

GammaWorld™

Master's of the Earth Campaign

Scenario Pack 1

By: Paul S. Williams ([GammaHammer](#))

The world has seen better days. Life is harsh and unmerciful. Roving bands of mutated animals and Men compete with the ancestors of the ancients for survival in a world gone mad. It's now two hundred years after the end of The Black Days and its time that civilization crawled forth from the devastated remains of great nations to claim the Earth once again. Your mission, should you choose to accept it, is to be the vanguard of a new breed of adventuring restorationists. You have been chosen by a rigorous system of trials to form a team that will win back the world and tame it no matter the cost.

This scenario pack contains three beginning level scenarios intended for use with the Gamma World™ role-playing game (3rd Ed.) and the Master's of the Earth Campaign Background, though they could potentially be used in any campaign with place name modifications.

Scenario MA-1: *The Trials*

The town of Boze is using it's new found wealth to fund a permanent team of adventurers to seek out knowledge and artifacts in an attempt to further it's ambitious aims of restoring the old technological society of the ancients. These trials are open to all local area inhabitants and the player characters have come to test their metal.

Scenario MA-2: *The Town of Boze*

After the trials the team is chosen and everyone is introduced. The characters are encouraged to get to know each other by exploring the town during a week of training and indoctrination.

Scenario MA-3: *Shadow Wars*

Its as if some people are not as they seem. Time for a little investigative work.

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Master's of the Earth Campaign: *The Trials*

Introduction

This module is intended to be an introduction into the GammaWorld role-playing game and the Master's of the Earth campaign setting. The module is kept as general as possible so that it could be used with a minimum of modifications in any campaign setting. It is designed for 3-6 players of beginning level.

The adventure begins in the ancient lands of Orgon in the thriving city of Boze just South East of the ruins of Burns and 3 miles above (Mal'r Lake) near the (Silvs river). Each character begins with only the most basic of equipment and supplies. You are competing with a number of other applicants to be the founding members of Team Alpha, who's mission it will be to explore and secure for the township of Boze the means to further it's goals of being a new civilizations catalyst.

*[note: Please refer to the Master's of the Earth Campaign Notes for references]

*[note: It might be prudent to advise the players to reserve up to 5 points of skill allocation points in order to pay for the skills earned in MA-2: The Town of Boze. This is not necessary however.]

Background

The town of Boze has recently acquired the means to support a group of adventuring heroes due to its recent development of a local arms factory. Boze's Father Therlen, leader of the town has energized the township with an idea of epic proportions. His idea will secure Boze's place in world history when it succeeds in bringing back the knowledge of the ancients to build a new world.

There are competitors in this endeavor. Don Don is the center of a thriving hub of trade in ancient artifacts and has grown very influential in the area. The Barony of Ravox is a despotic village with militaristic intentions. Enir Ville would spread its message of species and racial segregation. Plus the myriad of Talkers and Nomen with their own agendas.

This module will be the first in a continuing series that will form a complete campaign with a conclusive climactic end against worthy foes.

This module is where the players will be introduced to the GW 3rd Ed. Action resolution tables and game mechanics.

The PC's have gathered with dozens of other applicants for a series of trials sponsored by the Bozean leadership. Three to six of the top performers will be selected to form a team of adventurers under the code name of Team Alpha. As casualties are incurred members will be replaced with other worthy trial participants. Until they begin active adventuring, the characters will receive a weekly stipend of 20GP's with which to care for their personal needs. Lodging in the form of a barracks will be provided while being trained. After the training period is over all accounts, stipends and lodging will be discontinued. The team is not only expected to earn it's own keep but to also supply Boze with artifacts and knowledge with which to further it's own causes.

As GM you will moderate the trials that decide Team Alpha's membership. You will have a standard that will be represented by a point system in which to select those worthy of joining Team Alpha. To make the Trials more interesting and meaningful, each trial will have a graduating point value associated with the degree of success. If at the end of the trials the point total of a PC's character is less than the standard, the player will have to roll another

character up and again retake the trials until successful. This will weed out the extremely weak and/or unlucky characters.

