

GAMMA WORLD™



SURVIVAL MODULE GW2

Famine In Far-Go

by Michael Price

for beginning and intermediate level players

7502

Far-Go is dying...the people are afraid ...the animals are wasting away...the crops are withering in the fields. No one, even Arx Skystone, the high priest, knows what has caused Far-Go's misfortune.

YOU are part of a group of young adventurers about to begin the sacred Rite of Adulthood. The last hope of survival for Far-Go rests with your party. On your journey to the Forest of Knowledge, you must search for clues to the origin of the mysterious plague. This quest may lead you into great danger...and great knowledge. As you travel through the savage wilderness, all you have are your companions, your wits, your strength ...and your dreams!!

This module contains referee notes, background information, maps, new creatures, mutations, robotic units and new rules for Pure Strain Humans for use with GAMMA WORLD™ Science Fantasy Game. If you enjoy this module look for other GAMMA WORLD™ products and watch for future releases from TSR, The Game Wizards!



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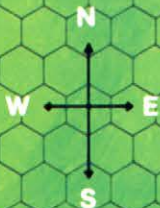
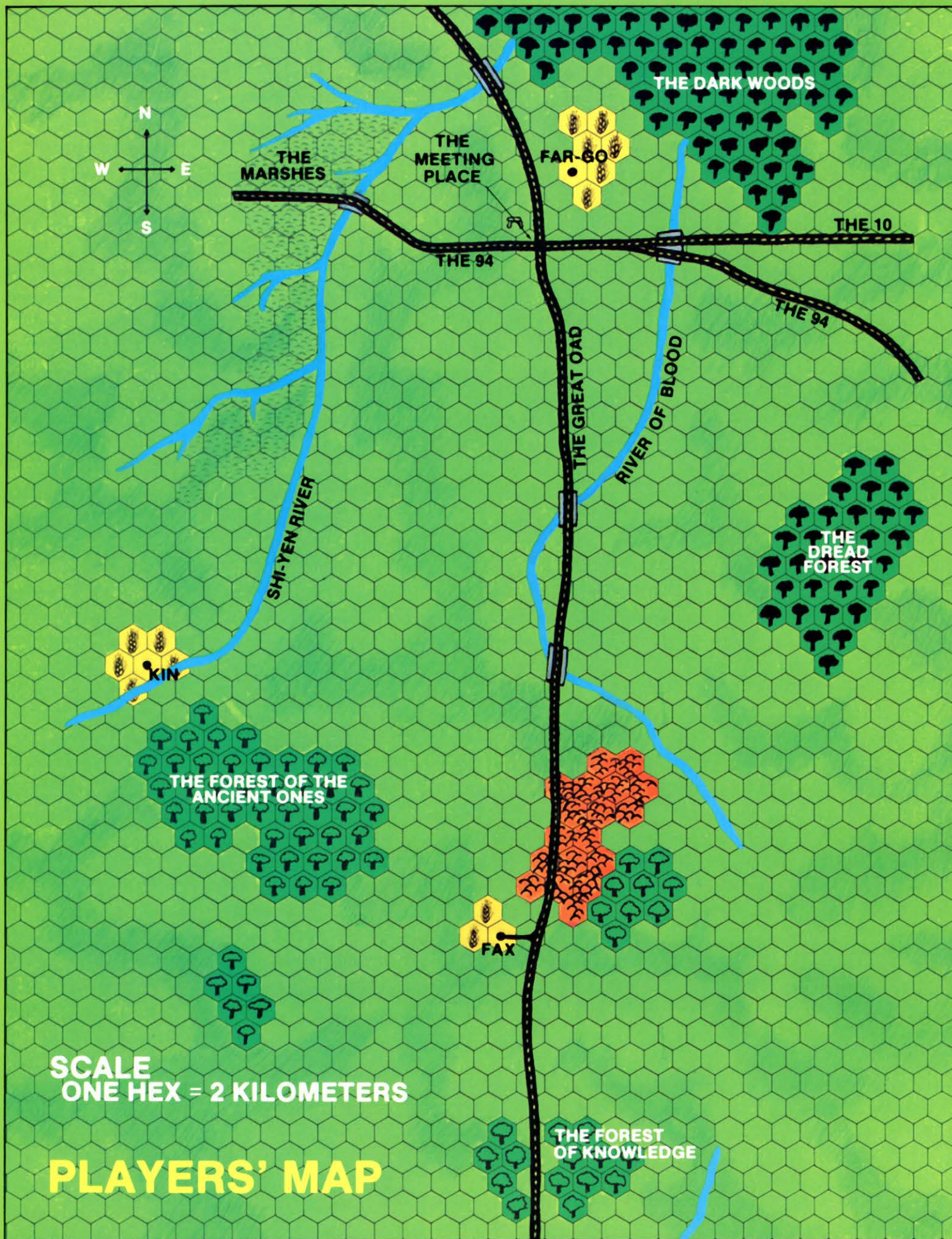
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United Kingdom



THE MARSHES

THE MEETING PLACE

FAR-GO

THE DARK WOODS

THE 10

THE 94

THE 94

THE GREAT OAD

RIVER OF BLOOD

SHI-YEN RIVER

THE FOREST OF THE ANCIENT ONES

THE DREAD FOREST

KIN

FAX

THE FOREST OF KNOWLEDGE

SCALE
ONE HEX = 2 KILOMETERS

PLAYERS' MAP

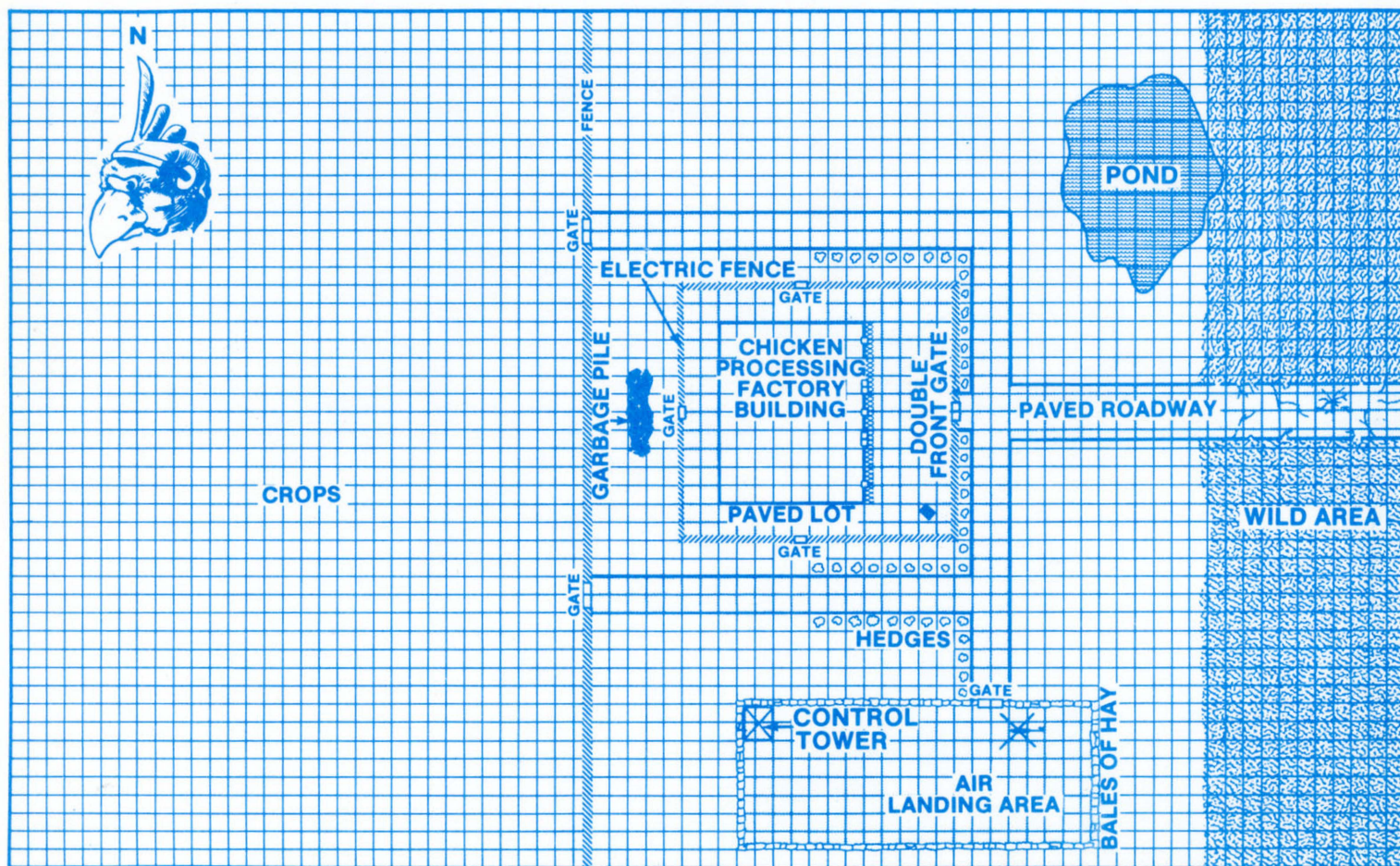
TERRAIN KEY

	FOREST		RADIATION ZONE
	DENSE FOREST		MEETING PLACE
	ROAD		DESTROYED ROAD
	TRAIL		SWAMP
	RIVER		BRIDGE
	VILLAGE		ENCOUNTER AREA
	FARM LANDS		HILLS



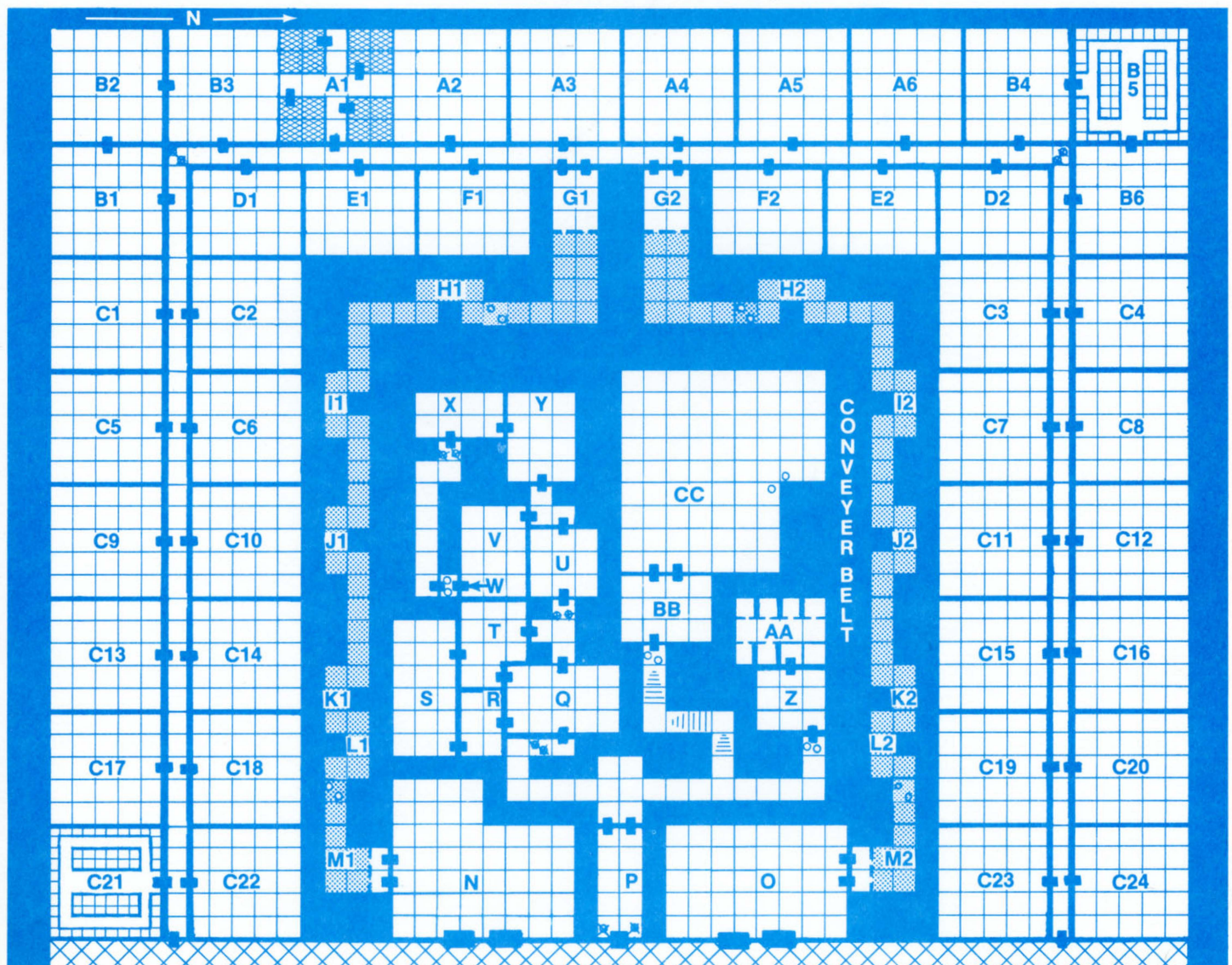
CHICKEN FACTORY COMPLEX MAP

ENCOUNTER [10]



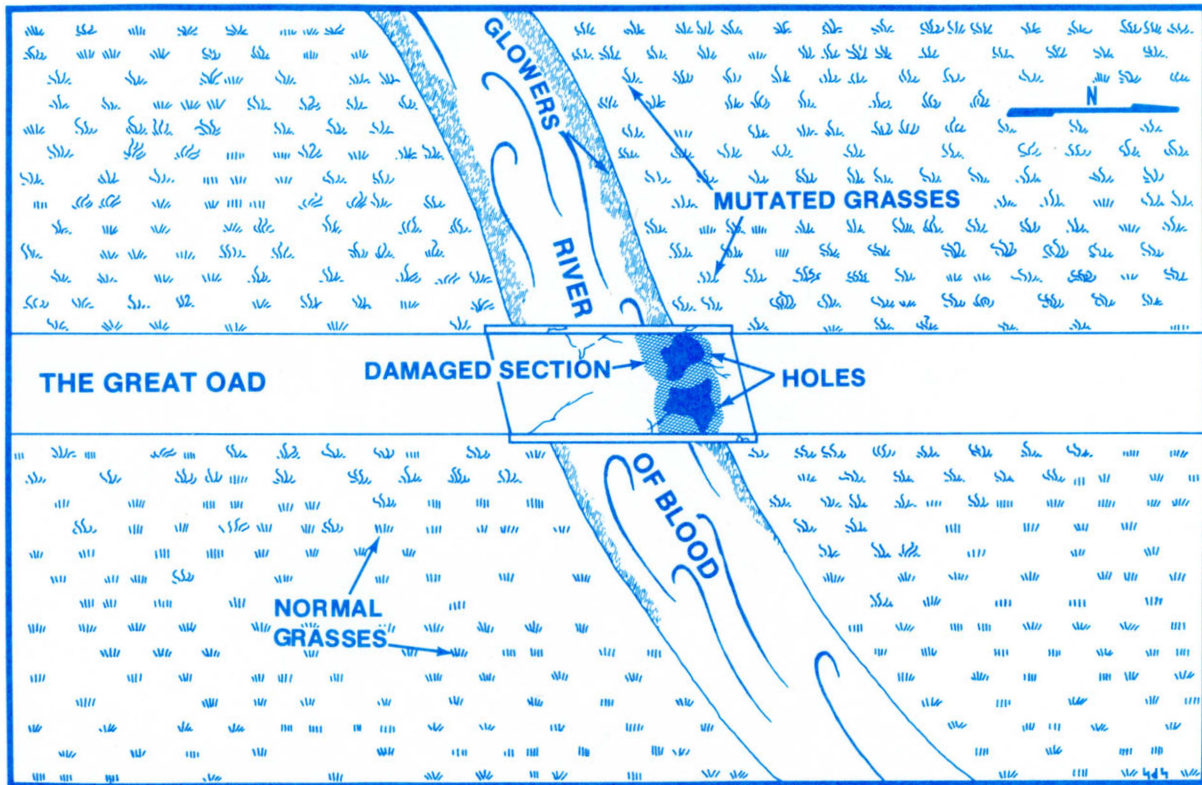
DESTROYED SECURITY CAMERA

KEY: This information should be accessed in Room S by the GM when he acts as the computer. The GM should make notes as the party progresses through the factory to account for any changes to the rooms listed below.



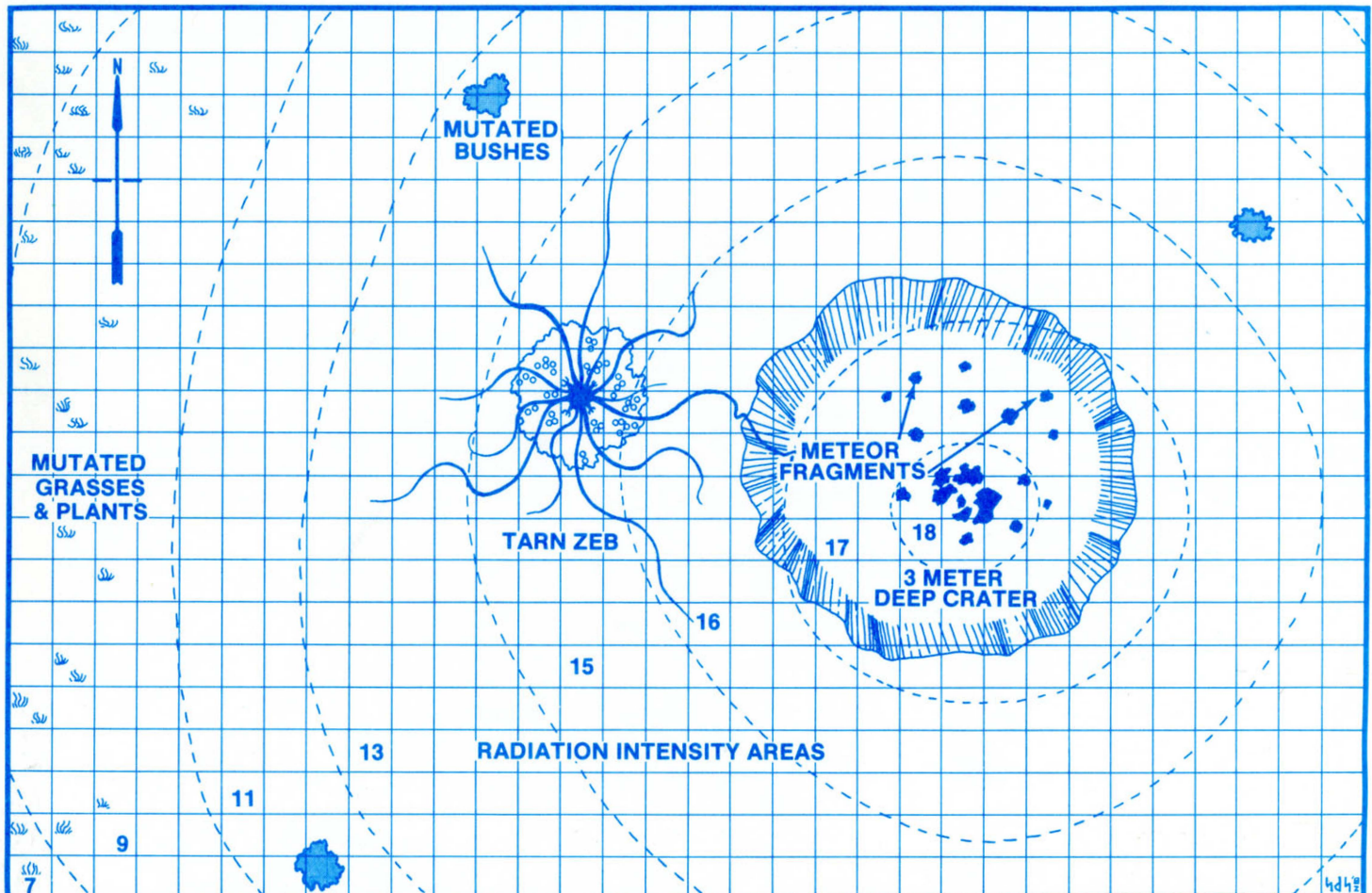
ONE SQ. = 2 METERS

BRIDGE CROSSING MAP ENCOUNTER [3]



ONE INCH = 20 METERS

METEOR CRASH SITE MAP ENCOUNTER [11]



1 SQ. = 2 METERS

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If you enjoy this module, look for other products from TSR, THE GAME WIZARDS!

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FAMINE IN FAR-GO

A GAMMA WORLD™MODULE, GW2

By Michael Price

INTRODUCTION

This module is designed as an introductory adventure series for 2-10 players, but a group of 5-7 players is best. It contains background and encounter information, 2 large scale adventure maps of the Far-Go area (one for the GM and the other for the players), special maps for certain encounter areas, data on new creatures, mutations, weapons, and artifacts, and new material on Pure Strain Humans. The contents of this module are designed to aid a GM in starting an ongoing **GAMMA WORLD™** science fantasy game campaign.

How To Use This Module

The Game Master should become completely familiar with the material contained in this module. In addition, the GM should have a thorough understanding of the **GAMMA WORLD™** Science Fantasy Game rules and systems.

