needs to be reapplied.

Infinity Tree Sap Varnish

Tech Level: I

Complexity: 4

Duration: Variable

Average Cost: 20 per liter

Weight: 1 kg per liter

This substance is made by Grens from the sap of the infinity tree. The most significant thing about this varnish is that it has fire resistant properties. A porous item coated with this varnish will take half damage if subjected to fire or electricity. Non-porous substances, such as metal, plastic, or glass, do not take the varnish well, and it will flake off in a few weeks. Wood, stone, concrete, and other substances of this nature can last for years before the varnish needs to be reapplied. An item left indoors, such as a table, can last decades before needing a reapplication of varnish. One liter will cover an area two meters square. (This is about enough to coat both sides of a human sized door, and the frame surrounding it.)

The Grens do not want the secret of how they make the varnish to get out, although they don't go to the extremes that they do to keep the secret of their infinity wood armor. Basically, anyone they'd trust enough to reveal the varnish formula to is someone who would respect the Grens enough to not ask. This is not really a major problem, since the Grens are quite willing to sell the varnish when they have enough they feel they can part with some.