

# The Monsters of Fort Reno Park

[\[The Day After Ragnarok\]](#)

City: Fort Reno Park, DC

Population: 50-75

Controls: the Point Reno encampment

Government: Squatters

Problem: Hostile Cities, Monsters

Heroic Opportunity: Bounty, Mercenary Work

City Aspect: Militaristic

Fort Reno Park has the distinction of being the *most* Serpent-tainted location in DC, thanks to a reservoir that was not destroyed in the tsunami that devastated the East Coast. The flooding instead thoroughly contaminated the water, and it's been allowed to sit there and fester ever since. In fact, the inhabitants go through a lot of trouble to keep the water highly contaminated.

The inhabitants of Fort Reno Park (or 'Parkers,' which is the *niciest* thing they get called by their neighbors) are chimeras and monsters, driven far beyond the normal limitations of Serpent-taint by the sheer concentration of poison at that location. Interestingly, this has made many of them more intelligent and psychologically stable. Any monster that drinks the fort's waters for long enough will become sapient, and the sapient ones will gain in

intelligence. Former humans are the smartest ones of all, capable of thinking with venomous clarity and intensity.

This does not make them *good*. What it makes them is tied to their location, because it requires a steady supply of Serpent-tainted water to sustain their unnatural intelligence. Experimentation has shown that they can go without the fort's water for two days before feeling the effects, but once the neural degeneration kicks in, it ramps up *quickly*. They have nowhere else to go, if they want to stay smart and reasonably free-willed.

The Parkers responded to this by slaughtering every settlement that was within a day's march away from them, then putting up warning signs anywhere inside that radius that *could* be turned into a settlement. From the Parkers' point of view, this seemed a reasonable and indeed ultimately humane way of establishing good relations. If people stayed on their side of the line, the Parkers would stay on theirs, and nobody else would have to get hurt.

However, at this point anybody living permanently on the Drowned Coast is half-crazed, at best. For that matter, you only have to be a *little* sane to decide that a nest of intelligent ghouls and fly-by-nights is far too dangerous a neighbor. There's nowhere near enough people left in the DC area to get a successful raid off, though. Mercenaries

might work as a solution, though. Particularly if they come from the much better-off Poisoned Lands, with its healthy food superior high technology. Someone with the right ordinance could blow Fort Reno Park right off the map!

They could instead contact the Parkers. The leader of that group is an Aunt Jenny who only goes by the name “Your Honor.” It is claimed that he was once a Supreme Court Justice, although not by him; he certainly rules over the other Parkers with a half-serpentine iron fist, and can guarantee an adventuring party’s safety among his people. As long as they sign off on getting rid of a few more human encampments, that is. Better safe than sorry.

...How is this all getting paid for? Buddy, if there’s one thing DC doesn’t lack, it’s art and jewelry that can survive being dunked in Serpent-tainted mud for a while. Heck, gold and jewelry come out looking even *better*, for some reason. Maybe the acid polishes away any impurities?

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