For this reason, the Game Master should read through this module several times before beginning play. Since the number of player characters will to some degree determine the success of the group, the GM should adjust the difficulty of the major encounters depending on the size of the group. The GM should read the shaded and boxed paragraphs in the rest of this module to the players. Only the GM should read the unshaded portions of the module from this point on. All informational examples have been boxed for the GM's easy reference.

Background

Far-Go has been a self-supportive agricultural community for just over a century and a quarter. According to the village's history, the original thousand or so settlers travelled north upon The Great Oad past areas of great devastation where they encountered many horrible creatures. The journey finally ended just north of the Meeting Place, where the land was fertile and unscarred by the weapons of the Ancients. In memory of their long and dangerous trek, the settlers decided to name their new home Far-Go.

Presently, the nearly 1200 residents (25% Pure Strain Humans, 75% Humanoids) live in simple wooden houses and farm the surrounding land as best they can. All the inhabitants of Far-Go live within 4 or 5 kilometers of the small "town center," where a number of businesses and the community's temple of worship are located. The village of Far-Go is made up of four basic population groups: 1) the Farmers, 2) the Merchants, 3) the Watchers, and 4) The Religious Ones.

1) The **Farmers** make up most of the Far-Go community. There are over 800 Humanoids and 200 Pure Strain Humans farming plots of land around the village center. Farming is a difficult life that requires both knowledge and hard work. Except for occasional trips to the village to buy supplies and attend religious services, farm families rarely leave their land.

2) The **Merchants** run an assortment of shops in the village center and live next to their places of business. There is a high percentage of Pure Strain Humans owning businesses in the village. Merchants and their families number about 125 of the total 1200 living in

Far-Go. There are 80 PSH's and 45 Humanoids making a living as merchants. While the Far-Go villagers are always preferred customers, the merchants will almost always serve outsiders.

3) The village security force, known as **Watchers**, patrol the farm lands and the village for any unwelcome intruders. The 15 member security force is made up of 5 Pure Strain Humans and 10 Humanoids. The Watchers and their families number 50 and live within the village itself. Any member of the Far-Go community may try to become a part of the village security personnel, although characters with great physical strength have the best chance of successfully making the security force. Only occasionally are the Watchers required to deal harshly with intruders.

4) The **Religious Ones** only number 10 presently but the religious order may have up to 12 members. The order consists of a high priest, 1-4 priests, 1-5 initiates (future priests), an elder, and an acolyte (future elder). Only a Pure Strain Human may become a priest or high priest and only a Humanoid can become the elder. The high priest and the elder are originators of all religious doctrine and they are seen by all Far-Go residents as men and women of great and mysterious powers. The Humanoid elder is held in high esteem by everyone, but is officially powerless in religious matters. The flowing purple robes distinguish the priests from the rest of the villagers as does the blue robe worn by the elder. The title held by the high priest is Arx and the current high priest of Far-Go is Arx Skystone. Any PSH can become a priest, but it takes many years of study and severe testing before a priest can become an initiate. The Religious Ones are the only possessors of books collected from the Ancient ones. They are also the only copiers of written text, updating the village's religious book *The Unist* written by Arx himself. Religion in Far-Go plays an important part in the daily lives of the people binding the community together in harmony.

Anyone who is under the age of sixteen and has not completed the Rite of Adulthood is considered a child. Children have no rights in the village and must obey adults. At the age of 10 each child is given a necklace to wear, signifying the years of childhood. A PSH child receives a purple necklace while a Humanoid child is given a blue necklaces. During the Rite of Adulthood, the child removes the necklace to designate the passage from childhood to adulthood.

Although inter-marriages are not forbidden by law, most Pure Strain Humans and Humanoids marry their own kind. Occasionally inter-marriages do occur and over the years, the original PSH population percentage has dropped from 40% to its present 25%.

The village keeps mostly to itself, but occasionally strangers do pass by. Sometimes, individuals from the towns of Fax or Kin stop in to trade goods with the village merchants, and this is considered a grand event. All purchases are done by bartering goods and/or services for other goods and/or services. All the working residents of Far-Go contribute a percentage of what they grow or make to a community holding overseen by the Religious Ones. Anyone experiencing need in Far-Go can go to one of the priests and obtain food or other necessities. This system is based on the teachings of Arx. The famous quote found in *The Unist* — "From each according to his abilities to each according to his needs" is the wellspring of the community holding.

GM Note: You should now give the players their large scale adventure map so they may look at it as you read the descriptions of important areas given below.

Fax is smaller than Far-Go, consisting of 900 or so Humanoids. Almost all the inhabitants of Fax are farmers. Very few people from Far-Go ever visit Fax because the farmers are very suspicious of strangers and usually treat outsiders very coldly.

Kin is a small trading community. There are roughly 500 Humanoids, mutants, and Pure Strain Humans making a living in this river village. A few farmers live outside the village and provide most of the food for all of Kin. The residents of Far-Go remain cautious of Kin because of the secretiveness displayed by the village. There have always been rumors that strange and violent underground organizations originate in Kin, but this has never been proven.

The **River of Blood** runs southward about 5 kilometers to the east of Far-Go. It is a swiftly-moving river, varying in width from 20 to 30 meters, with an average depth of 15 meters. Legend has it that the river was the scene of great death and destruction during the wars of the Ancients. It has also been said the river's waters ran red from all the blood that spilled into it. The river is generally feared by most of Far-Go because of the weird creatures rumored to be living in and around it.

The Forest of the Ancient Ones is a forest that has supposedly remained untouched by the radiation from the Ancients during the Shadow Years. All trees, plants, and creatures living within the boundary of the forest are said to be totally unmutated. No one from Far-Go has ever entered the Forest of the Ancient Ones and most believe that mutated creatures **cannot** go into there without dying.

The Marshes are a stinking, insect-infested, swampy nightmare that most inhabitants of Far-Go tend to avoid. Occasionally, some hardy farmers will brave the quagmires to obtain its rich fertilizer. A few have returned empty-handed only to tell of the ghastly horrors that chased them away. Any that travel towards The Marshes use **The 10** because it is the "safest" path to follow. The quiet **ShiYen** river borders The Marshes on the east.

The Dark Woods and **The Dread Forest** are very dense and tangled forests that are inhabited by monstrous creatures and great mutated plants. At various times of the year, herds of unusual animals can be seen migrating from the Dark Woods to the Dread Forest and vice versa. The entire extent of these two forests is unknown to the people of Far-Go.

The Forest of Knowledge is the site of the ritual for the Rite of Adulthood. Winding southward, **The Great Oad** runs almost through the center of the forest, and is used for travel by many creatures. There are relatively few dangers encountered in this forest because of the scarcity of aggressive animals living there and because the density of trees is minimal. Children are told very little about the Forest except that it is a very sacred place to the village of Far-Go.

The Great Oad, The 10, and The 94 are old high-speed roadways once used by the Ancients. At present, the broken-up roads still provide a means of easier travelling across the rough lands. These roads are believed to be places of great power by the inhabitants of Far-Go. This is especially true of The Great Oad which brought the original settlers to this land. All three roads intersect south of Far-Go at what is called **The Meeting Place**, a

special location for those who participate in the Rite of Adulthood. The 10 and the 94 are in poor condition, but The Great Oad is in relatively good shape.

Initial Set-Up

Since the entire village of Far-Go is comprised of Pure Strain Humans and Humanoids, the players must be one of these character types. If there are less than 6 characters participating in the Rite of Adulthood, only 1 or 2 of these should be PSH. For a party of 6 or more player characters, there should only be 2 or 3 Pure Strain Humans as members of the group. All the players start in Far-Go as 16 year-olds waiting to begin the Rite of Adulthood. This sacred ritual is one that all children must perform in order to become adult members of the village.

At birth, village children are given temporary names, but after passing their Rite of Adulthood, they receive their adult names (see Appendix for determining Adult names). The birth order and sex of the child are the two factors used to determine its name. Each child's name is composed of two parts: 1) the birth order prefix and 2) the first name of the parent of the same sex as the child. Each player must begin the game by determining the name of his or her character. The GM should use the following table to randomly determine the birth order of each character. Roll the % dice to find the birth order and the corresponding prefix name given to that character:

Birth Order Table

% Dice Result	Birth Order of Child	Prefix Name
01-16	1st born child	Alf
17-35	2nd born child	Doos
36-52	3rd born child	Thri
53-66	4th born child	Quan
67-77	5th born child	Penn
78-85	6th born child	Icx
86-91	7th born child	Sven
92-95	8th born child	Otta
96-98	9th born child	Nin
99-00	10th born child	Enth

The first name of the character's corresponding parent will now have to be made up by either the player or the GM. Once this name has been decided upon, the player character's name will have been determined. This will be the name used by the character during the playing of this module until he or she reaches adulthood.

Example: One of the players has a female character. Deciding to use the above table, the GM rolls a 58 on the % dice. This means the character is the 4th child born to her parents and will have the prefix name Quan. After some thought, the GM decides to let the player choose the mother's name of the female character. The player decides upon the name Rachel for the mother. The female character's childhood name is Quan Rachel.

After all of the characters' names, basic attributes, and mutations have been determined, read the players the following section.

Recent Developments

Just over six weeks ago the residents of Far-Go witnessed a spectacular heavenly display. Thousands of stars literally "rained" down upon the earth from the night time sky. The high priest, Arx Skystone, awakened from his sleep, and rushed out into the night to observe the cosmic fireworks. This omen frightened him and the next

morning the priest announced to all of Far-Go that a great ill would befall the community. Within a month's time of his pronouncement, the crops began withering in the fields, most farm animals had either died or run away, game had become scarce and some inhabitants showed signs of a strange sickness.

GM Note: The stars which "rained" down upon the earth were actually fragments of a very large meteor breaking up and crashing on the earth's surface.

Now, all of the summer's crops lie dead and rotting, not a single animal can be found alive in the area, and 3 people have died from this devastating and mysterious plague. Arx Skystone is worried because soon there will be no more food surplus to feed his people. He must find a solution soon, or the entire population of Far-Go will have to abandon their homes and seek out a new place to live. This is a terrifying alternative because without food reserves, a mass migration of the village would be extremely dangerous.

Small search parties had been sent out to hunt for food and to try to discover the source of the plague. Each party has returned nearly empty-handed with only a little fresh meat and small amounts of wild fruits and vegetables. Whether they travelled north, south, east, or west, all the parties' tales were alike. Everywhere packs of humanoids to the foulest type of creatures imaginable roam the countryside in search of food. A type of madness seems to have taken over many of the creatures encountered by the search parties. Even a few of those who went out in search of food have returned to Far-Go crazed.

The Rite Of Adulthood

Since this very day is the time of the midsummer full moon, the Rite of Adulthood, an annual ritual, will begin at moonrise.

Although occurring at an apparently unfortunate time, Arx Skystone sees the upcoming ritual trial as an opportunity for possibly discovering the cause of and ending the horrible famine. His traditional speech to those participating in the Rite will be different this year because of Far-Go's plight.

As the sun sets, the young people about to take part in the Rite of Adulthood (the player characters) gather around the outer door of the high priest's temple chambers. Arx Skystone, a dark-skinned, middle-aged man in purple robes, signals for the participants to enter silently into his living quarters. Sitting cross-legged in a semi-circle on the floor, the small group of young people listens intently as the mysterious high priest begins, speaking in the dimly lit room.

GM Note: Read the following passages in quotes directly to the players as if you are Arx Skystone.

"Tonight you embark on a great and perilous adventure, and if you overcome the trials which await you then you shall return to Far-Go as an Adult; a true member of our community. Even though you have seen 16 summers come and go, each of you is still treated as a small child. Upon your return to the village, if indeed you do return, you shall have gained insights into yourself and one another which in turn will make each of you a valuable part of Far-Go. As a new member of our village, each of you shall cast aside your birth name and be given your Adult name."

GM Note: When the adventure is over, see the special section of the Appendix for determining Adult names of the player characters.

"Only those of you who are ready and prepared shall survive and return to us alive. Let your strength serve you well and let your wits guide you. Work together for you shall not succeed one without each other. No doubt all of you have heard stories concerning the sacred rite of passage into adulthood. Of these tales, some are true and others false. You shall now hear the truth, but to those who have seen fewer than 16 passages of the midsummer moon not a word of this must ever be spoken.

"The purpose of the Rite is to prepare you for the dangers of this world, to create a bond between you and the village, and to help you discover your place in the community. At the rising of the morning sun, you shall leave Far-Go with a week's worth of food and water, and a small quantity of other supplies. From the village you shall travel south and west until you reach the Great Oad. It shall be your one true guide throughout your trials. Your first task is to stop at the Meeting Place and leave your childhood beads upon the small stone altar to signify the ending of your youth and the beginning of your adulthood. The Oad will proceed southward and carry you twice across the River of Blood...the river which reeks of the death of the Ancient Ones. Further to the south, continue on past the town of Fax, avoid its contact for you shall not partake of outside human company until have completed your ritual. However, should you come across anyone who is in need of assistance seek to be helpful and kind. The mighty Oad will then finally lead you to your destination...the heart of the Forest of Knowledge. This is where your ritual for the Rite of Adulthood shall take place. A warning to you; enter not the Forest if it be afternoon or evening!



"Therefore, should you reach the Forest's edge and morning time has gone by, make camp outside the Forest and wait for the next rising of the sun to walk into the Forest of Knowledge. Two to three hours travel by foot upon the Oad into the Forest and you shall see the One Tree. All of you will know the Tree for what it is when you see it! Make for the One Tree and you will discover bushes ripe with berries all about. These bushes grow nowhere else in our world but in the Forest of Knowledge. The berries that grow on them are like no others. Each bush contains the sacred berries of Truth, but my young friends there are many truths and you must be wise and choose the One Truth that will lead you to fulfillment. A bush each onto one and one each unto the Truth."

"The ritual first consists of each of you gathering 12 berries before the sun sets in the evening sky. Next, find the small clearing in the woods nearby and build a large fire. Remain close to this fire and meditate. When the moon rises, quickly eat the 12 berries which you have gathered, one at a time, and think of your future in the village. The berries will make you sleep and dream the night away, and when you awake in the morning your ritual will have ended. Leave the Forest of Knowledge and return to us...Adults. Now I give to you words of urgency and words of wisdom. The berries of Truth live for only one week after the night of the midsummer full moon. So if you fail to eat of the berries within the allotted time, return not to Far-Go. You shall be considered an outcast. If you do not perform the ritual and try to return to Far-Go, we shall kill you. My wisdom to you upon your journey...Seek not to destroy but to protect. If enemies lurk about, look to make them your friends. If you face death, conquer it for only then shall you continue to live. Finally, remember this also, there is Truth in dreams."

"Our entire village is being ravaged by a plague of unknown origin and soon it will destroy all the land we love and call home. Unless this horror stops within a month we shall have to leave our village and seek a new home. This, my young ones, is where you might aid us all. As you travel to meet your destiny, look for fresh lands to make a new homeland. If luck should smile upon you, perhaps you may discover the reason and even a means to end this awful misfortune of ours. I wish you the success you need to complete your trial and may you help all of Far-Go as your travels take you southward. Be careful and I implore you to return to us no later than the day of the following new moon. Sleep now for the morning will come soon."

GM Note: The new moon will occur in two weeks and this is the length of time the players have for adventuring before they return to Far-Go. Also, if the players should want to ask questions of the high priest, he will stay for a few minutes and answer general questions only. The background information and the priest's speech should be enough to help the players successfully perform the ritual. **Do not** give out any hints as this will spoil the adventure. You may find it helpful to look at the entries for the Forest of Knowledge if any general questions concerning the Rite are asked. After any and all questions are answered, the priest leaves the room and heads toward his own private chambers. There are mats for the characters to sleep on in this room, as they must spend the first night of the Rite here.

FAMINE IN FAR-GO

The Adventure Begins

The characters awake at dawn and the priest leads the group to one of the private temple rooms. Here they see the food,

equipment, and weapons that will help them survive for the next two weeks. Because of the famine, each character is given only enough food to last 7 days and enough water for 10 days. The members of the group will wear their normal clothing of animal skins and boots made of hide. Equipment allotted to each young person consists of a sack that can be strapped over the shoulder, a small container in which to keep the collected berries, and a tinderbox set to light fires. The group as a whole is supplied with three 10 meter ropes, a wooden shovel, and a 3 meter by 3 meter animal skin. Let the players decide who will carry what at this point. After the equipment has been given out to the members, they are then given the chance to select their weapons for the journey. Each character is given a Shield made from cured animal hide, a Dagger, and the choice of one of the following weapons: a Short Sword, a Long Sword, a Battle Axe, a Mace, 3 Javelins, or a Bow and 20 Arrows. Be sure that the players write down all the needed information concerning their characters. Once the characters receive their equipment and weapons, they will leave the temple and head south and west from the village. It is a mild but slightly overcast day.

General GM Notes:

The party can travel 4 route movement turns per day. Each route movement turn is equal to 4 hours of time, therefore the group may travel a maximum of 16 hours per day on foot. Wounded or tired party members or lengthy encounters will require that the party travel less than 16 hours per day. The following table gives the Outdoor Movement Rates in hexes (1 hex = 2 kms) per turn (4 hrs.) per terrain type:

Outdoor Movement Table

Terrain Type	Movement hexes/turn
Forests	1
The Marshes	1
Hilly areas	1.5 (3/2)
Clear, grassy areas	2
Dirt Paths	2.5 (5/2)
The 10 and 94	3
The Great Oad	3.5 (7/2)
Shi-Yen River*	4
River of Blood*	6

* The movement rate assumes that the group has some form of boat to ride the currents of the river. If this is not the case, (such as the characters attempting to swim), then the movement rate is cut in half.

In addition to the encounters outlined in this module, there is the chance that the characters will run into randomly wandering creatures. The following two tables list how often to check for random encounters, the percentage chance of an encounter taking place, and the type and number of creatures met if an encounter is indicated.

Random Encounters

Random Encounter Table

Terrain Type	How Often to Check	Chance of an Encounter*
Forests	Every 2nd turn	20% / 35%
The Marshes	Every turn	15% / 30%
Hilly areas	Every 2nd turn	20% / 25%
Clear, grassy areas	Every 3rd turn	20% / 25%
All roads & Paths	Every 4th turn	15% / 25%
Rivers	Every 2nd turn	10% / 20%
Radiation Zones	Every turn	15% / 20%

* The 1st percentage listed is that for daytime encounters and the 2nd percentage is for checking night time encounters.

Creature Encounter Table

Die Roll	Forests, Hilly & Grassy Areas, Roads & Paths	The Marshes & Rivers	Radiation Zones
1	1-4 Albilope*	1-3 Arn	1-2 Android
2	1-4 Ark	1-6 Ber Lep	1-2 Blight
3	2-8 Bulo*	1 Cal Then	1 Kai Lin
4	1-6 Hoop	1-3 Ert Telden	1-4 Parn
5	1-10 Hopper	1 Keeshin	1-8 Perth
6	1 Horl Choo	1-3 Menarl	1-4 Serf
7	1 Maali*	1 Narl Ep	Robotic Unit
8	1 Orlen	1 Soul Besh	Cryptic Alliance
9	1-4 Pineto	Robotic Unit	
10	2-8 Podogs	Cryptic Alliance	
11	Robotic Unit		
12	Cryptic Alliance		

The * signifies a new creature introduced in this module.

If a Robotic Unit or a Cryptic Alliance random encounter is indicated by the die roll, the GM must determine the specifics of this encounter. The GM should outline ahead of time some details for any Cryptic Alliances and Robotic Units that the party might come across as the result of a random encounter while on this adventure.

Note: It is necessary for the encounters to occur in sequence. The GM should not change the order of any of the encounters.

The Meeting Place—Encounter [1]

Late in the morning the party arrives at The Meeting Place. Roughly 20 meters to the east and north of the intersection of the Ancients' roads, there stands a circular stone altar 1.5 meters tall and 3/4 of a meter in diameter. This is the altar upon which the characters are to leave their necklaces of childhood. The party notices that the altar is completely bare; there are no necklaces left from previous years. If, and only if, the group carefully examines the altar will they find that one of the stones at the base of the altar is slightly ajar. It can be pulled out by two people. Should the stone be removed, the characters will see that the altar's base is hollow and that there is a large cloth sack in this hollow. The sack contains 150 domars, a magnetic compass (good condition), some dried meat (still edible and enough to feed 1 person for 1 week), a fragmentation grenade (excellent condition), and an old, thin, damaged plastifax book from the Ancients. The cover of the book is torn and the only word that remains of the title is "GAMMA." Used as a bookmark in the book is a small plastic card with gold lettering and a red stripe. The card bears the hologram of a bearded man in pre-holocaust clothing. Below the picture is the inscription, "Executive Pass, E.G.G., Pres." (For an explanation of Priority 1 Clearance I. D. card, see Encounter [10], GM note following Room Description BB.) If the characters look at the pages inside, they will see many drawings of strange creatures. Five of these drawings have been circled with charcoal. It is left up to the GM's discretion as to whether the characters will recognize any drawings from the book as being actual creatures they have met or will meet.

GM Note: The circled drawings are of creatures that the previous owner actually came across. This item can be an amusing one if you have the desire to make it so.

