

Gamma World 3rd Edition Adventure Book

“Rite of Passage”, aka “The Weapons Quest”

Errata and notes: please read before continuing.

There were a number of small omissions from the adventure listings in the original printing that need correcting. These corrections are:

- Encounter A13: At the end of the third sentence add “(see picture next to encounters F49-F53)”.
- Encounter C11: Near the end it says, “...take the road out of town (A58).” add “First read A58 then go to A9.”
- Encounter C92: Where it says, “...advised to avoid the pass.” add “This is the area labeled A48.” Near the end it says, “...take the road out of town (A58).” add “First read A58 then go to A9.”
- Encounter E40: Where it says, “Do you wish to talk or die?” change this to “Do you wish to flee or die?” and the option should be, “If you want to run, turn to D29...(not “... talk, turn to B2”)
- The town of Restore is located just off map near A9 (southeast edge of map).
- For a picture of one of the cyborg attackers, see the cover of the GW6 module (it’s lying at the bottom of the picture).

This adventure is designed to fit any generic location but it’s pretty obvious that the city by the lake is Casper, WY (called Kazbero on the large US map). The map for ‘Rite of Passage/The Weapons Quest’ is roughly two hexes by two hexes on the US map. The details on the maps don’t match exactly, but that can be blamed on the lack of skill of the cartographers during this time. (In fact this area is a little north of where modules GW6-11 for the third edition are set).

PART VI: RITE OF PASSAGE

INTRODUCTION

The town of Restore is a small Restorationist stronghold in a valley that separates a long mountain range from plains to the south. Lately Restore has come under attack from large bands of carrin birds and badder mutants. These bands have been forced down from the mountains and your Restoration Council feels that these new enemies must be stopped at all costs. The town has just received information that a raid is going to descend on Restore in just seven days. You are being sent on a desperate mission into the mountains to find weapons of the Ancients to aid in this fight. But you begin to wonder why these invasions have occurred. You want to answer that question on your quest, if you can.

This adventure, *Rite of Passage*, will introduce you to the GAMMA WORLD® game. New game masters (GMs) and players can begin with this adventure and learn the game as they play. It requires no referee and can be played by one to four people, or a GM can use this adventure to help him run a campaign for his players and to get a better feel for how to be a GM.

The players take on the roles of a band of Restorationists assigned to explore the mountains and find ancient artifacts. Although we suggest using the pre-generated characters listed on the cover of the Player's Screen, players who know the game may create their own characters if they desire (see "Character Types" and "How to Create a Character" in the Rule Book).

If less than four people play this adventure, one or two of the players should play more than one character. For instance, if three people play, one of them should run two characters, while the other two should run only one character each. If one person plays he should run all four characters.

What You Need to Play

- 1) The GAMMA WORLD® game Rule Book
- 2) The Player's and Game Master's Screens and the Adventure Book (you're holding it now)
- 3) The dice from the box
- 4) A photocopied Adventure Record Sheet
- 5) Pencils and some time to play the game

Entries

This adventure consists of many separate sections called entries. Each entry is designated by a letter-number combination and describes a place or situation that the player characters (PCs) might encounter. As you read each entry, you must choose what you think is the best course of action from the list of options. There are no "correct" choices, but if you are not careful, you could end up in some very difficult situations. Each option directs

you to a new entry that describes the results of your choice.

Example: At the beginning of the adventure you have to choose whether to seek out your elders for more information or quickly leave the village and begin your adventure. Seeking more information is Entry B1 and if you take this choice you move to that section of the adventure and read that entry. Quickly leaving the village is Entry C11 and if you take this choice you move to that section of the adventure and read that entry. Both of these choices direct you to some other entry and the adventure continues.

Players should note that the entries make no sense if they are read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the fun and adventure of the game.

Keeping Track of the Adventure

Whenever you read an entry it will be helpful to use the Adventure Record Sheet to keep track of where you have been and what happened. You may want to make several copies of this sheet because you may need more writing room than just the spaces provided on one sheet.

The "Hit Points/Wounds Suffered" section on the Record Sheet is used to record the number of points of damage you have taken during the adventure (see "Hit Points and Damage" in the Rule Book). In the "Last Entry" section, you can keep track of which entries you have tried. There may be times when you have to go back to an entry and try again. The players should keep a separate sheet of paper to note items acquired during the adventure.

Decision Making

The players must make all decisions as a party, except during combat. This means that the majority of the players must agree on an action before the party acts. During combat each player may choose a different action as long as those actions do not refer them to separate entry numbers.

Rolling Randomly

During the course of a combat or from the directions of an entry, you may find it necessary to determine who a non-player character (NPC) attacks or works with by rolling randomly. You roll randomly when you can see no logical reason for a non-player character to choose one course of action over another. Arbitrarily assign numbers on a six-sided die to determine what the character does. Example: The character attacks Ren on a 1, Raa on a 2, Sheesh on a 3, Wroll on a 4, or

tries to attack both Ren and Raa on a 5, or Sheesh and Wroll on a 6.

Using the Maps

This adventure is played with a series of maps found on the cover of the Rule Book and in the center of the Adventure Book. Use the outdoor map of the wilderness (the "A" map) to select the path you want to take. Then move from hex to hex until you enter a labeled area. For every six hexes you move, roll 1d6. On a 6, refer to the type of terrain you are in and read that entry for instructions.

Turn to the Random Encounter Table in the center of this book and familiarize yourself with the terms used for encounters throughout this adventure.

Combat

This adventure presents the player characters with many combat opportunities. It is a good idea to carefully read the "Combat" section in the Rule Book before going further.

Getting Healed

The PCs have seven days to accomplish their mission before the raid against Restore. If a character is seriously wounded, he can go back to the village and be healed completely by the elders of the Restorationists. A round trip between the mountains and the village takes one day. A PC can leave his group and find them again because of the trail markings they are leaving. But he cannot rejoin them until a day passes for the other PCs and he cannot leave and adventure by himself in other entries. The PC should only be interested in finding his comrades and continuing the adventure.

If your character loses all of his hit points then he is dead. You can then play the part of the non-player characters and foes in the adventure and role play their confrontations with the players' characters.

Ending the Adventure

The entries in the adventure will tell you if your actions help the Restorationists win their battle against the mutants. If all of your characters die, you have obviously lost and Restore is overrun by the mutant invaders. If you do not return to your village with the necessary weapons within seven days, you have also lost.

Feel free to stop playing at any time and pick up where you left off at a later time.

The Characters

Read the character descriptions on Player's Screen and refer to the "Mutations" section and the "Equipment and Weapons" section in the Rule Book to understand the characters and their devices can do.

VICTORY CONDITIONS

Weapons: If you take back more than 15 weapons, or get others to take back more than 15 weapons, within the time limit, you win a Minor Victory.

Cyborg Heads: If you take back more than two cyborg heads plus 15 or more weapons, you win a Clear Victory.

Information: If you bring back information about the locations of the cyborg menace plus 15 or more weapons, you win a Clear Victory.

Future Allies: If you have entered a fight to save the life of another, they will help you in the future. This plus 15 or more weapons gives you a Clear Victory.

Major Victory: If you fulfill all four of the conditions above, you win a Major Victory.

Superior Victory: If you have visited the cyborg compound or the space ship and delivered 15 or more weapons to your village, you have achieved a Superior Victory, the highest level of victory.

Start

For the Readers: When you come within one hex of a number on the map, you must read that numbered entry. If there is more than one type of terrain in that hex, choose whichever terrain is most favorable to you. As you come into a new terrain hex, read the entry for that terrain as noted at the bottom of the map. In other words, the first time you enter a forest hex, read the forest entry, etc.

For the Player Characters: Your quest begins at dawn of the first day. You have been given a tough map of the mountains that mutants in the town have created for you. Your mission is to acquire energy weapons of the Ancients, but you also want to discover why your lands have been recently invaded. You could leave immediately (C11) or you could take a few hours and ask questions of those who have recently scouted in the hills (C92).

A1 The road travels through a narrow pass between two hills and there is a log roadblock a hundred meters ahead. You can go off the road and into the hills or you can check out the blockade (C71).

A2 You travel through the grasslands in this valley until you notice a large, stone structure nestled in the hillside to the east. You come within three hundred meters of it when a meter-tall oval robot flies out from the building and approaches you. Do you shoot the robot (F37), let it approach (B70), or run back into the wilds?

A3 You follow the river for a time when suddenly a mountain of white flesh erupts out

of the water. It mentally attacks each of you, striving to control you (HD 15; hp 123; MS 15; mutations—mental control (one try for each of your party, any falling under its control begin fighting the rest with their best weapons), mental paralysis (if held for five action turns the victim dies, the paralysis is automatic after the first successful attack, the creature can make other attacks while one of your number is mentally paralyzed), stunning force (one try for each of your party, if the attack works, that party member is stunned for the rest of the battle), heat generation from tentacles (Dm 5).

This creature attacks every party member every action turn until you run away (see D29) or defeat it. You cannot run away if any party members are stunned, paralyzed, or mentally controlled.

A4 You hear the sound of an engine revving. There is a black plume of smoke rising about a hundred meters off in the grasslands. If you want to check it out turn to B45 (this takes one hour).

A5 Out on the grasslands you hear a scream for help (or is it a battle cry?). If you rush to see what it is, turn to C58. If you do not want to investigate, just continue your trek across the map.

A6 Several hundred meters off the road stands a towering statue of a pure strain human female. She is wearing a strange dress and is holding a torch in one hand and a large book in the other. There is a glowing entrance at the statue's feet. If you leave the road to check it out, go to A95. This takes two hours.

A7 The door opens into a large room that lights up from glowing spots on the ceiling as you enter. A voice speaks in a language you have never heard before, but you do recognize some numbers in the speech. The voice seems to come from all around you. On three walls of this room are large, open boxes at hip height. Above each of them is a window of some sort. Each of you must roll an Intelligence Check. If even one of you succeeds, turn to B73. If none of you succeeds, turn to F34.

A8 This is a box canyon and you have reached the end of it, but instead of the normal rocks, you discover a huge metal door. It stands 20 meters tall by 15 meters wide. There is a large pile of skeletal remains at the base of the door. Exploring this area will take two hours.

If you wish to check out the bones and equipment you see just lying here, go to A96. To check out the door, turn to A66.

A9 You move down the road from your vil-

lage ready for action. You only travel a short distance down the mountain pass when you see a rider on a brutortz moving up the road toward you. He is a stranger and looks somewhat beat up. He is bleeding from several wounds, but still looks tough in his broad-brimmed, black hat and strange, blanket-like clothing. You can let him pass and continue to your next encounter, or you can try to talk to him about what lies ahead (A99).

A10 Nothing untoward happens as you enter an area of sand dunes and discover ruins of the Ancients buried in the sand! These buildings could be filled with the weapons you need. It will take you two hours to explore each building. You may explore one of the following: one almost completely buried (A65), one that appears to be mostly intact (A97), or one least buried by sand (A80).

A11 Deep in the forest you sense the presence of eyes watching you. The trees that surround you are old and they seem bent and threatening. Suddenly you hear a roar and each of you fires your most powerful weapon at the noise. Then you hear giggling. The lil are playing tricks again.

You can leave some Tech III or IV equipment for them and hope that they leave you alone. You can also continue on your way and try to ignore them (C41).

A12 There's a strange smell in the air. It's like meat that's been out in the sun too long. You are on the border between forest and grasslands and there is a stream to the south of you. You are considering going into the woods when you see the bodies. There are three green-skinned humanoid bodies with robotic heads on them (cyborgs). Each body is transfixed by at least 10 long spears. You could check out the bodies (C44), or leave the area and continue into the wilderness.

A13 You hear the sound of marching boots in the distance down the road. You all hide as best you can and try to see what is approaching. In a few minutes you see twenty android warriors all armored in energy suits of some type and carrying unusually large laser weapons. As you watch, an orlen rushes from concealment and tries to get across the road. Twenty laser rifles blast out in unison and turn the orlen to ash. If Ren is with you, the thought of talking to them comes to mind (see B36). Or you could just let them continue on their way.

A14 You have climbed to the top of this mountain peak because it is the highest point in the area. You discover a building of the Ancients. There is some type of light on the roof that begins flashing brightly as you approach.

A door slides open as you come within twenty meters of the building and a voice calls out to you, "Won't you come in and have something to eat?"

If you want to go right in, turn to C45. If you want to hide and see what happens, turn to B33.

A15 You have discovered a cyborg compound in the hills. It is surrounded by a strange coiled wire. As you watch, the wind blows a tree limb into the wire. The limb is silently severed and falls onto the wire to be sliced into a thousand pieces.

There are two gates into the compound and each is guarded by a huge humanoid cyborg with a laser rifle. You see a vehicle drive up to the gate. The guard opens the wire gate and lets them out. As it drives past you note that it is full of cyborgs.

At the center of the compound is a huge spacecraft. The spacecraft and every other structure in the compound is made of crystal. Everything is dome shaped and you are all curious about what could be in the domes. Briefly you look over your equipment and decide that if you had some cyborg heads you could disguise your group as cyborgs and just walk in.

If you have killed cyborgs and collected their heads, you could gut them and put them on and walk in. Refer to the Compound Map entries if you do this.

If you have not encountered and killed enough cyborgs to do this, you must leave this area and warn your elders about it.

A16 You hear the sound of an engine turning over but not catching. As you carefully approach, you see a turbine truck in trouble. There is a metal-headed humanoid trying to start it and not having any luck at all. You hear it asking for assistance over a radio. You see there is a load of something in the truck, but a large cloth covers it entirely.

You can try to help the cyborg (A87), attack it (B56), wait to see what help arrives (F48), or leave and wander through the wilderness once again.

A17 You are in the hills and haven't seen anything for a long time. Climbing to the top of a ridge, you just realize that there is an odd lack of vegetation here. Reaching down to check out the soil, you discover that the entire hill is artificial!

Suddenly a hole opens up in the earth and you all fall into it! Turn to C46.

A18 You have come to the foothills by the source of a small river and you see a group of five small humanoids chained together. Standing over them are two heavily armed humanoid cyborgs! You can run away (return to

the Wilderness Map), or you can fight (B37).

A19 Moving through the forest (remember to check for unusual trees from entry A43), you find an animal trail and follow it. After a while of traveling down the trail, you see a pistol lying in front of you. Thinking it might be a trap, you check the area but see no one. Picking up the pistol, you cannot seem to figure it out. It has no visible moving parts, but it looks like a pistol—it has a grip, a trigger, and a barrel. As you look around, you see more of these pistols off the path, just lying on the ground. If you wish to collect them, turn to F50. Or if you think the area seems too suspicious, continue on the Wilderness Map.

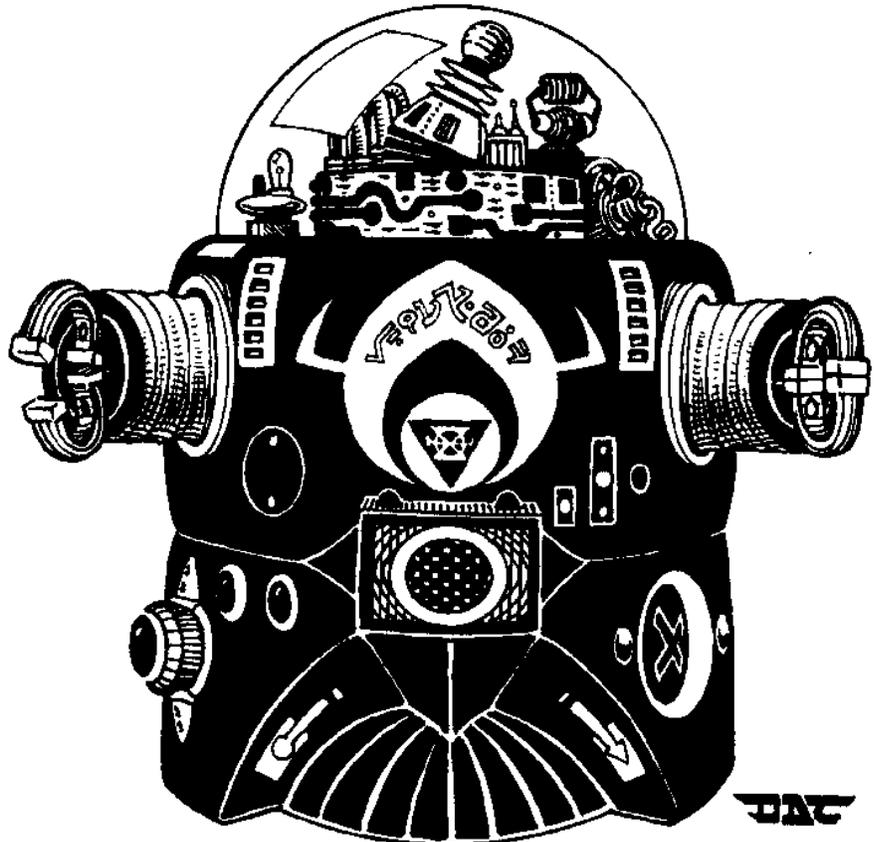
A20 You are on a wide trail between low mountains and in the distance you see a log cabin to the side of the road. You approach it carefully and there in the large doorway are two cyborgs scanning the hillside. They have the bodies of serfs and metal heads. This could be some type of outpost. If you want to see the inside of the cabin, talking to them

seems to be the only way—turn to F49. If you decide to avoid this place, return to the Wilderness Map.

A21 In the middle of the forest there is a huge clearing filled entirely with large, purple flowers. The sight is a bit unsettling because you've never seen such blooms. You can check them out (B55), or you can avoid the area and continue on your way.

A22 There is a massive bridge spanning the wide river. There is also a huge robot standing in the middle of the bridge. It bristles with weapons, mini-missile launchers, and rockets. If you try to cross the bridge you must deal with the robot. On both sides of the bridge you can see blast areas where the robot must have fought and won.

You may continue adventuring and not cross the bridge. Otherwise flip the GAMMA WORLD® game equivalent of a coin. If it comes up multi-headed, turn to entry C73; if it comes up multi-tailed, turn to B48.



A23 You are traveling by the lake when a tree-like being suddenly erupts from the water and starts shooting an amazing variety of weapons at you!

This is a scroon lous (HD 18; hp 100; this plant can fire all its weapons at once; weapons—two laser pistols (Tech IV, Dm 8, three shots left in each pistol), four crossbows (Tech II, Dm 10/5), one type A slug pistol (Tech III, Dm 10, 11 shots left), one type B slug pistol (Tech III, Dm 15, nine shots left), one type C slug pistol (Tech IV, Dm 15, three shots left)). The tree plant's branches can also grab weapons from fallen party members and use them in addition to the weapons mentioned here.

If you decide to run away, turn to entry D29.

A24 In the grasslands you come across the trail of a large vehicle moving west. You follow the track for a time and finally see it. There in front of you about 50 meters away is a huge armored vehicle of the Ancients. There are many different types of gun ports and they all look ready to fire. If you want to check it out, turn to B60. Otherwise you leave the area and wander through the wilderness.

A25 You have come to the edge of the forest and there is a vast tunnel sloping into the ground. At the tunnel's mouth you see a glint of metal. If you go to check it out, turn to B59. Or you can leave not wanting to face something that could bore a tunnel that large.

A26 The path between the hills narrows here and you can see a roadblock in the distance ahead of you. When you get within 100 meters of it, a voice shouts out, "Stop where you are and come no farther. There is a dangerous plague in this valley. You must turn back."

You can leave and continue to adventure in the wilds, or you can attack the roadblock (B58).

A27 You've come upon the remains of a hisser village. It consists of semicircular mounds of packed earth that lead to underground homes. But the village is a smoking ruin and hisser heads are lying all over the place. There must have been a battle here and the hissers lost. You search several of the underground homes but find only burnt ruin. There are no bodies and you wonder if the badders and carrins had a hand in this. It makes you more resolved than ever to find weapons for your village.

A28 At the edge of the forest you see a metal shed and a lot of orange-winged lil working to clear the surrounding underbrush and trees. You know that lil are tricky creatures

that often steal things from others. But that shed looks interesting. It shines in the sun and doesn't show a speck of rust. You can check it out (A84), or you can leave the lil alone and go back into the wilderness.

A29 You see a pure strain human in the distance fighting off a group of nine flying carrins. They swoop down with bows and shoot at him and then swoop out of range of his sling. Your party fires from a distance and then rushes into the battle. The carrins are surprised and you get two more action turns to shoot at them. Then they fly off into the mountains to the west.

The human you have saved is very grateful and offers to aid you in your quest. He comes from a Restorationist city far to the north and has been exploring this area for several days. He knows there are lots of orange- and black-winged lil in this area.

(Pure strain human: Rank 10; hp 101 (has 51 left); weapons—sling and metal bullets for it (Dm 4/8), two-handed sword (Dm 10/20); plate mail armor (negates 30 points of damage every action turn).)

A30 You have discovered a large area full of ruined buildings of the Ancients. You cannot hope to search it all in the time you have remaining. There are two interesting-looking areas where you think you might find something useful.

It takes three hours to check out each of these interesting areas.

There is a tall black ruin by a lake (B74). Or you can search along a road that runs north and south (F32).

A31 You follow the road and discover that it ends in rubble and boulders. There are no paths through the mountains in the area and you have to wonder why the road was cut here. It might be worth your while to dig in the rubble for a time (A75). Or you could just leave the area.

A32 You hear a loud crackling sound to the west of you in the grass. You cautiously approach and see a fallen figure. Fearing a trap you observe the body for a time. It twitches and you see sparks coming from its head, making the crackling sound. Going over you find a badly wounded thinker android.

"I am dying," it says, "but before I return to the ooze from which I came, I must give you something. We androids are waging a war against the cyborgs. My part of this battle is at an end, but I have something that will allow you to continue my fight."

He takes two black ray pistols (Tech V, Dm 40, four-shot energy cells) from his robes. He teaches you how to use them, gives you a spare energy cell for each, and then dissolves into a red gel.

A33 Rising out of the water at the edge of the lake and marsh is a large building of the Ancients. A door is visible on the side facing the lake. As you venture closer, you can see 15 tentacled creatures sticking to the door. They are ugly little brutes that wave their tentacles threateningly at you all as you approach.

You cannot tell what the walls of the building are made of—it is different from any stone or metal you have seen. There are no windows and the large, black door is the only entrance. But you are leery of tangling with those tentacled things.

If you decide to attack the creatures, go to B71. If you want to leave, return to the wilds.