*[note: When having the players roll up characters, encourage them to write up origins from the local area. Player characters are expected to be from the Boze area and have general knowledge of their surroundings. Exceptions could be made for an inspired write-up from a player.]

Boze

Please refer to the Boze City campaign plug-in. Any medium to small town will do if you do not have this plug-in.

The Trials

The characters are met by Kenwood the town's Marshal. You see around you dozens of hopefuls of every description and form under the sun (there are 24 participants other than the PC's). There are some Noman present and even a few Talkers, the rest appear to be normals, but you can never really tell just by looking. Kenwood asks that all trial participants gather around so that he can explain the trial rules and events that will decide who is worthy of consideration.

The trials are:

- 1- Feats of Strength
- 2- Feats of Dexterity
- 3- Feats of Endurance
- 4- Test of Intellect and Knowledge
- 5- Disclosure of Powers or Abilities
- 6- Personal Interview
- 7- Combat Skills

These seven trials are held without more than a few minutes rest or break between and will take several hours. During this period, only water will be given to participants. For those new to the area of Boze, Kenwood warns about wondering Shacktown and that it would be best if they also avoid Gastino's Pub, which is a known trouble spot. He reminds the pc's that weapons are not allowed to be carried within Boze city limits and offers(or insists) to take all the pc's weapons to the armory for safe keeping.

Trial Points Values

1 – Weights begin at 2/3 max and increase by 10 pounds until the character fails an action check in the attempt to lift this weight above his/her/it's head. Each 10 pounds represents a color shift up in difficulty beginning at White and using their Physical Strength (PS) score as the column to roll on. One(1) point will be granted for each successive color result that the character manages to lift. one(1) additional points will be given if the character manages to lift a weight equal to a red result.

2 – A suspended beam with a successive narrower width will need to be traversed by the characters for this trial. Again, for each ten(10) feet the character is able to traverse without losing his/her/it's footing one(1) point will be granted with a red result earning an additional one(1) point just as in trial 1 except that checks are made on the column equal to the characters Dexterity (DX) ability score.

3 – The characters will be required to run or walk as far as they are able carrying a heavy weight equal to just over their maximum carry weight. Each successive 10' of distance equals a color shift in difficulty. The first 10' is a roll against the characters average Strength (PS) and Endurance (EN) scores as the column. i.e. (the character must roll a white result or better to reach the end of the first ten feet and so on). The point system is as similar as the proceeding two trials. Any ties will be settled by comparing the participant's Constitution Ability Scores. The character with the highest Constitution (CN) automatically earns an additional one(1) point. This is to simulate an actual single victor situation where trial participants will continue striving until there is a single clear winner.

4 – A written and/or verbal test will be given to all applicants who will be scored by the color result of a roll on the column equal to their Intelligence Ability Scores. One(1) point will be given per color result with a red result giving one(1) additional point.

5 – All participants are required at this point to disclose any skills or powers they feel will enhance their chances of making the team. Points are awarded arbitrarily based on the participants disclosed abilities or powers and those abilities or powers helpfulness to Team Alpha's survivability. Points will be granted from 1-10 range with 10 being an ideal skill or powers package.

6 – Personal Interviews of every candidate are given at this point. Roll against the characters charisma ability score. Each successive color result equals a point. i.e. white = one(1) point, blue = two(2) points etc. Bonus RS points may be given for positive personality traits or negative RS points may be given for negative personality traits (no more than 2 points should be given or taken away in this bonus stage). A red result will garner an additional one(1) points.

7 – Participants are pitted one against another in a no holds bared test of their combat skills. The character will be scored a number of points equal to the number victories after three(3) fights. An undefeated combatant will earn an additional one(1) point. Any ties between player characters will be settled on the spot by personal combat to settle who is the superior combatant. The winner of any ties will gain an additional one(1) point. Only NON-LETHAL combat is allowed. i.e. All damage sustained during a trial combat will return at one HP per minute of rest + CN modifier until back to normal. There is a ten(10) minute break between combats. The PC's will actually know most of the other combatants if they grew up in the area. No combat advantages are gained from this however.

