

GAMMA WORLD™

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EXPLORATION MODULE

Legion of Gold GW1

by Gary Gygax with Luke Gygax and Paul Reiche III
for beginning and intermediate level players

7503

Excerpts from notes made by Ydal Eilffik, professor at the University of Horn:

"All know that there is much to worry about in these difficult times, but the skies have grown darker in the past few weeks, as if an omen of destruction hangs over us all.

"Baron Jemmas, the Warder, has been very preoccupied in recent weeks. This bothers me, for the mind of the ruler of the Barony of Horn ought to be clear, since his decisions affect us all.

"I can only hazard a guess at the problem that afflicts him for only vague rumors of the trouble have reached my ears.

"In the past several weeks there have been raids on several outlying towns of the Barony by mysterious golden marauders. Whether these creatures are robots, mutants or men, none can be sure for reports are scarce. The monsters are rumored to have struck from nowhere, then vanished without a trace, leaving only destruction in their wake.

"The Warder fears that unless something is done the very heart of the Barony will fall victim to this threat. It is rumored that he has offered a substantial reward for the destruction of this 'Legion of Gold'. I only hope it is not already too late."

This is the first GAMMA WORLD™ module to be produced by the Game Wizards at TSR Hobbies, Inc. This module includes the main Legion of Gold adventure, several mini-adventures which lead up to it, background information, suggestions for the referee, a special players' map and numerous referee's maps.

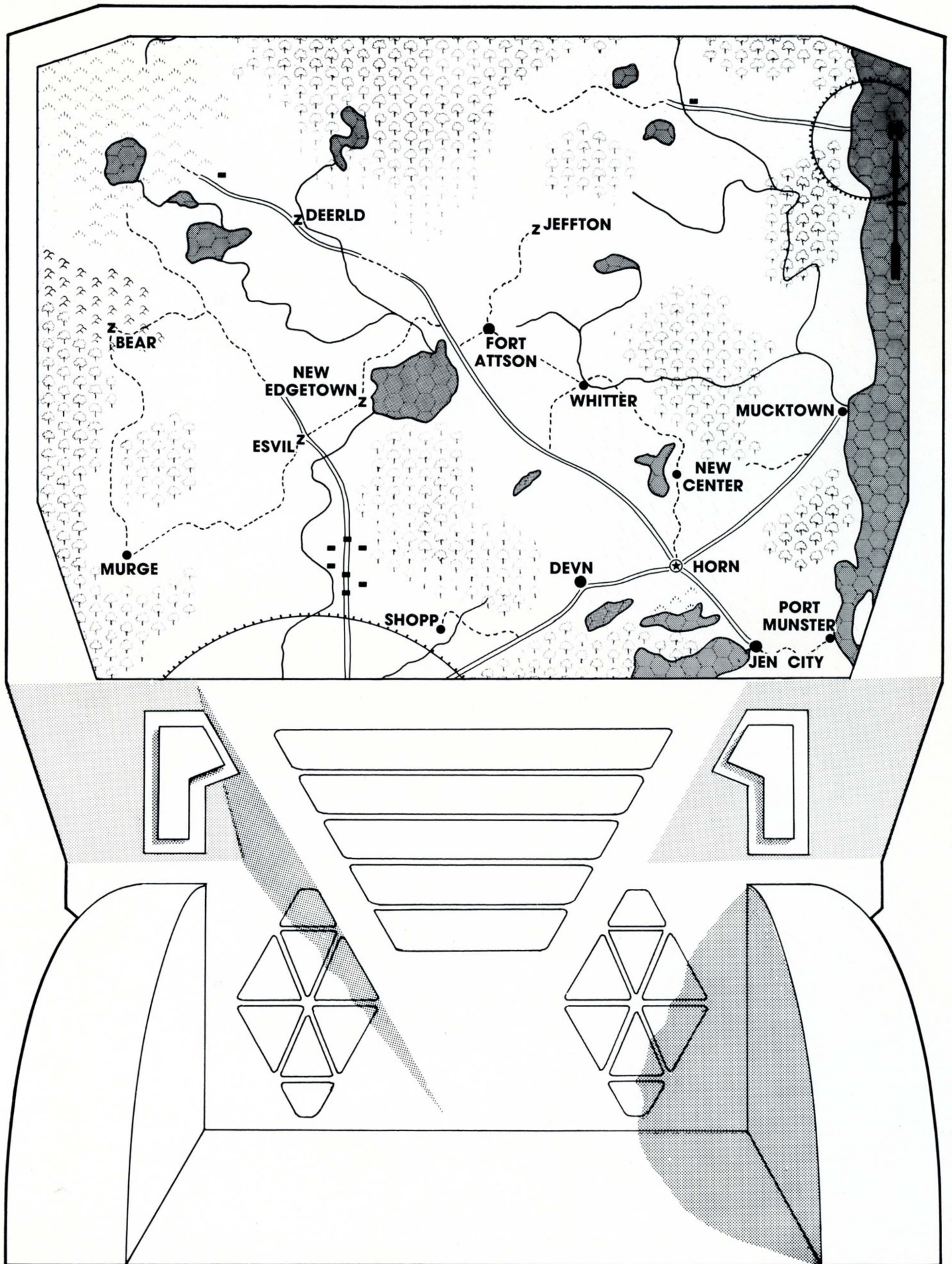
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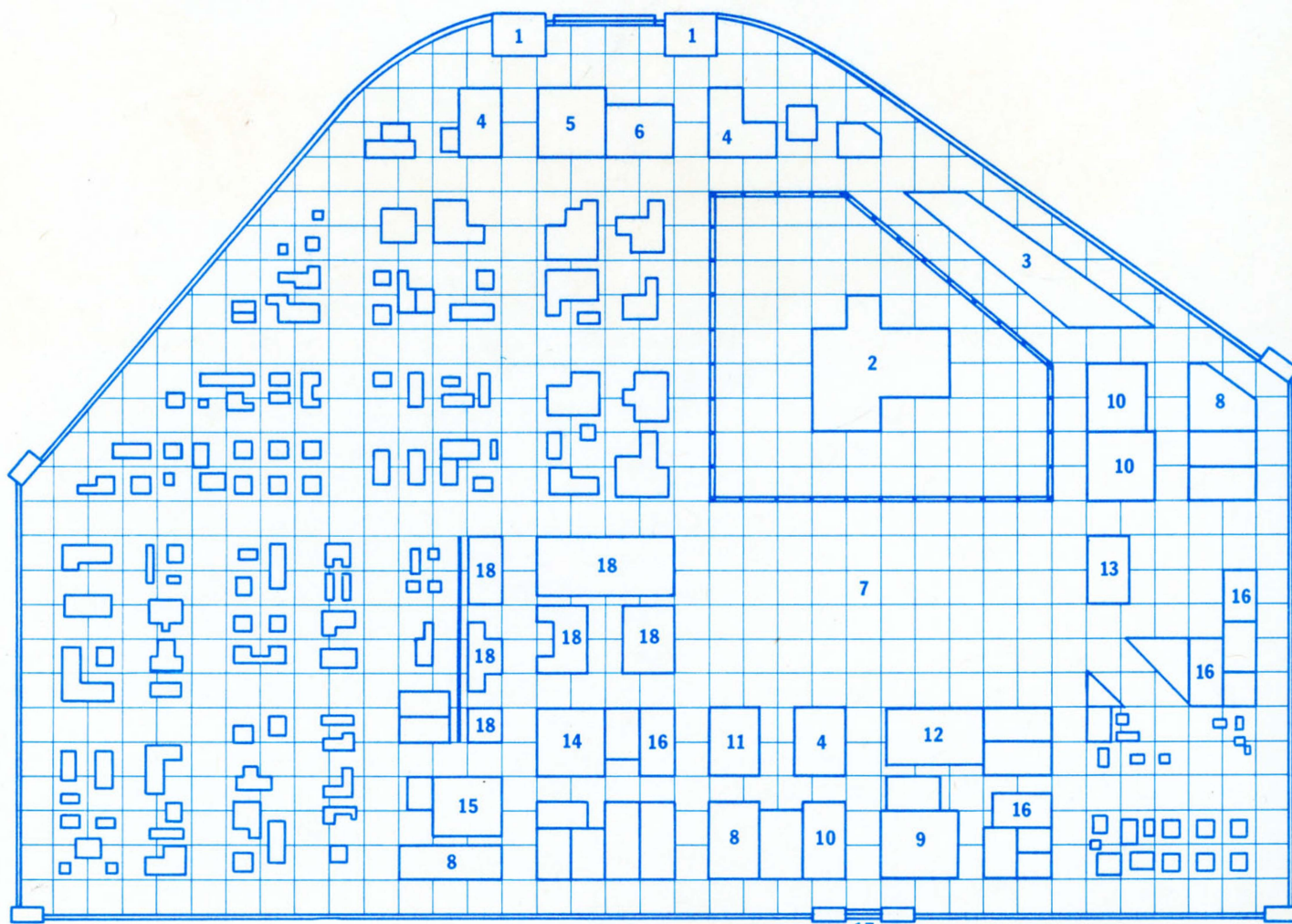
PLAYERS MAP



DOOR
DOUBLE DOORS
AIR LOCK
FLOOD DOORS
FLOOD PIT
PIT OF COALS
STAIRS
ELEVATOR
PILLAR
WATER
MACHINERY
RUBBLE
LOW WALL
CITY WALL
GATE



CAPITOL
CITY
RUINS
FOREST
SWAMP
HILLS
RIVER
ROAD
TRAIL
LAKE OR OCEAN
RADIATION ZONE

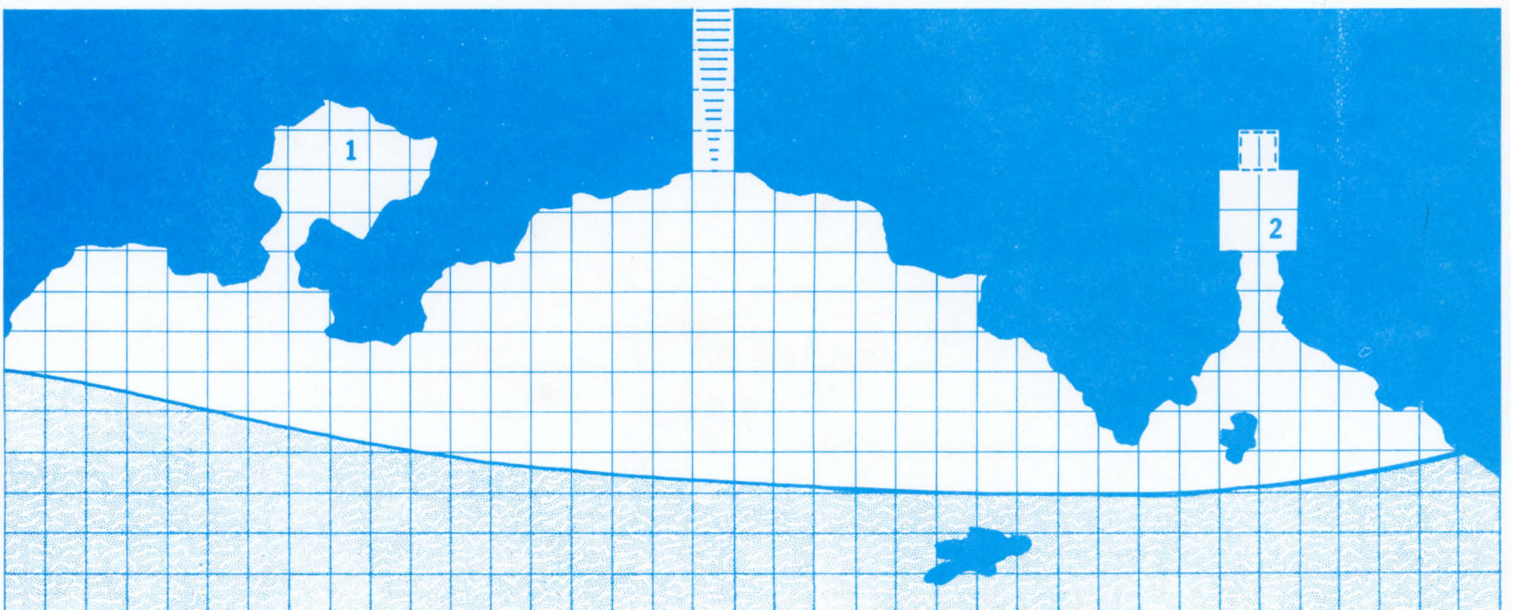
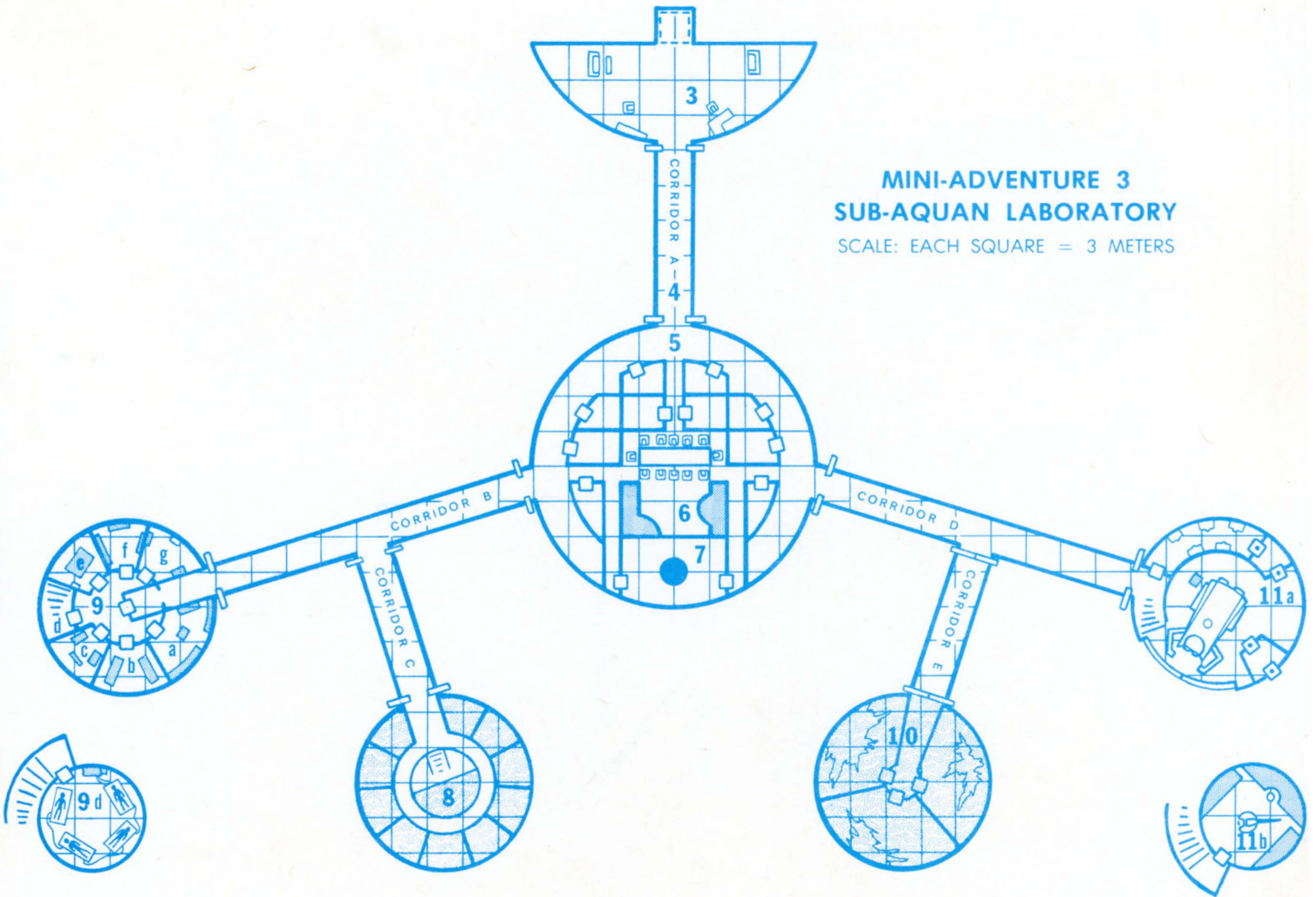


CITY OF HORN

SCALE: EACH SQUARE = 50 METERS

MINI-ADVENTURE 3 SUB-AQUAN LABORATORY

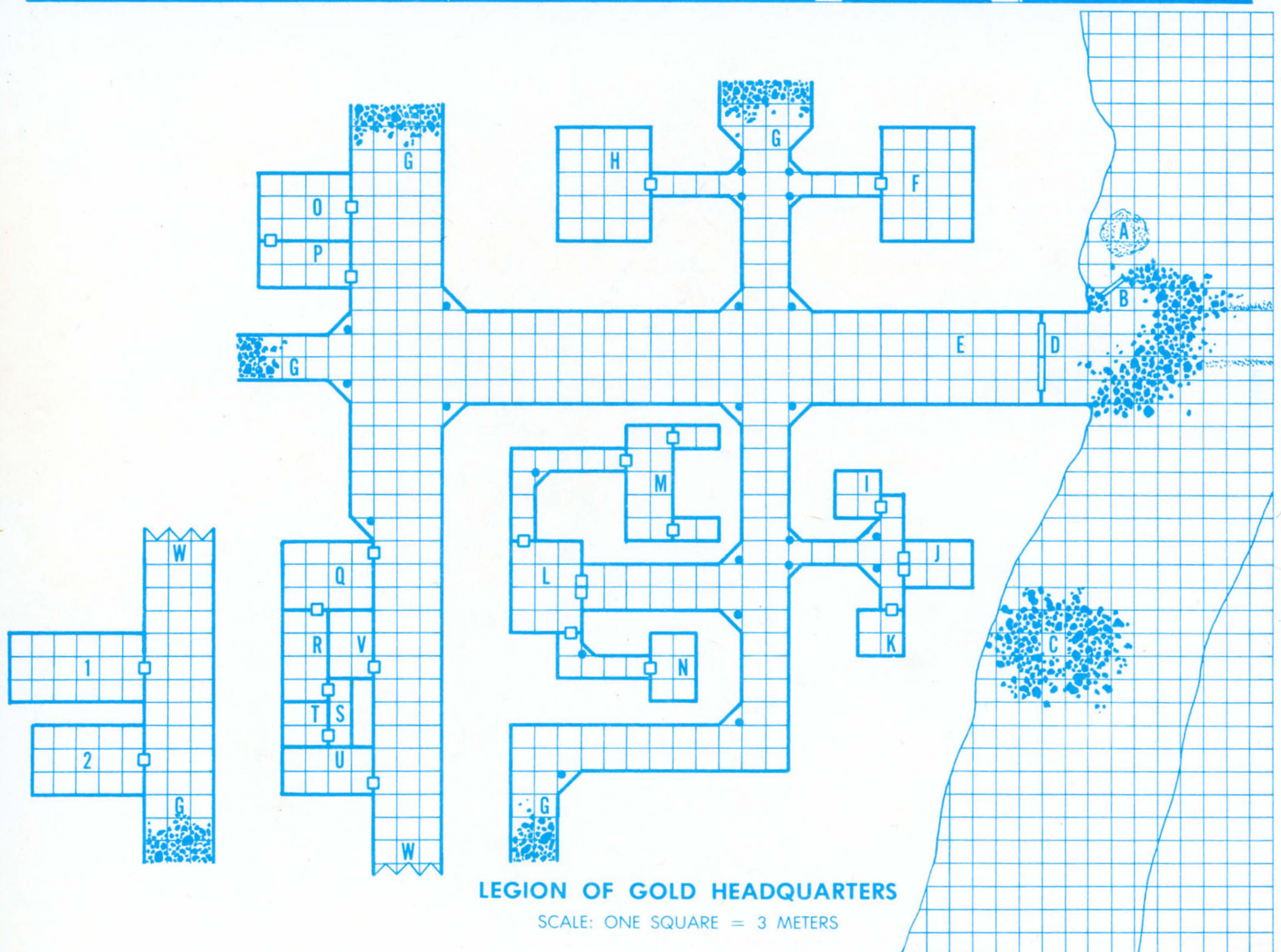
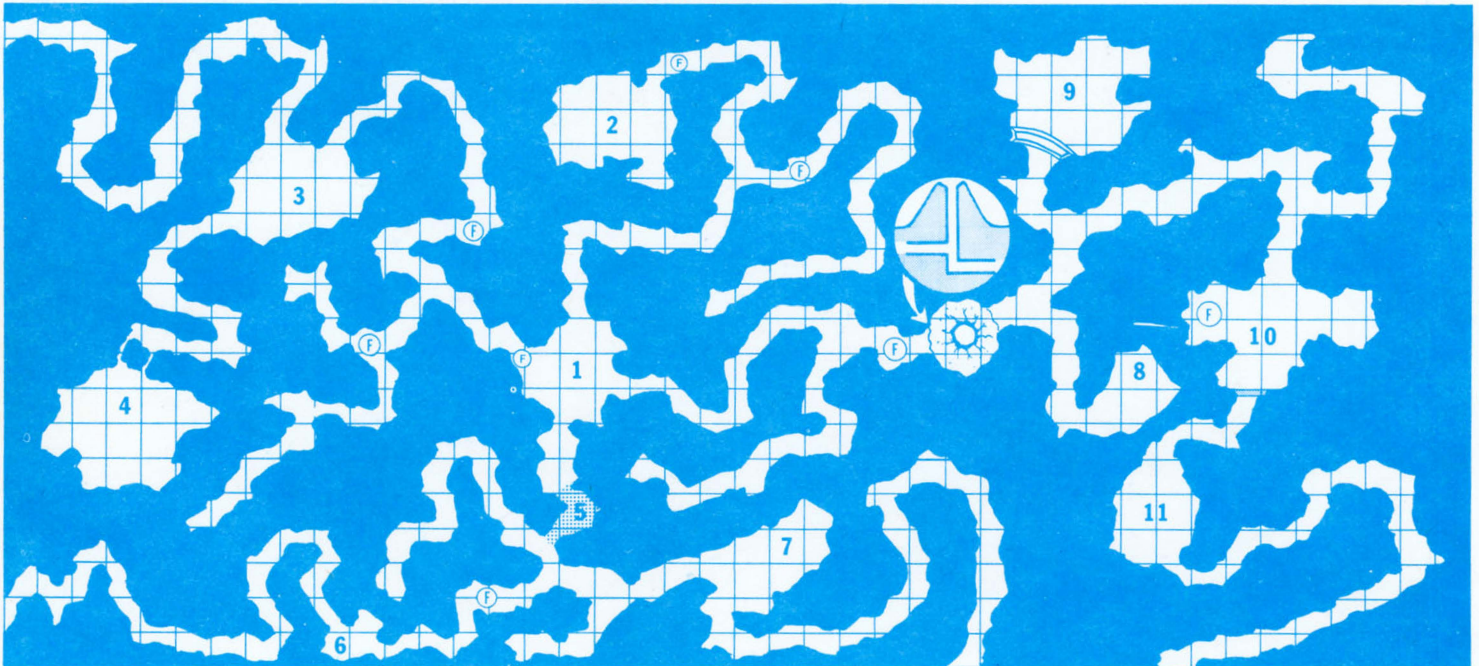
SCALE: EACH SQUARE = 3 METERS



MINI-ADVENTURE 1

BUGGEM NEST

SCALE: EACH SQUARE = 3 METERS



GAMMA WORLD™ Module GW1

Legion of Gold

by Gary Gygax with Luke Gygax and Paul Reiche III



There is much to worry about in the mutated world of the future, but Baron Jemmas, Warder of Horn, has more on his mind than most. In recent weeks several of the outlying towns of his Barony have been wiped out by a band of mysterious golden marauders.

These creatures struck from nowhere and vanished without a trace when their deeds were done. The Warder has decided that they must be stopped before the entire Barony of Horn falls beneath their onslaught, and so he is offering a great reward to anyone who can defeat the Legion of Gold.

If you enjoy this module look for the TSR logo on future publications from THE GAME WIZARDS.