A34 You see smoke in the distance. You could approach closer (A74), but it could be trouble you might want to avoid.

A35 You see a plume of smoke in the distance. You cautiously approach and sight a dabber camp. These raccoon humanoids are known for their sly ways. They are all armed with laser rifles (Tech IV, Dm 12) and you don't want to fight them, but maybe you can deal with them. If you talk with them, turn to B66. Otherwise you sneak past them and continue through the wilds.

A36 In the middle of the mountains you discover a huge statue of a falcon with its wings spread. The thing stands many man-heights tall and at its base is a huge stack of items of the Ancients. You recognize some weapons, but there are many other things you have never seen before. Naturally the thought of carrins comes to mind. You stop about one hundred meters away and spend over an hour scanning the skies. You do not spot any birds.

If you want to take a look at the equipment, turn to B67. If you want nothing to do with this place, wander again through the wilds.

A37 You've moved into the hills and the going is pretty rough. You are considering moving into the grasslands when you are attacked by a band of six flying carrins (HD 15; hp 90, 70, 55, 54, 53, 52; M5 13; weapons—laser pistol (Tech III, Dm 8, five shots); short bows and twenty arrows (Tech I, Dm 14)). They concentrate their laser shots on those with power armor. After they use up the laser charges, they concentrate their bow shots on those without armor. They continue to fight until all their missile weapons are used up and then they fly away. If you run, you must get two successful run results to get away from these (see D29).

A38 You hear loud engine noises and cautiously approach a point where you can see the machines. You see a huge machine of the Ancients digging a road into the mountainside.

The machine is as large as your entire village. It is just removing rock from in front and pushing it off to the sides. You can see it has already made quite a long road from the low mountains to here. You can go down and try to deal with it (B65), or you can continue in the wilds.

A39 You release the robot and it immediately attacks Wroll. (If Wroll is not here, this robot follows your party and only attacks animals that attack your party.)

(Wilderness ecology bot: HD 16; hp 90; armor absorbs the first 20 points of physical damage in an action turn; paralysis field (as a stun pistol, if it hits it stuns for base two minutes); defoliant spray (Dm 10, works on vegetation of all types); capture net (if it hits it entangles the figure for base two minutes); sonic torch (Dm 8); laser torch (Dm 15); flame gun (Dm 10); the bot's vibro saw is not working right now). If the robot does not stun Wroll on the first action turn, it attacks simultaneously with all of its weapons. It cannot attack Ren, but it can reply to attacks from any other members of the party. If you run away, turn to D29, but you will have to leave the compound.

A40 These are small, slow-moving streams that can be crossed easily. There are creatures swimming in the water that your elders have warned are highly dangerous. At any point where trees touch the water's edge, you can use them to cross safely. Roll a Dexterity Check for each character who crosses on a tree. Those who fail fall just as they reach the opposite bank and land on the ground for 2d10 points of damage. If you try to walk or swim across the stream, turn to (A94).

A41 When you release the first robot, it immediately begins firing at crystal domes in all directions. You run from the compound for your life and know you have released a terrible creature of destruction on the cyborgs.

A42 There are three different types of mountains. Moving through them takes a great deal of time. It takes two hours to cross a low mountain hex, four hours to cross a medium mountain hex, and nine hours to cross a high mountain hex.

A43 You can travel one hex per two hours while in the woods. For each new wood hex you enter, you risk having to fight through mutated trees. Roll a 1d6. On a 1-3 you meet normal trees. On a 4 you face thorn throwers (HD 5, Dm 6, and they attack for the first action turn and then you may try to run (go to D29)). On a 5 you face life leeching trees (HD 15, strip six points from each party member if successful and they attack for the first action

turn and then you may try to run away (go to D29)). On a 6 you face intelligent trader trees. They try to mentally charm each party member into trading the best tech weapon he has for a Tech II crossbow. This charm is a Rank 3 mental attack. Only when you are away from their influence do you realize that you have been cheated by the trees.

A44 The ground of the marsh is spongy and you sometimes sink up to your knees while crossing. It takes four hours to cross a marsh hex. You can see the ruins of a city of the Ancients lying in the marsh, but you doubt if it is worth the risk to enter the place.

A45 The river flows too fast and is too wide to swim or float across. You will have to look for a ford or find an area where the trees lean over the water. Each woods hex bordering a river contains trees that lean over the river. At these points it is possible to use the overhanging trees to get across. Roll a Dexterity Check for each character who crosses on a tree. Those who fail fall just as they reach the opposite bank and land on the ground for 2d10 points of damage.

A46 You consider crossing the lake on a boat or raft until you see the huge eels and other creatures that infest the lake. They could easily swallow your craft whole.

A47 After searching these ruins, you conclude that there are only three places really worth checking out. All of them show signs of still having functioning energy sources of the Ancients. Each of the three buildings takes three hours to search. The first area is a lit tunnel that leads underground (A92). The next is a door in the rocks that has a still-functioning light on it (B43). The last is a robot that is working around a huge pile of rubble (C70).

A48 The road bends to the north and winds between two very tall cliff faces. You hear the sound of some type of machinery. It moves and the noise echoes in the rocks. To continue on quickly down the road, go to A98; to climb around the area, go to A63.

A49 You encounter a large stretch of rolling sand dunes. You suddenly see a small dog running over a dune about twenty meters from you. There are three fins rippling just under the sand behind it. In a heartbeat a huge saw-toothed maw rises up out of the sand and swallows the dog whole. Maybe this is not the territory for you. You can return to the Wilderness Map or you can walk out into the dunes (A10).

A50 In the grasslands at the edge of the forest, you discover a recently built brick

building. If you move closer, turn to C69.

A51 You see the smoking remains of a hover car on the road. If you approach closer, read C67.

A52 You are moving as quickly as you can when suddenly you stop as a huge stone wall suddenly fills your vision and blocks your way. "You will stop and you will pay a toll," comes the mental contact.

"Who are we talking to?" one of you asks. Before your eyes the wall vanishes and five black-winged lil fly up to you.

"We keep this area free of androids, cyborgs, and robots. Are you going to pay or not? The toll is one Tech III item from each of you."

If you pay and talk to the lil, turn to C68. If you run or attack, turn to B38.

A53 You have discovered an area of lil brambles. You know that these creatures are whimsical and sometimes dangerous. At the least they could steal important equipment. If you wish to try to talk to them, turn to C40.

A54 Seven orange-winged lil are fighting an ugly, tentacled horror. As you watch, the monster pops two lil in its mouth with a toothy grin. You can walk away immediately, because the monster is busy with the lil, or you can take a hand in the battle (B40).

A55 You are traveling in the grasslands when in the distance you see a huge band of lil. There are several hundred of them and several groups are mounted on arns (large flying insects). They have not seen you yet so you could leave the area. These are black-winged lil and you know how dangerous it can be to talk to them. You might find yourselves without any weapons. If you talk to them, you must use the Interrogation Chart (D30). Mark this place and return to it after you have rolled to see how they like you: Favorable (C61), Cautious (B26), Indignant (F39), Hostile (B69).

A56 You are at the border between the grasslands and the hills when you hear the sound of shouting in the distance. Cautiously investigating, you see a band of 15 hoops arguing with each other. These creatures are especially nasty because they can turn metal items to rubber with a touch. They are only armed with swords, but each one is in chain mail. You could go down and talk to them, but that would be very dangerous. If you go to talk, turn to B68. If you decide to leave, continue on your journey.

A57 Off the road is an oasis in the grasslands. From a distance you can see a large pool

of water surrounded by a grove of yellow trees. There is a metal vehicle of some type there and you can see two figures moving around a camp. If you want to check things out, turn to C75; otherwise continue using the map. It takes one hour to check out the oasis.

A58 You can travel two hexes per hour while on a road. Whenever you leave the road, consult the other terrain notes to see what the movement rates are in those terrains. You can travel for 18 hours every day.

Traveling in the clear areas is at a rate of one hex per hour. You must rest six hours every night, except for the seventh day when you may push yourself to complete your mission.

A59 The ruins of the Ancients' city are thickly overgrown with vegetation. You see hundreds of burnt-out shells of buildings and several intact structures rising out of the forest and hills of the area. You instantly have a random encounter: roll 1d6 to determine which creature you meet from the first six on the Random Creatures table. Then refer to the "A" number for those ruins to determine what you do next. You spend two hours searching and then refer to the "E" map (Ancient Ruins) for the other encounters in this area.

A60 You see row upon row of mutated trees. Several rows consist of mobile trees that have been tightly chained to the ground. There are other rows of trees with large holes in their sides as if explosions occurred here recently. It takes one hour to completely check the grove and all of its choices. If you wish to check out any of the following, turn to the proper entry: the mobile trees (A100); the trees with explosion holes (A78); search through the planted forest (A69).

A61 Heading deeper into the grove, you see an old, battered robot trying to prune several purple fruit trees. Every time it cuts a branch some fruit falls off and explodes. If Ren is with you, turn to C20; if he is not here, turn to C91.

A62 You challenge him, but before you can even move your weapons he has two slug throwers in his hands and he fights (Rank 15, hp 140, Dexterity 18 (+2), chainmail vest (-15 points per action turn), two type A slug pistols (Tech III, Dm10, -7 CS for the right-hand weapon and -5 CS for the left-hand weapon). You can run away after the first action turn (go to D29), or you can fight. If you win the battle, turn to C88.

A63 You must enter the mountains to get around the machinery. Read A42 and continue traveling on the Wilderness Map.

A64 Roll 1d6. On a 5 or 6 the guns fire for two more action turns before you get away. You will have to face them on the way back if you don't have enough time to go around them.

A65 This building is almost entirely buried in the sand. You clear away enough sand to uncover an entrance to what appears to be the roof. The metal door opens onto a long stairway down. You see a light source of the Ancients still working. This building must have an active power source somewhere below! If you wish to continue turn to C62 or you may go back to A10 and make another choice.

A66 The door is solid and does not budge no matter what you do. When you experiment with an energy weapon on the door, it starts to tick. You can run away and return to the Wilderness Map or you can continue investigating (turn to C76).

A67 You have been captured by the cyborgs and taken to their base camp in the mountains at Area A15 (see the Wilderness Map).

As you go through the gates, you notice the camp is surrounded by huge coils of shiny wire. You see the wind brush a tree limb against a bit of it and the limb is sliced into a thousand pieces. There is no escape through that stuff.

At the gate you see a humanoid cyborg armed with a laser rifle. It is a huge creature and its cyborg head looks strange on the large body. The thing opens the gate and you are taken inside the compound.

You see many dome-shaped buildings all made of the same crystal material. At the center of the compound is a huge spacecraft. You recognize it from the stories you have heard your elders tell. There are huge blasting cones underneath to give the ship the power to lift into the sky. There are few figures moving about the camp and all of these are cyborg creatures.

You are taken to a large dome at one end of the camp (Area D4 on the map). Inside is a chamber filled with cages. You see two cyborgs spraying a gas on a helpless cat creature. The creature screams in pain and then falls unconscious. The cyborgs do the same to each of your party but the gas does not make you go to sleep—all it does is inflict 5 points of damage. But you pretend to slump to the floor unconscious and the cyborgs place each of you in separate cages. Your equipment is tossed onto a big pile of equipment in the center of the chamber. You wait until it is quieter and think about what you saw in the camp. You have to escape, but there is a huge ship in the middle of the complex that looks like it could fly into space. You really want a look inside. Turn to B94.

A68 You try talking with the robot. If Ren is with the group, turn to C66. If he is not with the party, the robot attacks you all (B42).

A69 In examining the more normal trees in the grove, you are amazed at the evenness of the rows and how well the trees are tended. Then you hear loud explosions in the distance, deeper into the grove. You can go back to A60 and make another choice or check out the explosions (A61).

A70 You have disabled the robot. Maybe you can recover it later. You examine the pile of technology off to the side and discover the following: one hydrogen energy cell charger, 22 things with blades that you hope are weapons, 91 drained hydrogen energy cells, 19 powered solar energy cells, a huge anti-gravity sled that Ren knows how to operate. With this you can carry 20 metric tons of material if you can pile it high enough. You cannot use it for transportation, but you can use it like a wagon and pull it behind you.

A71 You give them nothing and you learn nothing from them. You are politely forced out and told not to return again. You know there are too many of them to fight. You can go back to A47 and make another choice or just leave this area.

A72 The shed contains the following: two large glass tubes filled with a black liquid, four small black sacks filled with a dark powder, assorted tools for working with soil (shovels, picks, rakes, hoes, etc.), a rack of 10 pistols and 50 tubes that fit into the grips of the pistols, and twenty small boxes filled with a green crystal powder. You may each take one item of your choice and leave (you may take all of the guns and the tubes if one of you chooses those items). Turn to B62 for an explanation of what you have.

A73 You take the down-sloping passage and travel deep into the earth. You are beginning to wonder how far this passage goes and feel more than a little apprehensive when it finally opens up into a large underground cavern with a huge pool of water in the middle. Then you hear a telepathic message, "Who dares to disturb my rest again? If you are cyborgs you are going to be sorry!"

You could run from this being and leave, or you could try and reason with it (B64).

A74 Getting closer you see the remains of a badder fortress. You have heard stories about them and know there is a large area of underground warrens beneath the burning log structure. Something has come in and attacked the fort and destroyed it. Those attackers might still be around.

If you want to explore the area to see if there is anything of value left, go to F43. If you leave the area, resume your journey across the Wilderness map.

A75 It takes three hours to dig through the rocks. You eventually find a tunnel entrance made by the Ancients, but it is blocked with rubble. You are about to give up in disgust when you find a body with a metal cyborg head. It has been there for a while. The body has a broken Mark VII rifle and a black ray pistol that seems in working order (Tech IV, Dm 40, four shots from the chemical energy cell, this one has a drained cell). You take the head and the pistol, but leave the problem of the tunnel for another time.

A76 You blast away at the metal door and shoot another 11 times until several bullets finally shoot through the door. You hear the sound of glass breaking inside. Well, at least the door is open. Turn to A72, remembering that the bottles are now broken.

A77 You wait and in a few minutes feel sleepy and so tired. You fall asleep and are barely aware that five metal-headed creatures come in and cart you away. This was a trap. Turn to A67.

A78 Very carefully you approach the trees with explosion holes. Each member of the party must roll an Intelligence Check. If any of you make it, turn to C89; if you all fail, turn to C26.

A79 You attack the gun emplacements and your fire does nothing. The lasers attack you for two more action turns and then you decide to run past the lasers (A64).

A80 Going to the ruin least buried by sand, you discover a structure with several levels. All of the windows are broken and the place has the look of having been picked clean. You enter through the door. If Sheesh is with you, turn to C30; if he is not with the party, you discover nothing here. You can choose again from A10 or journey somewhere else on the map.

A81 The doors slam shut and you feel the entire chamber move. After a few seconds the doors open again and a huge robot attacks. Its energy screens stop all of your weapons, it prevents you from passing by, and it fires for two turns before your mad button pushing gets the doors closed again.

The robot is using laser rifles that shoot from its main body. There are 16 of them, but only two can fire on each party member per turn (Rank 10, Dm 12) and it has two action turns of fire before the doors close again.

Those who survive the fight leave the statue immediately, not wanting to face any more surprises.

A82 A humanoid as tall as Sheesh meets you near the doorway before you can get a meter into the chamber. He is wearing a long flowing robe and has a sword in his hand that is twice as long as Ren.

"Welcome to the Archives! What technology of the Ancients have you brought us?"

If you catch give them something of Tech III or IV, turn to C65. If you give them nothing, turn to A71.

A83 You are going to follow the androids. You travel down the road for two miles and then they veer off and march into the grasslands to the southwest. From out of the grass a huge metal tank-like thing attacks the androids. There is a furious battle for many minutes. You stay well away and watch from cover. When the dust clears, three androids are blasted along with their equipment and the tank is burning and tipped over. The androids just walk on. You can search the tank (C43) and lose track of the androids, or you can continue to follow the androids (A89).

A84 A swarm of 10 lil come out to talk to you. You discover they are setting up a lil thorn patch in the area around the shed and are having trouble clearing out the trees. They offer to make a deal with you. If you will work for one day and help clear out the trees in the area they will let each of you have your pick of whatever is in the shed. If you accept their offer, turn to B61. If you say, "thanks, but no thanks," you leave and continue your journey.

A85 You go deeper into the tunnel and your worst fears are realized as six cal thens beetles over two meters long erupt from the tunnel sides and attack (Rank 8; hp 44 (x 6); bite (Dm 15); attack those with glowing energy screens first; their mutations make them immune to heat or cold attacks).

If you want to run away, turn to D29. If you fight and win the battle, you find many bones but nothing else.

A86 This blockade has been set up for quite a while. It has a large cache of captured weapons: six laser pistols (Dm 8), four Mark VII blaster rifles (Dm 15), 19 short bows and 198 arrows (Dm 8/4), three vibro daggers without energy cells (Dm 4).

A87 You have decided to try to help. At first the cyborg is wary, but after awhile it is pleased by your offer and you do get the truck started. It offers you a ride to wherever you want to go after it drops off its load just a few miles from here. If you take it up on its offer,

turn to B57. If you decide not to take the risk, it waves goodbye and you go on your way.

A88 That night about two hours before you camp, you throw your medallions into the grass. As you later make camp miles away, you see strange lights in the sky that head toward where you were and land about where you left the medallions. The lights leave and return the way they came after a few minutes.

A89 You travel into the grasslands until you come to a fast-flowing river and a forest. From out of the woods comes energy and slug rifle fire and once again the androids go into battle. Their beams cut into the forest and they charge. When the battle is over, all the androids are dead and their equipment has been destroyed. You never saw what they were attacking and now the forest and grass are burning from the effect of the battle. The wind blows fire and smoke in your direction. You can jump into the water and stay near the beach (B52), or you can make a break for it and cut at right angles away from the fire (B35).

A90 The door has 77 hit points--you must inflict that much damage to get it to open. If you continue trying to open the door, turn to B51.

Or you can continue to journey on the Wilderness Map.

A91 The burnt hover car contains the following:

- 1) Two laser rifles (Tech IV, Dm 12)
- 2) 12 powered hydrogen energy cells
- 3) Six frag grenades (Tech III, Dm 10)
- 4) Two plate mail vests (absorb 20 points)
- 5) There are supplies in the car: a box of shiny mirrors and beads, a box of fist-sized balls that glow brightly in the dark, and a box with 12 large cans of a greasy fluid.

You have scatched the car and taken what you want when one of the heads begins to talk!

"Who has done this to the shreelon?" it calmly asks.

If you stay and talk, turn to C48. If you run for your lives, continue following the Wilderness Map.

A92 You approach the lit stairwell that leads down into the earth. Now that you are closer you see picked-clean skeletons around the entrance. This place is either very dangerous or its inhabitants are unusually neat. You start down the stairs and a breeze brushes your face from below. It carries with it the smell of burnt flesh and hair. At a landing below you see two tunnels. One is lit by the lamps of the Ancients and the other is dark and dank.

Suddenly you hear a cry for help down the

dark corridor and you see the light from a glow cube flash briefly. As if that isn't bad enough, the longest robot you have ever seen is coming toward you from the lit tunnel.

If you answer the cry for help, turn to B41. If you prefer to deal with the long robot, go to C63.

A93 You decide to fight these horrible creatures! If you have to run away during the battle, turn to D29.

Serf Cyborg: Rank 4, hp 50, Dexterity 19 (+4), fires his Mark VII (Tech IV, Dm 15, description in the Rule Book) for two action turns and then takes out his vibro ax (Tech IV, Dm 12, two hydrogen energy cells power it for five successful strikes). In the same action turn it attacks with a laser beam from its cyborg head (Dm 8).

Orien cyborg: Rank 4, hp 70, uses a Mark VII rifle in the same action turn it attacks with a laser beam from its cyborg head (Dm 8).

Gren cyborg: Rank 4, hp 100, it also uses a Mark VII rifle in the same turn it attacks with a laser beam from its cyborg head (Dm 8). If you defeat the creatures, turn to C74.

A94 You are halfway across the stream when erts attack and try to turn you to stone (HD 4, Dm 4, petrify I 12 (Constitution Check)). They get two action turns of bites before you decide to try another way and leap back to shore.

A95 You are approaching a huge, copper-colored statue. You find a large open chamber on the south side of the statue and small doors on the east and west sides of the statue. To check out the large chamber, turn to C86; to go to one of the side doors, see C32; to leave, return to the wilderness map.

A96 There is useful equipment here, but under every bone is a centimeters-long beetle with huge mandibles. They attack the party! (Rank 2, collective hp 25, collective damage Dm 6 to each party member, immune to laser fire, bullets are ineffective, can be crushed using the punching rules in the Rule Book). If you run away, turn to D29; if you win the battle, turn to C56.

A97 You move over to the most intact ruin you can see. It is a huge, sand-speckled dome. When you draw nearer you discover that it is an egg! If you study this egg turn to C55. Otherwise you can choose again from A10 or you can leave the area.

A98 You run down the road hoping to avoid whatever is making the noise. Then you see two huge laser gun emplacements high on the cliff. They begin firing at you (Rank 10,

Dm 15 each). You suffer one action turn of fire and then make a choice. Do you attack (A79) or make a run past the lasets (A64)?

A99 You approach him and he appears to be a pure strain human. He is smoking a strange black weed and his hands are hidden in his blanket clothing. His brutoz snorts at you, warning you away. The man looks half asleep and he says, "Go away punks, you bother me," and he continues riding. You can ignore him or challenge him. If you choose to fight, turn to A62.

A100 You go to check out the mobile trees that are chained down. If Sheesh is with you, turn to C21, otherwise turn to C90.

B1 The doors of the crystal dome open as you come up and you see a huge chamber filled with glowing chairs. Cyborgs sit in more than 100 of these chairs. There are many different types of bodies, but all of these cyborgs are humanoid. This must be a feeding station because you can almost feel the energy flowing into the cyborgs. You decide not to investigate further and you leave for another portion of the compound.

B2 As you leave Area A15 you discover all the cyborgs are inactive and their metal heads are smoldering. You continue running from the area fearing a big explosion sometime soon. Go to B90.

B3 You fire on another crystal, this time in humanoid shape, but this one doesn't attack back. As you draw near you see it is connected to a row of crystals that extends from the foot of the creature into the final chamber. Every time you shoot at it, these floor crystals pulse with energy. Make a note of the types of attacks you made on the crystal shape.

You can run away, or you can face the final encounter at the heart of the saucer (E40).

