

GW10

For intermediate players.

7513

GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Epsilon Cyborgs

by Kim Eastland



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Epsilon Cyborgs

by Kim Eastland

An Ancient calling himself the Creator is rumored to rule the Frozen Land, an expanse of territory filled with frigid foothills, forests and plains. The Council of Haven has given you the task of finding this Creator — whoever and wherever he may be. The council is hopeful you can neutralize any influence he might have with General Timon's plans for war.

It is not an easy task, and the harsh conditions of the Frozen Lands could complicate the situation. Some say there are robots and weird machines wandering in the icy wastes. And perhaps there are also clues to the Cities of Man.

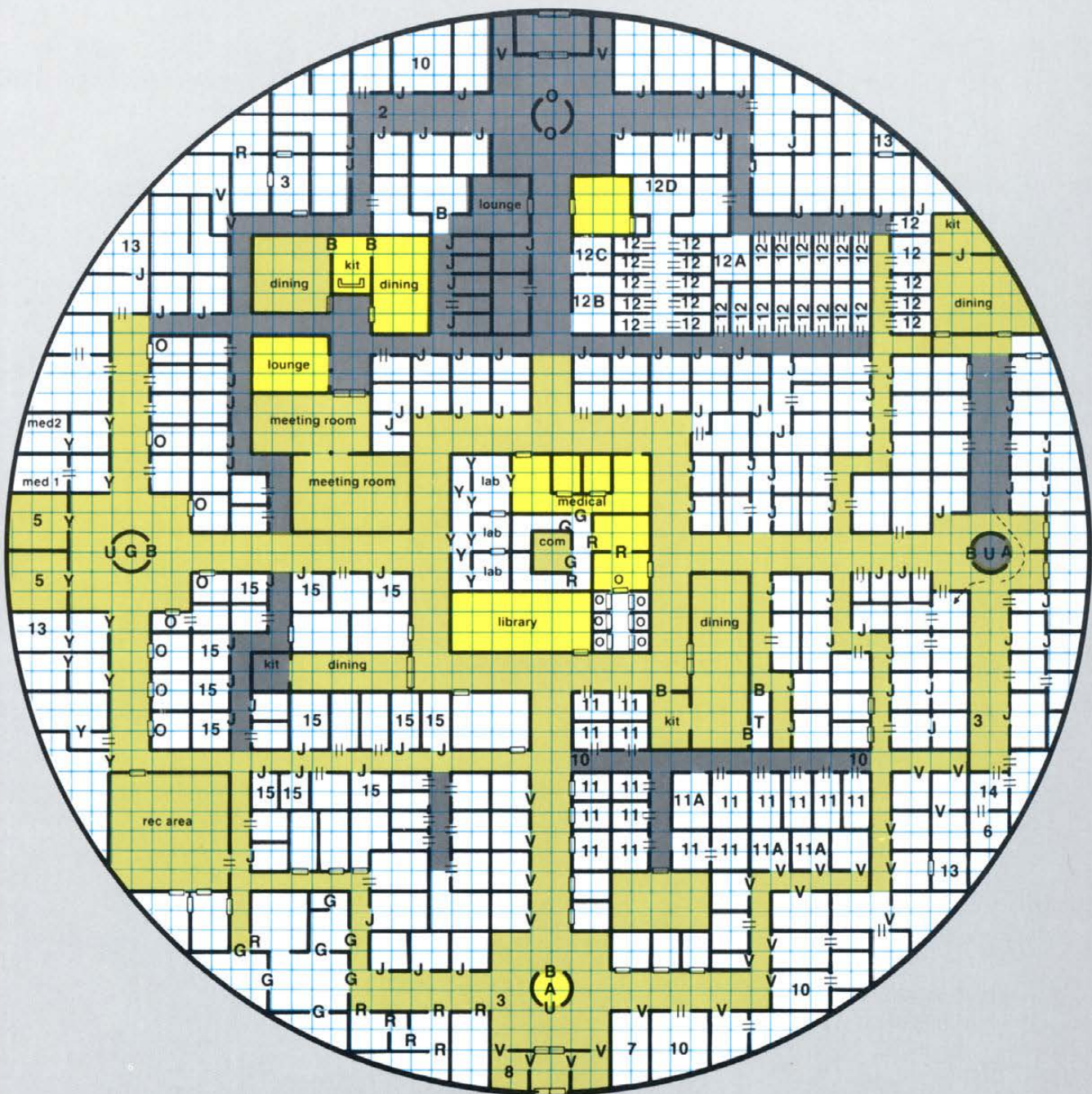
This adventure also contains a system for generating player character and non-player character robots.

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LEVEL I



Door



Double door



Open doorway



Brown card door



Grey card door



Red card door



Violet card door



Orange card door



Yellow card door



Jet black card door



Drop tube



On/off lit area



Brightly lit area



Dimly lit area



Unlit area

Scale: 1 square = 3 meters

FROZEN LANDS RANDOM ENCOUNTER TABLE

Outside Enc.	Complex Enc.	
01-40	01-40	No Encounters
41-50	41-50	Harmless Encounters
51	—	Ark
—	51-55	Automachine
52	—	Badder
53	—	Blight**
54	—	Blood Bird**
55	—	Brutorz**
56	—	Centisteed**
57-58	56	Crep Plant, White
59	—	Dabbers
60-61	—	Ecology Bot-Timberer
—	57-58	Engineering Bot-Light
62	59-61	Epsilon Cyborgs
63-64	62	Etar*
65-66	63	Hargon
67-68	64-66	Harod
69	—	Hawkoid
70-71	67-68	Heavy Security Bots
72	—	Herp**
73	—	Hoops
74	—	Hoops
75	—	Hophar
76-77	—	Horl Choo**
78	69-71	Hyl'xon
79-80	72-74	Irnsliith
81	—	Kep Plants**
82-83	—	Lajjin
74-75	—	Hophar
76	—	Horl Choo**
79-80	72-74	Irnsliith
81	—	Kep Plants**
82-83	—	Lajjin
—	75-76	Light Cargo Lifter
84-85	77	Maali*
—	78-79	Medical Bot
86	80	Obbs**
87	—	Orlens
88	—	Parn**
89	—	Podog**
90	—	Rakoxen**
—	81-84	Repair Bot
—	85-87	Security Robot
91	88	Sep**
92	—	Serfs
—	89-90	Small Cargo Transport
93	91-92	Stalker Bot
—	93	Supervisory Borg
94	94	Squeekers**
95	95	Timon Agent (if any left)
—	96-97	Valet Bot
96	98-99	Veterinary Bot
97	—	Wardent
98	—	Win Seen**
99	—	Yexil**
00	00	Zarns**

TABLE EXPLANATIONS: Use this table when determining random encounters for adventures in either the wilderness or in Quade's complex in the Frozen Lands. Consult the proper column, then roll a percentile die and follow it across to the appropriate creature.

Explanations of the codes are listed below.

* = There is a 10% chance that an encampment or village of these creatures may be the location of the encounter. This is left to the GM to develop.

** = This is a winter version of a plant or creature listed in the Revised GAMMA WORLD® Game Reference Book. The GM should adapt the creature for winter conditions as outlined in the New Creatures Section of this module.

No Encounter = The characters encounter no creatures or NPCs.

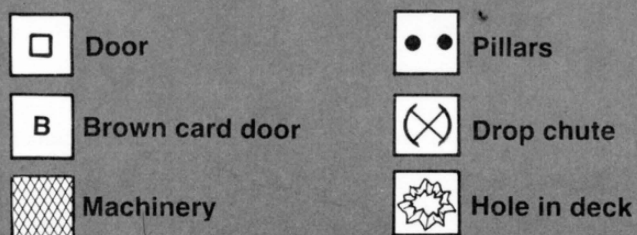
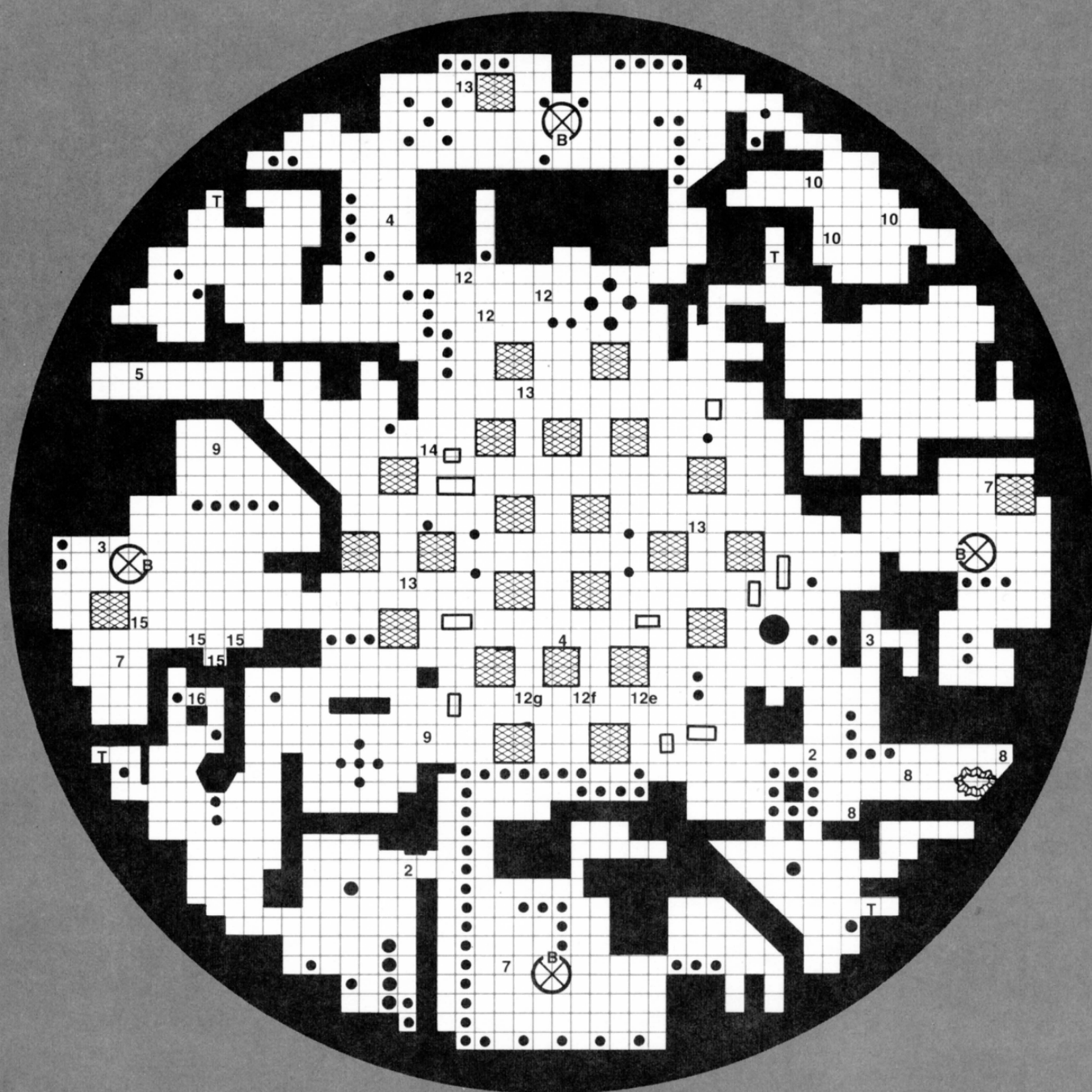
Harmless Encounter = The GM should run this as an actual encounter, but the creature encountered is harmless. Usually the creature will be hidden behind rocks, in the dark, etc. Their rustling, noise making, movement, and so on will alert the player characters to their presence.

RANDOM LOOT TABLE

The GM uses this table when he believes that overcoming a random encounter deserves some reward due to its difficulty, size of the encounter, lair, etc. While some of this loot has simple uses (like electrical parts for rewiring damaged items) other loot is included as a springboard to future use, such as parts of the objective items of this adventure, the environmental suits for use in a shuttle craft. Exactly what these items can be used for is left to the GM, due to the specifics of his campaign. The GM should also add non-working items of his own to fill out the treasure. Randomly selecting items from a local department store catalog is one of the easiest methods of coming up with new and unique junk.

All of the items on the following list work and are in good condition. If they are not of immediate interest to a party member, they are an excellent barter item with specific races or societies. Roll percentile die for results.

Die Roll	Treasure Type
01-10	A jump suit of an unknown material; it holds an unknown substance within an envelope of material that will keep the wearer warm down to any temperature. It stretches to fit any size from one meter to three meters tall. If the hands and face are also protected, no frostbite check is needed, otherwise acts as Column C frostbite check.
11-12	Minipower plant (see Robotics Glossary).
13-20	Snow shoes that allow the wearer to move at the normal movement rate in the snow. Wearable by a humanoid character from one meter to two and a half meters tall.
21-23	A case of 40 sustenance doses.
24-25	A solar collector that has never been attached to a robot (see Robotics Glossary).
26	Carved ice crystals (actually six diamonds worth 2000 gold).
27-28	Robot sensor that was ripped off a robot but is still in operational shape (GM's choice, refer to the Robotics Glossary).
29-35	Ancient plainsman's hidden cache: includes untainted rations, blankets (reduce frostbite chance by an additional -1CS), small metal hand tools, and basic medical needs to heal a total of 15 points of damage if it was not inflicted by radiation.
36	Ultraviolet/Infrared Goggles.
37-45	Dried and frozen foods. If thawed they are perfectly edible.
46-50	A bag of twelve hand-knit ski cap/masks. These reduce the chance of frostbite by an additional -3 CS.
51-55	Parts for a robot limb or locomotion (GM's choice-refer to Robotics Glossary).
56	Adhesive Paste, needs to be warmed up to use.
57-58	Portent, completely operational.
59-60	Robot repair tools. Can be used by anyone with the robot repair talent to properly repair robots and bionic parts.
61-62	Cross-country ski kit designed for normal sized human characters, complete with instruction manual. The manual includes a section on how to make skis, ski poles, bindings, etc. (5 days required reading and practice time before they can be mastered).
63	Control Baton, Stage II
64-66	A liter can of sterno, good enough for a few hot meals.
67-70	Ice fishing equipment: ice saw, fishing pole, collapsible shelter, etc.
71-72	A box of fourteen heavy duty mittens, in all sizes (reduces the chance of frostbite by -3 CS).
73-74	Miscellaneous robot additions that are still crated (three of them to be chosen by the GM).
75	Zilch stealth armor designed for a human (see the Robotics Glossary for explanation).
76-78	Sled designed for four humans, to be pulled by a single rakoxen sized animal. It comes complete with reins and harnessing.
79-80	Three glow cubes.
81-83	Eastland's Guide to Robots, a pre-holocaust book that lists all the normal robots that were manufactured at the time. Any character who can take the time to find a normal robot in the book after he sees it, can gain a basic understanding as to why it was designed and what it can do. No information on programming is included. This book is extremely valuable to many societies and Cryptic Alliances.
84-85	Two sets of thermal long underwear, stretchable to fit any size, one meter to three meters tall (reduce chance of frostbite by 2 CS).
86	A journal in common, made by an explorer long ago, that can serve as a limited lexicon for the Maali language and give guidelines to the customs.
87-88	A wrecked piece of a robot that is actually an operational bionic weapon (GM's choice, refer to the Robotics Glossary).
89-90	Two tubes of green neutralizing pigment.
91-93	Stolen bundle of furs, apparently taken in the last few weeks, including four buffalo hides, six beaver skins, a giant beaver skin, and assorted small mammal hides. These can be used for blankets, bags, clothes, and so forth or can be used for trade. The huge hide reduces a party's chance of frostbite when they are sleeping under it by -4 CS. The large hides worn as robes over winter clothes reduce the chance by 2 CS.
94-95	A large container of Doctor Herd's fur ointment. This goo is great for smearing on a pelt to make it weather-proof and shiny. It can be used on fur apparel or traded to intelligent mammals, which will value it highly (reduces frostbite chance by -3 CS for fur that is treated). The amount will cover three moose-sized creatures.
96-97	Mother Karen's Ache Pills. These old time quack pills became irradiated during the wars and now work great. They act as an accelera dose, except their base healing is 30 points. There are ten pills left.
98-99	Seven pairs of thermal socks, they can be worn by any character from 60 centimeters tall (as leggings) to two and a half meters tall (reduce the chance of frostbite by -3 CS).
00	A completely frozen robot (GM's choice, it is now in wild mode, if it is carefully thawed out).



Scale: 1 square = 3 meters

GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

EPSILON CYBORGS

By Kim Eastland

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Thanks to Michael Price, Garry Spiegle, Gary Gygax, and Phil Taterczynski for previous works which I plundered like a Gamma World scavenger.

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Please enclose a self-addressed, stamped envelope with your questions.

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INTRODUCTION

Welcome to the fifth module designed for the Revised GAMMA WORLD® Science Fantasy Game. These adventures take place in the pinewood forests and snowcovered wastes of the Frozen Lands, birthplace of uncountable robots and cyborgs, and The Created Cryptic Alliance. Facts and figures are provided in this module for a GM to run outdoor and indoor adventures, plus starting points for many other adventures which the judge (hereafter referred to as the Gamma Master or GM) can develop. In addition, there are extensive maps for use in both this and other adventures, new races, non-player characters and creatures. Plus, there is a large section expanding on the Revised Gamma World robot system, including a complete robot generation procedure, robotics equipment glossary and new robot listings.

The adventure outlined in this module can be run by itself, worked into a present campaign the GM is running, or used to continue the exciting "Search for the cities of Man" series featured in all of the Revised GAMMA WORLD modules currently on the market and coming soon from TSR. A map of the Frozen Lands, the location for this adventure, has been provided. This is an "open" adventure; that is, it is not designed for specific player characters. No predetermined player characters are provided. The GAMMA WORLD character a player normally uses is ideal for this adventure. The Frozen Lands and Quade's complex are unknown to the player characters and their patrons, so the GM should be careful not to show any of the maps to the players. The Frozen Lands map shows the lands west of the Desperate Lands, which were detailed in the GAMMA WORLD adventure, GW8 — GAMMA BASE. The maps of the two lands can be combined to give the GM a large geographic area in which to run a campaign. The large High Lands map from module GW11 aligns to the north of the Frozen Lands map, and the large Flower Lands map from GW6 — ALPHA FACTOR aligns to the north of the Desperate Lands map. All four modules provide quite a large and varied geography for your Gamma adventures.

Enough of maps and the known lands, *though*. You are about to enter a region which few creatures have ever survived to tell the world what lies within, the land Estelroth Twilight, Keeper of the Everlasting Light, once referred to as "the vast expanse of white mystery where the silvered ones dwell..." the windswept reaches of the Frozen Lands.

BACKGROUND

The adventures in this module take place in a section of Gamma World called the Frozen Lands. The area is frigid and consists of foothills, forests, and plains. The name of the land is self evident to anyone who has walked within sight of the snow and ice covered fields and trees. It is rumored that the land stays snowbound almost all year long, even when the lands around it are enjoying summer weather. The elders remember a time when the Frozen Lands were neither cold nor snowbound, but beautiful and lush, providing great bounty and harvests for those that dwelt there. But the land is almost a tundra now, and most of the races that lived there are extinct.

The main theme of this module's adventure deals with the search for an Ancient called the Creator (read the entry for Harlan Quade in the New NPC section). The player characters will be sent into the Frozen Lands to locate this Ancient and attempt to neutralize his influence on the upcoming war with Timon, the mutated wolverine general who threatens the peace and prosperity of your village, Haven.

Where this Creator is, what or who it is, and how the Creator is helping Timon are all a mystery. These are the questions the player characters (hereafter also referred to as PCs) must answer through exploration. Clues can be found along the way in planned encounters. Other pieces of information exist to further clarify the cause and history of Gamma World and the dangers that still exist within it. Still more information is provided as introductory clues to future Revised GAMMA WORLD modules to be released by TSR, or as updated information on characters and events already introduced in the first few modules of this series, these will always be listed as such. And, of course, there are always some undefined details, rumors and names provided that the GM can develop into his own adventures. While this adventure can be played without the Revised GAMMA WORLD series adventures, it certainly is far more entertaining when the party of player characters has run the gamut of all the adventures. Information is provided in this adventure to bring the GM up to date, in case he has not read the previous adventures.

To prepare to use this adventure the GM should first study the maps.

MAPS

Map of the Frozen Lands: The large, color map included with this book is for the GM's use only. Part of the challenge of this module

is the party's ability to keep track of where they have been. By describing the terrain they travel through, the direction they are traveling, and certain landmarks, the GM will provide a rough description of where the party is. The players should write this down or map it out in whatever manner they wish. The GM must make it clear to the players that their map is an approximation, and by no means a precise, completely reliable map. If the GM wishes to add or alter the features of the real landscape, he may do so with impunity as it is quite possible the cartographer who made this map was wrong about the area.

Note that there is no scale on the map, no single way to figure out how far the PCs can travel in one day. This is done on purpose, because different types of terrain require different amounts of time to cross. All traveling times mentioned in the following text are for a human-sized, bipedal character in reasonably good health traveling in good weather. The GM should take into account the weather, the size of the character, any unusual methods of transportation he may have (such as snowshoes), etc., when adjusting the movement rate. The rate is always listed as how many minutes or hours it takes to move an inch on the map.

Anyone wishing to play in this campaign should not read any further in this booklet.

Frozen Lands Terrain Types

NOTE: Movement rates given below are for normal, unencumbered movement. In some areas, specifically snow covered forests and plains, normal movement rates are for natural inhabitants. Those creatures not used to the area (such as the PCs) move at one-quarter the normal rate. If they have snowshoes or skis and know how to use them, they move at half speed. For every five minutes they attempt to run they must make a CN or DX check (whichever is lower), as they may fall and suffer a Crippling result. These snow covered areas have Terrain Forms as explained on the map legend, Ground Cover of either Wooded/Arctic or Dry & Barren/Arctic, and a Terrain Special Effect of Arctic-Complications A, all as described on page 30 of the Revised GAMMA WORLD Rules.

Average Mountain Area: Most of the northern part of the map is referred to as mountain area. These areas are extremely rocky and quite difficult to traverse. The GM should familiarize himself with the climbing rules on page 14 of the Revised GAMMA WORLD Rule Book at this time. The movement rate is not in Action Turns, however, so the DX roll

on the ACT must be made once for every inch of mountain area traveled. The Intensity Level for falling in these mountain areas is 20 and the base damage is 9, with Complications C as a Terrain Special Effect. Therefore, the GM should suggest player characters use the Assisted Climb option listed in the Climbing section. The movement rate for an inch of mountain area using an assisted climb is three hours. Every third consecutive inch moved in mountain areas takes four hours because a large crevice or some other natural barrier has to be traversed. As the GM can see, it may take the adventurers a number of days to get anywhere if they do not use the paths.

Mountain Paths: The paths that cut through the mountains are twisty and treacherous, but are much faster than climbing the mountain. A DX check is made for each character every three inches of path traveled. The Intensity Level for slipping on one of these paths is 14, and the base damage is 5, with a special damaging effect of a sprain if the falling character's CN check is not rolled. The occasional bridge that crosses a river is made of wood and is considered the same movement rate as the path with no checks made for falling or other damage.

Rivers, Lakes, and Waterfalls: This section also includes the shoreline surrounding the rivers, waterfalls, and lakes. Travel time is normal for the rivers, lakes, and waterfalls outside the snow covered areas. The travel rate for the shoreline is 30 minutes per inch unless it is a rocky shoreline (an area that is marked as mountain area), in which case movement is as the mountain area. The rivers primarily run south in this part of the country. They start in the upper reaches of these mountains (top of the map) and proceed to the lower lands (to the south and east of the map). There are fast flowing waters in the mountains that are often white water rapids. The Intensity of the water at the calmest areas (more than three inches away from a waterfall) is 16 with a base damage of 5 and a consideration for Buffeting. The most severe area, the waterfalls, is Intensity X with a base damage of 12 and Crippling Injuries consideration. Anyone traveling against the current will drown in a few minutes. Travel down the calmer parts of the river is 15 minutes per inch.

As the rivers enter the forests and flat lands they slow and divide into thousands of little streams not shown on the map. Here they act as normal rivers in Intensity and danger. As they progress into the forest and frozen wastes, they slow even more, but become treacherously cold (Arctic Intensity). Most of

them are channeled far below the snow and ice fields, while some, like the Hidden River, manage to keep just enough movement to prevent a complete freeze.

Lake Cyclone and Lost Lake in the Desperate Lands to the east usually can be traveled at a rate of 20 minutes per inch.

All streams the GM may wish to add in the mountain and grassland areas are fordable. Traveling down them is at a rate of 25 minutes per inch, and paddling against them is at a rate of 45 minutes per inch. DX rolls must be made every inch, with failed rolls meaning the characters have lost control of the craft.

Radioactive Area: There is one radioactive area on the map, northeast of the Frozen Lands. This area has random radiation in it. Roll 3d6 for the intensity to determine the radiation level for each inch traversed into the area. The GM may wish to assign a radiation intensity to the entire area instead. If any characters want to cross these areas, the GM might stock it with radiation-loving mutants and plantlife. The areas glow dimly in the dark. Travel time across these areas is equal to the surrounding area types.

Normal Grasslands: The meadowlands are to the east and northeast of the Frozen Lands. These meadowlands have 30 cm to 1.5 meter tall green grass that can support livestock, and, unfortunately, hide an army of predators. Travel time across these stretches is 15 minutes per inch. Sometimes vision is greatly limited by excessively tall grass. The GM should always tell the players what height of grass their characters are wading through. And the GM can alter the height every scale inch if desired.

Glowing Fungus Fields: West Never Dark, to the far northeast of the Frozen Lands, is a large expanse of land covered by glowing fungus. The glow is not ascertainable by day, but lights up the land at night with an eerie, pale yellow glow that is the equivalent of dusk. Travel time across the land is slower than one might expect, 30 minutes per inch, because the fungus grows to uneven heights, making travel difficult. The fungus itself is harmless and extremely comfortable to walk or sleep on. It grows very fast, covering a man-sized object in 8 hours, and can be lifted up from the ground like a blanket. Unfortunately, many predators use this as an excellent means of disguising themselves. Once the fungus is detached from the ground it will glow for 3 days. A torch-sized piece will cast a glow with a radius of 3 meters.

Marshlands: Perhaps the most treacherous terrain in this area is the marshlands. These watery lands provide havens for every kind of aquatic creature and all plants in Gamma World. Traveling a map inch through the mire requires three hours if walking or swimming or an hour by boat or raft. The marshlands are full of insects that bite and pass on diseases and fevers. Every character spending a full day in the marshland has a 10% chance of getting a disease (see disease effects in the GAMMA WORLD® game rules, pages 26 and 28). This 10% chance is cumulative for more than one day spent in the marshlands (30% for three days, 40% for four days, etc.) Constant use of insecticides by a party will drop the daily percentage chance to 2% instead of 10%. Rumors have it that a huge army of menarls rule these marshlands.

Pine Forests: The pine forests are just that, stands of conifers that resemble normal 20th century forests. These forests, except for those arms that reach out into the frozen wastes, cover hills that have unmapped ravines, caves and valleys. These forests vary in their density and amount of snow on the ground. The forest within two inches of the mountains, meadows or cliffs, has little snow and is of a medium density. They require only 45 minutes to travel an inch. The forests within two inches of the frozen wastes are of medium density, but are heavily snow laden. They require an hour and 30 minutes to travel an inch. The forest in between these two belts is quite dense and has impressive snowfall. It requires 70 minutes to travel an inch.

Forest Paths: Forest Paths are common trails used by animals and the peoples of the Frozen Lands. Travel time is that of the surrounding forest type, but 10 minutes faster.

Cliffs and Cliff Paths: The main plateau-like cliff facings on the Frozen Lands map separates it from the Last Friendly Lands to the northeast and the Desperate Lands to the east. This long ridge of cliffs require two hours to scale and require each character scaling to make a DX roll. A failed roll means the character slips and suffers an Intensity 17 fall, base damage of 4 and Crippling Injuries taken into consideration. A path through the cliff takes only 45 minutes to traverse and only a DX +3 roll is required. A failed roll means simple rolling damage (Dm = 2).

Villages: A few villages still exist in the Frozen Lands. These will be dealt with in their own section.

INTRODUCTION

Frozen Wastes: The frozen wastes is a vast plain, completely flat, with several dozens of meters of packed snow covered with about a meter of powdery snow. This terrain is always shifting and extremely difficult to traverse without snowshoes. The normal movement rate with snowshoes, skis or adapted feet is two hours per inch. The normal movement rate without snowshoes, skis or adapted feet is four hours per inch.

Ice Fields: There are three major ice fields shown on the Frozen lands map, though hundreds of smaller ones exist. These are areas where the snow has given way to surfacing water which freezes smooth forming a flat field of glistening ice. Snow blows across it like mist. Movement on the ice fields is treacherous at best unless you are adapted to it or knowledgeable in the use of special vehicles, like ice sail boats. The unaided movement rate for an inch's distance is four hours. A DX roll must be made for every hour spent crossing an ice field. Any Spectrum result indicates a bruised, but unharmed passage, a white result indicates a few bad falls resulting in a total for that hour of 1d4 points of damage (if AC is less than 8); and a black result indicates 1d6 points of damage and a check vs. Complications C.

LEVEL, VILLAGE, AND CAVE MAPS

At the end of this booklet are eight pages of maps which are to be used for this adventure. They are intended for the planned encounters. They also can be used as standard village or cavern layouts by the GM for other adventures. These maps will be dealt with in more detail when each individual planned encounter is explained.

GETTING LOST

The player characters and accompanying NPCs enter the Frozen Lands from the northeast corner of the map. None of the player character adventurers are experienced in traveling through the Frozen Lands. Even Czonk, their ramtel guide (see NPC section), has not traveled in the Frozen Lands for years. While he knows the basics of survival there, he never traveled extensively as a youngster and so is not familiar with many facets of Frozen Lands adventuring, such as crossing the icy wastes. Therefore, the possibility of the party getting lost is very high if they are not accompanied by a maali or etar guide. It is almost impossible for them to map the land, for it is difficult to gain an accurate estimation of distance across snowy wastes.

In the forest, vision is limited to a maximum range of 40 meters. It is very easy for characters to move far off to the right or left of where they think they are. When on a path, the characters cannot become lost in relation to the path, but they may not know where the path actually is located in the forest. Following a river is easy. However, the characters will not be sure of where they are in the forest. If not on a path or by a river, the party's vision is considered obscured. Czonk can guide the party to most of the villages on the northern edge of the frozen wastes, but does not know anything about those located to the east, west or south.

Characters or parties traveling across the frozen wastes discover that after they have ventured more than three inches from a treeline the blowing snow obscures their vision.

A traveling party with a member who either has a direction-finding mutation or a compass will always know where they are in the forest if the party is within four inches of a treeline. After they have traveled more than four inches from a treeline, the party will discover that a compass will start spinning erratically and a directional mutation will become confused. What is causing this is the amount of metal underneath the snow (doomed robots) and the strong pull of all the metal and magnetic energy output from Quade's base. If traveling within two inches of Quade's base, the compass or directional mutation will point to the base as if it were north.

When the party or a character is lost and wandering, the GM should roll a d10. A result of 7 through 10 indicates that they have wandered off their course. This roll should then be made for every inch traveled or until they see a recognizable landmark (recognizable because either Czonk knows it or it has been described to the player characters at a previous encounter — these will be mentioned in the text). This roll for wandering is altered at night, when a result of 3-10 indicates they are off course.

For every inch that they wander, the GM should roll 1d10. The results of the roll, listed below, indicate their actual direction. This direction can never be the exact direction from which they came, but instead indicates that they are moving aimlessly (as in a circle).

Die Roll Direction

- | | |
|---|-----------|
| 1 | North |
| 2 | Northeast |
| 3 | East |
| 4 | Southeast |
| 5 | South |
| 6 | Southwest |
| 7 | West |
| 8 | Northwest |

9-10 Characters are making a wide circle

Characters who wander for four consecutive inches are considered lost, and the GM should mention that they no longer believe they know where they are going. If the PCs have any hired help or followers that are not of the Frozen Lands, their morale will drop by one for every four inches they travel lost while in the PC's service.

WEATHER

The weather of the Frozen Lands is usually uneventful. Except for a few weeks of thaw much later in the year, the temperature is always cold, it always snows at least a little during the day, and the sky is always overcast. No seasons seem to exist, and any weather prediction mutations will always read the same thing. The weather is unnaturally predictable, no sudden highs or lows exist, the winds always blow from the northwest at a given range of velocity in each region, and there are never any blizzards, sleet or ice storms. This is because the maali (see the New Races section) are controlling the weather and creating the Frozen Lands in an attempt to keep Quade and his Created contained. So far it has worked quite well.

Unlike the other modules in this Revised GAMMA WORLD® game adventure series, the GM does not roll for weather modifications in the Frozen Lands. Instead, what is variable is the temperature, wind and wind chill factor. All of these are important when dealing with frostbite.

Temperatures for each type of region (and any villages, paths, and rivers in that type of region) have a range. That range is expressed as the nearest ten degree marking. The actual Fahrenheit thermometer reading range is found on the Frozen Lands Weather Table below.

Wind speed for each type of region (and any villages, paths, and rivers in that type of region) also has a range. That range is expressed as the nearest five miles per hour estimated wind speed. Although the Revised GAMMA WORLD game generally uses the metric system, including kilometers, the play-

ers will be far more familiar with the “miles per hour” system and be able to identify with what their characters are going through. The actual estimated wind speed range for each region is found on the Frozen Lands Weather Table below.

FROZEN LANDS WEATHER TABLE

(Locate the appropriate region below. Roll 1d6 for the temperature, then 1d6 for the wind speed.)

Temperature Wind Speed

Forest

1 or 2 = 30 degrees 1 or 2 = Calm
3 or 4 = 20 degrees 3 or 4 = 5 mph
5 or 6 = 10 degrees 5 or 6 = 10 mph

Snowy Wastes (within four inches of a treeline)

1 or 2 = 10 degrees 1 to 3 = 10 mph
3 or 4 = 0 degrees 4 or 5 = 15 mph
5 or 6 = -10 degrees 6 = 20 mph

Ice Fields

1 or 2 = -10 degrees 1 to 3 = 20 mph
3 to 5 = -20 degrees 4 or 5 = 25 mph
6 = -30 degrees 6 = 30 mph

Severe Snowy Wastes (farther than four inches from a treeline)

1 to 4 = -30 degrees 1 to 4 = 30 mph
5 = -40 degrees 5 = 35 mph
6 = -50 degrees 6 = 40 mph

Wind chill is the effect of low temperatures and high winds on exposed skin, usually expressed as loss of body heat. It is the wind chill factor that most often causes frostbite. The wind chill factor is determined by cross indexing the region's temperature and wind speed on the Wind Chill Table below. The GM must find the rolled wind speed in the left hand column and the rolled temperature in the top row. The equivalent wind chill temperature is found where these two intersect.

Frostbite means tissue has been damaged because of exposure to intense cold. The Revised GAMMA WORLD® Game Rules state it should be treated as infection, while intense cold is treated as burns. This is adequate for determining damage, but the big question and danger in the Frozen Lands, is when does frostbite hit and how bad are its effects.