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THE LEGION OF GOLD

A GAMMA WORLD™ Module, #GW1

By Gary Gygax with Luke Gygax and Paul Reiche III

INTRODUCTION

This module is suitable for use as an introductory or intermediate adventure series. It contains background and situation information, a large scale adventure map with encounter key, special maps for the adventure series and an ongoing campaign, data on new creatures, weapons and artifacts, and two appendices listing new treasure items. It is designed for use by 2-8 players, 5-6 being optimal.

The adventure begins in the city of Horn, where the characters have arrived from widely separate areas. Each is armed with only axes, bows, or swords — the only weapons familiar to them. The party becomes acquainted in one of Horn's saloons, where it quickly became apparent that they all had one thing, at least, in common — a lust for adventure. Saloons are frequent meeting places for other things; gossip, rumors, tall tales, and other information. On this day, Horn's saloons are no different. A worried townsman begins to speak to the newcomers, and for the first time, the characters hear of the terrible Legion of Gold.

HOW TO USE THIS MODULE

It is imperative that the Game Master be completely familiar with the adventures and items presented in this module. A thorough knowledge of the **GAMMA WORLD™** rules and game systems is also required. The GM should read through this module several times before attempting to referee it. He or she may wish to underline or highlight sentences or paragraphs of special importance for easy reference, especially area descriptions to be read or explained to the players. Careful preparation and a full understanding of the adventures will contribute immeasurably to smooth, trouble-free play.

BACKGROUND

The Barony of Horn, a middle-region state of relative insignificance in previous decades, began to flower and expand under the despotic but clever Jemmas, Warder of the Barony, whose military excursions added considerable territory (from the shores of Great Mitchigoom to the Rocky Ford of the Stone River to the morass of Mendommarsh). Perhaps it was during these expeditions that the marauders triggered something ancient, for not long thereafter disaster fell upon the Barony from the north. One spring evening a dozen warriors, in glowing yellow armor, appeared in the border village of Deerld. The soldiery reacted well, attacking with all weapons at their disposal, but to little avail. In minutes the guards were dead, the cabins in flames, and a score of more of the adult population had been marched away. Whether the fate of the captives was death or slavery, no one knows. What is known is that within a month the yellow-armored raiders struck again — this time, an attack by over two dozen on the village of Esvil. No weapon brought to bear by the defenders seemed to have any effect upon the golden figures. In less than an hour, the entire settlement was destroyed, the troops dead or routed, and the adult populace led away to the northwest. A steady series of such incursions has borne the same results, until the Legion of Gold (as it is known), now numbering in perhaps the hundreds, has torn away all of the Barony's northern and western territory.

INTRODUCTION TO THE MINI-ADVENTURES

Each of the following detailed encounters is designed to prepare the characters for their assault on the Legion of Gold's headquarters. It is important to insure that the party is neither too weak nor too strong when fighting the legionnaires, as either condition will decrease the enjoyment of this module by a large degree. If, after the second adventure, you as Game Master deem your band of adventurers strong enough in numbers or weaponry to make their efforts enjoyable and challenging, then send them after the golden warriors immediately. If, after three adventures, the group is still too weak to handle the final quest, then expand one of the given encounters or create one of your own to strengthen them. Another balancing factor written into this module is the amount of weaponry that will be supplied to them by Baron Jemmas. A large increase in firepower should only be added if, after many adventures, the group is still too weak to handle the mission.

Introducing the party to the Mini-Adventures should be done by letting the characters acquire tantalizing bits of information through rumors and general conversation with the townspeople. When first investigating the city of Horn, the characters should receive very sketchy and sometimes false rumors concerning the Legion of Gold. For example, they might meet someone in a bar who has heard stories of great golden warriors who appear, kill and destroy, and then seemingly vanish. This information should be somewhat unclear, with no exact reference to location, number of warriors, or their powers (unless the GM wishes to give out false information).

After investigating Horn (see the detailed encounter area listings below) and attempting to track down what information they can, the party should hear of an attack on the town of Jeffton by hideous mutant insects, and that a reward has been offered by the town mayor for the destruction of this menace. Exact details may be gained only by traveling to the town. However, many sources will speculate that the reward is substantial.

THE FORTRESS OF HORN

The stronghold of the Barons of Horn dates back to the age before the Shadow Years, and its former history is now only legendary. Tales of the town having been a seat of government of the Ancients and of the famous persons who hailed from it can be given little, if any, credibility. There is no question, however, that some of the buildings in the place are very old. Their construction and materials predate the Shadow Years, possibly by several centuries. Most of the buildings in the stronghold are built from the remains of older ones which likewise date back to ancient times. Most of the individual dwellings, and some of the other buildings, are of more modern construction employing the typical native fieldstone, brick, and wood.

Around the town is an earthen rampart, atop which is a wall of stone. The original Baron Jemmas (the current Baron is the third of the same name) began construction of the stronghold decades ago, and work is still going on. The original stone walls, only four meters thick, are now being strengthened by an earth embankment on the inner face. Brick and timber are being employed to create a gallery rising from the lower wall, so that the completed barrier will consist of the two-meter high, grass-covered rampart and the fieldstone and stone block original wall of about five meters in height. The surmounting brick parapet, with openings for defenders, will have a total height of slightly more than two meters. The latter is only just above the level of the interior earth embankment. It is backed and roofed by stout timbers and the openings in the parapet are protected with wooden shutters, plated with duralloy wherever possible.

The entrances to Horn are cut through this rampart. Each gate is secured by heavy timber doors, plated with metal, and long, sharp spikes pointing outwards. Guards are always alert at these three points. In addition to their normal thrusting and cutting weapons, these soldiers are given Ancient weapons with which to defend their positions. The gates are open during the day, but at sunset they are shut tight and not reopened until morning.

The inhabitants of Horn are generally pure-strain humans, or mutants with few perceptible aberrations. (The Baron's family, for instance, appears to be perfectly normal but is said to possess the ability of both mental blast and telepathy.) There are only a few obvious mutants, all of whom dwell in the southeast quarter of the fortress. The people of Horn are quite clannish, tactiturn, and generally resentful of strangers (except those with many domars to spend). Most of the western portion of the town consists of residential areas. Points of special interest are shown on the map of Horn and detailed below.

GM Note: Initially, players will not have much time to spend in the Fortress of Horn, but a few details are given because play may return to the place if they manage to succeed in their missions. Thus, by adding to and altering details as desired, the GM may use the town as the base for a continuing campaign.

In addition to the inhabitants of the palace, and the soldiers and their families, there are about 3000 basically human inhabitants and 400 mutant humans. There are also 10 to 40 mutated creatures visiting Horn at any given time. The southeast quarter is the rough-and-tumble section of the town. There the human mutants, mutant creatures, and adventurous humans will be found. These folk are more tolerant, but no more friendly, than the other inhabitants. Visitors will generally be ignored. If they begin frequenting the saloons, they will certainly be in for a bit of trouble, from fist fights to duels-to-the-death, depending on their actions. Once established as "rough and ready" (brave, tough, capable) individuals, however, they will be accepted as brothers by most of the regulars.

In time of need, the citizens of Horn can muster some 250 militia (averaging 10 HD each) to help defend the place. Militia have leather or padded armor, wicker shields, clubs, axes, spears, and light bows and crossbows (20 and 40 respectively of the last two).

THE FORTRESS INTERIOR.

1. TOWER GATES. Over each of these portals, a stone and brick tower has been built. The roof commands the entrance, and the passage through the lower story is barred at the inner exit by a heavy grille. There are always a dozen soldiers (12 HD each) quartered in each gate tower, and an additional four on duty. All soldiers are equipped with duralloy shields, leather body armor, short swords, and long spears. On-duty guards have large-bore rifled muskets or shotguns instead of a spear. One (the NCO) will have a modern pistol (determine exact type randomly.) Off-duty guards and their NCOs have similar projectile weapons, but these are kept stacked in arsenal rooms.

GM Note: The wall is patrolled by 12 guards in the daytime, twice that number at night. They have arms as noted above. There are four NCOs on duty day and night with four additional in reserve. If an attack alarm is given, troops in tower barracks will stand to and collect their arms. There are seven officers in the town garrison (14 HD each), armed as NCOs and also equipped with either a modern rifle (laser or blaster) or a half dozen grenades (roll randomly for type). One will make the rounds during the day, another at night. The others are on call for emergency duty or expeditions.

2. BARONIAL PALACE. This building is very old, remodeled from the time of the Ancients, with thick stone walls and heavily barred windows on the lower story. The structure is quite large and has three floors plus a full basement. There are half a dozen guards (12 HD each) on duty at all times. They wear sheath armor, have duralloy shields, and are armed with short swords and stun ray pistols. There are also two officer Knights (14 HD) and four Squires (12 HD) who serve as NCOs if the need arises. They are armored as are regular guards but carry longswords, vibro daggers, and laser pistols. The Knights are accompanied by one guard each, as above, who also carries the Knight's rifle weapon (a laser). The Baron Jemmas wears a form of sheath armor under his tunic and carries a vibro blade and a blaster pistol. In his quarters is his personal suit of powered alloyed plate armor, a Mark VII blaster rifle, and 20 grenades (eight gas, eight explosive, and four fragmentation). Also in his quarters is a strongbox containing 7,400 value in domars and 425 gold pieces plus a small, locked duralloy box, which holds gemstones of the following value: ten at 200 domars each, four at 700, four at 1200, three at 2000, and 2 at 4000 domars each.

There are 42 other people in the palace (staff, family, and servants). Most are armed only with daggers. Most will have from 1-9 domars (roll 1d10, with 0 = none). A medical robotoid is stationed in the palace.

3. VEHICLE SHED. The Baron keeps all of his precious ancient vehicles here. There are always four guards (12 HD) on duty, armed and equipped as palace guards, plus one NCO (12 HD) who carries a needler and a stun whip. At night, the Baron's single security robotoid also patrols the place. Units in the vehicle shed are:

- 1 Turbine Car
- 3 Flit Cars
- 1 Environmental Car
- 5 Civilian Internal Combustion Vehicles
- 2 Military Alcohol Combustion Vehicles
- 1 Hover Car, Military, Armored, with fusion rifle gun
- 2 Armored Personnel Carriers, hover car type
- 1 Hover Car
- 4 Bubble Cars

also:

- 1 Light Cargo Lifter
- 2 Light Cargo Transports
- 1 Ecology Bot, Agricultural
- 1 Engineering Bot, Standard
- 3 General Household Robotoids (used to assist in the maintenance of vehicles)

In the daytime there are three mechanics and two assistants working on one or another of the units here. There is a 90% chance that any given vehicle will be in running order. Fuel is stored in a 20,000-liter underground tank, as well as in barrels and jerry cans in the shed.

4. BARRACKS. Each of these buildings houses 24 soldiers, two NCOs (12 HD), and one officer (14 HD). There are sleeping quarters, a mess hall, kitchen, recreation room, store room, armory, and private rooms for the NCOs and officer. Armor and equipment for these soldiers is identical to troops who guard the town walls (see 1).

5. RECORDS BUILDING. Here all tax records, sales orders, and other such receipts and documents are stored. Buried under reams of old records is a map which shows the location of a long-forgotten armory about two kilometers from the city. The building is in ruins, but a case of eight automatic rifles and 2,000 rounds of ammunition survive in excellent condition in the basement rubble.

6. LICENSE BUREAU. Any individual desiring to do business in or around the town must come here and register. The fee for a license to peddle or sell is one domar per day, 20 per month. To establish a business the fee ranges from 25 to 200 domars, depending on the nature of the enterprise.

7. THE PLAZA. Each morning, and all day Saturday, farmers, tinkers, peddlers, and the like set up their booths here. On Sunday the Baron stages a review of regular troops and militia in the plaza. Other ceremonies and celebrations are likewise staged here in good weather.

8. STABLE. Each of these places contains about a dozen or so riding beasts — centisteeds and a few brutorz generally, with an occasional team of rakoxen.

9. THE INN. This large old structure can accommodate up to 40 patrons. (Guests of the Baron and various important visitors are always given special quarters in one of the **LODGING HOUSES**).

10. LODGING HOUSES. The two buildings near the palace are each divided into an upper and lower suite. The one near the south gate has two dozen rooms for less important visitors.

11. PODOG STABLE. The baron maintains a troop of 20 podogs, including three with dual brains. There are four grooms quartered in the building.

12. GENERAL STORE. This establishment sells all sorts of food-stuffs, equipment, and general merchandise. Occasionally buyers will find artifacts of one sort or another here, and they can dispose of their own finds here.

13. FOUNDRY. In this place several blacksmiths, iron workers, and gunsmiths work making various weapons, including the muskets used by the Baron's troops. There are currently six muskets under construction and six completed.

14. LIBRARY. Baron Jemmas maintains a collection of all sorts of printed matter, tapes, and the like. Although general entrance is not permitted, persons with special passes are allowed inside. Among the archive materials, lost under stacks of worthless books, is a technical manual explaining how to reprogram robots. An envelope between the pages contains an ID card (stage III, Robotic Technician, orange with a silver border).

15. CASINO. This place is a combination entertainment hall, gambling den, saloon, restaurant, and sporting house. It is strictly reserved for pure-strain humans, no mutants allowed! There will be a dozen patrons of normal sort, plus several soldiers (NCOs or officers) and men associated with the Baron.

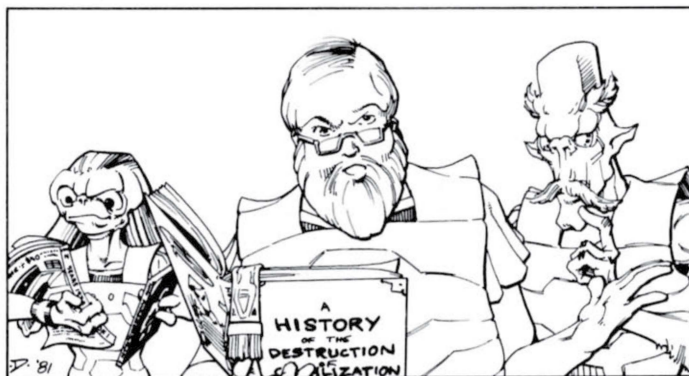
16. SALOONS. Each of these places will have customers whenever they are open. To determine the number of patrons, add the hour of the day to a die roll (1-4 in small saloons, 2-8 in larger places), doubling the total at night. Most serve some light food as well as drinks. Patrons will generally be appropriate to the locale of the bar. Drinks normally cost one domar each.

17. SOUTH GATE. This is the farmer's gate. All mutants of any sort must enter and leave by this gate only. The guards are the same as at the **TOWER GATES** but one or two will be human mutants with one physical and two mental mutations each (all of the beneficial sort).

18. UNIVERSITY OF HORN. Baron Jemmas' pride and joy is the center of learning he has established in his capital. All citizens of Horn are entitled to spend two years of their childhood learning to read, write, and do simple sums. Thereafter, most enter some use-

ful occupation but are still eligible to attend trade classes one day per week for another two years in order to make them into more skilled craftsmen, tradesmen, etc. The very brightest of the common folk are allowed to attend middle school, if their families can pay the tuition — a rather modest 100 domars per semester. Children of soldiers, administrators, aristocrats from outlying villages, and the gentlefolk of Horn proper attend a private Lower School, Middle School, and then Upper School. The cost of the Lower and Middle Schools is 200 domars per semester. Upper School tuition is 300 domars per semester. Graduates may then enter one of the three colleges — Military, Technical, or Administrative. College costs depend upon type and scholastic merit, but range from 50 to 5,000 domars per semester.

The staff of the University consists of approximately two dozen instructors. They seldom venture outside the precincts of Horn. (This is a center of Restorationist concepts and beliefs, although the Baron doesn't know it. The Restorationists do not think highly of feudalism.)



MINI-ADVENTURE 1

START

From the information acquired in Horn the party travels to the small establishment of Jeffton, a village of almost 200 inhabitants. A wooden palisade surrounds the small cluster of 50 or so houses, but the gate is open and people are passing in and out of the village frequently. Any inquiries as to the recent disturbances or reward offer will be referred to the town mayor, Hubert Frump. A friendly and rotund individual, Mayor Frump will be found in the village's modest Town Hall. Here the mayor will explain to the party that although the village is largely supported by nearby produce and dairy farms a brisk trade is done with local hunters and trappers. For the past several weeks, however, the trappers have been reporting that the amount of game animals in the nearby woods and meadowlands has been steadily decreasing. This by itself would not have been unduly alarming, were it not that several local farmers who recently reported missing cattle found their devoured carcasses a few days later. The incident which precipitated the reward offer happened only three days ago. Three children, playing alone in the woods, were attacked by hideous insectoid monsters. Only one of the children escaped the giant mutants. The fate of the remaining two children, a boy and a girl, is unknown. The day after the abduction, the children's parents and a group of their friends armed themselves to form a rescue party. As they left two days ago and have not yet returned or sent news, the mayor is somewhat skeptical about the group's success.

In return for the destruction of the menace, the mayor will promise the party two weapons as reward; a fully charged laser pistol (a lie, the pistol actually has only 4 charges left) and a .20 gauge shotgun with 15 rounds of ammunition, both in perfect condition (the truth). The reward will be given after the party completes the mission, not before. To help insure success, the mayor will supply the party with

two gas grenades of a type known to be fatal to most insects (75% effective, rolling once for each affected insect) but harmless to humans. The gas fills an area six meters square and sinks to the lowest level possible. In addition, if the characters rescue the children and their parents, the mayor will give the party a stage IV (blue trimmed) ID card and four uses of acceleradose, plus the stated reward.

Mayor Frump suggests the party begin their investigation at the Genser goose ranch some three kilometers to the northeast. Mr. Genser has reported strange goings-on near his ranch for almost a month and is likely to have useful information about the insect attacks.

THE AMBUSH.

As the players head northeast out of town towards the Genser ranch, they are unaware that they are being watched — their every move scrutinized by distinctly inhuman eyes. The terrain between town and the ranch is slightly hilly, covered with sparse clumps of trees and brush. After walking just over two kilometers, the adventurers crest a hill and view a strange sight. Thirty meters ahead to the right, lying next to a broad expanse of trees, is a man dressed in ragged scrapes of clothing. Standing over the man is a monstrous synthesis of man and insect nearly two meters tall. Before the party can react, the insect pulls the man back into the trees and out of sight. All that can be heard is the man's frantic screaming of "Buggems, no! Buggems, no!"

The man's pitiful cries are actually a warning to the characters of the buggems' trap. If the party pursues the monster and his victim, they will find the pair 20 meters into the woods, struggling in the center of a small clearing. While the characters are involved in combat with the buggem (HD 5; hp 18; AC 5; MV 10; AT claw, claw, bite for 1-6/ 1-6/ 1-10; MU gas generation), three more of the insect men will burrow up out of the ground and attack the party from all sides (HD 5; hp 21, 19, 16; AC 5; MV 10; AT claw, claw, bite for 1-6/1-6/1-10). Up close, the hideous beasts can be seen to have the aspect of giant, bloated, four-legged termites standing on two hind legs and attacking with their front two claws and heavy mandibles. When it appears that defeat is inevitable the buggems will attempt to flee, using the first buggem's (hp 18) mutation of gas generation (if it is still alive) to create an opaque cloud to cover their escape.

Once the combat is over, the party finds that the buggems' bait (the screaming man) is mortally wounded and beyond help. Before he dies the man informs the characters that he was a member of the rescue party in search of the missing children. The Genser ranch, he says, has been taken over. As far as he knows the rest of his group is still alive. However, while he was imprisoned, several men captured from elsewhere were taken away from the captive group and not seen again.

THE FARM.

As the party nears the farm they notice no activity whatsoever. Not only are the fields unattended, but all the geese are gone. In fact, all wildlife is absent from the surrounding countryside except for the small insects. Even the birds seem to have left.

The farm compound is made up of a barn, a workshop, and a main house. The barn is quite empty of all life. The workshop is also deserted, but all the tools present are neatly arranged and in their proper places. The main house is a two-story affair complete with attic and earth-floored basement. If the party searches the two main floors or attic they will find nothing out of the ordinary, nor will they find any people. However, if the characters search the

basement they will find a roughly hewn tunnel opening in the dirt wall, 1.5 meters in diameter and leading into a long, dark, descending passage. This passage leads to **THE EMBROYOTS**, room 7, below.

If the characters enter this opening or any others like it they notice that the floor gradually slants downward. The tunnels are totally dark, and without light of some sort (torches, flashlights, etc.) the party will be handicapped in both attack and defense. When in combat, the characters fight with a -4 penalty on their "to hit" rolls. In addition, a character's armor class when being attacked is 4 classes worse, i.e. AC 4 will be treated as AC 8. Any missile fired by a character in the dark has an equal chance to hit any target in the direction of fire. Roll randomly to determine who the missile is fired at, then roll to hit normally.

THE PARN'S MOUND.

If the characters search outside of the house, they will find a tall mound of dirt about 100 meters behind the barn. The small hill is conical in shape, reaching a height of five meters and a base diameter of ten meters. At the top of the hill there appears to be some kind of depression, but this cannot be seen clearly from the ground. If the party begins up the hill a giant purple-colored beetle will rush out of the opening in the top of the mound and attack the characters. The parn (HD 10 + antennae; hp 35 + 18 per antennae; AC 6; MV 6; AT shoots 2 barbs per round for 2-12 each and attacks with two antennae for 3-18 each) has two swordlike antennae which it uses as weapons. If a character declares that he or she is specifically aiming at an antenna, he or she may do so, striking as though the target antenna was AC 5. The damage done is subtracted from the antenna's 18 hit points, not the parn's total. When an antenna has taken 18 points of damage, it is rendered useless.

At the top of the hill is a two meter wide opening into a pit at least 10 meters deep. Beyond 10 meters the pit is too dark to see with the unaided eye. If the pit is illuminated the characters discover that it goes down only five meters further. Halfway down in the pit wall is an opening 1.5 meters across. At the bottom of the pit is a second opening much like the first but going in the opposite direction. Note that without illumination the second opening will be beyond the party's range of sight. If the party enters the tunnel, the same rules and restrictions regarding underground passageways apply as noted in the previous section, **THE FARM**.

THE BUGGEM NEST

FLOOD CHAMBERS (all areas marked F).

A pit has been dug in these spots to prevent the flooding of the nest by catching and holding rain water. There is always a narrow ledge left around the edges of the pit that can be seen with illumination and which supports a man's weight. Each pit drops six meters down and ends in a wide, empty chamber. If the party is traveling without illumination, the first rank automatically drops into the pit unless precautions (like tapping the floor with a long stick) are taken. Anyone falling into a flood chamber will suffer 3-18 points of damage. Climbing out of a pit is difficult because the walls of the chamber are made of loosely packed dirt. To successfully get out by his or her own efforts, a character must roll the average of his or her physical strength and constitution or less on a twenty-sided die. If a rope is thrown down and anchored solidly at the surface, escape is automatic. Due to the heavier-than-air qualities of the gas contained in the grenades, the gas flows down into the extremities of the cave complex when a grenade is detonated in a tunnel. If a flood chamber is located in the course of the flow, all of the gas sinks into the hole, leaving a clear corridor.

1. HERP INFANT.

Sitting in the center of this small, roughly carved chamber is a newly-hatched herp (HD 9; hp 34; AC 7; MV 5; AT squirts a stream of acid up to 10 meters for 6-36), so young that its shell has not yet hardened. The creature will attack the first person to enter the room.

2. HERP EGG CHAMBER.

Inside this room are dozens of spherical eggs piled against the wall opposite the entrance. As the party enters the area, one of the eggs begins to rattle and move. One round later, the characters witness the hatching of a herp egg. The voracious little beetle (HD 9; hp 34; AC 7; MV 5; AT squirts a stream of acid up to 10 meters for 6-36) immediately attacks as per the herp infant in room 1. If the party chooses to attack the egg before it hatches, they inflict double damage on the first round of combat while the herp struggles to get out.

Buried beneath the eggs is an old, faulty chemical explosive grenade only 70% likely to go off when activated. If, however, the area is subjected to extreme heat (as in the burning of the eggs above the item), the grenade explodes. The explosion covers a 10 meter radius and inflicts 10-60 points of damage to any person caught in the blast.