B4 You discover the next ring is much narrower and has a smaller circumference. The walls are covered by red crystals. The floor and low ceiling consist of white crystals. Again you think about leaving the saucer and getting out of there.

B5 You are attacking a massive crystal pillar about two meters wide and 12 meters tall. In the attack you discover the following: energy attacks have no effect upon the pillar; slugs inflict double damage; physical attacks receive a +1 RE.

Turn to entry F12 to continue attacking, or run for your lives.

B6 If you shot any energy weapons at the creature you discover to your horror that it

feeds on this energy (the damage turns into extra hit points for the creature). Roll for initiative and begin the next action turn.

(Android: HD 10; hp 100 (plus any energy damage you put on it); 20 crystal clingers (Tech IV, Dm 5). These are small, star-shaped crystals that can be thrown two at a time, they are reusable until they hit and cause damage, if they hit they inflict progressive damage for each of the next five action turns, to remove a crystal requires a successful Dexterity Check.)

If you run away, turn to D29 (you leave the ship).

If you win the battle, you can use the remaining crystal clingers. Turn to entry F13.

B7 You walk into the saucer and find a new world filled with color and crystals. The floor and ceiling are made of a soft, spongy substance. The interior walls are covered by colored crystals that flash with energy. You guess that every color and crystal facet has a meaning but you can't tell what they are. Sound is muffled in these circular halls. Beside the entrance are a set of meter-long red crystals. You pick one up and find that it is very heavy. Take as many as you can carry (up to five), but you cannot experiment with them until you are well away from this area. When you are safely out these crystals can be identified by turning to B90. You continue walking down the hall of the ship.

B8 You have the initiative this action turn.

(Cyborg: hp 70; weapons—cyborg head laser (Tech IV, Dm 15), three vibro blades (Tech IV, Dm 12). If you win the battle in one action turn, all you have to deal with is the energy field of the door—turn to E32. If you do not kill the cyborg in one action turn you must also fight the encounters from E33 and E34 starting in the second action turn.

B9 You discover the following: 22 type A slug pistols, each with a single 50-shot clip (Tech IV, Dm 10), 11 type C slug pistols, each with a single 12-shot clip, (Tech IV, Dm 15), and 10 duralloy shields (-4 CS vs. energy attacks, -1 CS vs. physical attacks).

B10 The huts are plant creatures that lure victims inside and then spray dissolving juices on them. The juices cause 10 points of damage per action turn. Each hut has 50 hit points. Attacks on them are made at point blank range.

B11 You attack the Sleeths (HD 18; hp 140, 138, 130, 122, 121, 120; PS 20 (+3); MS 15 (+1); mutations—plant control, telepathy, total healing, mental blast (Dm 15), they negate energy shields of all types automatically; weapons—war hammer (Dm 8/4), stun pistol (Tech IV, a hit stuns victim for base 2

minutes, there is a 10-shot clip for the solar energy cell).

If you win the battle, turn to F47. If you run away, turn to D29. You cannot run if there is a stunned party member.

B12 You try to command the robot not to fire on the lil and it works. You learn enough about the controls to send it back to your town. It has enough weapon systems on it to count as the weapons you were sent for. If you have time, you may continue questing. The lil fly off into the sky in a fit of giggles.

B13 You kill the patn and continue cutting away the brush around the robot. This takes you two hours. Finally you have the robot clear and try to get it started. Each party member rolls an Intelligence Check. If anyone succeeds, turn to F16. If you all fail, you can never get the robot started.

B14 It is late in the day and you are considering camping for the night when you see a bright light in the distance. Moving closer, you discover a ruin like many others with plants growing all over it. The only difference is that this one is filled with glowing, triangular-shaped metal plates about a meter long on a side.

These plates glow all night and become slightly dimmer towards the end of night. During the day they are totally black. The longer they are in the sun, the brighter they glow in the dark. Each one weighs very little and will not bend no matter how much pressure you apply. You can each take 17 if you wish.

B15 The source of the blackness is in the center of the area. You have been walking in a field of low-intensity radiation. Turn to the Rule Book to determine what effect the Intensity 4 radiation has had on you over the three action turns you have been in the area.

B16 Opening the visor reveals a gruesome scene. The badder body has been eaten by zam beetles and suddenly you are attacked by them. They are only thirty centimeters long, but you have heard that they are highly dangerous (HD 10; hp 15, 13, 12, 11; PS 2; MS 6; mutation—paralytic poison spit (see "Mutations" in Rule Book)). The beetles attack the party until they or the party die. If you win the battle, you discover nothing of value in the area besides the armor (AC 6, -30 points of damage per turn). You cannot run away if a party member is paralyzed.

B17 On the third day the remaining berries mentally communicate with you, "Plant me or die!" so you either throw them away or plant them. If you plant them turn to F17.

B18 It takes the weapons under the water and mentally communicates, "My dear chaps, killing cyborgs is easy. All you have to do is drop one metric ton of anything on their heads and it kills them every time."

The creature refuses to communicate with you further.

B19 As one of you reaches for the pistols (slug type C, 12-shot clips, Dm 20), he discovers an electric field in the ground (causes 35 points of damage per action turn and he take two action turns to get out of the area) and he is fired upon by the stone blockhouse in the middle of the area (laser fire, Rank 10, Dm 12, the blockhouse gets three shots before the person leaves its range).

B20 The obb ignores you and flies on. You can still attack (F22).

B21 Smashing the vial causes great damage. Use your Rank as the ACT column to roll

against, Dm 25 for both your enemy and yourself. Then all others within ten meters of you receive Dm 25 points of damage.

B22 The kamodos screams a terrible attack while you are diving for cover. (Kamodos: HD 25; PS 120; MS 14) Its sonic blast (Dm 35) flattens you. Those of you who are still alive must roll an Intelligence Check. Those who fail receive another sonic blast. Characters who failed must continue to roll Intelligence Checks and receive sonic blast damage until they finally succeed or die. The lizard thunders off into the ruins once all characters are dead or under cover.

B23 You see your friends in the jaws of huge plants. They have weapons out and are firing into the plants. You do the same and gain a +1 CS on all attacks with weapons. You continue firing until the plants are dead.

See entry E46 for the plants' statistics.



B24 You have given it your best shot and it was not enough. You intend to come back here someday and get this thing open if it is the last thing you do.

B25 You toss in an energy cell and the window above the hole lights up with a picture of that cell. In a few minutes, 15 fully charged energy cells of that type pop out of a small box on the other side of the room. This is an amazing place of the Ancients! You start tossing in things and getting back 15 of them minutes later. Check over the list of things you have and throw in anything you would like more of (some things may not duplicate and are lost). Turn to F29 for a list of the things the room will duplicate. (Each type of item will only be duplicated once per day.)

B26 These lil are very suspicious of you. They say they are moving south because of the dangers of the north. You warn them of the badders and cartins. They would like to trade you weapons for gifts. If you want to give up one of your tech III or IV items, turn to F38.

B27 You move into the narrow tunnel and in a few moments discover a badder trap. In it are two humanoids with cyborg heads. They tripped a hidden spear trap. Their holsters are empty. Traveling further in the tunnel could be dangerous. If you continue, turn to F41. Or you could return to F43.

B28 You begin cutting down the trees and ask the lil to open the door. They give you some strange cutting equipment that works to quickly cut down trees. You are almost done when the lil finally get the door open. As you rush to the shed, the lil are taking out some black sacks and two long glass tubes. You will get your pick of what's left. Turn to A72.

B29 You wait for another two hours and no help arrives. Go back to A16 and make another choice.

B30 You can tell the robot thinks you are lying. Lucky for you it is programmed not to kill. It strips you of all your Tech III and IV equipment and forces you outside their mountain.

B31 You keep the medallions and that night make camp. A strange sleep falls over the entire party and you wake up the next morning captured by the cyborgs. Turn to A67.

B32 If Ren is with you, the following happens. (Otherwise you are all released unharmed and totally healed, but receive no more assistance—return to the Wilderness Map.)

If Ren is with you the robots totally believe your story and immediately send help to your village. They also provide you with transportation in the form of a turbine truck that Ren is taught to drive. It can cross eight hexes per hour in the clear and four low mountain or woods hexes per hour and will run for sixty days without refueling.

B33 You hide and wait. Several times the voice calls out asking if you want something to eat and an hour later the door closes. If you stand up, the door to the building opens again and the light begins flashing again on the building's roof. If you want to go in, turn to C45. If you wait another hour, turn to B53. If you want to leave, return to the Wilderness Map.

B34 You grab the two energy rifles (Mark VII blasters, Tech IV, Dm 15, two shots left in each). Ten spears fly out at each of you before you escape their range (Rank 4, Dm 5).

B35 Each character must roll an Intelligence Check to see if he can figure out the best path to take. For each action turn that a character fails he receives 10 points of fire damage. Success means that he escapes.

B36 Your group goes out to face the androids. Naturally Ren is in the lead. The androids stop and look at you, but don't burn you down (yet). "What is your mission, androids?" Ren asks.

"We have been sent to destroy the cyborg menace," they all intone at once. "We must see to our mission now," and with that they all continue marching south.

That sounds interesting to you. It would be easy to follow them and see where they go (A83). On the other hand, walking near twenty androids that shoot first and ask questions later could be very dangerous.

B37 You attack the cyborgs and surprise them! (Cyborgs: Rank; hp 139, 128; Dexterity 18 (+3); weapons—cyborg head laser beam (Dm 8), slug pistol (type B, Tech III, Dm 15, 30-shot clip).

The cyborgs have a portable communications set (Tech IV) that you cannot figure out and there are several sets of lights flashing on it. If you win the battle, read C42. If you run from the fight, turn to D29.

B38 No one can make you pay a toll to wander in the wilderness! But when you move to do something about it, the lil disappear! In a heartbeat you feel tiny hands move over your body no matter what you do. Each party member rolls an Intelligence Check against his Intelligence times two. Failure means that a random item was taken from that PC. You

all escape unharmed.

B39 You attack the sleeth for the right to the objects in the hover car! (Sleeth: HD 18; hp 111; mutations—plant control, telepathy, total healing; three special energy javelins (Tech IV, Dm 10, hydrogen energy cell is used up only if they hit); physical strength 19 (+4); huge hammer to use in battle if the javelins are all thrown (Tech II, Dm 8)). If Sheesh is present, the sleeth mentally controls it from the first action turn. Sheesh will fight against his allies until the sleeth is dead. The second action turn the sleeth will total heal if badly wounded and will continue to heal whenever it falls below 40 hit points. If you run away, turn to D29; if you win the battle, you are free to take the javelins and check out the car (A91).

B40 The monster (HD 10; hp 82; mutations—mental blast (Dm 15), absorption (laser light), stunning force, total carapace (-2 CS to damage when attacked); attacks with four tentacles (each Dm 6)). If you run away, turn to D29, if you win the battle, you may talk to the surviving lil (C64).

B41 Using whatever illumination you have, you run down the dark corridor to discover a pure strain human female cornered by 16 of the largest rodents you have ever seen. These monsters turn when you arrive and attack you!

Squeekers: HD 6, hp 35 (x 1), 30 (x 11), 25 (X 4), bite (Dm 5), two claws (Dm 2), eight of them attack Ren every action turn. If you run away, you leave this area entirely and may choose again at A47. If you win the battle, turn to entry C38.

B42 You move in to fight the robot! Light engineering bot: Rank 6, hp 48, its metal hull negates the first 15 points of physical damage each action turn, it attacks everyone but pure strain humans, three attacks per action turn: sonic torch (Dm 10), micro-laser (Dm 6), and a tractor/pressor beam that is used to incapacitate an attacker. If the beam hits that victim cannot attack in the next action turn (Dm 2). If you run away, turn to D29; if you fight and win, turn to A70 for what you find.

B43 There is a narrow stairway to the rock face with the door. As you near the door, you can hear the sound of chanting inside. You smell wood smoke seeping out of the door. Carefully you open it to find a huge chamber lit by torches. In the center of the chamber are five robots within a circle of lit candles. Around the robots are many short humanoids chanting in a strange clicking language. This could be a dangerous place. You can step in to talk with this group (A82). You can leave and

take another choice from A47 or you can leave the area.

B44 You've decided to fight the dabbers. Eight dabbers: Rank 4, hp 24, 21 (X 7), MS 14, crossbow (Tech II, Dm 10/5, they are so skillful they fire twice per action turn), leader has a stun ray rifle (Tech IV, if it hits it stuns, the dabber has 12 shots and then must use a crossbow).

Their barricade acts as cover for a -1 column shift when you try to hit. If you run back the way you came turn to D29.

B45 Moving carefully through the man-tall grass you hear shouting up ahead. Finally you get close enough to make out the words.

"By all the bombs ever dropped on this planet! If someone would come along and help me now, I swear I would take them anywhere they wanted to go!"

Parting the grass you see a pure strain human garbed in strange leather clothing (AC 3, -15 points of damage per turn). He has gotten out of a turbine truck whose back wheels are bogged down in mud. You also note a pistol at his hip and a huge rifle strapped to his back. You think you also see the glint of chain-mail under his large leather coat. You can talk to him (C60), you can fight him (C36), or you can ignore him and continue on.

B46 The grenades go off. Roll for each of them. Red results do damage to those stuck in the webs. This does free the survivors, however. You notice no web maker and you leave this area for the safety of the wilds. Turn to C59 if the jaget survived; otherwise continue your journey.

B47 Those of you free of the trap webs see a dangerous problem. There are trip wires strung all around a huge sticky web. In the web are the PCs who failed their Dexterity Check and a lone jaget (HD 8, hp 29, laser rifle (Tech IV, Dm 12)).

You can attack the webs to free those captured (C72), or you can search the area for the maker of the webs so as not to be surprised (C34).

B48 The instant you move onto the bridge the robot cuts loose with its weapons systems. You hear the missile launchers go click-click-click. You hear the rocket launchers go click-click-click. You hear bank upon bank of slug throwers go click-click-click.

You are starting to feel really good about this when the four laser rifles kick in and fire (Rank 10, Dm 12). If you try to run past the robot, turn to C57; if you stand and fight, go to C33. If you decide to run back the way you came, see D29.

B49 You try to talk with these creatures and at first they are surprised to see you, then they are overjoyed at this meeting. They listen politely while you tell them of your quest. They know where a huge stockpile of Ancient weapons is and they will gladly take you there.

All you have to do is come with them in their vehicle (A67).

Perhaps you think you can manage on your own. You leave and they tell you to come back any time. Continue using the wilderness map.

B50 You climb up to the head of the statue and discover a large chamber. The eyes of the head are huge windows and look out to the west and north. You can see the road you were walking on cross with another to the west of the statue. North along that second road is an oasis of trees. As you watch, an aircraft approaches from the southwest and lands at the oasis. Beyond a large lake are the ruins of a small city. There are lights flashing in these ruins and signs of some type of energy source still at work. You see nothing else of note and leave.

B51 Suddenly you are surrounded by twenty hover cars and far too many cyborgs with weapons to run away from. You are taken prisoner; turn to A67.

B52 You jump into the water to evade the fire. The blaze passes but before you can leave the depths of the swiftly flowing river, huge ropery tentacles reach out and grab you. Each player must roll a Physical Strength Check. Any who fail receive 10 points of damage and must roll again for the next action turn. Keep rolling (and suffering damage) until you succeed. Once you succeed, you are free and escape to the burned beach.

B53 After thirty minutes, a flying craft lands by the building and five cyborgs get out. These creatures have the bodies of orlens and two metal heads each. You can see a cage on the back of their vehicle. This was a trap! You sneak away and thirty minutes later see the vehicle fly off to the southwest.

B54 You think the robot may have believed what you told it. It gives you some supplies and offers to send some assistance to your village. You are given a box of 10 energy grenades (Tech IV, Dm 10, including instructions) and a slug pistol for each of you (type B, Tech III, Dm 15, 30-shot clip, including instructions).

B55 These flowers emit blasts of Intensity 10 radiation pollen toward each party member. Use Rank 10 to determine whether anyone is hit. If the pollen hits turn to the Radiation section in the Rule Book, page to

determine the effects.

B56 You attack and get an action turn of surprise on the cyborg. It is in the cab of the truck and has the advantage of cover (one column shift to the left on the Action Table).

(Cyborg: Rank 4; hp 120; weapons—cyborg head shoots a laser beam (Dm 8), it also has a Mark V pistol (Tech IV, Dm 12).) If you run away, turn to D29. If you fight and win the battle, turn to F52.

B57 You travel through the forest and into the mountains. In just a few miles you come across a huge, high-mountain camp crawling with cyborgs. Suddenly twenty of them appear around you, energy weapons pointed straight at you. You wisely decide not to fight. Turn to A67.

B58 You discover that three cyborgs are manning a log barricade. They start shooting when you are two action turns away (Rank 4; hp 109, 100, 92; weapons—ruby cyc shoots a laser beam (Dm 8), Mark V blaster (Tech IV, Dm 12)). Attacks against the cyborgs suffer a one column shift to the left because they are in cover.

If you win the battle, you search the area (A86). If you run away, turn to D29.

B59 You discover a laser pistol with a drained energy cell (Dm 8). Looking down the tunnel, you see that it travels deep into the ground. At the limit of your vision, you see another glint of metal. You can go into the tunnel or use some means to bring the metal to you (F46), or you can leave and continue your travels.

B60 You cautiously approach the huge tank. It was heading west when it stopped. As you get nearer, you can tell it has been here for some time. The dust of the grasslands covers it and the grass has started to grow in the deep ruts again.

It takes two hours to explore the tank. You can try to open it (F45), or you can leave and begin using the Wilderness map again.

B61 The shed is locked and the lil don't know how to open it. They just found it and decided to make it the center of their new home. The door looks quite formidable and you have to use force. You try shooting the lock off the door. After three shots it is hardly scratched! You can continue shooting (A76), try any mutational powers that might help (F44), or get the lil to do it (B28).

B62 If the tubes are unbroken and not taken by the lil, you discover that they each contain a powerful liquid plant stimulant

with 10 applications that heal a total of 50 points of damage to any plant. If the black sacks remain, you discover that the powder is a powerful herbicide. Each sack contains 10 applications, each of which inflicts 25 points of damage to any plant.

The pistols (Tech III) are some type of marker. They shoot a pellet of paint that splashes and marks the first target it hits. There are 15 pellets in each clip. The gun has a small air pump on it and has a range of fifty meters. Each of the twenty boxes with crystals is a powerful plant food that will make plants grow to maturity in a night and doubles their normal height with another application. Each box has 10 applications.

B63 Digging takes a good deal of time but in the end you are rewarded by finding a metal door. Breaking it open takes two blasts from each of your most advanced weapons and you discover a badder armory. Several of the racks are empty, but there are many racks of crossbows and quarrels, pole arms, and swords of all types. What you find most interesting is the large steel chest in one corner. It is locked but a pistol shot takes care of that. Inside are boxes of grenades. You do a quick inventory as you take it out of the badder warrens into the open air. There are 25 fragmentation grenades (Tech III, Dm 8), 10 chemex grenades (Tech III, Dm 15), seven energy grenades (Tech IV, Dm 10), 11 poison gas grenades (Tech III, Dm 4, special—fumes). You can't believe the luck of your find and briefly consider going home right now.

B64 Rising out of the lake is a large, tentacled creature. "I am the Menin," the thing mentally communicates. "I can see you are not cyborgs. They came two days ago and took prisoner or killed all of my friends. For this they will suffer, I promise! You are the first to find me so you will be the first to help me strike back at the cyborgs. Take these."

Its tentacles hold small ovals of shell. They are warm to the touch and the creature gives one to each of you.

"These are all I have now, but return or send others to my pool and I will have more later. If you come within touching distance of a cyborg, the shell will destroy itself and the cyborg's brain. Each shell will kill one cyborg. I do not usually make them very fast, but I can when I'm very angry. Now go, I am weak."

You leave the badder warrens almost feeling sorry for the cyborgs: They have made a powerful enemy. You plan on sending scouts from your village here for more shells.

B65 You try to deal with the machine in every way you can think of. You even climb on and try to get inside the body, but have no luck. It just continues digging. You leave this

mystery for a later time.

B66 If Wroll or Raa are with you, the dabbers talk to you (turn to F40). If those party members are not with you, the dabbers send you away.

B67 You are within 50 meters of the statue when fins sweep through the ground and attack. This statue is guarded by land sharks (seps)! You run for your lives, but the sharks attack each party member twice per action turn for three action turns (HD 17; bite (Dm 12)). If you are in a vehicle, they totally wreck it before you escape into the rocks. There is no fighting these things—there are too many of them. They can even leap out of the ground so that an aerial attempt to grab items from the base of the statue is also dangerous.

B68 You take a big risk and go down to talk to the hoops. They immediately stop arguing and draw their weapons at the sight of you. You talk to them and they gradually calm down, but they want some of your items. Checking over your equipment, you give them either all of the party's combat knives or two grenades. This pleases them and as they leave you they promise to travel to your village to help fight. But who knows if you can believe them.

B69 You said something to infuriate the lil. They begin attacking mentally. Roll three times on column 13 of the Action Table. For every red result you must successfully roll a Dexterity Check or lose an energy weapon from your party. You run away because there are just too many of them to fight.

B70 You let the robot approach and look it over. Then it speaks, "Welcome to Trader Jim's Place. I am #99, his best security robot. If you are friendly, come inside and sit a spell. If you do not like what you see, walk away with no hard feelings." With that the robot flies back to the large building.

If you follow the robot, turn to F36; otherwise go back into the wilds.

B71 The creatures react differently to different types of attacks: turn to F35 if you attack with missiles; turn to F33 if you attack mentally; turn to F31 if you attack with physical weapons.

B72 You continue the fight! Mark off the hit points for the damage you have already done to these creatures and continue fighting.

(Fifteen tentacled horrors: HD 9; hp 31 (x 15); PS 9; MS 9; mutations—special reflective ability already mentioned, electrical generation (Dm 10).

These beasts cannot affect you if you run

away. If you win the battle and destroy all of them, you can easily open the door (turn to A7).

B73 If one of you has a charged energy cell you toss it into one of the holes in the walls B25. If no one has any energy cells left you must turn to F34.

B74 On your way to the building by the lake, you spend some time searching the ruins but find nothing of value. When you reach the black building you discover, much to your dismay, that it is the home of a group of orange-winged lil. Fearing for your valuables, you decide not to get any closer.