WIND CHILL TABLE

Wind	Thermometer Reading								
Speed	30	20	10	0	-10	-20	-30	-40	-50
Calm	30	20	10	0	-10	-20	-30	-40	-50
5	27	16	6	-5	-15	-26	-36	-47	-57
10	16	4	-9	-21	-33	-46	-58	-70	-83
15	9	-5	-18	-36	-45	-58	-72	-85	-99
20	4	-10	-25	-39	-53	-67	-82	-96	-110
25	0	-15	-29	-44	-59	-74	-88	-104	-118
30	-2	-18	-33	-48	-63	-79	-94	-109	-125
35	-4	-20	-35	-49	-67	-82	-98	-113	-129
40	-6	-21	-37	-53	-69	-85	-100	-116	-132

Since most of this adventure takes place in a land where frostbite is an everyday consideration, a slightly more detailed method of determining when frostbite has occurred is presented.

HOW TO CHECK FOR FROSTBITE.

- 1) Check for frostbite every four hours of exposure to the elements.
- 2) Determine wind chill factor as explained above.
- 3) Use Column 11 as the equivalent temperature factor of 0 degrees Fahrenheit. Locate the previously determined wind chill factor temperature equivalent by shifting from column 11 one column per ten degrees difference, rounding to the nearest 10 degree marking. For example, 30 degrees would be Column 8; -22 degrees would be rounded down to -20 or Column 13; the lowest temperature on the Wind Chill Table, -132 degrees, would be Column Z.
- 4) For each character exposed, modify the column determined in step 3 by any protection he may be afforded. Modifiers listed as a “+” are considered favorable and shift the column warmer, or to the left on the chart. Modifiers listed as a “-” are considered a negative and shift the column colder, or to the right on the chart. Some frostbite modifier examples are listed below. Unless otherwise noted, an article of clothing cannot be worn twice to add more beneficial CSs (such as two pairs of mittens).

- +1 Blanket worn around body and head (limit of three, cannot be used with hides used as robes as described below).
- +1 Per every stage denser a character with Density Control shifts.
- +2 Wearing normal, non-metal Gamma World clothing, including AC 1 through 5.

- +2 Heavy hides of furs worn as capes, robes, or other additional covering (limit of two, cannot be used with blankets).
- +2 Thermal long underwear.
- +2 Constant exposure to a suitable fire for more than two hours during the four hour frostbite check (GM's discretion).
- +3 Wearing heavy, non-metal Gamma World clothing, including AC 6-10.
- +3 Knit ski mask.
- +3 Heavy duty mittens or thermal socks.
- +4 Any extreme heat attack suffered within an hour previous to the frostbite check.
- 1 Per every stage less dense a character with Density Control shifts.
- 2 Any metal armor worn.

Mutation Modifiers A character with the Immunity to Cold or Vulnerability to Cold mutation uses the final shifted column as the Intensity level vs. their mutation score.

A character with Photosynthetic Skin has a -5 CS modifier.

A character with either Physical Reflection-Cold or Cryokinesis is immune to the effects of the cold.

A character with Weather Manipulation can effect the temperature and wind around the party, but only for six turns, once per 24 hours. This acts as a +1 CS for the entire party all day.

A plant character with Body Weakness-Poor Immunity automatically rolls on Column Z.

- 5) When the final column is determined, the player rolls on it. Base damage for this type of cold is 4. If a yellow, orange or red result is rolled, the character must again roll on that same column with a -1RS and consult the Burns Biological Special Injuries Table.

THE ADVENTURE BEGINS



Before starting, the GM should read all of the addendum sections: New Races, New NPCs, New Creatures, etc.

The premise for this adventure can be altered by the GM to fit an existing campaign. The player character adventurers are considered to be working for Haven at this time (more details on that in a moment). Their background connections with various Cryptic Alliances may only serve to spice up the adventure, and are left entirely to the GM's discretion.

The player characters should, by this time, be working for the Restorationist Council of Haven. Haven is a progressive village in the Last Friendly Lands to the northeast of the Frozen Lands. This is the most powerful group of Restorationists that the party knows, and the Restorationists reward their agents very well. The instructions come through their liaison, the civic leader of Haven, a pure strain human named Gene (all of his characteristics are 16, except Charisma, which is 22).

This adventure should not begin in Haven, but as the characters are in the field, either returning from their adventures in other modules or spending some time away from Haven in a short adventure of the GM's devising. If the GM has any of the previous Revised GAMMA WORLD® game modules, he can begin the

characters from wherever he wishes within one inch of the Last Friendly Lands plateau. If this is the first Revised GAMMA WORLD module the GM is running, then the GM should begin the party in the northeastern corner of the meadowlands overlooking West Neverdark.

As the player characters wake one morning, they see a lone rider coming toward them. He appears to be a mutated animal/humanoid riding a brutorz, followed by two more brutorz heavily laden with bags and packs. The GM should read to the players the appropriate descriptive passages from Czonk's entry in the New NPC section. At least one of the player characters will recognize him as being a member of the village of Haven. As the entire party wakes, Czonk waves at them and steps up his pace.

Once in camp and dismounted, Czonk will tell the party he has a sealed message for them from Gene, the civic leader of Haven. The seal does not appear to have been tampered with. It is written in common so any character with an intelligence of at least 10 can read it.

To (GM should fill in party members' names here),

The person who has handed this message to you is named Czonk. He is a

mutated goat whose appearance is (the GM should tell the players that, indeed, the description matches the character who rode into the camp). If this description does not match the bearer of this message, kill him immediately.

Czonk is the last of his race, the ramtel, natives of the Frozen Lands. It has come to the Restorationists' attention in the last week that a number of robots and other weird machines have been seen in the Frozen Lands in the last year. We believe that it may be either the home of the Cities of Man or holds valuable information about the Cities of Man's location.

Rumors reaching us are that someone or something called the Creator rules the Frozen Lands. Who this person or entity is, or why the lands remain frozen, is unknown to us. From all accounts the Creator is extremely powerful, driving out the people who lived in the lands for centuries. We need the land explored immediately. Gain any information on the Cities of Man that you can. Also investigate any contacts Timon may have made with this region. It is most important that you locate this Creator. If the Creator is a person, this is to be considered a diplomatic mis-

sion. If he poses a threat to the safety of Haven, either through his own actions or through assisting Timon, he must be neutralized, as must all of his knowledge and any facilities he may have.

We have received many conflicting reports about what is happening in the Frozen Lands, but most of them indicate it is an extremely severe climate and very dangerous—as is this Creator. Exercise the utmost caution.

Haven is not sufficiently equipped with enough winter clothing and gear to send you supplies. Instead, provisions, equipment and gold have been sent to you. Czonk knows of a little trading post on the way, and hopefully you can barter for winter clothing and supplies there.

It is impossible to overemphasize the importance of gaining or stopping high technology assistance from entering our struggle with Timon. It is of utmost importance that we gain robots and mechanical men for Haven, so we can try and reprogram them for use in the sky chariot that will take us to the Cities of Man. All of this information and possible technology will be devastating if it falls in the wrong hands.

Report back within six months. Destroy this message as soon as all of the surviving scouts have had a chance to read it.

Gene

What Gene has sent in the way of goods is primarily left to the GM to balance out his player character party. However, rations, water skins, energy cells and a few weapons will be included. A metal chest containing the equivalent of 2,500 gold is hidden under some of the more common provisions.

Czonk can lead the party to the trading post, listed as Village A on the large GM map of the Frozen Lands. Any encounters on the way are random (as will be explained in the next section). There the player characters meet an old human named Zeb who runs the post (all his stats are 12, except for IN which is 15). The post is a huge, log cabin motel that has been perfectly preserved, though it mostly has been stripped of any devices. Zeb usually has the lobby running as a general store. He stocks all kinds of camping and survival supplies imaginable, but at double the normal rate. Bartering devices for supplies will bring the price of the supplies down to their normal price, as Zeb does not have much access to

these. The side wings with rooms and beds are still usable, though they have not been used in awhile.

Zeb remembers Czonk and will express delight at how large the ram-boy has grown. He is surprised and dismayed when he finds out Czonk is going back into the Frozen Lands. So great is Czonk's hatred for the Created and the Creator that he is planning on this being a suicide mission. Only when the party hears Czonk talk to Zeb, will they begin to piece this together. Neither Czonk nor Zeb knows who Harlan Quade is, but they both are familiar with the term "Creator" as the force that is behind the robotic attacks within the Frozen Lands.

Further information may be gleaned from Czonk (who is normally quiet) on the way to the trading post by party members making conversation and the GM rolling Reaction Checks for Czonk. Czonk will give a positive 2RS for any Reaction Check made for anyone from Haven, or definitely known to work for them. Both Czonk and Zeb are available for this information gathering while the party is at the trading post. The information may include any facts the GM wants to introduce about his own campaign and the following tidbits.

* During the last decade the weather in the Frozen Lands has become worse, it is always freezing there and frostbite is a constant danger. No one knows why the weather remains this way. (Partially true, the maali know.)

* All but a few of the peoples of the Frozen Lands have been destroyed. Zeb still sees a few maali and etar who come up here for supplies, but even their numbers are dwindling. He will give brief descriptions of the physical appearances of the maali and/or etar upon request. He may be able to be persuaded to give more information (background, life-styles, mutations, etc.) for a price (at least 100 gold). He has no idea where their villages are. (True)

* There used to be a lot of robots and machines seen in the Frozen Lands many years ago. But with the worsening of the weather, fewer and fewer of them have been spotted. (True)

* It is rumored that a war machine is patrolling the rivers in the Frozen Lands. (False)

* Rumor has it there are giant walking robots in the Frozen Lands (an exaggeration growing from an occasional sighting of a timberer bot).

* It is rumored that there are giant, white worms living beneath the snows of the Frozen Lands (an exaggeration).

* Zeb swears about a year ago he saw a giant rabbit pulling a snow sled in a nearby forest, so some animals must still exist, even if they are domestic. (True)

* If asked if anyone else has traveled to the Frozen Lands within the last month, Zeb will hold out information for money, but make it obvious he needs to be paid for this information. If paid at least 50 gold, he will mention that three or four hoops have passed through here going south in the last few weeks, but they were not together. They also asked the same thing. (True)

* Though Zeb has not had a boarder in nine months, his building still is equipped as an inn, complete with running water, a kitchen with wood-burning stove and common rooms. He charges the standard rate for meals and the room as detailed in the Revised GAMMA WORLD® Game Errata Supplement.

* If Zeb is asked why no one has looted his place yet, he just cackles and says no one would bother a demented old man. If Czonk is asked, he will whisper "Be Quiet!" and explain when the party is alone.

Zeb does not live alone in this motel, it is also home to hundreds of little, invisible creatures that are believed to be related to the Lil. Czonk will tell the players that it is widely believed by those who have stayed here that almost every possible mutation can be found in this invisible colony. Once, Czonk relates, a band of twenty serfs raided the area and eventually attacked the motel. Zeb hid! The serfs were all dead within the hour. Because of this, it is believed these invisible creatures must not be affected by Life Leech or Death Field Generation. They are known to have a fondness for sweets, especially for some ancient confection called chocolate. They have been known to reward people who have generously left them goodies. It is rumored their horde of devices and valuables is richer than any gon's.

If anyone starts to say anything which might offend the little invisible creatures, which are called gremlins, Czonk will stop them abruptly and mention that eyes and ears are everywhere.

In fact, the gremlins do exist, exactly as described. They are never seen, but can more than deal with any threat put to them. The

ENCOUNTERS

GM may use whatever powers he likes in whatever quantity to stop any destruction coming to the motel, Zeb or the gremlins. If a character leaves candy or something similar out for the gremlins, the GM should reward him with a valuable or device. The rarer the confection (or more danger the character faced to obtain it), the better the reward. As sweets are not too common in Gamma World, this practice should not get carried away.

If the party decides to rest at the inn, which is simply known as Zeb's, they will have the most relaxing sleep of their lives. They will be completely safe and will miraculously heal any type of wound at double the normal healing rate.

When the party is ready to venture into the Frozen Lands, Zeb will call after them as he waves goodbye, "Follow the paths, they all lead to villages."

ENCOUNTERS

The Frozen Lands have many encounters awaiting the party. Those which are "planned" are laid out in detail either in this book or by the GM prior to the game. Most of the encounters the PCs will have while traveling outside the villages or Harlan Quade's base are random encounters. The main

encounter is Harlan Quade's base, which will be detailed later in this section.

RANDOM ENCOUNTERS

Random encounters in the Frozen Lands are generated by the GM once each day and once each evening of game time. These encounters are in addition to any planned encounters, unless the party is in a village or in Harlan Quade's base.

When the GM rolls the random encounters, he must first determine if the encounter is outside or inside. For example, the GM might want to have encounters in some of the snow caves included on the maps.

For inside encounters, the GM can use the Complex Encounter column of the Random Encounter Table on the inside back cover of this module. The robot entries should be ignored unless applicable.

The Outside Encounter column on the same table should be used for encounters outside. A "no encounter" roll means no creatures encountered the party during that time period. A "harmless encounter" result means the characters might have been surprised by a harmless situation, such as a snow fox digging in the underbrush, a tree dropping a heavy load of snow from its branches, etc. As is coded on the table, certain encounters might

actually be a village or nomadic tribe, thus becoming a major encounter.

It is always a good idea to present harmless encounters along the way so the party does not get suspicious when the GM starts describing a forest clearing or a new snow cave.

After a hostile encounter is completed, the GM should decide if the party deserves loot or experience. The GM should consider how much trouble the encounter provided and how much effort the PCs exerted to overcome it. If the GM believes the PCs deserve loot, he should roll on the Random Loot Table, also included on the inside cover of this booklet. All items listed therein are in perfect working order, so broken or worthless items and mementos also should be added.

Random encounters can be used as the source of more information, where the PCs can possibly pick up information they failed to glean earlier. Information can be used like loot by the GM.

PLANNED ENCOUNTERS

There is only one planned encounter in this adventure, apart from the villages and Harlan Quade's base. It is the sample planned adventure titled Lajjin Hunt. Any other planned encounters taking place outside of the villages



or base must be created by the GM in advance of the adventure. This is a perfect chance for the GM to introduce his own creatures, races, Cryptic Alliances and so on. He should assign the encounters to a specific locale or in a specific order which they should happen. (First could be the lajjin, second encounter the timberer, and so on.) The GM's custom-made encounters will work better if they fit into the basic storyline of this module, but they could also easily be used for a "launching point" for a GM's future adventures and campaign plans.

As already stated, the Frozen Lands people have been mostly eradicated, so more than one additional race would not be fitting here. The GM could create a race of mutated humanoids who live underneath the snow in caves. They might be pure white, unaffected by cold, need little food but move extremely slow or whatever else the GM determines. Their purpose in the adventure would be to provide the party with a safe place to stay in the middle of the snowy wastes if the party handles the encounter right and does not make enemies.

The use of a GM's planned encounters in an established module provides a unique and personalized campaign, without requiring the GM to take the time to draw and define an entire adventuring region and fill in all the encounters.

LAJJIN HUNT

This is an example of a planned encounter using the snow caves map. The map provides a twisty network of caves carved out of hardened snow, frozen ground or possibly even rock. The paths and openings in the caves can be changed easily by altering the openings and deleting whole sections. For example, for this encounter the top of the map is East, thus passage A faces east. It is the only passage open. Only areas A through E exist for this encounter, the rest of the passages and areas do not exist.

The GM handles this planned adventure by rolling dice, as if he is checking a random encounter. There is no need for players to know when an encounter is random and when it is planned.

Expressing surprise at the die roll, the GM then consults this encounter and mentions to the party that they see a snow cave off to the west of them. If the party explores it, they will initially find that it seems abandoned. They can hear nothing in the caves upon entering.

Passage A shows signs of some intelligent, bipedal life form passing through there, but

has nothing of worth. Area B has a small cache of two blankets frozen in the ice, some meager food rations and a can of liquid. The liquid is lighter fluid, and the GM should keep in mind that it is extremely flammable. Area C is very trampled, as if someone or something spent a lot of time moving back and forth. Nothing can be found, though. Area D is simply the "lobby" off the entrance of this cave. Area E looks like it was inhabited by a number of bipedal humanoids. There is a very cold place in which a campfire can be built. An air-hole leads from the ceiling to the surface and smoke does not collect in here, but can be seen from the outside, hinting at some settlement below. A campfire has not been built in here for at least a week. Frozen matting is strewn about.

In the upper left corner of area E is an alcove in which the remains of an old female humanoid of a race no one in the party can identify. She is a pale blue humanoid with long gray hair. Her clothing is made of hides and furs and suggests a Tech Level I character made it. She appears human, other than her six-fingered hands and pigmentation.

She was working in the little room with a small fire to keep her warm. It is stone cold now. She seemed to have been marking long wooden poles with some unknown runes. One of the poles contains notches and runes, there are twenty of them and all of them but one are crossed out. The party might eventually guess (through luck or through use of a time passing mutation or Psychometry using a tool) that this was one of the few races of peoples here in the Frozen Lands that survived until recently. How they died and where the bodies are cannot be determined in any usual way. This woman seems to have been keeping track of her tribe. Left alone in this system of caves, she huddled in the cold trying to record their history in Tech Level I markings. A character with the talent/skill Read & Write Tech Level I will be able to decipher the markings after three hours. Aside from the poles, there is a small wooden hammer and a set of three steel chisels. The woman had one gold piece which she wore around her neck like a medallion.

If the party can go back in time to observe what happened they will see that the tribe had been attacked in its cave by an Epsilon Cyborg. The cyborg was low on power and was trying to make its way back to Quade's base. The humanoids were lucky, they managed to destroy it. But in the battle in here their fuel supply was accidentally set on fire and consumed. As a result, the group slowly was freezing and starving to death. One by one, or in couples, they eventually left the caves to try

and find some place warmer. The old woman was too feeble to attempt a trip and so stayed behind to record her band's dissolution. Whether any of them ever made it is unknown. The remains of the cyborg were buried behind snow and ice in the old fuel supply area. This area is what normally would be the passage from area E to J on the map.

After looking at the past or using another mutation to discover the history of the caves, the party can easily locate the sealed room. Otherwise, any player characters passing the sealed entranceway are allowed an IN check to notice the difference in the walls texture. Any Spectrum result indicates that the PC has noted this section looks like it was built up recently. It requires 30 points of structural damage to break through the wall. In the narrow chamber is the remains of the Epsilon Cyborg. All of his equipment and parts have been smashed by the band, but enough is intact for the party to ascertain that this is a type of robot/human. No one in the party has seen anything like it. If carefully inspected, one of the cybernetic limbs has "H. Quade" stamped on it.

While all of this might provide a little tension and color to the campaign, it is not the entire encounter. It serves only to distract the characters, to provide them with expectations of what is to come, and possibly to get them to let their guard down. When the player characters have finished exploring these caves and prepare to leave, they are surprised by three lajjin that have been tracking the party and have been circling above waiting for the party to appear. After the first attack, if they have killed two party members, or appear to have killed two party members, they will leave. Otherwise they will keep attacking or will wait to resume the attack for the next eight hours. The lajjin cannot attack anyone in the caves, so if the party members are patient and wait out the time, the encounter will simply neutralize itself.

If, at the very beginning of the encounter, the party chooses to ignore the snow caves, the lajjin suddenly appear and attack after the party has gone 50 meters from the cave opening. The party can then choose to turn and run for the snow caves (GM remember reduced movement!) or stand and fight the lajjin in the open. If the party elects to do the latter, and if a lajjin is alive by the fourth turn of combat, it will attract two more lajjin that are circling high above. They will enter the combat on what would be the sixth turn of combat.

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VILLAGE ENCOUNTERS

There are nine villages in the Frozen Lands that are shown on the large GM map, four maali villages and five etar villages. There may be other villages, installations and ruins as the GM desires. Each of the two types of villages will be described below in general, and then each village will have the details added that make them unique.

Etar Villages

Villages B, C, D, E, and F are etar villages; the GM should refer to the Etar village map for each one. Villages B, C, and D contain circular, wooden lodges. Villages E and F have lodges made from hides lashed over a wooden frame. The best way for the GM to describe one of these villages is to picture an northwest American Indian village. There are one or two winter versions of brutorzs grazing nearby. They are used for heavy dragging work by pulling a wooden sled, which also can be seen. The etar used to ride different mounts when the Frozen Lands were still plains, but the constant winter either drove the dray animals off or killed them. Now the etar live like the forest indians of eighteenth century America.

Only one path leads into an etar village, and that always enters from the east. The lodges are arranged in a concentric circular fashion, with the inner circles of lodges usually larger than the lodges in the next outward circle. The openings to the lodges consist of one doorway covered by a heavy hide and one chimney hole in the ceiling for smoke to rise through. All doorways are arranged so they open facing the center of the circle. The central area of an etar village is ringed by a path. Inside this sacred circle are four large family lodges, each one located on the four major points of a compass. These family lodges are meeting places for the four largest families in the village. All of the private family rituals are performed there, along with family council meetings before the large village council meeting. The family unit, including in-laws, is one of the strongest bonds in an etar village. Inter-family squabbles are usually the main source of trouble within each tribe, discounting Harlan Quade's forces.

Between the four family lodges are four circular, stone-walled firepits measuring two meters deep and roughly eight meters in diameter. These firepits have multiple uses. They are sometimes filled with wood and used as actual firepits for preparing large feasts. They are used as pyres for the etar dead (etar believe in cremation). And they may be fitted with wooden pole frames and covered with

huge hides to create smokehouses for both smoking of meats and some religious ceremonies.

At the very center of the tribal village is a huge, flat-domed structure known as the council lodge. The council lodge has four doors, one opening to a path to each of the family lodges. The council lodge is roughly 24 meters in diameter and 10 meters tall in the center. It is always warm in the council lodge, as wood fires are constantly kept burning inside. The use of wood as fuel is one of the main concerns of both the maali and the etar, as the forests surrounding the Frozen Lands are rapidly being depleted. Some etar have taken to trading for coal, sod logs, and other forms of fuel, but this practice requires dangerous travel over quite a distance.

It is very clean inside the council lodge, and the floor is covered with piles of hides and furs, making it an extremely luxurious place. The council lodge is used for meetings of large groups of etar, sacred ceremonies that are not held in family lodges, and as a temple. In the center of the council lodge is a cylindrical stone case, two meters in diameter and one meter tall. This case, called a spirit home, contains the village's holy artifacts, usually ancient items that somehow relate to American Indians.

A good example of the contents of a spirit home is the one located in village B which contains three plastic toy indians and horses, a Classics Illustrated comic version of the plains indians, a copy of *Bury My Heart at Wounded Knee*, an actual indian beaded vest, and a still shot from an old Custer/Little Big Horn movie showing a mass of indians riding to protect their people. If anyone but the village's medicine man is discovered opening the spirit home, or is found in possession of the sacred items, or assisting in their theft or desecration, they will be put to a horrible death. The death rite involves being tied to young trees that have been bent over to form powerful, natural springs. When the trees are released, they spring back to their natural shape, pulling the victim apart in the process. This rite should either be explained to the player characters or they should witness it. The purpose of this rather sordid explanation is to make sure the player characters understand the risks of going after an etar artifact.

Any etar village will react violently to any of their family lodges, council lodges or a firepit used for a religious ceremony being violated by a player character. Once an etar village determines a character or party are friends, they are extremely polite and generous to them, providing them with a lodge in which

to stay in the circle near the edge of the inner, sacred ring.

It must be remembered by the GM that etar are on the low end of Tech Level II societies, and prefer to stay that way. While they might know where some devices are located, they never use them or trade them. While friends of the village are welcome, they are always warned first to completely wrap devices up and store them where no one will be offended by their sight. No high tech device may be used in an etar village for any reason, even medical. Needless to say, this is important to the medicine man (who can heal up to 20 non-radiation damage points a day per person just through use of his herbs and medicines).

Etar villages all know of the name Creator, and hate it for the grief it has caused them. They will attack anyone who overtly claims friendship with Quade or any type of relationship that would benefit Quade. They will befriend anyone who is determined to destroy Quade. The etar are as interested in returning the Frozen Lands to their former state as the maali are, and may agree to send 2d6 warriors to accompany a party that is going to attack Quade's base, even if that party is using technology to do it. But woe to the character or party that misrepresents himself to the etar, claiming friendship then trying to strike some type of bargain with Quade. All the villages will be notified, and the offender hunted down by parties of etar warriors until revenge is exacted.

Village population is difficult to estimate because etar are constantly out hunting, going north to trade, and so on. It usually is in the 100 to 400 range. Etar never name their villages.

Etar always will be suspect of a cyborg, though they will not necessarily attack it immediately. No matter how long they know a cyborg, they will be suspicious of him. Etar attack robots on sight. The only exception to this are robots that appear to be human. Without advanced technological devices to detect this fact, the etar will believe they are human.

Individual Etar Villages

Village B. As the party approaches the location of the village two arrows whiz past and sink into a tree a mere meter away from one of the player characters' faces. At the same time, feline growls and laughter can be heard from the direction of the bow fire. This is a sporting greeting by this tribe of etar, to show their ability and ferocity, and to test any visitors. Each party member is allowed an IN check, any Spectrum result indicates the player char-

acter believes the arrows were purposely fired to miss, judging by their exact positioning around a knothole in the tree.

However, if the party immediately returns fire, they will be shooting at shadows, as this stand of trees is very dense. That will raise even more laughter, and a friendly challenge.

If the party does not immediately fire, but waits for developments, a friendly challenge will be called out in the next turn.

If the party runs, an even greater roar of laughter will be heard, plus a call of "Come back to meet us when you become men!"

The friendly challenge that eventually must be met in this village involves a contest in either archery, handaxe throwing or harpoon casting. The etar archery champion is Rank 15 with his bow; the etar handaxe champion is Rank 12 at throwing handaxes; and the etar harpoon champion throws his harpoons as Rank 13. Player characters are expected to participate in these contests, either with the specified weapons, or equivalent weapons (crossbow, throwing daggers, spears, etc.) If none of the party can compete, then the etar will treat them as children, politely but with heavy doses of sarcasm...all in good, clean, fun, of course. The trick of this encounter is for the player characters to acknowledge the considerable talents or skills of these etar champions. Even if the player characters lose, they will be welcomed into camp, as long as they acknowledge the etar winner.

The only thing that will really set this tribe against the player characters is if they complain about losing, make fun of the etar, or are otherwise inhospitable. They will then be asked to leave the way they came. Etar scouts will make sure this demand is met. Anyone accusing an etar of cheating is asked at once to leave, if he so much as mumbles another complaint, he is challenged to single combat, often to the death. However, if he is a good fighter and puts up a valiant melee fight, he will be pardoned...once.

Despite the initial impression, this is a friendly etar village, probably because it is on the main pathway to the north and many people encounter it. Add a +1 CS modifier in any dealings with this village after the "entrance requirements" are passed. The hatred for Quade is not as fanatical in this village because it is so far from him. Etar here will welcome polite and competitive newcomers, and will barter for Tech II items and equipment with more practical survival supplies. They know little of Quade, except that he has destroyed their lands. They can describe almost every kind of robot Quade has, even the wild timberer robot to the west,

because this village holds most of the history and old bark scrolls for the entire etar nation. This information is offered freely to a party who has passed the competition requirements.

If a player character has defeated one of the three aforementioned champions in a contest, which is simply the best out of ten throws or shots with the better Spectrum result winning, the party will be able to enlist the aid of two etar scouts who will lead them to either another etar village or one of the maali villages.

Village C. This village is more isolated and vulnerable than B or D. The etar here are wary of strangers and hate Quade passionately. Because of this they require a simple thing to enter the tribal village. Any non-etar characters who wish to enter must place all of their weapons and Tech Level III or higher items in a lodge as they enter camp. This request is made as the characters approach the village. Complying with the request is the only way the tribe will trust player characters. Any hesitation or attempts at bartering for longer than three turns following the request is met with numerous knocked arrows and hefted harpoons. The party is then told to disarm immediately or leave. Any character hesitating after that is attacked.

If the party disarms and comes into the camp as friends, they will be welcome. If a weapon is later discovered on them (like a grenade or something that was accidentally or purposely hidden or overlooked), they will be asked to leave at once. There is always an etar keeping an eye on the party and an Orange or Red result on a Column 11 roll indicates the etar have spotted and recognized the weapon. This check should be rolled hourly by the GM if a weapon has not been handed over.

The etar of this tribe do some trading, but mostly with food that they hunt or furs and hide they tan. Village C contains some of the best tanners and hide workers that the party will ever encounter. The cost of having a hide tanned or preserved is usually established by barter, using a gold piece equivalent of 10 g.p. as a base. Village C knows of the approximate location of Quade's base. If the party has behaved itself and expressed sincere interest in defeating the Creator, five young etar will volunteer to take the party directly to Quade's base. This is all the information and aid this village can provide before the party actually attacks the base.

Village D. Due to its crossroad location in the Frozen Lands, this village is the friendliest in

the Frozen Lands. All that is required for access to this village is proof of something to trade. The better quality or more abundant the trade items, the better the welcome into the village. Add a +2 CS modifier in any dealings with this village to anyone which some non-wood fuel or heat source to trade. It is the biggest trading etar village in the Frozen Lands and stocks most of the essentials. Since it is located so far from Quade, the feelings toward Quade is that someone should do something about him, but no one knows what. The party is allowed some bartering room in this village, but if one ever accuses an etar shopkeeper of being a crook, or trying to "rob us blind," etc., the character will be forced to apologize, then told to leave the village. Other party members can stay if they are not insulting the etar.

The party can easily enlist the aid of an etar scout to help them go to village F, B, or anywhere east of village D for the equivalent value of 20 g.p., but the scout will go nowhere else.

Village E. This nomadic village is the most isolated of etar villages, and the people are quite suspicious. As the party approaches the general location of the village, an etar warrior suddenly jumps up from below the snow where he was hiding, gaining complete surprise. This should occur next to one of the player characters with the lowest IN. The etar will have a razor sharp handaxe to the player character's throat before the party knows what is happening. The etar will yell at the party to drop their weapons and tell him what they want here.

If an etar guide is with the party, he will immediately defuse the situation and the party will be allowed to pass into the village.

If the party tries to attack instead of talk, they will find their weapons demolecularizing, as there are ten more etar hidden in the snow that will use their Molecular Disruption mutation against anyone who moves to stop the questioning etar. Rolls must be made by the party on either the Charm, Pacify, Encounter, or Parley Reaction Charts, whichever the party desires. If the party does not succeed in winning over the questioning etar after five turns, they will be told to leave the way they came. Their weapons will be returned to them after they have gone a kilometer away.

If they refuse to leave, combat ensues. A party that kills any etar of this tribe better hightail it out of this locale, as a scout is safely watching everything and will return to the tribe to raise a war party of 25 etar warriors.

ENCOUNTERS

The war party will track the characters and either catch up to them and attack, or, if they cannot catch them, follow them for three days before giving up.

If the player characters agree to leave, one of the etar in the snow will take their weapons and take a shortcut known to the etar of this village. The characters' weapons will be waiting for them a kilometer away. If they try to return, they will be fired on by the 10 etar who have followed them at a discreet distance.

If the party talks the etar into accepting them, they will be asked why they want to come into the village. Only an answer involving battling the Creator or Harlan Quade will get them past the hidden sentries. If they say they are just looking for the Creator or Harlan Quade, the etar will take them, weaponless, into the village for interrogation.

This village, on the edge of Quade's influence, cannot help but be belligerent to outsiders. Subtract a -2 CS modifier for any dealings with them. They will subdue a cyborg on sight and may even resort to torture to find out if it is working for Quade. The people of Village E know that Harlan Quade and the Creator are one and the same, but they will not reveal that unless they are convinced of the player characters' intent. They know that he is a cyborg, but that he is being held in check by the constant winter. They also know his exact location. Their fanatical hatred for Quade will lead ten etar to volunteer to scout for and fight with the party if they are going directly to Quade's lair to attack him. They also will lend the party one of the village's two brutorz and sled (land speed is 20).

If the party expresses neutrality, the etar will avail them with horrible stories of the Creator's forces' oppression and enslavement, or elimination of whole villages and races. The GM must really express the awesome impact of this being's existence to these people, which is akin to Hitler's atrocities in Europe. If the party cannot be brought around to the etar's way of thinking, they will be politely, but firmly asked to leave.

If any party member is fool enough to express friendship or some interest of an alliance with the Creator, this tribe of etar will act as if that is fine with them. An etar war party of 25 will then track the party for two weeks, hoping the party will lead them to the Creator and draw him away from his legions and his base. If, after this time, the Creator has not been found, or the eavesdropping etar are not convinced of the party's naivete, they will attack the party.

Village F: This nomadic village is relatively isolated and is made up of not the friendliest of etar. The party will be challenged out in the open by 12 fully-armed etar warriors who demand to know the party's reason for being here. Subtract a -1 CS modifier for any dealings with them. In any other actions, treat this encounter as Village E.

The people of this village know roughly where the Creator is based and can muster seven etar who will accompany the party there if the party has decided to attack the Creator. The etar will tell a party that has been established as friendly that they feel badly for not volunteering to go with the last advanced scout through here. If the party inquires about this, the etar will explain that a hoop, evolved for winter, came through about a week ago. They told him of their hatred for Quade and he said he would assassinate this monster for them. If any of the party mentions the name Timon, the etar will reply that the hoop said that Timon was his master.

The people here also will lend a brutorz and a sled for the equivalent of 200 g.p., but make sure that the party and accompanying etar know it must be returned or replaced.

Maali Villages

Villages G through J are maali villages. The maali have been forced to live in hidden villages or wander as nomads since Quade's legions destroyed their cities. Their villages are made in the ruins of old installations, fueling stations and other concrete structures that have a height of at least five meters. These villages are usually located on or near a river, as the maali often travel by canoe and raft. The maali villages that are shown on the GM's large Frozen Lands map are all situated on the banks of a large, crescent-shaped ice field. The GM can use any Revised GAMMA WORLD® game village map from other modules to represent a maali village, or use the small village map included with this module. The buildings are all concrete, with hinged metal doors as the only opening. All the windows have been bricked over.

All maali buildings have makeshift wood stoves inside and many have sophisticated heating devices that they either discovered or bartered to acquire. Like the etar, the maali are quite concerned about the wood fuel shortage and will be very friendly with any player character who can help them out of their coming fuel shortage. As maali are primarily communal people, they have large living quarters that are shared by different maali at different times. The maali do not understand the concept of a family. They are mem-

bers of the maali, and that is all that matters.