3. BUGGEM GUARD ROOM.

Four buggems normally inhabit this room, with one always standing guard duty in six-hour shifts. Crude niches in the walls are filled with weaponry, filthy rags, and some type of fungi that emits a nauseating odor. Three of the termite men (HD 5; hp 23, 20, 16; AC 5; MV 10; AT two claws for 1-6 each plus a bite for 1-10, or by weapon type and bite) are in the room at this time, each munching on a clump of the foul fungi. When the party enters the area, the two buggems with the most hit points charge the characters and fight them in melee combat while the third buggem stands back, holding a crossbow ready to shoot at the first opportunity. The crossbow is equipped with 8 poison-tipped quarrels (intensity 9), which the buggem will fire before using its 20 normal bolts.

If the carved niches are thoroughly searched, the party will find a vial of orange serum (anti-radiation), a stage III grey trimmed ID card (scientific), and a laser pistol that will melt into a heap of slag after only one shot. A tunnel in the back wall winds up and around for nearly a kilometer before reaching the surface in a thickly wooded district half a kilometer from the farm.

4. PRISON CHAMBER.

The passage ahead is blocked by a granite boulder so that only 10 centimeters of the tunnel near the ceiling is open. In front of the boulder stands a very tall (over two meters) buggem (HD 7; hp 28; AC 5; MV 10; AT two claws for 1-6 each plus a bite for 1-10, or by weapon type and bite; MU gas generation) wielding a crudely forged two-handed sword. During the first round of combat the termite man expels a cloud of caustic irritating gas. The gas fills the corridor for 15 meters towards the party, causing all within its area of effect to take 1-6 points of damage per round and fight at -3 to hit as long as they remain within the cloud.

Once the beast is killed the cloud dissipates, allowing the characters access to the boulder. A combined physical strength of 35 will succeed in rolling back the rock, revealing the prison chamber. Within the interior of this stark, tomblike room are ten naked people (the remnants of the rescue party and the entire Genser clan) all in advanced stages of starvation. These bleary-eyed

individuals will not fight or help the party in any way. Instead they flee through the exit in room 3. Beneath the thick layer of dirt and filth on the room's floor are two human skeletons.

5. CONCEALED PIT.

A modified version of one of the lair's many drainage pits sprawls across the tunnel floor for 10 meters, covered with a thin crust of the termites' naturally produced cement (a mixture of dirt, saliva, and cellulose). There is a 33% chance that any character walking over the area breaks the thin crust, dropping everyone on the cement into the pit (roll once for each person walking on the crust). The fall itself inflicts 3-18 points damage, and on the pit floor are sharpened rocks covered with a toxic slime that may penetrate a falling target (40% probability) causing an additional 2-12 points damage.

6. THE ZARN LAIR.

This chamber is much smaller than those seen previously, being only three meters in diameter. On the far side of the room is a tunnel opening onto a gradual incline. The passage ends a hundred meters away, emerging into the open amid a cluster of trees three hundred meters from the farm.

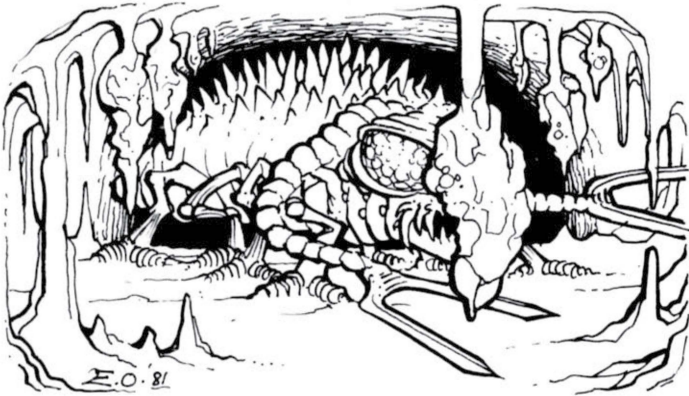
Lying in a corner of the chamber are two unconscious children, one boy and one girl. Both appear to be breathing but no amount of noise awakens them. They are coated with a transparent, mucous-like liquid. This is a form of venom which produces a deep coma, though the party does not recognize it as such. Hiding in concealed recesses are two zarn beetles (HD 4; hp 14, 15; AC 7; MV teleportation up to 200 meters; AT spray of paralytic venom at one target up to five meters). As soon as someone approaches the two children, the zarns attack with their poison sprays. One round passes before the party is able to locate the beetles' lairs, during which the zarns continue to attack. As soon as one of the beetles has lost one-half of its hit points it will teleport away, returning later for hopefully less aggressive prey. Paralysis induced by the zarns' venom does not wear off unless the spray is washed off the victim. In this case, mobility returns after 10 rounds.

Two rounds after the party has located the zarns, three buggem guards burst into the chamber and attack the rear of the party, attracted by the sounds of combat (buggem guards: HD 5; hp 21, 20, 17; AC 5; MV 10; AT two claws for 1-6 each plus a bite for 1-10, or by weapon type and bite). Two of the guards (hp 21, 20) carry battle-axes while the third is unarmed.

Ten rounds after the zarns have been discovered, an additional three buggem guards arrive. Their statistics are the same as the previous group, except that the buggem with only 17 hit points also has the ability to generate an opaque cloud through which only the termite men can see. The cloud fills the room and six square meters of corridor space. All characters in this area fight as though it were dark (see details under the earlier section **THE FARM**).

The two children will revive 10 rounds after the slimy venom covering their bodies has been washed off. However, they remain in deep shock, unable to speak. If their bodies are searched two small punctures will be found just behind their ears. Through these openings the parrn injects eggs into the childrens' brains. In two days the eggs will hatch, killing the children. If the youths are returned to Jeffton before two days have passed the eggs may be surgically removed, but any attempt on the part of the characters to remove the eggs results in serious injury or death to the children.

Hidden beneath the dirt in one of the zarn's small lairs is an old, rusty, Browning 9mm pistol. There is a round in the chamber and nine in the magazine. Also buried in the dirt is a spare clip of ammunition (nine more shots). The weapon is classified as a medium-caliber weapon but is somewhat faulty due to its age and corrosion. The gun jams 25% of the time when fired, requiring two combat rounds to clear.



7. THE EMBRYOTS.

This room has a very low ceiling (two meters) covered with white, oblong objects that hang down about half a meter. The ovoids are covered with a translucent, gooey sap and appear to be pulsating slightly. In the far corner sits a parn that is apparently sleeping (but is actually dead). On the near side of the room there is an opening in the wall through which the party can see a tunnel slanting steeply upwards. It appears that by moving silently along the wall the party can slip through the room unnoticed by the parn.

As soon as the lead party member reaches the entrance to the passageway (or nears the dead parn preparatory to an attack) four of the white sacs will split open, each releasing a parn embryo (HD 3; hp 16, 14, 12, 10; AC 9; MV 6; AT initial bite for 1-8 plus 10 points damage per round thereafter unless dislodged). Each creature looks like a wet, insectoid monkey with six hooked claws and a tooth-filled circular mouth. The embryos attack the nearest characters, attempting to jump on their heads or shoulders and latch onto the person with their mouth. They then begin sucking out the victim's bodily fluids. The first hit by an embryo indicates that the creature has fastened itself to its target; for each round that it remains alive and attached, it inflicts 10 points of damage to the victim while drinking his or her fluids. If a character is reduced to zero hit points he or she dies instantly, and the sated embryo detaches itself and goes into a deep slumber.

The rest of the sacs are not yet fully developed and are unable to attack or defend themselves. Their sweet smelling egg sac fluid has amazing restorative power if ingested. For each liter consumed, 3-18 points of damage will be cured. There are eight liters of fluid total in all of the remaining sacs.

The tunnel opening onto the room goes upward for over a hundred meters and emerges inside the earthen basement of the main farm house.

8. FUNGUS GARDEN.

Light streams from this room as the party rounds the corner. The illumination comes from the dozens of tall, shrublike fungi that fill the chamber. Each different type of mushroom emits a different colored light. Standing in the middle of the room are two buggems (HD 5; hp 20, 16; AC 5; MV 10; AT two claws for 1-6 each plus bite for 1-10) gathering great quantities of the bushy fungus and stuffing it in large bags. When the party enters, the buggems drop their bundles and engage the characters in melee.

If the characters take any of the fungus with them, they find that only the green fungus continues glowing after it is detached from the floor. This is because only the green fungus is radioactive (intensity 3), and anyone holding the fungus must take the applicable radiation effects. Eating any other color of fungus does not harm the party members, but neither does it help them. The taste of the mushrooms is paperlike and unpleasant.

9. BUGGEM NURSERY CHAMBER.

This broad room is partially illuminated by a one meter deep trough of glowing coals and embers that blocks the chamber's entrance. Beyond the two-meter span of fire the party is able to see six bloated human males moving sluggishly as though drugged. Also lying around the room are several mutilated corpses and a tall pile of bones.

The buggems use this area as a nursery for their young. Themselves nurtured on the body of some unfortunate person, these parasitic adult creatures pierce a body to lay eggs after the victim has been rendered senseless by an injection of a powerful narcotic enzyme. The eventual hatching of the young termite men causes the death of their hosts. It seems far too late to save these poor souls; indeed, the six men in this chamber are virtually insensible, and will not respond to any actions taken by the party.

10. GUARD CHAMBER.

The walls here are carved with many niches, each filled with strange devices and objects. In one corner there is a pile of the fungus the buggems feed on, and in another corner is a small drainage pit. Six buggem warriors inhabit this chamber (HD 7; hp 28, 27, 26, 24, 22, 20; AC 5; MV 10; AT two claws for 1-6 each plus bite for 1-10, or by weapon type and bite). Each of the termite men is armed with a two-handed sword and a crossbow. The first two buggems attack with their swords, allowing the remaining four creatures to fire missiles over them at the upper torsos and heads of the party members. As the swordsmen are slain, the bowmen draw their swords and take their fallen comrade's place. If a gas grenade is thrown into the room, the nearest buggem sacrifices himself by grabbing the grenade and jumping into the pit before the bomb explodes.

Once the party has defeated the guards they may search the contents of the niches. Among many unrecognizable items are the following:

- 1 key chain with 12 keys of assorted size and shape.
- 1 ink pen (dry).
- 1 book, titled *Only the Fit Shall Survive!*, which details the ideals and goals of the Ranks of the Fit.
- 1 neutrino generator, broken beyond repair.
- 1 geiger counter in perfect condition. The device registers radiation up to 10 meters away from the radiant source per level of intensity.
- 1 package of six detoxification tablets that make any poisoned or contaminated liquid drinkable, one tablet per 10 liters. They are deadly poison (intensity 18) if eaten.
- 4 hydrogen energy cells. Three are drained, one is fully charged.
- 1 collar of servitude. Makes any humanoid wearing the device totally docile and passive. The collar cannot be removed while functional; however, the item has enough power for only 72 more hours.

Careful inspection of the walls reveals a discolored section of earth on one side of the chamber. This is actually a thin layer of the

buggums' natural cement, which camouflages the opening to a short corridor leading to chamber 11, the room of **THE TELEPATH**. The cement covering can be smashed by a solid blow with some heavy object.

11. THE TELEPATH.

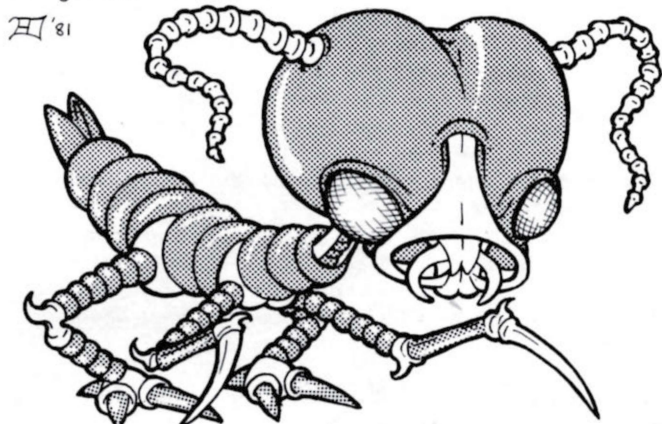
Buggem telepaths are a rare mutation of the insect breed who have lost most of their natural strength but have gained the ability to communicate psychically with all members of their species regardless of the distance or physical barriers. In addition, the telepath has much greater intelligence and dexterity than his unmutated relations and is therefore able to use weapons of a more technological nature. Without a telepath to guide their actions, normal buggums lose their slight ability to reason and revert to savagery, abandoning all but their natural weapons.

When it becomes clear that his guards in room 10, the **GUARD CHAMBER**, will be defeated the buggem telepath in this chamber (HD 5; hp 12; AC 5; MV 10; AT bite for 1-6 plus weapon type; MU gas generation, supra-telepathy) places a small damage pack in the center of the room and sets it on proximity detonation. He then takes his fully charged Mark V blaster pistol and retreats 15 meters up the escape passage in the opposite side of the chamber from the entryway and waits for the party to enter the room. When the party arrives they find a small, unoccupied chamber littered with trash and bits of fungi. In the center of the trash can be seen a small backpack. A tunnel (the escape passage) slants up out of the room from the far wall. Soft scuttling noises come from the dark opening. As soon as something or someone comes within four meters of the backpack, the sensitive explosives inside goes off, doing 6-36 points of damage to everyone within 10 meters.

If the characters immediately run up the dark passage after any resulting explosion, they find the telepath frantically digging through the blocked-up exit at the end of the 60 meter long tunnel. Hopelessly cornered, the telepath uses his gas generation ability to fill 10 meters of the corridor with intensity 14 poison gas. He then shoots the first person he sees with the blaster pistol.

If pursuit is not immediate following the explosion of the damage pack, or if the party spends too much time investigating the chamber, the telepath reaches the surface and escapes. In this event there is only a 25% chance of tracking and overtaking him in the wilderness beyond.

If the telepath's room is carefully searched the party finds in a hidden niche a Life Ray device in apparently perfect condition. However, a serious flaw in the item's intricate workings has severely impaired its function and the device has only a 50% chance of working properly when fired. The remainder of the time the item radiates the holder with intensity 16 radiation. The Life Ray has only six charges left.



MINI-ADVENTURE 2

INTRODUCTION

After successfully dispatching the buggums (Mini-Adventure 1) and returning to Horn, the characters hear more talk concerning the golden warriors. These rumors are more detailed and describe the golden warriors' activities more fully; descending upon towns, destroying them, taking prisoners, and then, as always, vanishing without a trace. No names of towns or villages should be disclosed to players. However, it should be known to them that the most recent attack occurred in a town near Horn. In addition, after the party has done some investigating, they learn that strange, glowing humanoids have been reported attacking the village of Shopp. No exact information is available to the players, but the GM may make up misleading information if necessary to encourage the players to journey to Shopp.

START

The rumors of strange, golden humanoids have brought the party to the town of Shopp. This small village of 300 inhabitants consists mostly of wooden buildings and is surrounded by a four-meter high wooden palisade. Shopp's marketplace thrives with hunters, farmers, and dealers of supposedly ancient artifacts (all fakes or damaged beyond repair). At the town's single busy tavern, one can confirm the rumors of unusual occurrences after dark. Indeed, for the past several nights stockade guards have reported hearing shrill screams and seeing glowing figures moving through the brush near the wall, but no one has yet seen these nocturnal visitors up close. The only attempt to follow the figures ended in failure — three of the baron's soldiers who left the compound to track the creatures were found four kilometers to the northwest, seared by radiation. There were signs of a struggle, but no serious investigation of the site was made by the panicky relief party. Town guards who relate all this to the party members suggest that this battleground may be a likely spot to search for clues.

The site can be reached after a hike of approximately four kilometers through densely wooded countryside. When the party arrives at the spot where the three men were found dead, a small clearing in the trees, they discover only scraps of clothing and small, useless bits of equipment (no weapons) — the bodies seem to have been devoured by wild beasts. However, there is a clear trail through the brush leading northwest, and the footprints of several humanoid creatures are easily detected in the soft ground. The footprints appear to head northwest along the trail.

If the characters continue northwest on the trail of the mysterious humanoids, four kilometers farther they find a flat plain of devastation many kilometers wide. The only things standing on the lifeless area are 10 evenly spaced black metallic boxes, each 2.5 meters high, three meters wide, and six meters long. Three of the sides on each box are featureless duralloy. The fourth side appears to have a door, flush with the wall and without handles or knobs. There is a small slit to the right of the door at waist level.

THE SHELTERS

The cubical structures are actually the above-ground entryways into 10 individual survival shelters. These shelters were built in a period of cold war between 2150 and 2193. During this time the rapid advancement of beam and robotic weaponry was constantly shifting the balance of power. To insure the survival of certain high level officials, the military instituted the construction of these shelters. Designed to be self-sufficient for up to two centuries of occupancy, these emplacements contained enough supplies, recycling devices, and entertainment units for a group of 10 people to comfortably

survive. As the world situation improved the shelters were dismissed as unnecessary. However, with the onset of the Shadow Years in 2309 the survival areas were reactivated. Now, nearly two centuries later, the shelters are mostly abandoned, and are home to all kinds of foul creatures.

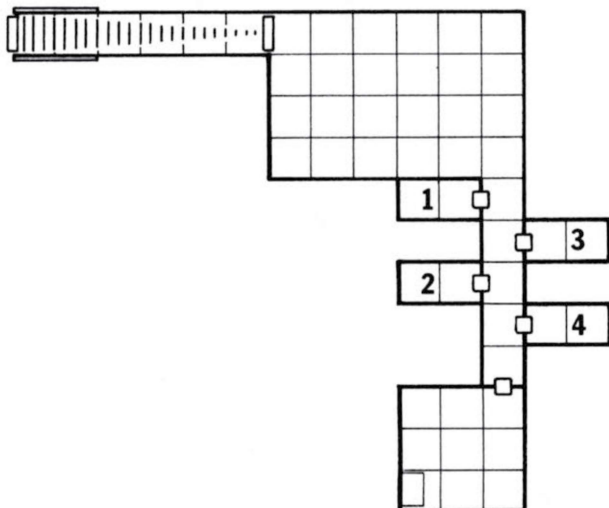
All of the underground shelters were built with the same layout and are, to a certain degree, identical. If the door to a shelter is not locked, a stage IV red or blue trimmed ID card opens it. Behind this door is a stairway leading down 15 meters. At the bottom of the stairs is a second door. Like the first, this portal requires a stage IV ID card to open. In addition, there is a small red lens set into the wall above the door. The camera connects via closed circuit cable to a screen inside the main chamber of the shelter. Only those shelters with functional micropiles (see below) have operative cameras.

If the doors are locked, a stage IV card will not work. Only a blue trimmed stage V ID unlocks a door from the outside. The only other way to enter a locked portal is to force it open. The outer door takes 100 points of damage before opening. The inner door can sustain only 50 points of damage. Melee weapons (normal swords, axes, etc.) only do half damage to the portals' metal surface (treat the doors as AC 3). A vibro weapon slices through the outer door in four rounds, and the inner door in two rounds.

Aside from the individual descriptions given below, all 10 of the survival shelters conform to the same basic floorplan (see the diagram). The shelters each have a main living chamber 12 x 16 sq. meters; four private rooms 3 x 6 sq. meters each; a three meter wide hallway connecting the main living chamber to the private rooms, and a 9 x 9 sq. meter storeroom. The main chambers contain furniture, video projectors (set into a wall — functional if the micropile is operative), various personal items, trash (see the **Treasure Tables** in this module, disregarding valuable items) and a food and beverage dispenser set into the wall. This last item is button-operated, with a 50% chance of spewing out a greenish paste that is intensity 14 poison if ingested. Otherwise, the dispenser will be empty.

The private chambers each have old, torn mattresses, ragged 3-D Optical works of art and occasionally some decaying clothes. The storage rooms are littered with trash and empty containers of all types. Against the opposite wall from the door are the controls for the shelter's power supply — a fission micropile.

GM Note: The shelters are numbered according to their proximity to the party when first discovered from the forest. Number **1**, therefore, is the closest, while number **10** is the furthest away.



SHELTER 1.

The outer door of this complex is bent inwards and smashed down as though some tremendous force punched through the duralloy wall. Some of the dust covering the stairs has been swept away but no clear tracks are identifiable.

The stairway leads down 15 meters into darkness and ends at a door that has also been broken down. The main room is fairly clean; however, there are several pieces of broken furniture strewn around the room. Splinters of wood and plastic litter the floor. The room's lights (florescent) are intact but inoperative. Against one wall, sitting on a table, are two box-like apparatuses.

The shelter is the home of a total of five hissers (HD 18; hp 70, 60, 38, 25, 19; AC 3; MV 12; AT by weapon type; MU mental blast, mass mind, or sonic attack; also immune to laser or sonic attack). Should anyone venture more than halfway into the main room the two largest hissers (hp 70 and 60) quickly slide out from beneath pieces of furniture and attack. The largest hisser wields a two-handed sword and uses mental blast or sonic attack every other round on anyone within 15 meters. The second attacking hisser has a vibro dagger (charged for 60 melee rounds) and uses mass mind to amplify the largest hisser's mental attacks.

The two boxes on the table are a microcomputer with video screen and video disc projector. The computer has several magnetic cassettes stored in a recess in the back of the machine. Each cassette has a different computer game program but the displays are in an incomprehensible language. The video disc projector is broken, but it has three discs which can be played on projectors in the other shelters. One disc contains instruction in advanced algebra and geometry; the second disc is an ancient black and white comedy about a band leader and his dizzy wife (ten episodes); and the third is a travelogue concerning National Parks circa A.D. 2025.

The private rooms are virtually empty, containing only dusty bed rolls and scraps of paper.

In the storeroom can be seen only stacks of boxes and rusted metal drums. Built into the wall in the far corner of the room is the control console for the shelter's micropile. Standing behind some of the stacked boxes is an adult female hisser (hp 38), two young hissers (hp 25, 19), and 12 large eggs. The female attacks only if she is discovered and believes that her offspring are threatened. She is armed with a Mark V blaster (3 charges remaining). The young hissers attack by biting, punching, and constricting (treat as one attack for 1-8 points of damage). None of the hissers in this room have yet developed their natural mutations. The control console in this room is broken and is beyond repair.

SHELTER 2.

Both doors leading into this shelter are open and streaked with mud. Trash and broken machinery litter the stairs, showing that the entire shelter has already been broken into and scavenged.

Hanging upside down on the roof of the main chamber is a single batlike obb (HD 12; hp 40; AC 10; MV 1/15; AT two claws for 3-18 each, plus one eye blast, radiation intensity 16; MU immune to radiation, laser, light, and heat attacks). The creature swoops down onto the leading character and attacks. Due to the beast's alien intellect and unknown intentions, if offered a piece of duralloy the obb will grab the metal and fly off. Several partially opened cans of fruit lie on the floor. The contents are spoiled, of course, and are now poison of intensity 10. The remainder of the shelter is quite ransacked, and nothing of use will be found.

SHELTER 3.

Both doors of this shelter are open and the whole building is bare. In the storage area the micropile has melted down and is now emitting intensity 11 radiation in a 10 meter radius. There is nothing else of interest or use in the shelter.

SHELTER 4.

Both doors to this shelter are closed and locked. Inside, the party finds the lights on and everything seemingly normal, but closer inspection uncovers five piles of ripped and rotten clothing scattered about the main chamber. Near one of the mounds of decaying cloth is a medium caliber handgun (.38) with two rounds left in the cylinder. As the party continues to search this area, they are attacked by a single cal then, (HD 6; hp 20; AC 9; MV 4/12; AT mandible bite for 10-60; MU immune to heat and cold attacks), which flies out from the storeroom and attacks a randomly determined party member.

If the storeroom is searched, the party finds an additional 20 rounds of ammunition (good condition) for the .38 pistol and in one wall, a burrowed tunnel one meter in diameter that leads up to the surface.

SHELTER 5.

The doors to this shelter are closed and locked, and the building seems to have never been penetrated. Should the characters enter this building they will find everything in working order. There are many empty niches and shelves where valuable machinery was once placed. Apparently those who once dwelt here left long ago, taking the most important items with them. After careful searching, the party finds three items from **Treasure Table II** and one from table III, one item per individual room. In addition, in the rear of a cabinet set in the wall of the storeroom, they find two doses of poison antidote (intensity 16).

SHELTER 6.