You start to circle around the building when you see the side of the building that faces the lake. The lil have painted a huge map of the ruins on this wall. They have obviously been observing the area from the top of the building. You see the road you came on and also notice other landmarks. There are several notations you cannot decipher. They might be worth checking out. You draw a crude sketch of the lil map and go back into the ruins to check out the marked areas. You may now explore the entries on the "E" map in the map marked A30.

B75 You attack the jawed plant-monster (HD 3, hp 97, PS 13, MS 3, mutations—absorption (lasers), dissolving juices (Dm 8, it squirts this in a single stream per action turn), heat generation (Dm 10), seven carnivorous jaws used each action turn (Dm 5, any red result means that the victim is swallowed and cannot make physical attacks until someone cuts him out). If you run away from this horror, turn to D29. If you fight and win, turn to F30.

B76 You quickly jog across the bare earth and come to the hole. At the bottom of the hole you see a pool of glowing lava and you know you have encountered radiation. You run for your lives.

You have encountered Intensity 12 radiation. Check the radiation charts in the Rule Book and record whatever damage the rolls indicate.

B77 Using a mutation or a missile weapon, you check out these odd plants from a distance. With the first touch the affected plant explodes with tremendous force and several other plants nearby also explode. Other plants around these exploding ones seem to sigh with pleasure.

You can go closer (E43), or you can leave this area.

B78 You spend an hour trying to open this dome and use one charge or shot from every

weapon you have and you get nothing. If you wish to spend another hour on this project, turn to E44.

B79 With Ren in the lead, you approach the spheres. One of the metal objects floats up and comes to Ren's side. It starts talking, "I am unit X84. I will serve you as best I can."

The bot then starts detailing its functions in a language you can't understand. All you know for sure is that you have a robot to help you, but you have no idea of what it can do. You leave the area when you find that only pure strain humans can control a robot. Through experimentation you discover the following:

(Bot: Rank 15; hp 50; body armor absorbs the first 10 points of physical damage; it has a laser attack (Dm 4); it is powered by solar energy and can move but not fight during the last six hours of every night; it has a small light beam for illumination.) It is at the command of Ren and cannot attack humans or humanoids.

B80 As you approach, the small spheres rise once more and this time they shoot lasers at you. Each party member takes 50 points of laser damage. You all run for your lives.

B81 With Ren in the lead, you walk up to the androids and they stop working and look at Ren. Although the androids do not talk, you soon discover that they take simple directions from Ren. He can make them do what he wants. This is great!

Ren makes them follow and you have some allies in your quest. After two days, turn to E47.

(Androids: HD 10; hp 70 (x 5); weapons—picks and mauls (Tech I, Dm 5); they follow orders, but are simple creatures with limited intelligence)

B82 Naturally while you are checking out the camp, the badders spring their surprise attack! They gain a free action turn with their missile weapons before closing to fight.

(Nine badders: HD 6; hp 36, 32 (x 8); PS 18 (+ 3); MS 16; steel plate armor (absorbs the first 30 points of physical damage in an action turn); weapons—slings (Dm 4/8), flails (Dm 10/20), leader has a slug pistol (type C, Tech IV, Dm 15, three shots left in the clip), two-handed swords (Tech II, Dm 10/20))

There will always be at least three badders attacking Raa. the badders fire one action turn of missiles and then close to use their melee weapons. The sick badder can do nothing. If you run away, turn to D29. If you win the battle, turn to E49.

B83 If you kill two of them before they kill any of you, they all fly away. If they have killed

one of you, they keep attacking until you or they are dead.

B84 The case for the vials is constructed to absorb impacts. When you do get down the party checks out the vials without opening them. You have to decide if you want to try to use them as weapons. If you use them in the next battle, their effect depends on how you use them. If you throw them from a distance, turn to F51. If you throw them from close range to make sure they hit, turn to F23. If you hold them to crack against your enemy in a melee, turn to B21. You can also save them for your town elders to figure out.

B85 You attack the orlens and discover that they are tough adversaries (HD 15; hp 90, 89, 82; PS 11; MS 15; slug throwers (type B, Tech III, Dm 15, 30-shot clip); chainmail vests (absorb first 15 points of physical damage per action turn); mutations—telepathy, will force; they concentrate their fire on those with energy armor.

B86 (Keeshin: HD 7; hp 42; PS 11; MS 16; mutations—cryokinesis (see "Mutations" in the Rule Book), life leech (sucks 6 hit points from each party member), mental blast (Dm 16), reflection (see Rule Book.)

After your first attacks, you discover the creature by the water is only a statue. The true keeshin appears at the other side of the pool and gets a free action turn of attacks against you. If you run away, turn to D29; if you fight and win, turn to F52.

B87 Two days later the berries all turn bright green. Roll 1d6 for each berry you have left and on a 6 it explodes and inflicts 15 points of damage to the one carrying it. You consider getting rid of the rest. If you decide to keep them, turn to B17.

B88 You let the large attack bot fire its weapons, but the lil are not affected by the massive energies of the robot's blaster cannons. They giggle and come up to the machine and suddenly it shuts down. All you have left is a huge hulk. You will have to tell your elders where it is and try to deal with it later. The lil laugh and go their own way.

B89 The object you throw in goes through the screen in a flash of light. It lands on the floor on the other side of the screen and is warped and burnt beyond recognition. Return to E32 and make another choice.

B90 After getting safely away you spend two hours checking out the long red crystals. They seem to be some sort of disintegration device. (Tech IV, Dm 15, Special—Disintegrate) You have no idea what powers

them, but every time they are fired they turn a lighter shade of red. You think each has enough power for about 8 shots.

B91 When you try out the fist-sized green crystals, you discover they enhance your natural abilities in some unknown manner. Each crystal has the following effects: increases your chance to hit by +1 column (one column to the right); decreases the chance of success of mental attacks against you by -1 column (one column to the left); they must stay within one meter of you for 24 hours for you to get them to work (they sap 5 hit points from you each day for powers).

B92 While experimenting with the head-sized blue crystals, you discover that they have the wondrous power of absorbing energy. Anyone who carries one of these crystals suffers only half damage from energy weapons. Unfortunately, the crystals also double the damage suffered from mental attacks.

B93 You pick one up and the bright yellow glow instantly dims.

If you drop it immediately, just continue exploring the ship. If you continue to hold the crystal, turn to F11.

B94 You watch the cyborgs work for many hours. They are taking bodies of all shapes and sizes and surgically grafting cyborg heads on them. Then they place the new cyborg in some sort of powerplant. After several hours the cyborg gets up and leaves. A plan begins to form as you lie in your cages. The sun sets and the cyborgs all leave. Through the use of mutational powers, you get all of your cages open. You cannot rouse the nine other creatures in their cages. You get your equipment and discover several other useful items that have been taken from others and thrown here.

Ken finds two type C slug throwers with full clips (Tech IV, Dm 15). He also finds new batteries for his and Raa's suits of armor.

Wroll finds three medikits and a special veterinary medikit that can restore up to 100 hit points to nonhumanoid creatures.

Raa finds a box of 12 energy grenades (Tech IV, Dm 10). He also finds a stun ray pistol (Tech IV, with a four-shot energy clip, if it hits it stuns for a base two minutes).

Sheesh discovers an unusual crossbow that shoots energized crystal quarrels. A hydrogen energy cell can charge five quarrels. These bolts inflict Dm 15, but are fired like regular crossbow quarrels. Sheesh finds 10 of these special crystal quarrels. (These bolts have a 50% chance of being ruined on impact.)

There are hundreds of cyborg heads on shelves in this chamber. You gut a few of them and place the shells over your heads. This gives you something of a disguise. Now you

have a decision to make. You know you can get out of the area and escape—just walk out, pretending to be cyborgs, and escape.

But if you want to explore the compound, consult the Compound Map and entries.

B95 Cyborg giant: HD 15; hp 190; weapons—laser rifle (Tech IV, Dm 12, 10-shot clip, he has several extra clips); cyborg ruby eye (Dm 8). If you win the battle, you can easily open the wire gate.

B96 You are in a shooting range and weapons training area. Several cyborgs are firing weapons on one side of the building. You see them looking at crystal screens that show pictures of the weapon they are using and how to use them. If you take a few minutes here you can get instruction in unfamiliar weapons, or you can leave if you want.

Each of you takes up an unknown weapon and learns how to use it. Ren learns from entry F9, Raa from entry F8, Sheesh from entry F7, and Wroll from entry F6. The training pictures are so complete that the characters can use the weapons without going through the normal system for figuring out new weapons.

B97 You attack the pillar with your weapons. Most of the creature cyborgs fall to the ground, but four of them on the edge of the group roar in anger and attack!

Four hisser cyborgs: HD 11; hp 71, 70, 69, 68; mutations—immune to lasers and sonic blasts; weapons—cyborg head laser (Dm 8); Mark V blaster pistol (Tech IV, Dm 12, hydrogen energy cells powers the weapon for six shots). There is no running from this battle.

If you win, turn to F5.

B98 When you release the first robot, it quietly rolls up to the spacecraft in the middle of the compound. In the next instant it releases an incredible barrage of energy rays, rockets, and missiles into the crystal body of the ship. You see the domed spacecraft disintegrate before your eyes. This is enough for you and you run from the compound for your lives.

B99 You release the first robot and the ungrateful thing attacks Sheesh. (If Sheesh is not here it follows the party and attacks any plant life that attacks you from now on.)

(Agricultural ecology bot: HD 12; hp 70; flame gun (Dm 10); vibro saw (Dm 15); the creature directs all its attacks on Sheesh until it or Sheesh is destroyed. If you run away, turn to D29, but you must leave the compound.)

B100 Traveling down the largest tunnel, you discover chamber after chamber of sleeping areas. Then you come to a large closed door. You can see by the look of the door that

the attackers worked long and hard at breaking it down but failed. Then you look at the hinges and realize the door is almost falling by itself. A few quick blows and it falls. Inside you discover a large group of badder young huddled in a corner. You could just leave them and get out of this place, or you could try to talk to them (F42).

C1 If Ren is with your party, the arks launch themselves into battle. If Ren is not here, the arks deal amiably with the group—turn to entry C100.

C2 The cyborg is happy to see some intelligent faces for a change. It notices you eyeing its pack and says that it knows where there are lots more, but it cannot get to them all. It would be happy to take you to them. Either fight the creature and then continue adventuring on the Wilderness Map, or travel with it and the creature fight alongside you C99.

C3 Sure the badders talk, just long enough to get four of their band in position to attack the human while the others keep your party busy (or plant, wolf, humanoid in that order if the human is missing from the party). The badders keep attacking until their prime target is incapacitated and then there is a general melee.

C4 They have just been in a battle, but are willing to serve as mounts if you can heal each of them a little bit. They fight alongside you, but never go into buildings or ruins. If you leave them alone while you enter a building or ruin they disappear. They increase your speed such that you can ignore the next two "a day has passed" notifications in the module. When the first one of their number dies, they all leave you for safer places.

C5 If Ren is with the group, the androids are willing to follow and obey all commands, otherwise they attack. Ren can get them to turn over their energy cells. These androids turn to red jelly at the end of the next day.

C6 They are friendly enough and willing to trade information for two combat knives. If you trade, turn to C98; if you do not trade, both groups part peacefully.

C7 The fens trade information for Tech II or Tech III items. For each item they tell you about one area, in this order: A22 (see C97), A3 (see C50), A15 (see C22), A30 (see C79).

C8 If Ren is with you, everything is fine; if he is absent, they attack and try to kill you all. These knights are patrolling new territory and cannot help much, but they are willing to trade Tech III weapons for frag grenades on a

one-for-one basis.

C9 They are very friendly and are able to heal three of your group of half their hit point damage—adjust your hit point totals accordingly. They have been roaming like yourselves, but have stayed away from the west and south because of rumors of horrible monsters cutting off the heads of anything they find and stealing the bodies.

C10 If a plant or wolf character is with you they talk, otherwise they try to kill you. These creatures are advance scouts for a mass exodus of their race. It seems monsters from the west and south have been capturing them, ripping off their heads, and stealing the bodies.

C11 Just before you leave town, Ren's aged father shows up with gifts for all of you. He wants to make sure you have a good chance of surviving. Ren is given a small personal energy screen that works on a hydrogen energy cell for 24 hours and negates the first 10 points of damage in any action turn. Raa is given an energy mace (Tech IV, Dm 8, uses a chemical cell for five successful hits). Sheesh is given a special blend of chemicals that instantly heals damage to his plant structure (five applications, 10 points per application). Wroll is given a specially made skull cap that makes the wolf impervious to mental control and paralysis of all types. This allows him to ignore these encounters in the module and to help his allies get through them.

The old man is sad to see his son leave and allows you to depart without saying a word. Your trip now begins for real and you take the road out of town (A58).

C12 The hawkoids talk to you, but only if you give them each a gift from your equipment. They then tell you how dangerous the mountains are becoming in the north and that their race is leaving the area. They do not give specifics about the danger, however.

C13 You talk with the jagets and they ask you to help pull their leader out of the bog. For this service they give you one of their vibro daggers (with no power charge). They know nothing about the area and are fleeing the rumors of a horrible menace in the mountains to the west and south of here.

C14 You try to talk with these creatures, but your manner seems to frighten them. They all disappear in a blaze of light. You feel small, invisible hands tug at your clothes for a moment and when you check, one clip of ammunition or one battery (whatever you have the most of) is missing and the lil have left giggling.

C15 The lil have traded you a personal force field. A hydrogen energy cell powers this shield for 24 hours of operation. It inflicts a -1 RF on all attacks against its wearer, but a red result burns it out.

C16 If you defeat the kai lins, you discover the remains of a pure strain human who was not as lucky. He has a pouch with four chemex grenades (Tech III, Dm 15).

C17 The creature is quite matter of fact: If you do not give it a piece of Tech III or IV technology, it will kill you all. If you do turn over something, it gives you a bit of information (see C94).

C18 You want to fight the wardents, but the creatures show amazing mental powers. They disappear, taking all the party's loose energy cells.

C19 The carrins are in a murderous mood. They demand that you give them all your energy and slug weapons. You can turn over your weapons and go on your way, or you can fight them.

C20 The robot notes your group and comes over. It offers Ren an amazing variety of fruit and buds from the surrounding trees. You may take 20 of the following choices (record what you take in your character file): flowers (C25), yellow fruit (C53), black seeds (C78), orange stems (C82). After you take what you want, the robot leaves faster than you can follow.

C21 Sheesh goes up to the mobile trees and can instantly communicate with them. It seems that a crazed robot has chained them and milks them for sap every week. Sheesh is naturally upset by this and begins uprooting all the chains. If you all help, turn to C83; if you just watch, turn to C28.

C22 The fens tell you that at A15 robot heads are being grafted onto the bodies of dead creatures.

C23 Knowing how easy they frighten, you are more careful with them this time and you get some information out of the timid lil. A14 is said to be an old tower that lights up at night.

C24 These wardents will trade one fully powered energy cell of any type for two empty energy cells of any type.

C25 The flowers repulse insects. Ignore the next insect encounter you have as if you had defeated them.

C26 While checking out the trees, you have gotten much too close. The foliage reacts to your presence by throwing explosive fruit! Three large, red balls are thrown at you. All of you are caught in each blast that hits (Rank 5, Dm 5). You quickly flee the area.

C27 The man's saddle bags are filled with 100 rounds of ammunition for his two pistols, some dried meat, and a silver mirror. Anyone can use the chainmail vest.

C28 Sheesh continues to free the trees (probably somewhat upset at the party's lack of concern). The trees give Sheesh three large explosive fruits to use in battle (Dm 10).

C29 You are carefully opening the door to peer inside when a robotic tentacle slithers out from behind the door and begins firing a laser at your party (Rank 8, Dm 8)! If you run away, go to D29; if you fight, turn to C84.

C30 Sheesh notices that the sunlight streams through one part of the building in an unusual way. When you investigate you discover that part of the wall is really a sliding panel. Behind it are thirty fist-sized white crystals. They are collecting energy from the sun. The crystals are hot to the touch, but the soft substance they are imbedded in does not feel hot at all. When you pry a crystal from the floor, it emits a beam of light that blows a huge hole in the wall on the other side of the chamber! You have a powerful weapon, but you cannot seem to get it to work again. Maybe the elders of your town can figure them out. You can take them with you, but since you do not know if they will work again, you should continue with your quest.

C31 Playing with the keyboard causes the door to tick faster and heat up to a temperature that is too hot to touch. You run for your lives and never return!

C32 Opening the door at the side of the statue, you find a small chamber and a set of spiral stairs that go up into the body of the structure. You can climb the stairs (B50), go to the large chamber on the south side (C86), or leave the area.

C33 You are going to slug it out toe-to-toe with this hulking metal monster. The four laser rifles fire each action turn (Rank 10, Dm 12). The monster has 175 hit points.

If you run away, turn to D29. If you win, later you can get help to drag this hulk home and possibly get some use out of it.

C34 It takes you two action turns to search the entire web area and its surroundings. You fail to find the web maker. During that time

everyone in the web takes two 10-point jolts of electricity. You can either work on the webs (C72) or toss some grenades into the webbing, hoping for the best (B46).

C35 For two more action turns you cut at the webs and two more electrical jolts cause a total of 20 additional points of damage, but you do get everyone free. The jaget is dead, but its rifle is useful. You quickly leave this area hoping to avoid the web maker.

C36 You attack and surprise him on the first turn and then he attacks back with lightning-quick reflexes.

Pure strain human: Rank 11, hp 144, fusion rifle (Tech IV, Dm 10, 10 shots) and a black ray pistol (Tech IV, Dm 40, four shots), he has three reloads for each weapon, AC 3 (-15 points/turn).

In the event that you defeat him, you get his weapons, his turbine truck and the load of mutated grain he is hauling in his truck.

Ren can drive the truck and you can move through the countryside at the rate of six hexes per hour in clear terrain and three hexes per hour in woods or low mountains. It cannot ford the large river, but it could handle the small ones.

C37 You call out to them and they reply. You quickly discover they really do not want to do battle. They are impressed by the strength of your party. If you will pay a toll of one Tech III or IV item they will let you by. If you do not pay they fight (B44).

C38 The woman you have saved is the last remaining human dweller of this complex. It seems that thousands of squeekers, as she calls the giant rodents, invaded her underground village and attacked. Only she managed to escape with her life. She is going to leave to find relatives elsewhere, but to repay you she gives you a map of the ruined city (the Ruins Map) her village has been exploring for several years now. The villagers have been staying out of the marked areas because there are dangerous things in each of them. Turn to E1 to see the map.

C39 You allow the Sleeth to take what it will from the hover car and talk to it about what it has seen. It is the last surviving member of its tribe. It seems many of these cars swooped down on its village in the middle of the night. The cyborgs attacked with lasers firing out of their metallic heads and hand-held weapons of the Ancients. It has sworn to avenge each member of its tribe by killing three cyborgs for each loved one. So far it has killed 98. It does not want to join your party, but is honored if you ask. It takes one of the first three things from entry A91 and leaves.

You can take the remainder after searching the car yourself.

C40 At first you wonder how to make the lil come out of their 10-meter-tall thorn hedge. Then you think about their love of manufactured items. Out of your supplies you take several things and lay them close to the thorn patch. A few minutes later you see them slide by themselves into the patch and you hear giggling. It worked. In seconds you have swarms of orange-winged lil flying around you and pulling at your clothes. You learn that the cyborgs are trying to take bodies up to their mountain camp and turn them into more cyborgs. Cyborgs have been doing this for weeks now. The lil are able to turn off the power of the cyborgs and have not been attacked. But that is all you learn from them as they tire of you and frolic away into the razor-sharp thorns of their hedge.

C41 To get away from the lil, you move faster through the trees. Suddenly you see a kamodos lizard burst through the trees, breaking them with its front claws as if they are toothpicks. You again use all of your most powerful weapons and the monster bursts into hundreds of giggling Lil. You have to leave something behind for them and each of you looks over your equipment for a piece of Tech III or IV material.

C42 You have freed a band of Archivists who have been working in this area. They think the water that flows from this stream is being artificially pumped from the earth. They want you to help them dig for the source and say it will only take a year or two to discover the answer. You take what things you want from the cyborgs and leave.

C43 You search the tank and discover several useful things. The tank was driven by two cyborgs, now dead. They each had slug pistols (type A, Tech III, Dm 10, 50-shot clip). The tank is equipped with infrared and ultraviolet goggles (two sets), a case with 10 fragmentation grenades (Tech III, Dm 8), and there is a case of 12 charged hydrogen energy cells. You've lost the androids, so you continue on the Wilderness Map.

C44 The bodies rest near weapons of the Ancients and have been there several days. When you reach down to take the equipment, you hear a voice shout from the cover of the trees. "Don't or you will be as they are. They came into our lands with their technology and we have paid them back with ours."

When you look for the voice, three bone-tipped spears fly from the trees and strike the earth at your feet. They mean business.

You could grab a weapon and make a run

for it (B34), or you could just do what they say and leave without touching anything.

C45 Approaching the building, you see through an open door into a large, well-lit chamber filled with 20 different types of chairs. "Come and get comfortable, please," a voice says.

As you enter you see no one about.

"I am a computer and your host. Others will be coming shortly to see to your needs. So please sit down and relax until they arrive."

This is all very odd and you aren't sure you like it. If you wait, the machine talks until they arrive—turn to A77. If you do not want to wait, return to journeying through the Wilderness Map.

C46 You've discovered a still-functioning automated mining operation of the Ancients, but these robots have reprogrammed themselves. You are in a huge complex with robots running all over the place. You can see assembly lines building more robots and stacks and stacks of metal bars everywhere.

But right now you are looking at the ugliest black robot you could ever hope to see. You are too terrified to act! The robot ties you all up and now it is going to ask you some hard questions. Turn to the Interrogation Chart in D30 to determine what happens to you. After you have been questioned, come back to this entry and turn to the result of your interrogation: Favorable (B32), Cautious (B54), Indignant (C47), Hostile (B30).

C47 The robot does not believe you. You are ejected from the mountain with all your equipment and told not to come back.

C48 You talk to the cyborg head. You find out that all the cyborgs call themselves shreelcon. They have been peacefully trying to contact villages in the area because they need help in building their city. In every village they have been attacked and have had to retaliate.

This conversation goes on for thirty minutes and you do not learn much more when suddenly you are surrounded by twenty hover cars and far too many cyborgs with weapons to try to run away. You are taken prisoner (A67).

C49 Your party gets into the chamber and one of you starts pushing buttons. Large panels begin to close off the exit. You can still run out if you wish and leave this area. If you stay, draw your weapons and turn to A81.