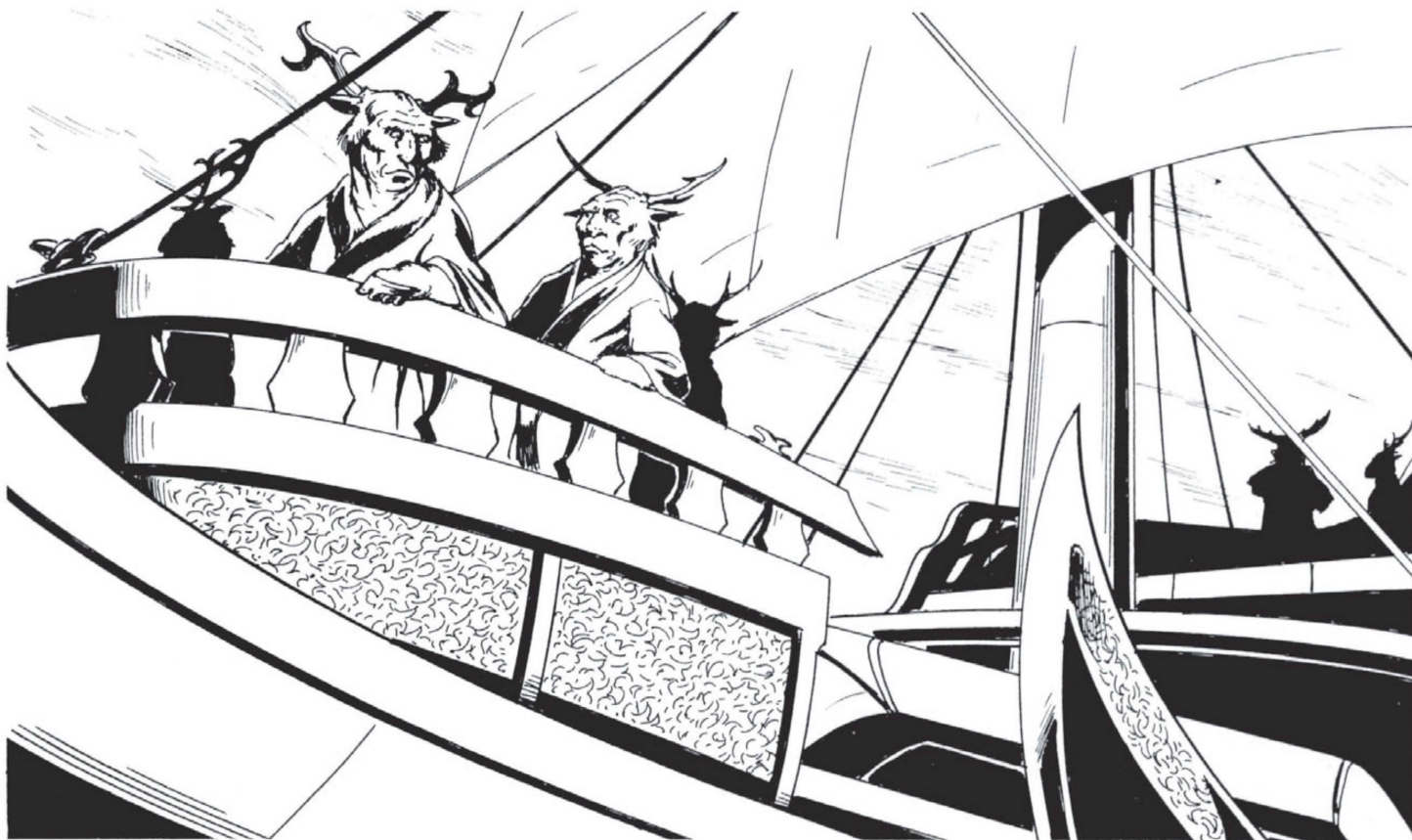
The maali's whole purpose in life centers around eliminating the Creator and his base. All of the villages' people know roughly where the Creator's base is, but are prevented from effectively attacking it by their phobia of underground areas. A third of any village is occupied at any one time with the chore of maintaining the winter weather by concentrating on their Weather Manipulation mutations. Those maali doing so are secured away and cared for so they have nothing else to do. In this way, the weather manipulation by the maali cannot be disrupted. The exception to this is the three to four week period about a half a year from now when the normal temperatures are too high to maintain the winter. Snow caves and underground installations are unaffected, but the forests quickly thaw out at that time. During this thaw the maali collect vast amounts of food and store it in large underground warehouses, which are so huge as to not bring out the maali's natural claustrophobia. They maintain obvious above ground warehouses, which are the largest buildings in the village, so that Quade's forces will believe they have destroyed the maali's reserves when they attack. But the maali always have more reserves hidden away underground.

Unlike the etar, the maali always will attempt to trade or otherwise acquire tech devices that will help them survive or defeat the Creator. Also unlike the etar, the maali will attack any robots, cyborgs and ultraborgs on sight. The maali's creed is any type of life form that wants anything to do with robots must be eliminated. If a player character is a cyborg (see the Robotic section toward the end of this module) and the party stands up for its cybernetic member, if a non-cybernetic player character has good reaction rolls when trying to talk the maali out of attacking, the maali might allow the character to camp away from the village and await his friends. However, no intelligent machine ever is allowed into a maali village.

The villages share the use of two large ice-sailing ships that keep trade and supplies going between them. These boats have the same statistics as normally large sailboats, except they are twice as fast because they ride on huge blades atop the ice. Individual maali villages also have three to four hophar sleds available to them (see the hophar's entry in the New Creatures section).

Individual Maali Villages

Village G. This is the closest of all villages to



Quade's lair and still comes under occasional attack by one of Quade's flying robots that operate long enough in the intense cold or horrible blizzards to get through. The maali in this village are extremely distrustful of outsiders. Two maali sentries always approach outsiders with their force fields on (as a Yellow result), while four others have their Magnetic Control mutations operational to use against the party. If the player characters do not have a maali or etar guide, they will not be allowed into the village. These maali will defend this village with their lives.

If the party is accompanied by a maali or etar guide (or what appears to be a maali or etar guide) they will be allowed into the village. The party must subtract a -3 CS modifier from all reaction checks and similar dealings with the maali of this village. The village is primarily a military encampment of 200 male maali warriors. All maali here are equipped with Tech Level II weapons and one in five have a Tech Level III weapon. More than half of the energy cells used by the maali are used in this village. A party determined to be friendly must speak against the Creator, have a maali or etar guide, and appear obviously equipped to go to battle. Such a party will be able to enlist eight maali warriors to accompany them to Quade's base if at least

one of the player characters succeeds in a Request Reaction Chart roll for obtaining help. Though the maali cannot enter the base, they will be willing to do most of the fighting for any random encounters to and from the base, and will wait for up to four days outside the base for the party. The maali in this village have spotted a warbot about two map inches south of town and believe that more exist out on the snowy wastes. (One did exist and is now back at the base, others do not exist.)

Village H. This is the friendliest maali village and the primary port of trade for the maali nation. The village is about three times the size of the small village map (the GM can photocopy the village and arrange it as he wishes). It has 500 permanent residents and from 100 to 200 temporary residents at any given time. Only about half of these temporary residents are maali. The others are rogue etar and other peoples who have migrated to the Frozen Lands to help fight against the Creator. Many of them are from the High Lands to the north, sent by their king, Scar. This is the only village that has inns and common houses open to the public for a price.

Player characters who keep their ears open in this town will be able to pick up the follow-

ing rumors:

- * The Creator is an ancient man/machine, once named Harlan Quade. He is awesomely powerful and completely without pity. (True)
- * The Creator is actually an illusion of a cyborg, created by powerful mechanical brains that rule a huge underground temple. The illusion is represented as the leader. (False)
- * The Creator seeks to ally himself and his legions with a land to the northwest. (True)
- * The Creator has thousands of robots and man-machines. (Maybe once this was true, but now it is false.)
- * There is no Creator, only a council of of androids holed up in an old installation to the south. (False)
- * It is believed that no raw materials have been available to the Creator for more than three years, so he must be scavenging from either his robots or his underground temple. (True)
- * A giant robot has been slowly thinning out the forests so one great shockwave of robots can sweep away any resistance to Quade (the robot is true, its intentions are not- see the Timberer robot in the New Robots section and Village J below).
- * A vast treasureland of wood is located somewhere south of Quade's base. It is hidden from everyone but the giant robots. (True)

ENCOUNTERS

* Three days south of Village G is a constant blizzard that no one has ever survived. (False)

If the PCs are able to roll a Black Result on the aforementioned Request Reaction Roll, they will be able to recruit two maali fighters from this village and one non-maali fighter to go with them to attack Quade's base. Otherwise they will have to hire them by providing weapons and equipment equalling at least 500 g.p. for each fighter. If the player characters or hired maali return with proof that the party successfully attacked Quade's base (entered it and returned with some robotic part or artifact), others will join the adventurers to help them defend themselves while traveling to and from the base (GM's discretion).

One ice boat's captain will offer to sail the party to any of the other villages for a fee of 100 g.p.

Village I. This village is extremely friendly, and while the party will be checked out when entering, the characters will not be challenged or attacked. The members of this village do most of the hunting, trapping, and hide preparation for the maali nation. It has a population of 150 people, about 60 who are adult warriors. In addition, the village has some of the finest carpenters and craftsmen that the party has run across. The GM should use the cost guidelines in the Revised GAMMA WORLD® Game Errata Supplement for calculating how much it would cost to have something repaired, made and so on. Though no maali fighters can be recruited from this village, they will allow the party to use one of their hophar sleds for their adventures at a cost of 500 g.p. a week. The party will be able to trade any craftsman's tools in this village for double their normal worth, as tools are rare. Maali guides are available for hire to take the party to other maali camps for a fee of 50 g.p., but only after the ruling maali council of this village has questioned the player characters individually for hours. Only if they display some great benefit for the maali peoples, such as great trade items or an intent to attack Quade, will the council okay the guide's use.

Village J. This is the most isolated of maali villages, but it is not unfriendly. It has a population base of 400 people, but more females and children than any of the other villages. Only 100 maali here are warriors. Although they are on the opposite side of the ice field crescent from Village G, they are spared robotic attacks. Apparently Quade is trying to punch a hole up the middle of the Pan-Plains tribes alliance. This village holds most of the

libraries and high technology devices of the maali nation, the glories of what was once their society. In addition, there is an old, old maali in the village who knows all about Harlan Quade, who he was, what he is, and what his relationship is to Scar of the High Lands. This old maali is psychic and gains flashes of insight concerning the Creator. He will tell anyone who listens, but most of his own people believe he is foolish and a liar. If any of the party will listen to him, the GM can reveal some of the facts concerning Quade from his entry in the New NPC section.

The party will be able to enlist the aid of fourteen adolescent maali in this village (stats are all one lower and they are only three meters tall) by making successful Command or Impress Reaction Rolls and stirring up the adventuresome spirit of youth. The youths will accompany the player characters wherever they wish to go in the Frozen Lands, as they crave adventure. The other ice boat is currently docked in this village when the party members arrive. It is going to Village G the next morning and has room for them if they will pay a passage fee of 10 g.p. each.

Village J Encounter. While the party is in this village the giant timberer robot appears from the east. The GM should slightly preface its arrival with the following comment to the party.

"As you walk along in the village the ground begins to tremble ever so slightly. Maali stop stock-still in whatever they are doing. After a minute the trembling increases, but it is a strange, measured shock, more like a giant drum being beaten or a giant walking. Suddenly, the maali are running everywhere, picking up their children and valuables, and sprinting into the woods. They seem terrified, not as if a certain danger is upon them, but a legendary one that they have somehow come to expect. Abruptly, you can see the cause of the panic, a huge robot is walking across the ice in the general direction of the village."

The timberer 'bot's weight is sufficient to give it traction on the ice. If it is left alone, it will continue past the village to the west. It will cross the Falling River and begin working on the trees there. After eight hours, fully loaded with a huge amount of lumber, it will return past the village, go east until it is roughly north of Quade's base, then go south for an entire day to the lost wood treasure

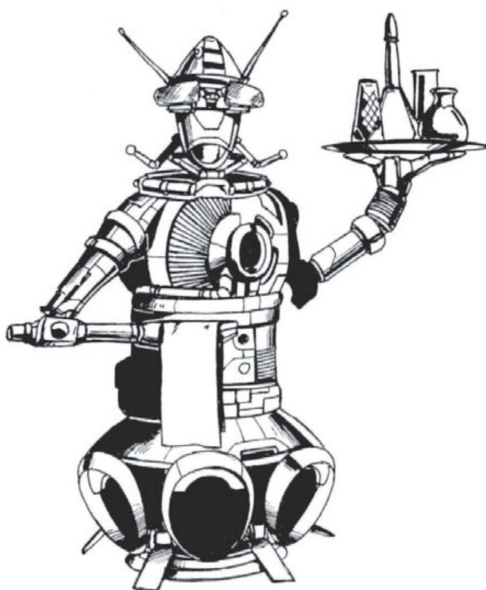
grounds deep in a valley. The maali will not attack the timberer. It is a legend to them, possibly even a diety to some. Nor will they attempt to stop it or climb on it, but will simply run away and hope it does not notice them.

It is possible for the party to try and climb it (grappling with ropes or making an Orange DX check and grabbing one of the ladder legs if it is close to them), or otherwise get on top of the robot (if they can levitate, fly, etc.). The robot ignores anyone ascending it or climbing about it but not attacking. The results of combat, defeating it, or riding it to its destination are detailed in the New Robots Section. If the party manages to defeat it, they will be held in high esteem by the maali and the etar. Word will spread throughout all the villages in a week. After that, the party will have a +3 CS modifier in all dealings with all of the Frozen Lands villages. The number of recruits normally available will be doubled.

Timon's agents will hear about the party's success in a week, too, and at least two of them will start searching for the player characters to figure out who they are and how to neutralize their influence. The hoops will decide in short order that the party cannot merely be disgraced, but must be eliminated. Any party that is so powerful as to defeat a giant robot will be too powerful for them to handle alone. A contingency plan they have established is to plant a tracer on a character or party that threatens their mission. This tracer, activated when they place it in the party's possessions during a night, (the GM should run this encounter normally), automatically signals a tracker. This tracker is in the possession of the hoop who has made contact with Quade. That hoop will inform Quade spies are trying to thwart their alliance and must be dealt with.

Quade has one special Epsilon Cyborg in mind to handle this task. It is a humanoid mutant who retained its immunity to the cold after the cybernetic conversion operation. It is equipped with special and costly bionic parts that are cold resistant. Quade has used this cyborg in the past for special missions, and will send it, with the hoops' tracker, to seek out and destroy the person or persons who possess the tracer transmitter. Although the player characters may have gained a lot by defeating the lumberbot, they now have earned the wrath of the Creator.

HARLAN QUADE'S BASE



HOW TO DESCRIBE THE BASE

When the GM runs this section of the adventure, he should try and keep in mind all of the deteriorating super-science fiction installations he has seen in movies. Harlan Quade's base is dying around him as a result the seemingly endless winter and the cannibalization of parts and raw materials he has been forced to inflict upon it. The climate inside is always humid and cool, unhumanly so, as if alien creatures lived here, not any creature that is warm-blooded.

The lighting of the base is indirect and is often at different intensities, even on the same level, as will be explained later. This weird interplay of light casts unusual shadows, also adding to the alien feel to the installation. The structure was definitely built for function and does not appear to have many creature comforts, almost as if those were things for lesser, weaker creatures. But the most alienating aspect to the installation is the sounds. There are always sounds and echoes of sounds. Distant humming of atomic generators, the screech of machinery being worked and moved, the scraping of robotic locomotion as it moves throughout the corridors, dripping liquids from the constantly melting snow and far-away think tanks, the far away sounds that might be the crack of a whip and the cry of a creature, and metallic laughter as it issues forth from a metallic throat. All of these sounds reverberate throughout the complex. And because of this resonance, it is difficult to accurately detect which sounds are near and which are far away, let alone the direction of the sounds. Any character trying to locate a sound's direction, or follow it, will find out it is nearly impossible. The entire complex echoes constantly, as though its creator no longer understood the limitations of organic hearing.

Another perplexing aspect of the base is the lax security. Unlike some of the legendary installations in Gamma World, this one has few guards patrolling the entrances, no sentries outside, and an almost absent feel to it, despite the abundance of things milling about. It's as if the master of the complex needed no security force. Confident in his power, he knows none dare oppose him successfully, and thus turns his attention to other tasks. More than ranks of soldiers waiting to defend the base, this smug security is disturbing to the average adventurer. A man secures his valuables and defends them, not dares anyone to enter and try to take them. But then again, the master of the complex is no longer a man.

And the robots seem to be everywhere. In the strange, indirect lighting, and numerous

dark locales, it is hard to distinguish robot types. In the constant, unreal drone of background noise, one cannot tell in the dim or the dark areas whether a machine or creature is coming toward you or going away until it is too late.

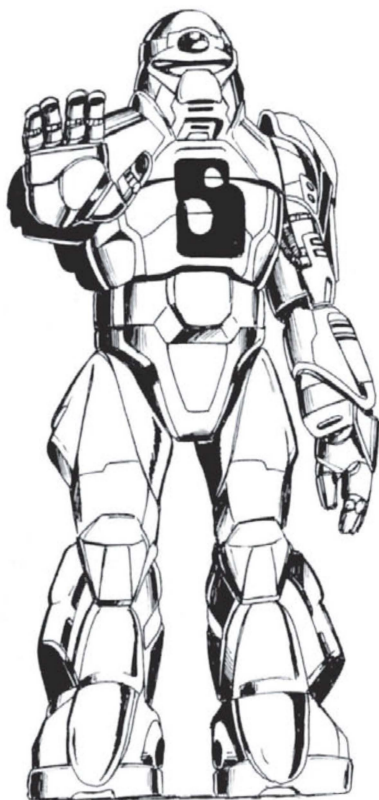
Background

When the ancient Harlan Quade decided to exile himself to the lands south and west of Mindkeep (in the Flower Lands as detailed in GW6—ALPHA FACTOR) and take on the persona of the Creator, he knew that he must build himself a new base of operations, a base that reflected his contempt for the soft organic world that had failed to evolve smoothly. He planned on his complex being dozens of levels deep with some levels the size of whole factories. An underground city was his eventual goal, where the only organic beings would be slaves, kept alive only so his city could grow through their work and sorrow. It would be a city where the reflected his contempt for the soft organic world that had failed to evolve smoothly. He planned on his complex being dozens of levels deep with some levels the size of whole factories. An underground city was his eventual goal, where the only organic beings would be slaves, kept alive only so his city could grow through their work and sorrow. It would be a city where the ultimate function was to someday unleash the metallic fury of what Quade believed would be the eventual world domination of the robots and borgs. But grandiose plans are the most difficult to maintain. After constructing two levels his resources ran low and his war with Oscar North began, as detailed in Quade's entry in the New NPC Section.

Eventually Quade was able to complete only five levels of his headquarters, two above ground and three below. The deepest level provides the life support for the base and is sealed against interference from above. After years of snow accumulation the complex is almost impossible to spot in the vast frozen wastes, except if one is flying low or riding a huge robot, such as the timberer.

During the last decade Quade has been almost completely trapped here by the worsening winter weather. His parts and raw materials have dwindled to the point where he has had to cannibalize the installation and his earlier robots.

Quade has no idea what is causing the weather, he believes it must be another nuclear winter brought on by an unforeseen detonation of a hidden cache of missiles. He believes the frozen snows will last for at least



HARLAN QUADE'S BASE

another decade. The three or four week thaw never has great impact in the vast snowy wastes, so Quade believes the underground areas are impervious to the thaw. A dangerous assumption at best, but his brilliant mind now fails to see many obvious things because it is so filled with obsessive thoughts of conquering the world. He has stripped the outer metal shell away from level IV and is beginning to do so in sections of level III.

This process involves ripping off the outer shell of one small section or room at a time, spraying the surrounding snow with a fine mist, then bringing in freezing coils and superhardening the walls to ice. Finally, he sprays the walls with a thin coating of plastic to prevent any minor leakage due to the room's heat. All the inner walls and supports are load-bearing, as long as the snow and ice shell is maintained. However, this practice has considerably weakened the integrity of the structure.

What no one inside or outside of Harlan Quade's base understands is that if the maali stop their winter weather for least three months, the whole place will collapse in on itself in a sea of slush. Little cracks and fissures have appeared all over the outside walls, allowing small, burrowing creatures and plants into the base.

The base is equipped with a broadcast power station that powers all of the robots within it and outward to a radius of three map inches. Below level IV is the sealed level of the think tank, cybernetic installation and nuclear reactors. Quade has accomplished what no man or mutant has come close to. He has complete control of the installation through his cybernetic brain link with his think tank that controls the cybernetic equipment. However, he cannot possibly consciously run everything, so most of the robots and machines are pre-programmed for certain duties that he rarely has to check on. These will be covered in more detail later in this section.

Quade designed the base. He has sold his soul to build it by destroying countless lives and enslaving hundreds. And now he is risking his life and his base to continue his mad plans for conquest. Quade is the base...the base is Quade, and both are on the brink of destruction.

NOTES ON THE CITIES OF MAN

The party has encountered no one up to this point who has ever heard of the Cities of Man. However, inside Quade's base this is not the

case. The supervisory borgs in here, as well as the repair robots, were all designed to help build shuttles to transport people to the Cities of Man and to work in the shuttles during the flight. They still have that information programmed in them as a "priority command." Anyone who asks either of these types of robots about the Cities of Man will immediately gain complete control over them. Although once this happens, these robots' abilities to command other robots in this complex drops by two Stages of I.D. code. The repair robots only know how to maintain the shuttles. The supervisory borgs know how to direct the construction of the shuttles and can act as crewmen on the shuttle. They also can tell the party controlling them that shuttle flight may require deep space suits. They know that the suits for shuttle flights were brought by the Creator to this complex, but they do not know where.

Any additional information about the Cities of Man must be gained from Harlan Quade.

INSTALLATION SPECIFICS

Structure. The complex is a squat, hollow cylinder with a diameter of 170 meters. Any character who has been in Mindkeep will recognize this as being from the same basic school of architecture. It consists of five eight-meter high levels, the fifth being the sealed level. These levels are separated by three-meter thick floors. The ceiling and base floor of the installation are four meters thick. The remaining outside walls are three and a half meters thick. These walls and floors can withstand the equivalent of 500 points of damage per square meter. The snow walls only can suffer 100 points of damage per square meter before collapsing. The snow walls and floors take double damage from heat attacks. If the GM decides that 25% of a single floor's outside walls have been destroyed, then the floor above will cave in. If this is one of the underground levels, the entire area that has been opened will fill with snow that pours in like a mini-avalanche. If more than half of a level's outside walls are destroyed, the entire complex will collapse. Any character inside has a chance to escape the collapse, as it will take ten minutes for the entire installation to fall apart. In the first turn of collapse, all the doors are sprung by the torc action of the walls. All doors except the main entrance doors will remain in their present position — opened or closed — unless knocked down (see the door section later).

The most obvious avenue of escape is by exiting through the main entrance, which is

detailed below, as the doors will have sprung open. Once the structure begins to shift, the lifts also will quit operating. So characters will have to run and climb to the entrance. Only higher orders of robots and cyborgs may choose to try and detain escaping creatures.

Another avenue of escape is one of the tunnels established by a burrowing creature, either a randomly rolled one, since the collapse of the building will draw many, or an already established one in the module. Of course the burrowing creature might have to be defeated before characters gain access to the passage.

The final way out is for a character to try and blow away or cut away an outside wall section on one of the above ground levels, then dig through the light snow covering to the surface. Any creature or item not out of the installation by the time the collapse comes will be killed or destroyed.

The inner walls can sustain 200 points of damage per square meter; the pillars can sustain 100 points of damage each before buckling; and the doors can sustain 50 points of damage before caving in. There are no windows in Harlan Quade's base, and only the one, huge, exiting door. All of the electrical wiring, fixtures, plumbing and air shafts are built into the walls and are very difficult to rip out. Several drop tubes open onto each level to allow vertical passage (see the drop tube section below). All of the service functions are powered by the nuclear generators below the complex in the sealed fifth level. The installation is completely functional, with the exception of some lighting problems that have arisen lately.

Lights. The lighting system has malfunctioned leaving lights in a fixed mode. All rooms and corridors are either completely dark, dimly lit, brightly lit, or the lights in them flash on and off. Dark rooms are pitch black and only an entity that can see in the dark or has radar or sonar can maneuver in them. Dimly lit areas limit a character's sight to half its normal range. Brightly lit areas are as bright as sunlight. Intermittent on and off areas, by far the most common, go from an hour of brightness to an hour of dimness to an hour of darkness, then repeat the cycle. All of the intermittent areas follow the same cycle. Therefore, the GM should start with an hour of brightness when the party enters the complex and follow through the light cycle as he keeps track of the game hours the player characters spend in the complex.

Drop Tubes. There are four openings onto all

four levels. Drop tubes are highly sophisticated tractor/pressor beams. The character or robot using them moves out into open air. The computers immediately recognize the entrance and turn on the tractor/pressor beam, no matter how fast the entrance into the six meter wide tube. By simply pushing one of two vertically aligned buttons, the character can go up or down, just like being in an elevator. When he wishes to exit, he merely walks out. Nothing restrains him. As he ascends or descends, others may step into his area and ascend or descend with him. However, unlike an elevator, someone can wait until someone else has passed the level by half a meter, then also step into the tube and go in the same direction. Direction only can be changed after the ascending or descending party has exited. Up to twelve human-sized individuals can ascend or descend at the same time in this fashion, all at different levels. The rate of movement is always constant, two turns per level ascended or descended. Energy release inside the drop tubes, such as energy weapon's fire, does not affect the tractor/pressor beams, but energy weapon's fire is distorted by the electromagnetic energy and radiation sufficiently to act as a -5 CS.

Doors. Although there are a few normal hinged/doornob doors and a few open doorways in Harlan Quade's base, most are sliding metal doors which only open in response to ID cards, or built-in responders in the case of robots. These identification forms are color coded, but Quade designed them to be workable with Stage IDs normally used in installations. There are eight different types of cards, and, like other ID systems, they are in an overriding order. It is not obvious which Stage I.D. Code is the equivalent of which Color Code. Only testing will show that. The available color coded locking mechanisms, and their Stage ID counterparts, are:

COLOR	ID STAGE
Brown	I
Gray	II
Red	III
Violet	III
Yellow	III
Orange	IV
Jet Black	IV
Silver	V

All robots have spectrum responders that can duplicate all of the colors. For game purposes, robots will have no problems entering and exiting rooms. If no I.D. card is available, the door can be jimmied open by a character making his PS roll with an Orange result or

better and using at least a 60-centimeter-long, flat bar of hard metal or plasteel alloy.

Main Entrance. The base is completely covered with snow, except for a long, low ramp descending into the earth for about 40 meters to the first underground level, level III. The ramp, like the huge metal door at the end of it, is 12 meters wide. The door is six meters tall. From the outside, the surrounding area just looks like another hill...with a ramp and door leading into the northeast edge of it. This is the only direct entrance into Harlan Quade's base. Amazingly enough, it was not closed completely the last time it was used and has a gap of about 90 centimeters at the bottom. Upon inspection it is apparent a piece of ice jammed under the door and prevents it from closing.

Security. Due to the cannabilization of the complex and a shortage of supplies, Quade has had to rely solely on his security robot to maintain the security of his base. His own powers, and the presence of so many of his Epsilon Cyborgs also provide him with assurance that he can destroy any intruder.

Many creatures, large and small, have begun to prowl in the complex, gaining entrance through the stripped off lower level areas or through the cracks forming in the exterior walls. Quade himself is so engrossed with work on the cyborgs and negotiations with Timon's agents that he has not reacted on reports of strange creatures in the installation and breaches in the walls.

Waste Chutes. Waste chutes are located at various points throughout the complex. These chutes are pressurized and can immediately evacuate anything placed in their one-meter wide openings. Where the item is evacuated to is unknown, presumably far away under the snow or underneath a frozen lake or sewage dump.

Toilets. There are toilets located on each level of Harlan Quade's base for use by cyborgs, volunteers or slaves. These are marked with a capital "T". They are simple enclosed cubicles with a toilet and a sonic stall. Sonic stalls will clean and disinfect an entire person in one turn, including getting rid of spores, corrosives under Intensity level 10 and any skin disease. Quade is an absolute fanatic about cleanliness in his cybernetic subjects, as an infection can play havoc with a bionic part.

WHAT IS HAPPENING AT THE BASE

When the player characters arrive at the base,

Harlan Quade will have entered into serious negotiations with Timon's hoop agent. Quade will be completely wrapped up in the dealings of this treaty for three to four weeks. He is negotiating the conditions of the treaty, the amount of cyborgs and robots he must supply, the timetable for shipments of materials to him by Timon, deployment of the Epsilon Cyborgs, and other concerns. Therefore, Quade will not be walking the corridors of his base during that period of time. A month after the player characters arrive, if they have not neutralized the agent, he will leave and go back to Timon with instructions for the first materials shipment. The shipment will come two months after the player characters arrived at Harlan Quade's base. At that time the Epsilon Cyborgs and other robots will depart for Timon's base of operations in the Flower Lands to the northwest. Three months after the player characters arrived at the base, the maali must rest and allow the weather to return to normal for a few weeks. Although the base never has been affected by this before, the enormous amount of structural support stripped away will now take its toll. A week after the thawing begins, the base will collapse in upon itself as hitherto described. Any information, items and so on must be retrieved before this time.

During Harlan's negotiations with Timon's agent his base will be gearing up for the expected upcoming surge in manufacturing. The Epsilon Cyborgs will be getting impatient, but must remain in the complex and, Quade prefers, build up their organic strength. So as not to divert his attention, or draw attention from unwanted sources, Quade will stop external patrols and forays during this time. He and his forces have "gone to ground" in expectations of greater things to come.

Since the party may travel to and from the base to a friendly village, the GM should keep unleashing random encounters, or establish planned outdoor encounters of his own. The encounters in the base are numbered and listed below. These will never change location unless the party has radically altered something. If this happens, the GM can reassign units as they are needed for security, continued work quotas, etc.

NUMBERED ENCOUNTERS

Most of the encounters in Harlan Quade's base are identified by numbers on the maps. These will be dealt with on a level by level accounting. There also are numbered encounters that are identical throughout the

HARLAN QUADE'S BASE

levels. These include the numbers 1 through 15. Any numbers beyond 15 are individually identified in the level descriptions below. The following numbered areas, 1 through 15, are the same no matter what level on which they are found.

1. This marks one of six medical robots that work in the base. Their locations correspond with the last site where they were needed. They will remain there unless called by an injured character within the robot's sight or audible sensors or summoned by security bots or Quade, the latter through his cybernetic installation/think tank link (hereafter referred to as CITT link). These medical robots have been programmed to treat any living creature in the base because of the many slaves and refugees Quade kept in the complex. Therefore, a medbot will attempt to heal any non-plant character who requests aid. The only problem is that medbots are rather loud in their verbal diagnosis of ailments and will definitely draw attention from any nearby security bots. A medbot will insist on treating serious injuries in the medical section of Level I.

The medbot in the medical area on level I also serves as a vetbot for smaller than man-sized animals.

2. Hyrl'xon have slowly oozed into the base through various fissures. A single hyrl'xon is located at each number 2 on the map. They are nearly impossible to detect in dim light or darkness, and in bright light they will appear as a leaking floor or wall section. The hyrl'xon will attack anyone within their range, so retreating NPC forces that the player characters are battling may also be forced into contact with the hyrl'xon.

3. Obbs have managed to fly into the base undetected in the last week. Each number 3 indicates the location of a number of obbs equal to the level number. Level I has one obb at each location, level II has two obbs at each location, and so on. The obbs are trapped in this base and are in no mood to communicate or bargain. They just want to feed and leave.

4. One heavy security robot is located at each number 4. They will remain at their present locations unless they spot the party, are summoned by security bots, receive a call for help from a recognizable source, or Quade directs them through his CITT link. These robots have been programmed to treat any living creature in the base as a possible threat and to attack any non-recognizable life forms on sight, including party members. The heavy

security robots are constantly scanning for intruders, even in the dark when everything seems shut down. Their verbal call of "intruder alert" can be heard in adjacent corridors and will scare the party if they are in the dark and have no idea a heavy security robot is near.

5. Number 5 marks a single stalker robot. These robots are usually outside patrolling or raiding, but have been confined inside the installation for the duration of the treaty talks. They will remain at their present locations unless they are summoned by security bots, receive a call for help from a recognizable source, or Quade directs them through his CITT link. These robots have been programmed to treat any living creature in the base as a possible threat and to attack any non-recognizable life forms on sight, which means they will attack the party. Since they are primarily used for exterior patrol, they have been almost completely shut down in the base. Only if someone makes a loud noise (19 or better), enters into combat with 20 meters of them, or tries to operate them will they fully activate. They will not be sent out of the base after any intruder who manages to escape, as Quade will not wish to expose them to a possible trap. He will, however, retain them at a fully alert status thereafter.

6. White crep plants, burrowing under the snow seeking light during severe snow storms, have begun to grow through the cracks of the base and are now blooming. Each number 6 indicates a single white crep plant is growing there, usually in a location that is ignored or seldom used. The plants will try to attack any passersby.

7. Number 7s indicate a single, normal security robot. They are on guard in these areas and will remain at their present locations unless they are summoned by other security bots, receive a call for help from a recognizable source, or Quade directs them through his CITT link. These robots have been programmed to suspect any living creature in the base as a possible threat and request identification. They will resort to interrogation if no identification is in order. If the life form resists identification requests, interrogation attempts, or simply runs away, the security bot summons aid from other security bots on the same level and attempts to restrain the life form.

8. Inslith have slithered through thin breaks in the underground walls of the complex. There are 1d6 inslith at each number 8 on the map. They entered the complex looking for

food and will attack any organic life form that comes near.

9. Engineering robots are almost constantly moving from one location to another, but sometimes select an out of the way location and remain stationary when they are not needed. Each number 9 indicates an engineering bot that is currently stationary. They will remain at their present locations unless summoned to work by other worker robots or by Quade through his CITT link. These robots have been programmed to ignore any living creature in the base unless it presents a red I.D. card or equivalent Stage I.D. Then the robot will follow the I.D. holder's orders completely unless those orders are overridden by a borg or Quade.

10. This marks 1d6 harods at each site. They have entered the complex through a variety of methods and now are floating around looking for morsels.

11. Each number 11 marks a fully completed Epsilon Cyborg. For each number 11 location, the GM should roll 1d10 for the cyborg's status: 1-3 = asleep in his room, 4-6 = awake in his room with the door closed (reading, exercising, etc.), 7-8 = awake in his room with the door open, 9 = standing outside of his room for 1d6 minutes, or 10 = pacing up and down the corridor outside their room for 1d10 minutes. Rooms marked 11A are empty because the cyborg is elsewhere in the facility, but anyone entering the room can see that a human-sized creature has slept on the bunk and has been living in there.

The Epsilon Cyborgs do not know everyone in the complex, but they have the authority to question anyone they see, and they know no mutated animals or plants should be here. There are 20 Epsilon Cyborgs already developed with many more to come. Twelve of these are to be shipped to Timon if the party does not stop Quade in time. Eventually Quade plans to scrap most of his robots and replace them with these organic constructs.

12. Quade does not recruit potential candidates of the Epsilon Cyborg operations, they seek him out, usually through contact with his roving robots. Currently there are a number of these volunteers, each indicated by the number 12, and they are being used for manual labor in the base until Quade has the time and materials for their operations. Most have been here for at least three months. There are two distinct types of volunteers.