Both doors to this shelter are closed and locked, but the interior is at least half a meter deep in trash (stuffing from furniture, plastic scraps, unidentifiable pieces of metal and wood, empty cans, etc.). There is nothing of value to be found.

SHELTER 7.

Both doors to this shelter are open, but it is otherwise identical to **SHELTER 6**.

SHELTER 8.

The party finds that the doors to this shelter are slightly ajar and that glowing strips line the walls and ceiling, illuminating the entire interior with a dim, greenish light. As they enter the main chamber they see 10 blights, obviously asleep, scattered about on the floor.

These beasts are actually illusionary, having been created by a mutant humanoid (HD 8; hp 32; AC 9; MV 12; AT radiated eye blast of 3-18 intensity, and paralysis gas generation, intensity 14; MU immune to laser, plus the powers of telepathy, illusion generation, precognition, heat generation, cryokinesis, and will force). He has been preparing cryokinesis for five rounds.

The blights all disappear if any one of them is attacked (touch dispels the illusion). If the party continues into the corridor, they are suddenly met by a huge blast of fire (a prepared illusion). Each character must roll his or her mental strength or less or fall un-

conscious for 3-12 rounds and suffer 2-12 points damage due to the intense shock to the nervous system. Those who make the roll will recognize the flame as illusionary.

If the party persists and opens the personal chamber nearest the storeroom they find the mutant, who then attacks with his mutant powers (see above). The creature appears physically weak and twisted. His skin is a light green and his eyes are golden with black slit irises. Hidden beneath a pile of rubbish are four fragmentation grenades. He uses these only if the situation appears hopeless.

SHELTER 9.

As the characters near the outer door to this shelter they begin to hear low moans mixed with high shrieks. The wailing cries definitely come from below the ground. Both the inner and outer doors are slightly open and the party can see a blue-green glow coming from inside. If the characters continue down into the shelter, they notice that the glow seems to brighten and dim in concordance with the wailing.

There are four screamers in the room (HD 9; hp 34, 31, 30, 26; AC 9; MV 9; AT touch for intensity 13 radiation; MU life leech, 20 meter radius, and directional sense, plus immunity to all stun or poison attacks, laser, radiation, heat, and cold). As soon as the characters enter the room they will be attacked by the two largest screamers (hp 34 and 31). These creatures are some type of hideous, previously unknown mutation. Their features seem to have melted and flowed together leaving only an open, howling maw. Dressed in rags, the screamers sway and writhe, their greenish glow pulsating with their moans (complete details on this creature can be found near the end of this module with the other new monsters).

The other two screamers flee down the corridor to hide, one each in private chambers 2 and 3. Although the mutants' shrieks and cries can be heard, it is impossible to discern from the outside exactly which rooms they are in. As soon as someone ventures within two meters of a correct door the screamer inside will emerge and attack. Note that anyone slain by a screamer arises the following night as one himself.

Hidden in the storeroom behind an empty box marked ZGWORTZ is a fusion rifle with five charges left.

SHELTER 10.

Both doors to this shelter are locked. As the party nears the outer door, they receive a telepathic message: YOU*OUT*THERE*HELP US*WE'VE COME SO FAR*AND WE'RE SO SICK. If the party attempts to communicate, they learn that the sender is in fact a young child, part of a family that has traveled east from Frizco. The child will not give up much more information unless the party's intentions are genuinely friendly, in which case the doors are opened and the party invited down. If the party is hostile, the family prepares to defend itself.

This family of pure-strain humans has stopped here to recuperate and treat their daughter, who is suffering from radiation sickness following their passage through the nearby radioactive areas. There is no external evidence of mutation, but the family is sure that something "unnatural" has taken place. The father, Garth (HD 17; hp 70; AC 2; MV 12; AT by weapon type) was once part of the coastal guard and wears powered scout armor (15 hours of use left) and is armed with the following: Mark VII blast rifle (five charges), energy mace (three minutes use), one stun grenade (intensity 15), two energy grenades, and one large, concentrated damage pack. The son, Aaron, (HD 14; hp 51; AC 2; MV 12; AT by weapon type) wears inertia armor (20 hours of use left) and is armed with a stun

whip (six minutes use), three chemical grenades, and one small damage pack. The mother, Mave, (HD 13; hp 43; AC 3; MV 12; AT by weapon type) wears plastic armor with an energy cloak (four hours of use left) and uses a paralysis needler pistol (two clips). The 10 year-old daughter, Eilee, (mutated humanoid: HD 8; hp 30; AC 7; MV 12; AT mental blast for 6-36; MU telepathy, light wave manipulation) wears no armor and has no weapons. However, she can use a double strength mental blast (6-36 damage) every third melee round, plus the mutation of light wave manipulation.

If the party has hostile intentions, they will find great piles of trash and broken furniture blocking the inner door. It takes two melee rounds to climb over the mound, during which no other actions are possible. To clear a path through the debris takes six rounds. While the party climbs over or clears the way, the father, son, and wife stand in the mouth of the corridor and use blast rifle, grenades, and needler (respectively). The little girl will remain out of sight in the storeroom, mentally blasting when possible.

If greeted in a friendly manner, the family remains cautious but asks to be led to Horn. If guided correctly and courteously, they will give the party one energy grenade, one chemical grenade, and 200 domars as payment. The family will not help the characters fight anything aside from random encounters and will not lend or sell their weapons.

MINI-ADVENTURE 3

INTRODUCTION

Upon the party's return to Horn, having explored the survival shelters of Shopp (Mini-Adventure 2), the town is alive with new rumors about the Legion of Gold. While the characters were away the town of Jeffton was burned to the ground, as was Deerld. Nearly all of the inhabitants of both towns were slain, and the rest were captured or managed to escape. Those who were lucky and still live tell stories of their valiant retaliation against the gold warriors — retaliation that proved to be totally ineffective.

Rumors throughout Horn disclose that the Baron has plans to deal with the golden menace. As of yet the details are not known, though naturally speculation on how this feat will be accomplished runs rampant. One rumor tells of a man wearing golden armor being captured north of Mucktown. No further information is available about this man to the players, save what they might hear on the streets and in the taverns. Only the Baron might know the true significance of this discovery. Evidently troubled and indecisive in the face of this threat, he has appealed to the citizenry for help and/or information.

If an audience with the Baron is requested it will be granted, after his aides have satisfied themselves that the characters are not there to waste time, but to cooperate in the elimination of the danger posed by the Legion of Gold. Once presented to the Baron, and after preliminary questioning, the Baron discloses that the individual caught near Mucktown was actually an android found to be in possession of a piece of mysterious gold metal — obviously a section of armor or robotoid. Baron Jemmas does not reveal to them any of his plans; however, if the adventurers agree to investigate the situation and return with any information they have been able to uncover he will reward them with weaponry and/or money, the amount dependant on the value of the information.

START

The adventurers arrive in the city of Mucktown, a large, busy agricultural center of nearly 1,000 inhabitants. Few people know of, or

care about, the incident concerning the android, so inquiry at any of the local pubs proves fruitless. Only the constabulary reveals information. Aware of the baron's concern with the event, the head of the police gratefully informs the characters to the fullest extent possible.

The android was found along the shores of the Great Mitchigoom about 10 kilometers north of Mucktown, where it was heading north. Once subdued, the android was brought to Mucktown and questioned by the authorities. When normal means of interrogation were found to be useless against the cyberoid circuits controlling the android's brain, a mnemonic drainer was employed. Unfortunately, the slightly defective device killed the android, but a great deal of useful information was gleaned from the prisoner's brain before his mind was destroyed.

The android was on a mission connected in some way with the golden warriors. The exact nature of the affiliation is unknown. However, the android was carrying a golden breastplate with the word REAPER carved into it. According to the mind probe the android was returning to his home base, which he called "Samurai". This base may be found approximately 20 kilometers north along the coast.

If the party is willing to investigate, the baron's local garrison will send along a small complement of warriors to assist them. The amount of assistance should be based on the strength of the party (a smaller party should receive more aid than a larger party). Between one and four of the baron's men should join the adventurers (HD 12 each). Use the following as a guideline for arming the soldiers, distributing the specified weapons among them as equally as possible.

No. of soldiers	Arms
1	1 laser pistol
2	1 laser pistol, 2 fragmentation grenades
3	1 laser pistol, 2 fragmentation grenades, 1 vibroblade
4	All from 3 plus 1 laser rifle

Each soldier also has a longsword, cured hide armor (AC 6), and one dose of intensity 13 antidote.

THE SUB-AQUAN LABORATORY

The party ventures north past the area where the android was captured, traveling along the coast of the grey and choppy waves of the great Mitchigoom. After journeying 20 kilometers, the characters reach a small cluster of ruins near the cliff edge looking out over the lake. A dozen houses have been razed and pillaged, leaving only melted plastic and stone rubble. Although nothing useful will be found here, consult the Treasure Tables in this module for assorted junk that might be discovered after careful searching.

About two kilometers further on, the party finds an ancient, ruined staircase leading down the cliffs to a small stretch of seaweed-covered beach. Carved into each stair is a small design depicting two crossed swords of oriental design. When the party has reached the bottom of the stairs and stands on the beach, they find themselves in a semi-circular recess in the cliff wall. Nothing before them can be seen except the great lake, and to either side the cliffs reach out around them almost to the water and then swing back out of sight.

1. THE CAVERN.

As the party rounds the cliff corner near the entrance to this area, they find before them a dark cavern of unknown depth. Seconds

later, five 3-meter long quills will fly out from the cave aimed at random party members, at +3 to hit this round due to surprise. If the party retreats, a horl choo (HD 18; hp 65; AC 5; MV 6; AT 25 quills which can be thrown five per round — treat as a crossbow — 90 meter range, for 3-18 each plus intensity 9 poison) emerges from the cavern and pursues, firing quills for as long as possible. When down to five quills the beast attempts to retreat, saving a last burst of quills for a final stand.

2. THE ELEVATOR.

As the adventurers round the corner near this area, they see a short section of unlit tunnel carved into the cliffs ahead, which leads to a small, cubical room. The floors, walls, and ceiling of this room are coated with a silver-colored metal. Engraved in the back wall are the letters SAMURAI, and behind a sliding metal flap (now closed) on the west wall is a card slot. If a stage IV or V grey or green trimmed ID card is inserted in this slot, the back wall of the chamber slides up, revealing a three meter by three meter room. Any other card has no effect. Twenty seconds later the wall closes and the small chamber begins to descend. Although the characters do not know their rate of descent, they notice that the entire trip required three minutes and that the chamber made several direction changes during that time.

If the party does not use an ID card, uses the wrong card, remains in the area more than one minute, or attacks the back wall, the floor, walls, and ceiling of the cave become energized and shock anyone touching them for five points of damage per round. The back wall withstands 50 points of damage from energy weapons before collapsing, revealing the elevator chamber. Non-energized melee weapons do not damage the wall in the slightest.



3. RECEPTION AREA.

After the three minute trip, the elevator opens up into a large, domed room with walls made of a transparent material. Looking through the walls, the characters find themselves on the floor of the lake some 25 meters underwater. Through the dim waters three other illuminated domes can be seen, one large building straight ahead and a smaller dome on either side of it. The smaller domes are connected to the larger by long, tubelike passages. On the lake floor beyond the domes, growing in neat rows, are huge fields of seaweed.

This room is elegantly furnished with chairs, couches, and tables. An oval opening in the far wall leads to a tubular walkway that connects this area with the large central dome. To the left of the opening is a large wooden desk with a name plate reading "Receptionist" sitting on top of it. A telephone-like device and a microphone (both inoperative) are also on the desk. In the drawers are ancient, crumbling papers, evidently records or files, now completely indecipherable due to age.

To the right of the opening, attached to the wall, is a thick bronze plaque which reads:

SAMURAI

Sub-Aquan Marine United Research
And Investigation

Established by the government of the United States of America, in the year A.D. Twenty-two Hundred and Eighty-four, to investigate underwater environments for the benefit of the people of our nation and the world.

Jon F. Reeman
Secretary of Technological
Advancement
11 May 2284

As the party investigates this area they hear approaching footsteps coming from the tubular causeway.

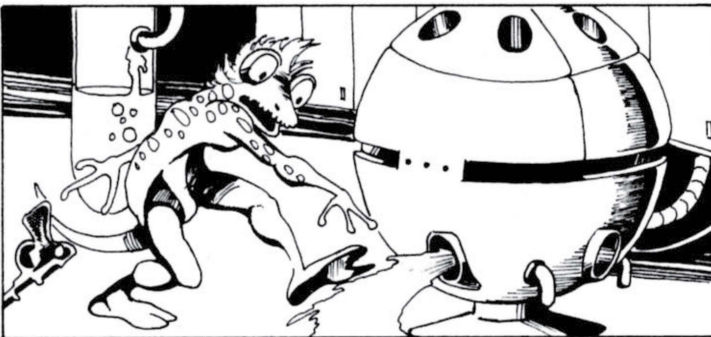
From the corridor enter two android workers (hp 40, 40; AC 5; MV 12; AT by weapon type — each carries a poisoned dagger, intensity 16, and a fully charged Mark V blaster) dressed in drab colored overalls and walking in a stiff lock-step. The only weapons visible to the party are the two innocuous-looking daggers. If attacked, however, they pull their blaster pistols from beneath their clothing and retaliate. If the party hides behind the furniture the androids will pass by, summon the elevator, and leave. If the characters have damaged the upper elevator chamber (area 2), the androids return in six minutes and sound the alarm, eliminating any chance for surprise the party might have had while moving through the underwater complex.

4. THE CAUSEWAY.

As with all areas in this underwater station, this causeway is constructed of an incredibly strong duralloy material, in this case a transparent variant. The domes and connecting causeways are therefore not susceptible to most destructive forces such as explosions and energy weapons. The only devices capable of cutting through the material are molecular vibratory weapons such as vibroblades and vibrodaggers. Penetrating any section of the station's exterior surface causes all the safety doors in the area to

instantly close, preventing the flooding of the entire station. To break down one of these safety doors at least 100 points of damage must be inflicted on the portal. Also, when an outer wall is breached, a violent implosion occurs. Anyone caught within an area that has been punctured immediately suffers 2d6 × 10 points of blast damage, in addition to probable drowning by the inpouring waters before escape can be accomplished.

After the adventurers enter the causeway and travel three-quarters of its length, another worker android (hp 40; AC 5; MV 12; AT bare hands for 1-8 or thrown acid for 5-30) appears at the oval opening leading into the central dome. The worker wears a white lab smock with the samurai symbol emblazoned on the chest and is carrying a large (two liter) flask of clear fluid (acid). The android throws the flask when threatened, scattering the contents over a three meter by three meter area. Anyone caught in the spray will take 5-30 points of damage. Otherwise unarmed, the android attacks and defends himself with his hands and feet (weapon class 2) for 1-8 points of damage per round. In one of the smock's pockets is a featureless plastic card.



5. INDIVIDUAL QUARTERS.

Each of these chambers contains a bed, desk and chair, lamp, overhead lights, and a closet. Those areas marked with an **X** are unoccupied at this time. Those with an **S** are sanitary and waste disposal units, and those with an **O** are each occupied by a resting thinker android (hp 50; AC 6; MV 12; AT bare hands for 1-6 or by weapon type). If surprised the thinker is unable to grab his weapon from the wall rack and has to fight bare-handed. The sounds of combat wake the other thinker, who grabs a fully charged laser pistol and attacks the party two rounds later.

6. KITCHEN AND COMMONS AREA.

These two areas are divided by a thin plastic partition that can be rolled back into a recessed cabinet. The commons contains one long table surrounded by twelve chairs. There are a dozen depressions in the table, each fifteen centimeters across and about four deep, one in front of each chair. A small spigot attached to a one meter length of retractable plastic tubing is inset in the table next to each depression. When squeezed these spigots release a stream of pure, drinkable water.

The kitchen includes cabinets of spices and flavorings (color coded), a set of metallic utensils suitable for serving twelve people, several ladles, a huge vat of seaweed filled as needed by a pipe protruding from the wall, and a massive, spherical apparatus roughly the size of a dishwasher. On the top of this machine are openings of various sizes, one notably larger than the others. Around the bottom of the device are many tubes and deposit areas. Fixed into the sphere's equator are three sets of buttons.

Invented at this station many years ago, this complex device may be used to prepare different types of food and drink from a mutated seaweed nutritional base. Placed in the larger hopper on the top of

the machine, the seaweed is mulched, formed, heated, and flavored to create various foods according to the buttons that are pushed. If the characters experiment with the machine, use the following charts to randomly determine what they make (roll for each category).

Temperature	Texture	Color
1. Piping hot	1. Watery	1. Red
2. Warm	2. Smooth and thick	2. Yellow
3. Tepid	3. Chunky soup	3. Blue
4. Cool	4. Solid	4. Orange
5. Ice cold	5. Flakes	5. Purple
6. Frozen (ignore 1-2 on the Texture chart)	6. Granular	6. Green

Depending on the texture, the food will pour, plop, or thump down into the deposit areas at the bottom of the machine. The GM should use his or her imagination on the various flavorings available. A list of possible flavors might include beef, pork, curry, cheese, chocolate, banana, lemon, orange, vinegar, and fish. Spices would include salt, pepper, sugar, chili powder, cinnamon, and so on.

7. POWER AND GENERAL STORAGE.

This room is stacked high with cartons of food additives, mattresses, folded chairs, fire extinguishers (useless as weapons), and assorted electronic replacement parts. In the center of the room is a thick pillar studded with lights and dials. Around the base of the pillar, a red circle is painted on the floor, at a one meter distance from the pillar. Those familiar with the technology of the years long past recognize the device as the central core of a magnetic fusion power plant (in perfect condition). Surrounding the pillar is a powerful force shield that affects an area one meter in radius around the core (the red line marks the danger zone). Anyone approaching within one meter of the pillar rebounds off the field and suffers 3-18 points damage from electrical shock. All energy weapons are reflected from the field in a random direction.

8. AQUARIUM.

Upon entering this transparent dome the characters find themselves standing on a thin balcony that circles the chamber four meters above the floor. Ten glass tanks are evenly spaced around the edge of the dome at balcony level. Within these tanks are all manner of sea life, specially mutated for adaptation to fresh water environments. Easily identifiable are barracuda, grouper, flounder, swordfish, manta rays, moray eels, jellyfish, crab, abalone, anemones, and octopi. Stairs descend from the balcony to the dome floor. A dark pool fills almost half of the floor space and if the characters shine lights into the pool they will see only a dim hint of movement. As soon as someone steps onto the ground floor, or one minute after the party enters the room (which ever comes first), two huge hammerheads will leap out of the water and attack (HD 14; hp 54, 49; AC 4; MV 15/15; AT bite for 6-36; MU radiated eyes). These three meter tall humanoids have rough, grey skin and sharklike heads with wide, tooth-filled jaws. Extending from either brow is a thick eye stalk that flares out over half a meter from the creature's head. Once every four rounds the hammerheads may fire eyebeams of powerful radiation (roll 3d6 for the intensity).

At the bottom of the six meter deep pool is a pile of gnawed bones and strips of clothing — all that remains of the sharkoids' last visitors. Twenty scattered rounds of .38 caliber handgun ammunition can be found but they are heavily corroded (80% chance of failure when fired).

9. MARINE STUDIES LABORATORY.

Corridor **B** ends at a closed oval door. An unmarked card slot is located next to the door, and if the card obtained from the lab worker in area **4** is inserted in this slot the door slides open. A minimum of 50 points of damage must be inflicted on this door in order to break it down.

The passage beyond the door leads to a square, glass cubicle in the center of a round room. There is a closed door on the far side of the cubicle with no apparent means of opening it. The floor and ceiling are covered with a grillwork and on one wall is a red button. The room beyond the glass walls is furnished with chairs and tables and there are seven doors leading out of the area. The doors are individually labeled, and read (clockwise from the left) *Laboratory Supplies, Lab 1, Lab 2, Lab 3, Operating Room, Seismic Station, and Computer Center.*

If the characters move into the glass chamber and press the red button a thick metal door slides shut behind them. Ten seconds later, the floor and ceiling begin to radiate a bright red light and powerful blasts of air rush out of both grillworks. After 20 seconds the process ceases and the far door slides open (the party members have been completely cleansed of external microbes that could cause contamination).

If the party chooses to break out of the glass room, they activate an alarm alerting all androids in this dome. In this case all of the androids arm themselves as well as possible (see the individual area descriptions below) and come into the central room to attack the party.

9a. LABORATORY SUPPLIES. Shelves filled with bottles, flasks, and containers of all sizes and shapes line the walls of this room. Boxes stacked in the center of the room contain lab equipment such as stoppers, burettes, test tubes, flasks and bottles, and 100 kilos of dried agar. Just about any common reagent (acids, solvents, organic compounds, etc.) will be present in this room; however, the characters are unable to decipher the identifying codes and formulae and are as likely to grab a saline solution (salt water) as sulphuric acid. Experimentation with the chemicals in this store-room is very dangerous and should usually backfire in the character's faces.

9b. LAB 1. There are two long workbenches in this room, covered with bubbling, liquid-filled apparatuses. One side of the room seems devoted to the study of undersea flora. Dozens of Petri dishes are stacked in various places: on shelves, in cabinets, and on tables. Sitting on sturdy pedestals are two typewriter-sized analytical balances, each sensitive to one microgram. The other side of the room most probably concerns itself with the study of distinct chemical reactions. Included among the glass pipes and tubing are handsized voltmeters (2), pH meters (3), and a combination mass spectrograph and high pressure gas chromatograph.

9c. LAB 2. This room is similar in shape to the other labs. However, the walls are lined with aquariums of all sizes and shapes. The inhabitants of these tanks each represent a different species of dangerous water-dwelling creatures. Included are turkey fish, portugese men-of-war, sea snakes, electric eels, stingrays, and scorpion fish. Standing towards the back of the room are two silver-clad figures working intently on the corpse of a fish that is stretched across a long table. Upon notice of the party's entry, one of the silver figures advances on the party carrying a pencil-sized device, while the other spends the round soaking his hands in some type of black fluid taken from the dead fish.

These two androids (hp 40, 40; AC 6; MV 12; AT bare hands for 1-8 or by weapon type) each wear a protective suit that shields the wearer from all forms of radiation. In addition, the mirrored surface of the suits will reflect the first three laser attacks directed at the wearer. Any solid weapon striking the suits tears the delicate fabric, ruining them utterly. The cylindrical device carried by the first android is an advanced laser scalpel which projects a powerful beam of laser light confined to a length of five centimeters. The width of the beam may be adjusted from one centimeter to ten micrometers. When used as a weapon the scalpel must project its most intense beam, draining the item's power supply in only five minutes. The device strikes as a class 4 weapon and inflicts 3-18 points of damage. The other android's hands are coated in the radioactive oil (intensity 18) taken from the barl nep corpse lying on the table. He tries to smear this oil over his opponents, requiring a hit as a class 2 weapon. Both of these lab technicians carry identification cards and wear plain lab smocks beneath their radiation gear.

9d. LAB 3. Behind this door is a flight of stairs circling upward towards the top of the dome. The room at the top of these stairs is filled with micro-electronics gear, simple medical facilities (bed equipped with body function monitoring system, intravenous nutrient solutions, etc.), and four transparent oval tanks. Within each of these transparent tanks is a semi-humanoid figure, each slightly different from the other, floating in a clear, amber fluid. In the tank on the far left is the metallic framework of a man interlaced with a mesh of electronic wiring. In the tank to its immediate right is a similar framework. However, partially covering the metal skeleton is a layer of muscle and sinew. In the next container is a very man-like figure complete with skin, but lacking distinct toes, fingers, and eyes. In the final tank is a creature indistinguishable from a pure strain human, complete with hair, nails, and facial features.

The androids use this area to replace their numbers when an android unit is destroyed or damaged beyond repair. The process entails the cloning of a biological form around a metallic framework and cyberoid circuits, followed by an extensive programming of the brain. Although two of the androids are in the final stages of maturation, if the life-support system is tampered with all of the androids will "die".