On The Edge of Radiation - Encounter [2]

The group has witnessed a steady increase in the amount of strange plant life over the last 2 kilometers travelled. This weird vegetation is predominantly growing on the western side of The Great Oad, but there is also an abundance of strange growths to the east. The closer the characters get to the radiation fringe, the more of these exotic plants the group members will see all around The Oad. The party can see tall grasses colored pink, orange, and yellow. Among the grass, vibrant purple-colored vegetation and stubby gray trees easily stand out. On the west side of The Great Oad, in the radiation zone, there is patches of bare ground and areas where trees, bushes, and dead animals lie rotting. The smell from these areas is horrible!

The edge of the radiation zone parallels The Great Oad for a distance of 2 kilometers, and anything or anyone heading more than 10 meters due west from The Oad will enter the level 3 radiation area. The danger of leaving The Oad in this area, in addition to the radiation, is the clinging nature of the strangely colored grasses (the equivalent of Tangle Vines). A character will find his or her legs entangled after just a few steps into these areas. An edged weapon will aid one's progress when walking through the tall mutated grasses, but the going will be tough and exhausting. A creature could become trapped in this strange vegetation if a means of freeing itself were not available.

Up to this point, none of the characters have seen any living animals since leaving Far-Go, except for an occasional bird flying high overhead.

The Bridge Crossing—Encounter [3]

The strange looking grass and vegetation has thinned out somewhat over the last kilometer travelled, but it is still quite thick on the west side of The Oad. As the characters approach an ancient, rusted metal bridge, glowing reddish slime growths cover the rocky banks on both sides of the river. This growth is more dense on the rocks located to the west of the bridge. There is no radiation danger in the immediate area. The party would have to walk a kilometer due west before encountering level 3 radiation. When standing a number of meters from the bridge itself, the characters can clearly see that the northern part of the bridge structure has been severely damaged. The side support beams have been destroyed and there are two huge holes in the bridge surface about 1/4 of the way across. The bridge is 20 meters wide, 50 meters long, and 10 meters above the River of Blood. The river has a very swift current as it runs from the northeast to the southwest, and is roughly 25 meters wide at this point. The two viewed holes span almost the entire width of the bridge, except for a 2 meter area in the center between the holes. Numerous cracks in the bridge surface can be seen by anyone making a closer approach to the bridge. Standing on the edge of the bridge, a character can see that the two holes cover an area approximately 20 meters wide and 10 meters in length. If more than 20 kilograms (45 pounds) of weight is put upon the damaged section of the bridge (see encounter map [3], it will collapse into the river. Each character standing near the holes will suffer 1d6 points of damage from dropping 10 meters in to the river. The rapid current will take anyone downstream (to the southwest) at about 25 meters per round. Characters with physical strengths greater than 12 can swim to the river bank in 1 round, those characters with physical strengths between 8 and 12 can make it to the shore in 2 rounds, those characters with strengths of less than 8 take 3 rounds to swim to land. Each player must declare which bank his or her character is swimming toward. There is a 50% chance per round in the water that a character will lose any possessions not sheathed or or strapped to his or her back.

There are 4 **Herkel** swimming in the water under the bridge. They can only be seen if the party specifically attempts to search the water under the bridge. Anyone remaining longer than one round in the water will be attacked by these vicious carnivores (AC 9; MV 8; HD 4; hp 16, 13, 12, 10; AT 1 bite; DM 6-36, also Poison Scales with intensity 18 contact poison).

The reddish slime growing on the rocks along the north and south river banks are **Glowers**, a type of glowing fungi that live in and near radiation areas (AC 10; MV 0; HD 4 per sq. meter; hp 13; AT see below; DM see below; MU Dissolving Juices, Sleep Gas). Upon contact with any life form, the Glowlers will shoot out a gas (3 meter by 3 meter by 3 meter), with poison intensity 14 that puts their victim to sleep within 1 round. Once their prey has fallen on top of them, the glowing fungi will then secrete their dissolving juices. These juices break down the body of the victim into nutritional enzymes which the Glowlers digest. The Sleep Gas affects the victim for a period of 2 hours. During this time the dissolving juices will permit the Glowlers to digest up to 60 hit points (1 hit point every two minutes) from the victim. (See Appendix section on New Creatures and New Mutations for further descriptions of Glowlers and Sleep Gas.)

Radiation Rain—Encounter [4]

Dark and foreboding clouds have been approaching from the northwest and the wind has begun to pick up significantly. As the storm heads to the south and east, it passes over the huge radiation zone (see GM's large scale adventure map). Just then the flashes of strangely colored and jagged lightning bolts can be seen in the distance by the characters. The dark clouds now seem to faintly glow a virulent blue as they explode with a downpour of yellowish rain. The bad weather and rain is imminent and will be upon the party within the hour. This encounter is presented in order to test the players and see whether they will attempt to protect the characters from the seemingly strange, but deadly, approaching rainstorm. There is no natural shelter around, but the players may construct some protection from tree branches, leaves, bushes, the animal skin they are carrying, etc. It will take anywhere from 15 to 30 minutes to build shelter for the entire party. How soon the group decides to begin making some kind of shelter will dictate whether or not they have enough time to finish their construction. If each member of the party takes cover from the storm, then the radiation effects of the rain can be ignored. There will be potentially disastrous outcomes from the rain should the group ignore the storm and not take cover. The rain shower will last for a half an hour, and each 10 minute exposure to the rain will be the equivalent of exposure for 1 round to intensity level 7 radiation. After each 10 minute interval, all characters not protected from the rain will know that they have suffered harmful effects if intensity 7 radiation can indeed harm them to begin with. If any of these characters attempts to gain some type of protection for themselves during the next 10 minute period, and succeed in doing so, then this exposure period would be equivalent to intensity 4 radiation. Once completely protected, as stated earlier, the rainfall would have no effect on these characters. When the rain ceases to fall, there will be no more harmful radiation around and the danger will have passed.

Cryptic Alliance Trap—Encounter [5]

For the last 6 to 8 kilometers travelled, the land has been rather hilly, but it now appears to be flattening out again. Up ahead, a distance of just over 100 meters, the road and some of the surrounding region look charred and fairly well destroyed. As the party gets closer to this area, they will see a large devastated piece of land 50 to 60 meters wide and nearly a kilometer long. Near the exact center of this scorched, destroyed

region is a pile of 15 to 20 still smoldering humanoid corpses. A group of 6 Knights of Genetic Purity, 4 on foot and 2 riding Podogs, are watching the characters from behind a hill on the west side of the burnt-out area. From their position behind the hill, the Knights are just over 35 meters away from the pile of corpses. Each Knight wears cured hide armor with a red square and skull-and-crossbones emblazoned on the front. All of the Knights carry Long Swords and the two riders each also have a Lance (AC 6; MV 12; HD variable; hp 67, 63, 55, 49, 47, 42; AT 1; DM by weapon type). One of the Knights on foot has a Needler with 6 paralysis darts loaded (intensity 12), and an extra clip of 10 Paralysis Darts. This Knight of Genetic Purity will use the Needler only during emergency situations. The Knights will wait to attack until a Humanoid approaches the pile of smoldering corpses or until the characters have their backs turned to the hidden ambushers. The two Knights on Podogs (AC 8 (when ridden)/5; MV 15; HD 4; hp 20, 17; AT 1 bite; DM 2-12) will lead the attack with the other four on foot running behind. At first, only the Humanoids in the group will be attacked. Because of their great hatred for all non-PSH types, the Knights of Genetic Purity will fight the Humanoid party members with great ferocity. If during the course of the battle, the PSH members in the group decide to attack the Knights and succeed in wounding any of them, then some of the Knights may elect to retaliate against the PSH party members. Throughout the combat, the Knights will jeer at the Pure Strain Human for joining up with Humanoid scum. If the two mounted Knights are killed, the two Podogs will run away. Although the Knights of Genetic Purity despise Humanoids, should the battle turn against them, they will look to escape and perhaps return at a later time. Each Knight carries a total of 35 domars, 15 gold pieces, and various small, non-sellable items.

The Dying Old Man—Encounter [6]

Lying off The Oad just a few meters to the east is an old man. He is not moving and appears to have a number of wounds on his body. The old man groans quietly as the party draws closer. The old-timer wears ragged, dirty clothing and has a small leather satchel strapped over his shoulder. Around his neck, he wears a medallion.

If the group comes close enough to the old man, he will feebly ask for help. He says to them "Will you not give a dying old man some food and water?" Should the characters ask him his name, where he is from, what happened to him, etc., all he will say is that his name is Rold and that he was attacked by a band of Hoops. If the group acts kindly to Rold and gives him food and water, he will then give them the medallion he is wearing and say the following. "Thank you, my kind, young ones for your generosity. If ever you are in trouble and things seem bleak, this medallion will help you...behind the stone in back. Wear it well and peace be with you." At this point, Rold dies from his injuries. In the satchel the group will find a shirt, a pair of pants, and an old family picture.

If the group decides not to give the old man food and water and treat him unkindly, then he will not speak to them or tell them anything of the medallion.

The medallion consists of a gold chain with a black stone piece fitted on a gold base. It is simple looking and there is very little detailed craftsmanship in the design. Pressing the very small lever on the back of the gold base lifts the black stone up on a hinge. Inside is a compartment with tiny blinking lights, micro-circuits visible, and a prominent red button. Three letters "DDR", are inscribed into the top part of the compartment. This device, known as a "Cloaker" to the Ancients, was an experimental counter-intelligence mechanism being developed by certain Eastern European countries just before the onset of the great holocaust. The model that the characters now

possess allowed the wearer and anyone staying within 2 meters of the wearer to become invisible for 1 hour once the red button was pressed. The time limit was maintained by an internal timing mechanism and a micro-power flux circuit that automatically shut off the device after an hour. Due to its age, the device will only work 5 more times and for a randomly determined period of only 30 minutes (5 minutes x 1d6).

GM Note: Allow a -2 on all die rolls for determining the nature of this device only if the characters were kind to Rold. His spoken hint about the lever on the back and the device being something good will aid them in figuring out what the device was created for originally. Also, be sure that the group member carrying or wearing the medallion is identified and has indicated where the item is located.



The Ritual—Encounter [7]

GM Note: Do not let the players enter the Forest if it is afternoon or evening, as this violates the ritual. If any of them insist on going into the Forest other than in the morning then have a deadly foe (such as a large group of Hoops) waiting for them just inside the Forest entrance. Hopefully this will let them know that they should wait for the morning to come before journeying into the woods.

The warmth of the sun can be felt on this partly cloudy summer's morning. After entering the forest, the characters walk 3 kilometers to the south upon The Oad. Suddenly they see a giant oak tree with multi-colored leaves standing 50 meters to the east of their position. This is the "One Tree." Heading east, the characters will notice a number of bushes full of ripe berries growing all around the Tree. A closer inspection of this area reveals that there are four kinds of bushes, each producing one different colored berry. There are bushes with black berries, purple berries, blue berries, and finally ones with red berries. If the party carefully examines the grouping of these bushes, they will discover that the bushes with purple berries and the ones with blue berries grow close to the One Tree whereas the other two kinds of bushes flourish further away from the One Tree. Also visible from this location

is a circular dirt clearing approximately 25 meters north of where the group is standing. Plenty of dead wood is available for building fires. The afternoon passes uneventfully (the characters should spend some of the time deciding which 12 berries to pick, preparing the clearing for the campfire, and meditating) and soon it will be dusk. The minutes go by and then the sun sets below a pink horizon. Slowly the moon peaks out over the eastern sky and the time for the ritual has come!!

GM Note: Be sure that the players declared how many and which kind of berries their characters collected and put into their special containers during the day. Each container will hold only 12 berries. Also make sure that the players remember the instructions given to them for the ritual by Arx Skystone.

The type(s) and number of berries eaten by each character will influence the resulting effects produced upon the character. The Berries of Truth are unique and therefore their effects are different from those listed in the **GAMMA WORLD™** game rules. They grow only in this one spot in the postholocaust world. The following paragraphs describe the effects the berries have on Humanoids and Pure Strain Humans when eaten. Bonuses and minuses to attribute scores resulting from the berries are permanent.

THE BERRIES' EFFECTS

Black berries are poisonous to PSH and Humanoids, but taste very sweet when eaten. Once asleep, any character that has eaten from these berries will suffer terrible nightmares. The effect of the poison is felt two hours after the black berries have been swallowed (check the **Poison Matrix** in the rulebook for results). The total number of black berries eaten will indicate the level of poison digested by the character (see below).

Black Berry Effect Table

Number Of Berries Eaten	Level Of Poison
1-4	12
5-8	15
9-12	18

The **Red berries** taste bitter and produce losses to the mental state of PSH and Humanoids alike. Additionally, these berries cause lowered constitution scores in Pure Strain Humans. The permanent losses to mental strength, intelligence, and constitution suffered by a character depend on the number of berries eaten. Aside from the detrimental effects produced, anyone eating these red berries will experience strange cosmic-like dreams full of spinning lights and bright colors.

Red Berry Effect Table

Berries Eaten	Losses To Mental Strength	Intelligence	Constitution
1-4	-1 / -2	-2 / -1	— / —
5-8	-3 / -3	-3 / -2	-1 / —
9-12	-4 / -5	-4 / -3	-3 / —

(Note: The first set of numbers refers to the losses suffered by PSH characters while the second set shows the losses suffered by Humanoid characters. A reduction of constitution in PSH's will **not** result in the loss of hit points.)

The **Blue berries** are the Berries of Truth for the Humanoids and **should** be the ones eaten by Humanoid characters. The effects the berries have on Humanoids are as follows. 1 to 4 berries eaten results in a 25% chance for a mental defect and a 70% chance for a good mental mutation (roll % dice twice, if 1st roll is 25 or lower then a defect results, next if 2nd roll is 70 or under then a good mental mutation results). If 5 to 11 of these berries are eaten, then the Humanoid receives 1 good mental mutation, a 35% chance for a good physical mutation, and a 20% chance of a mental defect. If a Humanoid happens to eat 12 of the blue berries, then he or she gains 2 good mental mutations, a 60% chance for a good physical mutation, +1 on the mental strength score, a +1 bonus added to the intelligence score, and a 15% chance for a mental defect.

The blue berries produce the following effects when eaten by Pure Strain Humans: 1 to 4 berries eaten results in a 24 hour coma, 5 to 8 berries ingested results in a 12 hour coma and -1 on physical strength, 9 to 12 berries eaten results in -2 on physical strength and -2 on dexterity.

The Berries of Truth for the Pure Strain Humans are the **Purple berries**. The benefits gained by PSH when eating these berries are the following: 1 to 4 berries eaten results in a bonus of +1 being added to a randomly determined attributes are increased by +1. Eating 12 purple berries increases the PSH attributes by the following amount (roll % dice for a possible bonus):

Purple Berry Effect Table

Die Roll	Bonus
01-50	+1 on intelligence
51-00	+2 on intelligence
01-30	+1 on mental strength
31-00	+2 on mental strength
01-25	+0 physical strength bonus
26-65	+1 on physical strength
66-00	+2 on physical strength
01-50	+0 dexterity bonus
51-80	+1 on dexterity
51-80	+1 on dexterity
81-00	+2 on dexterity

Should a Humanoid character eat any of the purple berries, the following effects will result: 1 to 4 berries eaten results in a 12 hour coma. 5 to 8 berries eaten will cause a physical defect in the Humanoid. 9 to 12 berries ingested will cause a physical defect and a 50% chance for a mental defect to appear.

GM Note: Humanoid characters eating the blue berries and Pure Strain Human characters eating from the purple berries will each have dreams about the village of Far-Go being saved from the famine and visions of a chicken processing factory (See encounter [10]). The amount of Berries of Truth eaten by each of these characters will determine the extent and richness of the dreams. 1-4 berries eaten and the character will have only vague dreams of a factory and the feeling that chickens are involved in some way. If 5 to 11 berries are eaten, these characters will clearly see a sign on a fence that reads "La Prix Industries — Chicken Processing Factory." They will also feel compelled to go to the factory because of a "feeling" leading them in that direction (see encounter [9]). If any of these characters eats 12 of the appropriate berries, then each one of them will have the same visions described above, plus

the vision of a highly radioactive zone in which the group can be seen to be travelling through for some reason.

Any character eating more than 12 berries or eating the berries of a fellow companion will have the following results. Ingesting more than 12 berries within the first 24 hour period will cause a coma, and the GM will have to roll % dice once each day until the character recovers or dies. The following table indicates the results of the % dice roll of the GM:

Coma Table

% Dice Roll	Result
01-20	Character Recovers
21-50	Still in Coma
51-00	Character Dies

If any of the berries are eaten more than 24 hours after the ritual, there will be no effect whatsoever on any of the characters. Eating berries handled by someone else will result either in death (75% chance) or in the permanent reduction of two randomly determined attributes (25% chance) to a value of 6. The berries, once eaten, will bring on a very deep sleep for about 12 hours.

One final note—All the characters who are still alive after berry-eating ritual are considered adults, whether they ate the the wrong color of berries or not. Those characters that ate the right type of berries (blue for Humanoids and purple for PSH) and thus gained bonuses to their attributes or received new mutations will be looked on with great favor when they return to the village.

TAKEN PRISONER

GM Note: While the entire group is asleep, after completing the ritual, a party of Badders discovers them and takes the characters prisoner to their underground lair (See Encounter 8).

Captured By Badders—Encounter [8]

As the characters fell into their berry-induced slumber, a group of Badders wandered by and took the party captive. As the group begins to wake up, they find themselves in total darkness. Each of them has his or her hands and feet loosely bound with vines, and they can feel the dirt of the floor and walls against their bodies. (See The Badder Warrens map for the location of the characters in chamber H.) It is possible for the characters to try to untie each other's bindings, but this will take 15-30 minutes of concerted effort by the group members. There is no guard in this blackened chamber, but a male Badder (AC 4; MV 12; HD 6; hp 18; AT 1 bite; DM 1(d6)-6; MU Empathy) checks in on the group once per hour. This Badder was just in the chamber 10 minutes ago. All of the characters' weapons and equipment have been taken to another part of the complex.

If the characters get into a fight with the Badders before they have picked up any weapons, they may fight with their fists (punch). A PSH or Humanoid character can only do damage to another creature whose Armor Class is 6 or greater in this case. When punching, use the Physical Attack Matrix II+ to determine the "to hit" roll needed. Only 1-2 pts. of damage is done with any successful punch.

GM Note: If the character that had the medallion was wearing it at the time of the capture, then that character still has the medallion in his or her possession.

THE BADDER WARRENS

General Notes About The Complex All tunnels are roughly 2 meters wide and just over 1.5 meters high. The whole complex is made from packed-down dirt. The whole eastern side of the complex is situated deeper underground than the west side. This is indicated on the map of the warrens by the arrows. Each short arrow designates a steady decline of 3 meters from the beginning of that tunnel section to its end. The single long arrow shows a steep decline of 6 meters in the short section of corridor from the main chamber to the supplies cache. The two outdoor entrance areas leading down into the warrens are camouflaged by bushes, vegetation, and vines (a construction made by the Badders). Unless specifically looking for these entrances, most creatures will pass by the two holes without noticing they are there.

A. Main Meeting Chamber This, the largest chamber in the complex, is the central location of the warrens. Used as an eating, meeting, and worship place, this giant room is roughly 20 meters long by 20 meters wide and 3 meters high. Three torches placed about the chamber provide most of the light for this room. In the northeast corner there are always three fires going; usually used for cooking, for heat, or as a source for lighting torches. Near these fires are a number of low tables scattered about the area with several grass mats for sitting located at each table. There are 3 female Badders standing between the tables and the fires preparing their morning meals (AC 4; MV 12; HD 6; hp 16, 14, 13; AT 1 bite; DM 1-6; MU Empathy). The worship area and altar for the Badder's primitive religious ceremonies fills the southern half of this great room. Dominating the worship and centered on the south wall is a large, tattered picture hanging between two pairs of crossed silver swords. The painting, shows a badger dressed in a red and white sweater with a large white W emblazoned on the front. The Badders found this picture many



decades ago while hunting for food far away. Since then, they have worshiped this figure as their supreme deity and protector. Any intruders disturbing the contents of the south wall will bring the wrath of the entire clan upon themselves for desecrating these sacred items. The other predominant feature in this section of the main chamber is the wooden altar. The altar is used mainly for the military-religious ceremonies presided over by the clan leader of the Badders. Here, pledges are made, pleas to the Badder deity are spoken, and thanks given for successes bestowed upon the clan. In this area there are also many grass mats for the worshipers to sit on. At this particular time there is one male Badder standing by the altar. He is wearing crimson and white plaid kilts and has his right forepaw gripping a Short Sword on the altar top (AC 4; MV 12; HD 6; hp 23; AT 1 Short Sword or bite; DM 1-6; MU Empathy).

If the characters visibly appear in this chamber, the 3 females will run out either the north exit to chamber **G** or the east exit to chamber **E**, while the male Badder will growl loudly for help and then attack with his Short Sword. The GM should determine whether any help comes, and if so, how soon it arrives. The GM may wish to make the arrival of help dependent on how well characters are faring at this point. In the southeast corner of this chamber is a hidden door that leads to area **D**. If the characters actively search this area of the room, they will have a 50% chance of finding the hidden door.

B. The Play Room In this area, the young Badders spend a large part of each day playing various games and developing their natural ferocity. There are some playing aids for the young Badders located in the south part of this chamber. These toys range from wooden building blocks to flimsily constructed replicas of Swords. A torch on the southern wall lights this area. Playing games in this room are four young Badders (AC 4; MV 12; HD 6; hp 6, 6, 6, 6; AT 1 bite; DM 1-6; MU Empathy) being watched by a female with a Club by her side (AC 4; MV 12; HD 6; hp 17; AT 1 Club or bite; DM 1-6; MU Empathy). If an intruder enters, the female Badder will attempt to throw herself between the intruder and the young ones. A 2 meter by 2 meter cut-out section along the north wall contains one of the warrens' two entrances leading to the surface.