The larger number of volunteers and refu-

gees are hoping to become members of Quade's new super race. They are noted by number 12. But a minority of disgruntled volunteers, indicated by the number 12 and a letter, believe that they are being treated little better than the slaves and are beginning to suspect Quade of some type of treachery. All volunteers now know the chain of command here and recognize the cyborgs, though not the slaves. Volunteers have no authority to question anyone and can be ignored by cyborgs and even busy slaves. All of these volunteers are human, as Quade finds that their bodies are easier to work with. Their ability scores are:

PS	DX	MS	IN	CH	CN	Hits	Exp.	Rank
11	11	08	14	14	14	60		2

If the cooperative volunteers suspect a player character or party of being spies or attackers, they will grapple the player characters, calling for help all the time. Their calls will be recognized by any closely located Epsilon Cyborgs and security bots. The disgruntled volunteers will remain neutral if they spot the party for what it is or encounter combat. If the proper Reaction Rolls are made by a player character, these disgruntled volunteers can be enlisted.

All of the volunteers' names, faces, and fingerprints have been entered into the computers. If the number is listed in the rooms on level I, they are resting. If listed elsewhere, they are working.

13. A single repair robot is at the ready in each location marked with a number 13. They will be encountered at these locations, but they actually are roaming around constantly looking for things to repair. There are four repair robots per level and they do not travel between levels. They can be summoned or controlled by a supervisory borg, a character using a Stage II or higher I.D., or by Quade through his CITT link. These robots have been programmed to otherwise ignore living creatures.

14. A single supervisory borg is located at each locale marked number 14. These borgs were brought to this installation by Quade when he migrated here from Mindkeep. He stole these borgs from Mindkeep, they were destined for the shuttle project. He overrode their primary mission and reprogrammed them to do basic supervisory functions. They act in his stead when he is not around. They are constantly moving about the complex, checking up on everything for Quade. They will be able to recognize armed hostiles immediately and summon help. But it is possible to fool a

supervisory borg by acting like a slave or volunteer recruit. If the supervisory borg is suspicious, it will transmit an image of the subject's face to the main computer for verification. Verification requires 6 + 1d6 turns.

15. Quade's operations cannot exist without slaves. Slaves are captured etar, or members of other races who have been herded here by Quade's robots (some accidentally wandered here over the wastes). Each slave's location is marked with a number 15. Which type of character they are is up to the GM. Slaves are always chained, either to each other or to a wall, table, machine, etc. While they are too weak to help, they may provide information to someone who can prove they can be trusted. These slaves were used primarily for outside work, such as shoveling the ramp every day, cleaning off the disguised air intake vents, and menial inside work such as cleaning out the toilets inside the base, serving as dray animals and so on. Those who are still alive are half starved and badly beaten. Quade's slave force is at its lowest right now, but once the treaty is signed, he will try and build up their numbers again for he needs their muscle in manufacturing and maintenance. If a number 15 is shown in a room on level I, they are fast asleep from exhaustion. If found elsewhere, they are being forced to work. Slaves usually are too out of it to notice anything and surely will not give away any potential rescuers. On the other hand, they should not be relied upon by player characters to help, as they are just too burned out.

One of the etar slaves is a tribal chieftain from etar village E captured almost a year ago. If the party can free him and return him to his village, they will hold an amazingly high status with the etar and will be able to recruit up to 50 etar warriors to help them attack this base.

LEVEL DESCRIPTIONS AND ENCOUNTERS

The levels will be detailed one at a time, starting with the lowest level, IV, and ending with the highest level, I. The reason for this is that the levels become more complicated as they ascend and the final encounters with Harlan Quade take place on level I.

LEVEL IV

The fourth level, the lowest that can be accessed, will have the appearance of a mechanized hell to any player characters who make it down here. The noise is deafening as no sound insulation was ever installed (audible sensors

of any type are useless). It is impossible to pick up the sound of normal melee in here. Energy weapons used at close range have only a 15% chance of being heard by anyone or anything.

When describing this level to the player characters the GM must remember that all the outside walls have been stripped away and it looks like it has been replaced by glass.

Because sparks are common in this area from the machines and scraping metal, and because robotic optical sensors are sensitive to sudden flashes, the lighting in this level is special. The entire area is lit with deep red light and has an eerie, unreal air to it. This level's lighting system is on the cyclic bright-dim-dark mode, as described in the Lights section above. Programmed robots and robots equipped with special optics for seeing in the dark operate effectively in the dark.

The various machines and processes operating down here emit a wretched stink and after an hour a character will begin to feel like he is living inside a machine. Every four hours a player character spends on this level, he must make a CN check, a non-Spectrum result has the same effect as a failed CN check against Allergic Reaction until the character finally leaves this level. Olfactory senses are relatively useless down here.

This level once was a large forging area meant to be a factory for the construction of giant robots. But lack of resources made that function impossible and the level was converted to handle the dissolution of scrap and robots deemed unnecessary. There are eight large bins toward the outside of the level. These each have a huge robotic arm that ends in a large claw. The bins have scrap metal in them, scrounged and stolen over the years from the Frozen Lands with some of Quade's complex walls and obsolete robots thrown in as well. These claw-arms lift the scrap into the bins and, when the bins are full, lift the scrap from the bins and slowly slip it into the huge vat in the middle of the room.

These automated machine programs are easily overridden by the higher robot forms on the level. If the party is spotted within reach of any of the arms, the automachines are immediately reprogrammed to try and grab the party members. The maximum reach of the arms is ten squares from any dark square of the bin. The automachine attacks as Rank 10, with the claw itself doing a base damage of 3 points. The arms are made of a metal/ceramic alloy (material ST I16) and can sustain 100 points of damage before being destroyed. The machine requires a turn to move its arm three squares. It cannot swing its arm through internal walls and pillars.

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While the emergency programming is only to subdue a hostile character, this can change if, in the judgment of this level's supervisory borg, the party is too powerful to contain. The supervisory borg will believe a party is too dangerous if it knows the party blew away most of the robots on this level before being subdued, displayed awesome firepower, or if the party contains more than 20. The ultimate attack programming will then direct the claw/arms to drop an attacker into the vat once it has been grabbed.

The vat, which is sunken two meters deep into the floor and raises two meters above the floor level, is filled with a liquid of Quade's formulation. It melts down the metal, separates and destroys the impurities, and coagulates the usable metal into 30 centimeter spheres. A massive, ceramic crane arm in the middle of the vat constantly stirs it and occasionally lifts out a synthetic net with numerous metal spheres in it. These are hung to dry over the vat, then carefully loaded into one of the wheeled carts along the vat's edges. These carts are then taken by laborers up to level III for storage.

If a character falls or is dropped into the vat, he and his items will be damaged. Any non-organic, non-metallic material dropped into the vat is dissolved in two turns. Any organic material, including characters and creatures, suffers 25 points of damage per turn until dissolved. Any metal would slowly begin to coagulate.

This ultimate defensive programming will also be used if a slave revolt occurs.

POSSIBLE LEVEL IV EVENTS AND ENCOUNTERS

A) The slaves cleaning the floors at the top of the map are guarded by a heavy security bot which is constantly watching them. If a slave's attention can be gained by a PC, the slave will know enough to keep the robot so positioned that the party can either sneak up behind it and attack or pass.

B) Various epsilon recruits are also cleaning up the level or moving about crates and carts. The two to the south have long discussed some type of escape and will seize any opportunity to join a revolt or attack force. They are working with large wrenches which can be used as maces.

C) Piles of high technology components are located to the east of the vat. The slaves will take these components out later. These piles might contain sensors, robot weapons or other

detachable items deemed too important to melt down. There are a couple of hyrl'xon and obbs lurking in the piles.

After the player characters have been down here for an hour, one of the engineering robots or repair robots (whichever is still available and nearby) will arrive at the pile and start picking it over. This will release the obbs and draw all of the security robots and the supervisory borg to this spot. It is a perfect diversion for the player characters if they are on their toes.

D) A large pool of unusual oil was accidentally dumped to the east of the vat an hour before the player characters' arrival and has not been noticed. It has settled around most of the piles and completely surrounds a medbot located there. The oil will not only render a robot's non-flying locomotion units useless, it will also cut a character's movement rate down to one-quarter normal. This oil can be set ablaze by a heat or flame source and will burn as an I32 fire for three turns before going out. After that time the entire level will be so smokey that visibility will be cut to a meter.

E) The repair robots on this level are beginning to do a systematic search of the perimeter walls for cracks in the plastic or water leakage. It is already too late as many creatures have breached the complex through this level, but the robots do not yet know this. The robots, spaced about an equal distance apart, will all continue moving clockwise around the outer wall at a rate of one square per turn. The northeast robot will summon a security bot when it encounters the harods (#10) behind a bin. The southeast robot will miss Timon's agent as it moves through here (he will move north between the bin and a pillar while the bot passes). The southwest repair robot will summon a security robot when it encounters the obbs (#3), as will the northwest robot. All of these occurrences are reliant on the party not neutralizing the distraction before the robot reaches it.

PLANNED LEVEL IV ENCOUNTERS

16. Immediately upon the arrival of the player characters on this level this event takes place at the location marked number 16. This reverse L-shaped crate, overloaded with the metal nodules being fished out of the vat, suddenly crashes over. This loud clattering noise and bouncing metal balls startle the slaves and recruits working around it. They will panic and run away from the crate, which will draw every security bot on the level to make sure the

slaves do not escape or perform sabotage.

This panic will only last about ten minutes, but that should be enough time for the player characters to sneak into the level from a drop tube and hide behind something convenient. Getting off the level is another matter.

17. This marks one of Timon's agents who has come here to spy on Quade's complex. Quade has met both of the agents and is in intense negotiations with one of them on level I. The notes the hoop is taking, written in hoopish, state that Quade's resources are running desperately low and that his installation is extremely dangerous due to his stripping away the outside walls.

The agent will try to yell a warning to the security bots if and when he sees the party, but his voice initially cannot be heard. If the party does not spot him, they cannot hear him either and will not be aware of his presence. He will watch them and take notes for five minutes, and then subtly try and locate a security bot and warn it of intruders. The bots all know of the two agents and have been warned to keep an eye on them but not to attack them unless attacked first.

LEVEL III

The third level is the top underground level at which the player characters enter. It was designed for a storage and receiving area and is still used as such. The level consists of an outer ring of holds, an inner ring of corridors and a large central shipping and receiving area. This level has had a lot of movement on it, as is obvious by the wear marks on the floor.

All the rooms marked Hold are used for storage, primarily for the nodules processed on level IV or the scrap metal which is due to be delivered to level IV. Except for the room marked Hold-Empty, the holds are filled with crates and bins. There are plenty of places to hide in each of these holds.

Level III has all types of lighting modes in it. When the players first enter the complex, the cyclic mode is on bright light for a full hour, then will continue its cycle.

When describing this level the GM must remember that many of the outside walls have been stripped away, as was the entire shell of level IV. The outer wall sections that have been stripped are found in every room that does not have cyclic on/off light.

The noise in the center area of this level from the manufacturing level below and from the generators on the level below is enough to mask the sound of melee combat, but not energy weapon fire. The outside areas are relatively quiet. If combat is within a hold there is

a 50% chance every turn that it can be heard immediately outside in the corridor and in the adjoining rooms. Combat in the corridor can be heard anywhere else in the corridor and in any rooms adjacent to the combat.

UPON THE CHARACTERS ENTERING THE BASE THROUGH LEVEL III

The doors that allow entrance into the installation are located on the northeast ridge of the complex. As previously mentioned, they are jammed open a little. There are a few creatures inside the immediate entranceway that the party will have to deal with. The four harod here already have killed a recruit who was sent to check the doors. There is a silver color coded card visible in his right hand. The harod heard the party members coming and have turned away from the fresh kill. They are prepared to attack anyone sliding under the door. The repair robot simply will ignore the conflict. The door has an open/close button on the inside.

The inner two double doors near the entranceway have a card slot and open/close buttons on each side. An identification card of a higher color/Stage than brown must be inserted before the buttons will work. When the outside door is open, the inner two doors will not open, nor will the silver card doors to either side. In case an alarm is set off on any level, both of the silver card doors on each side lock tight until overridden by a security robot of some type, a supervisory borg or Quade.

POSSIBLE LEVEL III EVENTS & ENCOUNTERS

A) A hole is located in the ceiling of one of the northwest holds. This leads through the three-meter thick deck of level II. The hole was caused by leaking I18 acid in the section above it, and the air in here still reeks of acid fumes. The acid damage to the floor of this hold is not so apparent because it is hidden by the many crates in the hold. After another week, though, this hole will open down in the same area in level IV. If anyone checks the ceiling hole, they will see it has acid around it, though the acid is now I10. A player character trying to climb through the hole must make a DX roll. A yellow or better result indicates he has avoided the acid, but any other result means he has brushed against active acid (base damage = 5).

B) There is a large conglomeration of heavy working bots in the central receiving center of the level. These robots are programmed to ignore organic life forms. Going into this section could be very bad for a player character's

health, as he might be run over by one of the robots. To avoid this the player character must make a DX roll for every 12 squares he passes through in this area. This is the standard check in bright light. If crossing in dim light the character's roll suffers a -3 CS, and if crossing in darkness a -10 CS. If he fails to make the save, he rolls his DX check again to see how much damage he suffers, base damage is 3.

C) The only mobile security robot on this level is the heavy security robot with four slaves in the northwest corridor. It is escorting the slaves (two etar, a dabber and an ark) to the southern drop tube to take them to level IV. They are traveling at a rate of 12 because the slaves are so weak. If the player characters happen to take this route and run into this group, the robot will attack them immediately and the slaves will cower. Once the robot is defeated the slaves will quit cowering and ask who the party is and if the characters have come to rescue them. They will give sketchy information to the party about how many levels exist, what the basic function of each level is and how to use the drop tubes. Other than that they know nothing from their stay here, except manufacturing has slowed in the past six months but now seems to be preparing for a resurgence of activity.

D) All the number 9 light engineering robots are actually four squares (12 meters) long. There are little circles in the corners where the robots normally rest. These are recharging stations for the robots. They can also recharge any cell or item that holds hydrogen energy.

E) The foliage located on the west side of the central receiving area is an extremely durable form of vine. It has laid dormant under the snow for years, but got caught up in a robot's treads a short while ago and was introduced into this warm environment, where it has flourished. The new plants are AC1, have 3 Hit Dice, grow 3 centimeters a day in all directions, and have all 4 scores, except for their 9 CN. The central leafy areas, located north, east and west of the central area, have a symbiotic relationship with hyrl'xon that lives within them. These plants have chameleonic coloring and texturing, and have blended in perfectly with the walls and floor. They are only shown as plants on the map for the GM's sake. It is impossible to tell their true nature until a meter away (IN check allowed then). The plant possesses thousands of little corkscrew-like tendrils that bore through vertical obstacles, hence their presence on both

sides of the walls. The actual wall sections where they cross through are riddled with holes and only require 30 points of damage to breach.

The west plant, the only male present, has sent two large vines in search of new planting grounds. These vines still only operate like the major plant, blending in with the surroundings and boring through walls. Obbs are hiding behind these camouflaged vines on the central area's west wall. A week after the player characters enter this complex, the vines will sprout new appendages at their ends in the west drop tube access cubicle and along the vine itself. The end shoots will detach to form separate bushes, with the chameleonic and boring tendencies of their parents and the same statistics. However, they will also each have three sucker vines (Base damage = 2), two carnivorous jaws (Base damage = 4, acid I8), and have poison vines (Base damage = 1, poison I10). The vines themselves will increase in armor class to AC5 and develop tiny holes from which they emit energy sap mist if anyone attacks them.

PLANNED LEVEL III ENCOUNTERS

16. Number 16 denotes the single most important encounter on the level, because it should be completely unexpected. In the last week a hargon has phased in here to sleep after a big meal. No one checks in here because it is the last hold to be filled, just in case an emergency shipment arrives from the many robots Quade has sent out of the complex. Therefore, no one is aware of its presence. It has frozen the two medical robots in the room (they will be fine once thawed and recharged). It likes the dark and the feel of a solid surface underneath it. It is snoozing in the northeast corner when the party enters the unlit room. It will remain dozing until someone wakes it up. If the GM believes the players are being too noisy in the adventure when they open up this room, it will awaken immediately. Otherwise it must be attacked or a loud noise must alert it. It will look like a dead hargon has been dumped here.

Once awakened, it will attack immediately, but will not leave this room to go out into the corridor where it would have to defend two flanks. It has no trouble opening and closing the door with its claws. If any security robots are drawn to this combat, they will immediately perceive that the hargon is a far greater danger than any adventurers.

This gon is an old master with full hit points and high ability scores. It has the full fifteen undigested treasures in its stomach. These

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include the following:

1. A sealed case of a dozen chemical energy cells, fully energized. The gon's internal cold is not great enough to drain the cells.
2. An extremely ornate golden Christmas tree ornament worth about 500 gold. The player characters will marvel that the gon did not break it when he devoured it.
3. A stage V.I.D. card that will be recognized by supervisory borgs, think tanks, and cybernetic installations. It is in a sealed plastic case, but enough of the stomach's digestive juices have penetrated it to be obvious that it is damaged. Every player character can make an IN roll. If they roll an orange or red result they will realize that once the card is removed from the sleeve into the oxygen, it has 10 turns before it dissolves.
4. A laser rifle.
5. Tube of sky blue neutralizing pigment, which acts as a neutralizing pigment against cold (down to -100 Fahrenheit) and cold attacks (of up to Intensity 18).
6. A large plasteel chest. Inside is six pounds of perfectly preserved chocolates. Closer inspection of the chest reveals that it somehow creates a stasis field for organic foods, keeping them fresh no matter how long they are in it. The chest is worth 1d4 x 1000 gold, depending on where it is sold.
7. Communicator, no cell.
8. A complete set of color coded cards for this installation. (One of the Epsilon Cyborgs sent on a mission was surprised by this hargon outside of the complex.)
9. Plastic box of 50 matches.
10. Glow Cube
11. Three full slicer razor clips.
12. An energy grenade.
13. A metal vial with one dose of I 10 knock-out poison.
14. A plastic map of the Frozen Lands. It appears to have been made recently (by a spy for King Scar of the northern High Lands). The GM can now show the players the large Frozen Lands map.
15. One pound of incense, wrapped in a plastic wrap.
16. A game.
17. In this room is an imprisoned valet robot. It was abducted from an isolated maali home by Quade's agents years ago and locked in here. It shut down to conserve power and is still operational. No one ever took the time to reprogram it so it is quite ready to be rescued. This particular valet has a typically British butler accent, now tinged with hysteria. It can offer no information about the place, but is conversant in the maali, etar, hoopish and common languages. It will ask who its master

is to be, since it knows that its former master was destroyed by Quade's robots. It will follow the party, if they let it.

18. A light cargo lifter rests here. It is an older type without pods, just treads. It is sufficiently strong enough to open any door in the complex. Anyone looking at its design would know that it would bog down in the snow outside the base.

19. A small cargo transport rests here. It cannot possibly travel in the snowy wastes outside. Its treads would freeze and the hoverfans are not made to take the cold. It would maybe make a day's travel before giving out.

20. This is the location of a warbot. The warbot will respond to any security summons in any area it can access. It is too large for some areas. Unfortunately for the bot, it has had all of its armaments stripped for cleaning, and its logic circuits are being overhauled. Therefore, all it will be able to do is hover threateningly and go "click-click" as it attempts to fire its empty weapons. It still goes into an automatic shutdown mode, however, if a PC tries to take over or refurbish it.

21. A one-armed, human trustee (stats are all 10) is walking along here. He is completely loyal to the Creator, has no weapons, and will try to run away and alert a security bot if he sees the party. He is carrying a violet and a brown color coded cards. If interra drugged, the GM will have to give a glowing account of the wonders of the Creator's works to the party, most of which are lies but which this young recruit eagerly believes.

LEVEL II

The second level, the first above ground, still is being used for what it was designed, manufacturing. It looks and sounds like what the factories of ancient earth must have in the days before the holocaust. It has a number of automachines in the middle that are now working on the intricate bionic parts for Epsilon Cyborgs. The strange wall configurations are to act as noise baffles. Any dark square that is not identifiable as a pillar or a wall (that connects to the outside wall) is a barrel, crate, or bin. Packed carefully in these bins are bionic parts that already have been completed. So advanced are these parts, that only Harlan Quade or the machines on level I can attach them to a damaged organism.

These manufacturing machines are ceiling high, as are the pillars. Needless to say the line of sight in here is terrible, even in bright light there are a lot of shadows, and it is very easy to hide in here.

This level's lighting system is on the cyclic bright-dim-dark mode. 10 minutes before the

level goes dark all organic characters are removed from the level and returned to their cells or rooms on level I. Although the machines can operate in the dark, Quade is taking no chances that someone removing the piece from a machine or pushing a cart will blindly drop bionic parts. These parts take up too much time and materials to create, so every third hour the entire level shuts down.

The robots turn themselves off to conserve energy. Only the security robots leave on their optic and audio sensors. If a light is flashed on a security robot or a conversational noise is made during this period, the security robot can immediately reactivate and check out what caused the light or noise. Since there are so many obstacles in here, both large and small, it is quite easy for a character to bump into something and make a noise. Every time a party passes through this level in the dark, each player character must make two checks to see if they tip over something or bump against anything. The first check is made shortly after they arrive on the level, the second is when they have crossed about half way to their destination. If a light is never directed at a security robot and no noise is made, it is conceivable that a party could carefully make their way through this darkened level without activating anything.

The noise in here is quite loud when all the machines are working. No melee combat can be heard. Energy weapon contact taking place in any one of the many cul-de-sacs on this level also can go unheard and unseen (GM's option). When it is shut down, though, you can hear a pin drop...or a character cough. It is quite a contrast to the rest of the noisy complex, and the GM should almost talk in whispers to convey the tension of the silence.

POSSIBLE LEVEL II EVENTS & ENCOUNTERS

A) There is a large number of slaves and recruits who are working hard at cleaning the walls and floors in here. Of import to the party are the three disgruntled recruits in the north central section of the level. This level is the cleanest, like a huge lab, because bionics requires the best sterile atmosphere that can be provided. The robots, slaves and recruits are not looking anywhere but at their work. The four slaves in the east drop tube cubicle will stumble on the obbs in that same area about two turns after the characters arrive on this level. The supervisory borg immediately will go to the area to check out the disturbance as the security robot dispatches the obbs.

B) A dark northwestern alcove is the storage

site for a number of small drums filled with corrosives. They all have broken their seals and eaten through the floor. As described in level III, the acid surrounding the hole and on the floor up here is still active (please see the Possible Events in level III for avoiding the acid and what damage it inflicts). The strong acidic fumes have drawn three hungry irnslith.

C) The large, dark area near the southern rim of the level, north of the south drop tube, is a huge pile of finished bionic parts stored in crates and bins. The pile towers six meters tall, effectively blocking the view of the south drop tube from the rest of the level. The north drop tube also is blocked by walls and columns.

These parts are finished and of great worth to Quade, but are practically worthless anywhere else because only a man with Quade's knowledge and resources can use them. The rest of the world has forgotten the use of such intricate bionic parts as are stacked here. Unless the GM wishes to somehow establish a cyborg creation area in his campaign to generate cybernetic PCs as described later in this module. These parts should be considered worthless to anyone but Quade.

D) Note the many pillars in strange formations. This is because there are more machinery wiring conduits needed here than on any other level. These columns are all "live," that is, they have electrical wiring and conduits on them, even the load bearing pillars. It only takes 20 points of damage to break or melt open one of these protective wiring cases. Any time energy fire is directed into one of these pillar/column squares and a target, such as a character, is missed, the GM must roll on Column 11. Any Spectrum result indicates the wiring has been hit instead. The damage should be calculated as normal. If 20 points or more were suffered, the wiring shorts out in fantastic sprays of sparks. Any character, PC or NPC, who is standing in the same square as a pillar when this happens must make a DX check to avoid the flailing wires and electrical shocks. A failed check indicates the character has suffered electrical damage from the wiring for this turn only equal to the base amount of damage that was done to the wires in the first place.

The wires will continue to short and be a danger to anyone in the square for three turns.

E) The machines here also are creating two new heavy security robots. They will be fitted and operational by the second time the party passes through this level. The GM can place them as he desires.

PLANNED LEVEL II ENCOUNTERS

16. This marks the location of a single etar who is in hiding. He is a young warrior from Village E who decided to try and assassinate Quade before the player characters could. He is equipped with all of his weapons plus a clay vial of I 8 paralysis poison. He has been very careful and has been in here for a week, but is quite "ripe" now and possibly can be smelled by party members (IN check if within 10 squares of him). If a player character has a chance to talk to one of the slaves on this level, they know of the lad's approximate whereabouts and can direct the party to find him. He has checked all but the top level and cannot find Quade. He is afraid Quade might have already fled to another complex.

The problem with this encounter is getting the drop on the lad before he attacks the party. He is somewhat frightened and all-too-ready to defend himself. The party must roll a yellow or better result on a Surprise check to make some type of overture to the lad before he opens fire. If the rogue Epsilon Cyborg on this level is with the party by this time, the lad will definitely attack the party. The lad is quite hungry and will be grateful for any food. He also will mention that he has seen two hoop-like creatures in the complex which seem to have the run of the place. One of them mentioned something about "Timon is assured of a great victory with all this at his beck and call."

The lad has stolen a jet black and yellow card. He also has seen an Epsilon Cyborg walking about. He will be able to describe one fairly accurately, although he does not know what the weapons do. They seem extremely confident to him.

17. A general household bot is cleaning up a section where some other barrels were stored. It is programmed to ask people if it can help them. It can clean anything they have, but that is about all it can do. It can definitely not leave this level unless by instructions from a supervisory borg or Quade. Other than cleaning for the party, it can offer no other help and no information. Any attempts to disconnect it or abduct it will result in its sending a distress signal for help to the nearest security robot.

18. An Epsilon Cyborg has decided it must rebel against Quade's plan and has hidden here. He really is a good sort who wanted his body replaced, never dreaming of what Quade had planned for his "army". During the initial blackout of the lights two weeks ago, he grabbed his equipment and a large

parcel of food and tried to make a break for it, but could not find the way out. He only has been on levels IV and I and knows there is no way out on those levels.

He was near the vat on level IV when the blackout occurred. He threw a slave in it when the lights went out. He figures the supervisory borgs must have thought that both he and the slave fell in during the blackout. If the party does not destroy him on sight, he will give himself up. He will tell them his tale and offer to join them. As a sign of good faith, he will turn over to them his color-coded cards, all colors but gray.

He was a human with characteristic scores of 12. Now he is a complete Epsilon Cyborg, except, he says, he is afraid Quade may try to subconsciously control him through his CITT. He is completely equipped in every other way. His name is Wade and he knows level I very well. If asked about the Creator he will confirm that the Creator and Harlan Quade are one in the same. He also knows where Quade's rooms are and that Quade is meeting with some hoop. The GM should let a player now take over Wade, at least in making roles for him.

Every hour thereafter Wade must make a MS check to ignore Quade's CITT attempts to control him. A black result means that Quade has complete control of him and knows of the party's existence and whereabouts. A white result indicates that Wade is being generally controlled by the think tank and must attack the party. Every turn thereafter he may make another MS check to try and break free (yellow result or better). A non-red Spectrum result against the hourly check means Wade has successfully staved off another attempt to control him. A red result means that he has broken contact with the computer completely for an entire 48-hour period.

LEVEL I

The first level, the uppermost level above ground, is the most lived in. Despite all the showers and cleaning robots, compared to the rest of the base it smells lived in. The GM should have any party member entering this level for the first time roll an IN check. Any Spectrum result indicates that the character notices the smell, and seems more comfortable because of it. This level is not the pure mechanized hells of the lower levels, it has things living on it. The murmuring of intelligent life is also audible, if a character listens long enough.

This level is the most complex. It was designed to house the many ultraborgs and

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cyborgs Quade thought he would build, along with the remaining scientists he thought would flock to him. Now it is used to house recruits and slaves, plus his own quarters. But the uppermost level was not just meant for the living, sleeping and dining quarters. It also houses sick bay, meeting rooms, the library, experimental labs, the manual computer access center and the armory. Each one of these will be described separately below in the Labeled Area section.

This level has fixed lighting modes in the hallways and non-sleeping rooms. The sleeping rooms all are on the cyclic lighting mode, so everyone tends to be napping, working, and otherwise awake at the same time. There is little noise on this level, and the rooms and doors here are extremely well insulated against sound. The hallways, however, carry sound a long way, though you usually cannot tell in what direction the sound originated. Because of this, it is very hard for cyborgs or robots to respond to the sounds of combat unless they first wait two turns to try and sort the actual sound origin from the echoes of the hallways.

POSSIBLE LEVEL I EVENTS & ENCOUNTERS

A) The slave block of number 15s is just to the northeast of the central core of level I. Oftentimes, low moans can be heard from this section, as the slaves rest their tortured bodies here. If the number is in the room, it is occupied by two slaves, not the single slave a number 15 usually signifies. If a numbered room is adjacent to an unoccupied room with an open door, that empty room is the slave cell of some slaves working elsewhere in the complex or who recently died. Unless the level is completely neutralized, it is silly to try and liberate any of the slaves because they are too weak to run out of the complex, let alone make it through the weather outside.

B) The Epsilon Cyborg block of 11s is to the northwest of this level's central core. Those rooms marked 11A are the rooms of cyborgs working elsewhere. Nothing of value is in them beyond the cleaning kits they keep there for maintaining their bionic parts. If no alarm has been sounded, anyone approaching within three squares of these rooms will hear low, monotonous chanting. This is a practice that Quade taught the cybertroopers to control their metabolisms. It is very eerie and sounds like an ancient monastery. If any combat is conducted in the hallway, anyone can hear it. However, if melee combat is conducted in a room and takes no longer than two turns, no one will notice. If combat takes longer than

that or energy weapons were used, the noise will bring everyone out of their cells fully prepared, even if they were previously asleep.

* The small, private rooms of the recruits form a block to the southwest of the central core. This block also contains a couple of large communal rooms marked with letters. The recruits in the lettered rooms (four in each one), are dissatisfied with Quade and their treatment. Their discontent is obvious, which is why he has them bunked together, to keep an eye on them. It is possible to hire them as mercenaries. The others will try and fight the player characters bare handed. Open door rooms that are adjacent to number 12 rooms belong to recruits who are occupied elsewhere in the complex.

PLANNED LEVEL I ENCOUNTERS

LABELED ROOMS

Dining. There are two dining halls. The brightly lit one is used by the Epsilon Cyborgs and any visitors, such as Timon's agents. They are in here between 6:30 and 7:30 a.m., 1:30 and 2:30 p.m., and 8:30 and 9:30 p.m. every day. The dimly lit dining room is used by the recruits who eat an hour later than the cyborgs. Any characters who happen to be near these areas on this level during these times will be able to hear the conglomeration of characters eating throughout the entire southern half of the level. It is a time when the enemy is all together, and that can work for or against the player characters, depending on what they try to do.

Player characters trying to listen in can hear a lot about the installation, the Creator's plans, or how an Epsilon Cyborg works (all this at the GM's discretion). But the player characters also are operating dangerously close to a lot of heavy duty encounters.

The slaves are fed in their cells by a general household bot once a day at 1:00 p.m. All the food is prepared in the fully robotic kitchen. Any party member sneaking in the kitchen and trying to get some food will be able to gain a meal with no problem. The automachines do not seem to notice anything. The food is quite good and piping hot. There usually are two or three selections, though it is all actually the same synthesized protein.

Meeting Rooms. The two meeting rooms are outfitted with conference tables and chairs. No one has used them in years and they are moldy and dusty. Little yellow mold grows everywhere. This mold will puff up into the air if anyone enters these rooms, and may cause the player characters to panic as mold

and spores are a deadly encounter in most installations. A half a kilogram of this mold, collected and pressed together, creates a unique smoke bomb that acts to completely block all sensors of all types including sight in a nine-meter radius for four turns. It is quite flammable and only requires an I3 or better fire to start burning. Robots are completely cut off from all sensory inputs in the area of smoke, and will usually try and grope their way out of it. There is a total of four kilograms of this mold in the meeting rooms.

Lounge. There are two lounges on this level equipped with entertainment video games, table games of dexterity, and so on. They are available to the Epsilon Cyborgs and recruits. The electronic games are tied directly into the power system and are too bulky to move. Most of the larger non-electronic games are also too heavy to move easily (ping pong tables, pool tables, and so on). There are some lootable games, however (darts, chess, etc.).

At any single time there is a 25% chance an Epsilon Cyborg is here and a 30% chance that 1d6 recruits are here.

Stores. There are numerous rooms marked "stores" on this level. They each contain a separate type of stored goods: bedding, clothing, cleaning supplies, extra lights, etc. Most of them also have a remolecularizer which appropriate old goods are fed into. This Tech Level V device then breaks down the molecules and reforms them into new goods. Each store room has a general household robot in it that approaches anyone entering with an outstretched limb, as if it is going to fire some ray. What it is really doing is waiting for the worn or broken good or the requisition slip from the supervisor borg for the item. These general household bots are programmed to serve any PSH or robot, but not to leave this level. Upon sighting a mutant of any noticeable kind, the robot will first try to vocally raise an alarm for two turns, then broadcast a help signal.

Library. This room is an amazing collection of microfilmed literature and resource books. It is primarily used by Quade, but anyone else is welcome to use it. Quade adapted a valet robot to work in here, keeping it clean and offering help in finding what someone is looking for. The valbot does not care who it serves, as long as it can help them. The only time it will attack or summon help is if it or the library is attacked.

Labs. There are many small labs on this level. Most of them are equipped with devices and

supplies that are useless to anyone other than Harlan Quade or one of the supervisor borgs. Each lab has a code letter behind it. The GM should consult the table below for the type of lab. If a player character makes a search of the lab for something he can take and understand, the GM should make him roll an IN check to indicate success. Searching the labs takes twice as long as usual because each lab is full of counters filled with drawers. Usable equipment is listed after the labs below. Any hidden dangers also are listed in the individual labs.

Lab Types

A. Ultraborg research. This lab is used for the fine tuning done on a complete ultraborg. It is fully automated, but Quade's great intellect is often required for tricky adjustments. If a character dies in this base and cannot be brought back under conventional Gamma World means, it is possible to transplant his brain into an ultraborg body. There are three ultraborg bodies awaiting transplantation. No items in here are recognizable and no creatures are hiding here.

B. Bionics. This lab is used for repairing and upgrading bionic parts. A few basic bionic parts are in here that are recognizable (an arm, an eye, and a leg). These items may be turned over to the Healers, who it is rumored sometimes can attach these items to a character. There also appears to be a weapon which is attached to a bionic arm. This is not something anyone in the party should mess with. If someone touches it they must make an IN check. A non-Spectrum result indicates the character has accidentally fired it and suffered 10 points of laser damage. It cannot be used as a weapon.

C. Chemistry. The only recognizable things in here are rubber tubing, nine glass flasks with nine rubber stoppers, and a portable bunsen burner. Its propane gas tank will provide fuel for four hours of steady, medium flame. There are two hidden harolds in the ninth drawer to be open.

D. Metallurgy. This lab is used to test new metal alloys. There is nothing recognizably useful or dangerous in here.

E. Electronics. This lab is used for electronic repairs and storage of electronic materials. The only recognizable thing in here is a full set of small tools used for intricate work, and meters upon meters of different sized cable and wiring. The wire is on spools, but the cable is in a pile. There is a hidden irnslith in the cable pile.