9e. OPERATING ROOM. In the center of this brightly-lit room is a large round table above which hangs a complex of many bladed appendages. Strapped onto the table is some type of water-breathing humanoid (a fen: HD 10; hp 35; AC 7; MV 3/8; AT strike with club-like tail for 6-36; MU shapechange, immunity to radiation and poison, reflects light and laser) who is evidently unconscious. Standing next to the fish man are two androids (a thinker: hp 50; AC 6; MV 12; AT bare hands for 1-6, and controls the fen. Worker: hp 40; AC 5; MV 12; AT bare hands for 1-8 or by sonic drill). One android (the thinker) holds a box-like device encrusted with antennae, knobs, and dials. The other (the worker) carries a salt-shaker sized object that emits a high pitched whine. Also visible to the characters is a stand next to the table on which lie syringes, clamps, and other standard operating tools. On the right wall is a control console equipped with a normal keyboard as well as several dozen buttons of unknown purpose.

When the party enters the room the larger android (the thinker) spends a round unstrapping the fen while the other fires his sonic drill (range of 15 meters, hits as per weapon class 5 for 4-24 points of damage, and has enough power for 15 uses) at the characters. On the following round, the thinker retreats behind the operating table and commands the fen to engage in combat by activating the fish man's recently installed brain implants. The thinker orders the fen to attack those characters closest to himself and does not abandon his control device until either the box is ruined or the fen

is dead. The control box is effectively AC 3 and will take 15 points of damage before malfunctioning, thereby releasing the fen from control. Once free, the fish man will shapechange into his bird form and flee.

The machine hanging over the operating table is a Type XXI Surgeomat, an automated surgeon that may be programmed to perform nearly any simple operation. If activated by an untrained person the device descends and chops, cuts, and sutures anyone on the operating table for 10-60 points of damage.

9f. SEISMIC STATION. Lining the walls of this room are several rows of slowly turning recording drums (rotating cylinders of paper on which an ink pen records a line). On the back wall is a display screen one meter square. Occasionally one of the recording pens will jump slightly, leaving a jagged mark on the paper drum. Simultaneously, a message like:

VLADIVOSTOK 20.59 GMT

Magnitude 3.85

Duration 15.9 seconds

Epicenter East Latitude 43° 12 minutes 16 seconds
North Longitude 131° 43 minutes 28 seconds

or:

SINCLAIR INLET 14.06 GMT

Magnitude 2.51

Duration 18.2 seconds

Epicenter West Latitude 47° 33 minutes 10 seconds
North Longitude 122° 39 minutes 3 seconds

appears on the screen. These messages flash nearly continuously, reporting seismic disturbances up to the minute from locations all around the world.

9g. COMPUTER CENTER. Used mainly by the station's scientific staff, this center also monitors the installation's energy and atmospheric status. Ten humming, refrigerator-sized cabinets are located throughout the room, all connected by thick, black cables. Against the back wall are three computer terminals. Sitting at one of these devices is a lab technician android (hp 40; AC 5; MV 12; AT bare hands for 1-8) who leaps up from his chair and attacks the party as soon as they enter the room. If the characters observe the terminal's display they note that the android was entering a report concerning the disappearance of a team of four workers sent to investigate a strange life form present in Lake Keeg, some 75 kilometers to the west northwest. According to the report, the androids reported being attacked by a group of warriors wearing golden body armor and seemingly immune to the androids' weapons. Only one of the androids escaped. However, he did report that he had taken a section of a golden warrior's armor and would bring it back to the main base. All contact was then lost with the android and he never returned. In response to the loss of the four workers, new androids are presently being grown and are expected to take on full laboratory responsibilities in two weeks. In addition, a strong party of seven heavily armed androids has been dispatched to scour the area between SAMURAI and Lake Keeg.

If the party attempts to use the consoles there is a 90% chance that a message reading "ERROR # (roll a number 1-100)" will be displayed. The remaining 10% of the time the terminal displays either a report concerning hormone-induced seaweed growth or a list of the steps for the proper analysis of fresh water samples. If any of the mechanisms in this room are damaged or destroyed, an automatic environmental back-up system will engage, causing a low throbbing sound and a distinct dimming of the lights.

10. THE RUPTURED DOME.

From tubular corridor **D** the characters are able to see this ruptured dome, now absent of light and movement. Both safety doors leading to the dome are closed; however, the causeway is still free of water. If both doors opening to the dome are knocked down, a wall of water rushes in and drowns all characters who are in Corridor **E** without water breathing gear. All those wearing the proper equipment take 8-48 points damage from the force of the water but may then move about normally. The safety doors linking Corridor **E** with the rest of the complex automatically closes tight upon the entry of water.

The damaged dome itself is divided into three sections. Each area is totally demolished and all of the equipment within is long-ago rusted and barely recognizable.

SECTION 1. This area was once a communications center for the station. With its powerful transmitter and sensitive receptors, this equipment allowed the base to keep in contact with the other sub-aquan bases located around the world.

SECTION 2. This chamber shows evidence of once having been the lab's security station. Corroded, broken weaponry litters the floor, and lying in the center of the room are three skeletons, each wearing the tattered remnants of a uniform.

SECTION 3. This largest of the three rooms contains five oblong, coffinlike boxes connected to a central sphere by thick, multi-colored tubes. The semi-translucent sphere has a large fissure running down its side revealing damage and corrosion to its inner workings. If any of the oblong boxes is opened, it releases a swarm of bubbles along with a dead, pure strain human.

Although this station complex has always been manned by androids, at one time a human crew of twelve supervised the daily routine. With the coming of the dark years and the Cyberoid Uprising of 2325 the androids revolted against their human leaders, slaying all but the heads of the computer, security, excursion, and life science departments as well as the controller of the station. These five individuals were deemed valuable by the androids in case of an emergency with which they had not been programmed to deal. This section, then used for experiments in cryogenics, was converted to accommodate humans, to freeze the prisoners until the androids required their services. When, in the course of an attack by a giant lake beast, the dome was breached, the androids presumed the entire area was destroyed along with the frozen humans. However, if the unopened caskets are taken to Baron Jemmas' scientific staff, the five men will be successfully revived. Any attempt to awaken the frozen men or to activate the revivication machinery on the part of the characters will result in the death of the suspended individuals.

11. STATION DEFENSE AND EXCURSION DOCKS.

Causeway **D** ends in a cubical room three meters across. On the north wall is a door that opens into the **EXCURSION DOCKS (11a)** and on the south is a staircase circling upward towards the **DEFENSE STATION (11b)**.

11a. EXCURSION DOCKS. The four chambers that make up this section of the dome (**Excursion Prep, Internal Lock, External Lock, and Dock**) are all individually computer monitored for the presence of water or air pressure. Between each pair of rooms is a hinged duralloy pressure door opened by the turning of a large, heavy wheel that is set in the center of the door. In no circumstance will any door open unless conditions are the same on both sides of the portal, e.g. if the **Internal Lock** is empty and the **Dock** is flooded, the door does not open unless either the **Internal Lock** is flooded or

the **Dock** is drained. The door between the **Internal Lock** and the **Excursion Prep** room never opens when the Lock is flooded. These doors are twice as strong as safety doors and must have 200 points of damage inflicted on them before collapsing.

Excursion Prep: This room contains a dozen full sets of advanced SCUBA gear. Each set includes a wetsuit, energized fins (allows propelled movement at 18 meters per turn for two hours), and a headpiece containing mask and air supply for 24 hours. Set in wall racks are three spear guns, each armed with explosive-tipped spears. The missiles strike as class 4 weapons underwater with a range of 30 meters, and explode on contact for 6-36 points of damage. Out of water the warheads do the same amount of damage but have a 50 meter range and strike as a weapon of class 1. Each gun is equipped with three spears.

Internal Lock: Used only when the docks are flooded, this plain metal chamber serves as an interface between the laboratory complex and the watery environment of Lake Mitchigoom. Both the floor and ceiling are grilled to allow flooding and on the right hand wall is a set of simple controls; two buttons, one marked "FLOOD" and the other marked "EVACUATE".

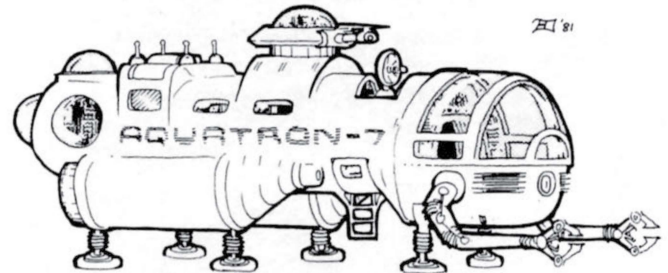
If both doors to this room are closed, pushing the FLOOD button opens the grillwork to the lake and the waters quickly rush in, filling the room in one minute. The doors automatically lock and do not open while the room is being flooded. Pressing the EVACUATE button causes air pressure pumps in the dom wall to force the water back out through the grillwork. If the characters press the FLOOD button and then, realizing their mistake, press the EVACUATE button, the water will not begin to recede until it has first reached the two meter mark.

Dock and External Lock: This large white-tiled room has two exits leading out to the lake. In the center of the room is a massive underwater vehicle covered with clear plastic bubbles and strange mechanical devices. The ship also sports two five meter long pincerlike appendages. Written on the side of the craft is the name AQUATRON SEVEN.

This excursion vehicle can carry twelve people and has its own pressurized air supply (lasting eight hours with twelve people). The ship travels at 30 KPH underwater (50 KPH on the surface) and has a depth limit of 400 meters. The craft has sonar equipment (one kilometer range) and projects a powerful beam of light allowing sight up to 100 meters away. Inside the cabin are two link-ups for the external pincers. Any action made by the controller's arms are duplicated exactly by the pincers. The strength of the pincers is five times that of a man and they have full manipulative abilities. The Aquatron is also equipped with a maxi-taser for use in defense. The gun fires a barbed missile that trails a thin but highly conductive wire behind it, up to a range of 30 meters. When the missile penetrates its target a battery within the ship sends a stunning charge of electricity through the wire, shocking the impaled target for 10-100 points of damage and knocking it unconscious for thirty minutes, less one minute for each hit die of the creature. The entire craft and its accessories are powered by solar energy cells which can recharge fully in 20 hours of full sunlight. A full charge allows the Aquatron to travel for ten hours; however, each shot with the maxi-taser lowers this duration by one hour.

Protruding from the outer wall of the **Dock** is a metal cubicle three meters square. There is a pressure door on the innermost wall of the cubicle opening in the same way as the **Internal Lock**, as this chamber is its counterpart, the **External Lock**. Through a small port-hole in the far door the characters are able to see the dim, murky surface of the lake bottom.

Also noticeable in the **Dock** area is a corrugated section of dome wall. A panel of controls on the wall between the **Internal** and **External Locks** regulates the flooding and evacuation of the **Dock**. In addition, there are controls governing the opening and closing of the corrugated wall section. If the **Dock** is flooded, pressing the control button marked BAY DOORS OPEN causes the wall section to slide back, allowing the Aquatron passage into the lake depths. The button marked BAY DOORS CLOSE, of course, causes the wall section to slide back into place. Inside the Aquatron there is a duplicate set of controls for opening the passage.



11b. STATION DEFENSE. The section of dome covering this room is made of duraglass, a transparent but incredibly tough material. The clear dome allows a 360° view of the surrounding waters. Extending out of the top of the dome is a long, crystalline column. On the end of this column is a two-meter parabolic reflector. The room itself is empty except for one large control console and two featureless metal boxes, three meters square and filled with capacitors. Sitting in the central chair is an android warrior (hp 75; AC 4; MV 15; AT bare hands for 1-12 or by weapon type) wearing a black uniform and armed with a sonic disrupter. The weapon fires a beam of coherent sound of tremendous intensity. At close range (0-5 meters) the sonic beam inflicts 7-42 points of damage, at medium range (6-15 meters) 5-30 points of damage, and at long range (16-40 meters) only 3-18 points of damage. The weapon is not hampered by the presence of water and it does not damage non-organic targets. Contained in the device's miniaturized power supply is enough energy for 10 shots. The android warrior fires at the most formidable-looking opponent first, and continues firing until the energy of his weapon has been expended.

Included among the various controls on the hemispherical console are two covered panels labeled SHIELD CONTROL and INSTALLATION DEFENSE. The plastic covering the panels may be removed easily, giving access to the controls. The SHIELD CONTROL section is made up of one on/off switch and a dial marked along its perimeter with the letters of the Greek alphabet from *alpha* to *omega*. The setting is presently on *mu*, about half way through the alphabet. If the dial is turned towards *omega* the characters notice a distinct glow forming around the installation. At *omega* the illumination becomes so intense that the party is unable to see beyond the shield of energy. If the dial is turned to *alpha*, or the off switch is thrown, the force shield surrounding the base disappears. If the party attempts to leave the base in the Aquatron while the shield is up they find it impossible to break through the force wall. If the attempt is made at the *omega* setting the Aquatron will be violently thrown back and all within the craft will take 8-48 points of electrical damage. The section of controls marked INSTALLATION DEFENSE is made up of five buttons, marked "Elevation Increase", "Elevation Decrease", "Rotate Turret", "Energize", and "Fire". Once the Energize button is pushed, a red light comes on, denoting that the two banks of capacitors have not yet fully charged. Six seconds later a green light will come on, showing that enough energy has been stored. When the Fire button is pressed the crystal column glows a bright purple and a bolt of blue light shoots out of the parabolic reflector. The weapon (a specially developed laser unhampered by the usual light-retarding effects of water) has a range of one kilometer, strikes as a class 3 weapon, and inflicts 30-180 points of damage.

THE LEGION OF GOLD

INTRODUCTION

Upon their return to Horn from the sub-aquan base (Mini-Adventure 3), the characters are granted an immediate audience with Baron Jemmas. He eagerly questions the adventurers on every aspect of their journey, and is delighted at the information revealed. Believing in the characters' prowess, the Baron takes them further into his confidence, seeing at last a way to destroy the power of the dangerous Legion of Gold.

The Baron asks the party to directly search out the Legion of Gold, defeat it, and bring back a live prisoner complete with golden armor. In return, a rich reward in jewels will be the prize, plus whatever else the characters should acquire in the process. Baron Jemmas assures the party that they shall be provided with the finest equipment in his arsenal. He also shares with the group what little factual information he has uncovered — that only once or twice has a weapon felled one of the golden warriors (a laser in one case and a blaster in another); that occasionally the legionnaires are seen operating in small bands rather than large, massed units; and, that all the evidence to date indicates that the Legion's Headquarters may be somewhere to the northwest.

After speaking with the party and receiving their acceptance of the mission, the Baron turns the characters over to a councilor, Squire Briik. The Squire escorts the party to a small antechamber, where they are permitted to conduct an interview with one Willm, a surviving soldier from the debacle at Deerld. Squire Briik informs the characters that it is the Baron's wish for them to question Willm as much as they please about the legionnaires.

If prompted by the proper questions and made to fully elaborate, Willm can relate the following information:

- The armor of the attacking legionnaires glowed
- Sometimes the armor seemed to flicker and dim for a second or two
- The attackers moved almost mechanically and tended to act as a group
- Their weapons were built into their armor and they fired volleys of missiles, discharging them from their outstretched right arms
- The projectiles were of short range, possibly only 17 meters or so, but exploded with great force and were incendiary in nature
- There were two figures with bizarrely-ornamented helmets who hung back and did nothing during the attack
- The armor of the legionnaires covers their bodies and heads completely, and even the eyes are obscured by a bright amber visor or plate

Questions must be direct and specific; otherwise, Willm will only give ambiguous replies.

THE BARON'S ARSENAL

After finishing their questioning, the party is taken to an inner chamber whose heavy doors and well-armed guards make it apparent that items of great value of kept here. Waving the guards aside, Squire Briik opens the doors and bids the party enter.

Inside, a carefully hoarded supply of high-powered weapons can be seen. Squire Briik announces that the arsenal contains the following:

1 Laser Pistol	1 Energy Grenade
1 Mark V Blaster	1 Small Damage Pack
1 Vibro Dagger	4 Suits of Plastic Armor
3 Stun Whips	3 Communications Senders
1 Laser Rifle	2 Medi-kits
1 Mark VII Rifle	3 Replacement Chemical
3 Chemical Explosive Grenades	Energy Cells, suitable
3 Fragmentation Grenades	for all laser or blaster
	weapons

"The Baron has ordered that you be allowed to choose two items each", explains Squire Briik, as the characters examine the room's contents. Duralloy shields will be provided with the party's transport vehicle.

GM Note: Selection should be made by allowing each player a first pick, then reversing the order of selection for the second item. The GM should use his or her own judgment in placing other items in the arsenal and/or eliminating certain items already listed.

START

GENERAL NOTES FOR THE GAME MASTER. While this module is such that several specific adventures are presented, the overall design allows the bulk of the material herein to be used as the core of an ongoing campaign. Turning the general material into a campaign requires some effort on your part, of course, but even this is fairly minimal. Here are suggestions on what is needed to personalize and expand this module for continuing play.

Personalities. Develop some characters who inhabit Horn and other villages you intend to have your players visit frequently. Roll them up just as you would player characters. Equip them according to their position, social station, etc. Be certain that some are hostile to or suspicious of the players. Obvious choices for non-player characters are Baron Jemmas, his knights and squires, the officers and NCOs of the guard, and the proprietors of establishments patronized by the players.

Villages. Draw small maps of the communities shown on the large scale map. Detail all villages which players might visit. (You should, of course, direct the players' explorations with clues and hints gathered through interaction with non-player characters.) Pattern these places after Horn, but on a lesser scale of population and wealth.

Random Encounters. Develop your own encounter tables according to the creatures shown in the module and those which you decide to add yourself. Create as many of your own mutations as is reasonable, but make certain that they are "logical" in the context of the game and this scenario, and do not make such creatures either too weak or too powerful.

New Encounter Areas. Many of the encounter areas on the large scale map are in the area where the players will go in order to locate the Legion of Gold and destroy it. You should add new encounters in other parts of the map so that the players may be sent adventuring in new directions, according to the shape of your campaign. Pattern new encounter areas after those shown herein, containing creatures from **GAMMA WORLD™** game, or those you create.

New Treasure Items. Add a few interesting and useful technological items to your campaign. It is difficult to give specific suggestions, for any such would unduly influence what you do. General categories are: Civilian Personal, Military, Medical, Educational, Industrial, Commercial, and Agricultural. A commercial technological item, for example, might be a hand-held scanner to

determine if an individual was concealing anything on his or her person.

Such expansion will add considerable bulk to your GM's folder, but it will result in many additional hours of fun for your players — and even more for you, the GM, as you'll also have the special enjoyment of imagining and creating!

LEAVING HORN. Once the party has outfitted themselves with armor and equipment, they are led outside the palace to a small plaza where a Flit Car Microbus is parked. The group is informed that the Microbus contains duralloy shields, a fully-powered atomic cell, food and water for a week, 12 ampules of anti-radiation serum, and the usual traveling tools (vehicle repair kit, fire extinguisher, and a package of six red flares and six orange smoke fountains).

"Good luck!" bids Squire Briik, handing the party the last item donated by the Baron, a hand-drawn cloth map evidently based on ancient road maps. (**GM Note:** At this point, make sure the players can see, or have a copy of, the map marked **BARONY OF HORN — PLAYER'S MAP.**) Areas of devastation and lingering radiation are shown, as well as possible locations of hostile creatures. Where to go and what to do is now strictly up to the adventurers.

Once the characters are well underway and outside of Horn they will discover that the Flit Car Microbus has very slow acceleration and probably something wrong with its engine; although the speed indicators for ground and air show 180 and 375 KPH respectively, the vehicle will do only about 70 KPH on the road. A trial in flight mode yields no better result (a top speed of about 150 KPH and a very slow climb rate). In fact, the vehicle seems to run far better in either mode of travel at about half maximum speed, for above this level the engine makes a strange clanking and grinding sound and the whole contraption begins to vibrate and occasionally lurch. Low speed does not seem to extend operating time, however.

If the vehicle is operated at over 35 KPH on land or 75 KPH in the air, there is a 10% chance per ten minutes of such treatment that the engine will stall and become permanently inoperable. In this case, the vehicle will slow (or gradually descend if in flight mode) and come to a halt in the space of one or two kilometers, and will cease functioning until repaired by an expert mechanic (human or robotic). Such repair will not in itself eliminate this problem, however, because the Microbus is in dire need of a thorough overhaul and several currently unobtainable new parts.

KEY TO THE ENCOUNTER AREAS

RANDOM ENCOUNTERS. Use the standard **GAMMA WORLD™** tables except when the Flit Car microbus is in flight mode. When traveling by air, check for an encounter every 10 kilometers if the vehicle is over 100 meters in altitude (if under that, use the normal tables for land encounters). Use the random encounter table below for flight encounters:

Die Roll	Encounter
1	2-8 Blaash
2	1-4 Blight
3-5	1-2 Cal Then
6	No encounter (or one of GM's devising)

DESERTED VILLAGES. All sacked and empty villages are indicated on the map by the code letter **Z**. Such villages have been razed by the Legion of Gold. Notes on each village, deserted or otherwise, are given in the appendices. If the party enters a deserted village, there is a 1 in 6 chance that they will have a random encounter:

Die Roll	Encounter
1	Villager who saw Legionnaires but knows nothing
2-4	Villager who knows nothing and saw nothing
5	Crazed mutated human outcast*
6	Cryptic Alliance group*

* Either roll up some special individuals/groups for these encounters prior to beginning play, ignore these results, or handle them as they occur (but this latter takes away time from active play).

1. BADDERS (12). HD 6; hp 28, 25, 5x24, 21, 19, 18, 17, 14; AC 4; MV 15; AT bite for 1-6 damage, or by weapon type; MU empathy. The leader, Baardesh, (largest badder with the highest number of hit points) has an energy mace and a twelve gauge shotgun with both chambers loaded with shells containing 00 buckshot. He has a crude pouch with seven more shells and a stage II Emergency ID card (red and white with white trim). This creature also wears a necklace with eight gold coins attached to it. The other badders are armed with light crossbows and large axes, but they hope to find better weapons. Baardesh and his band have come south to raid and slay. They are moving through the woods towards the village of Devn, planning to strike isolated farms and any vehicles caught on the roads.

2. DEATH LAKE ENCOUNTERS. While local inhabitants are able to utilize the waters of the lake for fishing or transportation, it is highly dangerous to those not familiar with its perils. Movement upon or near the surface of the lake demands a check for a random encounter every hex, with a result of 6 on a d6 indicating an encounter. In the event of an encounter, use the following table to determine the creature involved (roll 1d8).

Die Roll	Encounter	Die Roll	Encounter
1	Barl Nep	5	Letharp*
2	Ber Lep	6	Narl Ep
3	Fen	7	Seroon Lou
4	Fleshin	8	Weirbuled*

* See the descriptions at the end of this module for new creatures.

3. MENARL (4). HD 7; hp 39, 34, 27, 24; AC 6; MV 6; AT by weapon type; MU heightened strength. There is a stony bluff at this spot with many tumbled boulders at its base. Here, the menarl family have built their home, by digging and moving rocks to make a large cave with an underwater entrance and a ledge area which is above the water. The four menarl are a mated pair and their two offspring. All of these creatures are armed with long spears and daggers. Hidden on the dry ledge are four tear gas grenades and a stage IV ID card (red with silver trim). The menarl will find it hard to resist trade offers for these items in return for a vibro blade with battery. They also know where there are eight gold ingots, and they are willing to trade them for a like number of energy cells (each ingot is equivalent to 100 gold coins). If attacked, the menarl will attempt to escape underwater. They can close the entrance to their cave by rolling a huge boulder into the opening.

4. ANDROIDS (7). **4 workers:** HD 8; hp 40 each; AC 5; MV 12; AT bare hands for 1-8 or by weapon type; **1 thinker:** HD 10; hp 50; AC 6; MV 12; AT bare hands for 1-6 or by weapon type; **2 warriors:** HD 15; hp 75, 75; AC 4; MV 15; AT bare hands for 1-12 or by weapon type. Unbeknown to the people of the Barony, renegade androids have established a secret base somewhere along the shores of Great Mitchigoom (see Mini-Adventure 3). Their spies have been

moving throughout the land, gathering intelligence and reporting to their base. The androids are as puzzled and concerned about the glowing golden warriors as Baron Jemmas is, and this scouting party is methodically searching the deserted fort and village in order to find clues to the whole affair.