One guard is always posted near these upward climbing steps as a means of protecting the clan from intruders. When on sentry duty, a guard always carries a Shield with a white W painted on it, a Short Sword, and a Dagger. The present guard (AC 3; MV 12; HD 6; hp 25; AT by weapon or bite; DM 1-6 or 1-4; MU Empathy), wearing crimson and white plaid kilts, is watching the young Badders playing with one another. The guard will fight to the death with any creature that invades the underground complex. He will also attempt to growl out a warning to the members of the clan, if he gets a chance to do so.

C. The Training Area This room is lit by two torches and has a ceiling height of almost 3 meters. Every male Badder spends a great deal of his young adult life in this chamber, training to become a fearsome warrior. Here, the fundamentals of offensive and defensive fighting tactics are ingrained into each Badder. The many exercises and the exhaustive hours of practice make the male Badders tough opponents in melee situations. Each male is taught the fine points in the art of using the Sword, the Mace, the Axe, and the Crossbow. Those males who show great skill and exceptional strength are awarded the crimson and white plaid kilts of honor. Often times practice combat is run to demonstrate certain aspects of battle. Located in this chamber are 4 cloth dummies of human-type figures on stands, a dozen or so large, flat pieces of wood with hack marks in them, some medium-sized rocks, and a 3 meter circular roped off area in the northwest corner. In the



northwest corner of the chamber a male Badder (AC 4; MV 12; HD 6; hp 19; AT 1 Battle Axe or bite; DM 1-8 or 1-6; MU Empathy) is in the midst of training by attacking one of the dummies with his Battle Axe. There are no other weapons in this place, other than the Battle Axe as the Badder's other weapons are stored elsewhere in the complex. This young adult male Badder, will attempt to fight the characters should he see them enter this area. Since he is a bit foolish, this Badder will fail to call out for help.

D. The Supplies Cache Protected by the hidden door located in the main chamber, a steep decline of 30 degrees leads to this cache where food, water, and other supplies are kept. This is the second largest chamber in the entire warrens having a 5 meter high ceiling. When the Badders began their digging in this section of the complex, they discovered a natural water source. After completing the complex, they chose this area for supply storage. The whole area is always kept dark so torches must be brought along to light this cache when gathering the supplies. There are two alcoves along the eastern half of the cache where food is kept for the winter months and hard times. The existing food surplus is getting low, but there are still a moderate number of large sacks filled with grain, corn, and dried meats available. To the northwest is a large pile of dry firewood. The Badders also have various types of plants and herbs contained in small cloth sacks leaning up against the west wall. These herbs and plants are generally used for healing wounds, curing sickness, and neutralizing poisons. If any PSH or Humanoid character attempts to use these herbs there is a 50% chance of a negative result occurring (1-4 x d6 hit points of damage), a 25% chance of death being caused, and a 25% chance for the desired cure to result. A bit to the south of these sacks of herbs and plants are some animal skins being dried and cured so that clothing and Shields can be made for the clan. The water in the cache, part of the natural spring, is less than 1.5 meters deep.

E. Chamber Of The Nobles Instead of a dirt floor like the floors in all the other chambers, this area is padded with a giant woven grass mat stretching across the entire floor surface. Two burning torches keep this 2 meter high chamber well lit at all times. These are plush living and sleeping quarters (in terms of Badder standards) for the clan leader, the

2 nobles, and their families. Found in this room are six beds, some tables and chairs, a few colorful woven mats, and two intricately carved wooden stands. Sitting at one of the tables are 2 young Badders (AC 4; MV 12; HD 6; hp 6, 6; AT 1 bite; DM 1-6; MU Empathy) eating porridge and being scolded by a female Badder (AC 4; MV 12; HD 6; hp 12; AT 1 bite; DM 1-6; MU Empathy) for playing with their food. Walking toward a wooden stand in the north area of this chamber is a Badder noble (AC 4; MV 12; HD 6; hp 31; AT 1 bite or Mace; DM 1-6 or 2-7; MU Empathy). This Badder is wearing kilts of honor and cloth shirt which distinguishes him as a noble. The shirt is very similar in appearance to the sweater worn by the Badder's deity in the sacred temple picture. On the wooden stand that the noble is heading for is a Mace, and he will grab it at the first opportunity should there be any indication of trouble. Lying on top of the other beautifully decorated stand are 2 large leather pouches and a shiny black container with pink roses painted on the lid. One of the pouches contains 75 domars and the other has 110 gold pieces in it. The shiny black object is a musical jewelry box that still plays music when the lid is lifted. The box contains 2 platinum chains, a gold necklace with a ruby pendant, a diamond ring, 3 loose precious stones, a button with the words "NO NUKES" printed on it, a silver pocket watch (broken), and two gold pens. The pens are Transmitter/ Receivers (excellent condition) that directly broadcast and receive radio signals in a 1 kilometer radius. The Badders do not know that there is anything special about the two gold pens. All of the characters' belongings, except for their weapons, are sitting on two of the tables.

F. Weapons & Treasure Storage This blackened chamber is where the clan's weapon and treasure hoard is kept. All of the weapons and treasure located here belong to the clan collectively. There are 3 huge cloth sacks; one containing 750 domars, another holding 600 gold coins, and the last one containing an assortment of 25 to 30 useless junk items from the days of the Ancients. The GM may wish to specify some of these items for the players, but that is left up entirely to his or her discretion. The weapons are stored in piles, each one containing a different type of weapon. Located in these piles are 7 Clubs, 10 Hammers, 4 Maces, 12 Spears, 5 Battle Axes, 8 Short Swords, 3 Long Swords, 7 Crossbows, 45 Crossbow bolts, and 15 Shields. There are another 3 piles set off by themselves containing artifacts from the Ancients that the Badder clan has uncovered in their excavations. The weapons taken from the characters are also stored here. The artifacts found in two of these piles are a Laser Pistol (perfect condition) with 4 shots remaining, a pair of Infra-red Goggles (good condition), Plastic Armor (perfect condition), a Fusion Rifle (excellent condition) with 1.5 meter cable, and a Vibro Blade (perfect condition) with 10 minutes of battery power left. The Fusion Rifle is inoperable at this point because the necessary converter and power source are missing. Only the clan leader and the nobles know how to use these artifacts or are permitted to use them.

G. Chamber Of The Elite In this area the elite Badder warriors and their families live and sleep. Badders who perform well enough to earn the kilts of honor live in this chamber with their family members. There are 7 beds and some mats located along the north wall, while a table with 6 chairs is situated in the south half of the chamber. A torch in the south wall provides this 1.5 meter high area with enough light to keep it fairly luminous. Resting, with his eyes closed, on one of the few grass mats is the male Badder that has been looking in on the characters every hour for the past 3 hours. He has a Dagger beside him (AC 4; MV 12; HD 6; hp 18; AT 1 bite or Dagger; DM 1-6 or 1-4; MU Empathy). If the characters act quietly, there is a 35% chance that they will be able to sneak around this guard.

H. Chamber Of The Common The rest of the Badder clan sleeps and lives in this room. In this 1.5 meter high area are 10 beds along the west and south walls, a half dozen woven mats scattered about, and a table in the center of the chamber with 8 chairs placed around it. No torch is burning and the entire area is shrouded in darkness at the present time. On the northwest wall is a specially constructed torch-holder. The player characters will discover that they are the only occupants of this chamber currently. Nothing of any interest or value is kept in this room, although a bit of dried meat is sitting on the table and may be eaten by the characters if they are hungry.

I. The Guard Post The other entrance to the surface from the Badder warrens is located in the tunnel system to the south of the complex. A guard is always posted in the darkness of the southwest branch tunnel. He will attempt to attack intruders from behind and growl out a warning to any Badders close at hand. The current guardian (AC 3; MV 12; HD 6; hp 24; AT 1 Mace or bite; DM 2-7 or 1-6; MU Empathy) of the entrance has been at his post for several hours and is feeling drowsy. If the characters were to try to leave the complex by way of this exit, they would have a 25% chance of leaving undetected. The Badder guard is wearing the usual crimson and white plaid kilts of honor and carrying his Shield emblazoned with a white W.

J. The Partly-Exposed Artifact In the short tunnel to the north and east of the entrance location is a metallic object partly sticking out from the tunnels' end. All that can be seen of this ancient artifact (a buried 1995 model Lincoln Continental Mark IX car) is the right front headlight, tire, grill, and body panel. The Badders uncovered this artifact about 4 years ago and have left it partly exposed as a trap for ensnaring intruders. Any undesirables spending too much time in this tunnel may soon find themselves trapped between the buried artifact and a group of very angry Badders. The guard at area I has a 50% chance each 10 minutes of hearing noises coming from this place if intruders are not quiet.



K. Dead End Traps These dead end areas are trap locations for incapacitating intruding creatures. A thin vine is stretched across the alcove area and anyone or anything that trips over it in the dark will unloose a mountain of dirt upon his or her head. There is enough dirt in these traps to keep one person buried for over an hour or up to 5 people buried for about 10 to 15 minutes. A warning noise is sounded whenever one of the mechanisms is tripped.

THE HUNTING PARTIES

A group of Badders from the complex is out hunting for more food and will return to the warrens by nightfall. Included in this hunting party is the clan leader (AC 2; MV 12; HD 6; hp 36; AT 1 Long Sword or bite; DM 1-8 or 1-6; MU Empathy, Cyrokinesis, Precognition), a noble (AC 3; MV 12; HD 6; hp 34; AT 1 Battle Axe or bite; DM 1-8 or 1-6; MU Empathy), and 4 males (AC 4; MV 12; HD 6; hp 23, 23, 22, 21; At 1 Short Sword or bite; DM 1-6; MU Empathy).

The characters are being held prisoner until the clan leader returns to the warrens, at which time he will make a decision as to what to do with the captured group. Also out of doors at this time are 3 female Badders who are looking for berries and vegetables (AC 4; MV 12; HD 6; hp 14, 14, 13, At 1 bite; DM 1-6 MU empathy). They will return underground sometime in the afternoon.

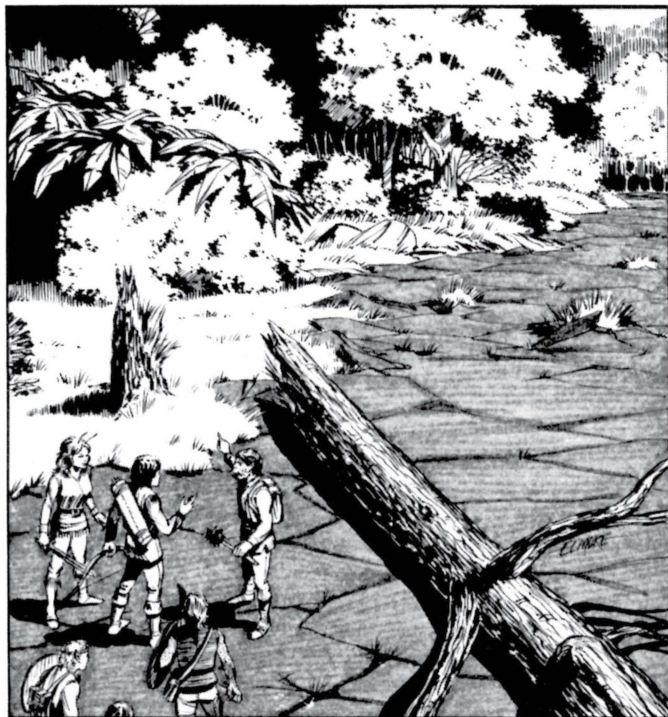
OUTDOORS

When the characters exit the underground Badder complex, they will see that they are in the southeastern edge of a forest. None of the landmarks in this region are familiar to the party members, although the types of trees seem similar to those they observed from The Oad when they were travelling through the Forest of Knowledge. To the east and south of their position, the characters can see open grasslands and slightly rolling hills.

Compelling Dreams—Encounter [9]

GM Note: After the escape from the Badder warrens, the characters should once again head for The Great Oad. It is necessary that the group reach The Oad south of encounter [9] in order for the ritual dreams to fulfill their purpose. If there are any problems with the group finally reaching this encounter location, then let one of the characters have a dream and give that character a clue as to which direction the party should travel.

Having headed up The Great Oad past the hilly section, the characters notice just ahead a fallen tree that apparently was struck by lightning. Oddly enough its trunk seems to be pointing to the west-northwest. This huge burnt tree lies completely across The Oad. All characters that ate 5 or more correct Berries of Truth (blue for the humanoids and purple for the PSH) during the Rite of Adulthood will know this is a sign linked to their ritual dreams. These group members will each feel a strong urge to begin walking in the direction that the tree's trunk is pointing. After a few minutes of meditating, every one of the affected characters will choose to travel in this west-northwest heading, and none of the other remaining party members will be able to convince them not to go in this direction. Player characters who ate less than 5 of the appropriate Berries of Truth will only be 50% likely to feel this compulsion. Those who are determined by the GM to be affected by this pull will also follow their urge and begin walking in the direction pointed out by the tree trunk. Any remaining non-effected party members must now decide whether to continue their direct route home along The Great Oad or make a change in plans and head west-northwest into the unknown.



GM Note: The party should be encouraged to remain together!! After the characters have travelled about 1 kilometer, they will have a 30% chance of coming across an old service road. This dirt path leads directly to the La Prix Chicken Processing Factory. If the group fails to find this old dirt road initially, check again when the characters enter the next hex on the large scale outdoor map. Again, they will have a 30% chance of discovering the service road as they continue walking west-northwest. Continue this procedure until they find the road leading to the factory or until they find the factory itself.

Automated Chicken Processing Factory—Encounter [10]

CURRENT SITUATION

For some unknown reason, not a single human from La Prix Industries has visited the Automated Chicken Processing Factory for the past 81 years. The main computer, obeying its generalized programming, has taken the initiative and has been running the daily operations of the complex for all these years. The crucial radiation experiments that were designed to finally yield a chicken stock that would help end world hunger have been continued by order of the computer, but without the evaluation of any scientists (since none were available). A malignant species of mutated chicken (designated only as Gallus Gallus 5/13 by the main computer) has recently developed from the effects of these ongoing radiation experiments. Now the entire complex is potentially at the mercy of these newly created mutants.

Within the last two days, all of these experimental, but highly intelligent, mutated chickens have taken over parts of the factory complex. In this time they have managed to arm themselves and destroy a few of the security bots along with damaging sections of the building. At present, they are trying to learn as much about the factory as possible, but the main computer is opposing their efforts to some extent. These mutant chickens are crazed and will attempt to destroy anything or anyone that gets in their way (except the main computer). Eventually, these chickens hope to leave the complex, destroy it, and then live out in the wild, armed with their weapons and their superior intelligence.

OUTDOOR AREAS

Paved Service Road The paved 20 meter wide service road links the various parts of the factory complex together. Made of special synthetic chemicals mixed with minerals and tar, this road has fared quite well over the years. Of course repairs are needed occasionally and the complex uses its Engineering Bots (heavy duty) to fix and patch the service road. The factory is also responsible for the upkeep of the first 100 meters of the main road leading to and from the complex (see map). The condition of the main road not under maintenance supervision by the factory is poor and marked by pot holes and broken pavement. As the characters approach the complex, they see nothing moving about on the service road; it looks deserted.

Landing Strip Located at the southern end of the factory complex is a landing area for small-sized air vehicles. Cargo planes and helicopters are the usual type of aircraft that land on this 200 meter long by 80 meter wide landing strip. Bales of hay piled 1.5 meters high and 3 meters wide completely surround the air field and act as protection in case any aircraft happens to lose control on the airstrip. A 2 meter tall by 15 meter wide metal gate acts as the entrance from the service road to the landing site. The gate is bolt-locked. There are no security devices located here; so anyone can unlock the gate and enter the landing area. All air traffic destined for the La Prix Industries Chicken Factory is guided from a transmitter/receiver tower, standing 30 meters tall and situated in the northwest corner of the landing area. This tower is directly linked to the main computer found inside the factory building. The computer acts as air traffic controller, establishing landing patterns and observing flight progresses.

A helicopter is sitting on the landing strip not very far from the entrance gate to this area. If the characters try to enter the helicopter, they will discover that it is locked. On the left-hand door there is a credit card sized slot and beneath this slot are a green colored strip and a red colored strip. The colored strips indicate the two types of I.D. cards that can be used to unlock the helicopter door (see the I.D. Card Table). A small atomic power cell and an onboard computer are the two main elements needed for the helicopter to function. There is no cargo inside, but this aircraft is fully ready to take off at any time. Because the helicopter has been idle for 87 years, there is a 25% chance that it will malfunction during mid-flight. Specially developed anti-corrosive paints were used on this aircraft and so there is no evidence of weather damage done to the body. The helicopter is painted a dark blue with brilliant yellow lettering visible on both sides of the body. The three letters "LPI" stand out prominently on the helicopter frame.

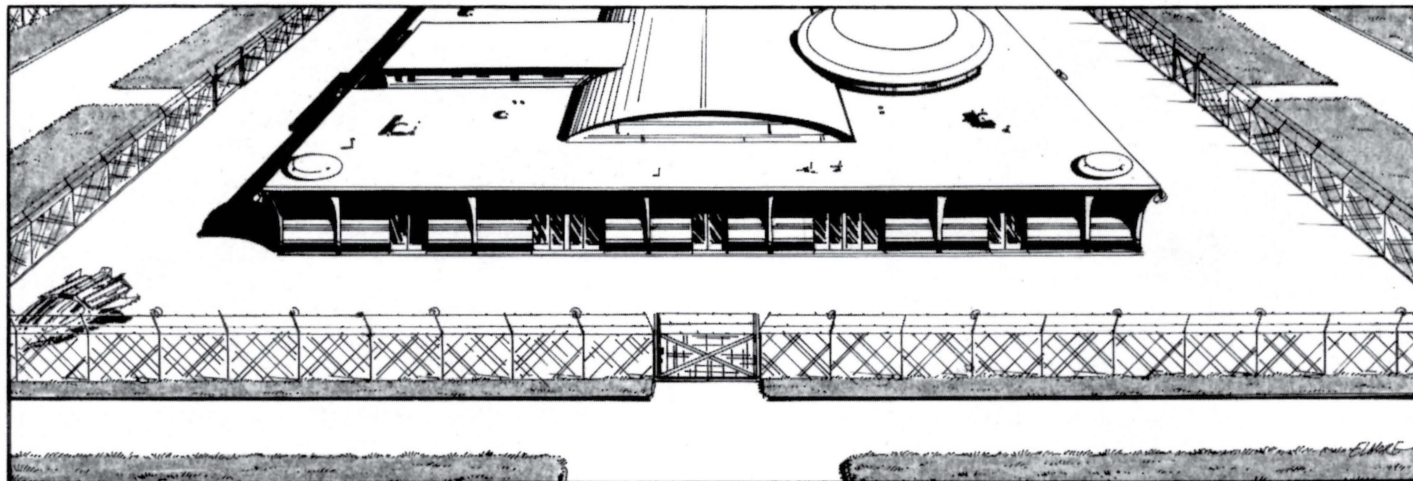
The Crops The entire west end of the complex is devoted to growing crops in order to provide food for the chickens. A square plot of land 500 meters by 500 meters, this field has growing in it; corn, oats, and a special hybrid grain developed to fatten up the chickens. There is a 1 meter high chain-linked fence with barbed wire at the top completely encircling the crops. Two gates, connecting the fields with the service road, are bolt locked at all times. These gates do not have any security devices on them and can be easily opened by releasing the bolt. When opened, each gate provides a 15 meter wide entrance to the fields. The characters will not see anyone working the withering crops, but some heavy farm machinery is visible in the fields. The equipment is not functioning at the present moment.

Electric Fence Surrounding the factory building itself is a 4 meter high duralloy chain linked fence with 0.5 meters of barbed wire attached at the top. An electric current continuously runs through the fence and any type of physical contact will

produce 7d6 points of electrical damage to any creature in the form of severe burns. The double front gates, located on the east wall, provide the main entrance to the factory. A large sign posted inside the fence and just to the south of the main gates reads as following: "La Prix Industries - Leaders In Processed Foods (Meat Division: Chicken Factory 36A//2116 bxi) Lucien La Prix, Founder 2203." Another security slot is found at the front gates with four colored strips displayed below. The colors of these bands in order from top to bottom are yellow, green, red, and blue. A wide-angled camera implanted in the left-hand gate scans the area ahead for approaching humans, creatures, etc. This observing device is directly interfaced with the complex's security room and the main computer. A small painted sign on the inside of the right-hand gate reads "If You Need Help, Please Press The Red Button." When pressed, the

necessary for the Hover Car to become operational once again. If the players manage to figure this out, there is a 60% chance that the car will run. Even if the car does start, it will have a slightly jerky motion when driven, due from disuse. Unfortunately, the Hover Car will finally run out of atomic power after only 50+10d6 kilometers travelled. Except for the parked Hover Car, this area is deserted.