F. Weaponry. This lab appears to be used for weapons maintenance and research. The parts

for a stun ray are here. If a character has a talent/skill that allows him knowledge of how to assemble it, or he can roll on the Artifact Examination Chart at a -3 he can assemble it, and the weapon can be used. It takes at least an hour to assemble. There is a large metal weapons locker in this lab. The doors are partially open. No weapons are inside, but a patch of hyrl'xon is.

G. Radiation. The first objects the players recognize in this room are the universal radiation symbols on various equipment. The symbols should make the characters realize radioactive material is dealt with here. This lab is very strange looking, it does not have all the counters and drawers the others do. It does have a couple of hi-tech control consoles and booths in it, though, and one desk. Anyone playing around with the controls must make an IN check every turn. A non-Spectrum result indicates they have turned on a machine that is now bombarding the room with 16 radiation (there are ways to direct the radiation, but none of these safeguards have been employed by the PCs). Every five turns, the radiation level increases by 1. This room is shielded by its lead-lined walls from radiation leakage, so it will not affect the rest of the level. There is a bulky, human-sized radiation suit in here that will shield its wearer from radiation up to I12. Once this room is irradiated, it cannot be "clean" again. The machines will stop at radiation I18 and burn out, but the room will remain at that level.

H. Biology. Nothing stands out to the PCs here at first glance. In the tenth drawer they will find a green spore patch that will explode into the air, spreading spores that act as poison gas I12 to anyone within the room for five minutes, then it neutralizes in the air. In that same drawer is a wooden box with a small microscope in it. This is worth 1000 g.p. to the Restorationists.

I. Physics. The physics lab has all kinds of devices about. All of them look dangerous, but none of them are. Replacement optics and sonics parts for weapons can be found in the drawers, along with three winterized squeakers in the fourth, fifth, and sixth drawers.

J. Nutrition. This lab is completely alien to the characters and nothing makes sense to them in here, except for a chart on various different synthetic protein compounds, which looks like a cooking guide. Anyone who can read and write Tech level IV will be able to decipher this cryptic poster. With the proper chemical and biological talents/skills, this poster can be used to create synthetic protein which acts as food for non-plant life.

Medical. Sick bay is the most advanced set of rooms in the complex. The northern most area in the L-shaped collection of medical rooms is a ward with six recovery rooms. There are unconscious cyborg patients in two of the cubicles.

The room just south of the ward is a common room containing a bed and a medbot. This is where recruits and slaves are taken when they have an illness, a simple cut, etc.

The room south of the common room and only accessed by two red color-carded doors is the medical stores. There are 50 of each type of medical drug here, but in injection forms that are only usable by the medbots. If anyone else tries to use them there is a 90% chance of breaking the injectsule, no matter how careful the character is being.

The system of medical rooms along the southern border of the central block is the main operating rooms. There is a huge medbot in here that performs the surgery for bionic replacements and other major operations. When the operation is done, the character is placed in one of the two adjoining recovery rooms. Complete recovery from an operation takes 24 hours, even for a bionic replacement. The robot is programmed to replace any creature's lost or shattered limb or ruptured organ. (See the Robotic Section at the end of this module for information on cybernetic parts.)

Computer Center. This is the manual access center for contacting the think tank and cybernetic installation below Harlan Quade's base. It is the only way to contact these units, except for going through a supervisor borg or Harlan Quade, who can broadcast messages to the computer. The GM should read about think tanks and cybernetic installations in the Revised GAMMA WORLD® Game Errata Supplement to get a better understanding of this area.

The room can only be reached by going through the grey card lock doors of sick bay or the red card lock doors of sick bay. The two L-shaped rooms around the center computer room hold computer readout dials, printers, monitors and the like.

16. Since Quade originally planned for many more creatures to be quartered here, there are now a number of empty sleep chambers. There is a cot, a table, a reading lamp and a chair in each room, nothing more. These rooms are never checked, as they have not been used for decades. Unless an alarm already has been sounded or there is reason to suspect someone is on this level sabotaging it, it is conceivable that someone could stay in

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one of these rooms without being discovered for a long time.

17. This marks the guest room where Timon's agents are staying. For game sake, one is always with Harlan Quade. If the other one has not been encountered in the lower levels by the time the player characters reach these rooms, he is in the northernmost room. The rooms are just slightly better than a 16 room. Details of a treaty between Quade and Timon are sketched out on a notepad in the southernmost room. Basically what it says is that Timon will send Quade four tons of raw materials he needs for every Epsilon Cyborg lent to Timon for a duration of no more than two years.

18. There are a number of bare rooms on level I. Quade planned for these to be used for sophisticated communications equipment, military campaign scenario and update rooms, additional storerooms, etc. Now they just remain empty because of Quade's failure to expand his material resources. Number 18 rooms are bare except one which has a mutated plant that has somehow entered and grown. It now occupies the entire room and will come tumbling out into the hallway. The room full of vines will grasp the first organic character it can (PS and DX of 16) and squeeze as hard as it can (base damage 2). This is actually a reaction from being coupé up in the room, not a sentient attack. The vines only can withstand 20 hits. The vine plant, which most probably entered through the air shaft, has spread to three rooms.

19. There is a large, open gym on this level where a mannequin-like automaton gym

instructor awaits. Anyone entering this gym will have to put up with the rude insults ("Hey, flab gut, get down and pump me 10 pushups!") and physical slapping around this macho robot gives. It has a base damage of 1 and an attack rank of 1. The robot's scores are all as a normal automaton, except for the PS, which has been reduced to 20 so it will not accidentally hurt someone. If the player characters just turn and leave it will shout worse insults behind them, but not leave the gym. Otherwise, it will help the player characters go through a workout in the gym, constantly shouting sarcastic encouragement. Instead of tiring the characters out, as they at first might believe, it refreshes them and drops their need for rest from two four-hour intervals to only one and a half four-hour intervals.

There is a 40% chance that 1d4 recruits also will be in here. If so, the first one is always disgruntled. If this encounter ends in combat in here, the automaton will stand at the side yelling encouragement to both sides like a coach or a referee; "C'mon, boys, really mix it up in there!" or "Let's watch where we're hittin' with that axe, son," or "C'mon kid, when the going gets rough the rough get going!"

20. A series of five rooms that all have red color coded doors occupies the northern section of the level, just east of the northern drop tubes. Each room contains four deep space suits. These are the main goal of the player characters' quest in this complex dealing with the Cities of Man. Each suit is quite bulky and heavy and requires a normal size human to handle it. Quade just had them unpacked the week before in preparation for the Epsilon Cyborgs' trip through the Frozen Lands. Each suit can be completely sealed against the envi-

ronment, has enough individual air supply to last 72 hours, or can be attached to a life support mechanism. A suit will keep the wearer comfortable in far hotter and colder climates than found on earth, with the possible exception of a volcano, and is equipped with a communicator inside the helmet. The suits only act as AC 2 against attacks. Each one has a patch that says "Cities of Man" on it and shows a large silver ovaloid against a starfield. The GM should make clear to the player characters that these are not really useful as armor but are indispensable to the Restorationists.

A letter "A" is in one of the rooms. This is an unusual automaton that has been specially adapted by Harlan to care for the suits. It will politely request what the player characters are doing in this room, which everyone knows is off limits. The GM should have fun running this part, the automaton looks and sounds like an old schoolmaster scolding students. It should give the party a chance to talk their way around this robot by coming up with some convincing story for why they are here. Once the automaton gets suspicious, it will strongly suggest that all of them go to Harlan Quade to straighten this out. He will begin hollering two turns later for help. If the players do not agree, it will begin hollering for help. If the players want to go to Harlan, the automaton will walk them to number 21.

21. The northwest section of this level houses the five room suite of Harlan Quade. It is where he does most of his work and where, unless the player characters have been captured, they will first meet him (otherwise they will be stripped down of their equipment and thrown in an empty violet card lock room). A description of each room is in order, as most of them can be entered from the hallways. It is very easy to hear noises from one room to another within the suite.

The actual encounter with Harlan Quade is in the next section, "I WAS EXPECTING YOU!"

A. This is Quade's bedroom and is quite spartan. The only thing of worth is a hologram cube of Mindkeep worth 400 g.p.

B. This is Quade's private lab where he works on designs for his Epsilon Cyborgs. There are all types of tools and instruments in here, but no one but Quade will know what they are or do.

C. This is Quade's private dining room. It is currently manned by his faithful valbot, Fred. Fred knows that no one is to be in here and



will tell the player characters in no uncertain terms to get out. He can be quite violent in defense of his master. He will also respond to combat anywhere else in Quade's quarters. Quade has his own synthetic food machine in here.

D. This is Quade's main living quarters which he also is using as an area to conduct negotiations. The Timon agent who is negotiating is here, as well as Quade. When the player characters finally arrive at these quarters Quade is signing the final agreement with the agent. The agent is not armed, but will pick up a heavy statue and use it as a club and simultaneously turn the first metal weapon he sees to rubber. Quade himself is fully armed, as he always is, and will leap to the attack, turning his force field on as he does. There are three chairs, a couch and two tables in here, plus a sideboard with ancient cut glass crystal (worth 4,500 gold). The only other thing of worth in here is the treaty which Timon has signed in advance.

E. This is Quade's office. It has a computer access console that he sometimes uses for equations and other problems he does not want to clutter his mind. There is a desk in here with three drawers. The two side drawers contain notes that no one else can decipher but Quade. The top middle drawer contains an extremely fine toolkit, an energy mace and three chemical cells.

A small closet also is in this room, though not on the map. This contains a fully-operational powered battle suit that is tailored to Quade's medium height. It has special seals that allow him to use his built-in bionic weaponry outside the suit. If an alarm was sounded more than an hour ago, Quade will don this suit and go check out what has happened. It requires a Code V I.D. to turn on, the exact level which Quade has imbedded in him, so he can turn it on at will.

"I WAS EXPECTING YOU!"

How Quade reacts to the party depends on how they approach the living room. If they have engaged in loud combat in another room of the suite, or outside his suite in the corridor, or if they burst in on the living room but the party does not have initiative, Quade will excuse himself and go into his office, where he will lock the door. He is extremely cool about the situation, almost as if he was expecting the party. The hoop will be very impressed with Quade's attitude. In the office he will don his power suit from the cabinet and obtain his energy mace and extra cells from the desk.

This requires a total of seven uninterrupted turns. Once prepared, Quade will step into living room to meet the party.

If the party bursts in on Quade and the hoop, and has initiative, Quade will calmly stand up and smile at the group, even if he receives some damage from their attacks.

One of Quade's best defenses is his diabolical control of his emotions and an uncanny ability to unsettle opponents. When he first meets the party he will say, "Ahh, there you are. I was expecting you." He will say this so smoothly and convincingly, that every member of the party must make an IN check. A non-Spectrum result means they will hesitate the following turn to see what he has to say.

What Quade will say to the party the second turn of their initial meeting is something like this:

"Welcome, adventurers. I have been following your exploits through my base with some interest and have decided that I would like to make a proposition to you. Of course I could destroy you outright, but destroying potentially great material is such a waste. Ah, I see you're interest is piqued. Good, then let me say that you are some of the finest fighters I have seen in a while. You must be to reach me in my lair. But you could be so much more with my help. With my bionic enhancements, you could be almost as gods among the people of these lands. You could do things you never dreamed of before: fly, cast fire, see and hear through all the spectrums of light and frequencies of sound, be so armored as to shrug off normal attacks, and have strength and dexterity beyond the natural potential of your bodies. Come, join me in the ranks of the Created and discover the joys of cybernetics."

Of course, when Quade is talking about expecting them, he is merely blowing out radioactive wind. He is completely surprised by their appearance here, but is so controlled as to not show it. Indeed, he will recruit any player characters who wish to join him and add cybernetic attachments to them that very day. He also would add a CITT link so he could maintain control over them (see the rogue Epsilon Cyborg Wade on Level II). Any character who is an etar, has lived in Haven most of his life, or is a member of either the Brotherhood of Thought, The Seekers, Friends of Entropy, the Healers, or the Zoopremists probably will not accept his offer. Any other character must follow his conscience.

If Quade is attacked after this little speech, he will use his equipment and weapons first and will try to destroy the attackers without summoning assistance. This is because he wants to impress Timon's agent with how powerful bionics are so they will order more Epsilon Cyborgs, and he does not want a full-fledged fire fight which would result from his legions showing up. Stray shots may hit him or Timon's agent. If, after seven turns, he has not defeated the party, he will summon some Epsilon Cyborgs to assist him (the number depends on the number of attackers—a formula of one cyborg for every three PCs should be fine).

If Quade is severely damaged at the beginning of this encounter, recognizes that the force that attacks him is more formidable than he imagined or is in some other way convinced that he might lose this encounter, then he will feign resignation and ask if he can bargain for his life. He will offer healing, bionic replacement of lost limbs or organs, or information. What he is really doing is stalling for time so he can get to his office and the small closet within. He will even offer to give up his "treasures," including a power suit. Once he has opened his closet and taken out the suit, he will dash in the closet and slam the door shut. This action will give him a +3 on his initiative roll as the action is unexpected.

The ceiling above the closet then snaps open and the closet is revealed for what it is, an escape pod. The pod will blast through the top of the complex the turn following Quade's entrance by using an electromagnetic pulse engine, which does not cause damage to those in the room. But Quade's plan is not fool-proof. Although he will escape, the thick snow on top of the escape chute will alter the flight trajectory so that he will land just north of the High Lands, way too close to his nemesis Scar and Nort for safety. It will take years before Quade will again become a threat to the world.

If asked for information about the Cities of Man, Quade will express interest, he has not heard of that term in years. What he will tell them, in exchange for his life (or time he needs to escape) is:

* He remembers some things about the project, but most of all he felt it would fail. (He truly believes this.)

* He does not remember everything clearly about the project, probably as a result of memory loss due to so many cybernetic operations. (True)

* He remembers that the Cities of Man was a structure, and yet moving. Maybe it is an aquatic base, maybe it is a colony on the

HARLAN QUADE'S BASE

moon...or beyond. Maybe it is a secret, movable installation, or maybe it is just a tale of the last glory of mankind.

* He remembers that tales of the Cities of Man began when invaders threatened mankind's existence and man needed a sanctuary to hide from them. But he cannot remember who the invaders were or where they came from.

* He remembers that there was a sky chariot that supposedly led to the Cities of Man, and that was the only way a person could find the cities. Special suits were needed to protect the travelers and supervisory borgs were sometimes used on the crew. He even took some of the suits and borgs with him when he left Mindkeep.

This same vague information is available through Harlan Quade's cybernetic installation and think tanks.

HARLAN QUADE'S BASE

Quade is only completely helpless when he is dead. If the player characters somehow subdue him and drag him back to one of the villages, the maali or etar will try to kill him. And they will try to kill the player characters if they try and stop them. If Quade dies, the CITT link will cause the installation to go into shock. Everything will continue normally, all the lights will go to bright everywhere. All robots and cyborgs will be aware that he is gone. It is up to the player characters as to how they handle this. If the party continues to attack bots and borgs, then the bots and borgs will fight back until they are all destroyed. Even normal robots will be reprogrammed to attack intruders. If the party tries to contact the think tank or cybernetic installation through the sources listed in this module, the GM might allow them to try and logically talk the entities into giving them information about the Cities of Man, but they will not be able to talk the units out of shutting down.

The complex will only continue on reserve power back-up for two weeks after Quade's

death or departure, then everything will go dark and cold. Robots will continue to do what they are programmed for until their cells run out. The Epsilon Cyborgs will eventually put on whatever protective gear they can find and become a very powerful raiding party. They will be accompanied by the security robots until the robots' power sources are used up.

It is possible for the GM to make individual Reaction rolls for each Epsilon Cyborg to see if the party can talk them into other courses of action besides immediate combat. Some may want to just go their own way peacefully (quite possibly to Timon). Others may want to join with Haven in building a better world. Still others may want to try to battle it out here and take Quade's place. It depends on the Reaction rolls and what the player characters say and do.

Timon's agents will go down fighting. If they are subdued, they will not be of much help, as all they know are the proposed terms of the treaty. No other information has been shared with them by Quade or Timon.

One week after the complex shuts down and goes dark due to Quade's death or departure, one of the think tanks automatically reactivates and blows up through a glitch in the system. This will lower the bottom level's structural integrity enough for the entire base to collapse in on itself. This should not happen if the player characters are inside the base at a location where they cannot get out. The player characters should receive some warning that something is going wrong and that they might want to get out. When the base collapses, everything in it of value will be destroyed.

It is possible for the player characters to all be caught or killed. If it appears this is going to happen, the GM might decide to have them saved by a raiding etar party, but only for the purpose of getting them out of the base and trying to take it another day. Each time they venture into the base and take more out of it, they can gain a few more recruits in the Frozen Lands.

If the party is ultimately captured with no hope for escape, let them rot in Quade's cells for a while. Some may come up with a workable escape scheme, and if not, it will not matter because the place is going to fall apart in two months anyway. Driven by his greed, Quade will continue stripping level III's outside walls and the place will eventually collapse. Anyone inside has a 30% chance of getting out alive, albeit harmed. If this happens, there will be maali nearby who will help the player characters.

THE END OF THE ADVENTURE

The adventure is not over until the following conditions are met.

A) The Pan-Palins tribes are informed of their freedom. The maali will then allow the weather to return to normal and the hunting of straggler robots will begin. The player characters should be suitably rewarded by the people of the Frozen Lands. However, the reward cannot be in coinage or in too many devices, because these are poor people. It can be in recognition, which should boost the player characters' status points considerably. The Pan-Palins tribes also will sign an alliance treaty with Haven against Timon in gratitude. B) The shuttle suits are transported back to Haven. This is the most important condition to be met. The GM should reward the player characters handsomely for this task, more so than for simple, mindless destruction of base equipment and robots.

C) Any surviving shuttle robots also should be brought back to Haven, along with information concerning the shuttle and the Cities of Man that may have been gleaned from the base.

D) Bonuses should be given for extra technology and general info brought back to Haven, including information on Timon. Extra bonuses should be rewarded for returning injured allies to their villages.

NEW RACES



The races listed in this section are new and indigenous to the Frozen Lands. Due to Harlan Quade's aggressive policies of the Created Movement, very few villages and people are left. Those that still exist now cooperate with each other. They call themselves the Pan-Eta tribes, named so after the ancient plains that this section used to be called before the races were forced to try and freeze Harlan Quade out.

NAME: MAALI (Tall Slasher)

NUMBER: 1 to 2 (1d100 in village)

MORALE: 15

HIT DICE: 19

ARMOR: Natural = 3 (-15), have been known to wear fiber armor = 5 (-25)

SIZE: Four meters tall

LAND SPEED: 36

MS: 16 (+2) PS: 17 (+2)

IN: 13 (+1) DX: 10

CH: 7 (-1) CN: 13 (+1)

ATTACKS: 1 Antler (Dm = 10)

1 Claw (Dm = 3) per Action Turn or 1 Antler and 1 weapon

MUTATIONS: (P) Displacement, Dual Brain, Physical Reflection-Laser, Sonic Bellow (like Sonic Blast but non-organic targets are affected as are organic targets)

(M) Force Field Generation, Genius Capability-Military, Magnetic Control, Weather Control (like Weather Manipulation, but covering 50 kilometers and able to vary temperatures by as much as 50 degrees Fahrenheit)

(D) Allergy to Mushrooms, Phobia/Fear-Underground (claustrophobic when they realize they are underground)

DESCRIPTION: The maali are bipedal descendents of the ancient North American moose. They stand upright on two huge, wide claws that act as snow shoes. Their antlers are unusually wide and extremely sharp. The maali keep them this way because they use them as melee weapons. Their front hooves have evolved into leathery, four digit, manipulative hands.

Maali live in the forested areas of the Frozen Lands, but have been known to venture forth over the snowy wastes. They are rarely seen out of their natural habitats, except for mercantile ventures into the High Lands to the north for provisions. They are omnivorous, but prefer small mammals, bark, and leaves. Their teeth have developed into formidable crushing machines, and they can eat frozen plants as well as fresh ones. There are only a few maali villages left in the Frozen Lands, but there are hundreds of smaller, nomadic tribes in the foothills of the High Lands. The maali have an intense hatred for Harlan Quade's robots. Before Quade's reign of metallic terror began, the maali were the lords and masters of these plains and wooded lands. They were well liked and respected by the other animals and peoples here. But over the centuries they have seen the various peoples killed and the land raped. The maali have had to resort to severe weather control to strand Harlan's mad attempts at world conquering. They are all that prevents him from moving his Epsilon Cyborgs into the unsuspecting world. However, the maali's size and fear of underground areas have prevented them from going in and rooting Quade out of his stronghold.

Maali are fascinated by non-robotic high technology and will always try to acquire devices created by the Ancients. They are very skilled in the handling of such items. Most maali have knowledge of up to Tech Level III, and some can even be found that know Tech Level IV items. They are wary of outsiders, especially humans, but are seeking aid in their fight against Quade. They have been promised aid by Scar, the mutant animal king of the mountains to the north. But Quade's forces have temporarily halted that aid by trying to assassinate the king (all of this latter plot is the core of the Revised GAMMA WORLD® game module, GW11).

The maali usually are armed with at least one Tech Level III weapon, a huge two-handed sword (12/24, otherwise treated as a normal two-handed sword), and three jave-

lins. They have escaped destruction by Quade's constructs because of their various mutations, their raw physical power, and their knowledge of the land.

NAME: ETAR (Plains People)

NUMBER: 1 to 12

MORALE: 10

HIT DICE: 10

ARMOR: 1 (-5), usually wear reinforced bone or wood armor 3 (-15)

SIZE: 180 centimeters tall

LAND SPEED: 24

MS: 15 (+1)

PS: 14 (+1)

IN: 13 (+1)

DX: 16 (+2)

CH: 12

CN: 16 (+2)

ATTACKS: 1 Bite (Dm = 3) or Weapons (see below)

MUTATIONS: (P) Body Control-Sight, Hearing, Smell, Endurance, and Awareness, Immunity-Cold

(M) Intuition, Molecular Disruption

(D) Achilles Heel-Bottom of Foot

DESCRIPTION: The etar are the oldest inhabitants of the great plains of the Frozen Lands and appear to be mutated pumas. They are hunters supreme and are known for their ferocity in combat. All etar are equipped with at least three handaxes, a short bow and two dozen arrows, and a harpoon, which can be used as a spear causing 6/12 points of base damage or as a javelin with a base damage of 8. They can fight with two handaxes at once, are allowed two attacks in one Action Turn with these handaxes, and have no penalty for either attack. They also enjoy a +1 CS when using their bows and arrows.

The etar society is based on what the original etar read about the plains indians of North America. They have combined many myths and customs from the various indian nations to form their own, unique society. The etar are extremely close to nature and believe Harlan Quade and his creations are purely evil and must be destroyed before the spirits of the land can return. While the maali fight in almost medieval European fashion, the etar are guerrilla fighters extraordinaire. They are adept at living off the land, performing hit and run tactics against the enemy, and practicing an unusual rite of honor they call "adding coo."

The etar concept of adding coo involves an etar native destroying as many enemies as possible in an encounter by the most original

NEW RACES

method possible. The more original the fashion and the more enemies destroyed, the greater the honor and status the character enjoys in his society. If an etar read about the actual ancient indian form of "coup" counting, he would laugh and ask what is the good of being brave without the destruction of the enemy as the final goal. Etar villages always are constructed in the same manner and laid out in the same configuration. It has a lot to do with numerology, the position of the stars, and the gathering lodges occupying the center of the hoop formed by the other structures. The etar use either circular log lodges or hide teepees for their homes, depending on what is available and where they are. The etar are primarily carnivores, but will eat vegetables and grains to supplement their diet.

Etar constantly travel between the High Lands and the Frozen Lands, much of that range is considered theirs by the other races for purposes of trapping and hunting. They are considered distant evolutionary ancestors of the arks, though no love is lost between the two peoples. When a winter condition exists on the plains, as it usually does, the etar's fur turns white, enabling them to blend with the snow and ice as if they had chameleonic powers. Etar have knowledge of Tech Level II devices and do not care for any items more advanced than that. They are excellent craftsmen and make all kinds of bone and wooden devices and utensils. Though they used to be primarily plains peoples (hence their name), they now inhabit the woodlands. Etar have been known to hunt robots back to their lairs, even venturing underground to destroy the hated Created. Their only concern is the bottoms of their feet, which are mutationally vulnerable. Consequently, they wear thick soled, white leather boots reinforced with wood splints.

UPDATED CHARACTERS

TIMON (Updated from his appearance in GW6—Alpha Factor and GW8—Gamma Base)

MORALE: 7

LAND SPEED: 24

TYPE: Mutated Humanoid/Wolverine

SIZE: 120 centimeters tall

HIT POINTS: 80

RANK: 12

MS: 10

PS: 11

IN: 17 (+2)

DX: 11

CH: 22 (+4)

CN: 13 (+1)

MUTATIONS: Gamma Eye, Political Genius, Military Genius

EQUIPMENT: Timon wears the tailored uniform of a general from the Colonial Prussian Empire (he has a book from that time period), complete with monocle. The uniform is covered with medals and ribbons, all bright and clean. He carries a Mark V blaster tucked under his belt and a vibro dagger like a swagger stick (when it is switched off).

DESCRIPTION: Timon is the general and leader of the Village of Oskar in the Flower Lands, east of Haven. He is included here because of his attempted dealings with Harlan Quade and because the players should be familiar with his name by now...and his intent. If the party has been through the first module in this series, GW6—ALPHA FACTOR, they will have met Timon. If the party has been through the third module in this series, GW8—GAMMA BASE, they will know that he is gearing up for war, a war that eventually will be brought to Haven. Haven is his biggest worry in the Flower Lands because it is the only society that is organized and powerful enough to stop him. Timon is looking for allies to use against Haven. By this time, Timon has already attacked some of the smaller settlements in the eastern section of the Flower Lands, but his war cannot begin until he can match some of the technology of Haven.

Timon is a mutated wolverine that walks upright on his hind legs. His village is a unique combination of members of the Archivists and Ranks of the Fit. He has arms, troops and military genius, but he would like more high technology devices to use in his blitzes, something like android storm troopers or a warbot. He knows little of Harlan Quade, only that there are robots and other metal creatures often spotted in the Frozen Lands. Therefore, he has sent spies down into the lands to investigate. He has no knowledge of Haven's interest in the Frozen Lands. He also knows the Frozen Lands and the High Lands are involved in some war, but he is not certain why.

Timon's Agents. Timon has sent three special agents into the Frozen Lands to find out where the Creator is to try to strike some deal with him. These agents look like hoops, but are actually snow versions of them who can travel easier through the frozen wastes. Timon does not even suspect that Haven knows of the existence of the Creator, and thus has given the agents no instructions about how to deal

with the party. The agents will not reveal who they are working for, except to the Creator. They have the normal statistics for a hoop, but can move through snow normally. Each one is equipped with a blaster rifle, enough provisions to make it into and out of the Frozen Lands, and mapping materials.

They all are sent in different directions and will never be discovered together. If one of them stumbles onto the party, he will concoct some story about having a bad heart and needing a bionic replacement, so he is searching for the Creator. He will travel with the party, if possible, feigning friendship. At least one of the agents will arrive at Quade's complex a day after the party, and immediately turn itself over to a robot that will take him to Harlan Quade. There he will outline the treaty with Timon, to which Quade will immediately agree. The Epsilon Cyborgs will be shipped to Timon the next day using the last robot flight vehicle Quade has.

NEW NPCS

HARLAN QUADE (aka the Creator)

TYPE: Cybernetic mutated human

SIZE: 160 centimeters tall

HIT POINTS: 100

ARMOR: 7(-35), Special

Hit Dice: 20 Control: None

Sensors: All but A,U,V **Power:** B,Nuclear plant

PS: 6(-2) **DX:** 9(-1)

MS: 19(+3) **PR:** 20(+3)

(CH: 10 **Morale:** 10)

SPEED: 2 Legs = 36 **Rank:** Y

MUTATIONS: (M) Genius Capability-Mechanical, Heightened Intelligence, Mental Control of Body, Psychometry
(D) Messianistic Egomaniac (see below)

WEAPONS: Built-in: Laser I, Blaster I, 2 micromissiles, 2 minimissiles, Stun Ray II. Carries: Stinger Crystal, Slither Helix

CYBERNETIC ATTACHMENTS: Harlan Quade has the following cybernetic attachments. All of them were built specifically for him and will operate without fail. Their specific functions may be found in the Robot Glossary.

ARMOR: Effective Armor class is 7(-35), due to Neutralizing Pigment Armor (white), and has an energy field generator (-1RF force field, maximum duration = 1 hour)

LIMBS: Two humanoid arms with built-in weapons (see above).

ENHANCEMENT: Enhanced Multiple Actions, Bionic Lungs (no gas or spores affect him), Bionic Pancreas (cannot be poisoned by Bionic Pancreas (cannot be poisoned by consumed substances), Vastly expanded memory bank on robotics and bionics, which has erased certain memories of his past, such as the Cities of Man.

MISCELLANEOUS ADDITIONS:

Communications sender.

Built-in injectsules, two of every type of medicine listed on page 15 of Revised GAMMA WORLD® Game Reference Book. Injectsules will operate at his slightest whim.

Imbedded Code V ID. He also is mentally linked with and controls his complex's think tank and his cybernetic installation.

Robot Summoning and Command Program.

Innumerable high tech tools, some fold into his bionic hands.

DESCRIPTION: Harlan Quade is one of the Ancients, a handful of scientists who became mutated in a complex called Mindkeep just before the Shadow Years and are now considered immortal. Of all the beings now living in Gamma World, the Ancients are the most powerful by right of their knowledge, their access to hidden caches of high technology devices, their mutational powers and their centuries old influence on civilization. None of the Ancients cooperate with each other anymore, and most wage a subtle type of warfare against each other. A few, like Harlan Quade, are preparing for world domination.

Harlan Quade usually is known as the Creator to his robotic subjects and the non-robotic races he terrorizes in the Frozen Lands. The mental mutations he possesses were developed while he was at Mindkeep. The bionic additions came years later through his own experiments. Long before the Shadow Years arrived, Quade believed in the inevitability of robots inheriting the earth from mankind. He used to discuss this theory with his friend at Mindkeep, Oscar North. Oscar's field of science was zoological mutations, while Harlan specialized in bionics. North, on the other hand, believed that animalkind would mutate and become the dominant civilization.

Eventually North went on to found the Ranks of the Fit movement. Harlan, meanwhile, began his own society which eventually became the Created Cryptic Alliance. Years later Harlan's agents discovered North's body, severely damaged and almost dead. Harlan, out of friendship and hopes of making a powerful convert, refitted Oscar as a cyborg. Oscar

was appalled at this turn of events and escaped as soon as he was healthy, vowing to exact revenge against the man who turned him into a machine. Going into the High Lands to the north of the Frozen Lands as a living example of what Quade planned for the world, North soon gathered many different mutated animal societies around himself and forged the High Land kingdom. That kingdom has been resisting Quade's attacks and assassination attempts, providing another stumbling block for Quade's initial conquests. Quade never displayed friendship for any living thing again and is now quite ruthless.

By the time this adventure begins, Harlan, with the assistance of his legions of robots, has created a large installation beneath the snows of the Frozen Lands. The maali's attempts at freezing him out have driven him underground and have prevented his forces from going out into the world for new conquests. What Quade needs is an outside agent who can bring him raw materials in exchange for some robots, which Quade could readily trade, only to later regain control of them. If Timon's agents reach Quade and make a deal with him, he will provide Timon with a dozen Epsilon Cyborgs in exchange for multiple shipments of scrap metal and other parts. This would mean serious trouble for Haven in the upcoming war with Timon.

Harlan Quade himself is beginning to lose touch with reality. The combination of living for years under the snowy reaches and his ever-increasing bionic parts are beginning to drive him into robophrenia (a peculiar state of mind where the organic subject begins to think of himself as a robot). Quade is increasingly paranoid about bioforms and is slowly weeding out the normal life forms that have helped him build his empire. In the past year he has added the matrix helix to his brain. This is a bionic interface with the think tank in his headquarters. This means he can completely control the cybernetic installation and, therefore, the thousands of robots within.

Quade is completely unaware of any happenings in the world outside of the Frozen Lands and the High Lands. He desperately needs fuel sources and will pay any player character handsomely for information on where the timberer ecology bot has been dumping its loads.

His appearance is quite formidable, as most of his body is now cybernetic, though some of it is very lifelike and other parts are obviously bionic. He stands a little more than two meters tall, looks well muscled, is pale and has no facial hair. His eyes are the most piercing black and he never smiles. His voice has a

raspy cyberorganic sound to it and sends chills up most people's backs. But what is most noticeable is that his movements are just slightly less than completely fluid, giving a slight machine-like impression.

CZONK

RACE: Ramtel (Fiery Sheep)

MORALE: 14

HIT POINTS: 110

HIT DICE: 19

ARMOR: 3(-15)- Natural, 5(-25) fiber armor

SIZE: Three meters tall

LAND SPEED: 36 (even on uncertain, hard surfaces)

TYPE: Mutated animal- Ramtel (fiery sheep)

MS: 10

PS: 20 (+3)

IN: 12

DX: 13 (+1)

CH: 10

CN: 17 (+2)

ATTACKS: 1 Ram (8)

MUTATIONS: (P) Body Control- Force, Flaming Hooves of Power (base damage -15), Heightened Balance, Manipulative Hooves (M) Directional Sense, Genius Capability-Survival (see below), Pyrokinesis

TALENTS: Survival- Frozen Lands, Weather Prediction, Shelter building, and Hunting

EQUIPMENT: Czonk has a complete set of treated furs that he wears under his fiber armor. The furs reduce the chance of frostbite by 8 CS. He also has an energy mace (six chemical cells), slicer (five hydrogen cells and clips), talent equipment and weapons, six grenades (two chemex, two photon, two torc), rations, snow shoes (no movement penalty in snow), fision bomb with delayed fuse, and a glow cube.

DESCRIPTION: Czonk is believed to be the last of the ramtel, a race of mutated big horn sheep which made their homes in what is now the Frozen Lands. Quade's robotic forces wiped out all of the ramtel living in the Frozen Lands, only a few that were away at the time survived. Czonk's family was one of those away in the Last Friendly Lands on a trading mission. It was his father who was broadcasting information from the Frozen Lands, until his recent death, which brought about this mission for the party. Needless to say, Czonk volunteered to guide the party into the Frozen Lands. As one of his race, Czonk has a natural mutational ability for survival in the Frozen

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Lands. This acts as a +2 RF for any roll that must be made in connection with surviving the natural conditions of the Frozen Lands.

Since the destruction of Harlan Quade is so important to Czonk, he hit up all of his old friends at Haven and is now a walking arsenal. He does not really care if he comes out of this alive, as long as he destroys Quade and his complex.

Czonk is a very quiet character, almost sulen. When in battle he is extremely fierce, ramming opponents with his great set of horns in addition to any normal attacks he may have that turn. He seems to be a very bitter young ram.

NEW PLANTS

There are very few dangerous plants in the Frozen Lands, and most of them are found in the forested areas. These dangerous plants are related to plants listed in the Revised GAMMA WORLD® rules or previous Revised GAMMA WORLD modules, but have adapted to winter conditions. Those that grow in the snow and ice fields usually are hidden from view, as they burrow for warmth and food into other creatures' dens and tunnels. The white crep plant, an example of how they have evolved, is listed below.