Combat NPC's

1. *Jadea(F)*:(PS)11(DX)12(CN)10(MS)13(IN)11(CH)15(MR)8(AC)2/-10(HD)11(HP)46
Humanoid-Blue skin/Cow like face with horns/ sonic attack-bellow/Leather armor
Attacks: horns(4) or 2Xfists(2) a charging attack every other round damage=2X
2. *Hogle(M)*:(PS)12(DX)16(CN)12(MS)10(IN)9(CH)8(MR)8(AC)1/-5(HD)11(HP)38
Humanoid-Short, wrinkled appearance and wearing skins/Project Force/Distracting
Attacks: Project Force(10) or 2Xfists(2)
3. *Ghol'm(M)*:(PS)16(DX)10(CN)16(MS)8(IN)6(CH)11(MR)16(AC)3/-15(HD)15(HP)60
Humanoid-big hulking brute w/ partial carapace.
Attacks: 2Xfists(2)
4. *Yukon(M)*:(PS)12(DX)13(CN)11(MS)11(IN)14(CH)12(MR)12(AC)1/-5(HD)10(HP)40
PSHuman-Wiry, but well muscled, long white hair and beard, dressed in de-fured skins.
Brawling/distracting/Wrestling(10) Attacks: 2Xfists(2) +brawl and wrestle

5. Naomi(F):(PS)11(DX)15(CN)12(MS)12(IN)15(CH)15(MR)10(AC)0/-0(HD)8(HP)24
PSHuman-Pretty blond hard faced though. Brawling/Martial Arts(8)
Attacks: 2Xfists(2)+Martial Arts or 2Xfeet(3)+Martial Arts
6. LoHan(M):(PS)12(DX)14(CN)17(MS)11(IN)14(CH)11(MR)18(AC)3/-15(HD)9(HP)28
PSHuman-Dark hair, thin in black studded leather. Distracting(16)
Attacks: 2Xfists(2)
7. Baner(M):(PS)7(DX)9(CN)8(MS)17(IN)16(CH)7(MR)8(AC)0/-0(HD)13(HP)42
Humanoid-Older man in brown robes. Inflict Pain(17)
Attacks: 2Xfists(2)/Inflict Pain(17)
8. Dek'r(M):(PS)12(DX)18(CN)12(MS)12(IN)14(CH)12(MR)11(AC)0/-0(HD)14(HP)47
PSHuman-Young boy, fresh faced. In homespun pants and shirt.
Attacks: 2Xfists(2)
9. Krull(M):(PS)13(DX)11(CN)9(MS)15(IN)12(CH)5(MR)12(AC)1/-5(HD)11(HP)33
Humanoid-Gaunt faced with a scar running from high forehead to chin. 'vicious' attacks
Attacks: 2Xfists(2)+1for viciousness. He shows NO mercy and is stone faced.
10. Ty'ghone(M):(PS)11(DX)13(CN)11(MS)13(IN)8(CH)11(MR)11(AC)1/-5(HD)14(HP)39
New Animal-Large black and white furred wolf. Poison(8):Weakness -1/RS per result
Attacks: Bite(3)+Poison

If you need more NPC's just select from the name list below and plug them into one of the ten NPC's above. Simply roll again.

| Male | Female |
|-----------|------------|
| 1-Fester | 1-Gilan |
| 2-Jakl | 2-Hana |
| 3-Gaben | 3-Coleen |
| 4-Dester | 4-Yurrene |
| 5-UghDe | 5-Illharra |
| 6-Nuckles | 6-Quesstra |

The points are tallied and compared against the total possible and the minimum standard for consideration: Those character's who do not meet the minimum standard in the point system will be asked to re-roll a character. Their previous character did not pass muster. The minimum score must equal or exceed eighteen(18) points. * [note: in actuality 49 points are possible (more if there is more than one deciding combat between PC's in trial 7). But to get most ANY character onto the team the mark is set very low, this device is only to introduce the game not necessarily to weed out any but the most pathetic of PC's.]