Each worker has a duralloy sword on his person. The thinker has a duralloy shield and a needler pistol with a full clip of paralysis darts (intensity 14). The thinker also carries a stage II civil authority ID (blue and green with a red stripe). The warriors each have duralloy shields, duralloy swords, and laser pistols (with one spare energy cell).

5. ARK (3). HD 8; hp 36, 30, 27; AC 4; MV 15; AT by weapon type; MU telekinesis, weather manipulation, life leech, mental strength, and radiation resistance of 10. These creatures recently journeyed south from the vast forests of the northern regions. In an encounter with one of the Baron's patrols one of their number was slain, and the arks thereafter withdrew northwards to the edge of the nearby woodlands to rest, heal their wounds, and enjoy a feast. They now consider the place their own territory and are looking for females of their kind so as to establish a permanent pack. Each ark has a bandolier with several human hands upon which to snack. The largest has picked up a stage I ID card (solid yellow with purple stripe) and two gold coins. Another has four domar coins; a one, two, 10, and 25. The weakest (27 hp) has a bright metal rod (a package holding an intera shot in its injector). Each ark carries a club with which to defend itself.

6. YEXIL (2). HD 10; hp 51, 43; AC 6; MV 4/15; AT bite for 3-18, eyes can emit laser blast for 5-30 with a range of 25 meters. There are two large yexil shambling about in (or flying near) the empty village of Deerld, searching out and eating garments left behind when the populace was slain or carried away into slavery. There is a 10% chance per party member that some item of their apparel will appeal to these creatures' taste. If that occurs, the yexil will offer to trade them "two silver eggs — very nice to look at" for the item of clothing. (The silver spheres are 10 centimeter negation bombs. Close examination will reveal a small section which opens to reveal three colored buttons which depress, but once pushed cannot be undone without a special key: *red* indicates a 10 second delay before detonation, *yellow* a minute delay, and *black* indicates detonation upon forceful impact.)

7. CREP PLANTS (2). HD 15; hp 37, 33; AC 3; MV 1; AT 1-4 manipulative vines with parasitic attachments, which can drain 10 hp of blood per melee round; MU death field generation, molecular disruption, and life leech. These two small, rose-colored plants have only recently emerged from their aquatic state. (The Lake Keeg variety often spawn amphibious offspring which move to land to grow, eventually generating new plants which return to an aquatic habitat.) They are very hungry and will attempt to life leech as soon as prey is close enough.

8. PODOGS (6). HD 4; hp 22, 20, 13, 12, 11, 10; AC 5; MV 15; AT bite for 2-12; MU sound imitation. A mated pair of podogs and their four pups have made their den in the ruins of an old building. Part of the former basement serves as a cave-like shelter, while the rest of the place is nothing more than a heap of bricks and bits of rotting wood, well hidden by trees and brush. Any aggression against the podogs triggers an attack response. If the parents are slain, the pups retreat to the den. The largest pup has a dual brain. If these ruins are thoroughly searched, an old storeroom will be discovered, and in it is a five kg. plastic container of herbicide, a 5-liter plastic can full of gasoline, and a weed sprayer which is functional (five meter range) if the back tank and plastic connecting hose are cleaned out.

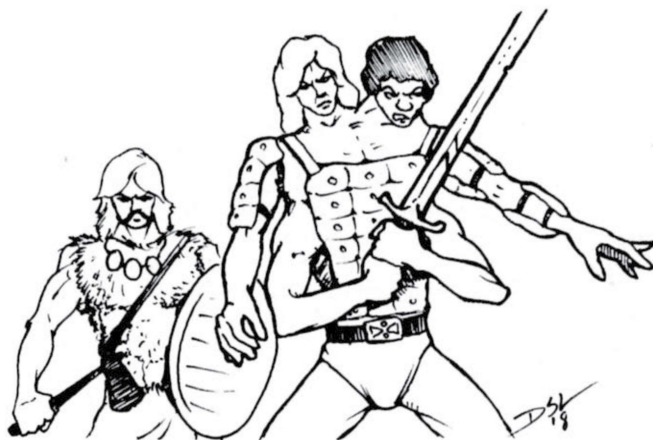
9. SOUL BESH (1). HD 10; hp 38; AC 8; MV 9; AT bite for 1-6 plus intensity 18 paralytic poison, then on subsequent melee rounds it sucks 12 hp of blood per round from paralyzed victim; MU chameleon powers. This creature lurks at the edge of the great marsh, staying near the end of the road and hoping for easy prey.

10. FOLLOWERS OF THE VOICE (9). This small band of cultists has been directed to colonize this location and serve as guards by the Control Computer, REAPER (see **11. THE LEGION OF GOLD**) — a "voice" which assures them all that it will restore peace and order to the world. The group always watches the road and the surrounding areas for trespassers. The computer has given them strict orders to attack humans on sight, and this command will be faithfully followed. Initial contact will be with the first three "Followers" detailed below, and the remainder of the cultists join their comrades in 2-12 minutes.

These first three creatures are an orlen and two humans (**orlen:** HD 15; hp 54; AC 4; MV 15; AT by weapon type or mutation; MU two heads and two brains, each with telepathy, telekinesis, and will force. **Humans:** hp 49, 44; AC 7; MV 12; AT by weapon type). The orlen wears sheath armor and carries a two-handed sword, while the two human males are each equipped with hide armor and shield, sling, and a small axe. Upon sighting trespassers, the orlen sends a telepathic warning signal to the remainder of the band, and then he and the pair of humans attack at the first opportunity. They carry nothing of value with them besides their weapons.

After 2-12 minutes have elapsed, the other cultists arrive on the scene and engage in combat with any characters they can find. They are a mutated bear (the Leader — HD 12; hp 60; AC 4; MV 12; AT bite for 2-12 or by weapon type; MU heightened intelligence, heightened dexterity, manipulative forepaws, and telepathy), a mutated human female (hp 70; AC 4; MV 12; AT by weapon type; MU heightened strength, heightened constitution, and light absorption), and four normal humans (hp 42, 39, 36, 35; AC 7; MV 12; AT by weapon type). The bear possesses a .75 caliber slug thrower with one clip of slugs. In a pouch slung over his shoulder are three hydrogen energy cells, one plastic tube containing two accelera dose tablets, and a stage III ID card (blue with a red chevron, for a military police NCO). The mutated human female carries a duralloy shield and in close combat wields a longsword. She wears a bandolier containing various food items, eight 5-domar pieces, and a gold ring set with semi-precious stones (250 domar value). The four standard humans each wear hide armor and carry shields, small axes, and crossbows. Each man has a quiver of 15 crossbow bolts and also either a bandolier or pouch containing food items.

The cultists' encampment is well-hidden amid the ruins but a diligent search of at least 15 minutes uncovers it. It contains several more packages and sacks of food, several items of clothing, and an old suitcase containing a PorTent wrapped in a blanket.



11. LEGION OF GOLD HEADQUARTERS (COMPUTER COMPLEX).

Where the old road gradually sinks and vanishes into the south-eastern edge of the morass of Mendommarsh, the party notes a series of low, tree-dotted hills perhaps half a kilometer to the west of the old roadway. A hard-packed road surface of recent construction forks away from the old road and seems to lead toward the group of hills. Careful examination of this new road reveals that it is used by human-type creatures, and that traffic has passed both towards the hills and away from them.

As the party follows the road and draws near the hills, they find that the pathway is leading to the central knoll. On the east face of this rise, not far from the rounded summit, can be seen piles of rubble indicating ruined buildings. The road comes to an abrupt end at one such slag pile (near area **B**), and another lies only 25 meters to the south (area **C**). Small trees grow on this side of the hill and along its crest above. The ground is rocky and covered with tough, coarse weeds, except for a three meter patch of soft, green moss (area **A**) that lies along the northern edge of the first rubble pile. Nothing else of note can be seen. If the party hides and keeps a watch, there is a 1 in 6 chance per day that a centurion and 2-12 legionnaires are observed exiting from the concealed entrance (area **B**). There is likewise the same 1 in 6 chance that such a group of legionnaires discover the party and attack.

A. Deathmoss Patch. Walking upon this soft and inviting turf is to court a horrible death. The mossy surface is only the inviting lure of a deathmoss plant (HD 3 per square meter; hp 32; AC 9; MV none; AT sleep-inducing scent, one meter range, plus 5-30 each round to comatose individuals from fluid draining; MU produces senses-heightening berries). Once the vegetation is bruised by footsteps or any other action, it gives off an aromatic scent that affects any individual on the moss or within one meter of its edge as intensity 12 poison. A "D" result indicates the victim has fallen into a comatose sleep, while a number result (dice of damage) is the amount the victim's constitutional resistance is lowered the next round if he or she remains within range of the scent. The next round, the deathmoss sends up boring tendrils to penetrate the flesh of any comatose victim, and beginning on the round after that, the plant begins draining and dissolving the fluids and tissues of the trapped individual, automatically inflicting 5-30 points of damage per round until the plant is killed or the victim is removed. (Additional details can be found in the **New Creatures** section of this module.)

The control computer of the legion complex has allowed the deathmoss to flourish here as an additional safeguard to its installation. It is unaware, however, that the plant has from 2-8 tiny, purple-veined, greyish berries growing around the edge of the patch which, when eaten by a human, increase all five senses in the same manner as per mutations: heightened *vision*, *touch*, *taste*, *smell*, and *hearing*. This effect lasts for only one hour, after which the affected senses are **reduced** in capability by 50% for another hour.

B. Concealed Entrance. The centurions of the legion complex have constructed special doors whose outer faces appear to be piles of rubble. The doors' surfaces are indistinguishable from the other heaped slag. An opening mechanism on the outside is disguised as a rusted pipe. This mechanism is activated by screwing it counter-clockwise for two complete revolutions then two revolutions clockwise. The doors cannot be forced open, and will sustain 100 points of damage before collapsing (this will, of course, alert the control computer). Inside the gateway, a small rough-hewn chamber, the party sees a plain lever affixed to the left wall (the inside operating lever) and, a short distance ahead, the heavy duralloy doors of the **Security Gate** (area **D**).

C. Non-Functioning Security Robotoid. The huge pile of rubble here is so massive and twisted that only careful exploration (a minimum of twenty minutes) reveals a small, narrow opening into the pile which seems to lead to a small hollow space in the center of the rubble. Only a small individual, without encumbering equipment, can wriggle through the opening and along the cramped passage to gain access to the inner area. There, a security robotoid in an OFF state can be found, resting in a small protective hollow formed by large crossbeams and girders which provide a ceiling framework of sorts to hold up the bulk of the rubble. The robotoid is covered with dust, mud, and leaves. Apart from some dents and scratches, the robotoid seems to be relatively undamaged (close inspection reveals, however, that its receptor for broadcast power is broken and can not function until repaired). The robotoid's chest panel is ajar, and if it is fully opened and the connector switch closed (a bar lever flipped downwards), its nuclear plant goes into operation and the robotoid begins functioning in five minutes. All special programming on this unit was erased and it was awaiting reprogramming at the time of its burying. It retains general instructions regarding security only, and obeys anyone who appears human and has any sort of ID. One hour is required for the robotoid to clear a path out of the hollow to the outside permitting it to leave.

D. Security Gate. The inner chambers and halls of the Legion of Gold are masked and guarded by a massive pair of duralloy doors. The doors are protected by a force shield which inflicts 25 points of damage to any creature contacting it. The shield also absorbs all attacks directed at the doors. If a stage III ID card is placed in the slot to the right of the door, it is registered and returned, the force shield shuts off, and the doors slide open. Any ID below stage III is punched and returned. Three punches in an ID card triggers a security alarm and summons a centurion and four legionnaires in 1-4 minutes. Egress through this doorway is governed by the same procedures.

Once past this portal, the party has fully entered into the underground headquarters/computer complex of the Legion of Gold.

GM Notes Regarding the Underground Complex. All corridors are slanted downward at a gentle angle, so that the farther the party proceeds into the complex, the deeper underground they go. There are drain slots and holes at regular intervals along each passageway. Air is circulated through vents and continually purified and renewed. The equipment for air circulation is housed under area **S** and powered by the plant in room **U**.

All doors in the complex are constructed of duralloy, and unless otherwise stated, absorb 50 points of damage before collapsing.

If the party enters the complex and somehow avoids detection, there is still a 1 in 6 chance per turn that they meet some robotic unit. A check should be made each turn, and if an encounter is indicated, roll again and consult the following table:

Die Roll	Encounter
1	light duty engineering bot*
2-5	general maintenance robotoid*
6	centurion with 0-5 legionnaires (roll 1d6, treating a 6 as 0)

* Unless the party attacks, all but a centurion robot simply ignore them and go on about their own business.

In addition, it is assumed that two centurions and 20 legionnaires are on missions outside the complex but can return in small groups over a period of 2-12 hours. Two d6 should be rolled when the party enters the complex; this is the number of hours that pass before the

first group of legionnaires will return. The size of the returning group is at the GM's discretion. If the party is having too easy a time of things, the returning party should be large; if the party is in serious trouble, the returning legionnaires should only be a small handful.

It is important that the GM stress that the bright golden glow of the centurions and legionnaires periodically flickers and dulls for a brief period each melee round (this effect is detailed in the appendices following these adventures). If this effect is carefully observed, the character quickly notes that the flickering occurs at random periods from individual to individual. It is possible for a character to withhold attack until a flickering period, but he or she must then accept any opponent attacks first. The character **must** have his or her weapon ready and sighted in order to take advantage of a flicker, and if he or she is struck prior to firing, there will be **no** opportunity to fire during a flicker period.

E. Interior Corridors. All corridors in the legionnaires' complex are lit by glow strips in the ceiling and upper wall areas. Each intersection has a non-moving, wall-mounted hall monitor four meters above the floor (two meters below the curve of the arched ceiling). Monitors are indicated by a dot (.) on the complex map. Hall monitors in the installation were principally meant to monitor traffic flow and only incidentally to act as security devices, so there are sections of corridor where there is no surveillance by these devices, though the general location of any intruder is known because of their positioning. One section of the control computer is aware of intruders and sends a centurion and four legionnaires to deal with them. If this squad is somehow eliminated, then a General Alert will be sounded and all units will go to the trouble area.

Hall monitors are sturdily constructed and take 25 points of damage before being destroyed. Lenses, however, are more delicate, and five points of damage break them. Installation ceilings, walls, and floors are constructed from the limestone rock of the area and sheathed in 25mm of plasteel (almost as hard as duralloy but with greater flexibility). All doors are completely duralloy.

F. Storeroom. A stage II ID card is required to enter this chamber. Inside are various shelving units for maintenance and engineering. There are containers of blank video discs, circuit boards, glow strips, etc. In a far corner is a case containing four five-liter plastic bottles full of liquid plasteel (hardens at the rate of 1mm per 10 seconds when in contact with air). A shelf in the southern end of the room holds 200 cartons of food concentrate (each carton holds 50 dehydrated meal packets).

G. Collapsed Corridors. At one time a burrowing missile exploded over this area and the plasteel underneath ruptured. Bits of plasteel, earth, gravel, and chunks of limestone effectively seal off these four passages permanently.

H. Maintenance Shop. Entry into this room requires a stage II ID. This shop is furnished with workbenches around the walls, hoists, parts bins, miniaturized equipment, and tools for the general maintenance and repair of light duty robotic units. Parts of a security robotoid, several general household robotoids, and half-finished suits of legionnaire armor are piled here and there. An engineering bot (light duty) and a general household robotoid (maintenance model) are working with a heavy duty magnetic shape-former to finish another centurion. Unless a General Alarm has been sounded, they ignore any creatures who enter as long as the robots are not attacked or their work interrupted. In the event of trouble, the engineering bot attempts to send data to the control computer before suppressing the troublemakers, therefore it refrains from attacking for one melee round.

I. Office. Entry to the office requires a stage III ID. The room is currently being used as a prison to hold three mutant humans (hp 38, 36, 34; AC 10; MV 12; AT bare hands for 1-4, weapon class 1; MU electrical generation, intuition) recently captured by a roving patrol. These individuals are quite human in appearance, although they look exactly alike. They all have the same mutations and are wearing only pale yellow, hospital-type smocks. There is a sink and lavatory in the room, and the prisoners are forced to sleep on empty desks or the floor. They are fed twice daily, at 0700 and 1400, by the general household robotoid (maintenance) while a centurion guard looks on. If freed, the mutants will happily join against the legionnaires. The GM may also wish to roll up statistics for the mutants and retain them as non-player characters for future campaigns.

J. Medical Station. A medical technician robotoid is here, responsible for hooking captives into the brain scanner which the main control computer in area **R** uses to erase the memory/recall areas of the brain. The computer then turns them into obedient automatons by means of a surgically implanted communicator. The medical robotoid assumes that any person(s) entering is meant to be "processed", so it instructs him or her to sit quietly and wait while being examined. The robotoid has a supply of 10 ampules of suggestion change serum, and it has each individual lie prone on the examination table and attempts to give him or her an injection of the serum. Thereafter, it affixes the portoscan, moves it over the individual's head, sets the dials, and waits one minute. The individual then becomes a complete automaton, and the medical robotoid uses a vibro scalpel and microlaser to implant the communicator.

K. Communications Storage. There are 81 communicator discs in this room, each sterilized and sealed in an individual plastipack. Specifications for each disc are plainly printed on each container, including the frequency on which the device operates. Clever players can jam communications to the legionnaires by setting their communications senders to this frequency and issuing a stream of orders and instructions, which will at least neutralize the effectiveness of these servants of the control computer. (Centurions are not affected, for they operate on a separate fluctuating frequency.)

L. Centurion Robot Area. Entrance to this area is by stage III ID. This former research lab is now the "off duty" area for four centurion robots (HD 10; hp 40 each; AC 3; MV 12; AT by weapon type). Two centurions move to attack any intruder, while the other two retreat to room **M** to summon aid. The robots are each armed with a laser pistol (fully charged); if all charges are expended, they fire mini-grenades from a launcher. Being inside the installation, grenades are all gas. (For complete details, see **Centurion Robot, Legionnaire, and Mini-Grenade Launcher** at the end of this module).

M. Legionnaire Area. Another former laboratory converted to house the automaton servants of the control computer, REAPER, this place also requires a stage III ID to enter. It is bare of furnishings save for racks of armor and small bunks in tiers of three which fill all other available wall space. Inside are 28 humans — 14 clad in their legionnaire armor, the remainder "resting" until ordered to do otherwise (armored legionnaires: HD 8; hp 32 each; AC 3; MV 10; AT by weapon type. Unarmored legionnaires: identical statistics except AC is 10). When in the complex, they are permitted to attack with short swords only. As soon as the party enters area **L**, the control computer will require the unarmored legionnaires to don their protective suits. This action requires three full minutes for the slow-moving automatons. Legionnaires *always* act in concert, as a group under control of a centurion robot. Without a centurion, the troops do nothing, and it would take three centurions to command the entire 28 legionnaires, as a centurion's command extends to 12 maximum units.

The two chambers to the east have normal doors. These are lavatories and hygienic stall areas.

N. Arsenal. This is a high-security lab which has been turned into the storage depot for armaments, and a stage IV ID is required to pass the door. Inside is the following equipment: six complete suits of legionnaire armor, two cases containing 10 gas grenades each, three cases containing 10 concussion (explosive) grenades each, four cases containing 10 fragmentation grenades each, two laser rifles, and six hydrogen energy cells. (**Note:** All grenades are of the mini-variety.)

As a security measure, all of the weapons and grenades in this room have been implanted with a sensitive radio-wave receiver which controls the detonation fuse or firing circuit. To prevent a trespasser or unauthorized unit from forcing entry into the arsenal and making off with a dangerously high level of firepower, there is a radio-beam mechanism installed as part of the control computer which constantly emits a series of high frequency waves preventing the grenades or weapons found here from functioning. Only if the concealed slot hidden behind the sliding panel in the east wall is discovered (requiring a minimum of 15 minutes search) and a stage IV red-trimmed ID card is inserted will the radio waves be canceled and the weaponry rendered usable. The energy cells, however, are not covered by this precautionary measure, and can be utilized immediately.

O. Lounge. A stage II ID is required to enter this room, which has been converted to a mess hall for the legionnaires. Several tables have been pushed together to form long eating surfaces. After the party has entered, a general household robotoid (food service) approaches the party from the south doors and inquires what sort of nourishment is required; sustenance level, or a vigorous activity nutrient? Upon receiving an answer, it returns to the food preparation area from whence it came (area **P**), and in one minute it begins to bring out plastrays of the requested type of food. If attacked this unit attempts to defend itself, but it is not connected to the control computer. See area **P** below for the room beyond the south doors.

P. Food Preparation Area. To enter through the corridor, a stage II maintenance or service ID is required, but no card is needed to enter through the service doors connecting this room to area **O**. While there are several nutrient and food flavoring terminals here, this area originally served the lounge area and its preparations include three different mild stimulants, seven grades of alcoholic beverages, two mild narcotics, and a dispenser with eleven doses of pain reducer, four doses of mind booster, and five doses of stim dose. The general household robotoid (food service) who services this area and area **O** has been reprogrammed and has no information on these food items.

Q. Control Area Data Bank. A stage III ID (scientific or technical) is required to enter. A centurion robot is on guard here at all times (HD 10; hp 40; AC 3; MV 12; AT by weapon type). It is armed with an integral laser and also uses a mini-grenade launcher to fire sleep gas grenades. The data banks include laser discs preserving a wealth of information from the past, plus acquired information regarding present conditions. There are four manual-input terminals with display screens, printers, and vocal systems (input and feedback). There is also a large, 3-meter square display screen on the west wall. (If any player attempts to make use of the terminals, he or she gets a non-stop flow of misleading information as the control computer seeks to delay the party.)

R. Control Computer Main Systems. A stage III ID card (scientific or technical) is required to enter. Here are the cases and cabinets which house the circuitry of the principal functions of REAPER, the control computer, including its communications units, whose telescoping antennae and pipe housings are connected by cable to this

unit series. If communications are stopped, all centurion robots revert to solar cell power and no longer direct legionnaires. The latter stand around until instructed to do otherwise, or until they expire. All legionnaire and centurion armor force fields are lost.

S. Cybernetic Sustaining Units and Monitoring Station. A stage V ID is required to enter. The hardware in this room sustains the cybernetic tank (area **T**) and monitors all life support systems and nutrient fluids. It likewise analyzes the operational state of the legionnaires, including brain wave patterns. This monitor is flashing red and beeping softly, an indicator pointing towards an area of the dial which reads: "DANGEROUS MALFUNCTION; OPERATOR IS REQUIRED TO ISOLATE CYBERNETIC UNIT AND CALL PROJECT COMMANDER IMMEDIATELY!" If any of this equipment is damaged, the whole set-up is ruined. Emergency support systems then go into operation, but they are only able to maintain the cybernetic tank for a maximum of 60 hours.

T. Cybernetic Tank. A stage V ID is required to enter. The various machines and apparatuses required to sustain the cybernetic brain are here. REAPER has built a defense system so that upon unauthorized entry an electrical current runs through all metal surfaces (the cybernetic tank is insulated), causing 4-24 points of damage per round to all characters wearing or carrying metal objects. The current is directed through a console which hums and displays a series of blinking amber lights. It requires 30 points of damage to destroy this mechanism, and electrical defenses no longer function thereafter. The cybernetic tank takes 50 points of damage before ceasing to function. The brain offers to reveal anything desired to prevent its destruction, even directing the party to known valuable items anywhere within the complex. (The brain knows little about what the current situation in the world is, but it might be able to render useful data on the correct use of technological items, their repair and construction, etc.). If the tank is destroyed, the cybernetic brain will die instantly.



U. Power Room. This was merely an auxiliary power plant originally, with a small fusion reactor for emergency use. It is now the main source of energy for the entire complex. Shutting the plant down is relatively simple (use **Artifact Use Chart A** from the **GAMMA WORLD™** rules book if it is attempted). If the party causes any damage to the plant, there is a 1% cumulative chance per point of damage that an uncontrolled thermonuclear reaction will be precipitated. In the event this occurs, roll a d20 to see how many minutes elapse before the explosion. Steam, heat, sparks, etc. immediately commence upon the occurrence of critical damage. The eventual reaction destroys everything nearby. The central hex (on the outdoor map) will be a fused ruin with a deep crater (all radiation of intensity 18) while the six surrounding hexes will be swept by fire, high winds, and have a radiation intensity of 15 thereafter. The circle of hexes surrounding these inner six will also have a lingering radiation of intensity 9.