NAME: CREP PLANT, WHITE

NUMBER: 1 to 2

MORALE: 12

HIT DICE: 15

ARMOR: 7(-35), however, it has a thin layer of ice around it that raises the armor to 8(-40) for all but heat-based attacks.

SIZE: One meter wide

SNOW SPEED: 3

MS: 12

PS: 7(-1)

IN: 2(-3)

DX: 9(-1)

CH: 1(-3)

CN: 17(+2)

ATTACKS: See below

MUTATIONS: Death Field, Energy Negation- Chemical, Solar, and Hydrogen power, Modified Vines, Mobility, New Senses-Life Force, Ice Thorns (see below), Heat Suckers (see below)

DEFECTS: Sustains double damage from heat and chemical defoliant attacks

DESCRIPTION: The white crep plant has adapted very well to the frigid conditions of the Frozen Lands. It lays about 60 centimeters below the ground and is difficult to detect

(Red Result is required). It always has automatic surprise. Through the various sensory shoots that barely break the surface of the snow, it can detect life forms moving above it. Then, through two more specialized shoots, it can release its death field pollen cloud to anyone walking near it. If the victim tries to attack it, it forces up 10+1d10 vines with long thorns on the end, thickly encrusted with ice. These act as short swords and have an Attack Rank of 7. Any character who falls prone on the snow immediately will have three heat suckers attached to an open part of its body. These drain the body warmth from the victim. This acts as a -1 CS frostbite and increases by one column for every Action Turn the suckers are attached.

NEW CREATURES

There are not many new creatures in the Frozen Lands. Most are either harmless or live a strange life so far beneath the surface as not to be seen. Others have evolved from familiar creatures found in the Revised GAMMA WORLD Reference Book or modules.

Adapting the known creatures for winter conditions is not as difficult as it may seem at first. To begin with, most of the creatures that survived and changed are mammals and some of the hardier birds. Their fur and feathers evolved to resist the cold and winds, raising their natural AC by one. They also are a bit larger than their normal cousins, resulting in a CN increase of 2 points, and one more Hit Die for every four Hit Die they previously had. For example, if a normal creature has 12 Hit Die, the winter version of it will have 15 (12 divided by 4 = 3 plus 12 is 15). On the other hand, their DX and MS scores drop by one each.

Some extremities, such as ears and tails, tend to be smaller. This may lessen their ability to hear or even smell. But this is made up for by increased optical hardness, including the ability to resist snow blindness. Feet tend to be larger and more padded, and normal movement across the snow is not affected as it would be for creatures not from the Frozen Lands. If the creature has claws or teeth, the damage base is usually increased by a point as the claws evolved larger to help movement on the ice and the teeth grew longer to bite through the fattier prey. Almost all of the evolved creatures now either make their homes beneath the snow or have so much fur that they can curl up into a ball and withstand the wind. Most of the creatures have altered their pigmentation to white or a pale shade of what their normal color was to better blend in

with the terrain.

Some of the Frozen Lands creatures, new and evolved, are listed below.

NAME: HARGON (Snow Dragon)

NUMBER: 1

MORALE: 13

HIT DICE: 20

ARMOR: 8(-40) to energy weapons, 10(-50) to physical impact weapons

SIZE: Average unknown, but estimated to be 20 meters long

SNOW/LAND SPEED: 54

UNDERGROUND SPEED: 18

MS: 15(+1)

PS: 23(+4)

IN: 10

DX: 9(-1)

CH: 6(-2)

CN: 23(+4)

ATTACKS: 1 Bite (Dm = 5) and 2 Claws (Dm = 14 each) per Action Turn

MUTATIONS: (P) Immunity to sonics, Cold Breath (see below)

(M) Phasing Travel (see below)

DESCRIPTION: The mutant-producing world following the holocaust saw the appearance of actual dragons; large lizards with terrible powers which lived in the depths of the earth. Most of the gons dwelling beneath the earth were detailed in GW8—GAMMA BASE. Most of the gons living in mountains and that fly are dealt with in GW11. The hargons included here are only found in regions that are frozen or heavily snow-laden at least half the year.

All gons have certain common aspects. They are intelligent and have some form of mental power which allows them to manipulate objects like a human for the purpose of passing through doors, moving objects about, etc. Despite their size they can squeeze into small areas and usually are found in crevices, caves or installations. All gons are immune to fire, sonic attacks, stun attacks, or paralysis attacks. In addition, each gon has its own immunity to another form of damage. All gons can hear sounds at 100 meters, can identify odors as double the Heightened Smell power, and have the Heightened Vision power. All gons are deathly afraid of Bu'Daan (as described in the GAMMA WORLD® game module GW6—ALPHA FACTOR) and will move at full speed away from one.

All gons have excellent armor-like skin. This skin only can be removed from a dead gon through hours or days of painstaking work (GM's choice as to required tools and

time). A character who has knowledge of tanning and how to make skins into armor will be able to fashion one of these skins into a single set of armor for a character up to three meters tall. Each suit will take at least a month to create. The armor class of the suit will be two ranks less than the original gon's armor class, because the hargon gains much of its armor from the ice encrusting it. Armor made from hargon hide is equivalent to plant fiber armor.

Usually, gons establish dens and hoard loot as a natural instinct, though they often hoard different types of "treasure." Hargons establish a large nest underground, and like to eat treasure. If gutted after being killed (a day long operation), there will be 5 + 1d10 items of worth in a hargon's stomach.

Hargons have two unusual mutations rarely found in any other creature. The first is a freezing breath which has a range and area of effect of 15 meters, and causes damage (Dm = 10) to everyone and everything by thickening the molecular bonding in the area, thus slowing them down and getting colder. Every device, piece of armor or weapon on a character hit by this breath must make a Saving Throw as their unreinforced Material Strength—unless the items are protected by a force field or heat field. A result of black indicates the item has shattered and is worthless. A result of white indicates the item is frozen and cannot move, fire or otherwise work until it is warmed by at least an I4 fire for 20 minutes. In any case, any power cells inside a frozen item are drained. A blue result indicates the item is operable, but the cold drained half the remaining energy. The exposed flesh of a character with a covering of less than AC 2 will be frozen unless a successful Saving Throw is made as Material Strength 1. Base damage to exposed flesh is 10. Any character within three meters of any boundary of the breath is allowed a DX save to jump out of the full blast of the breath and only suffer half damage.

The other peculiar mutation is the hargon's phasing travel. It allows the hargon to vibrate slightly out of phase with the molecules around it while it is underground or under snow. This does not affect the status of anything around the hargon, but the mutation allows the hargon to travel through any substance at a movement speed of 18 without so much as causing a ripple. The hargon can travel for hours in this fashion, but when the hargon again phases back in to the normal molecular state of being, it takes a turn of concentration to displace the normal molecules around it by simply shoving them aside. This is why a hargon's presence usually is indicated by a swelling of the ground or snow before it

erupts to the surface. The characters can react to this obvious eruption by making an IN roll, any Spectrum result indicating they have spotted the snow spouting up, like something is about to pop out of the ground.

HOPHAR(Snow Rabbit)

NUMBER: 1 to 10
MORALE: 7
HIT DICE: 8
ARMOR: 2 (-5)
SIZE: Three and a half meters tall at the shoulder
LAND SPEED: 32

MS: 6 (-2) **PS:** 42 (+4)
IN: 2 (-3) **DX:** 6 (-2)
CH: 5 (-2) **CN:** 8 (-1)

ATTACKS: Antlers (5)

MUTATIONS: (P)Antlers, Immunity to the Cold, Warmth Generation (see below)

DESCRIPTION: Hophars are the Frozen Lands' cousins of the hoppers. They are equally as stupid as their plains relatives, have antlers instead of horns, and also offer the first-time rider an 80% chance of falling off them and suffering 1d4 damage. The hophar can carry up to one slightly larger than man-sized character. These giant, mutated snow rabbits are used extensively in the Frozen Lands to pull special sleds with unique suspension systems that allow the rabbits to jump without upsetting the sled. An unencumbered hophar can leap twice the distance listed in the Leaping and Jumping rules if bounding on snow, thrice as far if jumping in the firmer wooded areas.

HYRI'XON (Living Ice Mold)

NUMBER: 1
MORALE: 7
HIT DICE: 5
ARMOR: 0
SIZE: Can be as large as a 10 meter wide area
LAND SPEED: 1

MS: 10 **PS:** 1 (-3)
IN: 4 (-2) **DX:** 10
CH: A (-6) **CN:** 10

ATTACKS: None

MUTATIONS: (P) Inorganic Detection (see below), Demolecularizing Touch (see below) (M) Mental Immunity (see below)

(D) Vulnerable to any type of gas (see below)

DESCRIPTION: The hyrl'xon is one of the strangest members of this rather extensive family of living mold. It is glistening, translucent white and appears to be either a sheet of ice or a slight ice sheen on top of a snow bank. It is almost impossible to tell the difference between a hyrl'xon and an actual hard spot of snow or ice. Their vital signs are almost nonexistent when they are laying in wait, and they cannot be picked up on any form of scanner or sensor. Hyrl'xon have a unique scanner or sensor. Hyrl'xon have a unique mutation that allows them to detect the approach of any metal, plastic or synthetic item or creature. Then, when the object or character is almost upon them, they rise up and attack. This all results in a Surprise check against an Orange Difficulty Factor creature.

Unlike some of their more vicious relatives, the hyrl'xon do not feed on living organisms. All they wish to do is "eat" some objects. This they do by touching the object or creature. Their touch will disintegrate any metal, plastic or synthetic item or robot if those inorganic objects do not succeed in a Saving Throw. The Saving Throw is as their Material Strength. Any Green or better result indicates the item is okay, otherwise it disintegrates on the spot. The chemical reaction which takes place during this disintegration releases microscopic particles into the air. It is these particles that the hyrl'xon feeds upon by sucking the air into numerous intakes flanges in their physical structure. It is also the reason why they are so vulnerable to gases. If the gas can affect them at all, it will do so. If the ice mold is allowed a Saving Throw, it will only be on Column A. If the gas is one that usually won't affect living matter, it will still cause a base damage of 4 points to the creature as a Column 11 attack.

The hyrl'xon will attack the largest item or robot in the party first, then continue along to the next largest, etc. It can sense large items that are covered or contained, and will try to get to them by first disintegrating the container. If the container is not metal, plastic or synthetic, the living mold will attack something else that is visible.

The hyrl'xon cannot damage a character. However, in turn it is very difficult for characters to damage it because it is fully immune to any form of attack except gas (as described above) and heat. Fire/heat, including lasers, do full damage to it. Nothing else can kill it.

A single, dead hyrl'xon can be boiled down to form a paste which, when smeared over an item, will prevent it from jamming due to the

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cold. One boiled hyrl'xon makes enough paste to cover a two-meter cube.

IRNSLITH (Ribbon Snake)

NUMBER: 1 to 20

MORALE: 7

HIT DICE: 4

ARMOR: 1 (-5)

SIZE: Three meters long

LAND SPEED: 72

MS: 7 (-1)

PS: 12

IN: 6 (-2)

DX: 13 (+1)

CH: 3 (-3)

CN: 11

ATTACKS: 1 freezing bite (see below) 1 spring ram (see below)

MUTATIONS: (P)Antifreeze Blood and Bite (see below), Coil Leap (see below), Energy Osmosis (see below)

(M) Confusion

DESCRIPTION: Irnsliths are long, flat, pale blue snakes that resemble ribbon until they move. Their blood is a unique mixture of chemicals that act as antifreeze, keeping them completely comfortable in the Frozen Lands. This antifreeze metabolism is also evident in their bite. The snake's chemicals are used as venom, though they are actually corrosives, and are sprayed/injected whenever the snake successfully bites something. The base damage is only 3, but it is progressive damage until either the area bitten is washed off with a mild basic or neutral agent (such as water), or a total damage of 50 points is caused, indicating the corrosive has finished its work. While the damage caused is low, the Intensity Level of the corrosive is high. It will damage any material but duralloy and plastec. Characters with any kind of animal handling or zoological talent can learn how to "milk" one of these snakes after they are caught alive. Each irnslith produces an ounce of Intensity Level 18 acid every two weeks.

The irnslith's form of locomotion is just as peculiar as its metabolism. The snake moves across or under the snow in a ribbon movement, much like the ancient sidewinder snake, but far faster. Any character standing still and taking the time to look for the movement will be able to see it in normal light (if firing at an irnslith under the snow, the character attacks at a -5 CS). But this twisting movement alters when the irnslith attacks. In less than an Action Turn, it coils, springs up to three and a half meters through the air, and tries to ram or bite an antagonist. Anyone

attacking it or within ten meters of it is considered an antagonist by the irnslith. This coiled spring is extremely powerful, and the ram is quite formidable. Treat it as an Attack Rank 13 causing a base damage of 8. A successful strike (even against an AC it cannot effect) indicates the target must roll his DX score vs. the Slam combat results. The irnslith never use their coil spring actions on two consecutive turns. As mentioned earlier, irnslith can travel under packed snow as well and often will be found in undersnow tunnels and dens.

Irnslith do not eat as most animals do, they curl up around an inanimate energy source, such as a warm rock, a power cell, a hot fire, etc., and absorb the energy. This, combined with the fact that they can be found hunting both day and night, makes them formidable foes for adventurers, as they often slip into camp at night and curl up around energy cells for food. A single irnslith can drain a full energy cell in four hours of uninterrupted contact. Despite this energy absorption, the irnslith never warms up or releases enough heat to be seen by a heat-seeking sensor or optics.

LAJJIN (Blue Wing)

NUMBER: 1 to 6

MORALE: 10

HIT DICE: 4

ARMOR: 0

SIZE: Two and a half meter wingspan

LAND SPEED: 4

AIR SPEED: 68

MS: 20 (+3)

PS: 10

IN: 10

DX: 19 (+3)

CH: 14 (+1)

CN: 9 (-1)

ATTACKS: None

MUTATIONS: (P) Body Control- Sight, Electrical Generation,
(M) Gamma Eye, Intu-evasion (see below)

DESCRIPTION: Lajjin look like skyblue, large boomerangs that glide on their own power. By their incredible but subtle use of air currents and thermals, the lajjin swoop and race along the skies of the Frozen Lands almost unchallenged. They are atmovores, living off microscopic spores in the air. For some unknown reason, they have an intense dislike for humanoids and will attack them, and anyone traveling with them, on sight. When they spot their opponents, they will swoop down on them, discharging their electrical attack as they pass by, then wheel around for their sec-

ond attack. The second attack is always a Gamma Eye barrage. The lajjin will continue to attack until they have either lost half of their flock, driven their opponents into cover, or killed their opponents.

A strange mutation that the lajjin possesses is the mental power of intu-evasion. This is an automatic, constant evasive flight pattern based on intuition. Because of this, anyone who attacks lajjin automatically does so at half their rank.

HAROD (Powdery Snow Rat)

NUMBER: 10 to 40

MORALE: 14

HIT DICE: 1

ARMOR: 2 (-10)

SIZE: 60 centimeters long

LAND SPEED: 16

MS: 11

PS: 7 (-1)

IN: 4 (-2)

DX: 10

CH: 1 (-3)

CN: 12

ATTACKS: 1 Bite (1) and 1 Tail Stinger (1) per turn

MUTATIONS: (P)Modified Body Parts for Cold Climate, Poison Generation - Delusion (in tail), Gas Bags, Digging Nose (see below)
(M) Mass Mental Blast (see below)

DESCRIPTION: The harod is a snow rat which has evolved thick fur and a higher metabolism rate to exist in the wintery climes of the Frozen Lands. It has wide feet for gaining traction in the snow or ice, and gas bags which it can inflate enough to keep it from sinking into powdery snow. The harod cannot fly, they just maintain neutral buoyancy on the snow. They can attack with their bite and tail each turn, the latter able to inject poison on a red result.

The harod resemble moles and have an extremely tough, leathery muzzle which allows them to burrow through the snow. They are often found inside other creature's dens and burrows.

Harods maintain a subconscious mass mind with other members of their immediate pack. They have an attack form similar to the mental mutations Mass Mind and Mental Blast combined. However, all the harods must stop for a second to perform it, then continue their actions.

UPDATED ROBOT SECTION

Part X of the the Revised GAMMA WORLD® game rules is an introductory section on robots and their use and generation in Gamma World. That section, and the Revised GAMMA WORLD Errata Supplement, provides a number of examples of useful robots and lays the foundations for the creation of robots. The purpose of this section in this module is to flesh out that information, give a more complete robot generation system, and offer the GM suggestions how his players can generate player character robots for use in his campaign.

Before attempting to use the Updated Robot information, the GM should first reread Part X of the original rules to refresh himself on the terms. At the end of this section is a Robotics Glossary which will clarify and expand some of those terms and introduce new terms. Certain concepts such as wild and controlled modes are identical to the original concepts and so are not repeated here.

DESIGNING ROBOTS

The process of designing a player character robot (hereafter also referred to as a PCbot) is different from designing a non-player character robot (hereafter referred to as an NPCbot).

NPCbots are custom built by the GM, who picks the robot's options to fulfill a specific need.

PCbots are built randomly by the player, with game balancing decisions made by the GM. The PCbot usually is a cyborg or, if enough parts have been added, an ultraborg. The history of how the character came about is up to the GM.

Die Roll Robot's Original Design

Ultraborg

- 01-03 Athletic Competitor
- 04-06 Computer Specialist
- 07-09 Craftsman
- 10-12 Entertainer
- 13-15 Instructor
- 16-18 Scholar
- 19-21 Scientist
- 22-24 Supervisor
- 25-27 Warrior
- 28-30 Worker

Cyborg

- 31-35 Athletic Competitor
- 36-40 Explorer
- 41-45 Hunter
- 46-50 Law Enforcement Officer
- 51-55 Simple replacement, no special purpose to the design
- 56-60 Tracker

61-65 Warrior

66-70 Worker

Programmed Machine (artificial intelligence if desired by the GM)

- 71 Cargo Lifter
- 72 Cargo Transport
- 73 Agricultural
- 74 Arctic Exploration
- 75 Desert Exploration
- 76 General Exploration
- 77 Jungle Exploration
- 78 Mining
- 79 Mountain Exploration
- 80 Timberer
- 81 Waterways Maintenance
- 82 Wilderness
- 83 Wildlife Preservation
- 84 Construction (different types)
- 85 Demolition
- 86 Maintenance (different types)
- 87 Repair (different types)
- 88 Firefighting
- 89-90 Medbot (different types)
- 91 Veterinary
- 92 Military Guard
- 93 Military Heavy Assault
- 94 Military Scout
- 95-96 Military Trooper
- 97 Security Guard
- 98 Security Tracker
- 99-00 Security Trooper

SPECIFIC DESIGN STEPS FOR NPCbots

1. Decide the robot's type, size, general purpose and duties.
2. Decide how the robot is controlled and the type of ID to which it will respond.
3. Select average scores for the robot. Borgs and ultraborgs will have high MS (12 + 1d4) and Program Ratings (PR)(12 + 1d10). Intelligent robots will have high PR (12 + 1d6) and DX (12 + 1d12) and may possess PS in the range of 12 to 125 (depending on size and function). Programmed machines will have high PS (25 + 10d10), low MS (1d6), and low PR (1d6).
4. Select Hit Dice for the robot. Begin by assigning 1 Hit Die per 2 PS points. If the model type is built to last (like construction or exploration), the amount should be 1 Hit Die per PS point. Hit Dice are also used to indicate the robot's CN.
5. Roll on or select from the Locomotion Table for the robot's type of movement.

6. Refer to the Armor section in the Robotics Glossary to determine the base type of armor for the robot's type. Then roll on or select from the Armor Table for modification of that armor. If unusual armor is indicated, refer to it in the Robotics Glossary.

7. All robots are considered to have broadcast power receptors. Roll on or select from the Power Source Table for any additional power sources the robot may have. Cyborgs must have at least one power source for their bionic parts.

8. Roll on or select from the Limb Table for the robot's manipulative members.

9. All robots have sensor type H (human visual and audio). Roll on or select from the Sensors Table for any additional sensors the robot might have.

10. The GM must decide if a robot has built-in weapons or tools used as weapons. Then he must decide on the number based on the robot's type and size. These weapons should be rolled on or selected from the Weapons Table.

11. Roll on or select from the Robot Enhancement Table for any enhancements that might have been designed into the robot.

12. Roll on or select from the Miscellaneous Robot Addition Table. The GM should decide what the base number of miscellaneous additions the robot would have before rolling. Cyborgs usually have only one addition, while ultraborgs have two or three. Artificial intelligence machines and programmed machines could have many, many more, depending on their function and size. Refer to any type chosen or rolled in the Robotics Glossary.

13. The GM should select a range for the number of NPCbots that may be encountered together.

14. The GM should list any program limits and traits peculiar to this type of robot. He should also now change any facet of the robot that does not fit in with the overall image and function of the robot.

15. Write a description of the robot using the same format as that found in this module's New Robots Section.

16. Determine the mode status (programmed, wild or controlled) for each robot encountered.

UPDATED ROBOT SECTION

DESIGN STEPS FOR PCbots

Player character robots must be designed differently and very carefully, as a PC will hopefully be around a lot longer than an encounter. The best type of PCbot to play is a cyborg or an ultraborg. If the player wishes to play another type of artificial intelligence robot or programmed machine, the GM should remind him that the robot he is playing is not considered a life form by most societies and Cryptic Alliances, but a possession, and unless the robot is artificial life or intelligence, it cannot progress to higher experience ranks. If the player still wishes to run a robot that is not an ultraborg or cyborg, then he should create the PCbot as described above in the Specific Design Steps for NPCbots.

All PCbots are considered to be in the wild mode for purposes of control. Non-cyborg, wild mode PCbots are referred to as rogues or roguebots and are often hunted by bounty hunters who are paid to bring them back to their original owners. Non-cyborg PCbots will have no memory of who they belonged to or where they come from. Their memory begins with their first adventure. Cyborg PCbots should have at least some knowledge of who they are and how they became cybernetic.

The GM and players should use the following steps for generating a PCbot cyborg. If, after the generation is complete, the GM believes more than 75% of the PCbot's body is bionic, then the PCbot is considered an ultraborg.

1. Refer to the section on How to Create a Character on page 7 of the Revised GAMMA WORLD® rules. The character must first be created in its natural form. Plant characters may not become cyborgs or ultraborgs. Modify step 4 to accept only two physical mutations at most, and these can only be simple body changes (multiple limbs, new organs, antlers, etc.). Any other type of physical mutation will disappear with the cybernetic process, so as

not to make the character too powerful. The PCbot's Tech Level will always begin as III. Save the equipping phase of the character creation until after these steps.

2. Roll on the Locomotion Table to see if the cyborg has bionic locomotion. The GM should decide how many pods, hoverfans, etc. the borg would have. Refer to the locomotion type in the Robotics Glossary.

3. Roll on the Armor Table for possible bionic armor modification. If unusual armor is indicated, refer to it in the Robotics Glossary.

4. Cyborgs do not have broadcast power receptors. However, if it becomes an ultraborg there is a 50% chance that broadcast power receptors were incorporated. Cyborgs must have at least one power source for their bionic parts, ultraborgs at least two sources.

5. Roll on the Limb Table for possible bionic manipulative members replacement. The GM should decide how many different types of limbs a cyborg or ultraborg would have based on the creature's original structure. Refer to the limb type in the Robotics Glossary.

6. All cyborgs and ultraborgs have sensor type H (human visual and audio). Roll on the Sensors Table for any additional sensors the PCbot may have.

7. Roll on the Weapons Table to see if the cyborg or ultraborg has any built-in weapons.

8. Roll on the Robot Enhancement Table for any enhancements the cyborg or ultraborg may have been designed with. Refer to any enhancements rolled in the Robotics Glossary.

9. Roll on the Miscellaneous Robot Addition Table. Player character cyborgs usually have a base of one miscellaneous addition, ultraborgs have two. For every additional bionic part over three that the PCbot has thus far

rolled, the character can add another miscellaneous addition. A player character robot should never have more than six miscellaneous additions. Refer to any type chosen or rolled in the Robotics Glossary.

10. The GM should now work with the player to balance the character. If he is too powerful, he can be adjusted down or mental mutations can be dropped or altered. If he does not have enough punch to keep up with the rest of the party, the GM can add more devices to bring him up to par. Equipping the character should be done with the aid of the cost lists found in the Revised GAMMA WORLD Errata Supplement.

11. The GM should reread the cyborg or ultraborg entry in the Robotics Glossary, whichever is pertinent, and add those bonuses or penalties to the character. Final personality traits and peculiarities should be added. The Created Cryptic Alliance is the most logical one for the PCbot to join, but others are available depending on what the character's personality is.

12. Talents and skills are chosen. Repairing cyborgs and ultraborgs is not a common talent or skill, but the character can elect to take them as his normal talents. The talent of attaching bionic parts only could be taken after special Repair Bionics and Medical Surgery talents have been taken. These are not included in the normal talents and skills listings, but should be specials added by the GM if a character wishes to go into this area.

PCbot Note: The GM should remind the player that he must consume some type of nutrition on a regular basis if he is a cyborg, even protein fluid if he has no mouth, while also keeping his power supply up for his bionic parts. Ultraborgs need no nutrition, but use up power faster as their entire life support depends on it.

ROBOT GENERATION TABLES

Most parts and programs listed below on the tables are explained in the Robotics Glossary Section. Those not included are considered self explanatory.

LOCOMOTION

NPCbot Roll	PCbot Roll	Locomotion Type
—	01-35	Character has lost no legs, has no bionic limbs
—	36-50	Character has one bionic leg (+10 to Speed)
—	51-00	Character lost both legs, roll 1d100 and consult the rest of the table.
01-10	01-15	Hoverfans
11-35	16-45	Legs
36-45	46-65	Pods
46-55	—	Rotors
56-75	66-85	Treads
76-85	—	Water Locomotion
86-00	86-00	Wheels

ARMOR

NPCbot Roll	PCbot Roll	Armor Type
—	01-30	Character has no armor additions
—	31-70	Character is covered with bionic armor at base AC 7(-35)
—	71-00	Character is covered with bionic armor at base AC 7(-35) plus roll 1d6 and consult rest of table.
01-25	—	Normal AC for robot type
26-40	—	+1 AC to this robot type base
41-50	—	+2 AC to this robot type base
51-55	1	Camouflage Armor
56-60	2	Energy Dampening Field
61-70	3	Energy Field Generator
71-75	4	Neutralizing Pigment Armor
76-95	5	Sealed Armor
96-00	6	Zilch Armor

POWER SOURCE

NPCbot Roll	PCbot Roll	Backup (GM determines how many and how Source long each source lasts)
01-07	01-15	Atomic Energy Cell
08-22	16-30	Chemical Energy Cell

23-34	31-45	Hydrogen Energy Cell
35-37	46-53	Minipower Plant
38-42	54-63	Nuclear Power Plant
43-55	64-80	Solar Energy Cell
56-70	81-88	Solar Collectors
71-75	89-93	Universal Coupler
76-90	94-98	Robot has an additional backup source, roll twice more, but ignore additional roll results
91-00	99-00	Robot has more additional backup sources, roll three times more, but ignore additional roll results.

LIMBS

If a cyborg or ultraborg has more than two arms, roll separately for every additional arm.

NPCbot Roll	PCbot Roll	Limb Type
—	01-35	Character has lost no arms, has no bionic limbs
—	36-50	Character has one bionic arm (player's choice as to which type of replacement).
—	51-00	Character lost both arms, roll 1d100 and consult the rest of the table for each arm.
01-30	01-50	Humanoid Arm
31-60	51-60	Special Limb
61-90	61-90	Tentacle
91-00	91-00	Tool Arms

SENSORS

All robots have sensor type H (human visual and audio)

NPCbot Roll	PCbot Roll	Sensor Type
—	01-35	Character suffers no sensory damage, no bionic sensors are added.
—	36-65	Character has additional sensory implant, roll 1d100 and consult the rest of the table.
—	66-90	Character has two additional sensory implants, roll 1d100 and consult the rest of the table for each sensor.
—	91-00	Character has lost most of head, roll 1d100 for

four sensory implants and consult the rest of the table for each, reduce CH by 10.

01-08	01-05	A (audio)
09-16	—	B (broadcast)
17-30	06-15	C (communications/radiowaves)
31-38	16-20	EM (electro-magnetic)
39-46	21-35	F (feeling)
47-62	36-55	I (infrared)
63-66	56-60	M (magnetic)
67-80	61-80	R (radar/sonar)
81-85	81-85	S (microscopic)
86-90	86-90	T (telescopic)
91-95	91-95	U (ultraviolet)
96-00	96-00	V (vibrational)

WEAPONS

Base number of weapons for robot type

NPCbot Roll	PCbot Roll	Weapon Type
—	01-60	Character has no bionic weapon.
—	61-00	Character has one bionic weapon (add one more bionic weapon for every bionic arm the character has). Roll a 1d100 and consult the rest of the table for each weapon.
01-04	01-10	Blaster I
05-08	11-15	Blaster II
09-12	16-20	Defoliater
13-16	21-25	Electric Field
17-20	—	Gamma Emitter
21-24	26-35	Gas Emitter
25-28	—	Grenade Launcher
29-32	36-40	Heat Field
33-36	41-50	Laser I
37-40	51-55	Laser II
41-44	56-60	Light Emitter
45-48	—	Metal Spikes
49-52	—	Micromissile
53-56	—	Mine
57-60	—	Minimissile
61-64	61-68	Needler
65-68	69-74	Paralysis Rod
69-72	75-82	Slicer
73-76	83-88	Slug Pistol
77-80	89-91	Sonic Emitter
81-84	92-96	Stun Ray I
85-88	97-98	Stun Ray II
89-95	99-00	Robot has 2 more weapons
96-00	—	Robot has 3 more weapons

ROBOT GENERATION TABLES

ROBOT ENHANCEMENT

NPCbot Roll	PCbot Roll	Robot Enhancements
01-50	01-60	Robot (character) has no enhancements
51-95	61-90	Robot (character) has one enhancement, roll 1d100 on the rest of the table).
96-00	91-00	Robot (character) has two enhancements, roll 1d100 for each on the rest of the table).
01-10	01-10	Enhanced DX
11-20	11-20	Enhanced Endurance
21-28	21-30	Enhanced MS
29-35	31-40	Enhanced Multiple Actions
36-45	41-50	Enhanced PR
46-70	51-60	Enhanced PS
71-80	61-70	Enhanced Speed
81-00	71-80	Expanded Memory Bank
—	81-00	Bionic Organ (GM chooses which one, what the penalties and bonuses are)

MISCELLANEOUS ROBOT ADDITIONS

NPCbot Roll	PCbot Roll	Misc. Robot Additions
01-02	01-02	Base Spray
03	—	Code ID (robot has a code ID imbedded in it, level and type to be determined by GM)
04-05	03-04	Communications Sender
06-08	05-15	Communicator
09-12	16-20	Fire Extinguisher
13-14	21-25	Fire Hose
15-21	26-30	Flamethrower
22-25	31-35	Flare Gun
26-30	36-45	Liquid Sprayer
31-42	46-60	Miscellaneous Equipment
43-45	61-67	Portent
46-50	68-77	Repair Program
51-52	—	Robot Command
53-54	—	Robot Summoning
55	—	Robot Summoning/Command
56-70	78-92	Tools
71-80	93	Tractor/Pressor Beam
82-90	94-97	Robot (character) has two additional items
91-96	98-00	Robot (character) has three additional items
97-00	—	Robot (character) has four additional items

ROBOT GLOSSARY

The following terms are used extensively when dealing with robots. Most of the entries are potential parts for these machines, but some others are general terms used constantly in the Revised GAMMA WORLD® game.

Android. Revised GAMMA WORLD androids are different from the usual science fiction android robot. They are included in the Creatures Section that came with the game. They are a unique form of artificial life that are all but extinct. The process of creating them is almost completely forgotten. They are relatively excluded from consideration here because they do not fit in with the normal precepts of robotics and may possibly even be alien in design.

Armor. When referring to a robot's armor, the players and GM must realize this includes the material strength of the body, how it is put together and the angles of the body for reflection of attacks. As a frame of reference the following armor guide is provided for the aspiring robot builder. The intent of the function of a robot determines how much armor it should have.

Robot Type	Armor Class
Countertop robot appliances	1(-5)
Servant, household worker	2(-10)
Normal worker type	3(-15)
Humanoid shaped robots	4(-20)
Partly humanoid robots with obvious robot parts	5(-25)
Med-, Eco-, and Engineering bots that are designed for in-complex work	6(-30)
Med-, Eco-, Engineering, Industrial, and Transportation bots	7(-35)
Most security and warrior bots	8(-40)
Most heavy duty destructive machines	9(-45) to 12(-60)

Artificial Intelligence. One of the categories of robots, artificial intelligence machines include any machine with the limited capability to analyze, be taught and reason. Artificial intelligence usually implies robots that are less mentally sophisticated than a cyborg or ultraborg, but are still able to interpret and respond to a given set of circumstances such as a human's desires. Certain advanced computers also fall in the artificial intelligence category.

Artificial Life. Another of the categories of robots, it encompasses ultraborgs and cyborgs (see those listings). These robots can learn,

think creatively and/or abstractly, and adapt to situations on their own.

Base Spray. The robot is equipped with tiny nozzles all over its body. When acid strikes the robot, the nozzles spray down the robot with liquid base which acts to negate the acid intensity by reducing it -10 CS.

Bionics. The science of duplicating bioform functions with a robotic replacement is called bionics. Bionic also refers to a robotic replacement apparatus itself, such as a bionic eye, a bionic leg or a bionic heart. The use of bionics before the fall of civilization was widespread and there are still many machines available in Gamma World that can supply and fit these bionic parts to unfortunates. A character can have a few bionic parts and not be considered a cyborg.

Blaster I. This is a robotic version of the normal blaster pistol listed on the Weapons Table on the Revised GAMMA WORLD GM shield.

Blaster II. This is a robotic version of the normal blaster rifle listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Borg. Abbreviated form of cyborg.

Broadcast Power Receiver. All ancient built robots are equipped with broadcast power receivers. These receivers allow a robot to operate at full strength with no need to call on its stored reserves if operating within 1d6 x 100 kilometers of an operating main broadcast power station. Once the robot is outside of broadcast range it must rely on its backup sources. All ancient robots had at least one backup power source, usually a solar collector.

Camouflage Armor. This armor is extremely rare. It has special chemical pigments bonded into the armor that automatically change to match the surrounding area. This gives the robot the equivalent of the physical mutation Chameleon Power.

Code ID. The Code IDs as explained on pages 60 and 61 of the Revised GAMMA WORLD Game Rules are complete, with the exception of the Robot Command, Robot Summoning, and Robot/Summoning Command programs. These programs ignore Code IDs and operate only as explained under those descriptions. Some robots that do not have the Robot Command program are equipped with built-in identity medallions, as described in the Revised GAMMA WORLD Errata Supplement.

Communications Sender. This is the robotic version of the device with the same name as listed in the Revised GAMMA WORLD Game Errata Supplement. It derives its power from the robot's power sources.

Communicator. This is the robotic version

of the device with the same name as listed in the Revised GAMMA WORLD® Game Errata Supplement. It derives its power from the robot's power sources.

Cyborg. A cybernetic organism is primarily a bioform that has more than 40% of his body covered or replaced with bionic apparatus.