After the Trials

Once the PC's have made Team Alpha, introductions are made and PC's can share their backgrounds and whatever other information they desire.

The PC's are then shown to their living quarters at the barracks. They are told that they will be given further information and instructions beginning early tomorrow.

*[note: Any character desiring to do any action other than sleeping must make an endurance roll at a DF(21) and then a mental strength roll also at DF(21) to do so. They are VERY exhausted from the day's trials. Any character successfully attempting this will suffer (-1)RS for all actions the following day, no save]

This ends scenario MA-1: The Trials please continue in MA-2: The Town of Boze

Masters Of The Earth Campaign: *The Town of Boze*

Introduction

This scenario is a continuation from MA-1: The Trials. The PC's should still have not purchased any adventuring materials at this point. After an exhausting day of physical and mental exercise Team Alpha sleeps hard. In the morning (early morning), the characters are rudely and noisily awakened by Kenwood the Marshal. It is time to begin their training. The training period is for two weeks and includes training in the following critical skills. Basic woodcraft, speaking and reading the trade tongue, pre-ruin culture and how to use the primitive pistols and rifles that Boze produces in it's arms factory. At the end of each training period the PC will make an Intelligence check. An orange result or better produces a skill score of 2(two) instead of the normal starting level of 1(one). If a character already posses a skill from the course then the PC gains an additional level in that particular skill. i.e. 1+additional=2.

Itinerary

Successful completion of the courses results in a score of 1(one) in the indicated skill, except as noted above. It is suggested that the GM allow the players to roll up and select initial skills for their characters as normal without telling them that the courses will grant them additional skills or skill levels.

| | | |
|----------------------------|-----------|-----------------|
| 1- Language, Trade Tongue: | 1-14 days | -1 skill point |
| 2- Culture, Post-Ruin: | 1-7 days | -2 skill points |
| 3- Woodcraft/Firearms, pri | 8-14 days | -2 skill points |

The Set Encounters

Gastino's Pub:

- Eventually the party will seek out something 'fun' to do during their indoctrination and training period. Marshal Kenwood warns them away from Gastino's Pub again, but naturally they will go here anyway.
- When they enter the pub normal conversation ends and all eyes turn on them, none exactly friendly.
- There is a table free in the middle of the room, conversation will resume as the pc's are seated. If they don't Gastino will encourage them by saying, 'well, you gona stay or what, there's a table open right there,.
- While seated and after ordering whatever their going to drink the pc's facing toward the crowd may notice furtive glances in their direction by all the patrons DF(yellow) or specifically a group of (5) human miscreants DF(blue) at a nearby table. (use IN or skill or power). They appear to be some of the new immigrants from the outhouses.
- Even if none of the pc's notice immediately, the voices from the (5) miscreants will steadily rise until they are heard by anyone with ears.
- If there are humanoid mutants, the pc's will hear disparaging remarks about mutants taking over the town, and Gastino's Pub, etc.

- If there are Talkers among the party there will be jokes about pets defecating on floors, etc.
- If all party members are human or human appearing there will be jokes about how ugly they all are or why women would be with such girly boys and not them, etc.
- Eventually the pc's table will be approached by Luk and his friends who will start flicking the ears of one of the pc's.
- It should be obvious by now even to the thickest of players that they are being provoked into a fight by these local thugs.