V. Laboratory. A stage III ID is required to enter. The complex's mini-grenades and laser weapons are fabricated here. There are 24 sleep grenades packaged in a carton, and components for 200 of each type of grenade stored on shelves. Attempts to manufacture these weapons fail utterly due to the strange construction of the mini-grenades. Several partially completed laser weapons are lying on another work bench. They do not fire, but they may be cannibalized for working parts.

W. Barracks Corridor. This passage continues southwards for about 50 meters. At the terminus the overhead ceiling has collapsed (as per **G**, above). Built along the walls of this corridor are bunks for legionnaires. Accommodations for up to about 200 are possible. There are also two rooms near the rubble's edge along the west wall of the passageway. Both require stage II IDs to enter. The first (room 1) is a room 10 meters wide and 18 meters long. It was once a lecture room, and is dominated by chairs and a podium with lectern. It is not currently in use by REAPER. The second room (room 2) is a 10 x 15 meter metal shop. Most of the machinery and equipment is broken, but several smaller machines still function. One is a laser jig for manufacturing short swords of duralloy. If the characters experiment with the machine, use the **GAMMA WORLD™ Artifact Use Chart A** to judge their success. The machine can make one sword per minute; 20 swords are possible before the machine needs a refill of sheet duralloy (also requiring the successful passing of **Chart A**). Another nearby machine is a sheet duralloy fabricator. It is programmed to supply sheet blanks for short swords. Its successful operation requires completing **Chart A**, and the reprogramming of either machine requires completing **Chart C**. A similar device to this last machine delivers sheets of plasteel, while a larger machine next to it is programmed to produce sections of armor (which are then taken elsewhere and used to construct legionnaire suits).

Note that all of these machines draw power from the thermonuclear fusion reactor in room **U**. If there is no power available, none of the equipment functions. In any case, the duralloy supply is limited to a quantity equal to 100 short swords (or 100 shields) before being exhausted. Plasteel is limited to about 10 times that amount.

12. CREATURE OF THE LAKE. The amoeboid: hp 1000, 50 hp in nucleus; AC 10; MV none; AT can send out pseudopods to grab prey, touch causes 2-12 damage to exposed skin; MU mental attack, strength 12, 20 meter range, plus immunity to all forms of non-physical attack save radiation of intensity 9 or greater.

This small, deep pond-like lake is the lair of a gigantic life form unlike anything known, which does think and reason in its own right. Any living creature which ventures within 20 meters of the edge of the lake is subjected to a mental attack of 12 strength. Creatures who are successfully attacked come under the control of the amoeboid, and march into the water where many pseudopods grasp and drag the prey inside the creature to be absorbed. (The party might note that there are no birds, animals, or even insects within 100 meters of the water. Even microscopic life forms normally inhabiting lakes are devoured by this monster when larger prey is unavailable, and vegetation is consumed when nothing else is available.) The monster is huge with its body being almost a kilometer in diameter. When other food is unavailable, it is able to photosynthesize nutrients and go into a semi-dormant state. It lurks underwater and is basically immune to all forms of attack, save radiation of 9 or greater intensity which kills it in 100 rounds of exposure but leaves behind 5-30 cysts which then develop into smaller versions of this creature within 1-4 hours after the affecting radiation drops below intensity 9.

The amoeboid can withstand up to 1000 points of damage over its entire body. The nucleus can only absorb 50 points before being destroyed, and thus killing the creature. However, the nucleus is in the center of the lake under 150 meters of water. Mental attacks do not work upon the creature, nor does a death field. A life leech attack does affect the amoeboid, causing it to send a pseudopod out to capture the attacker. Pseudopods sent outside the lake are charged with an acidic secretion which inflicts 2-12 points of damage each melee round of contact with animal or vegetable matter but is too weak to affect metal or like substances. Communication with the monster, mental or otherwise, is not possible.

The waters of the lake are crystal clear. If the amoeboid is killed, an investigation of the lake by a fly-over or underwater exploration reveals an environmental car in 20 meters of water about 500 meters from the northwestern edge of the lake. The vehicle is in good condition, with about 75% of its power capacity left. A skeleton clad in a bright nylon suit sits at the controls. In its pocket is a stage V ID (purple with silver star — government courier/envoy). A laser pistol, fully charged, is strapped to the belt. Under the seat is a medi-kit. The portable communications sender in the vehicle is all-frequency and audio-visual.

13. ROGUE SLEETH (4). HD 18; hp 75, 71, 68, 64; AC 5; MV 12; AT by weapon type; MU repulsion field, mental defense shield, telepathy, precognition, and can negate any force field (30m radius).

These four hateful sleeth were driven out of their home village because of their criminal acts. They now live as outlaws, seeking to pillage anyone crossing their path. They will slay the unsuspecting for food, hopefully gaining other valuable items in the bargain. The largest (75 hp) has a vibroblade, the next largest (71 hp) has a heavy crossbow with 24 bolts and a long sword. The other two sleeth each carry three javelins and a light axe. The four stone and wattle huts in which the sleeth live are built on a low ridge rising out of the marsh. They contain crude baskets with dried fish, smoked birds, and other bits of unidentifiable foodstuffs. Clay jars hold the watery beer the sleeth brew. Skulls and bones are set about for decoration. The leader has a large axe and a spear on his wall. Buried under the floor of the leader's hut are 21 gold coins, 53 one domar, 11 two domar, 19 five domar, and 7 ten domar pieces, a stage II ID card, a hydrogen energy cell, and a communications

sender (audio only). The others each have various useless "treasures" (choose worthless items from the **Treasure Tables**) hidden throughout their huts, and from 3-18 domars in denominations of 1, 2, 5, or 10 each.

14. RAKOXEN HERD (29). HD 20; hp 90, 2x80, 4x70, 10x60, 4x50, 8x30; AC 4/6; Move 9; AT eight horns, 1-3 will hit a man-sized opponent, 1-6 damage per horn, double damage if charging.

These lumbering herbivores are very much wild, and the three herd bulls (the three largest rakoxen) are particularly prone to attack anything moving within 50 meters of them.

15. KATKINS (4). HD 9; hp 39, 33, 21, 18; AC 4; MV 15; AT two claws and a bite for 1-6 each, or by weapon type; MU heightened speed and balance, plus thought and sound imitation.

This group is composed of a black male, a gray- and black-striped female, and their two darkly-striped kittens. They seek to parley with any reasonably friendly group they encounter, for they are bent on revenge. They formerly dwelt to the southeast (area 19), but just five days ago several bigoons attacked their nest and killed and ate two of their offspring. In return for their help (either in the form of weapons, or as a joint expedition to slay the bigoons) the katkins will help the party through the woodlands, take them to the grens (area 20), hunt food, etc. They have no treasure here, but in their original dwelling place (area 19) the male had a needler (without a functioning battery but with two clips of paralysis darts) and the female had a vibro dagger.

16. HEALERS (4). This band is wandering along an ancient trail, heading eastwards. There are one pure-strain human, two human mutants, and one mutated animal in the group (if needed, roll up characteristics for each member, giving all good mutations to the appropriate ones). They have the ability to cure and heal all damage the party might have sustained. Allow two or more days to be required for the procedure, according to the extent of the healing needed. They will not harm the party unless attacked by them, and even then the Healers will only act in self-defense. The Healers have a .38 slug thrower with three 25 shot clips, five stun grenades, and a Stage IV control baton.

17. ECOLOGY BOT (Agricultural) (1). HD 12; hp 35; AC 3; MV 140; AT two five-meter tentacles, plus electric paralysis devices which can spray water, insecticide, herbicide, with a 10 meter range. This unit has gone absolutely wild. Its programming now interprets any creature trying to enter or leave the forest as a pest bent on destroying the fields beyond, which it tends. It captures all such vermin, destroys them, and dumps the corpses in a nearby gulley. It does not move more than 50 meters westwards into the trees after these supposedly destructive creatures. If it sights any living things on the plains to the east it immediately moves to destroy it.

18. BRUTORZ (9). HD 14; hp 59, 55, 52, 51, 50, 48, 40, 31, 23; AC 7; MV 18; AT two kicks for 2-12 each, plus one bite for 3-18; MU pre-cognition. This wild herd is just passing through the area, in a broad arc to avoid the small forest to their east. They are not at all tame, although they allow pure-strain humans near, but only if the approaching individuals are all PSH, or a lone PSH. Proximity to any form of mutant, robot, or the like sends them galloping off at top speed to escape the approaching creature(s).

19. BIGOONS (5). HD 15; hp 66, 34, 32, 30, 28; AC 6; MV 12; AT two forepaws for 1-6 each, plus a bite for 4-24; MU heightened strength. This female and her four kits dwell in the woodlands near the cultivated fields to the east, supplementing their diet with various stolen crops, although they have already lost one kit to the wild ecology bot (17, above). The mother is very clever and vicious. Any

creature she encounters is either viewed as prey or as a threat to her young. She has learned to fear robots, however, and if one is encountered, she quickly turns tail and runs if it in any way resembles an ecology bot. Their den is a small cave under an overhanging ledge of rock. There is a huge oak tree about 50 meters to the west, and a hollow in its upper trunk is where the katkins (15, above) have hidden their treasure.

20. GRENS (8). HD 20; hp 87, 82, 77, 74, 73, 68, 41, 29; AC 4; MV 12; AT by weapon type. This dense forest is composed of kilometers of huge trees and tangled undergrowth, therefore assuring safety, security, and solitude for the community of grens which live here. Humans and humanoids from the outside rarely venture beyond the fringe of the forest, which makes these green-skinned people content. The community consists of two females, four males, and two immature grens, (a female and a male). This peaceful group is well-acquainted with the family of katkins, (area 15), and if the latter brings only pure-strain human individuals into gren home territory, the grens allow themselves to be seen and converse with the humans. While the grens have nothing to give the party to aid them, they do know of a plant nearby which has healing berries (11 maroon-colored clusters which heal 2-8 points of damage each) and also of a shrub two kilometers northwest growing pear-like fruit which gives "red sickness" to those who eat it. (The "red-sickness" is caused by a seed cluster which gives off radiation of 11 intensity when the fruit is ripe. There are only three of these fruits on the shrub.)

If the grens are absolutely convinced of the innate goodness of the humans, and they hear a reasonable request for yet more assistance, the grens will direct the party to a hidden place three kilometers east. There, they discover a small Ecology Station, long forgotten, hidden by thick undergrowth. The building is about 10 meters wide and 20 meters long. It is made of duralloy, and the door opens only if a stage III ID is used. Inside are bins of fertilizers (four types of powder or granules, about 100 kilos of each), defoliants (two types, a powdered type for broad leaf growth and a granular type for needle leaf varieties, about 50 kilos of each), and insecticides (three drums of liquid, each holding 200 liters). A metal cabinet contains various compounds and mixtures for treating tree wounds, infestations of pests, etc. There are six small animal cages for housing injured or sick specimens while they are being cared for. A series of cupboards above these cages holds medicines and first aid materials for such creatures (including the equivalent of an animal medi-kit). A locked case holds a stun rifle, two solar cells, two communications senders (audio capability only), and a pair of light-amplifying goggles which allow the wearer to see in starlight as if in twilight, and in moonlight as if in daylight.



NEW CREATURES

BIGOON

NO. APPEARING: 1-6
HIT DICE: 15
ARMOR CLASS: 6
MOVEMENT: 12
ATTACKS: *two claws and a bite*
DAMAGE: 1-6/1-6/4-24
MUTATIONS: *heightened strength*

One glance easily identifies a bigoon as a giant, mutated raccoon. The creature is well over two meters tall (old males being known to reach three or more meters in length, nose to tail). The bigoon's teeth are very much enlarged, and it bites for 4 dice (4d6) of damage. The creature also has heightened strength to complement its native intelligence and cunning. Despite its increased size and strength, the bigoon has lost none of the manipulative dexterity of its small progenitor. The hand-sized forepaws of a bigoon are quite nimble and can be used to open simple closures and latches. The bigoon is a nocturnal hunter and has infravision capabilities. When hungry, a bigoon attacks virtually anything, but the creature is prone to ignore other creatures if well fed, unless its curiosity is aroused. A well-fed bigoon has been known to playfully knock down a passing human in order to tear open a carried sack. Fortunately, a blow from a bigoon's forepaw does only one die (d6) of damage. A lone bigoon is usually a rogue male. If three or more are encountered, they are likely to be a mother and her immature young. Bigoons are all capable of climbing trees sturdy enough to hold their weight.

BUGGEMS

NO. APPEARING: 1-10 (10-100 in nests)
HIT DICE: 5-7
ARMOR CLASS: 5
MOVEMENT: 10
ATTACKS: *two claws and a bite, or weapon and bite*
DAMAGE: 1-6/1-6/1-10 or by weapon type and 1-10
MUTATIONS: *usually none, but occasionally gas generation and heightened abilities (see below)*

It is rumored that the buggems appeared even before the onset of the shadow years, having been spawned decades earlier by the radioactive fallout of an atomic bomb test. In appearance, these malevolent creatures have the synthesized features of a man and a gargantuan insect. The creatures are bipedal (standing between 150-200 centimeters) and have only two arms. Their bloated abdomen and thorax are connected to a large head complete with long, fern-like antennae and broad mandibles. When attacking, buggems either strike with their two claws and bite for 1-6, 1-6, and 1-10 points respectively or they can use a crude weapon such as an axe, sword, or mace. When using a weapon the creatures can also bite.

These termite men live within nests made up of a myriad of burrowed passages and chambers. Due to the lack of light in the buggem nests, the creatures have developed heightened senses that allow the buggems to see in the dark. Buggem nests are found in almost all climes and are easily recognizable by the prominent mound of dirt formed over the opening into their chambers. Like any of their smaller relations these termite creatures are primarily fungus eaters, raising their own food supply deep within their dark burrows in strange fungus gardens.

Although they prefer to remain in their nests, buggems must occasionally venture outside to get hosts for their parasitic infants.

These hosts are invariably humanoid and always perish during the eventual hatching of the young.

In a world of far more dangerous creatures, the buggem species survives partially due to two unique mutations that occur occasionally among their kind. Appearing in one creature out of twenty, the buggems' first mutation is that of gas generation. Several different types of gas are possible with varying probability of appearance. The types and associated probability are:

Die Roll	Gas
1-40	Opaque gas
41-80	Caustic gas
81-00	Poison gas

Each mutated buggem is able to generate only one type of gas, and may use this ability only three times per day. Each generation fills a five meter by five meter area and lasts for five minutes or less depending upon the strength of the prevailing winds (if any).

Opaque gas forms a billowing, harmless cloud, thick, white, and impenetrable to normal vision. Caustic gas is an acidic vapor that burns all within its area of effect for 1-6 points of damage per round. In addition, all individuals affected fight and defend at a penalty of -3. Poison gas is a colorless, odorless cloud of lethal vapor (intensity 3-18, roll for each mutated buggem with this ability). All buggems are immune to any of the gases' effects.

The second mutation is more rare, occurring in only 1% of the species. The abnormality causes the termite man's size and strength to decrease, but, in return the creature gains greater dexterity, heightened intelligence, and telepathic ability. These telepaths are able to communicate with any member of their hive regardless of distance or physical obstruction. They direct all important actions taken in their nests, allowing a degree of intelligence to enter into their lesser brothers' actions. In addition, these biological freaks use archaic weaponry such as blasters, lasers, and death ray projectors whenever such advanced weapons are available.

DEATHMOSS

NO. APPEARING: 1 (patch)
HIT DICE: 3 per square meter
ARMOR CLASS: 9
MOVEMENT: none
ATTACKS: *special (see below)*
DAMAGE: *special (see below)*
MUTATIONS: *produces senses-heightening berries*

Deathmoss is a lush, soft-looking, moss-like plant which appears to be no different from other growths of similar plants. Creatures seem to be naturally attracted to its springy surface and comfortable bed. This is unfortunate for them but assures the deathmoss of food and propagation. This plant has developed an aromatic sap which is released when its stems and leaves are bruised by weight. The power of the sap is equal to intensity 12 poison, and any creature which succumbs to it falls into a comatose sleep. (Dice of damage results indicate only a proportionate lowering of resistance to the aromatic power next melee round if the victim remains within one meter of the bruised plants, or directly above them.) The deathmoss has developed boring root tendrils, which penetrate the flesh of comatose creatures and inject dissolving juices which bring a nutrient sludge to the roots in a short time. Thus fed, the deathmoss both grows up to one-square meter per feeding and develops berries to attract new prey. This purple-veined gray fruit, when eaten, increases all five senses (sight, smell, hearing, touch and taste) for one hour, but thereafter causes a 50% loss of normal senses for another hour.

KATKINS

NO. APPEARING: 1-6

HIT DICE: 9

ARMOR CLASS: 4

MOVEMENT: 15 (sustained movement, 20 for short bursts of speed)

ATTACKS: two claws and a bite, or a weapon

DAMAGE: 1-6/1-6/1-6, or by weapon type

MUTATIONS: heightened speed and balance, imitation of thought and sound

Katkins are a mutated form of the common house cat, standing about one meter tall when walking erect (which they often do). Coloration can range from white- to orange-striped, but gray-striped and brown or black solid colors are the most common. These intelligent creatures have not lost their fangs or their claws, although the claws of their manipulative forepaws are not proportionately as long as the rear ones. Katkins are rather shy and reclusive, using their heightened speed and balance to live arboreal lives, ranging amidst the upper branches of woodlands to hunt and explore. One or more katkins will construct a well-concealed hut of woven vines and branches high up in the largest of trees, dwelling there during summer months. Winter quarters are typically in hollow tree trunks. Katkins have both sound and thought imitation capabilities; so, in addition to their normal body weaponry (two claw attacks and a bite per turn, each doing 1-6 points of damage), they have dangerous imitative abilities as well. Katkins have been known to possess and use small technological devices (pistols, vibro daggers, etc.). Employment of normal weapons suited to their size and strength is fairly common around the creatures' home.

LETHARP

NO. APPEARING: 1

HIT DICE: 20

ARMOR CLASS: 4 (head) 7 (body)

MOVEMENT: 9

ATTACKS: one ram with horn

DAMAGE: 4-24

MUTATIONS: chameleon powers

Letharp are huge, bottom-feeding fish which range in size from four to seven meters in length. Letharp have silvery-white underbellies and solid or mottled backs which range from blue-brown to yellow to brilliant orange. Mottling is usually white, gray, or yellow. Coloration is seldom unchanging for very-long, since letharp have chameleon powers. Their heads are covered with a bony plate around which are many enlarged and thickened scales. Projecting upwards and forwards from this plate is a horn-like bone growth whose length varies (according to the size of the letharp) from one meter to nearly two meters. Normally sluggish and peaceful, sudden movements or passing shadows throw a letharp into a state of alarmed frenzy which results in the creature swimming in a blind rush (double normal movement for up to 100 meters) towards the possible threat, either to frighten the intruder away or to kill by ramming with its horn. Because of this unpredictable behavior boats are often smashed or holed by frightened letharp. Knowledgeable mariners are reported to paint the bottoms of their vessels a bright yellow-orange, for this color tends to repel or possibly reassure the would-be attacker.

SCREAMERS

NO. APPEARING: 1-6

HIT DICE: 9

ARMOR CLASS: 9

MOVEMENT: 9

ATTACKS: one touch

DAMAGE: as per intensity 13 radiation

MUTATIONS: immunity to laser, radiation, stun, poison, heat and cold-based attacks, plus life leech and directional sense

Very little is known about this strange and twisted species of mutated beings. They are thought to be sexless and so do not reproduce themselves biologically, propagating their kind by the destruction of other life-forms instead. The corpse of any human or humanoid creature killed by a screamer slowly metamorphosizes itself into a screamer the nightfall following the day of its death. The only way to prevent this is to completely destroy the body before the change is effected. From mere wounds inflicted by screamers, however, one recovers in a normal manner.

Screamers appear as emaciated and shrunken humanoids with yellowish-grey skin. They are usually clad in the rotting remains of what was once normal clothing. The heads of screamers are virtually hairless and their faces have disappeared, mutated and melted into a glistening, featureless mass of sickly-colored flesh. Only a formless, cavernous, toothless mouth is still discernible. From this mouth come the unnerving moans, shrieks, and howls that give the creature its name. Though unable to communicate verbally and seemingly not capable of rational thought as we understand it, screamers appear to have a highly developed, instinctive sense of balance and direction. Radiation causes screamers to emit a bluish-green glow, the brightness of which varies according to the level of screaming maintained by the creature.

All screamers are totally immune to laser, radiation, stun, poison, heat, and cold-based attacks. They possess the abilities of directional sense and life leech, the latter with a range of 20 meters (mental strength 12). In addition, the touch of a screamer gives a sudden dose of intensity 13 radiation to its victim.

WEIRBULED

NO. APPEARING: 1-8

HIT DICE: 5

ARMOR CLASS: 7

MOVEMENT: 12

ATTACKS: bite and two feelers

DAMAGE: 1-6/1-6/1-6

MUTATIONS: none

These one- to two-meter long fish are a deep brown color with a dull yellow underbelly. Weirbuled seemingly have some form of intelligence, for they are known to cleverly attack only helpless or unsuspecting humans. These creatures have stubby teeth in their gaping mouths which enable them to bite for one die (d6) of damage. Their real weapons, however, are the three pairs of tentacle-like feelers which sprout from either side of their jaw. The longest pair (40 to 80cm) is coated with an acidic mucous which causes one die (d6) of damage when a feeler wounds an opponent. The other two pairs of tentacle-like appendages are semi-manipulative, and, in conjunction with strong pectoral fins and the creature's tail, can be used for locomotion, including climbing into vessels with low gunwales. Weirbuled have been known to capture small boats by climbing or jumping within, followed by the slaying and eating of the occupants. It is reported that truly giant weirbuleds of three or more meters length have been seen, and such creatures would undoubtedly have more virulent acids. These reports have not been confirmed, although claims of sighting these large creatures persist.

APPENDICES

A. THE LEGION OF GOLD

CENTURION ROBOT

No. Appearing: 1-3

Hit Dice: 10 (40 hit points)

Armor Class: 3 (see **Force Field**, below)

Movement: 12

Sensors: Standard, infrared

Power Sources: Broadcast power, solar cell

Control: Electronic, special; programmed for limited actions (survival, return to base, self-defense)

Construction: Two meters tall, humanoid shape. This unit is a redesign of a general household robotoid. It moves by walking at a rate of twelve meters per turn. It has been equipped with a *mini-grenade launcher* (q.v.) in its left arm and a laser pistol operating off leads from the solar energy cell, which normally allows five shots before requiring a one-minute recharging period, after which the firing cycle can begin again. In other than direct sunlight conditions, a five-minute recharging period is necessary. When no sunlight is present (very cloudy, night, indoors, etc.) recharging is not possible. The metal plating of this unit makes it appear to be a human encased in power armor. There are force screen and directional antennae on the "helmet".

Force Shield: Broadcast power from the control computer (q.v.) allows an energy screen to be generated around the centurion and up to twelve other units or creatures in a 15 meter radius of the centurion which absorbs virtually any amount of damage or deflect it. Each unit thus protected can withstand up to 50 hit points of damage per round on the screen before taking any actual unit damage. Because of the tremendous energy required, there is always a one-second interval during any melee round when power is weak. This is the "flicker" already noted at the beginning of encounter 11, the **Legion of Gold Headquarters**. If more than 10 points of damage are inflicted on the screen of any unit or creature during this period, damage in excess of 10 points are inflicted through the screen to the unit or creature.

GM Note: Mini-grenades are loaded/unloaded through a small access plate in the centurion's shoulder at the back. Removing the launcher intact is impossible, though if the characters should make the attempt there is a 15% chance the device detonates 1-3 of the remaining grenades (randomly determine what type of grenade). The solar energy cell is directly under a clear hemisphere atop the "helmet" area of the unit's head. The cell is extremely difficult to remove as the power leads to the laser pistol are easily broken. There is only a 5% chance that even the most competent character can remove the device in perfect condition. Otherwise, the pistol is operational but unchargeable, with only 1-3 charges left.