Open Areas The open land in and around the complex is mostly flat and grassy. The strip of land between the service road and the electric fence at the front entrance displays a long row of finely trimmed hedges and beautifully potted plants. More hedges and blossoming flowers can be seen gracing the land between the service road and the landing strip. Behind the factory building to the west is a small dump site. In the dump



small round, red button activates the speaker system in the gate which is hooked into the main computer terminals. Upon activating the communications device, a soothing male voice will ask, "How may I help you?" Although it sounds very natural, this voice is produced by the computer. Any human-sounding voice will get an answer to his or her inquiries. Any creature whose voice is not human enough according to the computer's specific parameters will be given the following warning, "This is a restricted area. Please leave immediately." The speaker voice will give this warning three times. If the creature is still within camera view, Security Bots will be dispatched to evict the intruder. When, and if, the front gates are opened, they slide completely back on a track along the fence and make a 20 meter wide entrance leading to the factory building. There are also three emergency gates located on the north, west, and south fences. Each gate is controlled by I.D. cards and has green, red, and blue strips located directly below the card slot.

Paved Lot The entire area just inside the fence and outside the factory building is paved with the same material as the service road. On the sides and back of the building the paved area is 20 meters wide, but in front a 50 meter area is paved. This area is in excellent condition due to the constant maintenance it receives from the engineering bots. Parked in the southeast corner on the front pavement is a locked Hover Car. There is a security lock on each of the four doors requiring the use of an I.D. card with either a yellow, green, or red band. If the characters carefully search underneath the Hover Car, they will discover a still functional red I.D. card. The Hover Car is painted dark blue with the brilliant yellow logo "LPI" printed on the front doors. A license plate on the rear of the car reads "LPI-PRES." The Hover Car has sat in this spot for over 82 years, and the water needed to run the steam turbine has evaporated. Adding water to the steam engine container is

site are six large barrels filled with plant waste along with unwanted chicken parts collected during the chicken patty making process. About 100 meters to the north of the main road just entering the factory complex is a pond of water. This water source is directly connected by underground pipes to the atomic reactor located inside the factory building. The pond provides the water needed to cool the reactor down. Afterward the "hot" heavy water from the reactor core is dumped back into the pond. If the characters look around these areas, they will not see any factory personnel working. Actually, an Engineering Bot (heavy duty) is working at the bottom of the pond trying to open a clogged water intake valve. This robotoid (AC 2; MV 32; HD 40; hp 200) is not visible from the pond's surface and will not finish its work for at least 4 more hours.

Factory Building The structure itself is constructed from concrete reinforced with duralloy. The dimensions of the building are 80 meters long by 100 meters wide by 10 meters high. The outer walls are 2 meters thick and can withstand the damage caused by most grenades, bombs, and mini missiles. In the front of the building there is a 3 meter duralloy overhang that was built to protect workers loading vehicles from bad weather. There are 7 doors, 4 large sliding ones and 3 normal-sized ones, all located in the front of the factory (see following specific room sections for more details about these doors).

INDOOR AREAS/ROOMS

General Notes Each and every door within the factory building needs an I.D. to open it. The types of I.D. cards that will open a particular door or set of doors are listed under the appropriate room descriptions. All doors are made from plastic and can withstand 50 points of damage before collapsing. Doors that connect a room to a corridor open into the corridor

but doors that connect rooms together slide open and then close. All rooms are unlit until occupied, except for rooms specifically noted in room descriptions.

The following table lists the different color-coded I.D. cards, stage equivalent, and the type of factory personnel the corresponding card was designed to give authorization to:

I.D. Card Table

Color of Card	Authorized For
Yellow (Stage I)	General Employees & Visitors
Green (Stage III)	Scientific Personnel & Technicians
Red (Stage IV)	Security Personnel
Blue (Stage II)	Robotic Units

Each working robotoid will have a blue I.D. card in its possession in order for it to have access to the various parts of the complex. A red or a green I.D. card is required for voice activation of all factory bots except for Medical and Veterinary Bots and Companion Units. The use of a yellow I.D. card is sufficient to voice activate the Medical and Veterinary Bots, and the Companion Units do not require the use of any I.D. devices for their operation.

Unless specifically noted in the room descriptions, robotoids will act indifferent to PSH's but will respond hostilely to Humanoids when first encountered. If the PSH characters ask for help, the robotoids will assist within the limits of their programming. If the PSH characters order any robotoid to behave in a friendly manner to Humanoid characters, it will comply in 1d4 rounds.

Located at various places within the building are pairs of security monitors which look for unauthorized personnel in their specific area of the complex. All monitors are directly hooked into the factory's security system and to the main computer. If a monitor should discover a potential security violator (be it a human or a creature), the following will occur.

- 1) The doors ahead and behind the violator will automatically lock and the computer will override the I. D. card system for these two doors.
- 2) Security personnel will be notified by the radio signal of the violator and his or her position.
- 3) Authorized security personnel will be allowed to open one of the locked doors and the violator will be escorted to the detention area in room **Q**.

These monitors rotate slowly and sweep across different areas for maximum coverage. The range for any one monitor is a detection limit of 6 meters. Each monitor can sustain 15 points of damage before it will fail to function. It is possible for one monitor to keep on working while the other one is out of service.

GM Note: The mutated chickens have not been able to break the security system, so they have disabled some of the security monitors by firing their weapons at them. These monitors will appear burnt and partially melted, and will not rotate. On the map of the factory building, the monitor symbols with x's over them indicate which monitors have been destroyed by the mutant chickens. The doors in the immediate vicinity of these destroyed monitors still function normally through the use of proper I.D. cards.

The filled-in areas on the map between corridors and rooms are not solid concrete walls as it might appear, except around the atomic reactor in room **CC** where the filled-in space does

indicate solid, protective reinforced walls. These solid spaces represent air ducts, heating and cooling vents, and other general environmental machinery needed to keep the factory running. Due to the constricted space and the extreme heat generated, only specially designed servo bots can enter these areas.

Finally, the entire building is protected from fire by an advanced sprinkler system. Thermal detectors in the walls are linked to the main computer. Any temperature above pre-programmed limits for that specific area will cause the ceiling sprinklers to activate. These sprinklers will continue to operate until the thermal detectors record a safe temperature for the effected area.

A1-A6. Chicken Coops—Experimental Chickens A green, red, or blue I.D. is required to enter any of these six rooms. There is a 25 centimeter by 50 centimeter pane of shatterproof glass at eye level in each door for viewing the room from the corridor. Each 10 meter square room contains four large cages separated from each other by a two meter walkway. The large 4 meter by 4 meter cages are constructed from steel and require green, red, or blue I.D. cards to lock and unlock their respective cage doors. Previously these rooms housed the experimental chickens that were exposed to controlled doses of radiation.

Unfortunately, when an incorrectly mixed radiation injection was given to the Gallus Gallus 3/24 specimens, the main computer was unaware that it had just started the mutational process that would produce in less than two months a specie of terrible chicken...the Gallus Gallus 5/13. The Gallus Gallus 5/13 emerged as a living, thinking menace to the complex...and possibly Far-Go and the surrounding region.

Presently, all the doors to these rooms are locked. If the characters look through the viewing glass to room **A3**, they will see the southwest cage door open and the body of a dead mutant chicken lying on the ground. Once inside the room, a close inspection of the body will reveal that it has been hit three times in its midsection by laser fire. Gazing through the glass into the room **A6**, the party will notice a badly singed, mangled security robotoid lying in the central walkway area. The robotoid appears to have suffered laser damage as some its circuitry is melted down. No weapons or other important items can be found on the Security Bot. If the adventurers enter the room, they will also see two more dead Gallus Gallus 5/13's with laser burns all over their bodies. The body of one of the giant chickens lies in the northeast coop and the other body is propped up against the north walls of its cage. All the other chicken coops in these rooms are empty and locked.

B1-B6. The Chicken Hatcheries These six rooms house the incubators, life monitoring devices, and the cages used to raise baby chickens of all types. It takes a yellow, green, red, or blue I. D. card to gain entrance to the hatcheries. The doors to these rooms also have specially constructed viewing glass inlaid into them, identical to the ones described in the section on the chicken coops **A1-A6**.

Each room has a 2 meter wide central walkway running from east to west with a smaller 1 meter wide path encircling the central walkway. These pathways give the bots and factory personnel access to the various incubators and cages. The temperature in these 10 meter by 10 meter rooms is roughly five degrees (celcius) warmer than that of all the other rooms in the complex. The incubators along with the life-monitoring devices are located in the center of the rooms between the central walkways and the smaller pathways. The cages in which the baby chicks live are on the outer perimeter of these rooms. The baby chicks are allowed to grow and develop in

these cages for a few weeks before being transferred to the general coop rooms (see rooms **C1-C24**).

All six hatchery doors are locked. The door is burned and has been slightly damaged by laser bursts (5 hit points taken). Looking in through the viewing glass, the party will see that hatchery room **B1** is in order but empty. All normal operating functions have been shut off. The cages in rooms **B2, B3, B5,** and **B6** are full of baby chicks at various stages of development and the incubators within contain numerous eggs.

The incubators and chicken coops of room **B4** house all the varieties of mutated baby chicks and the eggs of mutant chickens. There are 11 baby chicks in cages labeled Gallus Gallus 3/24 and 5 baby chicks in coops labeled Gallus Gallus 5/13. The Gallus Gallus 3/24 chicks are green in color, with large yellow eyes, and have three small horns protruding from their heads.



All other cages are empty. A half dozen of the incubators have been destroyed and there are smashed eggs all over the floor in this area. Four of the incubators contain 8 red and purple spotted eggs each. All other incubators in the room are empty. These eggs are Gallus Gallus 5/13 eggs and, if broken open, are radioactive (intensity 6) to all creatures within 3 meters. This radiation is very short-lived; after 30 minutes, there is no trace of radioactivity left from any broken egg. The Gallus Gallus 5/13 baby chicks have all the powers that the adults possess except for the ability to bite opponents (AC 7; MV 12; HD 7; hp 7, 7, 7, 7, 7; AT none; DM n/a; MU Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, Body Structure Change (D), No Resistance to Poison (D)).

GM Note: Except for their physical mutations, the Gallus Gallus 3/24 are common chickens and have no special powers. Therefore, no characteristics are given for them.

C1-C24. The Chicken Coops — Normal Chickens The bulk of the factory space is taken up by these coops containing plump chickens produced through chemical processes and genetic engineering. More than two dozen types of chicken have been developed at this factory. Presently 8 varieties of these high-yielding chickens are being raised in these cages. Each of the 24 rooms requires a yellow, green, red, or blue I.D. card in order to gain entrance to the chicken coops. Each of these rooms contains approximately 50 cages, each measuring 1 cubic meter in volume. The doors to these areas have 35 centimeter by 70 centimeter shatterproof glass plates inlaid in them like the doors protecting rooms **A1-A6** and **B1-B6**. There is a central 2 meter wide walkway running north-south with a smaller 1 meter wide pathway encircling this central one.

All doors to these rooms are locked except for the doors to areas **C21** and **C22**. Both of these doors are heavily dented and have been severely damaged by laser blasts. The locking mechanism on both doors is non-functional and either door can be opened without the use of an appropriate I.D. card. Only about two-thirds of the chicken coops are currently filled in each room. If the players look into rooms **C1-C14** or **C16-C20**, they will see chickens of various sizes, shapes, and colors sitting and crackling in the cages. If the characters peer into room **C15**, they will see a Veterinary Bot (AC 3; MV 96; HD 20; hp 75) examining chickens as it moves about throughout the room. (See appendix for more information on Veterinary Bots.)

Should the characters enter room **C21**, they will discover in the southeastern pathway one dead Gallus Gallus 5/13 and one destroyed Security Robotoid. Searching the bot will yield the party a Grenade Launcher (excellent condition) and 3 Sleep Grenades (perfect condition). The mutant chicken's cause of death appears to be from a Needle Shot (Poison Tipped). The Security Bot suffered very heavy damage from laser fire and also sustained damage from intense heat concentration. A few of the coops in the immediate area are disturbed from the apparent battle, but none of the chickens seem to be hurt.

D1-D2. Food Storage—Chickens To enter these two rooms requires the use of a green, red, or blue I.D. card. The doors to these areas are made of solid metal and are always kept locked. The dimensions of both rooms are 10 meters wide by 8 meters long by 2.5 meters high. Plastic drums of grain, corn, and other hybrid chicken feed are stored in these rooms. All of the food stored in these containers is grown in the fields in back of the factory. A small amount of this food is additionally processed in the lab to raise its nutritional content. Both rooms are kept at a temperature about 5 to 8 degrees (celcius) below that of the normal operating temperature of the complex. These cooler temperatures help to preserve the stored food from rotting.

Both rooms are locked and the card slot to room **D2** has part of a chicken feather jammed in it. A knife or similar tool will free the feather from the slot with about 5 to 10 minutes of effort expended. This door will not open until the chicken feather is removed from the slot. If a character attempts to put an I.D. card into the jammed slot, the card will also become stuck along with the feather and it will then take about 30 minutes of careful work to free both items from the slot.

There are orange plastic barrels located along the western half of rooms **D1** and **D2**, and stencilled letters label the contents of these containers (CORN, GRAIN, HI-NU GRAIN, FEED). The

eastern half of both rooms is relatively clear except for a couple of empty drums lying around on their sides. This food is edible for the party members, although they will probably not enjoy the taste of it very much.

E1-E2. Food Storage—Chickens And Humans These two areas are identical to rooms **D1** and **D2** in structure and size. It takes a green, red, or blue I.D. card to unlock either one of these doors. Chicken feed is generally stored along the northwest and southwest walls while food for humans is kept in the eastern half of the room. The high protein synthetic foodstuffs for human consumption are packaged in blue rectangular plastic containers. A supply of distilled water is always kept in both rooms and stored in white plastic barrels. There are a dozen of these containers in each room and each one can hold up to 100 liters.

Both rooms are locked. The orange barrels marked (FEED) are full of chicken feed, the white plastic drums labeled (H2O) are 75% full of distilled water, but the supply of human-edible food is almost gone. There is enough food in each room to feed 5 humans for about 2 weeks. Five packages of this synthetic food have been torn open in room **E1** and will poison any human or creature eating from these packages with a poison intensity of 11. The spoiled food has no offensive odor to let any unsuspecting creatures know of its potential hazard, but there is a slight bitter taste when this food is chewed.

F1-F2. Fertilizer Storage For these doors to open, either a red or a blue I.D. card is required. Painted in bright red-glow letters on each door is the warning "DANGER FUMES." Found in these two 10 meter by 8 meter rooms are large piles of chicken droppings along the eastern and southern walls and gray plastic containers of fertilizer treatment sitting in the northwest corner. Every two weeks the cage areas of all the chicken coops are cleaned and the collected droppings are brought to these two rooms. This waste is treated with biochemically active enzymes which turn these droppings into the highest grade fertilizer. When needed, this specially treated fertilizer is used on the crops grown on the factory complex property. Because of the piles of chicken droppings located in these two rooms, highly toxic fumes are generated. Breathing these gasses is potentially hazardous to anyone not properly guarded against such dangers.

Both doors to these rooms are locked. There is a red plastic sticker in the shape of a cross located just above the I.D. card slot to the door opening into room **F2**. This is a maintenance warning that the lock mechanism on this particular door is malfunctioning and needs to be repaired. This door will not respond to any I.D. card unless it is first repaired by an Engineering Bot. The characters will not be able to enter this room even with the proper I.D. card. Of course doing 50 hit points of damage to this door with any weapons will get it to open. When the door is first opened to either room, the entire party will smell an overpowering odor. The ventilation system will begin working when the lights go on in the room. If any character walks into the room without wearing a special breathing device, the accumulated fumes will have a chance of knocking that person out. These gases have a poison intensity of 7 the first round any character is exposed to the fumes. Each round afterward the poison intensity rating of the fumes goes up by 1 point. A numbered result on the Poison Matrix indicates the dice of damage suffered by that character and a result of D on the matrix means that the person been knocked out by the fumes. Anyone knocked unconscious by these gases will remain that way for a period of 30 minutes (10 minutes x 1d6). Each 10 minute period that a character remains unconscious, there is a 5% chance that he or she will die from

the inhaled fumes. The ventilation system will clear the room of these noxious fumes 5 minutes after it starts to run. There are 4 piles of chicken droppings in room **F1** and 5 piles in room **F2**, and both rooms have 10 gray containers of fertilizer treatment. These huge heaps of waste take up most of the floor space along the eastern and southern walls in each room.

G-M. Chicken Patty Processing Areas When a group of chickens has matured enough to be turned into processed patties, they are collected and brought here. The machinery in these sections does all the work needed to create high protein food from the live chickens raised at the factory.

Sections G1-G2 The double doors protecting these areas are always locked, and slide open instead of swinging open. Just to the north of either pair of doors is an I.D. card slot with a red strip and a blue strip displayed below it. The sliding doors, if opened, will remain open until an authorized I.D. card (red or blue) is inserted either into the slot located inside area **G** on the north wall or back into the slot located just outside area **G** in the corridor. A 3 meter wide opening is created when the doors slide apart. Approximately 6 meters away from the entrance to area **G** is the beginnings of a long and winding conveyor belt that finally ends in area **M**. The chickens ride this 2 meter wide and 1 meter high conveyor as they go through the various stages of being processed and packaged. On the north wall just before the conveyor belt begins are a green button, a red button, an amber light, and a video screen. Pressing the green button starts the conveyor belt moving and readies the machinery for processing chickens. The red button is an emergency shut-off switch which instantly halts the conveyor and turns off the operating machinery. When the amber light flashes on and off, the attendant is alerted that some piece of equipment is malfunctioning. The video screen displays the current status of all the machinery operating during the patty making process. If any problems arise, the screen will communicate the location of the trouble and give the probable cause for the malfunction. For minor problems, the attendant has the option to keep the equipment running or shut the system down. Should a major disturbance result however, the automatic override switch would go on and the entire processing equipment would shut off.



The double doors to area **G1** are badly dented (30 hit points of damage sustained), but they are still locked as are the ones leading to area **G2**. Upon opening the doors to section **G1**, the party will discover the discarded remains of an Engineering Bot (light duty) and a Companion Unit. (See the Appendix for further information on Companion Units.) The video screen in this area has been smashed in, but the control buttons and warning light are still functional. Area **G2** looks like it has not been disturbed in any way, and all the equipment is indeed in working order.

Sections H1-H2 Initially, the chickens are electrically stunned before they are placed onto the conveyor belt by the Veterinary Bot. Once the unconscious chicken enters section **H**, a mechanical arm reaches out and sends a large electrical current running through the chicken's body (8d6 points of damage). This instantly kills the chicken without damaging or contaminating its flesh. A pair of security cameras are located prior to area **H** so that anything riding the conveyor that is not a recognized chicken variety will activate the amber warning light. It is then the attendant's responsibility to shut the system down if he deems it necessary. From here the dead chickens proceed on to the next area.

GM's Note: If not attendant is on duty to activate the Red Emergency Shut-off Button, then the system will continue to function.

Sections I1-I2 After the body rounds the corner on the conveyor, 10 specially equipped servo arms pluck the feathers from the chicken. A mechanical arm situated on the north wall then grabs the body and holds it in place as a thin nozzle is inserted under the exposed outer skin of the chicken. Air is rapidly pumped through the nozzle in order to lift the outer skin away from the rest of the body. More servo arms quickly go to work and completely remove the raised outer skin from the dead chicken. Just before rounding the second bend in area **I**, another mechanical arm reaches out and holds the body in place. A mechanized, high pressure hose located on the south wall is then activated and proceeds to clean and sterilize the meat with a jet of bacteria free water.

Sections J1-J2 This section of machinery divides the chicken into various parts (the wings, the legs, etc.) and then debones it. Precise duralloy cutting equipment first chops the chicken into preprogrammed sections. Then, each different section of cut poultry is picked up by a specific mechanized arm. The attachments to each arm remove the bones from the meat quickly and carefully. The bones are collected underneath the conveyor belt and ground up. Then they are removed for use in the numerous synthesized products developed at other factories. The sectioned poultry meat rounds the second corner in this area and travels the long straight path on the conveyor belt to area **K**.

Sections K1-K2 A very large metal collector is the dominant piece of high technology in this area. The meat of 100 chickens can be stored in this huge collector at any one time. Once a full load of poultry has been dumped from the conveyor belt into the metal container, two mechanical arms seal up the chicken parts by fastening the duralloy lid on to the top of the collector. Instruments, dials, and monitors hooked into the main computer make sure that the chicken meat is cooked properly, that all the nutrients are added, and that all possible impurities are removed. It requires about 15 to 20 minutes for a full load of poultry parts to be processed through this cooker. After the steam cooking procedure is completed, all the hoses and wires are disconnected, the lid is removed by the two mechanical arms, and the cooked meat is dumped back onto the conveyor belt.

Sections L1-L2 As soon as the steamed meat reaches this section, large duralloy presses form the chicken parts into round patties 15 centimeters in diameter. Next, a specially designed vacuum chamber equipped with 4 servo mechanisms package these patties in clear, self-contained plasticized wrappers. Once the chicken patties have been individually sealed, they are then quick frozen. A jet of super-cooled oxygen is applied to each patty for a period of 15 seconds. This freezes the processed chicken meat. As the wrapped patties round the second turn in this section, special security cameras monitor their progress. Any defective packaging or improperly frozen patties are discovered by these cameras. Certain designated mechanized arms pull the damaged product off the conveyor and put them into the waste dispenser. The remaining processed patties are then carried on to section **M** for final packaging into larger containers.