Bad Guys

Luk: **PS14(+1)DX11CN10MS8(-1)IN10CH13 Rank:1 HD11 HP38**

Brawling(1)+1RF

Minji: **PS12DX11CN8(-1)MS8(-1)IN8(-1)CH10 Rank:1 HD11 HP30**

Duster: **PS11DX11CN10MS8(-1)IN8(-1)CH10 Rank:0 HD9 HP25**

Darel: **PS14(+1)DX10CN9(-1)MS10IN6(-2)CH6 Rank:0 HD10 HP30**

Darel: **PS14(+1)DX10CN9(-1)MS10IN6(-2)CH6 Rank:0 HD10 HP30**

- No one will initially interfere until the fight is nearly over, when Gastino steps in to 'clock' the last bad guy over the head thereby potentially earning the gratitude and good graces of the team. The idea is to get closer to them to learn about their going's – on so that he can report them back to the Baron in Ravox for whom he is a spy.
- [*note: Remember, Gastino is a mutant with the Mind Shield power, so those party members with empathy or telepathy, etc, will not be able to sense what he is thinking or feeling. Refer to the Boze Town notes]
- If the pc's are getting whooped, the marshal will show up to save the day. At any rate the sheriff will show up after the fight. The hooligans pass it off as 'just hav'n a little fun', the marshal seemingly buys this excuse, but says he'll be keeping an eye on them in the future. He then tells the pc's he 'told them so', and that this place is bad news, which the pc's can hear a snort from Gastino. He then tells the pc's to stay out of trouble and departs. Gastino hurry's over to the pc's and tells them rather furtively that, they are welcome here anytime and that he'd be glad to buy them a drink next time they stop buy. He'd love to hear about their exploits, anytime, anytime. Basically, he tries to grease their wheels to get them to tell him stuff at a future date.
- If the pc's manage to kill any of the bad guys Kenwood will "arrest" the killer and the next day a hearing will be held where the council declares it the killing a 'self-defense' and admonishes the pc's NOT to kill their fellow citizens of Boze.

The Streets of Boze:

- While walking the streets of Boze the pc's have to dodge (2) horses that have broken free from a chain of (6) horses and are running.
- Save for (2) attacks of: Trample(2)Xd4 hooves
- To save each pc makes a save vs the horses MV color result and their DX+dodge Skill, otherwise they are subjected to the trample attacks above.

The Horses

PC20MC12MR12MV18HD6 HP24

HP26

- If any of the horses are damaged or killed the horse handler 'Itchy' will demand compensation on behalf of Saden Mox an important man and horse breeder in the area.

Itchy **PC12MC12MV12AC2(-10)leather, Whip(1)entagle HD6 HP20**

The Healers:

- The party is approached by (2) members of the 'Order of the Hand', they tell the pc's that they would like to speak with any of the members of the group that have any healing abilities.
- They will know who, if any, of the group have any healing abilities or powers already, but they will go through the motions nevertheless.
- If asked the (2) healers will gladly tell the pc's about the Order.
 - "The Order reaches out it's hand to all beings in need. We go where we are needed to heal those in need. The Order does not involve itself in the politics of the locals and does not condone or advocate violence and in fact, each member takes an oath of non-violence upon membership. Any act of violence must be met passively if it can not be avoided.
 - *Motto: "The Order extends the hand of healing to all sentients"
- If for some reason a pc agrees to join the healers, he/she/it is effectively removed from the campaign.
- If for some reason the pc's attack the healers, they will attempt to run away calling for the aid of Boze's citizens. Every (2) AT's starting with the first, (**d10**) citizens will come to their aid and attempt to subdue the offending pc's.

Healers **PC12MC16MV12HD10 HP48**

HP45

| | |
|--------------------------------------|----|
| Citizens PC11MC11MV12HD6 HP20 | 20 |
| | 20 |
| | 20 |
| | 20 |
| | 20 |

- The pc's will be hounded out of town and hunted thereafter and never welcome in Boze or any town where the Order has a presence, which is just about any civilized town in Ameriga.