C50 The fens tell you that in Area A3 white monsters often crawl out of the stream and attack travelers.

C51 These lil have been flying over the

great lake and tell you there are huge ruins under its waters where man-fish live.

C52 If you defeat the kai lins, you discover the remains of a humanoid mutant. He has a long sword on his body (Tech II, Dm 8/16).

C53 The yellow fruit quickly turns to mush and its acid burns whoever is holding it for five points of damage.

C54 You carefully investigate this door. It is covered by some kind of multi-colored fungus. You also notice that all the cracks are jammed tight with a red fungus that wiggles every time you move toward it. If you open the door, go to C85. You can also continue down the stairs (C77) or leave the building (A10).

C55 You carefully inspect the egg. When you touch it, the shell begins to crack and a huge insect-like creature pokes its head out. Its mandibles alone must be meters long. You all flee for your lives—go back to the Wilderness Map.

C56 In the packs of the dead you discover the following: three burnt-out hydrogen energy cells, two fully charged hydrogen energy cells, several morning stars (Tech II, Dm 8), and 19 large bars of gold.

C57 You dash madly past the robot. It slowly turns its guns to bear on you, clicking all the time with its empty weapons. You make it safely to the other side. But you will have to deal with it on your return trip, if you return this way.

C58 You rush to where you heard the screaming. Each of you rolls a Dexterity Check; if you fail you are trapped in sticky webs raised just above the grass. If any of you are free, turn to B47. Any who are caught may make a Physical Strength Check at a -3 penalty to break your bonds. Those who break their bonds should also turn to B47. If none of you break your bonds, you all lose consciousness from jolts of energy that stream through the webs and your adventure is over.

The End

C59 The jaget is amazed to have survived the trap and is very grateful. It is scouting a new territory for its tribe. The mountains of the south and west have become dangerous to all intelligent life and its tribe must move. It also tells you that strange metal creatures are giving away laser rifles in the ruins beyond the river.

C60 You step out and volunteer to help him with his difficulty. At first he is naturally suspicious, but you win his confidence and succeed in pulling his truck out of the hole. Then he offers to drive you anywhere you want to go. He will not fight your battles for you, but he will drive you to your next stop (encounter number) as long as you don't cross any rivers.

Ignore random encounters, and in just two hours of break-neck speed driving you are there.

C61 You get along great with these lil. They listen to your problem and offer to send some warriors down to help in your fight. They are migrating in search of a new place to live. It seems the north is too dangerous even for them. One of the lil leaders even offers to come along with you on your quest (Rank 10; hp 20; mutations—anti-life leech, dual brain, force field generation, physical reflection (lasers and light), telepathy, mental blast (Dm 15), and total healing. While traveling with these lil, lil encounters are never harmful.

C62 At the first landing you discover a door, more stairs down, and a humanoid skeleton. There is a neat hole in the middle of its skull. Its equipment proves interesting: one large hammer, 20 metal spikes, 50 feet of thick chain, dried vegetables, a match cylinder with 20 matches, and a Tech III blowtorch that shoots a five-meter-long flame and can melt through steel (Dm 10, 15 minutes of operation from the cylinder). If you move down the stairs, go to C87. If you open the door, no matter how careful you are, go to C29. You can always go back and leave this area.

C63 You go to meet the giant robot and the first thing it does is flash a blue ray over all of your weapons. In seconds all the energy cells in your weapons are totally depleted. Your bullets and crossbow bolts have been made too sticky to fire. This robot is far too powerful for you to take on. You run for your lives out of this area. Make another choice at A47, or continue adventuring in the wilderness.

C64 These lil want to leave quickly, but they do warn you to never trust a black-winged Lil. They also tell you that in the high mountains lies a terrible ancient force of technology that is attacking all the intelligent races in the area. If Sheesh is still with the group, they give it three green berries. Each berry heals 10 points of damage to a plant instantly.



C65 You turn over items from your packs, but do not like the idea. Then you are shown to the leader of the Archivists and you tell the small wardent of your problems. This group has helped Restorationists in the past and it will do so again. It will send you back with enough weapons of the Ancients to turn back the mountain invaders. If there is still time, you can adventure in another part of the map before the seven days are up to take more things back to your village.

The small Archivist gives you a map of the nearby ruins and says that you may search for more weapons in that area if you wish. Obtaining this map enables you to use the "A47" Ruins Map in the four-page pull-out section in the center of this adventure. All the numbers on this map refer to "E" numbered entries (turn to the "E" section in this book). You can also use the Wilderness Map to continue adventuring there.

C66 It is clear the robot does not understand you. One of you goes to take some of the equipment in the pile and the robot moves to stop you. There are levers and buttons all over the body of the robot and you decide to give them a try.

You flip the GAMMA WORLD* game equivalent of a coin and hope for the best. If it comes up multi-headed, turn to entry B42. If it comes up multi-tailed, turn to entry A70.

C67 There are two dead cyborgs inside. They have the bodies of badders and the single-eyed heads of robots. Suddenly a voice shouts from somewhere, "I did this and I get

first pick, do you have problems with that?" Looking around, you see a sleech with several huge, glowing javelins in its hands. Sure enough, sticking out of the lower area of the hover craft is a javelin. Will you let it take what it wants (C39), or contest its right to the spoils (B39)?

C68 You pay the toll and in talking with the lil gain some valuable advice. The cyborgs have a base somewhere in the mountains. Their flying devices can be seen constantly moving about during the day. The cyborgs are collecting bodies for some reason that the lils cannot figure out. Every cyborg is armed with a weapon of the Ancients and fires laser beams from its eyes. The lil also tell you to never trust an orange-winged lil.

C69 There are no windows, the only door is made of metal and looks thick. As you draw nearer, you begin to hear a beeping noise from within. You can run back into the wilderness (use Wilderness Map), or you can try to break open the door (A90).

C70 The robot has cleared out the rubble of a large building. It has carefully piled the ruined building materials in one place and the items that were in the building in another section. You see a great deal of undamaged technical equipment in one pile. The robot does not seem to have any visible weapons on its body. You could talk with it (A68), fight it (B42), or leave, but you have spent a lot of time in this area to just leave.

C71 There are eight dabbers (mutated raccoons) behind that wall and they demand you turn over all of your weapons or die. You can talk (C37) or you can fight (B44).

C72 Looking over the situation, you decide to start cutting at the webs. In the first action turn, however, a jolt of energy inflicts 10 points of damage to those trapped and those cutting at the webs. You have only managed to cut a few of the many webs holding the victims. You can try throwing some grenades (B46) or continue cutting (C35).

C73 The robot does nothing. In fact it is hard to tell if it is even activated. You cross the bridge and continue. You leave the robot alone for fear it will turn on you and destroy you.

C74 Exploring the camp you discover there is nothing there of immediate use except for the weapons they were using and their turbine car.

Ren can drive the car and you can now travel around the countryside at the rate of six hexes an hour in clear terrain and three hexes an

hour in woods or low mountains. The vehicle cannot ford the large river but it can manage the small ones. Sheesh must ride on top of the car.

You cannot use the rifles without first figuring them out (check "Comprehending Artifacts" in the Rule Book).

C75 Approaching closer to the camp you see there are three cyborg creatures at the oasis. One cyborg has the body of a serf and a metal head, another has two metal heads on the body of an orfen, and the last has the body of a gren and a metal head. Each is armed with a Mark VII rifle. You can try to talk (B49), attack (A93), or leave this area.

C76 The door is still ticking, but further investigation reveals a small compartment hidden in one of the steel bands. The compartment shows a small computer keyboard. You can play with it (C31) or leave.

C77 You continue down the stairs. The deeper you go, the more fungus you see growing on the walls. When several wet tendrils of the stuff splash against your faces, you decide you have had enough of this place. You can choose from (A10) again or just leave the area.

C78 You discover no use for the black seeds; maybe you should plant them later.

C79 The fens tell you that the ruins of A30 have several caches of laser weapons that are easy to get to.

C80 No matter what you do, you surprise these lil and they all vanish in a blaze of light, taking with them all of your party's chemical energy cells.

C81 These wardents are fleeing the mountain area. It seems that strange creatures have been capturing mutants and taking their bodies and leaving their heads. If you give them a gift of one of your recently acquired items, they give each of you a fully powered hydrogen energy cell.

C82 You have five orange stems and you discover that they drain energy cells. You can hit a powered weapon with one and it drains all the energy of the weapon cell. (Rank 10 for hitting). If they strike they make the weapon useless, but they also destroy themselves. They are only destroyed if they strike successfully.

C83 You all help Sheesh free the trees. Telepathically they are delighted by your plant-like kindness. Four of them come along with you to help for a time. In the next two combats, these trees totally destroy your enemies and your party takes no damage. The trees

then leave to join their fellows.

C84 For two action turns you battle this tentacle sticking out of the door (it attacks twice in this time) and all of your efforts have not done a thing to it! You run down the stairs (C87). You run for your life out of this building. Choose again at A10 or leave this area.

C85 You open the door and are immediately attacked by horrible fungoid creatures that come spilling out of the hall behind the door. The hall is filled with this tentacled fungus life! (Rank 12, Dm 6, one attack on each party member). You run for your lives (go to D29) and the creature attacks until you escape. You run out of the building (A10) and you can either re-enter it or go some other way.

C86 The chamber is lit by devices of the Ancients, but more interesting are the three recently killed hoop bodies you see in the chamber. They have bows and arrows (Tech I, Dm 8/4) for weapons and they appear to have been killed by laser beams. There is a blinking panel of buttons on a side wall and the dead hoops are a clear warning of danger. If you want to check out the panel anyway, see C49. You can still check out the side doors (C32) or you can leave (A95).

C87 You climb down several flights of stairs and the air gets mustier and more humid. The sides of the metal walls are covered with moss and some of it moves with your passage down the stairs. You come to another landing with a door (C54) and a set of stairs continuing down (C77).

C88 You have defeated him, but now his brutoz stands ready to do battle over his body (HD 14, hp 74, bite (Dm 5) and two kicks (Dm 4 each)). If you defeat it, turn to entry C27.

C89 By careful deduction you determine that the trees drop explosive fruit. You manage to steal five of the fruits to use as missile weapons (Dm 5). You get out of the area unhurt.

C90 You approach the trees and sense telepathically that they are wild with rage at being chained. The plants see your party and instantly throw five javelin limbs (Rank 5, Dm 6). After this first attack you leave the area. You can do nothing for them.

C91 The old horticultural robot attacks! (Rank 7, hp 82, metal plating absorbs 20 points of damage every action turn, weapons can be used all at once—a herbicide (Dm 10 to plants), a saw tentacle (Dm 20), a whipping tentacle (Dm 15).) If you run away, go to D29;

if you defeat the robot, turn to C20 and check out the trays of plants you find.

C92 Talking to scouts in the village gains you valuable information about the area to the west. It seems that some ancient technology has activated itself on both sides of the mountain pass and you are advised to avoid the pass. Also, several of the scouts have run into trouble with masses of nasty creatures. They advise using the strongest weapon you have because there is a lot of equipment out in the wilds just waiting to be picked up. The last scout you talk to gives you a small sack of powder. It contains a powerful vegicide that will instantly kill one hostile plant (works automatically). Your trip now begins in earnest and you take the road out of town (A58).

C93 These wardents need matches. If you trade them all of your party's matches, they give you one chemex grenade (Tech III, Dm 15).

C94 The keeshin tells you that in the mountains to the southwest (see the southwest corner of the Wilderness Map) are horrible beings that take the bodies of creatures and place robot heads on them. The keeshin gives each of you a special ring that hampers the ability of the robot heads to see you (halve all damage a cyborg inflicts upon a PC).

C95 If you defeat the kai lins, you discover the remains of some type of cyborg. It has the body of a pure strain human, but the head of a robot. There is a package of four unpowered vibro blades on the creature (Tech IV, Dm 12).

C96 These lil are going home and will trade with you, but have no information. They want to trade a single, small glittery bracelet they are carrying for several energy cells. If you trade, go to C15.

C97 The fens tell you that in Area A22 there is a huge metal creature guarding the bridge and often it kills strangers.

C98 They acquired their laser rifles in the ruins of A30, but many horrible monsters roam that area.

C99 You chose to follow the cyborg and it takes you to entry A57. Roll for random encounters as you travel there.

C100 The arks are running from a band of horrible creatures that lopped off the heads of several arks and took their bodies. All they know about these creatures is that they have metal heads on somewhat normal-looking bodies. These heads shoot laser rays from a single red eye.

D1 The bracelets you took from the carrins start to glow and pulse. The rate of pulsation matches that of the pulse in the lenses of the robot you face. It doesn't seem to see any of you. Proceed from this point as if you had destroyed the robot.

D2 If you look like cyborgs, the cyborg guard lets you through. If you chose to fight this creature, turn to B95.

D3 You have made the mistake of going through this gate and your luck has run out. There are two bear cyborgs coming in the gate and your disguises do not fool them and they attack! Since they attack, the guard cyborg also attacks you (refer to entry B95 for the guards statistics). Two bear cyborgs: HD 123; hp 86, 81; weapons—cyborg ruby eye (Dm 8); two bear claw attacks (Dm 5). If you run away, turn to D29.

D4 You enter this dome quickly and silently. You discover a large chamber with cages of sleeping creatures. There are several large tables with surgical equipment. You see several shelves of cyborg heads. This could be the place where they graft the cyborg heads onto the bodies.

You cannot rouse the creatures in the cages, but you discover piles of equipment, some of which you can use.

Ren finds two type C slug throwers with full clips (Tech IV, Dm 15). He also finds new batteries for his and Raa's suits of armor.

Wroll finds three medikits and a special veterinary medikit that can restore up to 100 hit points to nonhumanoid creatures.

Raa finds a box of 12 energy grenades (Tech IV, Dm 10). He also finds a stun ray pistol (Tech IV, with a four-shot energy clip, if it hits it stuns for base two minutes).

Sheesh discovers an unusual crossbow that shoots energized crystal quarrels. A hydrogen energy cell can charge five quarrels. These bolts inflict Dm 15, but are fired like regular crossbow bolts. Sheesh finds 10 of these special crystal quarrels. (These quarrels have a 50% chance of being ruined on impact.)

Finding nothing else of use in this area you leave and search the rest of the compound.

D5 The building, like the rest, is made of a crystalline material. The wide door opens when you approach. Inside you find vehicles of the Ancients. You find military ground cars and turbine cars that Ren can drive. There are flit cars, "E" cars, and hover cars that you can tell are all ready to go. You have never seen so many vehicles. Ren could drive one of the first two types of cars right away, or you could try to figure out one of the more advanced cars. Any of the vehicles here allow you to move eight hexes in clear or road terrain and six hexes in

mountains or woods.

D6 This crystal bunding is shaped like all the rest, but from a distance you have seen several cyborgs enter. You briefly consider not going in. Turn to B1 if you want to see what the cyborgs are doing.

D7 As you come up to this crystal building and the door opens, you hear the sounds of weapons fire inside. There could be a fight you should avoid. If you still want to enter this dome, turn to B96.

D8 You are approaching the spacecraft and see that it has only one opening, guarded of course. If you enter, use the E map and begin with the outermost E entry.

D9 This dome is crowded with cyborgs. There is a huge crystal pillar in the center of the chamber and lightning bolts of energy crackle down onto the heads of each of the cyborgs. You can attack the pillar (B97), but you realize it could backfire on you.

If you attack the pillar from a distance, turn to B97.

D10 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force field.

Turn to A39 to release the robot.

D11 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force field.

This robot has weapons systems that look like lasers and are generating their own energy field.

Turn to A41 to release the robot.

D12 You discover an energy cage holding an obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force fields.

It is firing several weapons systems at the energy fields that cage them, but to no avail. Turn to B98 to release the robot.

D13 You discover an energy cage holding one obviously powered and active robot. You have never seen this type of robot before, but it obviously wants to get out and you consider blasting away at the crystals that are generating the force fields.

Turn to B99 to release it.

D14 You come to a large and long crystal dome. Its door opens as you approach, revealing a robot that attacks you!

(Robot guard: HD 18; hp 55; armor absorbs the first 30 points of physical damage in an action turn; weapons—stun tentacle (if it hits it stuns for base two minutes); robotic tentacle (Dm 10)) The robot cannot leave the chamber. If you decide not to fight, the door closes, but the robot gets one action turn of attacks.

If you win the battle, turn to F4.

D15 This is some type of crystal growing dome. You see row upon row of tables filled with sand. Growing in the sand of each table is a different colored and shaped crystal. You have not stepped into the chamber as you can sense the energy that flows from the crystal floor and walls. The area is filled with energy and it could damage you. If someone wants to use mutations to take some of the crystals, turn to F3; otherwise you leave the chamber.

D16 You enter this crystal dome area and are attacked by automatic laser units in the ceiling.

(Three laser units: Rank 5; hp 30 (x 3); Dm 12)

If you run away, the door closes behind you, but the lasers get one action turn of attacks. All you have time to see is a series of large cages.

If you fight and win, turn to F2.

D17 This dome is given to the creation of android cyborgs. You see the android generation vats and there are 10 warrior androids guarding it. While you watch, two thinker android cyborgs are in the process of creating two more warrior androids. You leave not wanting to face them in an open battle.

D18 In this dome you discover a volcanic pit and three cyborg humanoids that attack you!

(Cyborg pure strain humans: Rank 4; hp 142, 138, 119; weapons—cyborg laser eye (Dm 8); slug pistol (type B, Tech III, Dm 15, 30-shot clip). If you run away, turn to D29 and you leave the compound. If you fight and win the battle, turn to F1.

D19 This is an equipment storage dome. There are shelves and shelves of almost everything you can imagine. There are hundreds of types of the following items: camping equipment, clothes, energy cells of all types, mining equipment, shelves and shelves of equipment of the Ancients that you do not recognize, household furniture, and Tech II weapons of many different types. You take what you think you need and leave the area.

D20 You enter some type of communications dome and see two cyborg humanoids manning the screens. You think it would be a good idea to ruin this area, but you don't know if you want to take on the two creatures

you see working there.

You can leave and explore the rest of the compound, or you can fire at the creatures and gain one action turn of surprise attacks (turn to E52).

D21 As you carefully open the container, two of the seeds escape and bore holes into the first object they hit. Seconds later these holes sprout tiny leaves and the object is ripped apart as roots and vines grow from the seeds. You take the rest of the seeds back to your town to try to figure out how to use them as weapons.

D22 The single large, glowing seed absorbs energy at a fantastic rate. Energy blasts within 10 meters of the seed are totally absorbed by the seed. (If the seed receives over 200 hit points in energy, it splits and instantly sprouts roots and digs into the ground. There are no other effects, as far as you can tell.

D23 There are 100 seeds in this container and each radiates Intensity 5 radiation. Use the radiation chart to determine how much damage they inflict.

D24 There are 20 pistol-shaped seeds in this container. If you squeeze the seed's shell, a small thorn seed shoots out up to 20 meters away (Tech 1, the damage is Intensity 10 poison, check the poison chart for the damage, there are five seeds in each pistol).

D25 You talk with the cattin and badder and discover that they are the leaders of their tribes. These groups have been hunted by the cyborgs for their bodies. They agree that if you free them they will convince their respective tribes not to attack your town. You free them and give them what extra weapons you can and they escape from the compound. You also consider escaping.

D26 The crystals shatter as you fire your weapons at them. Keep track of the hit point damage you inflict upon the crystals. After you have done 500 points worth, you have destroyed one-fourth of the pulsating blue crystals. You notice the glow on the walls has dimmed a little. If you continue, turn to E51.

D27 The soot, ash, and heat of the new mountain of lava is choking you. You suffer 20 points of damage while you are fleeing. Roll another Constitution Check and if you fail you take another 20 points of damage before you escape. If you survive, turn to D28.

D28 You flee the area and see that you have created a new volcano. The cyborg camp is completely destroyed and you do not feel too bad about that. You continue your quest knowing you have done something very important for the survival of your town.

D29 Running Away: Anytime you run you must roll 1d20 for both sides. If you beat the die roll of the attacking creature, you all get away and it does not follow. If the creature's roll is higher, it gets a free attack on you as you escape.

D30 Generic Interrogation Chart

This chart is consulted whenever there is a questioning session between two groups that do not know each other. This questioning process usually takes one hour (two hours if the Hostile section of the chart is reached).

To determine how the questioning proceeds, you will roll 1d20 five times, applying all of the appropriate modifiers to the roll each time. Before you roll, look over the modifiers and the tables you will be rolling on so you understand what is going on.

Positive Die Roll Modifiers

- +1 Mutant or PSH questioning the other
- +1 Caught where you shouldn't be
- +1 Either side is heavily armed
- +1 In the home territory of the questioner
- +1 Other has things questioner wants
- +2 Fighting between the groups before questioning
- +2 One group is held prisoner
- +2 One group belongs to a Cryptic Alliance
- +2 The groups are working against each other
- +2 One group is hiding information

Negative Die Roll Modifiers *

- 1 Groups know each other
- 1 Groups are in neutral territory
- 1 Robots in either group
- 1 Valuable gifts given right away
- 1 One group needs the other
- 2 Both groups are Restorationists
- 2 One group wants to be friendly
- 2 Neither group is hiding anything
- 2 One member has Intelligence 16 or higher
- 2 One group offers help to other
- 5 Neither group is a prisoner of the other

* None of these negative modifiers apply if one group is a prisoner of the other.

Once you determine which of the modifiers apply to your situation, roll the first d20 and consult the First Die Roll table below. This gives you the section of the Subsequent Die Roll table to roll on for the second d20 roll. The second die roll will indicate a Section Shift (last column in table) of A, B, or C. A section shift result of "A" means your next roll occurs on the section above (more favorable) the one you just rolled on. A result of "B" means that your next roll is in the same section you just rolled on. A result of "C" means your next roll is on the section below (less favorable) the section you just rolled on.

This continues until the fifth roll, the result of which is interpreted on the Final Interrogation Results table to determine the end result of the interrogation.

After each roll (except the fifth roll), check the Intermediate Results to PCs table to see how the other group reacts to your characters. Then recompute the modifiers and roll the next d20. The fifth roll is the last and after it you refer to the Final Results table to see how the other group feels about your group when the meeting or interrogation ends.