Section M1-M2 Four mechanical arms, two located on the west wall and two on the east wall, place the individually wrapped and frozen chicken patties into insulated boxes. These containers each hold 24 patties and are specially constructed to keep the contents cold but allow the outside of the box to remain at room temperature. Two servo arms placed directly at the end of the conveyor belt take the full containers, seal them shut and stack them just outside the doors to the large warehouse storage room.

N. Warehouse And Machinery This is one of the two storage areas for the entire factory complex. In the southwest corner of the main 16 meter by 10 meter storage is an additional 8 by 4 meter annex for machinery storage. Stored in this area are crates of processed chicken patties and eggs waiting delivery, agricultural machinery for use in the fields, some spare equipment parts lying around, and various robotoids working the inventory. When opened, outside sliding double doors create an 8 meter wide entrance permitting transport vehicles to gain access to the warehouse. Just to the south of these doors there are two I.D. card slots; one located inside the warehouse and the other situated on the outside of the building. Each requires the use of a yellow, green, red, or blue I.D. card. Smaller sliding doors located on the southern wall connect to the processing area where the packaged patties, are neatly stacked by two mechanical arms. It takes a red or blue I.D. card to open these two doors. There is only one I.D. card slot and it is located inside area **N** and to the west of the doors. The ceiling in the warehouse is 6 meters high to accommodate the equipment and add extra storage space capacity. Special high visibility ceiling lights illuminate the warehouse when the light switch, situated north of the double doors, is flipped on. A unique non-skid floor surface aids the robotic units in the handling and moving for items and other materials within the warehouse area.

Currently, both sets of double doors are locked, but inside this lighted warehouse a fair amount of activity is taking place. In the storage area to the southwest sits the agricultural equipment (farming machinery and two Ecology Bots (agr.)—all turned off). The two Ecology Bots can be voice activated (AC 3; MV 24; HD 12; hp 60, 60), but the farming equipment needs a green, red, or blue I.D. card to operate. Two Light Cargo Lifters (AC 3; MV 24; HD 18; hp 90, 90) are moving crates of processed patties from the south end of the warehouse to the north end, filling up almost a quarter of the available storage space with these crates. A Small Cargo Transport (AC 3; MV 40; HD 18; hp 90) is loading insulated crates of eggs onto its 3 meter by 1 meter platform.

O. Warehouse Storage This 16 by 10 meter warehouse is identical to the area **N** warehouse except that it does not have the additional storage annex. Also, the inner sliding doors

connected to the processing equipment are situated along the north wall rather than the south wall as in the area **N** warehouse. Crates of processed patties, insulated cartons of eggs, and piles of miscellaneous machine parts are usually stored in this place. A yellow, green, red, or blue I.D. card needed to operate the outer double doors to this area and a red or blue I.D. card is required to open the inner doors found within the warehouse.

The outer sliding doors are locked presently, but the inner ones are open. The special high visibility lights are on and so it is easy to see the entire room. Two Light Cargo Lifters (AC 3; MV 24; HD 18; hp 90, 90) are lifting newly processed patty crates from area **M2** and are setting them along the west and south walls. A few dozen of these crates have already been moved to this new location and a couple dozen more still remain to be moved. Another Light Cargo Lifter (AC 3; MV 24; HD 18; hp 90) is working in the southeastern corner of the room putting insulated egg crates in neat order. An Engineering Bot (light duty) (AC 3; MV 96; HD 6; hp 30) is attempting to repair some recently damaged ventilation equipment by analyzing stress factors on some broken pipes and machinery.

P. Reception Area This is the main entrance and reception area for visitors to the factory complex. The single outer door leading into this area does not require the use of any I.D. card. The inner double doors are operated by the I.D. card slots found just to the east and west of the doors themselves. Any yellow, red, green, or blue I.D. card can open and close these two doors. Displayed all along the north and south walls of this reception area are various business awards, plaques, and informational pieces about the La Prix Industries corporation. A wooden desk and chair sit along the south wall just over 2 meters away from the double doors. On the desk top is a name plate with the name "Jacques Du Frain" engraved on it.

The inner double doors are locked and this area is lit only by the red emergency lights that are on. Just on the other side of the locked doors, standing in the 4 meter by 2 meter alcove, is a single Gallus Gallus 5/13 mutant toting an **Infrared Rifle** (see Appendix for details on this new weapon). This mutated chicken (AC 7; MV 12; HD 7; hp 30; AT Infrared Rifle or bite; DM 5-30 or 1-4; MU Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, No Resistance to Poison (D), Body Structure Change (D)) is on guard searching for possible intruders and making sure the factory robotoids do their jobs without attempting any resistance of the takeover. The lights in the corridors are on and so this Gallus Gallus 5/13 is using its Chameleon Powers so that it will not be so easily seen. There are 6 shots left in the Infrared Rifle, and the mutant is carrying a red I.D. card tucked under its breast feathers.

Q. Security Room This room is the heart and lifeblood of the entire factory's security system. Although the complex is not a high security installation, this 10 meter by 6 meter room houses the sophisticated electronic equipment that checks up on factory operations and makes sure things are running smoothly. Fourteen TV monitors, inlaid along the north wall, display the transmissions of their respective security cameras located throughout the building. Three control consoles with chairs face the north wall and are wired with the override locking switches for all the doors in the factory. The western most desk controls the locking mechanisms to the chicken coops, the middle one overrides the locks to the storage and warehouse areas, the processing sections, and the electric fence, and the eastern console controls the locking override to the central inner office doors. The switches are labeled with

letter (and number) codes, corresponding to the coding system used on the GM's map. Switches in the upper position indicate overridden locked doors. Locking a door with the override switch makes I.D. cards useless in trying to open that particular door. Monitoring equipment all along the east wall gives constant readouts of the other areas within the boundaries of the complex; the air field, the paved area inside the electric fence, the fields in back, and the service roads. The entire security system is directly integrated into the main computer and any security violations trigger a warning siren and flashing red light within this room. The two doors connecting this room to the corridors have I.D. card slots located just south of the doors and are found inside and outside the security area. The I.D. card slots for the two southern doors are located to the east of each door. Any of these doors can be operated through the use of a yellow, red, green, or blue I.D. card. The lights in room **Q** are always on.

All doors to this area are locked. Sitting at the central control console, viewing the TV monitors, is a mutant chicken 5/13 (AC 7; MV 12; HD 7; hp 30; AT Laser Pistol or bite; or 1-4; MU Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, No Resistance to Poison (D), Body Structure Change (D)) holding a Laser Pistol (6 shots remaining). A fully charged Vibro Dagger lies on the console right in front of the mutant. This Gallus Gallus 5/13 carries a red I.D. card tucked away under its breast feathers. Only 8 of the monitors that the mutant is viewing are working. The other 6 sets of the security cameras were destroyed when the chickens took over the complex. Three of the override switches have been activated; the ones controlling the south door to area **W**, the south door to room **Y**, and the east door to room **Z**. A Security Robotoid (AC 2; MV 96; HD 12; hp 72) is standing in the southwest region of the room. This bot has Slug Thrower (.38 caliber) with 3 Clips of Slugs. The Security Bot is presently under direct control of the Gallus Gallus 5/13 mutant and will obey its commands until the mutant flees or dies.



R. Communications Room All communications are centered, monitored, and relayed from this important room. A small broadcast tower on the building's roof sends out all non-air traffic communications signals. Any I.D. card will open the door on the north wall, but a red, green, or blue card is needed to operate the south door. The I.D. card slots are found to the west of the two doors. Various kinds of communications equipment and monitoring desks are located along the east and west walls. This network links the entire complex together and is centrally run by specific programs stored in the main

computer's memory. Direct hook-up to the air field's control tower permits the sending and receiving of messages to incoming and outgoing air traffic. Verbal reports from the outdoor areas of the complex are received here through the use of the equipment and monitoring stations. Most importantly, the broadcast power that runs the robotic units comes from this room and can reach out to a distance of 25 kilometers. This 4 meter by 6 meter room is always lit and operates 24 hours a day.

Both doors are currently locked. A Security Robotoid (AC 2; MV 96; HD 12; hp 72) is located by one of the monitoring stations along the east wall. This bot, on guard with only a Paralysis Rod, is not operating any of the equipment. It has been programmed by the mutant chickens to attack any unauthorized personnel (non-chickens or non-robotoids). If this Security Bot sees any Pure Strain Humans enter the room, its programming directives will become confused and it will hesitate in its actions for 1d4 melee rounds. The Security Robotoid can call for help via the building's communications network if it gains the opportunity to do so.

S. Systems Control Room (Main Computer) This 6 meter by 12 meter room is the nerve center of the whole factory complex. The two doors located here each require the use of a green, red, or blue I. D. card to open them. The card slots are both found to the west of the doors themselves. Because of the sensitivity of the highly advanced equipment, this room is kept a few degrees cooler than the normal room temperature throughout the rest of the building. Soft dim lights constantly illuminate the computer headquarters. Two main disk drives take up the entire space along the east and west walls. Filling all of the south wall area is the main computer unit, and 5 station terminals. Every major function performed within the factory complex is linked to the computer, so that operations data may be stored and day to day routines can be monitored. The security system, communications, atomic reactor, chicken processing equipment, environmental controls, etc., are all directly monitored/controlled by the main computer. Communication with the computer can be accomplished via one of the 5 terminals by either using the keyboard or flipping on the verbal interfacing switch at the terminal. No security system has been designed or is needed since the computer is advanced enough to know what information can be released and to whom it may be released. Both doors are presently locked. At the eastern most terminal, the Gallus Gallus 5/13 leader (AC 7; MV 12; HD 9; hp 36; AT Rifle, Laser Pistol, or bite; DM 5-30, 5-30, or 1-4; MU Force Field Generation, Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, No Resistance to Poison (D), Body Structure Change(D)) is communicating with the computer through the keyboard. An Infrared Rifle (8 charges



left) is lying on the terminal's desk top and the mutant has a holstered Laser Pistol. (5 shots remaining) strapped around its midsection. The mutated chicken is trying to find out vital information about the factory's security and operating systems, and general knowledge of the region outside the complex. Currently, the computer is resisting the mutant's attempts to get this information, but the Gallus Gallus 5/13's understanding of the computer is continually increasing and within two days it will be able to retrieve all data stored in the computer's memory banks.

GM Note: The main computer, realizing the danger of the Gallus Gallus 5/13 mutants and the radiation hazards of the meteor crash, will try to aid the characters to its fullest extent provided they show themselves to be helpful. If the party members defeat the mutated chicken in this room, then you, the GM, acting as the main computer should help the characters in the following way:

- 1) Print message on the TV monitor telling the players to flip on the verbal interfacing switch so that the computer can talk with the group.
- 2) Tell them that the Gallus Gallus 5/13 chickens must all be captured or destroyed and that it is up to the party to accomplish this task.
- 3) Show them the map of the factory building but do not let them keep it (take it away from them as soon as they leave the room).
- 4) Using the map, show the group which rooms are currently occupied. (If there are no security cameras in a particular room, do not tell the characters what is inside. Tell them only that something is inside the room. They will have to discover what on their own.)
- 5) If the party members need medical attention, the computer will inform them of the medical supplies located in supply room U.
- 6) After the group has captured and/or destroyed all the mutant chickens, have them return to this room for more instructions.

Upon the destruction or capture of all the Gallus Gallus 5/13's, the party should be given the following information and instructions dealing with the radiation danger of the meteor crash:

- 1) On the players' large scale outdoor map show or draw the center of the radiation zone out to its leading edge.
- 2) Explain to the party members that a meteor landed at the center of this area and is the cause of the radioactivity.
- 3) Tell them that this radiation source must be removed because it is affecting the factory's crops and surrounding regions.
- 4) Explain that the computer needs the characters' help because the robotoids can not go into this area and still be controlled from the factory. (The radiation negates communication and power transmission between the computer and the bots.)
- 5) Show the players in which rooms they will find radiation suits and detectors.
- 6) Tell them that they will be in constant communication with the computer via the microphones in the radiation suit's helmets until they reach the outer border of the radiation zone. (The radiation zone will disrupt communications between the computer and the party so before the party enters the outer borders of the zone, the computer will furnish them with complete directions to the crash site and all the help of an informational nature it can.)
- 7) Explain that they must bring the meteor back to the factory because it can be processed and used as fuel in the atomic reactor. (The group will be provided with lead-lined

storage crates and tools for breaking the meteor apart into smaller fragments.)

8) Tell the party that the Small Cargo Transport found in area **N** will join them provided it is still operational. (If it is not operational, one of the Light Cargo Lifters from either areas **N** or **O** will go along with the party.

9) Finally, the computer will propose to make some sort of deal with the party. (Do not offer too much in the settlement agreement with the characters for their help and cooperation. It must be remembered that if the party refuses to help, their village of Far-Go will continue to suffer.)

An example of a reasonable agreement is listed below:

The Factory agrees to ship a set amount of processed chicken patties to Far-Go for a six month period. The characters are allowed to keep some of the weapons they took on the journey to the meteor site. They may keep one radiation suit and one radiation detector.

The agreement is up to the GM. The rewards should be fair but not overly generous!!!

T. Parts And Repair Room Any one of the four colored I.D. cards will operate the two north doors, but it takes a red, green, or blue I.D. card to open the south door. All three card slots are placed just to the west of their respective doors. The one door leading into the corridor also has an I.D. card slot located outside the room and to the west of the door. To the west, there are benches and tables covered with automated test and repair equipment; such as electron scanners, atomic torches and welders, mechanized arms, etc. All around the east and northeast walls are shelves of standard robotic parts, machine parts, Energy Cells (Chemical, Hydrogen, and Atomic), and Energy Cell Chargers. Radiation suits are kept in a metal locker against the south wall near the storage area. Almost all repairs of a general nature are made here; emergency or special repairs are conducted at the site of the problem. For the more sophisticated repair apparatus to be utilized, a green or red I. D. card is needed.

Each of the three doors to this room are locked. In the work area there are 3 disassembled Ecology Bots (agricultural) and a broken machinery pump. Repairing these bots would take a goodly number of hours (12+1d12) to complete, and then there is only a 60% chance that the repair attempt would be successful. The parts supply shelves are nearly empty and it is doubtful that any broken equipment could be fixed (minor problem 30% chance, major problem 15% chance). The only Energy Cells remaining in the room are a Chemical and Atomic Cell. The Chemical Cell needs to be recharged. The Energy Cell Charger is still functional, so Chemical or Hydrogen Cells may be recharged. There is a padlock on the locker, but it has partly rusted and can be broken open with three good hits. Inside the locker are two complete Radiation Suits (excellent condition) and one Radiation Detector (good condition). (See the Appendix for a full description of these items.)

U. Lab Supplies The east and west doors to the six meter square supply room are always kept locked and need a red, green, or blue I. D. card to operate them. A pair of card slots, one inside the door and the other in the corridor, are located south of each door. Storage shelves fill the entire north and south walls while a lead-lined vault sits in the southeast corner of the room. The shelves contain various labeled bottles of chemical compounds (acids, bases, organic materials), standard chemical and biological testing apparatus (slides, filters, pH papers, indicators), meters and scopes, medical and veterinary supplies, special chemical and electrical fire extinguishers, standard parts to some of the equipment, and

radiation detectors. All radioactive materials used for experimental purposes are stored in the vault. A warning sticker is displayed on the locked vault door and only a red or green I.D. card can open this door.

Both doors are locked at this time, but inside the room the lights are on because a Companion Unit (AC 4; MV 24; HD 10; hp 30) is searching for veterinary supplies needed to aid the wounded chicken in **V**. This robotic unit was sent for these supplies by the mutant chickens located in the analysis room and will return to them once it has obtained all the necessary items (two more uninterrupted melee rounds). The supply room's stock has been depleted and only half the shelf space is full. Unless the characters know how to use the chemical compounds, there is a 50% chance of causing themselves damage (2d6 hit points) if they decide to handle these items. The medical supplies found here consist of 3 Medi-kits, 2 doses of Pain Reducers, and 5 doses of Antiradiation serum. All of these particular supplies are in good condition. One Radiation Detector (excellent condition) sits on the south shelves near the vault. The radiation vault itself is locked and currently contains 4 radiation pellets with intensities of 3, 4, 5, and 6. Once the vault is open, all creatures within one meter of these sources will be affected by the radioactivity.

V. Experiment Analysis Room The results of experiments conducted in labs **X** and labs **Y** are studied and analyzed here. This 6 meter by 8 meter room can be entered through the northwest or southeast doors using a green, red, or blue I.D. card. Each of the two doors has a pair of I.D. card slots situated west of their respective doors with one found inside the room and the other out in the corridor. All of the highly advanced analyzing and testing equipment is located in the western half of the room. This includes an electron microscope, several high-powered microscopes, a compact operating area, life monitoring devices, 6 small cages, chemical and biological testing work area (beakers, chemicals, burners, etc.), and 2 computer terminals. The eastern portion of the room contains 3 desks and chairs for work and study, technical reference books sitting on the shelves in the northeast corner, and one more computer terminal between the desks.



Special high intensity operating lights can be turned on by a switch on the west wall and will illuminate the operating area.

The two doors are locked right now, but a fair amount of noise, sounding like squawks, can be heard coming from within the room. Inside are two Gallus Gallus 5/13 mutants; one of the mutant chickens has been severely wounded from laser blasts and is undergoing surgery while the other is supervising the operation and keeping an eye on the robotoids (AC 7; MV 12; HD 7; hp 30, 3; AT Laser Pistol or bite; DM 5-30 or 1-4; MU Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, No Resistance to Poison(D), Body Structure Change(D)). Performing the surgery is a Veterinary Bot (AC 3; MV 96; HD 20; hp 75) with assistance from a Medical Robotoid (AC 3; MV 96; HD 9; hp 36). The operation still has one and a half hours to run and there is only a 20% chance that the mutant will survive. A Companion Unit (AC 4; MV 24; HD 10; hp 30) is in the eastern half of the room looking up the special data and notes dealing with radioactive mutations so the Veterinary Bot can operate more effectively on the mutant chicken. While linked directly into the main computer, the Companion Unit discovered that the Gallus Gallus 3/24 chickens possessed a complete mental block to Companion Units. The main computer, calculating that the new 5/13 mutants might have the same defect, has instructed this unit to attack the chickens at its first opportunity. The Companion Unit will attempt its attack as soon as there is some sort of disturbance in the room (such as the characters entering the room). The mutant on guard has a Laser Pistol (4 charges left) ready to fire and is carrying a blue I.D. breast feathers. A destroyed Ecology Bot (agricultural) is lying in a heap by the southeast door as is an Infrared Rifle (0 charges remaining).

W. Radiation Checkpoint This small 2 meter square room contains sensory devices sensitive to a wide range of radiation levels and intensities. Soft lights illuminate this tiny room while security cameras monitor the radiation checkpoint procedures. This chamber has two pairs of I.D. card slots located to the west of the doors requiring the use of a red, green, or blue card. All persons and robotic units who are exposed to radiation in laboratory area X must be checked for radiation poisoning by *individually* entering this room after working in that lab. Persons, creatures, or robotic units showing excess levels of radioactive emissions are quarantined here (door locks overridden) briefly. When a radiation hazard is detected, a red light begins blinking off and on. Then a recorded voice instructs humans to remove all clothing and stand in the center of the room. Robotoids are instructed to go to the east wall and face it. A mechanized system in the ceiling "cleanses" living creatures of harmful radiation by removing the outer skin layer through bursts of intense UV radiation (sun lamps). Mechanical units exposed to toxic radiation levels are bombarded with neutrons until the radioactivity is neutralized. Both processes usually take 15 to 30 minutes to complete. Once "clean," a green light flashes signalling that the person or robotoid is free to leave.

Both doors are locked, but the south door to this room has been overridden and locked from within the security room. A Gallus Gallus 5/13 mutant lies dead on the floor with severe burns all over its body. It was accidentally killed by UV radiation bursts that were geared to the different body tolerances of PSH's. Everything in this room is in operational order.

X. Experimental Radiation Lab This 8 meter by 4 meter laboratory houses equipment used in the radiation experiments conducted on the various breeds of chickens raised at the factory. The Gallus Gallus 5/13 mutant was unknowingly created here. There are two doors found in this room, but only the east door is usable and requires a red, green, or blue I.D.

card to operate it. The card slots are located north of the east door, one inside the room and the other in the corridor. The north door can only be entered from lab Y as there is no I.D. card slot in this room. "Radiation Area" is stencilled on both doors as a warning. Along the south wall are four coops used to cage and observe the experimental chickens. Specially designed and highly advanced equipment fills the western half of the room. These technological wonders include; two small x-ray bombardment chambers, radiation detection devices, x-ray machines and scanners, a micro-operating area, life monitoring electronics, mechanized radiation injectors, and neurological and physiological test equipment. In the northeast corner of the room are a desk and chair, a shelf of reference books, and a computer terminal.

Both doors are currently locked and the room is empty. Upon entering this room, the party will discover that most of the equipment has been destroyed and the place itself has been ransacked. The x-ray scanners, the life monitoring devices, the neurological and physiological test equipment, and the radiation detectors are completely destroyed. The desk and chair are overturned, books scattered about, and the terminal turned on its side. However, the x-ray bombardment chambers, the micro-operating area, and the mechanized injectors are still functional.