Some ultraborgs are mistaken for cyborgs, as many of their artificial parts may be internal or have a natural appearance. The Defense and Supervisory Borgs listed in the Revised GAMMA WORLD rules are actually ultraborgs. The Cyborg listing in the rules is a simplified version, cyborgs can even be mutated animals which have bionic parts implanted in their bodies (see Scar in GW11).

Cyborgs are usually called borgs.

Defoliator. The robot is equipped with a special, small limb. This limb emits special high frequency sonics that give the robot the equivalency of the physical mutation Hands of Power-Defoliant. The robotic version has a range of four meters and can be used once every five Action Turns.

Electrical Field. The robot can generate an electrical field that is the equivalent of the physical mutation Electrical Generation, except the range for the robot's field is a two-meter radius and it is available to the robot every three Action Turns.

Energy Cells. These are the robotic versions of the batteries with the same names as listed in the Revised GAMMA WORLD Errata Supplement. Robotic versions tend to be larger, hold more power, and last five times longer than the normal type. Robots also may have Broadcast Power Receivers, Mini-power Plants, Solar Collectors, and Universal Couplers to help them in their power needs.

Energy Dampening Field. The robot is equipped with a field that dampens the energy flow through devices. The GM is instrumental in defining what type of field, because numerous types exist.

Energy Field Generator. The robot is equipped with a device (usually called a force field) that protects it by reducing damage before it is inflicted on the device.

Enhanced DX. The robot is built for maneuverability. Its Dexterity score is double the score that already has been determined.

Enhanced Endurance. The robot is extremely well built. It has 20 more hit points plus a number of bonus points equal to its Hit Dice.

Enhanced MS. The robot is designed to resist mental attacks. Its Mental Strength is +3 to the score that already has been determined.

Enhanced Multiple Actions. The robot is

designed with a better motor function coordinating computer. It is allowed two more actions per Action turn. These actions can be attacks if the robot deems them necessary.

Enhanced PR. The robot has a greater computer brain processing capacity. Its Program Rating is double the score that has already been determined.

Enhanced PS. The robot is built for physical labor and/or stress. Its Physical Strength is double the score that already has been determined.

Enhanced Speed. The robot is designed to go at high speeds. Its speed factor is double the distance that is assigned to his type of locomotion (listed separately in this Glossary under the specific name of the locomotion). If the robot has more than one type of locomotion, all of them are doubled.

Expanded Memory Bank. This tiny but powerful computer memory extension allows the robot's memory storage the equivalency of a small library with almost instant cross-reference and accessing. This makes the robot the equivalent of a Tech Level IV base in a specific area of information (history, agriculture, machinery repair, etc.) The GM must assign the robot at least four benefits in this area arising from its knowledge, such as increased bartering capacity, shorter duration of repairing something, instant identification of all Tech Level IV and lower items that pertain to the area, etc.

Fire Extinguisher. This is a robotic version of the normal item listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Fire Hose. This is a robotic version of a high pressure apparatus that acts as a fire hose. The robot can carry only enough water for a certain amount of blasts.

Flamethrower. This is a robotic version of the normal weapon listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Flare Gun. This is a robotic version of the normal weapon listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Gamma Emitter. The robot is equipped with a small, swivel-mounted tube on the top of his head. This tube releases deadly radiation as a beam, giving the robot the equivalent of the physical mutation Hands of Power-Gamma Hands. The robot's range, however, is four meters and it can be used once every 30 minutes.

Gas Emitter. The robot is equipped with internal tanks full of liquified gas, with the gas outlet located randomly on the robot's body. This gives the robot the equivalent of

the physical mutation Gas Generation. A robot usually only carries one type of gas, but multiple minitanks have been known to be used by robots with only an application or two in each one.

Grenade Launcher. This robotic weapon holds up to six grenades (GM's choice) and can launch them, one per Action Turn, at a range of 350 meters. It is usually located on the top or back of a robot, while the grenades are stored inside the robot's body.

Heat Field. The robot can generate a heat field that is the equivalent of the physical mutation Heat Generation, except that the range of the robot's field is a two meter radius.

Hoverfans. The robot is equipped with either one or two hoverfans for locomotion. These "float" the robot up to a meter above the ground or water by creating a cushion of air underneath it. The metal hoverfans can sustain 120 points of damage each, plastic hoverfans only sustain 65 points of damage each, but are not subject to rusting. The speed factor for hoverfans is figured as 4d6 x 12.

Humanoid Limb. The robot is equipped with limbs that are humanoid in their mechanics, with touch-sensitive pads on the ends of the digits.

Laser I. This is a robotic version of the normal laser pistol listed on the Weapons Table in the Revised GAMMA WORLD GM shield. It is almost always located in the end of a robot's limb.

Laser II. This is a robotic version of the normal laser rifle listed on the Weapons Table in the Revised GAMMA WORLD GM shield. It is usually mounted on the robot's trunk.

Legs. The robot is equipped with 1d4 x 2 legs for locomotion. These articulated limbs are used for walking upright. Steel legs can sustain 50 points of damage each, plastic legs only sustain 30 points of damage each. The speed factor for legs is figured as 1d10 x 12.

Light Emitter. The robot is equipped with a small, silver dish on the front of his head. This dish is a high powered light source, giving the robot the equivalent of the physical mutation Light Generation. The robot's version, however, can be used once every 15 minutes.

Liquid Sprayer. The robot is equipped with a pressurized holding tank and sprayer nozzle. The sprayer is used to hold a liquid which may be of many types available. Some possibilities include corrosives, poison, fungicide, liquid defoliant, base liquid (see base sprayer), detergent, fertilizer, and so on.

Metal Spikes. The robot is equipped with a total of 1d100 metal spikes on its body which act as the physical mutation Quills/Spines. If

ROBOT GENERATION TABLES

the robot is not attacking or defending, the spikes fold into recesses in the robot's body.

Micromissile. This is a robotic version of the normal micromissile listed on the Weapons Table in the Revised GAMMA WORLD® Game GM shield. The robotic version has a 400 meter base range with the missile having a five meter blast radius.

Mines. Mines are slightly different versions of the grenades listed on the Weapons Table in the Revised GAMMA WORLD GM shield. The effect of the mine is identical to the similar type of grenade, except for the blast radius which is listed below.

- Chemex- six meters
- Energy- five meters
- Fragmentary- five meters
- Gas, Poison- six meters
- Gas, Tear- seven meters
- Photon- five meters
- Stun- five meters
- Torc- seven meters

Minimissile. This is a robotic version of the normal minimissile listed on the Weapons Table in the Revised GAMMA WORLD GM shield. The robotic version has a 700 meter base range with the missile having a seven-meter blast radius. The minimissile launcher is usually built into the robot's trunk or is attached to its back. If within the trunk, it only can be seen when the robot opens a hatch to fire. The missile is secured within the robot in either launching methods.

Minipower Plant. This is an extremely rare Tech Level V device that is occasionally found in ancient robots, apparently experimental models. The plant is completely sealed and is a cylinder about one meter tall and 30 centimeters across. It has two crystal cables running from it to various robotic systems. This plant seems to use no fuel, produce no waste, and have no duration. A robot with a power plant can run forever.

Miscellaneous Equipment. All robots are equipped with miscellaneous equipment that cannot be considered tools, weapons or armor. Every time this entry is rolled, the GM or player should add three miscellaneous items to the robots. The following items are suggestions. An asterisk behind the item indicates that the item is explained in the Revised GAMMA WORLD Errata Supplement.

- A floodlight (75 meter range)
- A pneumo-jack*
- A winch (50 meter cable and claw)
- A liter of kinetic nullifier fluid*
- A water purifier
- Anti-grav pods*
- Insect Repellent*
- A grappling gun (with 100 meters of line)

Glow Cube*

A few liters of oil, alcohol, or other flammable liquids.

See other standard robots for other possibilities.

Needler. This is a robotic version of the normal needler listed on the Weapons Table in the Revised GAMMA WORLD GM shield. It is usually located at the end of one of the robot's limbs.

Neutralizing Pigment Armor. The robot has a specific type of neutralizing pigment incorporated into its armor. This is the same pigment as listed in the Revised GAMMA WORLD Errata Supplement. The robotic version, however, does not wear off. Pigments the armor is available in are black (negates lasers), white (negates kinetic damage), yellow (negates concussive damage from a grenade, bomb or missile), and blue (negates the effects of an energy mace, vibro weapons, and a slicer).

Paralysis Rod. This is a robotic version of the normal paralysis rod listed in the Weapons Table in the Revised GAMMA WORLD GM shield, except that it is constructed like a separate limb for the robot and is two and a half meters long.

Pods. The robot is equipped with spherical, built-in, anti-gravity pods for locomotion. These pods allow the robot to fly at an elevation of 30 meters. All pods are made of plassteel and can each sustain 150 points of damage. The speed factor for pods is figured as 1d6 x 40. Pods allow the robot to maintain its speed no matter what the terrain, but certain weather conditions such as high winds can affect this.

Portent. An inflating, polyvinyl shelter is folded inside the robot, taking up a very small space. Once erected, the shelter is powered from the unit's power source. This shelter creates an Inertia Field to protect the robot from the elements.

Programmed Machines. One of the categories of robotics, it includes vehicles and machines that can repeat a programmed list of limited actions, but that cannot learn independently or reason. There were innumerable programmed machines in the human civilization that existed before the Shadow Years, and many of them still remain attempting to complete their programming. Programmed machines are always powered by broadcast power if they are in an installation or energy cell or batteries if they are in a remote area.

Repair Program. Most programmed machines and higher forms of robots (not including cyborgs) have to return to an installation to be repaired after battle. The repair

program gives the knowledge to these robots about how to fix themselves.

Robots. Robot is an all inclusive term for a) artificial life forms (androids and cyborgs), b) artificial intelligence machines (normal robots and advanced computers), and c) programmed machines (simple robots, vehicles, and machines which can be programmed with a set of limited actions.) The Robots section of the Revised GAMMA WORLD rules, beginning on page 60 of the rule book, uses the term robot quite loosely to include our usual idea of robots, PLUS androids and cyborgs. Lesser robots, not androids or cyborgs, adhere fully to the ID display ranking as defined on page 60 of the Revised GAMMA WORLD rules under Robot Reactions.

Robots are usually referred to as bots in Gamma World.

Robot Command. A robot equipped with robot command has special circuitry and a special program which allows it to command any other robot within 50 meters. While this "command" does not allow direct control over every action of other robots, it does allow the commanding robot to direct another robot's intent, such as attack a character, ram through the wall, heal an animal, etc. No robot can use robot command on a higher form of robotic intelligence: e.g., programmed machines cannot control artificial intelligence machines or artificial life. Artificial intelligence machines can command each other and programmed machines, but not artificial life forms such as androids, and so on. In any case, an attempt to control a wild robot requires a PR roll by the commanding robot, with a -5 CS modifier.

A robot with this program can control one other robot per two PR points.

Robot Summoning. A robot equipped with robot summoning has special circuitry and a special program which allows it to summon other robots. The range of this summoning is usually a kilometer, though the GM can increase or decrease this range due to obstacles to the broadcast, specialization of the robot, etc. No robot can summon another robot of a higher level: e.g., programmed machines cannot summon artificial intelligence machines or artificial life forms, and so on. In any case, an attempt to summon a wild robot requires a PR roll by the commanding robot, with a -6 CS modifier.

A robot with this program can summon one other robot per two PR points.

Robot Summoning/Command. This expanded circuitry and program acts as the robot command and the robot summoning programs combined, with the exception that

once a robot has responded to summons, it is automatically under the summoning robots command.

Rotors. The robot is equipped with a few small horizontal propellers, which it uses for lift and one or more large vertical propellers it uses for flying. These larger propellers usually come affixed to the robot's back. They are collapsible and can be folded out of sight. Steel rotors can sustain 75 points of damage each, hard plastic rotors only sustain 30 points of damage each. The air speed factor for rotors is figured as $4d4 \times 12$, unless the robot is huge, in which case they can go up to 600. Flying means that the robot does not lose any movement due to ground terrain, but high winds can slow it down or even force it to land (GM's choice). The rotor combination does not allow the robot to hover in the air, unless it is also equipped with hoverfans or pods.

Sealed Armor. The robot's armor has been chemically treated and provided with special seals. The robot is completely sealed against a specific condition, up to Intensity level 20. Roll 1d8 and consult the table below to find out what the robot is sealed against.

1. Heat (including fire)
 2. Cold (natural and unnatural)
 3. Water (sprayed or submerged)
 4. Corrosives (this includes protection against the elements as well)
 5. Electricity (weapons, lightning, electrical traps, etc.)
 6. Sonics (device or animal)
 7. Radiation (device or natural)
 8. Microwaves (blasters, devices, or natural)
- If this option is being rolled randomly and already has been rolled once, then the GM (for an NPCbot) or player (for a PCbot) may select a new type of seal.

Sensors, A. Audio sensors allow robots expanded audio receiver capability. With them, robots hear three times the distance and clarity of human hearing. A robot so equipped cannot be fooled by sound imitation or any other form of audio mimicry of a voice of which he has already heard the original. This sensor will be instantly turned off for $1d10 + 5$ minutes if it was operational during a sonic attack which caused more than 20 points of damage.

Sensors, B. Broadcast sensors allow robots to detect the faint source of a broadcast power base hundreds of kilometers away. It also allows them to tune in to the correct frequency of the broadcast power automatically when they are within broadcast range.

Sensors, C. Communications/Radiowaves sensors allow robots to pick up transmissions from communicators, radios, homing beacons

and other devices that use radiowaves or similar alternate methods to communicate over distances. The sensor also allows the robot a chance to tap into those frequencies, jamming them for 1d20 minutes at a time. Use the robot's Endurance as the Attack Rank, an orange result or better is required for success. A successful sonic attack directed at a robot using this sensor will shut the sensor down for 1d6 hours. The GM should roll 1d100 to determine the number of kilometers radius of the sensor.

Sensors, EM. Electro-magnetic sensors allow robots to detect force fields in use. This sensor is always used in conjunction with human standard visual sensors. A robot can see a force field in use within the robot's range and line of sight. It also grants the robot a +1 RF with any attack against an operational force field it can see.

The electro-magnetic sensors also grant the robot the ability to detect the electro-magnetic lines of force around the world, thus the robot never will be lost. It will always know where it is in relationship to its home base.

Sensors, F. Feeling sensors allow robots heightened versions of the human senses of touch and smell. The effect is equal to five times the human ability to feel things. The heightened touch allows the robot the equivalent of the physical mutation Body Control-Touch. The heightened smell allows the robot the equivalent of the physical mutation Body Control-Smell. The sensor also allows the robot to detect the electronic aura around another robot, thus being able to track robots as a Tracking talent rank of 5.

Sensors, H. Human Visual and Audio sensors allow robots the ability to see and hear at human ranges. This is the most common type of robotic sensor, few robots exist without it. Sonic and blinding attacks act against the robot as they normally would against a human, except in the case of unconsciousness, which means the robot simply loses the use of that sensor for $1d12 + 8$ hours.

Sensors, I. Infrared sensors allow robots the equivalency of the physical mutation Infravision.

Sensors, M. Magnetic sensors allow robots the ability to detect any mass of ferrous metal more than five kilograms in weight, and to instantly recognize the object if it is within the robot's programmed memory or experience. The range for this detection and identification is one kilometer. The sensor also allows the robot to detect a tractor/pressor beam at work within two kilometers, and to determine the direction of the beam's location.

Finally, the magnetic sensors allow the robot to scan a metal object within 500 meters for flaws. The robot then has a +1 RF on any attack made against the successfully scanned metal entity (vehicle, another robot, a character in metal armor, etc.)

Sensors, R. Radar/Sonar sensors allow the robot the equivalency of the physical mutation Radar/Sonar.

Sensors, S. Microscopic sensors allow the robot the ability to focus its optics on the microscopic world. These sensors are usually used by ecology or med bots that are seeking to eliminate harmful microscopic organisms. A robot with this sensor automatically will have either a short range, low-power, finely tuned laser or a low-emission sonic device which it uses to kill the offending organism. Some of the technical bots also were equipped with this sensor so they could scan computer chips and cards for cracks and faults. These robots are automatically equipped with minute devices designed to fix such intricate technological items.

Sensors, T. Telescopic sensors allow the robot the equivalency of the physical mutation Body Control-Sight.

Sensors, U. Ultraviolet sensors allow the robot the equivalency of the physical mutation Ultravision.

Sensors, V. Vibrational sensors allow the robot to detect motion in a 50 meter radius. The motion must be more than a few inches of movement to be detected, and must be made by a creature or object larger than a ten-centimeter cube. In addition, there cannot be an unusual amount of motion around the robot, such as a strong wind or a factory working at high gear, or the sensors will not work properly.

Slicer. This is a robotic version of the normal slicer listed in the Weapons Table on the Revised GAMMA WORLD® Game GM shield.

Slug Pistol. This is a robotic version of the normal slug pistol listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Solar Collector. Many of the advanced ancient robots were equipped with solar collectors. These act as power sources for the robot, drawing the energy directly from the sun's rays. As long as there is sunlight the robot can function normally. On heavily overcast days, all the robot's functions, scores, speed and so on are halved. If the sky is darker than this, there is insufficient light to power the robot, and it must use another source of power. These solar collectors were not meant to act as a primary source of power, only as a relief source when sunlight is available. They

ROBOT GENERATION TABLES

also can repower any solar energy cells the robot has.

Sonic Emitter. The robot is equipped with a small band of little dishes around the middle of its trunk. These dishes emit high frequency sonics, giving the robot the equivalent of the physical mutation Sonic Blast. The emitter's frequency of use, however, is once every four Action Turns.

Special Limb. The robot is equipped with a specialized limb that the GM or player defines. It could be an intricate and minute limb used for delicate work, a huge crane for lifting, or any other type of limb that does not fall in the other limb categories. This limb likely will have a DX or PS that is different from the normal robot's scores, and these statistics also should be defined at this time.

Stun Ray I. This is a robotic version of the normal stun ray pistol listed in the Weapons Table on the Revised GAMMA WORLD® Game GM shield.

Stun Ray II. This is a robotic version of the normal stun ray rifle listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Tentacles. The robot is equipped with 2 + 1d4 tentacles. The tentacles telescopically collapse into the robot's body, but can extend out to a range of up to double the robot's height. This should be determined by the GM. There is only a 25% chance for any tentacle to have a fully-manipulative human-like hand on the end. Otherwise, the tentacle is equipped with a simple maneuverable claw that can slash at a target, grasp things, and perform only the simplest tasks requiring little dexterity.

Tool Arm. This robot limb is a combination multi-jointed lever arm and tool. The tool is always attached at the end. Unlike the simple tools entry below, these tools cannot be taken from the robot without the removal of a whole arm. Tool arms are only available on highly specialized robots.

Tools. After the GM, and player if the robot is a player character, decides what function the robot was created for, this option allows for a complete set of tools on board the robot which will assist it in its function. Most tools are usable only by other robots unless the robot they were designed for had manipulative, human-like digits. The GM must define the function and limits for any tools, including any appropriate scores.

Tractor/Pressor Beam. The robot is equipped with an electro-magnetic beam which acts as an invisible ray, lifting and moving objects. The range of the beam is 1d10 x 6 meters. The amount of weight that can be lifted

by a single beam is 1d20 + 4 x 100 kilograms. Huge robots may have two identical tractor/pressor beams on board.

Treads. The robot is equipped with either rubber or steel tractor treads for locomotion. These usually come in two forms for the average size machine: a) one wide tread in the middle of the bottom of the robot or b) multiple narrower treads situated to the right and the left of the bottom of the robot. Steel treads can sustain 100 points of damage each, rubber treads only sustain 60 points of damage each, but are much quieter. The speed factor for treads is figured as 2d8 x 10.

Ultraborg. This is a being of artificial life formed by deliberate manipulation of the genetic code of a bioform's brain that is then placed in an entirely mechanical body. This body can be in a typically robotic shape or can be manufactured in a humanoid form. Some advanced ultraborgs can even pass for humanoids or Pure Strain Humans. Ultraborgs view themselves as living and superior to naturally-generated life forms. While an ultraborg's brain can be affected by mental attacks, he has devices that act as sensing organs, filtered respiratory apparatus and so on. An ultraborg, therefore, is immune to the affects of most gases, poisons, illusions, diseases and any other "weaknesses of the flesh". Ultraborgs usually contain at least two power sources. When they are in their base they usually are powered by broadcast power. They also have a back-up source in case they move out of the broadcast's range or in case it fails. The back-up is usually in the form of a powerful energy cell, such as an atomic energy cell, or a constantly rechargeable power source, such as solar panels.

Ultraborgs are not considered to have artificial intelligence, they have a bioform's intelligence, which is considered to be superior to the artificial intelligence of a normal robot or computer. Ultraborgs do not automatically obey IDs, as normal robots do. They do not automatically respect the wishes of a human. Ultraborgs are more aware of the world around them and realize enemies exist. However, a Code V ID overrides all of an ultraborg's logic circuits and makes him obey the commands of the PSH using the ID.

Universal Coupler. A robot equipped with a universal coupler can attach any type of energy cell or battery to itself. Further, it can use recharging stations and recharge any type of cell it has on board. A robot thus equipped can even plug itself into a live electrical socket and run off that power. Universal couplers are complexity F to remove. A character with the Mechanics talent or skill is allowed to roll on the Artifacts Examination Table to attempt to

remove it.

Water Locomotion. If the robot has no form of land locomotion the GM or player should roll again on the locomotion table until it has one. Water locomotion means the robot is equipped with a form of locomotion that allows it to travel on water or underwater. If underwater, the robot is completely adapted for deep submersion. The GM decides what form of locomotion this is: submerged propellers, inboard jet motors, rolling airtight inboard jet motors, rolling airtight canisters allowing the robot to float and travel over the water, long legs to walk on the bed of the lake, etc. The GM must then determine how much damage the propulsion system can take before it is inoperable. Finally, he must assign a speed factor (1d10 x 12 is ideal). Water locomotion apparatus is only suitable for moving the robot in water.

Wheels. The robot is equipped with either rubber or steel spring wheels for locomotion. Steel wheels can sustain 80 points of damage each, rubber wheels, which are much quieter can only sustain 45 points of damage each. The robot can be equipped with 3d4 wheels, the size of which are determined by the GM according to the size of the robot. The speed factor for wheels is figured as 2d10 x 12. Wheels are only effective over flat, hilly or paved terrain unless specifically adapted balloon tires are used, and then the robot loses half speed on packed terrain. Wheels lose half their speed in sand, snow, mud or other similar terrains.

Zilch Armor. The robot has certain properties added to its armor which make it impossible to detect in one specific fashion. Sometimes this means the armor has a certain alloy, chemicals or circuits interlaced throughout it. Othertimes, it means the robot was an experimental model with Tech Level V technology added to it. The following subtypes of zilch armor are only a few examples.

IR Resistant Armor. The robot cannot be detected by IR scanners, no matter how hot it glows.

Stealth Armor. This rare armor can be turned on or off at the robot's desire. When it is on, not only does it prevent any type of scanning, it also acts as the physical mutation Invisibility. Of course, the robot still can be heard crashing through terrain and the robot still leaves a trail if it is on the ground. Stealth armor is best used with flying robots. The robot cannot use any of its offensive systems when this armor is on.

Anti-Magnetic Armor. The robot's armor coats all of its ferrous metal parts and prevents the robot from being detected by magnetic

sensors or metallic homing devices. In addition, it prevents robots from being effected by large magnets.

Non-reflective Armor. This armor prevents the robot from being detected by radar or sonar. It also makes the robot almost impossible to see with normal optics.

NEW ROBOT SECTION

The robots found hereafter were either created by Harlan Quade or are ancient robots that are found in his region — most of which he has reprogrammed. They are but a few types, the GM can generate new ones to fill in areas where no established robot exists.

TYPE: HEAVY SECURITY ROBOT (aka Robotrooper)

Number: 1 to 3
Armor: 8(−40) Sealed
Hit Dice: 30
Control: V C
Sensors: All but S
Power: B, A
PS:122(+5) **DX:**16(+2)
MS:10 **PR:**50(+4)
Speed: 2 Legs = 36, 2 Pods = 200
Weapons: Laser I, Blaster I, Stun Ray II, Metal Spikes, Grenade Launcher, Mine Layer (4 random mines)

Description: These units are roughly humanoid in shape. In addition to its two humanoid arms, it has four three-meter long tentacles. It has a pair of tractor/pressor beams that can each lift 350 kilograms at a 45 meter range. The heavy security robot is sealed against water and corrosives, has enhanced multiple actions, and Robot Summoning/Command over security robots. It also has a communications sender, a repair program and miscellaneous equipment that deal with securing captured opponents. These units are considered artificial intelligence robots and usually are directed to protect an area, an installation or a single character.

Unlike security robots, heavy security robots are not directed to carefully subdue people.

TYPE: EPSILON CYBORGS (aka Cybertrooper)

Number: 1 to 4
Armor: 5(−25) Special
Hit Dice: 20
Control: V C
Sensors: A,C,I,R,T,U,V
Power: A, Universal C
PS:60(+4) **DX:**40(+4)
MS:15(+1) **PR:**20(+4)
Speed: 2 Legs = 36, 2 Pods = 40
Weapons: Laser I, Blaster I, Stun Ray II, Metal Spikes, hand-held melee weapon (random), hand-held energy weapon (random), two grenades (random)

Description: These units appear roughly humanoid in shape and are easily confused with the robotroopers. These are the troops that Harlan Quade plans to conquer the world with, Epsilon Cyborgs. These are the fifth generation of mass produced cybernetic bodies that Harlan developed, and seem to be the answer to his needs. Harlan has agents and robots always on the lookout for people who have wandered into the Frozen Lands and have died from the bitter cold.

In addition to its two humanoid arms, it has two two-meter long tentacles. Cybertrooper armor is not only sealed against water and corrosives, but is camouflage armor and IR resistant zilch armor as well (see the last two entries in the glossary). It also has a communicator, a repair program, enhanced DX, an imbedded Code II ID, flamethrower, portent, and miscellaneous equipment that assist the organic portions of the body.

TYPE: VALET ROBOT (aka valbot)

Number: 1
Armor: 6(−30)
Hit Dice: 7
Control: IIA Special
Sensors: H,I,R,C
Power: A250, B, S20
PS:25(+4) **DX:**18(+2)
MS:9(−1) **PR:**12
Speed: 1 Pod = 80, 1 Hoverfan = 72
Weapons: Stun Ray I, Sonic Emitter

Description: The valbot is a legless, floating autobot with two humanoid arms. It is equipped with an expanded memory bank that exists only to store information about its owner, who is usually considered to be the character that purchases it or otherwise legally takes possession of it (as determined by the GM). When possession is established, the valbot talks to the character and observes him for hours, collecting data on what the character likes to eat, wear, is interested in, when he

sleeps, etc. Once the robot believes it has a good basic knowledge of its new master (usually after a day or two), it will then ignore all other beings except its master.

This robot was created to be a refined robo-servant and can learn to clean a character's weapon, cook food, wash clothes, and even observe certain manners practiced by society. It has the capacity to learn up to four languages and only takes a week to have a working vocabulary in a new one. Once a language is learned, the robot can act as an interpreter. Each valbot has numerous miscellaneous equipment to assist it in the fulfillment of its duties, including a floodlight, a medi-kit, a fire extinguisher, a communicator, and a tractor/pressor beam that can lift 100 kilograms at a range of six meters.

TYPE: VETERINARY ROBOT (aka vetbot)

Number: 1 to 4
Armor: 7(−35) Sealed
Hit Dice: 18
Control: IIIA, IIB
Sensors: A,C,H,I,S,T
Power: B, S Collector
PS:100(+4) **DX:**12
MS:7(−1) **PR:**19(+3)
Speed: 2 Treads = 100
Weapons: 3 Paralysis Rods, Metal Spikes

Description: This four meter tall programmed machine was designed for use with herd animals and is strangely shaped. On the bottom of a three-meter long column are wide treads designed to take it over most terrain where domestic animals are herded. At the top of the column is a spider-like assembly with six long arms that can reach to the ground, three humanoid arms and three special limbs that have padded claws designed to hold animals while inflicting little or no damage on them. The vetbot has an expanded memory bank which includes veterinary data on all normal, domestic farm animals it would have to treat. To assist in capturing or turning unconscious animals over, the vetbot is also equipped with two tractor/pressor beams that can move 500 kilograms at 12 meters.

The vetbot has complete veterinary operations equipment, including drugs, instruments, analyzing equipment and anesthetizing darts accurate up to 100 meters (can fire two per Action Turn, rendering an animal unconscious for 1d6 x 10 minutes). Though these units were designed only for non-mutated animals (and can cure such 100% of the time), there is also a chance that the unit will be able to help heal a mutated

ROBOT GENERATION TABLES

animal (with a -1 RF to the Difficulty Level), even a mutated, humanoid animal (with a -2 RF to the Difficulty Level).

TYPE: STALKER BOT (aka stalkers)

Number: 1 to 3
Armor: 9(-45)
Hit Dice: 13
Control: Special
Sensors: All of them
Power: Minipower plant
PS: 80(+4) **DX:** 80(+4)
MS: 5(-2) **PR:** 12
Speed: 6 Legs = 60, 3 Pods = 120
Weapons: Two Laser IIs, two Stun Ray Is, special mandibles (see below)

Description: Stalker bots are a type of security robot used to track down fugitives. They track these creatures by using their vast array of sensors, including a voiceprint identification sensor unique to them. Stalkers look like three meter long mechanical scorpions. They stand one and a half meters tall at the middle of their back. Two lenses in their heads, which are their primary optical sensors, glow red when the stalker is active. Stalkers are preprogrammed to track down characters or things, to patrol an area, or to be used as a means of transportation, as they can be ridden.

There is a rider's saddle and helmet on the robot's rear tail assembly. Characters riding a stalker get tracking information through a helmet that has screens inside it. Riders can control the stalker manually and can use any of its systems or weapons. Stalkers track just as well with or without a rider.

The stalkers can climb slopes up to 60 degrees because of their superior leg placement. They use their pods to cross steeper slopes and places too rough for their feet. These stalkers in the Frozen Lands are equipped with wide, padded feet and can run across the snow like it was hard ground. Their weapons are mounted on their heads, as are two floodlights. All stalkers have heavy duty energy field generators which reduce the amount of damage caused by each attack by -2 RF. Their weapons will not work while their force field is up. There is a set of pincer-jaws attached to their heads. These jaws can reach out to four meters to grab things or creatures. The pincer-jaws are one meter long and have retractable blades inside them (base damage 10).

A stalker needs only to lock onto a suspect with any of its sensors to program pursuit. As its sensors receive further input, it is added to the stalker's computer tracking system. Information is easily conveyed from one stalker to

another, or back to an installation, via a special tight-beam communications sender. All stalkers are sealed against water and corrosives.

TYPE: ECOLOGY BOT-TIMBERER (aka lumberbot)

Number: 1
Armor: 11 (-55)
Hit Dice: 100
Control: IIIC
Sensors: H,R,T
Power: Nuclear Plant
PS: 1500(+6) **DX:** 10
MS: 6(-2) **PR:** 10
Speed: 4 Legs = 84
Weapons: See claws and paint gun below

Description: This 50-meter tall, 75-meter long, and 25-meter wide quadraped programmed machine was designed to move through the forest, marking trees for future cutting with its huge built-in paint gun, and cutting down the large trees that have been previously marked. Once cut, the trees are lifted and stacked on the huge, flat, rear platform jutting out from the back of the robot. Once its platform is full, the lumberbot then trundles off to the south of the Frozen Lands.

This huge ecology bot is run by a sealed internal computer. Centuries of neglect have caused damage to its programming. It is considered in the wild mode if another robot tries to summon or command it.

The lumberbot has three large arms: one is a huge saw arm which cuts down the trees (base damage is 12 with a check vs. a Crippling result), another is a crane arm for lifting the fallen tree (base damage is 15 with a check vs. Complications C), and the other is a long thin arm with a massive paint gun built-in (range 30 meters, base damage as a fire hose, 100 shots left). The indelible, shocking pink ink used to mark these trees will permanently mark whatever or whoever it hits. There is no known solvent for the paint. Any player character hit by the ink remains pink for 1d10 years unless affected by some mutation.

TYPE: REPAIR BOT

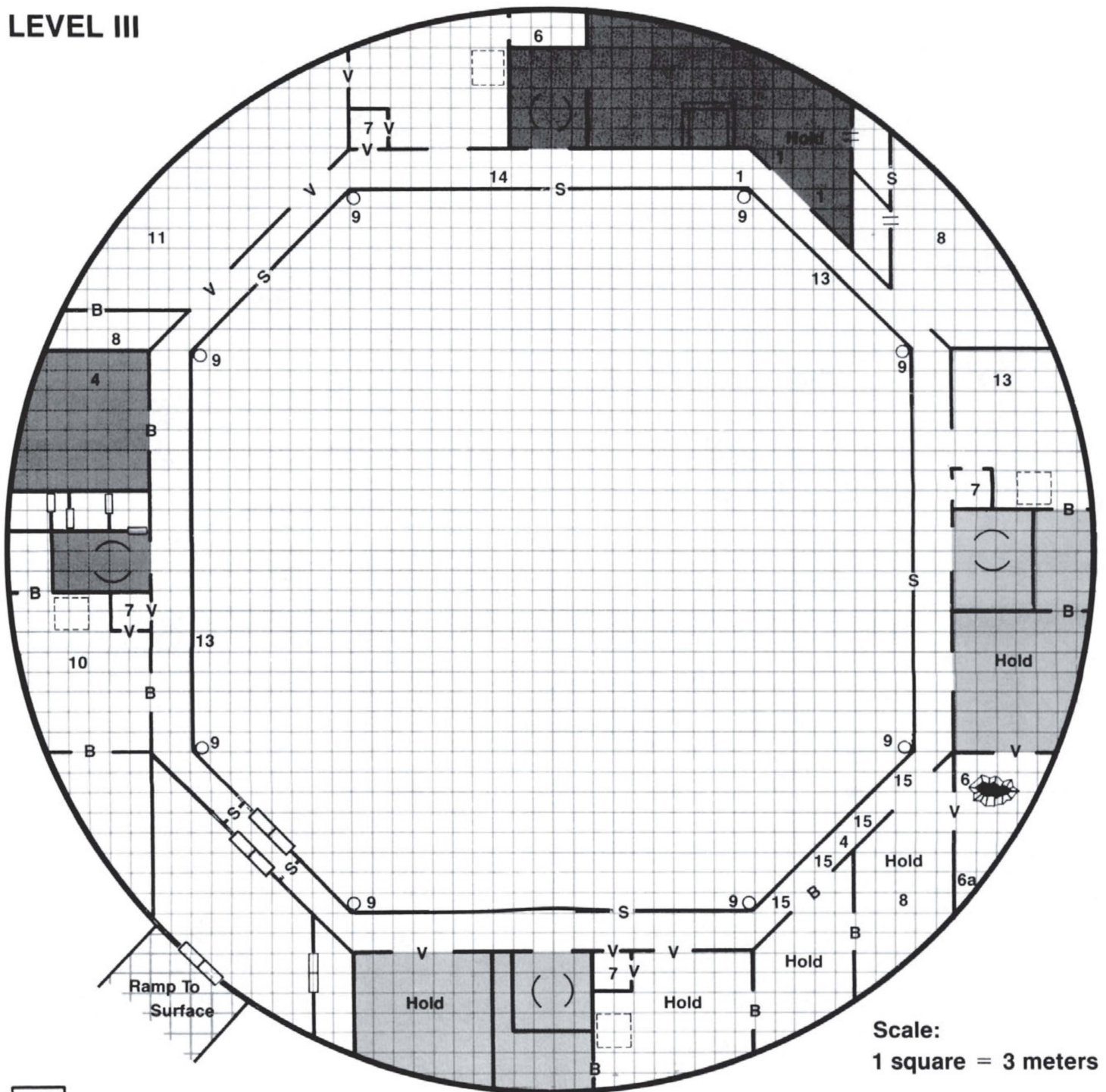
Number: 1 to 6
Armor: 6(-30)
Hit Dice: 7
Control: IIA
Sensors: EM,F,H,I,M,S
Power: B, H2O
PS: 75(+4) **DX:** 30(+4)
MS: 5(-2) **PR:** 16(+2)
Speed: Two hoverfans = 120 or four wheels = 110
Weapons: None intended (see below)

Description: This programmed machine is two meters tall, rests on either a wheeled chassis (if an installation model) or hoverfan units (if a field model). It bristles with dozens of small tool arms, has four special three-digit claw arms with feeling sensors for holding objects, and a special sensor pod arm that can bring all of its sensors to bear upon a small object. This robot was specifically designed to repair small devices, appliances, and weapons. It has enhanced DX, and expanded memory bank on small devices and weapons repair, and hundreds of tools and miscellaneous equipment used for repairs. The robot does not care who owns the item, only that it must be fixed.