First Die Roll

D20 Roll	Section for Second Roll
1-5	Favorable
6-10	Cautious
11-15	Indignant
16-20	Hostile

Subsequent Die Rolls

Section	Rolls				Section Shift
	2d	3d	4th	5th	
Favorable	1-10	1-13	1-16	1-18	B
	11-20	14-20	17-20	19-20	C
Cautious	1-2	1-2	1-2	1-2	A
	3-15	3-15	3-15	3-15	B
	16-20	16-20	16-20	16-20	C
Indignant	1-2	1-2	1-2	1-2	A
	3-15	3-15	3-15	3-15	B
	16-20	16-20	16-20	16-20	C
Hostile	1-4	1-3	1-2	1	A
	5-20	4-20	3-20	2-20	B

Intermediate Results to PCs

Favorable—other group offers to repair PCs' weapons or trade on terms favorable to PCs

Cautious—other group heals 1d4 points of damage to each PC

Indignant—other group kicks PCs around for 1d4 points of damage

Hostile *—other group destroys PCs' four best weapons

* Treat as Indignant *unless* one group is held prisoner by the other group.

Final Interrogation Result

Favorable—groups work together amiably

Cautious—groups leave and set up a time to talk later

Indignant—groups do not like each other, but there is no fighting

Hostile *—groups either fight or one group runs away

* Treat as Indignant *unless* one group is held prisoner by the other group.

E1 The ruins of the city are so large that you never would have found anything useful here without a map. But now that you have a map of the area, you can easily locate the points of interest.

E2 Deep in the brush you hear the sound of weapon fire. You approach and see a robot shooting up straw dummies twisted into the shape of humans. There are hundreds of these dummies around and many of their heads are burning. You can approach the robot (E41), or leave it alone to search the rest of the ruins.

E3 In the middle of the forest stands an intact building of the Ancients. The forest has been burnt away for fifty meters all around. There are huge, glowing panels on the roof and you can see a small robot cleaning the outside walls. As you watch, a humanoid steps out from the woods into the clearing and calls to the robot. Four lasers fire from the building and burn the humanoid to ashes where it stands. Now you know why the building has been there for so long—it can protect itself!

You have an idea that the building only deals with pure strain humans. If Ren is with the party, you might try to deal with the building (E42). If he is not here, you leave this building for safer areas.

E4 In amongst the ruins is a large patch of bare ground with a hole in the middle. The ground looks strangely barren of all life. And the vegetation at the edges of this area is unusual colors of gold and silver.

If you go to check out the hole, turn to B76. Or you can leave and search the rest of the ruins.

E5 Traveling through the forested ruins you suddenly hear the sound of moaning in the distance. You cautiously approach and part the brush in front of you to see a vast area of strange plants. These are man-tall, thin plants that move with the slightest breeze. Their huge petals resemble heads. These heads emit a moaning sound that makes it seem like the plants are in pain. You can check out the plants from a distance (B77), or you can get closer and try to communicate with them (E43).

E6 You discover a glowing dome of huge size in the middle of the ruins. As you near, you can see that many others have been here before you. There are scratches and burn marks all over the sides of the dome. There are unusual, different-colored stains in patches on its surface.

You can see a door and there is a path beaten through the forest to it. You can tell the door has never been opened, but there are indications all over the door that it has been

shot at, lasered, grenaded, bombed, etc. Whatever is in this thing must be highly valuable. If you spend one hour trying to open it, turn to B78. Otherwise avoid this place and save it for later explorers.

E7 You cannot believe your eyes. There by the lake is a water-powered machine. A robot is operating it and you can see it is making laser rifles. While you watch, a jaget comes out of the forest, walks boldly up to the piled crates of rifles, and takes one and goes back into the woods. Your problems are solved. There must be over two hundred crates of laser rifles there. The robot calmly takes the rifles from the machine that is creating them, places an unusually large energy cell into the weapon, and crates the weapon in a box of ten.

You go up and try to talk to the thing but it ignores you and continues working. You will have to try to deal with it later, but for now you take as many crates of weapons as you can carry and leave.

(Laser rifle: Tech IV, Dm 12, energy cell is good for six shots.) There is a drawback to these weapons. The machine that makes them has started to go slightly awry. Whenever one of these laser rifles is fired, roll 1d100 against the ACT column corresponding to your Rank. On a black result, the rifle explodes, inflicting 4d6 points of damage to you and anyone within three meters.

E8 There is the huge shell of a building breaking through the forest. There is no vegetation inside this building, unlike the others you have seen. When you approach you see the remains of a huge chamber and in the chamber are 50 one-meter-tall spheres. The floor here is completely clean and you briefly wonder if these are cleaning robots all stacked and ready to work. If Ren is with your party, turn to B79. If Ren is not with you, turn to E45.

E9 Have all party members roll Mental Strength Checks. Those who fail go running into the forest to the west. If none fails, you continue on into the wilds.

Those who succeeded can follow any who failed to see what happens to them and try to protect them.

If only some of the party members failed the check, turn to B23. If all of the party failed, turn to E46.

E10 You come upon five androids making a road in the forest. They are huge things that wield their picks and mauls with superhuman strength. You have heard stories of androids from your elders. For hundreds of meters they have cut a large path through the ruins and forest.

If Ren is with you and you approach, turn to B81. If Ren is not with you and you approach, turn to F26.

E11 You are attacked by a band of arks, huge dogmen, roll for surprise! (Eight arks: HD 8; hp 40 (x 8); PS 19 (+4); MS 12; plate mail vests (absorb 20 points per action turn), wicker shields (-1 CS); mutations—life leech (see "Mutations" section, Dm 6, the arks only use this attack when they are down to two party members); stone clubs (Tech I, Dm 5); half of the arks always attack Ren).

If you run away, turn to D29.

E12 A huge metal pole of the Ancients has a still-functioning light at the top. As you near, the area around the light seems to spark and flash. If you climb the pole or otherwise check it out, turn to F25.

E13 You come upon a badder encampment. A tent in the middle of the camp contains what appears to be a very sick badder. You can leave, fearing there might be more of them around, or you can check out the camp to see if there might be something useful here (B82).

E14 You discover a huge purple thorn patch in the middle of the ruins. At first you think it could be a lil patch, but then you see the bones and dead things in the thorns. Many beings have died in the patch. You suspect poison of some type on the thorns, but aren't sure you want to check it out. Looking more closely, you see some green goo drip from the thorns. This area isn't for you and you move on.

E15 Carrins attack out of the sky with missile weapons! Check for surprise. (Seven carrins: HD 15; hp 75, 60 (x 6); short bows (Tech I, Dm 8); leader has a slug pistol (type A, Tech III, Dm 10, 20 shots left in the clip).

They keep attacking until you kill two of them; then turn to B83. If you run away, turn to D29.

E16 A huge thunder lizard taller than most trees walks through the ruins toward you. You all dive for cover because the monster is too large to fight. Roll an Intelligence Check. Those who fail are seen by the monster. Turn to B22 for the attack.

E17 You hear it long before you see it and then you can hardly believe your eyes. Just above the tree tops a flying car is moving around in a circle. As you draw closer you see a dead pure strain human hanging out of the door. You can try to climb a tree and get in as the vehicle circles (F24) or you can avoid the thing.

E18 An obb (a huge bat-winged creature) flies over your group. If you attack, turn to F22; if you want to talk, turn to B20.

E19 You discover a burial mound of sorts. There are over 100 graves and each of them has a weapon and a marker for a headstone. There are many swords, maces, and hammers, but the thing that attracts your attention are the two holstered pistols by one grave. You consider going to get them, but then you wonder why all of these things have never been stolen before. If you try for the pistols, turn to F21.

E20 You meet three orlens who instantly notice you. You can talk (F20), attack (B85), or ignore them.

E21 You see a large grove of white trees. Each one has exactly five berries that sparkle in the light. Those that are in shadow seem to glow with their own radiance. It is very likely going to be dangerous to check these things out, but if you want to, turn to F18.

E22 You discover several bodies lying in the ruins of an unusually shiny building. The structure seems to be made of metal walls. The bodies are wearing full suits of plate mail, but you wonder if it may be a trap. You can check them out (B16), or you can ignore them and continue on into the wilds.

E23 You come to a part of the forested ruins that is different from all the others you have seen. Everything is shiny black. The plants, the ruins, the trails, and even the earth in the area is black, but not from soot or other substances. After testing you discover that the black color goes much deeper than just the surface. You also observe that no animals are in this area: no insects, birds, or climbing creatures. If you wish to find the cause of this phenomenon, turn to B15.

E24 In these ruins you discover a large pool of water. Basking in the sun beside it is a huge white lizard that mentally communicates with you.

"Hello there, do come over! I love talking to travelers."

There is something dangerous looking about this creature and you are not fooled at all.

You attack it (B86)! You talk to it (F19). You leave it alone and quickly leave the area.

E25 If it is at least as dark as at sunset, turn to B14; otherwise nothing happens here.

E26 You discover several vehicles of the Ancients, but when you check them out more closely you see they are rusted hulks of no

value. Unfortunately, while looking them over you are surprised (have a random encounter—you are surprised and they are not).

E27 You discover a black-hulled combat robot in the brush at the side of the road. There

are several blasted hulks of other vehicles in the area. You are just starting to clear off the plant growth from the area when you are surprised by a parn.

(Parn: HD 13; hp 70; attacks with two sets of four-sword fronds, each set attacks the same individual (Dm 5); it throws two huge spines



at the same individual (Dm 3); its body armor absorbs the first 15 points of physical damage in an action turn.)

If you run away, go to D29 (the robot is gone if you come back later). If you win the battle, turn to B13.

E28 You hear the sound of pounding long before you see what is making the noise. After a cautious approach, you see six sleek, giant lizardmen, hard at work pounding a robot to pieces. You can attack (B11), try to talk to them (F15), or ignore them and go on your way.

E29 Far back in the wilds you discover a series of small huts. There is the glint of metal inside each of them. You all roll a Mental Strength Check. Any who fail each enter a different house—turn to B10. Those who succeed attack the plant creatures that are disguised as huts.

E30 In a stroke of luck you discover a hidden cache of weapons of the Ancients. As you look them over you are attacked by their rightful owners. Consult the Random Encounter Chart and roll until you get creatures that are aggressive and want to fight.

If you run away, turn to D29 (you do not get any weapons). If you fight and win, turn to B9.

E31 In front of the flying saucer is a single cyborg guard. It is a multi-armed, snake-bodied creature and it is holding three vibro blades.

The door to the spacecraft is open and you can tell there is an energy screen covering the entrance. To get inside you are going to have to take out the guard in one lightning-quick attack. If you botch it up, you suspect cyborgs will appear from all over the place.

You can ignore this area and continue on to other places, or you can attack (B8).

E32 You have eliminated the guard, but now you face a force field of unknown power. You have to act quickly because you may be detected at any moment.

If you leap in, risking all, go to F53. If you throw something in first to see what happens, turn to B89. If you fire on the sides of the door with your weapons, hoping to ruin the screen generator, see F14. You can also leave this area if you are afraid of dealing with whatever is in the flying saucer.

E33 Turning a corner of this strange crystal-line saucer, you discover a weird guard at the next entrance and decide to attack.

(Alien android guard—the android is totally white and humanoid in shape, but over nine meters tall and all appendages are un-

usually thin: HD 10; hp 200; weapons—20 crystal clingers (Tech V, Dm 5). These are small, star-shaped crystals that can be thrown two at a time, crystals that miss can be reused; if they hit they stick and do progressive damage for each of the next five action turns; to rip them off you must roll a successful Dexterity Check; armor—energy screen that absorbs the first 20 points of energy damage received in an action turn.)

If you run away, turn to D29 (you leave the ship if you run away). If you win the battle, you can use the remaining crystal clingers. Turn to entry F13.

E34 You discover an alien android guard and must fight for your life!

This android is a squat cylinder of a creature with three long tentacle arms. You have surprised it. After your surprise action turn, turn to B6.

E35 Sure there will be guards at the entrance you see ahead of your position, and wanting to go farther into the spacecraft, you all attack simultaneously at the entrance with the best weapons and mutations you have. Turn to B5.

E36 You discover row upon row of small, green, fist-sized crystals in piles on the floor. You do not have the time to figure them out. You may take up to five each and continue on your way. Turn to entry B91 when you can take the time to figure them out in safety.

E37 You discover another huge pile of crystals. This time they are head sized and bright blue. You can each take three of them and save testing them for when it is safer. Turn to B92 when you are away from the saucer and can test them.

E38 There are several large piles of finger-sized, pulsing yellow crystals. You do not like the look of them and it is only with an effort of will that you pick one up. If you do take one with you, turn to B93. Otherwise leave them alone and continue.

E39 Suspecting there is another entrance and probably another guard, you prepare to attack. You all leap around the corner and fire your weapons. Turn to B3.

E40 You enter a chamber filled with pulsing purple crystals. In the center of the chamber is a huge black crystal in the shape of a human brain. It communicates telepathically with you.

"I have watched you enter my ship. It has been most amusing. You lower life forms try so very hard and it is all for nothing."

At this point you attack (using the weapons

you fired in Entry B3). They are all ineffective.

"I am immune to your methods of destruction. Do you wish to ~~talk~~ or die?"

If you want to ~~talk~~, turn to B2. If you fight turn to F10.

E41 If Ren is with you, turn to F27; if he is not, then the robot (Rank 12) attacks your party. It has two laser attacks (Dm 8) and a slug thrower attack (Dm 10). You do not think of attacking back—it looks too tough. You all run away (turn to D29).

E42 Ren boldly goes up to the front door and it opens by itself. When the rest of you start to enter the clearing to join him, the laser units on the building move toward you. Looks like Ren will have to manage all by himself (turn to F28).

E43 You go close to one and try to figure it out. Maybe you can communicate with it. For some reason, several of the plants you are nearing explode and splatter all over you. Suddenly you feel a burning sensation on your face. You have been exposed to Intensity 9 radiation. Check the radiation charts and record whatever damage the rolls indicate.

E44 After the second hour of digging and bashing and using mental abilities you still have not opened it. This looks like it could take forever and maybe you should give it up and go on to other areas. But if you want to spend another hour here, turn to B24.

E45 As your group approaches, the spheres all rise off the ground. Each sphere shoots a ray of light (no damage) at your party and then settles down to the ground again. If you wish to approach closer, turn to B80.

E46 You have all failed to make your Mental Strength Checks and you are being guided by an illusion. Part of your mind knows this, but the illusion is too strong and you are all being controlled. You find yourselves walking into the jaws of several huge-petaled plants.

Although your legs are controlled, the rest of your body is free to act. You get out your most potent weapons and use them as you walk into the jaws of the plants.

There is a plant for each of you. (Plants: HD 5; hp 50; PS 20; MS 15; Dm 8) Damage to Sheesh is halved because of the willow's huge size. Because you are inside the plant, you receive a +2 CS for all your weapon attacks. As members of your party kill their plants, turn to B23 to continue the battle to free the whole party.

E47 The androids begin to shiver and shake. Suddenly they turn all red and then melt into a red jelly-like substance. You have

no idea why this happened.

E48 Naturally you have to take off all armor to climb the pole and while you are climbing you check out the area using your map. You see that Area 14 has some unusual vegetation while there is a metal flying machine in Area 17. When you finally reach the top of the light, you cannot figure out anything to do to it and when it inflicts 10 points of electrical damage to you, you climb down and leave the area.

E49 You find nothing of value in the camp except the weapons on the dead badders. Their armor is too small for any of you to wear.

E50 Inside the car you find a case of 10 red vials. One of them is broken. You think this must be what killed the occupant. You try to make the vehicle land but all you can do is make it go faster. You find nothing else of interest. If you take the vials and jump out of the vehicle, turn to B84.

E51 Continue shooting until you do another 500 points of damage and then you have destroyed all of the pulsating blue crystals around the lava pool. Immediately the pool begins to pulse and spurt. Those crystals must have been some sort of controlling unit and now the lava is going wild! You all run for your lives as the molten rock flows everywhere. Each character must roll a Constitution Check. Those who fail turn to D27. Those who succeed turn to D28.

E52 (Two cyborg humanoids: Rank 4; hp 92, 76; weapons—cyborg laser eye (Dm 8); slug pistol (type B, Tech III, Dm 15, 30-shot clip). If you run away, turn to D29 and you leave the compound.

If you win the battle, you use their weapons to totally ruin the area. Crystal shards are scattered all over and you feel you have accomplished something very useful for your side. You also think you had better run from the compound because someone or something is bound to come looking for you after this. Return to the Wilderness Map.

F1 In this dome you find a huge pool of lava with pulsating blue crystals floating in it. You notice that the walls of this dome are also covered with the blue crystals, but these are just brightly glowing, not pulsating. You suspect this could be the power system for the entire complex. If you touch one of the crystals, it turns whatever touched it to cinders. It occurs to you that if you shoot this place up, you could really disrupt the efforts of the cyborgs. If you attack the blue crystals with your weapons, turn to D26.

F2 You discover a prison area. The only prisoners you find are the biggest badder and carrin you have ever seen. They are in adjoining cells and you can tell they have been fighting. They look at you sullenly. You could talk with them (D25), but you are worried that you tripped all sorts of alarms when you destroyed those laser units.

F3 You use your telekinetic arm to grab one of the growing crystals. Much to your horror you discover it absorbs any type of energy. If you have any type of energy cells on your person they are totally drained. This crystal can be used as weapons. If you threw it at a being using an energy weapon, it would drain off the energy cells.

(Crystal drainer: if it hits, it drains all energy cells from the being) The crystal is destroyed if it hits. If it misses there is a 25% chance that it shatters and becomes useless.

F4 The dome is lined with crystal shelves, each of which has a clear crystal container filled with seeds. There must be hundreds of types of seeds. One entire section of the dome has containers of seeds that are moving. There are also containers with a single glowing seed, with many seeds that glow in dim light, and seeds that resemble pistols. There is time to take a few of these containers, but they are quite large and you do not want to open any of them—who knows what the seeds might do. Each container is a cube half a meter on a side. You either leave them or grab one and then leave.

Turn to one of the following selections when you are outside the compound and have time to study the containers and their seeds. A container with moving seeds is D21. A container with a single glowing seed is D22. A container with seeds that glow in dim light is D23. A container with seeds that look like pistols is D24.

F5 You have killed your enemies and there is a good chance you have ruined the pillar in the dome. It has stopped emitting energy and none of the other cyborgs are getting up. But you think there is a good chance you have triggered an alarm somewhere. You run from the compound not wanting to face any more cyborgs.

F6 Wroll discovers a fist-sized crystal weapon to be trained in. He can throw these with his jaws for 20 meters. (Crystal energy cages: Tech IV, a fist-sized crystal is thrown and when it hits a living object, it emits an energy field for 10 action turns. The field prevents movement and surrounds the being in a 30-hit-point energy screen that also prevents mental energy from passing through. The charge of the crystal lasts for 30 action turns. If

the crystal misses it does not expend its charge, the device cannot hit beings that have energy screens up)

Wroll takes six of these in his special packs.

F7 Sheesh learns how to use a stun whip. (Stun Whip: Tech IV, if it hits, it stuns any being for 1d20 minutes, the chemical energy cell is good for 30 minutes of use)

F8 Raa learns to use a vibro blade. After the session he takes the blade and an extra hydrogen energy cell. (Vibro blade: Tech IV, Dm 12)

F9 Ren learns how to use a Mark VII blaster rifle. After the session he takes the rifle and an extra set of hydrogen energy cells. (Mark VII: Tech IV, Dm 15, two cells good for six shots)

F10 You want to fight this creature and destroy it. You use your other weapons on it and they work!

(Crystal Brain: HD 20; hp 500; it attacks by using up its own hit points in energy bursts.) This creature attacks randomly during the battle. Roll 1d6:

D6

Roll Attack

- 1 It expends 5 hit points on each party member.
- 2 It expends 20 hit points on a random party member.
- 3-5 It expends 50 hit points on the party member who caused the most damage on the last action turn.
- 6 It expends 10 hit points on each party member.

There is no defense against this attack except to run from the ship and the area.

If you win the battle, the ship begins vibrating and starts falling apart. You must try to escape—turn to B2.

F11 The energy of the crystal heals up to 10 points of damage you have previously suffered and it fades to a dark grey crystal. There must be thousands of these crystals here! You heal yourselves, but after all of your party is completely healed, you discover there is no way to take the crystals from the pile without causing the energy to fade, turning the crystal grey. You can each take up to 100 of them and continue.

F12 (Crystal pillar guard: HD 15; hp 250; attacks—two electrical energy blasts (Dm 10), two laser energy blasts (Dm 12), two crystal slug shooters (Dm 10))

If you run away, turn to D29 (you leave the saucer). If you win the battle, you completely destroy the pillar and can enter the next ring (B4).

F13 You have entered the second ring of the spacecraft and its walls are filled with crystals different from those of the first ring. These are large, single-faceted stones that show the surrounding camp and countryside in many details. There are hundreds of these crystals on both walls.

You can continue into the heart of the ship, but the challenges there may be even tougher. You can leave if you wish.

F14 You continue firing on the doorway until you have caused 120 points of damage to the door. Then the screen goes down and you may enter (B7).

F15 Talking to the sleeths proves worthwhile. It seems this robot killed three of them and they are destroying it to prevent more deaths. You try to talk them out of it, but they are adamant. As is their custom, they give you the weapons of their fallen comrades as gifts. You collect two frag grenades (Tech III, Dm 8) and two large spears (Tech I, Dm 5/10). You all part friends.

F16 You succeed in getting the thing started, but you are not sure how to control it. The robot begins to move and you follow it out of the ruins and into the hills to the southeast. Suddenly it comes across a band of five black-winged lil. You just know it is going to fire its weapons and blow them apart. If you try and stop it, turn to B12. If you let it fire, turn to B88.

F17 Planting the seeds is the right move. They communicate to you once more.

"We know you need weapons of the Ancients. You can find a working robot at (the seeds mentally give you the location of E27) this thing will aid you."

F18 You discover that the berries explode when an energy field is within one meter of them. So if you are within one meter of a creature with an energy screen or a force field, the berries explode automatically and inflict 15 points of damage that are not stopped by any type of armor or protection. You naturally cannot have a force field up while you carry one of these berries.

You consider taking 10 berries and using them on your quest, but they could be dangerous. If you do take them, turn to B87 after two days pass and turn to B17 after three days.

F19 Talking to the keeshin is interesting. It gets you to tell about your troubles and claims to know a great deal about badders and carrios. It tells you they are not the problem. It says that cyborgs (metal-headed humanoids) have been hunting creatures everywhere and taking them back to their camp to the south-

west of here. It also offers to sell you the secret of how to stop cyborgs for the sum of one Tech III or IV weapon per party member. If you want to know the secret, give the keeshin the weapons and turn to B18.