The Market:

- It is likely that the pc's will want to go to the market held on every 3rd day. Everything on the shopping list is slightly easier to find (+10%) and prices will be at (-10%) as well.
- While walking around the pc's overhear a heated argument between a merchant and a buyer. It looks as though the argument may lead to a brawl in a moment if someone doesn't intervene.
- If the pc's decide to intervene they get the HD experience of both the merchant and the buyer if they do not intervene but continue on or simply watch the antics the other merchants will see this and the pc's will loose the price and availability options above. All prices and availability will be as shown on the shopping list.
- The argument is a simple one. The buyer haggled for a price on an item and when it came time to pay he reached into his pocket and found....nothing. It seems he may have been a victim of a pickpocket or somehow dropped his money. Anyway, the merchant thinks the buyer is trying to bilk him and run off with the goods without paying.
- If the pc's attempt to purchase an item or items, make them haggle for it.
 - No skill = column A+CH bonus
 - Skills = Commerce(-1RS)/Barter(-2RS)/Negotiation(-1RS) – Skill +CH mod+Rank

The Dark Forests:

- Kenwood introduces the team to 'Grizzly', a giant hairy man dressed in animal skins of varying quality. Grizzly stands an even 7' tall and looks to weigh about 300+ pounds.

Kenwood tells you that this man is going to be training you in the arts of woodcraft and is a local tracker and trapper. *GM Note: If anyone asks what Grizzly's 'real' name is he will simply say, 'that's what folks around here call me cuz Im big and I like to shit in the woods, but if you have to know my given name is Marshl Admz'

- Kenwood leads the way for most of the first day where the pc's will be shown various flora an fauna to avoid or to eat and other dangers of the forests around Boze.
- It should be noted that if the pc's/players are being loud, like most wilderness rookies, role for an encounter each time. The first time will come with a warning from Grizzly, he says, 'if'n ya want to stay alive out here, your going to have to learn to fit in'. With that the pc's (IN) roll to notice that they've never heard Grizzly make even a single noise as he's walked through the forest trails.
- During the hike out to the campsite or from, the party is stalked by a normal if not small black bear for (d6) cycles. Check against the pc's powers or skills to see if the bear is detected once a cycle. Use the bears HD as the column to roll for DF. The bear is just curious and will not attack unless provoked. Grizzly has detected the bear long ago, of course, and is rather disinterested sounding if one of the pc's brings it up.

Skills: 6th Sense/listening/sighting

Bear **PC18MC11MR11MV14HD6(+1big bear), HP30**

3 attacks Bite(3) / 2xClaw(2)

- Near twilight, Kenwood and Grizzly lead the party to a large clearing with some ruins in the center. These ruins used to be a grocery store, (culture, pre or IN-5 to make a correct guess).
- Kenwood tells the pc's to set up camp, and gather firewood. The pc who gathers the most firewood in one cycle gets first watch. The rest draw straws or decides on their own for the other watches.
- In the morning of the first day out, Kenwood tells the pc's to start setting up some targets, there are several cans, signs, and miscellaneous junk laying around, some of which already show signs of bullet holes, indicating that perhaps this group is not the first to have come here.
- The pc's can explore a bit while targets are being gathered, treat the search as a standard search, except that 80% of the time the results will be a suitable piece of junk to be used as a target and 20% of the time it will be a normal random find, using the Random Search Results Charts.
- Potential Encounters While searching
 - 1- Spider as big as a hand scurries from underneath some disturbed garbage.
MV8HP10
 - 2- Rat, runs from underneath some disturbed garbage and tries to climb up a pc's pants leg. **MV10HP10**
 - 3- Trap: deadfall. Some precarious stones act as a trap and when an underlying stone is dislodged falls toward a pc. Rock **MV10** as DF, Column A+DX mod to save or use Dodge skill+DX mod+Rank. The rock does a base(2) crushing damage.
 - 4- Poisonous creeping vine if touched save vs poison (Int8) or start itching and scratching uncontrollably for (d10) cycles. Save vs color result using MS every cycle to NOT scratch that itch. The vine is otherwise quite harmless.
- During the campout, the pc's are required to 'hunt' or gather their food. Kenwood and Grizzly will eat what the pc's manage to gather. If the pc's bring nothing into camp to eat, then Grizzly will disappear for a short period and come back with something caught in his beard that looks suspiciously as if it might have fallen from his mouth.
- During the early evenings Grizzly and Kenwood take turns regaling the pc's with adventure stories and rumors. At one point Grizzly tells the pc's the secret to survival in the wilderness....'Run fast and run far, when your cornered, fight like a crazed badger'

-Check for encounters as normal, and when the pc's are being overly loud, except while shooting or other normal training activities.