Y. Experimental Breeding Lab A red, green, or blue I.D. card is needed to open either the east or the north door in this 6 meter by 8 meter laboratory. Both I.D. card slots are found north of the east door, one inside the room and the other out in the corridor. The single card slot operating the south door is located just to the west of the door itself. A warning notice "Radiation Area" is stencilled on the south door. This is the most important laboratory facility in the building. It is here that new strains of chickens are developed and bred.

Cages line the west and north walls where careful watch is kept over the specially selected chicken specimens. The southeast section of the lab contains two desks and chairs, 3 shelves of reference books, manuals, and notes, 4 charts of tables and diagrams on the wall and one computer terminal. The area in the center of the room provides work space for the scientists to study the chickens bred here. A micro operating set-up, 2 high powered microscopes, biological functions analyzers (enzyme, tissue, bacteria, and genetic testings), and chemical processing equipment and incubators are all found in this part of the room and display the latest technological advances in commercial food production. This room is always illuminated by soft ceiling lights providing the chickens with a pleasant atmosphere.

Both the doors to the lab are presently locked. The east door's card slots have been destroyed by laser fire and the south door has been locked by the override switch in the security room. 15 hit points of damage applied directly to the east door are needed to open it due to the destroyed locking mechanism. This laboratory has also been broken into and most of the equipment destroyed. Cages have been overturned and smashed and there are dead chicken bodies strewn all over the floor. The central work area is in shambles and none of this expensive technology will operate unless it is fixed. The part of the lab where the desks, books, and terminal are located has not been disturbed. A Companion Unit is trapped in the lab since it lacks any means of freeing itself from this room (AC 4; MV 24; HD 10; hp 30). It was left unharmed by two rampaging mutant chickens the day before.

Z. Dining and Recreation Area This 6 meter square room is one of two areas designed for the comfort and relaxation of human employees stationed at the factory. Soft, soothing, constantly lit lights are found throughout the room. It is carpeted with a golden brown, soft fibered rug. Either door to

this area can be opened by any yellow, red, or green I. D. card. The two pairs of card slots are located north of the doors themselves. The southern portion of the room is completely devoted to food and dining. Various synthetic food processors line the south wall and create upon demand trays of custom cooked nutritious meals. Also located in this section are 2 tables with six chairs each around them. The eastern half of the room contains electronic and 3D holographic games, private TV sets, headphones for music listening, lounge chairs for relaxing.

Lying on the corridor floor just outside the dining and recreation area is a damaged Engineering Bot (standard). It has suffered 2 laser shots and with about an hour's worth of rewiring and parts replacements this bot could be functional once again (80% chance of success). Both doors are locked at this time and the east one is locked due to the thrown override switch from inside the security room. The room itself is empty. All the food machines are still operable, but the synthetic food products have become spoiled and will not taste very good if eaten. Should any of the characters eat food from these machines they will suffer 3-18 (3d6) hit points of damage from food poisoning.

AA. Rest Area The door to this room needs the use of a yellow, red, or green I.D. card for it to operate. The card slot is found north of the door itself. There are four soundproof sleep chambers located along the west wall, each 2 meters in area. Each of these small sleeping quarters can be entered by sliding open a plastic accordion-type door. Inside the rest area is a bed with a built-in sonic tension reducer, a night stand, a small bed lamp, and a small closet area for clothes. In the southeast corner of the room are two more enclosures; the southern most one is the shower facility (with three shower heads) and the other one is a washroom (with a sink, wall mirror, and a toilet). Three easy chairs and lamp stands for resting or reading are located in the northeast section of this room. This 8 meter by 6 meter room is always lit by soft ceiling lights.

The door is locked and the room is empty. The showers, sink, and toilet work, but have not been used in years. The system that treats and cleans the water used in this room has broken down and anyone using the showers or sink will be exposed to radioactive water. Every minute of contact with this water is the equivalent of being exposed to intensity 5 radiation. Anyone sleeping for 6 or more straight hours in one of the beds will recover 2 hit points because of the great relaxing and stress reducing properties these beds possess. Sitting on one of the easy-chairs is the book *Animal Farm* by George Orwell and a magazine called *Best of DRAGON™ Vol. 53*.

BB. Atomic Reactor Security Station This section of the building has been built further underground for safety precautions. The corridor steps leading to this room head downward a total of 3 meters. The doors in this room require the use of a red, green, or blue I.D. card to operate them. The east door has a pair of I.D. card slots, one outside in the corridor and the other inside the room. Both doors on the west wall bear the stencilled warning "Atomic Reactor Restricted Area." The door to the right is the entrance to room **CC** and the door on the left is the exit. (Both doors are labelled.) There is a card slot situated just north of the right door. Below the card slot is a small sign stating "Only those with Priority Code 1 stamped on their I. D. cards may enter this room." When standing near these two doors, the loud humming of the atomic reactor can easily be heard. Placed near the center of the south wall are a desk and chair. A built-in TV monitor sits on top of the desk and can view either the corridor just outside or the atomic reactor area (via the security cameras). Lockers found along the north

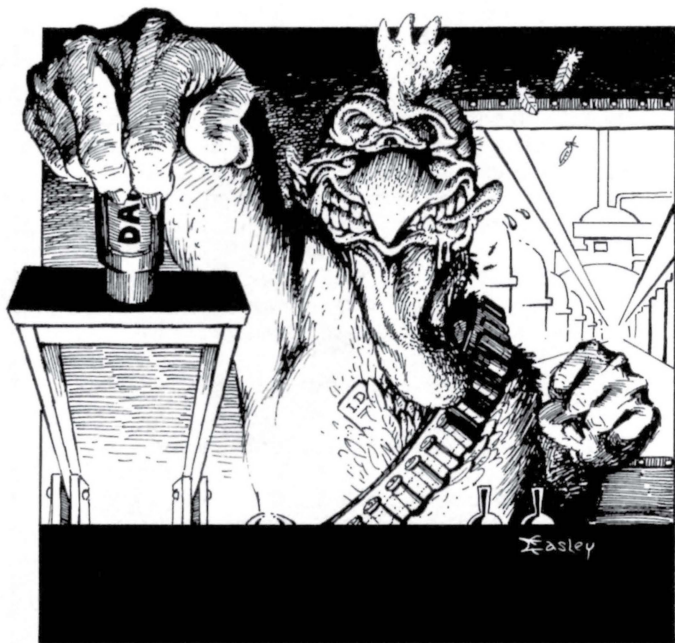
wall contain radiation suits, Radiation Detectors, special fire extinguishers, and first aid kits. This room is always lit with high intensity ceiling lights.

The doors to this 8 meter by 6 meter security station are all locked. Standing guard at the entrance door to the reactor room **CC** is a Security Robotoid (AC 2; MV 96; HD 12; hp 72) holding a Vibro Blade (15 minutes of charge left) as its only weapon. It has been commanded not to let anyone pass unless it is a Gallus Gallus 5/13. Any attacks from Pure Strain Humans will confuse this bot for 2 melee rounds, but afterward it will fight its opponents. The monitor is shut off and the desk drawers are empty. Inside the unlocked lockers are 3 Radiation Suits (excellent condition), 2 Radiation Detectors (good condition), and 4 chemical fire extinguishers (fair condition).

GM Note: Only 20% of the I.D. cards have Priority clearance. Should the characters wish to enter the atomic reactor room, it will be necessary to roll the % dice to determine whether any of the color coded I.D. cards the characters have in their possession are Priority 1 I.D. cards.

CC. Atomic Reactor Within the walls of this huge room, the power needed to run the entire complex is created daily by the atomic reactor. A red, green, or blue Priority 1 clearance I.D. card is required in order to enter or leave this room. There is an I.D. card slot located to the south of the exit door and radiation scanners check every person leaving the room for excessive radiation emissions. If anyone is found to have a high radiation level, he or she is instructed to go to checkpoint room **W** for decontamination. The high noise level from the giant machines running in this room is almost deafening and just to hear oneself speak requires shouting. The reactor itself and peripheral structures take up most of the west and northwest areas of this room. All around the north and south walls sophisticated electronic equipment, linked to the main computer, monitors the power output of the reactor, the surrounding radiation levels, the coolant flow, core temperature, etc. TV screens and computer terminals found in the northeast part of the room continually display the latest information on the reactor's status. The core of the reactor can not be viewed directly, but it can be seen on one of the four TV monitors. Pipes of all sizes, from 10 centimeters through 1.5 meters wide, run in crisscross patterns throughout the room and on into all other parts of the building (extending through the filled in map areas). These pipes provide warm air, hot water, electrical power, etc. for the whole factory complex. This entire room is lead-shielded from the rest of the building and the reactor itself is encased in protective lead plates. Bright lights shine constantly in this room for the atomic reactor never shuts down.

The doors are locked and inside sitting at one of the 5 computer terminals is a Gallus Gallus 5/13 mutant (AC 7; MV 12; HD 7; hp 30; AT Mark VII Blast Rifle, Slug Thrower, or bite; DM 8-48, 2-12 stun, or 1-4; MU Heightened Brain Talent, Mental Blast, Complete Mental Block (D), Chameleon Powers, New Body Parts, No Resistance to Poison (D), Body Structure Change (D). The Mark VII Blaster (3 shots remaining) is on the floor by the mutant's feet and a *Slug Thrower* (.37 caliber with 15 shots left) is holstered around the mutant's midsection. A blue I.D. card is tucked away under breast feathers. This Gallus Gallus 5/13 is trying to discover a way to manipulate the control rods out of the reactor over a specified time interval in order to cause a delayed melt down. If possible, the mutant chickens plan to leave the factory within 3 days and it is their intention for the atomic reactor to explode after they have safely left the area. Because the noise is so great and the chicken is not facing the doors, it is possible for the characters to surprise this mutant (50% chance of success).



The Meteor Crash Site—Encounter [11]

From the factory it will take a full day's journey to reach the crash site on foot (2 hexes/turn), but only 4 hours if the characters slowly ride the Small Cargo Transport (8 hexes/turn). As the group members enter the outer radiation area (intensity level 3 region), they will notice that some of the surrounding vegetation has died and given way to weird-shaped and colored grasses and plants. Further into this radiation zone, the plants become stranger and more varied in color. Also, scattered patches of dead and barren land become more prevalent as the characters progress into the higher intensity radiation areas. As the Radiation Suits protect the party members in these low level areas, their Detector(s) will inform them of the intensity level of the radioactivity.

Whether on foot or travelling by transport, the computer has previously directed the group to the meteor crash site from the southwest before losing communications contact. (The Meteor Crash Site Map should be used at this time.) The radiation detector(s) will show an increase in the amount of radioactive emissions upon entering this general location. A 20 meter wide and 3 meter deep crater is located at the center of a roughly 120 meter in diameter devastated area. Inside this crater are the radioactive fragments remaining after the meteor's collision with the earth.

The five large meteor fragments in the crater weigh from 400 to 800 kilograms, while the smaller chunks weigh approximately 40 to 60 kilograms.

Three short, squatty thorned bushes and one giant vined tree are found in this "dead" zone. Purple, red, and yellow grasses and plants are growing at the edge of this lifeless area.

The mutated tree standing near the crater is actually the dread **Tarn Zeb** (see Appendix for full details). Although it appears to be quivering slightly, it will remain stationary unless closely approached. All characters wearing Radiation Suits will be protected from the aromatic powers of the mutant tree. Should any of the party members get within 25 meters of the Tarn Zeb or enter the crater, the mutant will attack with lightning speed (AC 6; MV 6; HD 14; hp 60; AT 3 vines and 1 exploding fruit; DM 2(d6)12/2(d6)-12/2(d6) 2/3(d6) -18; MU Aromatic Powers, Explosive and/or Radiated Fruit or Seeds, Physical Reflection,

Squeeze Vines/Roots, Texture Change). The tree is quite hungry and will try to kill its opponents. Although if it appears that it will lose the battle, the Tarn Zeb will flee. Each round that a player is caught in one of the Squeeze Vines, there is a 15% chance that the character's Radiation Suit will be damaged. If this occurs, the character is then exposed to the full intensity of the radiation found in that area.

A JOB COMPLETE AND THE ROAD HOMEWARD

Once all the meteor fragments have been collected, the group can then head back to the La Prix chicken processing factory. Any agreements formalized with the computer should be honored upon the characters' return. From this point on the surviving members will have to make their way back to Far-Go (hopefully with good news and food in hand). The only possible encounters on the final journey home would result from random encounters determined by the GM.

CREDITS

Design: Michael Price
Development: Michael Price, David J. Ritchie
Editing: Deborah Campbell Ritchie
Art: Jim Holloway (cover)

APPENDIX

Note: The creature characteristic headings followed by an asterisks (*) designate the average characteristics for that specie. This means that almost all (80%-85%) of the creature of that type encountered will have **exactly** those listed characteristics. *Some* creatures may have different values or mutations than those listed. The GM should generally use the listed characteristic values given and *only* rarely deviate from them.

KEY: The height for all creatures is in meters, with the exception of the **Glowers** where the height is given in centimeters. All weights are in kilograms.

GIVING THE CHARACTERS THEIR ADULT NAMES

When the characters have returned to Far-Go, it is time to give each surviving member his or her adult name. The naming ritual takes place at the first sunset after the characters have returned to the village. Arx Skystone, the high priest, presides over the joyful ceremony that finishes the Rite of Adulthood. The adults of the community gather around a roaring campfire. The priest asks each of the members of the rite to come forward. Arx then requests that the characters declare before the villagers the names by which they want to be known (their adult first names). After each player has determined his or her character's adult first name, then the priest (the GM) gives each party member his or her ritual adult last name. This name is based upon the adventure and what was accomplished.

Example: Let us say that one of the characters, a PSH male, happened to eat all the correct berries. He then saw visions of the chicken factory. This helped the whole group to perform well once they reached the factory, because they were all aware of the potential dangers. The priest (the GM) decides that this character, now named Arlen, shall be known to all the villagers as Arlen Dreamseer.

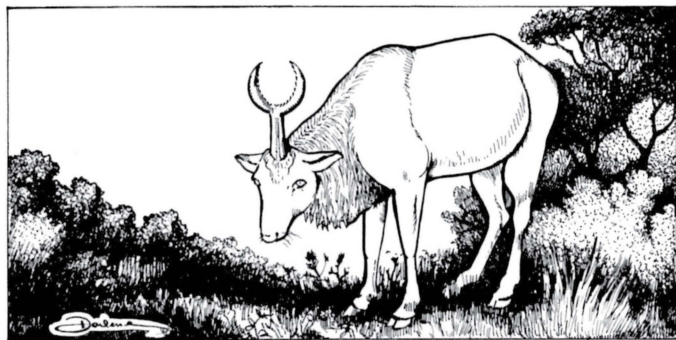
The character's last name should be decided upon by the GM based on the character's accomplishments, adventures, etc. Any help or suggestions provided by the player portraying this character should be encouraged by the GM so a suitable last name can be determined.

It should be hoped that this newly acquired adult name will give each player a strong identification with his or her character. Although the ritual of obtaining an Adult name is a game device in some respects, it strongly builds upon and adds to the role-playing aspects of the **GAMMA WORLD™** game.

NEW CREATURES

CREATURE TYPE Albilope			
PHONETIC PRONUNCIATION al' -bi - lop			
NO. APPEARING:	2-12	ARMOR CLASS:	8
HIT DICE:	6	HIT POINTS*:	25
MOVEMENT:	21	MASS*:	75
HEIGHT*:	1.5		
ATTACKS:	1horn + (special) and 1 bite	DAMAGE:	3-12 + (1-4 each round) / 1-6
MENTAL STRENGTH*:	13	INTELLIGENCE*:	10
DEXTERITY*:	15	CHARISMA*:	11
CONSTITUTION*:	8	PHYSICAL STRENGTH*:	9

MENTAL MUTATIONS*: Anti-life Leech (new)
PHYSICAL MUTATIONS*: Light Generation



CREATURE DESCRIPTION: This slenderly built creature is easily recognized because of its snowy white fur and glowing pink eyes. The albilope, a descendent of the antelope, still has the general appearance of its forerunner except for two noticeable changes; it is an albino and it has a unique two-pronged horn in the middle of its forehead. The albino nature of this mutant resulted because of the anti-life leeching power that developed, and it is believed that the albilope is one of the first creatures to have evolved with this powerful ability. A thick fur appeared on mutants as a means of protecting themselves against both the cold and harmful radiation. Albilopes are immune to cold attacks and their thick, white furry coat effectively doubles their constitution score (from 8 to 16) when determining the results of radiation exposure on the **Radiation Matrix**. In addition to its distinctive albino look, the Albilope possess a single deadly horn in the center of its forehead. This 30 centimeter tall Y-shaped horn has a

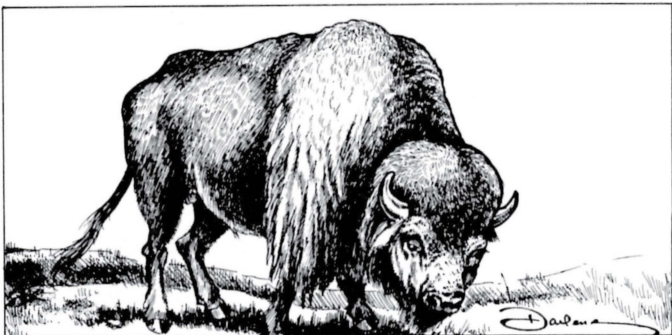
saw toothed edge and is razor sharp. Any wounds delivered by the alibilope's horn will inflict 3-12 points of damage on the round it hits and will result in 1-4 more points of damage each round afterward due to the excessive bleeding caused by the cut. The bleeding can be stopped if the wound is attended to and properly treated. Alibilopes are omnivores that usually eat plants, but when hungry, they have been known to viciously attack vulnerable prey. Their great speed allows them to catch unsuspecting creatures, but more importantly it permits them to escape most of the predators found in this area.

CREATURE TYPE Bulo
PHONETIC PRONUNCIATION bōō' - lo

NO. APPEARING:	2-8	ARMOR CLASS:	5
HIT DICE:	14	HIT POINTS*:	65
MOVEMENT:	15		
HEIGHT*:	2	MASS*:	1200
ATTACKS:	1 butt with head + (trample) and 1 bite	DAMAGE:	1-10 + (5-30) /1-8
MENTAL STRENGTH*:	8	INTELLIGENCE*:	6
DEXTERITY*:	9	CHARISMA*:	15
CONSTITUTION*:	15	PHYSICAL STRENGTH*:	16
MENTAL MUTATIONS*:	None		

PHYSICAL MUTATIONS*: Shapechange, Kinetic Absorption (new)

CREATURE DESCRIPTION: This massive mutated buffalo weighs well over a ton and is justifiably feared by most creatures living in the region. Combining the great charging speed of an animal this size along with a very evil temper, the Bulo is a creature that predators generally tend to avoid unless extremely hungry. Bulos look amazingly like their ancestors, except for the peculiar purple matted fur that covers their large-framed bodies. Being plant eaters, Bulos do not hunt for food although they are very protective of their grazing lands and will kill or frighten off intruders. Through the years Bulos have developed a thick skull which has aided them in perfecting their primary mode of attack...the charge. When angered, a Bulo will charge its target, butt the creature with its head and knock it down, and then attempt to trample the prone victim. Anytime a Bulo successfully butts its target, that creature is considered knocked down to the ground and must fight with a -2 penalty "to hit" during its next combat round. A Bulo will attempt to trample any victim it knocks down (roll again "to hit" with the trample attack). Any target trampled can not be bitten



that round by the Bulo. If a person is trampled by a Bulo, there is also a chance that any items being carried by that person will be damaged or destroyed (GM's decision depending on items and circumstances). The ability to absorb a certain amount of damage from physical blows each round (see Kinetic Absorption mutation) makes the Bulo one of the toughest opponents around. Finally, the power to shapechange allows the Bulo to change form into any one of the following three flying insect-like creatures; a Blaash, a Blight, or a Cal Then.

CREATURE TYPE Gallus Gallus 5/13
PHONETIC PRONUNCIATION gal' - us gal' - us 5/13

NO. APPEARING:	n/a	ARMOR CLASS:	7
HIT DICE:	7	HIT POINTS*:	30
MOVEMENT:	12		
HEIGHT*:	1.25	MASS*:	35
ATTACKS:	1 weapon or 1 bite	DAMAGE:	by weapon or 1-4

MENTAL STRENGTH*:	14	INTELLIGENCE*:	16
DEXTERITY*:	7	CHARISMA*:	11
CONSTITUTION*:	11	PHYSICAL STRENGTH*:	10

MENTAL MUTATIONS*: Heightened Brain Talent, Mental Blast, Complete Mental Block (D)

PHYSICAL MUTATIONS*: Chamelon Powers, New Body Parts, No Resistance to Poison (D), Body Structure Change (D)



CREATURE DESCRIPTION: The hideous result of an accidental overexposure to radiation, Gallus Gallus 5/13 is a living abomination to Man's technology. This mutated chicken species is malignant to the core and seeks to dominate all other creatures. The superior mental ability of this mutant makes it a cunning and deadly foe. These creatures are quite adept at figuring out the workings of technological items, and within their own physical limitations are skilled at using the artifacts created by the Ancients. For some unknown reason every Gallus Gallus 5/13 has a Complete Mental Block against Companion Units. These mutants appear fat and squatty, and are covered with patchy yellow-orange feathers. Their exposure to radiation in the lab has left these mutant chickens with two very bizarre features; one beneficial and the other a defect. Instead of having two eyes, Gallus Gallus 5/13's possess one large central green eye (Body Structure Change). This unfortunate defect means that these mutants lack depth perception, and must fight in melee with a -1 penalty "to hit" and when using ranged weapons with a -2 penalty "to hit." Their former wings have been transformed into thin stubby feathered arms with hand-like appendages (New Body Parts). These newly acquired "hands," although only having three fingers, are what permit the Gallus Gallus 5/13's to manipulate artifacts and weapons. Probably their

most effective mutation of all, and the one used with great cunning, is their Chameleon Powers for this allows them to often attack without first being seen by their victims. Unknown to all these mutant chickens is their lack of resistance to poison of any type. Poison is instant death to the Gallus Gallus 5/13 unless the correct antidote is immediately administered. Even then there is only a 50% chance that the mutant will live.