F20 If you talk to them you discover they are quite friendly. They are also looking for weapons for their tribe. Their group has been fighting a losing battle against cyborgs (metal-headed humanoids) for months now. They warn you about the keeshin in the pool (E24) who is quite dangerous. You part friends.

F21 As you step into the area you hear a voice speak in several different languages and then in your language. "Warning, trespassers of the grave site will be destroyed. You may bury your dead, but that is all. This is your last warning."

Then you notice something you overlooked before. In the middle of the graveyard is a large stone with slits in it. There are wires running from the stone to every part of the graveyard. Maybe the pistols are not worth the risk.

If you still want to go after the pistols, turn to B19.

F22 You attack the obb. It is totally resistant to radiation, heat, light, and laser attacks. The creature attacks you with its radiation eyes mutation. If anyone dies from this attack, it continues attacking; otherwise it flies off into the wilds (use the run entry (D29)).

(Obb: HD 8; hp 48; PS 11; MS 12; eye attack against each member of the party (Dm 12); claw attack (Dm 6))

F23 You throw and crack the vial from close range. Use your Rank as the ACT column to roll against, Dm 25 for damage to the creature you crushed the vial against and then you and anyone within ten meters of your target receive Dm 25 points of damage.

F24 Roll a Dexterity Check. If you fail, you fall and suffer 20 points of damage (20-meter fall; I 3; Special—Comp. C; Red = Critical). If you succeed, you enter the (turn to E50).

F25 Your weapons leave no marks on the surface of the pole and about all there is left to do is climb it. If you want to climb to the light, turn to E48.

F26 As you approach, the androids stop working and raise their weapons in a threatening manner. They are obviously ready to attack and their size alone would make them dangerous. You decide to leave and let them continue whatever they are doing.

F27 The robot talks and is more than willing to deal with Ren. It has been recently acti-

vated and was trying to sharpen up its combat skills. It will come along with you and try to protect you as best as it can. (Robot: Rank 12; hp 100; armor absorbs 30 points of damage per action turn; the robot cannot operate for the six hours in the dead of night as it uses solar energy and its storage capacity is limited; the robot has cracked optics and there is a 25% chance per action turn of combat that one of its weapons fires on an ally.) If you don't want the robot with your party because of this optic liability, you must fight and destroy it.

F28 Ren goes in and discovers a wondrous chamber of the Ancients. There is furniture made of amazing furs. He has never seen animal pelts like this. There is a large screen on the back wall and a voice invites him to sit down. He can only understand about one word in four of the speech.

The computer talks amazingly fast, but you begin to get the drift of the message. It wants to sell you solar-powered weapons. It says things like "no money down" and "easy payments," whatever those are. All it asks you to do is take a bracelet and put it around your wrist and begin payments in domars in ninety days.

You put on the bracelet, but then you notice that you cannot get it off again. And the computer opens a side wall and out comes a floating sled with fifty pistols in crates. The machine even shows you, with moving pictures, how to use the weapons.

You are a bit worried about getting that bracelet off, but that will have to wait until later. For now you have the weapons your town needs.

You have 50 solar pistols (Tech IV, Dm 5, fully-charged solar energy cell allows five shots, to recharge open charging ports to sunlight for two hours, long range is 100 meters).

The anti-gravity sled carrying the crates is yours to keep. It can be pushed or towed with ease and has a ninety-day charge to its battery.

F29 Any nonpowered/nonweapon item you can create as many of as you want. You can get 15 of the following if you have these items: grenades (stun, poison gas, fragmentation, and chemex); pistols (types A, B, and C slug throwers, needlers, lasers); Tech I and II weapons in any quantity you desire.

You spend one hour here for every three items you have the room duplicate (round up to the nearest whole hour).

The ruins that you are searching are heavily forested. It is only by using the road as a landmark that you can find anything at all. You have searched many of the ruins already and found nothing. You now hope that the points of interest on the map lead to finds that will help your town. It is very slow going and each

searched section takes one hour.

F30 You have saved an insect humanoid, but the creature is dying from its wounds. It mentally communicates its thanks and its last act is to give you a map of the nearby area. You may now explore the entries on the "E" map (Ruins Map) in the map marked A47.

F31 You inflict double damage when you attack with normal or mutational physical attacks, but you automatically take 15 points of damage from some type of reflected energy from the creatures every time you hit them. If an energy grenade was used, the attacker suffers 15 points of damage from each of the creatures in the blast area. Turn to B72 to continue the battle.

F32 Your search yields nothing of use in this area. You are about to give up when you hear the sound of gunfire in the distance. Running that way you see a huge, many-mouthed plant with a humanoid caught in one of its jaws.

To run in and attack, see B75. Otherwise you can leave the area and continue your journey across the map.

F33 Mental attacks have no effect on these creatures. There is something about them that totally resists damage from any type of mental attack. Turn to B72 to continue attacking.

F34 You work on this problem for two hours and give up in disgust. You cannot figure this area out. You leave, remembering this place so that others from your village may explore it.

F35 The energy missile attacks that hit do damage, but half of the damage is sent directly back to the attacker. Roll on the same Action Table (ACT) column to determine if the backlash hits (successful strikes do half the damage of the original attack). Physical missiles inflict double normal damage on these creatures. Energy grenades cause 15 points of damage to be sent from each of the creatures to the user. Turn to B72 to continue attacking.

F36 As you near the stone-walled castle, you see many rusting vehicles of the Ancients. There are all types in various states of ruin. In the inner courtyard there is more equipment of the Ancients, some of it rusting and some shiny and new. Then a large pure strain human comes out.

"Hello!" he says, shaking your hands, paws, and roots. "I'm Trader Jim and it's always good to see visitors."

For the next two hours you talk with Jim. He has been living in these mountains for years. His post trades mainly with mutants

and this is the first you have heard of him. As you talk several robots come in and out of the place and you discover that the trader finds robots and repairs them. This is what keeps his place from being overrun by hostile mutants.

When you tell him about the badders and carrins, he tells you that they are attacking because cyborgs have been raiding their villages. It seems these metal-headed creatures have been taking bodies and putting cyborg heads on them. He has been attacked several times, but his two attack robots have always driven the cyborgs off.

He will not come back with you, but he will be happy to trade with your village. He particularly needs energy cells of any type. You part as friends and he gives you each a good-will gift of a chemex grenade (Tech IV, Dm 15, including instructions). He says it is good for business to give gifts and he wishes you luck.

F37 You shoot at the robot with everything you have and an energy screen deflects all your attacks. Mental attacks have no effect on the robot. Suddenly it erupts with beams of its own. Those without energy screens are stunned. Then the robot speaks. "Take your friends and clear out of my valley. Your kind are not welcome around here."

You leave and three hours later the stunned characters awaken. You leave this area for someone else to worry about.

F38 They give you a small necklace of golden metal and tell you that if you ever meet black-winged lil, this will prevent them from taking things from you (you can ignore harmful encounters with black-winged lil). You must give up one of your energy weapons.

F39 You have irritated the lil. They swarm around you and drive you off away.

F40 These are a band of adventuring dabbers. They got their laser rifles from a crazed robot in the ruins by the lake. They could be talked into going down to your village to fight if the price is right. The price is three of any type of Tech III or IV weapons (besides laser rifles). If you agree to pay, and have the weapons right now, they start out for Restore immediately. They assure you they will get there in time.

F41 Venturing into the narrow tunnel, you discover a cave-in and see the feet of another humanoid buried in the rocks and earth. Pulling it out you discover another cyborg with a laser rifle (Tech IV, Dm 12). Whatever is down this tunnel is well guarded, but if you want to continue you must dig out the tunnel. To dig a passage through the earth will take four hours. If this is your choice, turn to B63.

F42 You deal with the oldest of the young badders (a male) and it promises fealty to you for saving them all. It leads you to a small mountain valley two miles away where there is a huge herd of brutorz. You take the fifty children and the herd of over one hundred brutorz back to your village. The brutorz, at the very least, are powerful allies. The young badders can be brought up by your village and will prove to be loyal friends. The large size of your party scares away all random encounters, but you can have numbered encounters on the way home. In these the young badder children and the brutorz may help.

F43 It will take three hours to explore this area.

The fires are still raging above ground, but you discover the main entrance to the underground area. There are signs of battle down here as well. There are no bodies, but tunnels have been blasted and there are energy scorch marks everywhere. Badder weapons lie all over the place. You can pick up any number of short swords, flails, maces, and crossbows with their quarrels. You come to a crossroads in the underground tunnels and must make a decision on which way to go. Turn to B100 to travel the widest path. Turn to B27 to travel the narrowest path (you see the glint of metal down that tunnel). Turn to A73 to explore a tunnel that slopes down even lower into the warrens.

F44 It is immune to mutational influences, but when one of you shouts in frustration, "Open up!" the door does just that. Turn to A72.

F45 After a time you get it open and find there are five chairs inside, each covered with a red gel that you don't want to touch. Beside each chair is a pistol belt with a slug thrower (type A, Tech III, Dm 10, 50-shot clip). From the minimal amount of testing you do, you can tell the tank has no energy left. You must leave the mystery of this vehicle until later.

F46 You find a huge four-handed sword. An orlen must have been here—those two-headed humanoids are famed for their large swords. The weapon is far too big for any of you to use effectively. If you want to know more, you have to continue down the tunnel (A85). Or you can leave and journey through the wilds.

F47 You take the useful weapons on the sleeths, but they have really done a number on the robot, it is useless. You continue on.

F48 You wait for an hour watching and nothing happens. You can go back to A16 and make another choice, or you can continue

watching (B29).

F49 Talking with the cyborgs seems to be a good idea. They tell you they are looking for help in building a city. Every time they approach a village they are attacked and must then defend themselves. You tell them your problem and they are very sympathetic. They give each you a wonderful gold medallion and say that if you ever need any help just call on them. You leave wondering if this was such a good idea. The medallions are artifacts of the Ancients, but they could be dangerous. If you throw them away, turn to A88. If you keep them, turn to B31.

F50 There must be over a hundred pistols just lying around in the trees. What a stroke of luck! All of you start gathering them in. Suddenly roots snap up from the ground and you all are attacked!

You have fallen into the snare of a woods kee plant (HD 20; hp 101; attacks with two roots (Dm 8) and two tangle vines against each party member (special—tangle); refer to the Random Encounter Chart for more info). If you run away, turn to D29.

If you survive the battle, you discover that the pistols are kee plant seeds that have shaped themselves to look like pistols.

F51 You throw it from a distance and nothing happens. If you survive the battle, you cannot locate the vial later on.

F52 You have defeated the creature but find nothing for your troubles.

F53 Those party members with activated energy screens find that the screens have been permanently destroyed (the character suffers no damage, however). All others take 15 points of electrical energy damage. When you leave you will have to suffer this damage again. To enter the spacecraft, turn to B7.



RANDOM ENCOUNTERS

Terms and abbreviations used in this table:

Tech: This indicates the group's level of technology. If a PC falls during battle, it is perfectly logical for the enemy to use a turn to pick up a dropped weapon it is technologically familiar with and use it against the party.

hp: These numbers are the hit points of the creature. When there is a "(x #)" listed, it means that each of "#" creatures has that many hit points.

Attributes, Abilities, Mutations, etc.: Most members of the group have the same values in these categories (but see "Special" below).

Special: These listings are the attributes and items of the creature with the most hit points of the group.

Mutations: These are the mutations the monsters have in common.

Armor: The armor that all the monsters have. The players should refer to the armor table on the Player's Screen for the protection and Tech Level of armor.

Weapons: These are the weapons used by all the members of the group.

D#:: This is the damage base of any given attack. Each color band on the ACT represents either a miss or a multiple of the base damage (e.g., blue is x1, green is x2, etc.).

Example: a club has a Dm 6 damage base against PSH-sized creatures. If its user is Rank 5 (attacks on the 5 column on the ACT) and an 88 is rolled, then the club hits and does 2x base damage (a green result is 2x), or 12 points of damage.

Talk: This is the entry the players must go to if they want to try to talk with the creatures they face. If there is no "talk" listing, the creatures will fight. The party may only try to talk on the first action turn and only if they are not surprised.

1) Five Arks: Tech II; HD 8; hp 45, 39 (x 3), 31; Physical Strength 16; mutations—life leech, telekinesis, weather manipulation; armor—medium plastic shield (-2 CS); weapon—clubs (Tech I, Dm 6/3); Talk—C1

2) Venus Fly Trap: Tech I; Rank 10; hp 145; mutations—light manipulation, total healing, modified vines (six carnivorous jaws (Dm 10 each)), spikes (if the plant takes a claw or fang attack, the attacker receives Dm 8 times color multiplier in damage); a red result with a jaw attack means that victim is completely inside the jaws of the plant, cannot act until the plant dies, and suffers 20 points of damage every action turn; the plant is invisible until the party approaches and then attacks, surprising the party; there are seven short swords and 19 crossbow quarrels stuck in the branches of the 10-meter-tall plant

3) Thinker Android Cyborg: Tech IV; HD 10; hp 80; Mental Strength 19; metallic cyborg head shoots a ruby red eye (Tech IV, Dm 8), it also uses a Mark V blaster (Tech IV, Dm 12); the creature can only use one weapon at a time; it has a backpack open at its feet and you can see four laser pistols without energy cells inside; Talk—C2

4) Seven Badders: Tech II; HD 6; hp 35, 30 (x 5), 22; mutation—empathy; armor—plate mail (stops first 20 points in a physical attack); medium metal shield (-3 CS); weapon—flail (Tech II, Dm 10/20); special weapon—stun whip (Tech IV, if it hits it stuns for base two minutes); Talk—C3. The armor

only fits Ren, but the shield can be used by all.

5) Four Carrins: Tech II; HD 15; hp 100, 92, 90, 89; Mental Strength 14; mutations—genius (economic), heightened intelligence, mental shield, telepathy; poison quills (damage base for quills plus poison is Dm 13, they can throw 1d4 quills at one target per action turn, quills must be thrown from less than two meters away); Talk—C19; each of the birds has a red bracelet around its lower talon (if you destroy them and take the bracelets refer to D1 whenever you encounter a robot).

6) Five Brutorz: Tech I; HD 14; hp 84, 70 (x 3), 60; Physical Strength 80; Dexterity 10; mutations—precognition, telepathy; weapon—bite (Dm 5), two kicks (Dm 4 each); each of them has been in a battle and are 20 points below the totals given here; Talk—C4

7) Three Cal Thens: HD 8; hp 45, 39, 31; Physical Strength 15; immune to weapons using heat or cold, bite attack (Dm 15) 8) Two Worker Androids: Tech III; HD 10; hp 70, 69; Physical Strength 19; weapon—huge war hammers (Tech II, Dm 8/4); there are nine hydrogen and five solar energy cells on their belts; Talk—C5

9) Three Dabbers: Tech II; HD 4, special HD 5; hp 23, 20 (x 2); mutations—empathy, illusion generation, light generation, repulsion field, telepathy; armor—chain mail vests (stops first 15 points in a physical attack); weapon—laser rifles (Tech IV, Dm 12); Talk—C6

10) Six Fens: If you are not within two hexes of water, ignore this encounter; Tech II; HD 10, special HD 13; hp 60, 39 (x 4), 22; mutation—shapechange; weapon—spears (Tech I, Dm 5/10), at the same time they get a fin attack (Dm 8); special weapon—laser pistol (Tech IV, Dm 8); Talk—C7

11) Four Knights of Genetic Purity: Tech III; Rank 15, special Rank 18; hp 145, 139 (x 3); mounted on brutorz hp 50 (x 4); the knights first attack with thrown fragmentation grenades (Tech III, Dm 8, they each have three of these); after the first two action turns they begin using their slug pistols while their brutorz attack with bite and hooves (see brutorz above this listing for their attacks); slug pistols (A) (Tech IV, Dm 10); Talk—C8

12) Three Healers: Rank 3, special Rank 10; hp 120, 45, 31; there is a pure strain human and two human-looking humanoid in this group; the mutants have the following mutations—life leech, telepathy, total heal, and mental control; weapon—stun ray pistols (hit stuns for base two minutes); Talk—C9

13) Four hisser: Roll for a different encounter unless you are in a yellow hex; Tech II; HD 15, special HD 17; hp 75, 60 (x 3); Physical Strength 21; mutations—immune to lasers and sonics, mass mind, sonic blast, telepathy; armor—chain mail (stops first 15 points of physical damage per action turn); weapon—javelins (Tech I, Dm 5, 20 each); Talk—C10

14) Hoop Cyborg: Tech IV; HD 15; hp 80; Physical Strength 11; mutations—leap, mass mind, telepathy, transform metal to rubber; weapons—cyborg head shoots a ruby red eye (Tech IV, Dm 8), it also uses a Mark V blaster (Tech IV, Dm 12), the creature can only use one weapon at a time; it has a backpack open at its feet and you can see four laser pistols without energy cells inside; Talk—C2

15) Four Hawkoids: Tech II; HD 8, special HD 10; hp 35, 30, 28, 24; Mental Strength 15;

mutations—fear generation, levitation, repulsion; armor—medium duralloy shields (-1 CS vs. physical attacks, -4 CS vs. energy attacks); weapon—javelins (Tech I, D5, 20 each); Talk—C12

16) Four Jagets: Tech II; HD 8; hp 32 (x 4); Mental Strength 16; mutations—attraction odor, fear generation, fear of plants, levitation, poison weakness, precognition, telekinesis, telepathy; the jagets cannot attack plant PCs; weapon—vibro dagger (Tech IV, Dm 4); Talk—C13

One of their number is caught in a quicksand-like pool and the others are trying to get him out. You could attack and have the advantage of surprise for the first action turn.

17) Fifteen Lil: Tech II; HD 6; hp 20 (x 15); Mental Strength 15; mutations—anti-life leech, dual brain, empathy, force field generation, illusion generation, light generation, mass mind, physical reflection (lasers), telepathy, total healing, wings; because of their unusual abilities, 50% of the PCs' successful attacks miss against the lil. Roll percentile dice after a successful hit—a roll of less than 50% means they did something to make you miss; weapons—their natural wit, javelins (Tech I, Dm 5, 20 each)

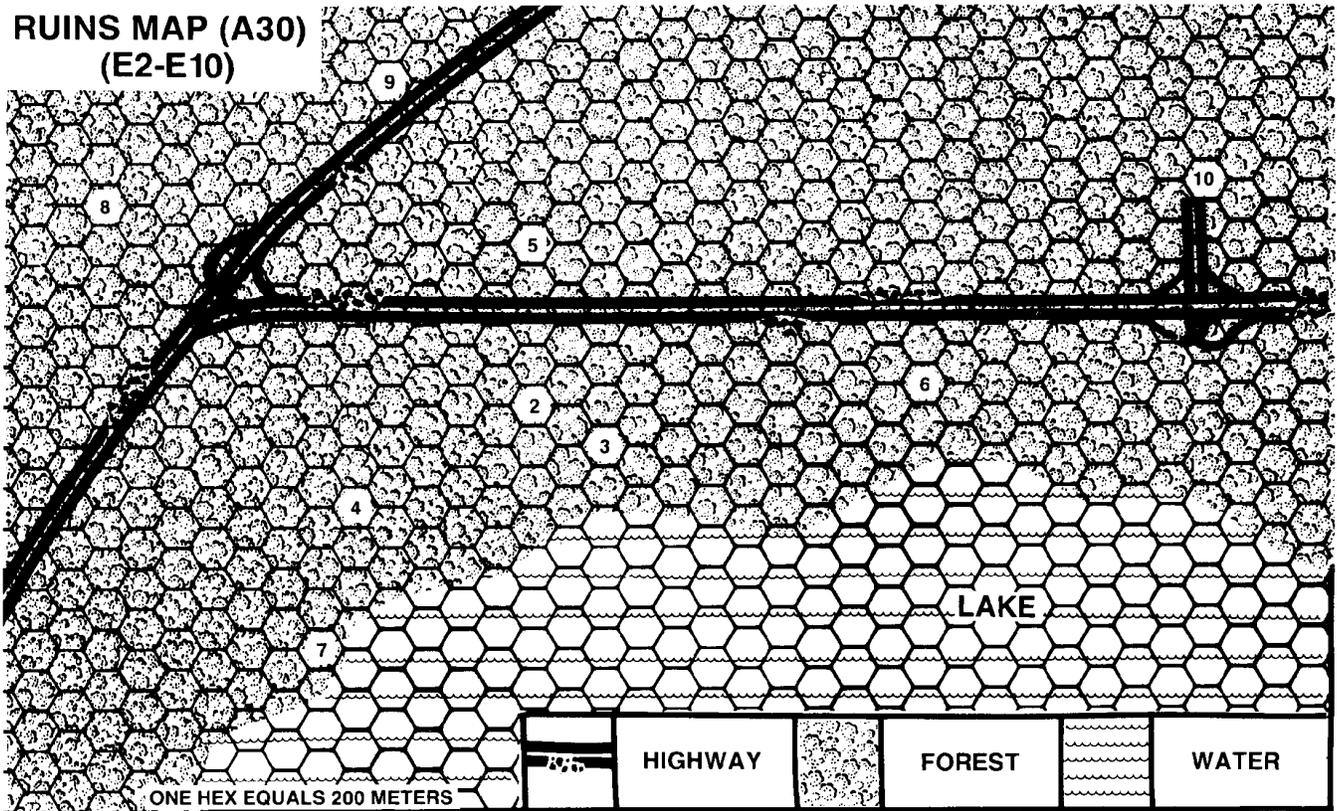
Talk—Each encounter with the Lil is unique. They are a whimsical race and prone to play tricks on everyone. Keep track of the number of times you face them in random encounters: 1st talk—C14, 2d talk—C23, 3d talk—C96, 4th Talk—C51, 5th Talk—C80.

18) Three Kai Lins: Tech I; HD 12, special HD 14; hp 72, 50 (x 2); mutations—attraction odor, electrical generation, immune to radiation, radiation eyes; these plant creatures are busy consuming a body when the PCs see them—they can be attacked or ignored. If you win the first battle, turn to entry C16; for the second encounter with these, turn to entry C95; for the third and subsequent encounters, turn to C52.