Gaylon The Wise(Graduation Day):

- On the 14th day of their training the pc's are led to Gaylon's house by Kenwood and left there just outside his door.
- Gaylon will invite them in and ask them to be seated.
- Gaylon will then make them wait in silence while he putters around in his kitchen doing something and smoking his pipe, like making a potion or mixing a poultice.
- Those pc's with the ability to do so can detect Gaylon's amusement of 'the young pups' and is playing the silent wise man to the hilt for his own pleasure.
- After a time, when the herbal tea has steeped, Gaylon breaks the silence by asking the pc's if they'd like some tea. He pours in silence for those who do and then seats himself to face the team. He looks thoughtfully down the rim of his tea cup at them, seemingly judging the merits of each member. 'So', he says, 'you're the new team are you?!'. 'Not much to look at', He says this last more to himself than the pc's pausing to stare off into the distance for a moment. 'Well, you'll have to do, yes, you'll have to do'. 'What do you know of the world outside of our little provence of Boze?', nothing worth knowing, I'll wager. Any of you even know what a lightswitch is, huh', he grunts. 'Well, I'm here to give you advice occasionally when you get stuck on something. I know a it about the gadgets from before 'the big mess'(those pc's with powers or skills will note that this seems like a depreciating statement, and in fact Gaylon may know a LOT about some things).
- Gaylon offers some advice; 'You should all learn as many skills as you can so that you can help bring back civilization to this little piece of hell hole we call home'.
- And with that he asks the pc's to leave an old man in piece so he can rest, though he doesn't look particularly tired.
- Graduation Ceremony: The team is gathered and so has a large anxious crowd to witness the official commission of the pc's as Team Alpha, seekers of knowledge and representatives of Boze.

The Random Encounters

*GM note: The pc's are, even at their neophyte levels, still minor celebrities in town and will be treated as such by most everyone they meet.

-Meet various personalities of Boze:

- | | | | |
|-------------|--------------------|-----------|-------------------|
| 1. Therlen | 2. Bazel and Henna | 3. Grover | 4. Jonson |
| 5. Kalen | 6. Dala | 7. Menora | 8. Val |
| 9. Mili | 10. Moma Jova | 11. Jon | 12. Old man Igre |
| 13. Miira | 14. Jhaster | 15. Woler | 16. Devin |
| 17. Wyndi | 18. Tol and Agatha | 19. Gia | 20. Agram |
| 21. Maaroni | 22. Gaylon | 23. Galon | 24. Heslar Family |
| 25. Leon | 26. Bolan Family | | |

-Foil an assassination attempt on a town leader by the Baron of Ravox

-Rescue a child from an old well

-Overhear rumors of an invading horde of 'Thought Masters'

The listed encounters should be enough to keep both the players and the GM busy for the two-week training period. These encounters will happen after class as the characters are wondering the streets of Boze acquainting themselves with it's businesses and people.

MA-3

Masters Of The Earth Campaign: *The Shadow Wars*

Introduction

This scenario is a continuation from MA-2: The Town of Boze. After their commission, Team Alpha is eager to prove their worth. In the days that follow Team Alpha prepare themselves for their first assignment. Purchasing additional equipment, deciding leadership and team member roles, planning strategies, getting in shape and practicing being an effective team, perhaps even having uniforms made. This preparation and hard work does not go unnoticed and the team is soon summoned before the council.