Repair robots have at least four tools which can be used as edged or burning weapons, each with a base damage of 4. They can attack with all four weapons in one Action Turn at Attack Rank 5. These units are programmed to defend themselves against any assault.



LEVEL III



Scale:
1 square = 3 meters



Door



Double door



Open doorway



Brown card door



Violet card door



Silver Card Door



Drop tube



Waste Chute



Hole in ceiling



On/off lit area



Brightly lit area

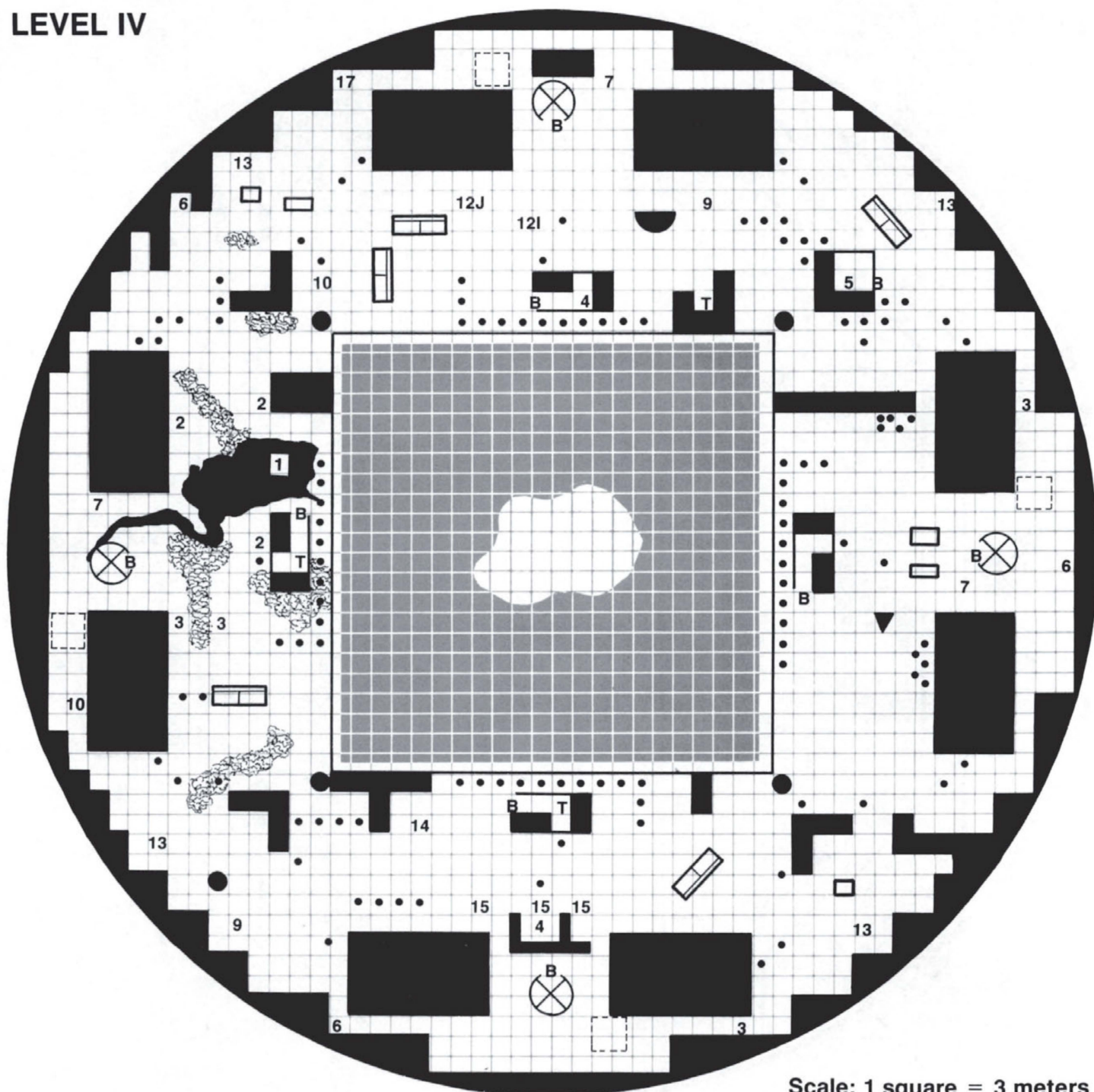


Dimly lit area



Unlit area

LEVEL IV



Scale: 1 square = 3 meters



Crates



Waste Chute



Liquid Vat



Large Bins



Piles of Metal Components



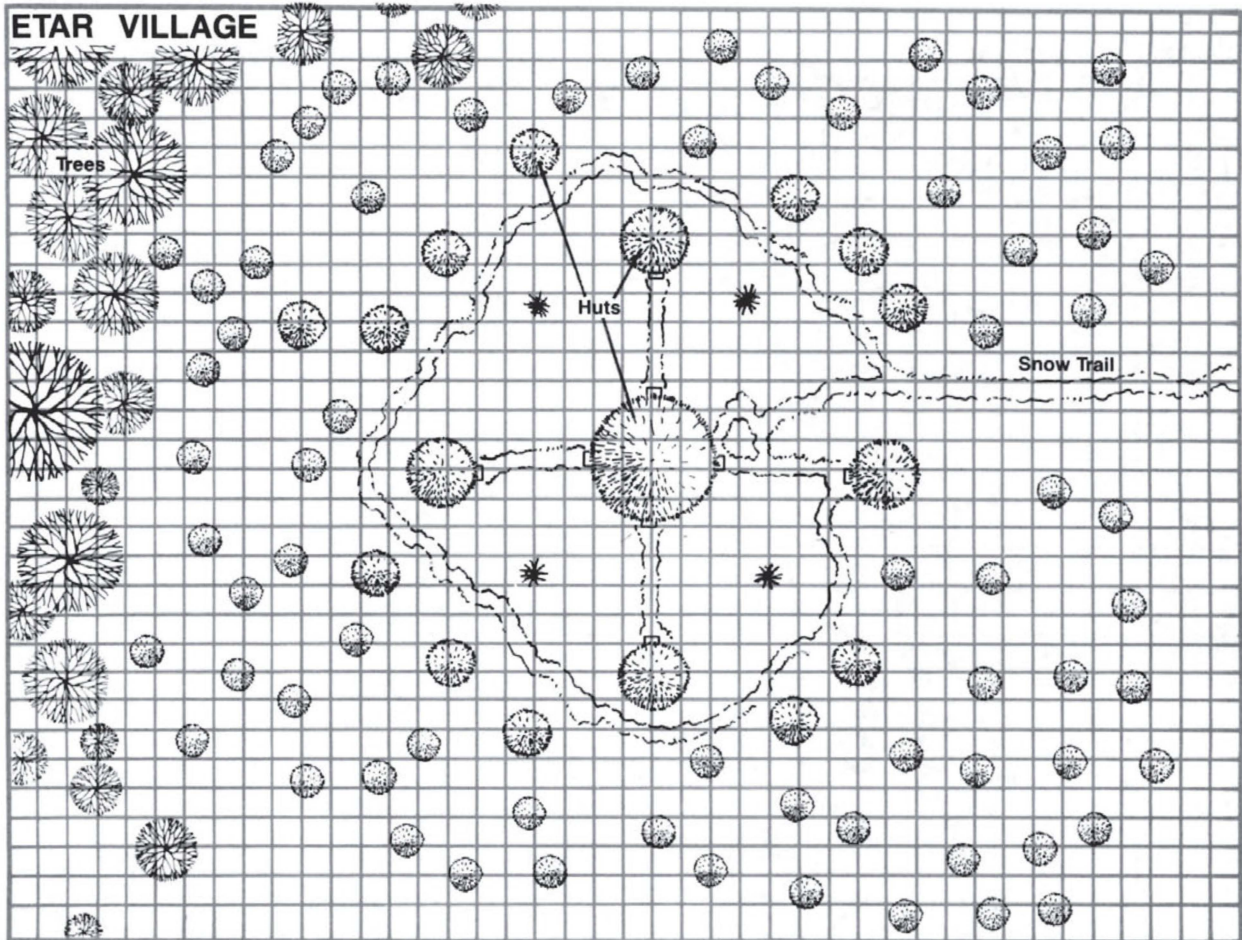
Brown Card Door



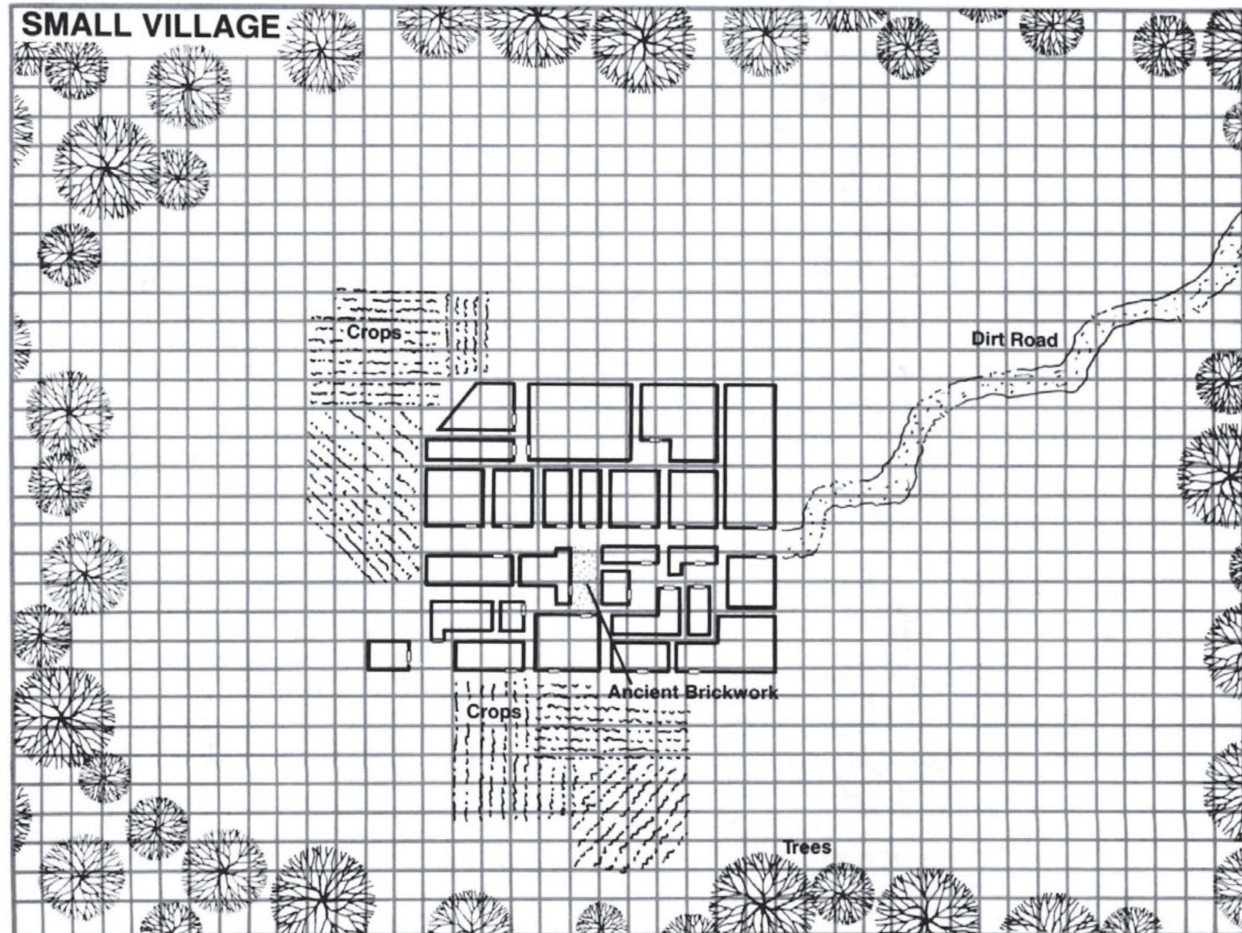
Drop chute



Trapdoor

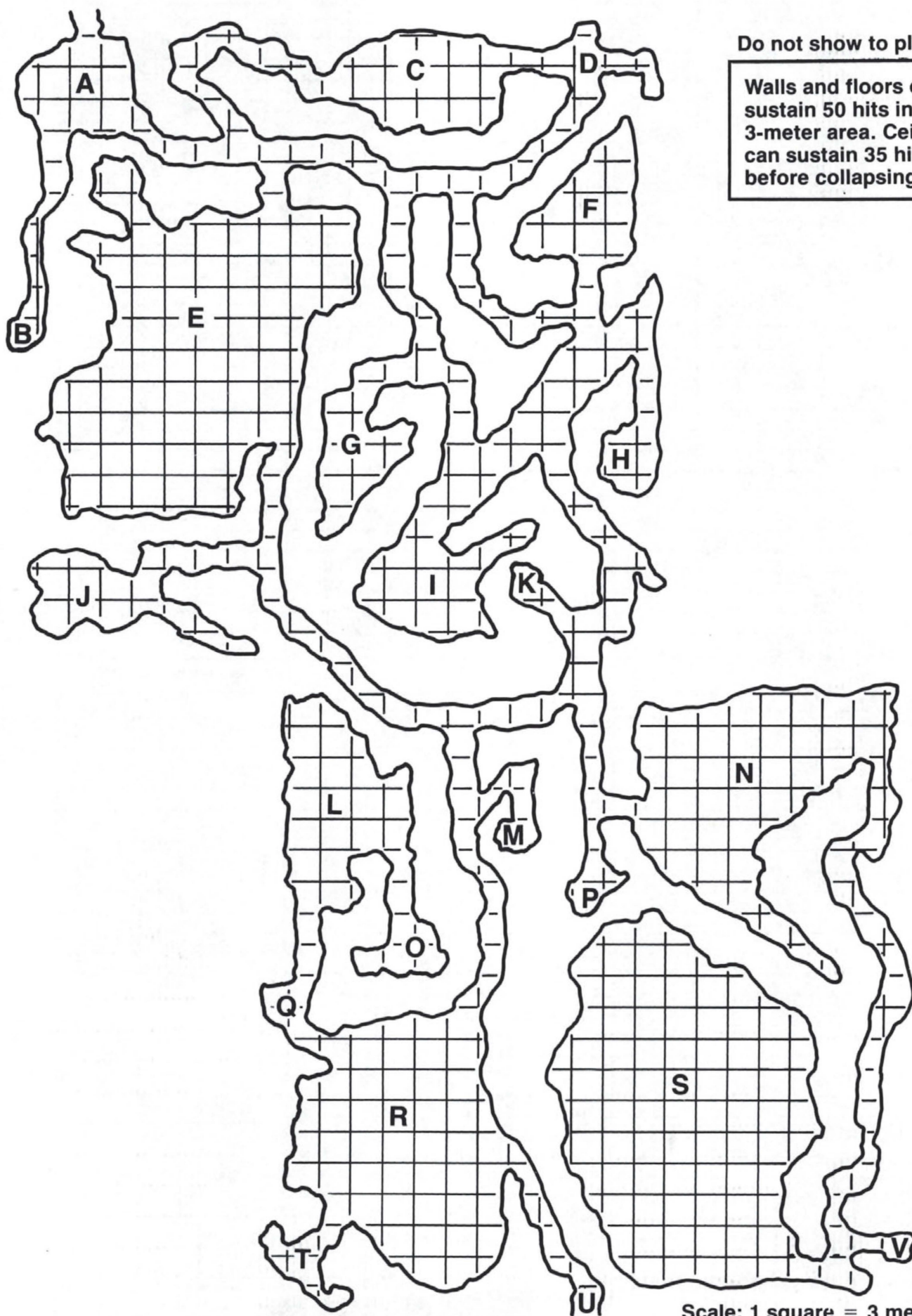


Scale: 1 square = 6 meters



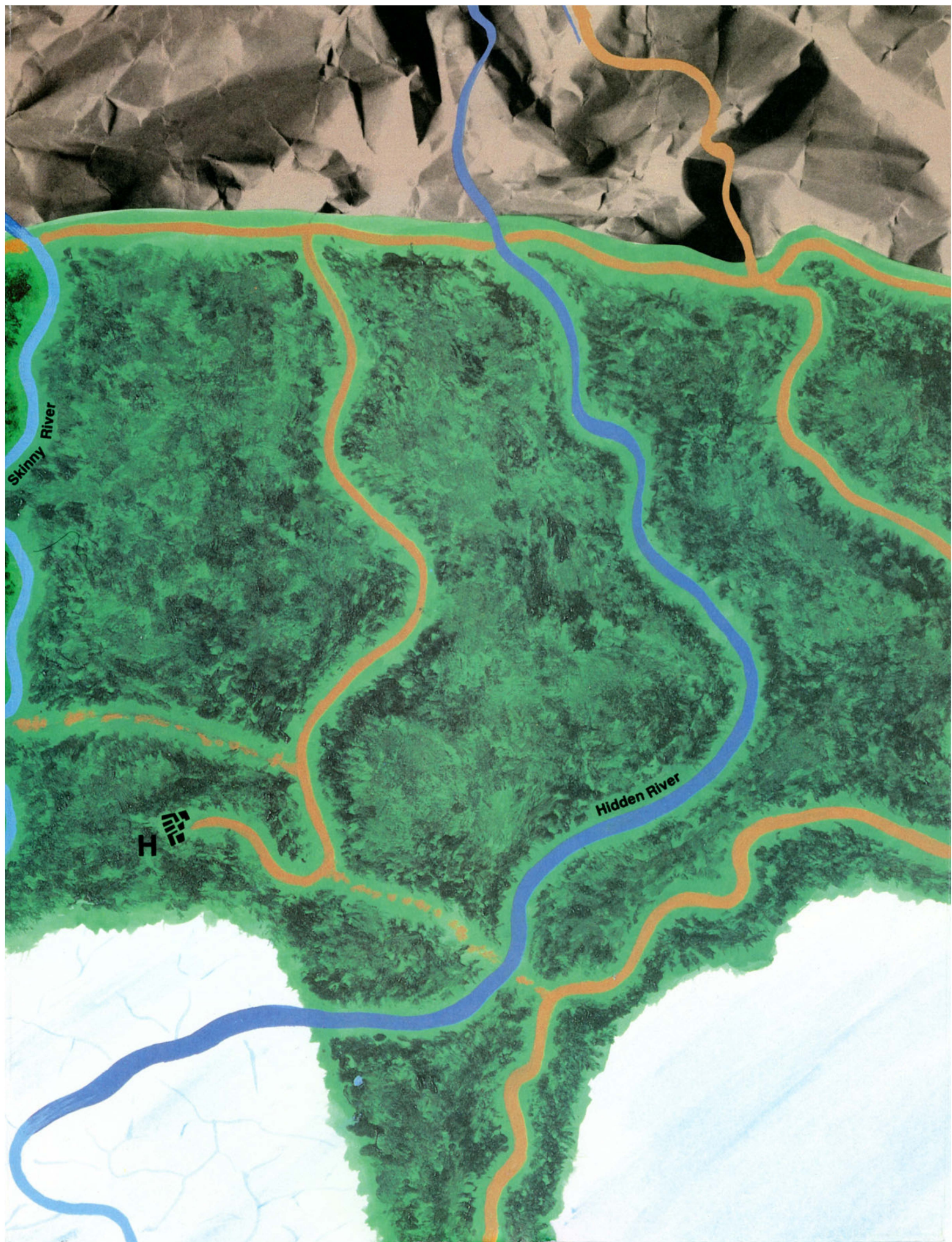
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Walls and floors can sustain 50 hits in a 3-meter area. Ceilings can sustain 35 hits before collapsing.



Scale: 1 square = 3 meters



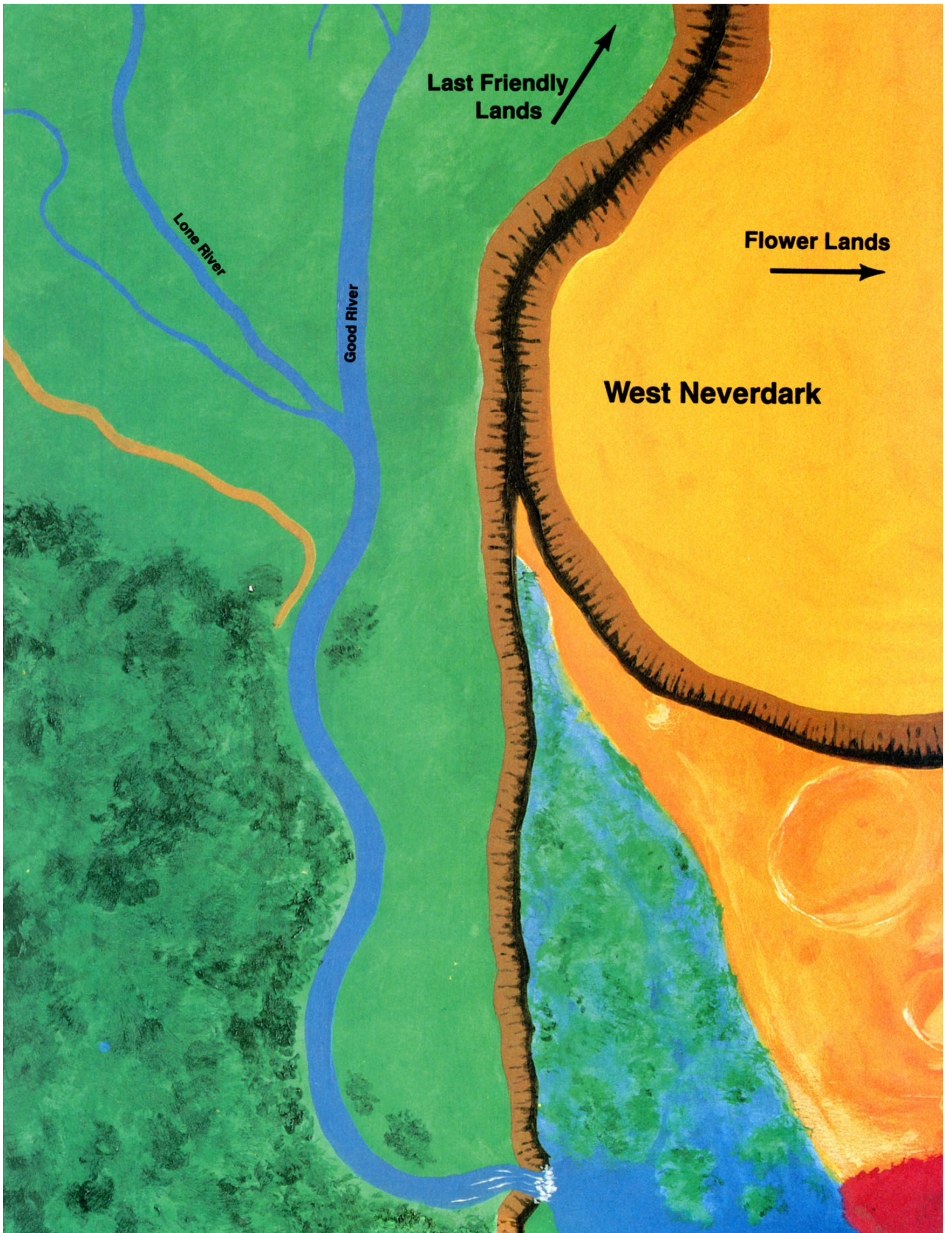


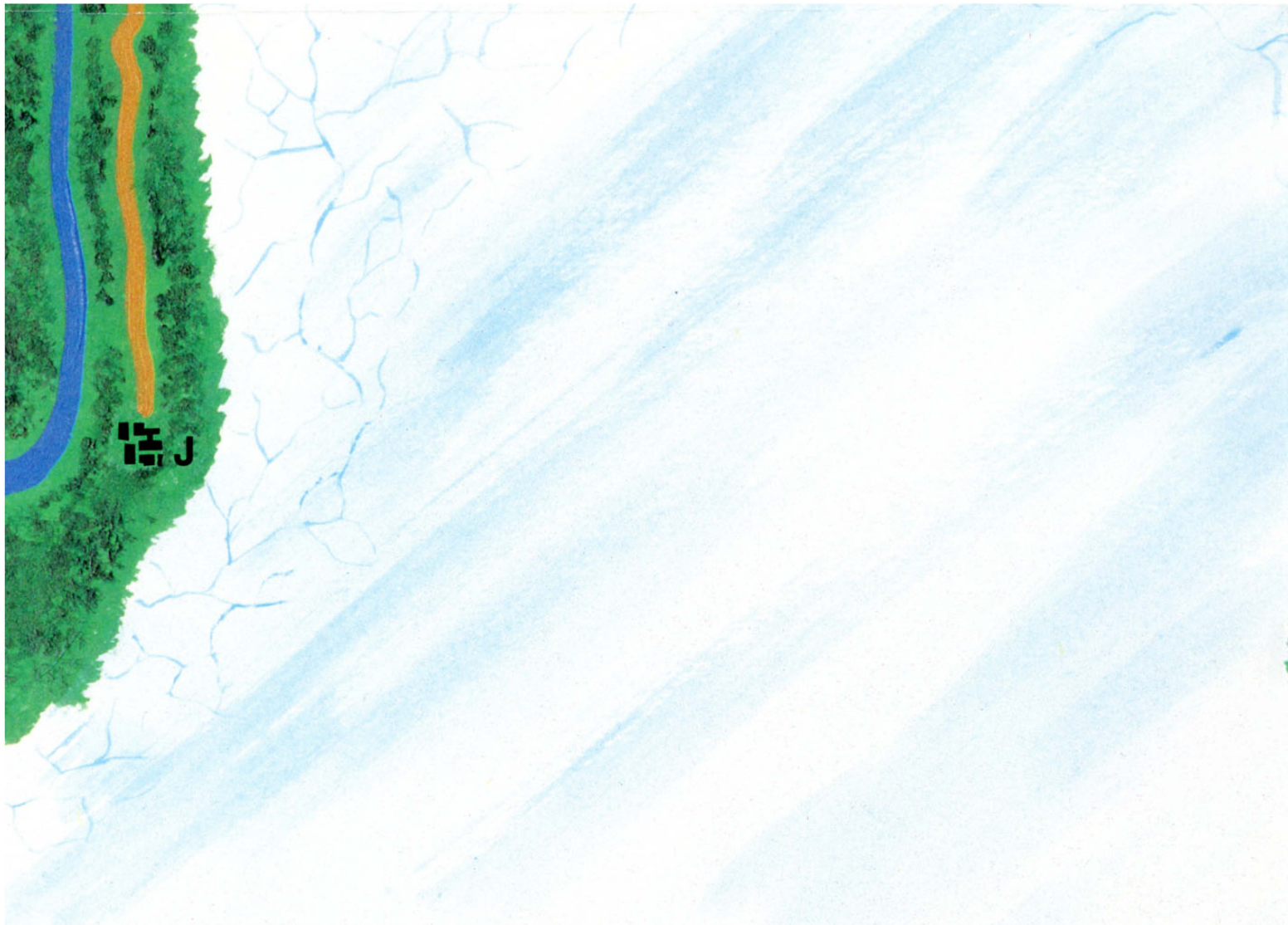
Skinny River

Hidden River

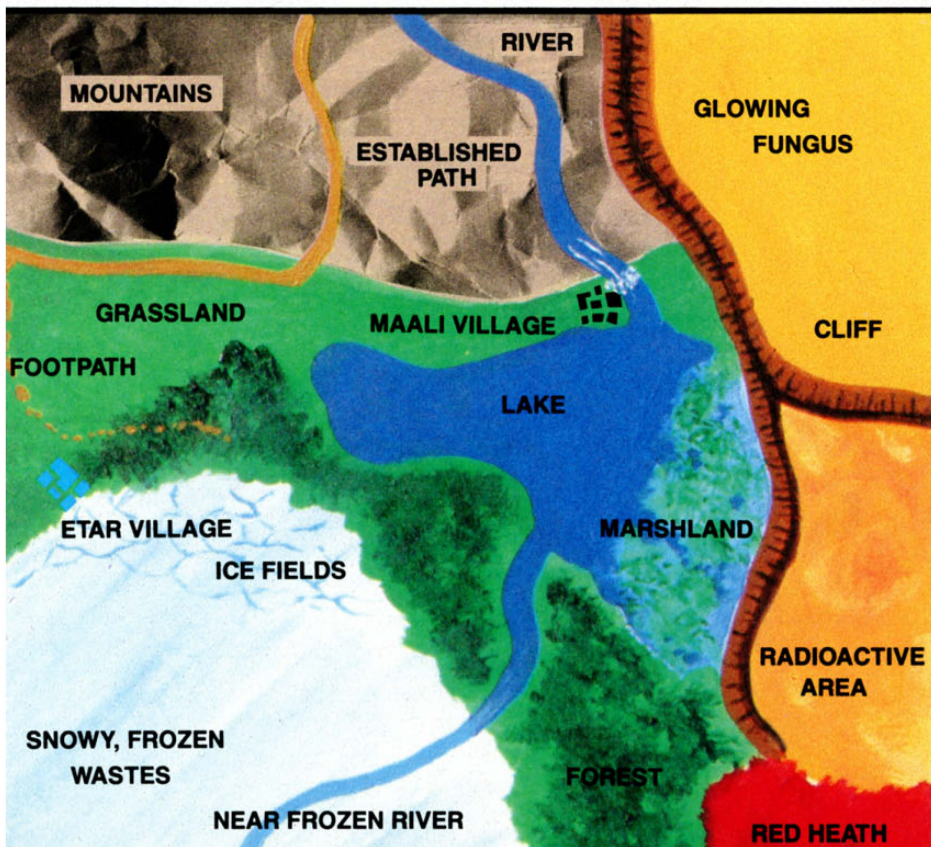
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THE FROZEN LANDS



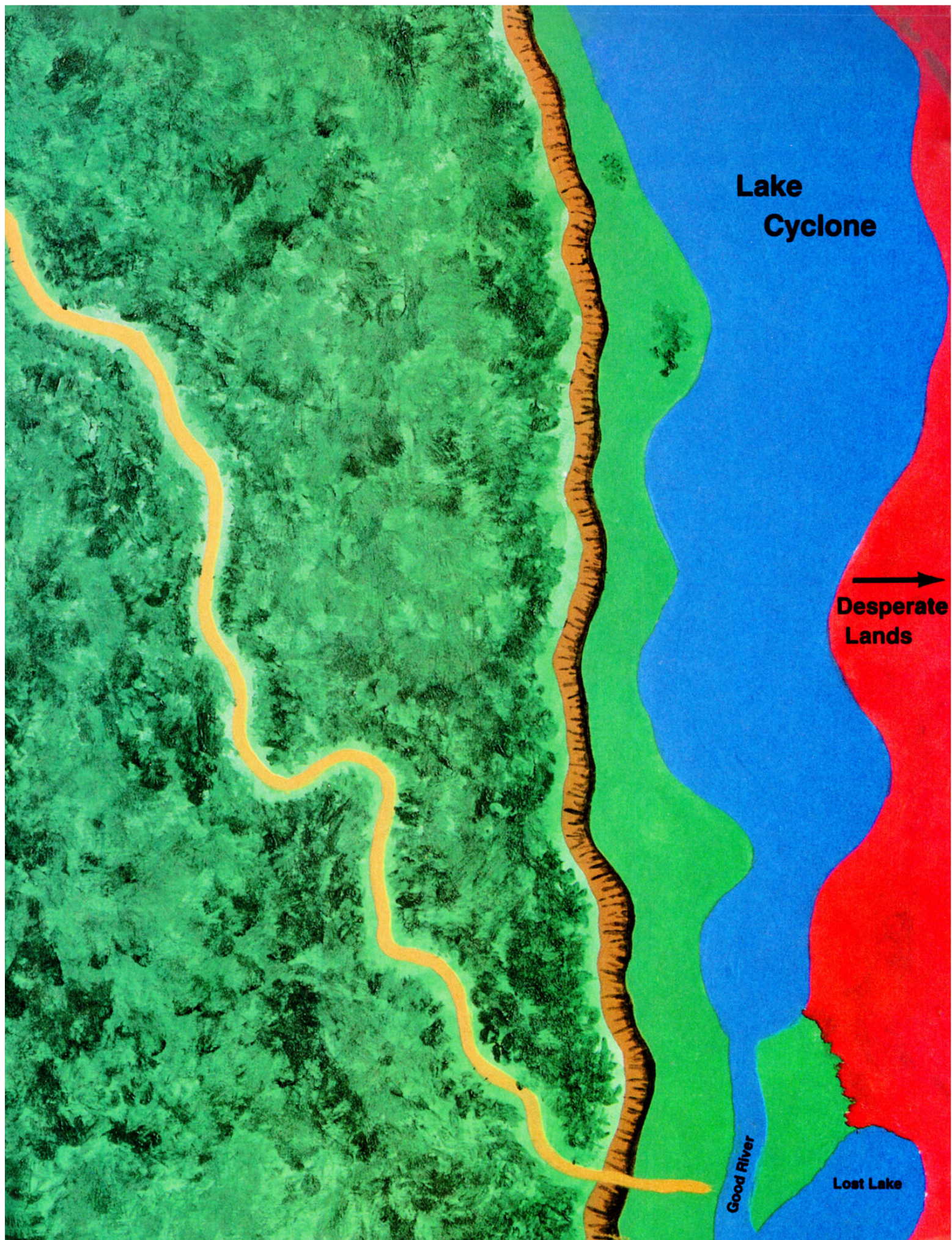
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Quade's Complex







Lake
Cyclone

→
Desperate
Lands

Good River

Lost Lake