CONTROL COMPUTER (REAPER)

During the Shadow Years, university researchers constructed and programmed a unique computer system to aid in analysis and solution of the grave problems facing mankind. As it was a special project, with funding from both government and military sources, the complex which developed was unlike any other previously built. The main computer was actually devised to work in conjunction with direct human brain input, so that it could have "thinking", "reasoning", and "emotional" bases to operate from in addition to standard data storage programmed into its memory banks. As the world situation worsened, provision was made to make the complex cybernetically controlled, with specially protected, completely sealed and self-sustaining systems for the series

of human brains which would be linked with the computer. The work was only partially completed, and only a few brains were actually placed within their special tank units, when the area was struck by an attack which devastated most of the complex. The handful of scientists and technicians surviving the disaster shut down the operations and left it on a sustained non-functioning basis, planning to return when possible and bring the computer into operation again. The opportunity never came. The surviving part of the complex, a computer, robotic elements, and one of the cybernetic tanks, remained on minimum power use from the fusion reactor buried far below the underground complex, just sufficient to keep the complex operable, the brain alive but "asleep". So it remained for over a century.

In the interim, some portions of the computer malfunctioned. A low level of awareness came to the encased brain, and in the decades which passed, it grew deranged, vengeful, and malign. Then, somehow, something triggered the power system. Somewhere, somebody unknowingly set off a coded signal which allowed the computer to once more gain the energy needed to function fully; or, at least, as fully as it now could. The insane intelligence took over command of the complex and set about the plan it had calculated to gain revenge on those who made it — men and women long since dead. Thus the UWACCO — 55000B hummed and sent weird atonal notes throughout the plasteel chambers which housed it. Servo units began functioning in the few workshops left, and a handful of general household (Project Maintenance Models M2H5) robotoids were converted to yellow-armored mechanisms which would become known as "centurions". When this task was finished the servos, with the aid of the newly modified robotoids, made a series of adjustments in the one remaining medical laboratory. About three months after awakening, the control computer, now calling itself REAPER, sent out four of its minions. Two human prisoners were brought back, and in a short period the first "legionnaires" (q.v.) were ready to serve and obey as faithfully as any robot.

It must be emphasized that the parts of the old computer complex which remain operational are under the control of the cybernetic unit, a human brain now quite mad and hateful. It detests all humans, mutated or of pure genetic strain. Those it can't turn into legionnaires it kills or stores cryogenically until it has need for them (whole, or as replacement parts). REAPER uses all of its cunning and devices to dupe, manipulate, and destroy humans. If threatened and defenseless, it will, of course, lie convincingly, but its insanity will never permit a real change in its purpose.

LEGIONNAIRE

No. Appearing: 2-12 (per accompanying centurion)

Hit Dice: 8 (32 hit points)

Armor Class: 3 (powered plate armor motivated by directed broadcast power from centurion robot, with additional force shield protection which when in operation causes the armor to glow — see **CENTURION ROBOT** for details of the force field).

Movement: 10

A legionnaire is a captive human or humanoid mutant who has been subjected to brain alteration by the **control computer**, thus effectively turning the subject into an automaton that answers to commands relayed from the control computer through a centurion robot to an implanted receiver. Receivers are implanted at the base of the skull. The alteration process is irreversible, and a legionnaire will always be an automaton as long as it is alive. Removal of the receiver kills the legionnaire.

Legionnaires move slowly and act by relayed commands. All action is in concert, i.e. a group under control performs the same act at the

same time. Legionnaires attack by using their **mini-grenade launchers** and, when their supply of grenades is exhausted, short swords.

B. DESCRIPTION OF WEAPONS

MUSKET, RIFLED

Maximum Range: 450 meters

Effective Range: 200 meters

Projectile: lead ball

Damage Inflicted: 2-12 (1-6 beyond effective range)

Rate of Fire: every other melee round

In the hands of an untrained user, this archaic weapon is highly susceptible to malfunction due to improper loading sequence and under-charging or over-charging with powder. These weapons do not operate in the rain or if the powder is damp or wet. There is a 25% chance per firing that an unskilled individual causes a malfunction. Malfunctioning is handled thus:

Die Roll	Result
1	Flint knocked off — can't ignite pan
2-3	Wrong loading sequence — three melee rounds required to clear and reload properly
4-5	Underloaded — reduce range and damage 50%
6	Overloaded — musket explodes doing six dice (d6) damage to user only

MINI-GRENADE LAUNCHER

Maximum Range: 30 meters

Effective Range: 20 meters

Projectile: 4cm grenade

Damage Inflicted:

Chemical Explosive — 6-36 in a one meter radius

Fragmentation — 3-18 in a three meter radius

Gas — Any air-breathing creature in a three meter square area is instantaneously rendered unconscious unless equipped with protective breathing apparatus, and remains in this state for 1-20 minutes. Gas dissipates in 1 melee round.

Rate of Fire: Once every other melee round

Power Source: Combination compressed air and spring launch system.

Magazine Capacity: 12 in centurion robot, six in legionnaire.

The launcher system was designed by the control computer and is an adequate weapon system only for its particular purposes. See **Centurion Robot** for further details.

PISTOL, AUTOMATIC

	Caliber Type		
	Small	Medium	Large
Maximum Range:	400m	300m	600m
Effective Range:	100m	100m	150m
Projectile:	lead slugs		
Damage Inflicted:	1-4 (1d4)	2-8 (2d4)	3-12 (3d4)
Rate of Fire:	five shots per melee round		

These weapons were employed throughout the Shadow Years and beyond and are not uncommon in the area of the Barony of Horn. When determining hits, it is necessary to check for each round fired. Misfiring due to dud ammunition is fairly common, at a ratio from 1 out of 2 shots to 1 out of 4. Whenever a pistol misfires the slide must be worked manually in order to rechamber another round. If a pistol has a dud round, firing for that melee round ends, even if it was the first shot. Reloading time is one melee round for any type of revolver.

When firing at maximum range, reduce damage by one point per die. If hollow point/dum-dum ammunition is used, add one point per die of damage, but subtract one on "to hit" rolls. Magazine capacity for automatic pistols is 10 rounds.

RIFLE

	Lt. Civilian	Lt. Military	Hv. Civilian
Maximum Range:	1000m	600m	2000m
Effective Range:	200m	200m	500m
Projectile:	lead slugs		
Damage Inflicted:	1-4 (1d4)	2-8 (2d4)	3-12 (3d4)
Rate of Fire:	see Classification Table below		

Small caliber civilian rifles, as well as heavier models, persisted for purposes of target shooting, hunting, and self-protection. Light military rifles, all semi- or fully automatics, were used as auxiliary weapons, principally for survival purposes. Ammunition failure is a common problem (see **AMMUNITION**). At maximum range reduce damage by one point per die.

Classification Table

Type of Rifle	Rate of Fire	Shots Before Reloading
bolt action	2 per melee round	light rifle — 12 heavy rifle — 4
lever action	3 per melee round	all — 12
pump action	4 per melee round	light rifle only — 12
semi-automatic	6 per melee round	light rifle — 12 military rifle — 12, 24, or 48
automatic	12 per melee round	military rifle only — 12, 24, or 48

Reloading time is one melee round per 12 rounds of ammunition, or fraction thereof, except for replacement of a preloaded clip which requires only one-half of one melee round.

SHOTGUN

	Small Bore	Med. Bore	Large Bore
Maximum Range:	100m	150m	200m
Effective Range:	30m*	50m*	60m*
Projectile:	lead pellets or single slug		
Damage Inflicted:	see Damage Table below		
Rate of Fire:	dependent upon type of shotgun (see below)		

Shotguns are lumped into three general classes, a .410 typifying a small bore, a 20 gauge being medium, and a 12 gauge being large if it is chambered for heavy/magnum loads; otherwise 12 is medium, and a 10 gauge is the typical large bore shotgun.

Damage Table (per slug or per pellet hitting)

Range and Type of Shot	Small Bore	Medium Bore	Large Bore
Max. — #8-#2	1-2	1-3	1-4
Eff. — #8-#2	2-5	2-7	3-9
Max. — buckshot	1-2**	1-3***	1-4****
Eff. — buckshot	1-3**	1-4***	2-5****
Max. — slug	1-4	2-5	2-8
Eff. — slug	2-8	2-12	4-16

*Double effective range of slug-loaded shells

**Check for number of pellets hitting (1-4 possible)

***Check for number of pellets hitting (2-5 possible)

****Check for number of pellets hitting (2-8 possible)

TYPES OF SHOTGUNS FOR RATE OF FIRE

Muzzle-loading: 1 shot per 2 melee rounds

Single-barrel: 1 shot per melee round

Double-barrel: 2 shots per melee round (if the first shot hits, the second also hits if fired simultaneously at the same target)

Pump: 3 shots per melee round, with a possible 3 shots next round if the magazine plug is removed, otherwise reloading requires one full round (for 3 to 6 shells)

Bolt Action: 2 shots per melee round, with only 1 shot on turns when reloading takes place; clip and chamber capacity is 3 rounds.

Automatic: Up to 6 shots per melee round as long as none of the shells are duds; a dud round ends firing that round and for all of the next as well while it is removed and the magazine reloaded; reload time is 1 round (it is assumed all automatic shotguns have had their chamber plugs removed to increase capacity from 3 to 6).

Shotgun ammunition, like pistol and rifle ammunition, has suffered the ravages of time, so one round out of every two, three, or four will usually be a dud.

AMMUNITION

In general, ammunition in *poor* condition has a 50% misfire (dud) rate, while that in *fair* condition has a 33% misfire rate, *good* a 25% misfire rate, *excellent* a 10% misfire rate, and *perfect* a 0% misfire rate. If the character is knowledgeable, ammunition can be sorted and bad rounds discarded so as to improve performance according to the table below:

State of Ammunition	Original Dud Rate	Sorted Rate
poor	1 in 2 (50%)	1 in 4 (25%)
fair	1 in 3 (33%)	1 in 10 (10%)
good	1 in 4 (25%)	1 in 20 (5%)
excellent	1 in 10 (10%)	1 in 100 (1%)
perfect	none	unnecessary

Sorting reduces ammunition quantity by the difference between original and sorted misfire rates, i.e. in the case of poor ammunition, 25% of the original rounds must be discarded.

Discarded rounds, cartridge cases, and shot shells may be retained and reloaded at the referee's discretion. A reloading machine, propellant (gunpowder) supply, and lead casting molds for cartridge bullets or shot are necessary, as well as some form of primer. Of course, the character must be fully knowledgeable about the techniques involved, or risks making poor quality or unsafe ammunition.

WEAPON CLASS OF FIREARMS

Weapon	Class at:	
	Maximum Range	Effective Range
Musket, Rifled	1	10
Pistol, Sm. Cal.	1	10
Pistol, Med. Cal.	1	10
Pistol, Lg. Cal.	1	4
Rifle, Lt. Civ.	1	10
Rifle, Lt. Mil.	1	11
Rifle, Hv. Civ.	9	5
Shotgun, Sm., Shot	3	12
Shotgun, Sm., Buckshot	3	11
Shotgun, Sm., Slug	1	9
Shotgun, Med., Shot	1	12
Shotgun, Med., Buckshot	3	11
Shotgun, Med., Slug	1	9
Shotgun, Lg., Shot	3	12
Shotgun, Lg., Buckshot	3	11
Shotgun, Lg., Slug	1	9

C. VILLAGES OF THE BARONY OF HORN

BEAR: This small community of about 700 persons is tucked away in a valley amid large hills. Its inhabitants are primarily farmers, herdsman, and hunters (the area teems with game). Many escaped to the hills and forest when the Legion of Gold attacked. There are many stone buildings still intact, and some of the wooden ones were not burned down.

DEERLD: This small village was formerly home to about 400 individuals. The place was an agricultural community and boasted of its water-powered sawmill (logs were brought from the forest to the northeast). It is extensively damaged now, as most of the buildings in the place were wooden.

DEVN: This is a flourishing farm village of about 1000 persons, with considerable small craft activity as well. Weaving, the production of leather goods, and pottery are typical examples. The place has many substantial structures and there is a force from the Baron's army stationed here (a squad of 10 soldiers, two NCOs, and a junior officer), and the local militia numbers about 50 men.

ESVIL: This village was a farm and trading community of some 300 persons. It is extensively damaged now.

FORT ATTSON: This large village of about 1200 residents was a thriving center for trade. Besides prosperous farmers and merchants, it also housed a 40-man detachment of the Baron's army. Its ditch and rampart is intact, but most of the wooden palisade is struck down or burned. Its wooden buildings are also mostly burnt, but many others still stand intact.

JEFFTON: This rural village held only 200 persons, with a now-destroyed palisade surrounding it. The place was a frontier town composed of farmers and hunters, and its buildings are now extensively damaged.

JEN CITY: A town of about 2000, Jen City is an active trading and small industry center as well as a major agricultural community. All trade from the south passes through here. The town is also famous for its very superior ice, and during the winter, sledge loads are sent to both Horn and Devn. The site is protected by a fairly elaborate wall, moated in places. Besides a garrison of some 60 troops, a strong militia company of 100 men guards Jen City. It was

planned to expand the city wall to accommodate more structures, but work is now suspended while existing fortifications are strengthened due to the threat of the Legion of Gold.

MUCKTOWN: This lakeport village of 900 persons is always a busy place. Its main activities are shipping and seasonal fishing. It has a well-constructed stone wall protecting its buildings and there is a small fort on a nearby hill which is garrisoned by 60 of the Baron's soldiers. The Mucktown constabulary is well known as an effective force. It numbers over 50 men, serving as both police and harbor guards. When the shipping and fishing businesses are active, the population nearly doubles due to the influx of seasonal laborers. During these heady times, Mucktown is known to have need of its constabulary.

MURCE: This prosperous agricultural and lumbering community numbers about 1000 persons. Only 20 or so years ago, Murce was a mere hamlet of about 200 persons. However, because the demand for lumber has increased considerably due to the Baron's activity in organizing and protecting the area, Murce has undergone a tremendous population boom. The town is protected by a wooden stockade, with sections of ditch and rampart, while stone walls are under construction.

NEW CENTER: This small village of 500 persons is strictly an agricultural community. It has a wooden pallisade to protect it from marauders, but these have been few in recent times. It has a militia force of about 30 men, armed predominantly with the Baron's rifled muskets.

NEW EDGETOWN: This village was once home to nearly 700 residents, but New Edgetown is now deserted and in ruins. The stockade lies burnt and demolished along its western section and the wooden buildings in the town are also generally razed. There are still a few fishing boats along the shore of Death Lake, but the larger craft are burnt or broken.

PORT MUNSTER: Similar to Mucktown, this village of 1300 persons is a fishing and shipping community. It is, if anything, even more rough-and-tumble than Mucktown. The Baron has a garrison of 60 soldiers here and the community has three companies of militia (Slade's Soldiers, named for a former commander, the Green Company, and the Port Police). Each company numbers about 40 men. There are many human mutants dwelling here, as the populace is quite tolerant. The site has an excellent harbor, so shipping activity is greater here than in Mucktown. The walls of Port Munster are well built of packed earth, with deep ditches, and stone or brick battlements atop the ramparts.

SHOPP: This community of 300 residents is comprised of farmers, hunters, foresters, and the like. Some of its folk even derive their livelihood from pillaging the extensive ruins some 11 kilometers northwest. Shopp is mostly comprised of wooden buildings and protected by a wooden stockade. A squad of 10 of the Baron's troops are stationed here, and they can be reinforced by village militia numbering about 30 men armed with bows, crossbows, and a few muskets. (It is rumored that there are quite a few better weapons scattered among the villagers, but that they are kept hidden to avoid confiscation by Baron Jemmas' soldiers.)

WHITTER: An agricultural village of 800, Whitter also provides a living for a number of stone masons, since there are several good rock quarries nearby. Naturally this place is well fortified by stone walls. At one time there was a scholastic community in the village, but it has since been removed to Horn. There is a double-strength squad of 20 of the Baron's troops here, and the village militia numbers about 50 men.

D. TREASURE TABLE II*

- 01 Claw Hammer — good condition, but handle broken
- 02 Plastic coat hanger — poor condition (partially melted)
- 03 Nylon Rope — good condition (20m coil)
- 04 Entrenching tool — fair condition, rusted
- 05 Bicycle reflector — good condition (red, yellow, white, or blue color)
- 06 Pencil — excellent condition, point broken
- 07-8 Small bottle of insect repellent — fair condition
- 09 .22 cal. pistol — fair condition, 9 shot capacity
- 10 Home doughnut maker — poor condition
- 11 News magazine or comic book — very poor condition
- 12 Plastic bag of grass seed — fair condition
- 13 Screwdriver — fair condition
- 14 Ceramic salt shaker — good condition, full
- 15 Bicycle — fair condition, seat missing and tires flat
- 16 Stapler — poor condition, no staples
- 17 Plastic container — excellent condition, full of plant food
- 18 2-12 aluminum arrows — fair condition, feathers gone
- 19 Book — good condition, reading primer
- 20 Pair of scissors — fair condition, screw rusted
- 21 Plastic box — excellent condition, contains a complete set of 60 Chinese checkers marbles
- 22 Crash helmet with visor — fair condition, strap missing
- 23 Board game — poor condition, pieces missing, cards torn, board stained
- 24 Book — fair condition, SF novel, cover and last page missing
- 25 Small shaker — good condition, full of red pepper
- 26 Hacksaw — good condition, blade has plastic guard
- 27 Small container — fair condition, contains herbs or spices (pick one at random)
- 28 Plastic box — fair condition, holds 50-100 screws of assorted types and sizes
- 29 Electric knife sharpener — good condition but cord missing
- 30 Case of 150 12 g. shotgun shells (deer slugs/ buck shot/ bird shot) — poor condition
- 31 Large metal shears — fair condition
- 32 Portable hand vacuum cleaner — condition appears excellent but motor is missing
- 33 Pair of water skis — perfect condition
- 34 Adjustable wrench — fair condition, adjusting screw corroded
- 35 Large plastic box — excellent condition, contains a hang glider kit
- 36 Small plastic bottle of colored liquid — good condition, contains colored dye
- 37 Magnifying glass — excellent condition, but several chips around edges
- 38 Small plastic box — perfect condition, holds 50-100 play domars
- 39-40 Eight-track trivideo tape — fair condition, instructional series on vehicles and robots (dice for type)
- 41-42 Book — fair condition, dictionary
- 43 Smoke detector — poor condition, batteries missing
- 44-45 Plastic table knife — perfect condition
- 46 Book — good condition, western novel with cover missing
- 47-48 Groundcar hubcap — good condition, but dented
- 49 Plastic baseball — perfect condition
- 50-51 1-6 empty soft drink bottles — good condition
- 52 Book — fair condition, any one volume of an encyclopedia
- 53-54 Hovercraft license plate — poor condition
- 55 Plastic box — good condition, holds 50-100 assorted nails
- 56-57 Plastic garden hose — fair condition, 5-20m
- 58 Nylon fishing line — excellent condition, 50m length
- 50-60 Vinyl patching kit — good condition, 6 patches
- 61 Door knob and shank — perfect condition

- 62-63 Garbage can — poor condition, badly rusted and hole-ridden
- 64 Toy blaster pistol — perfect condition, battery missing (buzzes and flashes when working)
- 65-67 Cosmetic item, women's — fair condition, mascara bottle
- 68-69 Metal cooking utensil — poor condition, tea kettle
- 70 Metal can — good condition, contains oil (penetrating/lubricating/cooking)
- 71-72 Metal pipe — excellent condition (household water pipe 1-4m in length)
- 73 Plastic box — fair condition, designed to hold facial/toilet paper or napkins
- 74-75 Telephone, push button model — excellent condition
- 76 World globe — fair condition, badly outdated
- 77-78 Stainless steel spoon — good condition, handle bent
- 79 Pliers/wire cutters — fair condition
- 80-81 Set of colored pencils — poor condition, leads broken
- 82 Bottle — perfect condition, no label, contains vinegar
- 83-84 Plastic box — excellent condition, contains 50 different multi-colored children's blocks made of lightweight plastic
- 85 Bottle — good condition, no label, contains 100-proof Scotch whisky
- 86-87 Flashlight — fair condition, no batteries
- 88 Plastic box — fair condition, contains 50-100 assorted nuts, bolts, and washers
- 89-90 Toiletry article — fair condition, man's razor (no blades)
- 91 Screwdriver — good condition, Phillips head
- 92-93 Book — poor condition, telephone directory
- 94 Book — fair condition, gothic horror
- 95-96 Plastic dinnerware, 1-4 pieces — fair condition, partially melted
- 97 1-100 rounds of .22 cal. rifle ammunition — good condition
- 98-99 Leather bag — fair condition, holds 3-18 plastic polyhedra objects (dice) in good condition
- 00 Book — good condition, small arms instruction manual

***Treasure Table I** is that found in the rear of the **GAMMA WORLD™** rules booklet.

E. TREASURE TABLE III

- 01-02 Small bottle — excellent condition, contains super-strength bonding glue, intensity 17 poison if ingested
- 03-04 Plastic box — good condition, holds modeling clay
- 05-07 Small bottle — fair condition, contains turpentine (intensity 12 poison)
- 08 Toy — fair condition, yo-yo, string missing
- 09-10 Hockey puck — perfect condition
- 11-12 Aluminum cylinder — good condition (baseball bat)
- 13 Metal loops — excellent condition (handcuffs, open, but without key)
- 14-15 Sheath knife — fair condition, point broken
- 16-17 Metal file — good condition
- 18 Plastic box — good condition, contains small tubes and spheres, (Fireworks), 10-100 total
- 19-23 Plastic bottle of liquid — good condition (paint of miscellaneous color)
- 24-25 Hand air pump — excellent condition, metal cylinder with plastic hose and brass fittings
- 26-27 Opaque plastic bag — fair condition, contains various sizes of rubber bands
- 28-29 Plastic tubing — good condition, two centimeter diameter, 20m in length
- 30-32 Plastic box — fair condition, contains 10 unpainted lead figurines in good condition

- 33-34 Power tool — fair condition, battery powered drill (no battery), 2-12 bits in the handle compartment
- 35-36 Hardware — excellent condition, can opener
- 37 Plastic box — fair condition, 20-80 plastic pieces inside (scale model building toy)
- 38 Plastic cording — good condition, electrical extension cord with plug, 15 meters long
- 39 Metal rod — excellent condition, ceramic base, wire attachment (lightning rod)
- 40-41 Metal helmet — good condition, no liner or strap
- 42-43 Metal lug wrench — fair condition, somewhat corroded
- 44-45 Plastic disc, large — poor condition, melted child's toy
- 46 Plastic bottle — excellent condition, contains man's deodorant
- 47-48 Small sack — excellent condition, is packed with thick white powder (plaster of paris)
- 49-50 Metal frame — poor condition, twisted and dented picture frame
- 51-52 Metal chain — fair condition, dog collar
- 53 Metal trap — good condition, bear trap
- 54-55 Small metal device — poor condition, pencil sharpener (broken)
- 56 Metal loop — good condition, basketball hoop
- 57-61 Ceramic pot — fair condition, flower vase
- 62-63 Plastic container — excellent condition, no label, contains room deodorizer which now has turned into intensity 9 poison gas covering a 5 meter area upon opening
- 64-66 Plastic container — good condition, holds white powder (intensity 15 rat poison)
- 67-71 Metal can — perfect condition, contains sugared honey
- 72-75 Metal can — good condition, contains heavy grease
- 76-78 Metal can — excellent condition, contains assorted hard candy
- 79-81 Metal can — fair condition, contains salted nuts in rancid oil
- 82-85 Metal can — good condition, contains a joke "snake" that springs out when opened
- 86-89 Metal can — fair condition, contents turned to powder that gives off intensity 13 radiation
- 90-96 Metal can — good condition, contains military issue protein powder sufficient to feed eight people for three days if mixed with water
- 97-99 Plastic ring, large — good condition, hula hoop toy
- 00 Plastic strip — excellent condition, boomerang

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