Background

On the morning of 3rd day the team is awakened by Marshal Kenwood and told to ready themselves, that they have been summoned before the council. When they arrive they see the council seated around a large raised horseshoe shaped table. As they step forward Kenwood shuts the heavy doors of the chamber behind them and moves to the side of the doorway as if standing guard.

Father Therlen begins:

'Welcome Team Alpha, I presume that you are eager to be about the business for which you have all volunteered and competed so hard for? The young are always so eager to put themselves in harms way'.

Father Therlen then turns and gestures to Leon Harmen, elected leader of the new immigrants housed in the Outhouses. 'Councilman Harmen has some information that has bearing on your first mission, councilman, if you please....'

Councilman Harmen stands and begins to speak, telling his listeners about some information he just recently received from one of his people about a possible spy within Boze. This spy is said to have access to sensitive information within the city and that the spy is planning a meeting with a compatriot just outside of Boze on the next 5th night. Before the moons apex. The source did not know any other specifics.

Councilman Harmen, finished relating what he knows sits and Father Therlen again speaks. 'The council has deliberated upon this matter and has decided that it might be prudent to capture this spy and find out who has sent him and for what purposes. There have been reports of late, of travelers, tradesmen, and merchants being waylaid between many of the villes in the area and robbed of their property. Perhaps this spy works for them. We would like Team Alpha to try to and disrupt this meeting and capture whomever is involved and bring them before the council for questioning. As I know the exhuberance of youth well, you will take note that we want these spies or spy alive and able to speak. The dead tell no tales and we would very much like to hear the song these canaries sing. Now, go and prepare yourselves for the mission. Consult with Marshal Kenwood about your plans.

- With a wave, you are dismissed and the council gets up from their seats and file out a doorway behind their seats into an adjacent chamber. Kenwood then opens the heavy doors and motions for you all to depart.

- The pc's must now decide what they intend to do and how they intend to do it. There are obvious problems with the lack of information, such as, how will the spies be exiting or entering Boze, where the meeting is to be held and other helpful clues. The pc's have over a day and a half to prepare and plan.
- The information that councilman Harman has received is indeed good and there truly is a spy within Boze(refer Boze town notes). Jhasper, a spy working for Gastino(for cash) is meeting with him in their usual spot just NW of the Boze W wall. Jhasper, while working at his job in the stables has overheard a conversation between two local traders. One of the traders would be traveling to Don Don just after the 3rd day market to purchase some materials, which meant the trader would be carrying a fat purse.
- Gastino will pass this information on to the bandit group working for his boss the Baron of Ravox. The bandit group uses Gastino's information and other spies in the area to pick the best targets for fleecing to expand the Baron's treasury.
- While speaking Gastino will request Jhasper do some more digging about the new team of adventurers sponsored by the town. He feels, rightly that they may be a threat to the Baron's plans and his own well being and wants to keep a close tab on them.
- If the players cannot come up with a viable solution for finding the meeting location then this scenario will not be possible to complete. Lead the players as little as possible.
- If the players are complete idiots and manage to flub the capture then both Jhasper and Gastino will be present in MA-4: *To The Rescue*.
- It is best if Gastino escapes the pc's at this point, but Jhasper is completely expendable, though he may give useful information that leads to Gastino and his gang of robbers. Jhasper is a spy for hire that Gastino keeps mostly in the dark, but Jhasper, being the curious spy that he is has turned his talents Gastino's direction more than once and has learned about his link to the Baron of Ravox and where the robber encampment is located.
- Jhasper will attempt to escape, failing that he will fight until it is clear he cannot win and then will surrender.

Jhasper

- Gastino, if cornered, will attempt to first trick, then bribe or cajole the pc's in an attempt to let him go. If all else fails he will fight to the death. He will not willingly give up any information on the Baron or the Baron's plans.

Gastino

*This ends scenario MA-3: The Shadow Wars Please continue the series in
Scenario Pack 2: MA-4: To the Rescue*