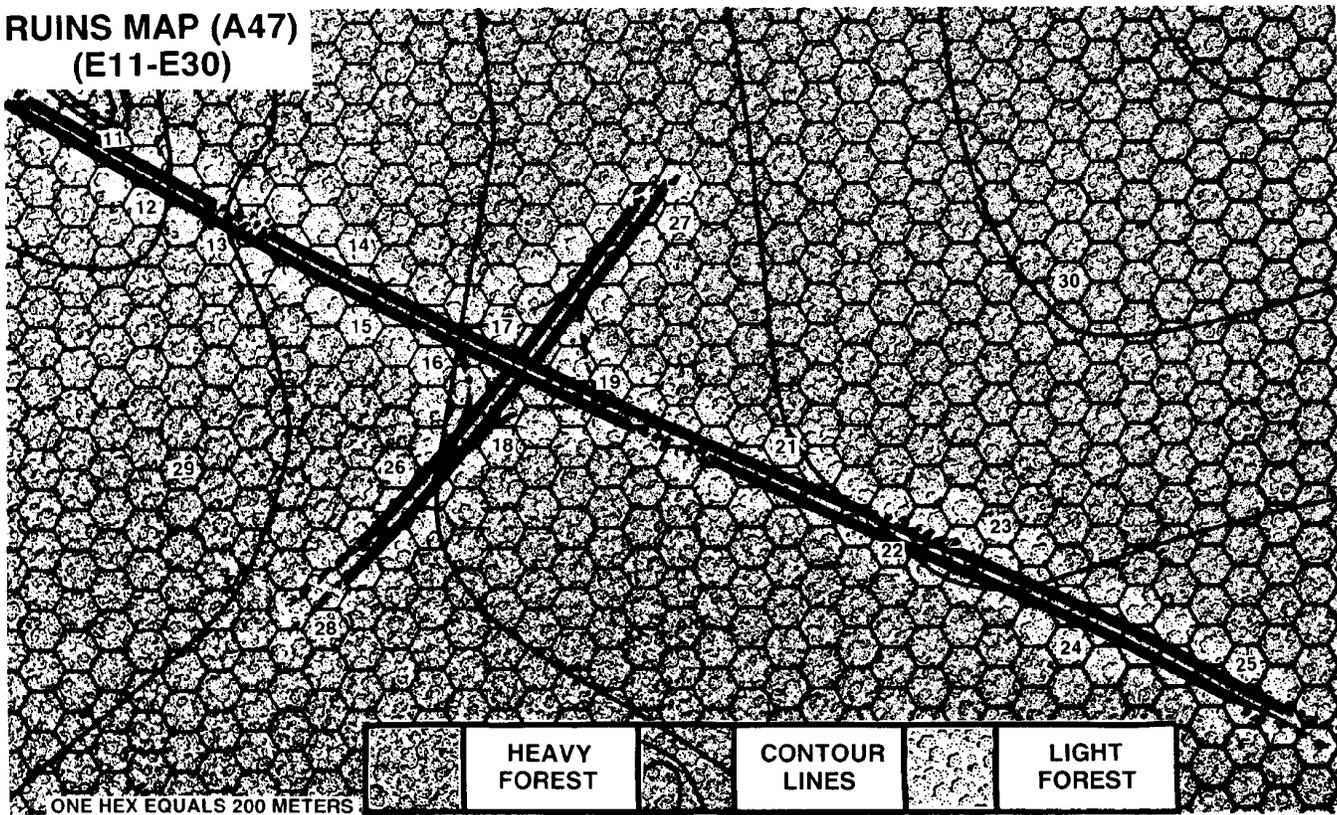
19) Keeshin: Tech II; if the party is not within one hex of water the encounter does not occur; HD 7; hp 38; Mental Strength 17; mutations—cryokinesis, devolution, force field generation, life leech, mental blast, reflection, telekinesis, telekinetic arm, telekinetic flight; Talk—C17

20) Three Wardents: They have a pile of Tech III equipment at their feet; if you fight, turn to Entry C18, if you talk the following entries are used for each new encounter: 1st C93; 2d C24; 3d C81.

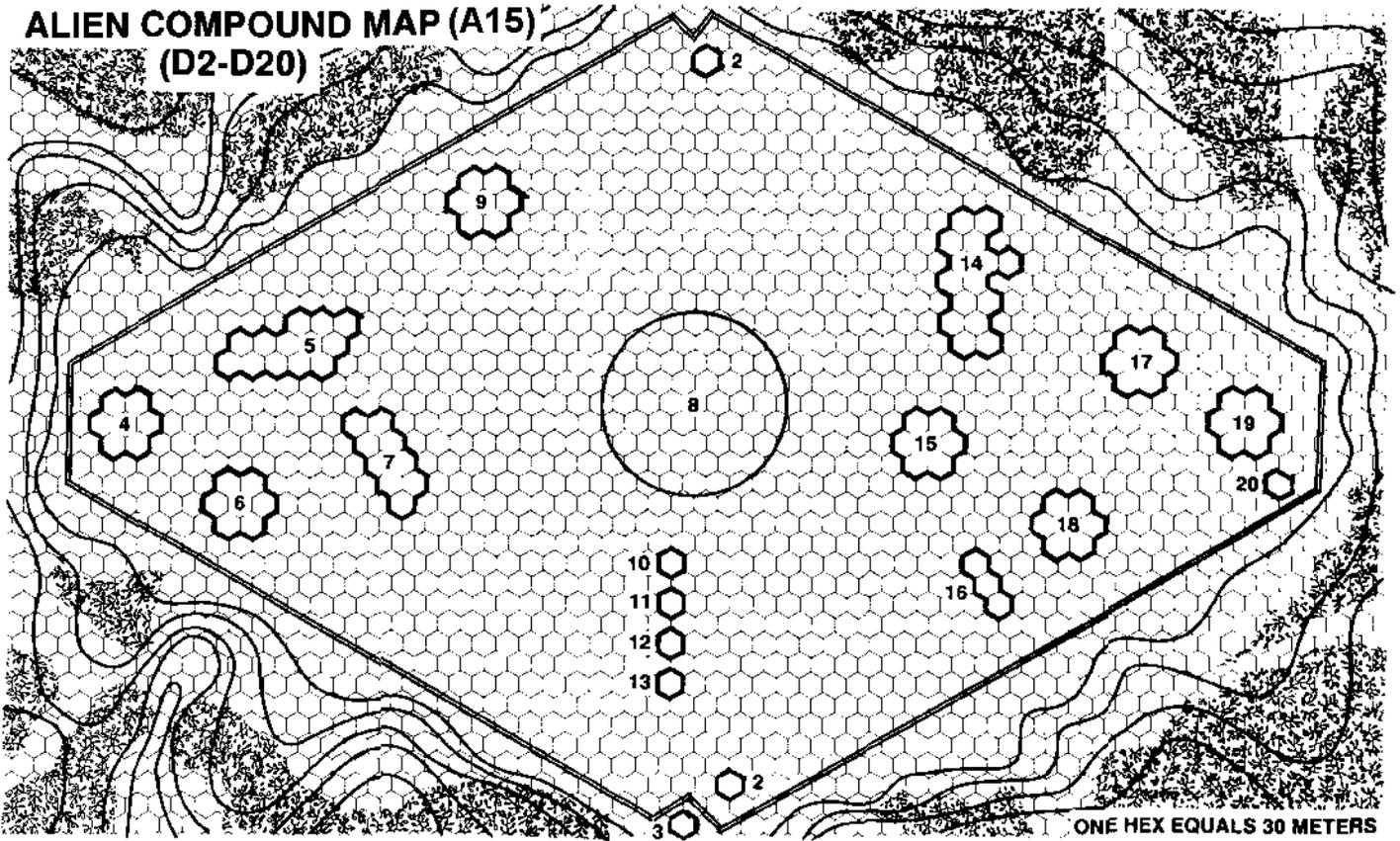
**RUINS MAP (A30)
(E2-E10)**



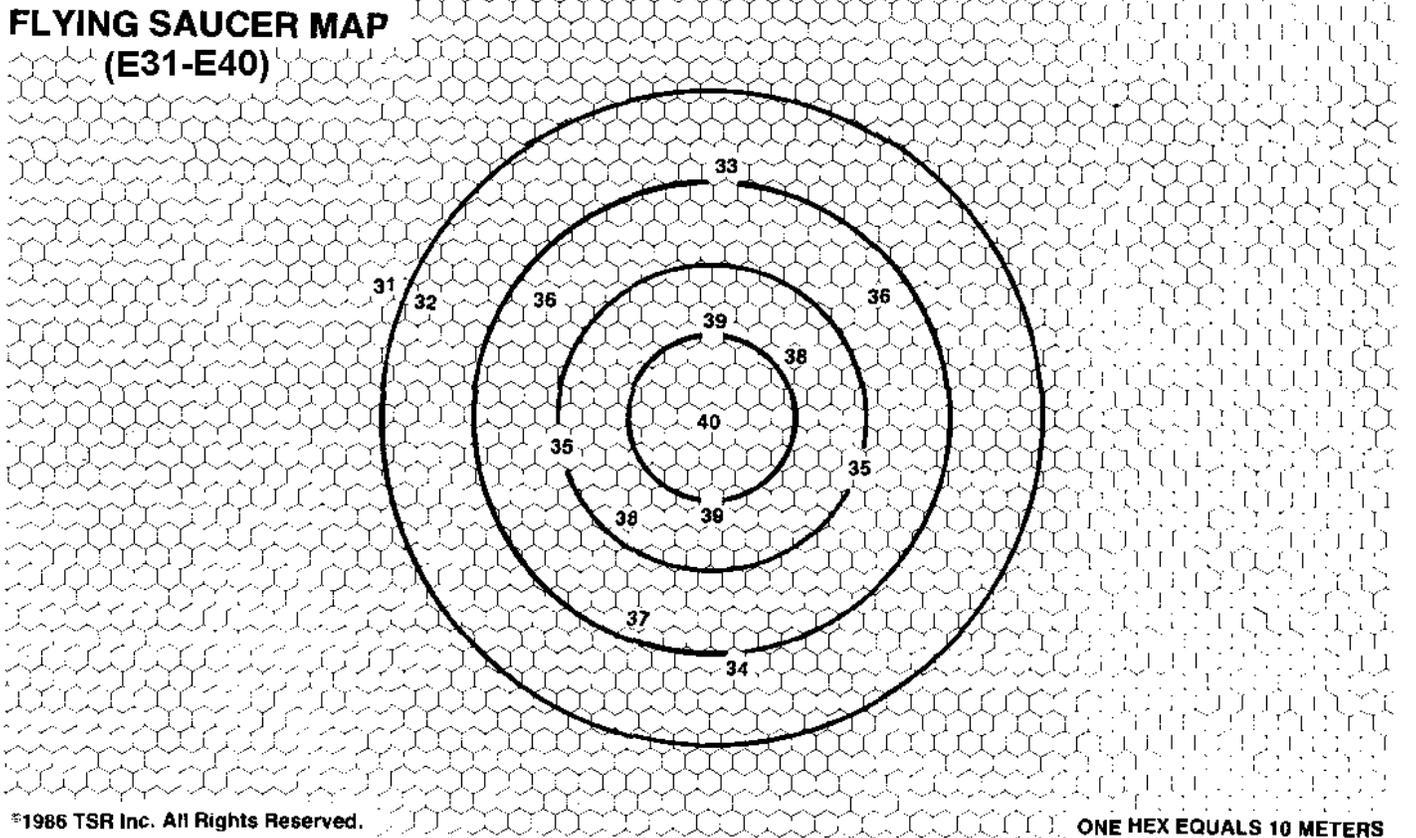
**RUINS MAP (A47)
(E11-E30)**

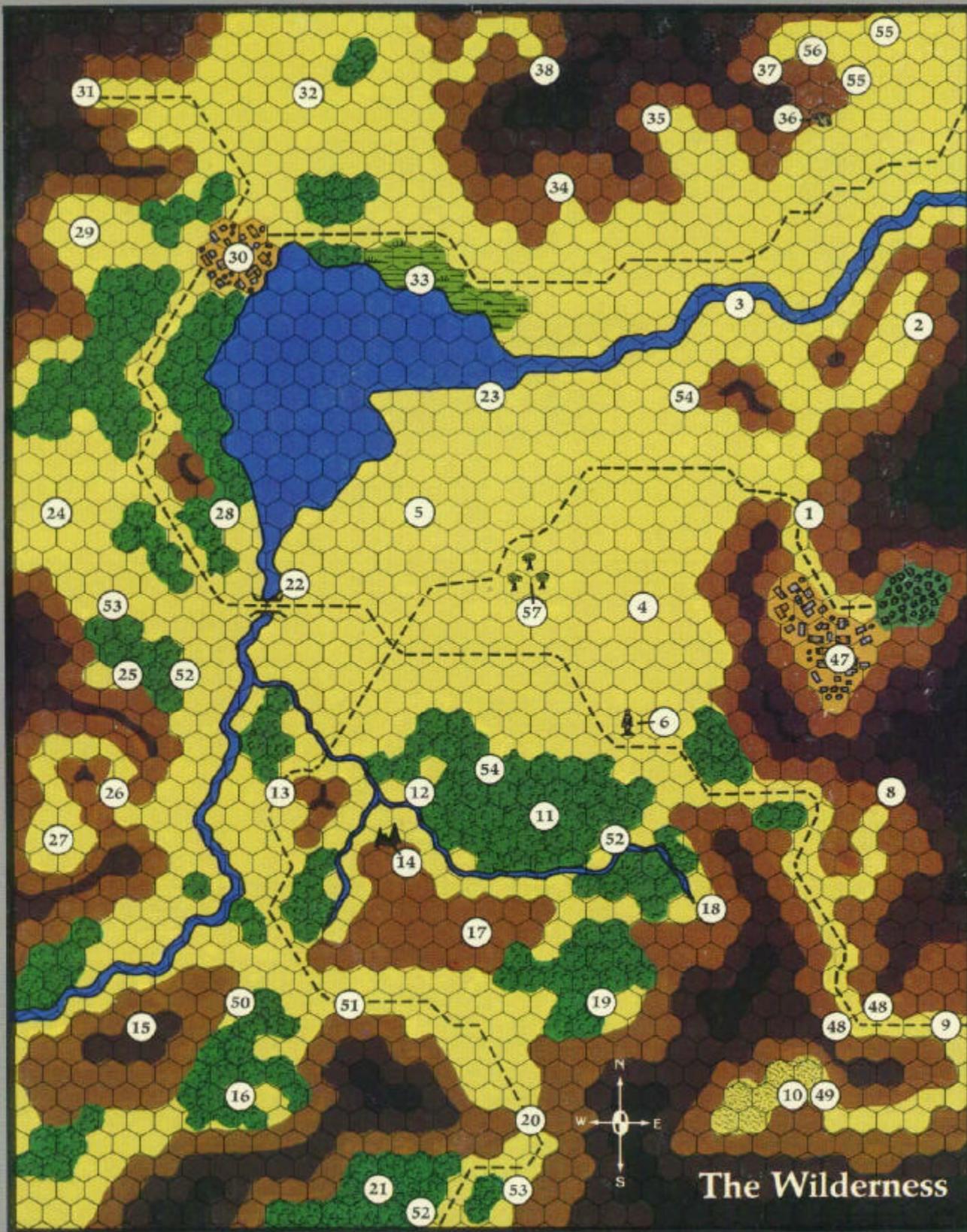


ALIEN COMPOUND MAP (A15)
(D2-D20)



FLYING SAUCER MAP
(E31-E40)





The Wilderness

1 HEX = 1 MILE	Black Stream - 40	Low Mountains - 42	Road - 58
Raging River - 45	Lake Oest - 46	Med. Mountains - 42	Villages - 59
Woodlands - 43	Marsh - 44	High Mountains - 42	The Grove - 60

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All numbered encounters on this Wilderness Map begin with 'A' (example: '60' is described under 'A 60')

Ren

(Pure Strain Human)

Physical Strength 11 (melee, brawling, and strength actions)
Dexterity 18 (+2 missile fire and agility actions)
Constitution 13 (+1 survival resistance)
Mental Strength 15 (+1 mental attacks and defense)
Intelligence 12 (artifact use and surprise)
Charisma 13 (+1 response)

Ren's village of pure strain humans is at Tech Level III (able to use any Tech III item without figuring it out first) and they add a +2 to the die roll for comprehending artifacts.

Rank: 5 (Talents are not used in this adventure.)

Hit Points: 100

Ren suffers a -2 column shift (-2 CS) when using Tech I and Tech V items and a -1 column shift (-1 CS) when using Tech II and Tech IV items.

Ren stands two meters tall and is all muscle. He has been a leader of expeditions to the south for the last five years. He is a man of action who sometimes gets into trouble for acting without thinking things through.

Armor: Inertia armor (see the "Armor" section in the Rule Book for more details). The armor absorbs the first 30 points of physical damage done to the character in an action turn (he has enough power packs for 72 hours of operation and will have to keep track of when it is on or off during the adventure. It takes 15 minutes to make the armor fully operational.). He also has a medium duralloy shield (-4 CS against energy attacks, -1 CS against physical attacks).

Weapon of Choice: Slug pistol (type C, Tech IV, Dm 15)—see the "Combat" section in the Rule Book for details. The weapon has a 12-shot clip in it and Ren has two extra clips.

Other items: Combat knife (Tech II, Dm 6/3), two blue hydrogen and two yellow chemical energy cells (Tech IV), backpack, bedroll, canteen, iron rations, metal cookware, glow cube (Tech IV), binoculars (Tech III), and extra clothes and boots.

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Sheesh

Plant Creature

Physical Strength 16 (+2 melee, brawling, and strength actions)
Dexterity 9 (-1 missile fire and agility actions)
Constitution 18 (+2 survival resistance)
Mental Strength 17 (+2 mental attacks and defense)
Intelligence 10 (artifact use and surprise)
Charisma 9 (-1 response)

Plant creatures are at Tech Level I (able to use any Tech I item without figuring it out first). Sheesh uses Tech II items with a -1 CS, Tech III with a -2 CS, Tech IV with a -3 CS, and Tech V with a -4 CS. Plant characters are ignored by nonintelligent life unless the plant attacks.

Rank: 5 (Talents are not used in this adventure.)

Hit Points: 90

Mutations: Duality, hands of power (with its plant vines, Dm 15), four manipulation vines, telekinetic arm (vine). See the "Mutations" section in the Rule Book for explanations of these mutations.

Sheesh is an intelligent plant whose remote ancestors were willow trees. His vision, sense of smell, and vocal cords are as good as a human's and are located in various parts of his trunk. His root system is mutated so that he can move slightly faster than a man can run. He stands five meters tall, but can bend his body to fit into a two-meter-tall space if there is room for his bulk. Every time it rains or the party finds a large source of water, Sheesh can gain back half of his lost hit points (only once per 24-hour period).

Armor: Bark (absorbs 10 points of damage per turn, -3 CS when attacked)

Weapon of Choice: When not using mutations, Sheesh fires two crossbows at the same time (Tech II, Dm 10/5) at no penalty.

Other items: Combat knife (Tech II, Dm 6/3), 100 quarrels, pruning shears, backpack, watering can, telescope (Tech III), and two hydrogen energy cells (Tech IV).

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Raa

(Tiger-woman Humanoid)

Physical Strength 10 (melee, brawling, and strength actions)
Dexterity 17 (+2 missile fire and agility actions)
Constitution 16 (+2 survival resistance)
Mental Strength 12 (mental attacks and defense)
Intelligence 13 (+1 artifact use and surprise)
Charisma 9 (-1 response)

Raa's humanoids are at Tech Level II (able to use any Tech II item without figuring it out first). Raa suffers a -1 CS when using Tech I and Tech III items, a -2 CS when using Tech IV items, and a -3 CS when using Tech V items.

Rank: 5 (Talents are not used in this adventure.)

Hit Points: 100

Mutations: Anti-life leech, displacement, electrical generation (Dm 10). See the "Mutations" section in the Rule Book for explanations.

Raa is a humanoid whose remote ancestors were tigers. She relies on tools and equipment, but she will attack physically when she has no other weapon (claws cause Dm 4, fangs Dm 6).

Armor: Powered Alloyed Plate. The armor absorbs the first 40 points of physical damage in an action turn. With power packs for 48 hours of the adventure, it is important to keep track of when the armor is on. It takes 15 minutes to make it operational. Raa also has a medium metal shield (-3 CS). See the "Armor" section in the Rule Book for more detail.

Weapon of Choice: Energy Grenade (Tech IV, Dm 10). She has 10 of these (in this module, the players can only use grenades if they can activate them on the first action turn of a combat—only if the players are not surprised and have initiative on that first turn). Her alternative weapon is a long sword (Tech II, Dm 8/16).

Other items: Combat knife (Tech II, Dm 6/3), crossbow (Tech II, Dm 10/5), 30 quarrels, three gasoline flasks (Dm 8), claw-sharpener utensil, backpack, bedroll, wine skin, dried meat rations, metal cookware, three torches, a pack of 20 marches, 100 feet of nylon cord, and two orange chemical energy cells (Tech IV).

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Wroll

Mutated Wolf

Physical Strength 18 (+2 melee, brawling, and strength actions)
Dexterity 16 (+2 missile fire and agility actions)
Constitution 10 (survival resistance)
Mental Strength 18 (+2 mental attacks and defense)
Intelligence 10 (artifact use and surprise)
Charisma 3 (-3 response)

Mutated animals are at Tech Level I (able to use any Tech I item without figuring it out first). Wroll understands the usefulness of technology, but has never taken the time to learn to use the few items it can handle. Mutated animals are ignored by artificial intelligences (classified as pets unless they attack).

Rank: 5 (Talents are not used in this adventure.)

Hit Points: 100

Mutations: Absorption (immune to electric attacks), chameleon powers (-2 CS when attacked with missile weapons), force field generation (-1 RE, goes down for 24 hours if hit with a red result), genius capability (military, +1 CS for hitting, +1 to figure out military artifacts), mental blast (Dm 12), taller, kinetic absorption (negates first 10 points of damage from blunt weapons in an action turn; halves damage from piercing weapons), gamma eye (forces victim unconscious), telepathy. See the "Mutations" section in the Rule Book.

Wroll is a huge wolf, two meters tall at the shoulders. It is as intelligent as a human and thus it prefers the company of other intelligent creatures.

Armor: Wroll relies on speed and quick thinking to keep from getting hit in battle.

Weapon of Choice: Wroll attacks with its massive jaws (Dm 8). It never attacks robots or totally armored enemies physically, relying on its mutations to pull it through against those opponents.

Other items: Wroll has a special double pack strapped to its back. The pack enables Wroll to remove things with its jaws. Through the years Wroll has acquired two medi-kits (Tech IV, see "Equipment" for details).

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