CREATURE TYPE Glowders
PHONETIC PRONUNCIATION glo'-werz

NO. APPEARING:	1/sq. m	ARMOR CLASS:	10
HIT DICE:	4	HIT POINTS*:	13
MOVEMENT:	0		
HEIGHT*:	5	MASS*:	1
ATTACKS:	1	DAMAGE:	See Below

MENTAL STRENGTH*:	7	INTELLIGENCE*:	6
DEXTERITY*:	n/a	CHARISMA*:	4
CONSTITUTION*:	14	PHYSICAL STRENGTH*:	n/a

PLANT/VEGETABLE MUTATIONS*: Dissolving Juices, Sleep Gas (new)

CREATURE DESCRIPTION: These mutant fungi always live near or in radiation zones, and if possible will grow next to sources of water. They appear to be glowing reddish slime growths whose light slowly pulsates; hence the name Glowders. Growing on rocks and stones is their preferred place of habitat. Being near a river, stream, pond, or lake helps them to ensnare unsuspecting creatures that come to drink. Glowders grow to a height of only 5 cm and live in densely clumped patches. The Glowders release their Sleep Gas when touched by any living creature trying to put their victim into a deep sleep. If the creature falls asleep and lands on top of the mutant fungi, their dissolving juices will then go to work to break down the creature's body into digestible enzymes. These glowing mutants are a deadly poison if swallowed by any creature (poison intensity of 16). However, when these mutated fungi are boiled down, they produce an antidote for intensity 16 poisons. Each square meter of this growth will yield one dose of this antidote.

CREATURE TYPE Maali
PHONETIC PRONUNCIATION mah' - le

NO. APPEARING:	1	ARMOR CLASS:	6
HIT DICE:	11	HIT POINTS*:	50
MOVEMENT:	15		
HEIGHT*:	2.5	MASS*:	350
ATTACKS:	1 antler and 2 claws or 1 weapon	DAMAGE:	2-16/1-6/1-6 or by weapon type

MENTAL STRENGTH*:	16	INTELLIGENCE*:	13
DEXTERITY*:	9	CHARISMA*:	7
CONSTITUTION*:	13	PHYSICAL STRENGTH*:	12

MENTAL MUTATIONS*: Dual Brain, Force Field, Generation, Illusion Generation, Weather Manipulation, Displacement (new), Epilepsy (D)

PHYSICAL MUTATIONS*: Sonic Attack Ability, Bodily Control (new)



CREATURE DESCRIPTION: These solitary creatures are rarely seen and only a few of them are known to exist in this region. Evolving over the years from the haphazard exposure to high energy radiation, Maali seem to be the distorted descendents of the North American moose. Their general appearance is still moose-like as they still possess short brown fur and large branching antlers. These bony and sturdy antlers usually grow over a meter in height and are used as deadly weapons by these mutants. Maali are four-legged creatures when travelling over great distances or when running, but through successive mutations they have evolved thick muscular hind legs. A startling development in these mutants was their change from hooven front feet to leathery human-like hands. The combination of strong rear legs and manipulative front hands has permitted these creatures to stand up, walk around, and use tools, weapons, and devices of the Ancients. Outstretched on its hind legs, a Maali stands over 3.5 meters tall. The most amazing aspect of these mutants though is their ability to speak. Rumor has it that they even understand the language of humans! Maali live in forest areas, but they are occasionally found in grassy locales when encountered migrating from one forest to another. They enjoy eating vegetation of all kinds and are known to have enormous appetites. All Maali hate meat. These beasts are almost always leaders of a large territory within the forest. It is very rare for another creature to challenge the Maali's authority within its domain, and in return the mutant moose becomes a fierce protector of its forest home. The facial expressions of these mutants have been scarred by the cruel effects of radiation, so much so that their crossed-eyes and drooping tongues have made them appear as idiot creatures. This impression is often the downfall of most enemies, since Maali are a dangerous and deadly foe if provoked. These mutated moose possess great mental powers and having a dual brain allows them to function quite effectively in the wild forests. Maali are fascinated by high technology and will always try to acquire artifacts and items created by the Ancients. They are very skilled in the handling of such items and they enjoy using these devices whenever the opportunity arises. However, the sight of robotic units sends these mutants into epileptic trances (Epilepsy defect). Maali will remain motionless for a period of about 10 minutes when robotic units are first seen, then afterwards they will react normally.

CREATURE TYPE Tarn Zeb

PHONETIC PRONUNCIATION Tarn zeb'

NO. APPEARING:	1	ARMOR CLASS:	6
HIT DICE:	14	HIT POINTS*:	60
MOVEMENT	6		
HEIGHT*:	20 meters	MASS*:	500 kg
ATTACKS:	3 vines and 1 exploding fruit	DAMAGE:	2-12/2-12/2 12/3-18
MENTAL STRENGTH*:	5	INTELLIGENCE*:	17
DEXTERITY*:	6	CHARISMA*:	13
CONSTITUTION*:	14	PHYSICAL STRENGTH*:	16

PLANT/VEGETABLE MUTATIONS*: Aromatic Powers, Explosive and/or Radiated Fruit or Seeds, Physical Reflection, Squeeze Vines/Roots, Texture Change

CREATURE DESCRIPTION: This carnivorous horror arose from the fusion of intense heat and extremely high radiation levels caused by the exploding meteor as it crashed upon the surface of the earth. Fortunately, only one Tarn Zeb exists at this time, but wind-scattered seeds make it quite likely that more will appear in the near future. A 20 meter tall giant mutated tree, this "thing" is highly visible because of its bright purple hide-like trunk (Texture Change) which gives the Tarn Zeb its armor class of 6. The strange mutation of "Physical Reflection" that this mutated tree possesses causes it to reflect all radioactive energies out in random directions up to a distance of 10 meters. Long twisted branches filled with dwarf-sized leaves cover the entire upper region of the tree. Randomly distributed patches of yellow fruit populate the mutant tree's leafy branched areas. Growing all along the purple tree trunk are a dozen "Squeeze Vines" of lengths varying from 5 to 25 meters. The mobility of the Tarn Zeb is due to its four strong feet-like root projections each 2 meters long. Found at the underbase of the mutant, between its four "feet," is a hollow mouthy opening where the squeeze vines insert dead human-sized or smaller creatures that are to be eaten and digested. Strong "Aromatic Powers," effective up to 10



kilometers, lure creatures of all kinds toward the Tarn Zeb in the hopes that these victims will come close enough to become ensnared in the Squeeze Vines. Three of the Squeeze Vines per round can each do 2-12 (2d6) points of damage. Unless freed, a snared victim will suffer 2 dice of damage each round until it dies; at which time the dead creature is fed into the mutant tree's mouth opening. Another attack form the Tarn Zeb possesses is its exploding yellow fruit. The three shortest Squeeze Vines each take turns plucking these fruit off the branches and hurling them at opponents. Only one such "missile" can be tossed per melee round and is always thrown at a penalty of -2 "to hit." A distance of 30 meters can be reached by any one single toss. Once picked, the fruit explodes in 10 seconds and causes 3-18 (3d6) points of damage to all creatures caught in its one meter radius area of effect. The Tarn Zeb is a vicious opponent, but it knows that it is a solitary being and will retreat if it feels overly threatened after engaging its opponent or opponents in battle.

New Robotic Units

ROBOTIC UNIT TYPE Companion Unit

PHONETIC PRONUNCIATION com-pan-yun yoo'-nit

NO. APPEARING: 1 **ARMOR CLASS:** 4
HIT DICE: 10 **HIT POINTS:** 30
HEIGHT: 1 meter **MASS:** 150

MOVEMENT RATE AND SYSTEM: 24 KPH from a low propulsion unit

POWER SOURCES: Broadcast Power, Solar Cell

SENSOR SYSTEMS: Standard, Infrared, Ultraviolet, Microscopic (x 100), Telescopic (x 100), Audio and Radio Transmitter/Receiver effective up to 1 kilometer

CONTROL: Vocal (no I.D. needed), Standard Electronic, Programmed

UNIT SYSTEMS: Tractor/pressor beams are able to lift 30 kilos at a range of 3 meters. A micromanipulator scalpel and a manipulative tentacle (with a 2 meter extension) permit this unit to perform tasks of the most delicate nature and on the smallest of scales. Special anti-grav devices allow the Companion Unit to float in place. There are two rotating light sources attached that each have a variance of 90 candle power. Informational linkage to all normal computer terminals along with this unit's own self-awareness circuits give the Companion the ability to converse with its owner or user.

UNIT DESCRIPTION: The Companion Unit and all similar systems were created to be helpful robotic aids to mankind. Their primary function revolved around doing simple tasks for scientists in their laboratories. They follow instructions perfectly (allowing for the primary laws of robotics) and are able to verbally communicate with their masters (programmed or freely). The device is a small, one meter tall, blue oval with a set of lenses mounted to the front, a tentacle projecting from the center, and two little domes (lights) on either side of the tentacle. The unit is activated by the sound of its owner's voice, or by a new voice if the unit has been left idle for a period longer than 30 days.

ROBOTIC UNIT TYPE Veterinary Bot

PHONETIC PRONUNCIATION ve'-tren-ar-e bot

NO. APPEARING: 1-4 **ARMOR CLASS:** 3
HIT DICE: 20 **HIT POINTS:** 75
HEIGHT: 3 meters **MASS:** 500 kg

MOVEMENT RATE AND SYSTEM: 96 KPH with use of Antigrav Systems

POWER SOURCES: Solar Cell (primary source), Broadcast Power (secondary source)

SENSOR SYSTEMS: Standard, Infrared, Telescopic (x 100), Microscopic (x 1000), Audio and Radio Transmitter/Receiver with a range of 100 kilometers

CONTROL: Verbal (Green or Stage III I.D.), Standard Electronic, Programmed

UNIT SYSTEMS: Tractor/pressor beams can move 200 kilos at a 15 meter range, and one powered tentacle has the capacity to lift 900 kilos. Complete medical operations unit available: including drugs, instruments, analyzing equipment, and medical library and memory systems for case histories and anesthetizing injectors accurate up to 100 meters (with a fire rate of 3 darts per second).

UNIT DESCRIPTION: This unit is composed of two parts: the 3 meter tall operations/analyzing front section and the lower rear platform area capable of life support functions for creatures being operated on. The unit was designed to treat field animals in the wild and to better take care of animals in contained areas when a veterinarian was not immediately available. These Veterinary Bots have been programmed to treat only non-mutated animals. If they happen to come across a mutant, there is a 10% chance for each of the creature's mutations that any treatment will result in the mutant's death (a creature with a total of 4 mutations has a 40% chance of being killed by the bot). If the GM determines that the mutant survives the Veterinary Bot's treatment, then it must be discovered whether or not the treatment succeeds in aiding the ailing creature. The chance for successfully curing a mutant is equal to 100% minus the chance that the mutant had of dying from the treatment (in this example 100% - 40% = 60% chance of being cured). All normal non-mutated animals have close to or equal to a 100% chance of being cured by a Veterinary Bot, if it is within the bot's ability to treat the creature's malady.

New Artifact Items

INFRARED RIFLE

Maximum Range: 300 meters

Effective Range: 250 meters

Projectile: Highly concentrated and intense beam of infrared (heat) radiation

Damage Inflicted: 5-30 (5d6)

Rate of Fire: Once per melee round

Power Source: Hydrogen energy cell

Battery Life: 8 shots

Weapon Class: 13

This weapon was commonly known as a "Blister Blaster" because the resulting damage from the rifle usually produced great heat burns and blisters on humans and robotoids alike. The Infrared Rifle creates a 5 centimeter diameter beam of coherent infrared radiation with an equivalent temperature of 500 degrees celcius. Any metallic object hit by this weapon, in addition to sustaining damage, will become so hot that it will begin to glow and any creature in physical contact with this object will take 2d6 hit points of damage from the heated metal. The infrared rays from this rifle are invisible to the naked eye, and only those creatures possessing the ability to see in the infrared region of the spectrum or those wearing infrared sensitive goggles can see this beam of heat energy. Any creature "seeing" infrared radiation and looking directly at the rifle when it is fired will suffer 1-6 points of damage and will be blinded for 30 minutes. Class 1 armor automatically deflect the first hit with this weapon.

RADIATION DETECTOR

Even in the 24th century this device was still being popularly called a "Geiger counter" by most people. Though the principle had obviously remained unchanged, modern technology had improved upon the original 20th century design and accuracy of this important measuring instrument. A meter long cable connects the microphone-shaped radiation collector to the main unit; a 25 centimeter diameter by 10 centimeter high metal cylinder housing the microcomputer and counter/analyzer. This instrument is designed to detect harmful radioactive sources ranging from the weak or "soft" x-rays (intensity 3 radiation) all the way through energetic or "hard" x-rays to gamma radiation (intensity 18 radiation). To use this device, first the central green dial is turned to the appropriate setting for the type of radiation to be measured (setting of from 3 to 18 in **GAMMA WORLD™** game terms). The collector is then pointed in the direction desired and any radioactive

sources present will be identified. A digital readout on the cylindrical housing unit of from 0 to 100 will display the amount of radiation being detected at the selected intensity level. Again for game purposes, any reading of 50 or more indicates that enough radiation of that specific intensity is present for the GM to consult the **Radiation Matrix**.

RADIATION SUIT

This special self-contained suit was designed to protect people dealing with the handling of high energy radiation and the frequent exposure to atomic reactors. This grayish colored suit is made from synthetic fibers and lead particles which together act as the primary means of shielding the wearer from radioactivity. The attached helmet is provided with protective goggles, a 25 kilometer range communications microphone, a filtered air breathing device used in low level radiation areas (less than intensity 12), and lead shielded air tanks with a 12 hour air supply utilized in dangerous radioactive zones (radiation areas of intensity 12 and up). These suits are also heat and cold resistant, and weather-proof. Rugged boots allow the wearer to walk in all types of terrain and in all kinds of conditions. Because of the bulky nature of these protective uniforms, the suits are provided with controllable anti-grav devices which permit ease of movement in the arms and legs. A person may move at his or her normal movement rate while wearing this suit. Each suit is powered by a hydrogen energy cell and has a battery life of 72 hours of use. Complete protection against radiation intensities of under 12 is provided by these uniforms. For greater intensities, there is a 3% chance per intensity level above 11 that the wearer of the suit will be affected by the effects of the bombarding radiation.

Example: A person exposed to intensity 17 radiation has an 18% chance of being affected by the radioactivity even though he or she is wearing the protective suit. The GM must check for this once for each hour of exposure. For the exposure of different intensity levels during an hour, take the average of the radiation intensities encountered. These suits were designed only to fit Pure Strain Humans, but Humanoids closely resembling PSH may also wear these suits.

New Mutations

Note: The mutation descriptions are presented in a new form to make accessing the information easier for the GM and players. Each entry contains the following material:

Range: The distance away from the character's body that the mutation is effective. **Touch:** character must touch the target for mutation to take effect. **Body:** takes effect only within the body of the mutant.

Duration: The amount of time that the mutation remains effective. **Variable:** Duration varies. Constant mutation takes effect instantly or is always in effect.

Number: The number of characters who may be affected by the mutation. **Self:** Only the mutated character himself may be affected. **Variable:** A variable number of characters may be affected. # = That number of characters is affected.

Damage: Damage (if any) done by the mutation if used in combat.

Use: How often the mutation can be used in a given period.

Effects: The specific effects of the mutation.

PHYSICAL MUTATIONS

Bodily Control

RANGE:	Body	USE:	Once every 8 hours
DURATION:	3-18 (3d6) minutes	DAMAGE:	Variable
NUMBER:	Self		

EFFECTS: With this ability, a mutant can selectively increase **one** of its normal bodily powers. This mutation lasts anywhere from 3 to 18 minutes and can only be used once every 8 hours.

Each use of this mutation results in the loss of 3 hit points to the mutant. The following list details the different effects that this mutation may have on a mutant, depending on which normal power was increased.

Sight: This is the ability to view things up to 60 meters away at night, in fog, or in water. This extraordinary sight can also judge the intensities of radiation.

Hearing: With this ability, mutant can hear anything up to 90 meters away and can not be surprised.

Touch: This ability permits a mutant to feel the weak points of an object or a living thing. Each time the mutant succeeds in physically hitting an object or a living being, an additional 12 points of damage are caused by the mutant.

Smell: This increased power allows the mutant to track creatures more efficiently than a bloodhound and to smell out poison substances in an object.

Muscle Control: This is the ability that permits the muscular system to operate at twice its normal rate. All **physical** activity can be performed twice as fast by the mutant (double the attacks per round, double movement rate, etc.)

Kinetic Absorption

RANGE:	Body	USE:	Constant
DURATION:	Constant	DAMAGE:	None
NUMBER:	Self		

EFFECTS: Any mutant with this power has the ability to absorb 25 hit points of damage each melee round from blunt physical attacks (such as Maces, Clubs, Striking Fists, etc.). Damage exceeding 25 points from such attacks in one round only then are subtracted from the current hit point total of the mutant. Physical attacks of a piercing nature (such as Arrows, Swords, Claws, etc.) will only do half damage to this mutant, but the damage caused by these weapons will not be absorbed.

MENTAL MUTATIONS

Anti-Life Leech

RANGE:	Body	USE:	Constant
DURATION:	Constant	DAMAGE:	6 points per attack
NUMBER:	Variable		

EFFECTS: This mutation is a reflex action triggered within the mutant whenever a life leeching attack is made. Instead of losing hit points to the life leeching mutant, the "anti-life leecher" actually reverses the process and gains 6 hit points taken away from the "life leecher." No matter how many life leeching mutants are attacking a given area, any creature with this mutation will automatically counteract all the life leeching attempts. The hit points gained by use of this mutation are, in turn, subtracted from the amount of damage previously suffered by the creature (thus healing itself while draining hit points from its attackers). It is important to note that this mutation occurs automatically and **always** works whenever triggered by another life-leeching creature. Therefore, there is no need for a comparison of mental strengths to determine the outcome of using the anti-life leech mutation. A physiological effect of this mutation is that all creatures in **GAMMA WORLD™** game possessing "anti-life leeching" powers are albinos.

Displacement

RANGE:	60 meters	USE:	Once per hour
DURATION:	Constant	DAMAGE:	None
NUMBER:		NUMBER:	Self

EFFECTS: This power allows a mutant to teleport out of what it considers to be a dangerous situation, once every hour and up to a maximum distance of 60 meters. Unfortunately, the mutant has no idea as to where it will reappear within this area after it has used this power. The mutant will **never** teleport into a solid object or any location that would result in instant death. The GM may wish to force a creature possessing this mutation to teleport during stressful situations (allowing for the body's unconscious desire to get out of trouble over the conscious objections of the mutant creature). It is possible that a mutant could be in a situation where it could not teleport out of danger because of the 60 meter radius limitation, so in this instance the mutant would remain at its present location and its teleporting ability would not have activated. This mutation affects only the mutant creature and no one else.

PLANT/VEGETABLE MUTATIONS

Sleep Gas

RANGE: 3 meters **USE:** Once every 6 hours
DURATION: 5 melee **DAMAGE:** Variable
NUMBER: Variable

EFFECTS: This powerful mutation permits a plant to generate a 3 meter x 3 meter x 3 meter cloud of gas that has the potential of putting victims to sleep within 1 round for 2 hours. The gas created by the plant or vegetable has a poison intensity of between 3 and 18. A result of D on the **Poison Matrix** means that the victim has been put to sleep. A number result on the matrix indicates the amount of damage the creature sustained from coming into contact with the Sleep Gas. The * designates that the gas has had no effect on the intended victim, and that this creature may perform normally within the gas cloud. This cloud of gas will remain for a period of 5 melee rounds.

NEW PURE STRAIN HUMAIN INFORMATION

(The **GAMMA WORLD™** rulebook will be revised and expanded in the near future. These new rules concerning Pure Strain Humans are being added into this module in order to make this character type more playable. From this point on, these specific rules are considered an official part of **GAMMA WORLD™** games and campaigns, and should be used.)

In the course of surviving the Black Years, the Pure Strain Humans had to adapt to their environment, and did so successfully. They *appear* much like their ancestors, but as is detailed below, they are actually very much different.

In **GAMMA WORLD™** game terms, the Pure Strain Humans' adaptations permit them to roll and add four 6-sided dice when determining **intelligence, charisma, and constitution** scores. The intelligence and charisma scores each may only have a maximum of 21, but the constitution score still may not go above 18.

Charisma Table (Addition)

Charisma Score	Maximum No. Of Followers	Morale Adjustment	Reaction Adjustment
19	20	+3	+4
20	25	+4	+4
21	35	+4	+5

When attempting to solve the workings of ancient artifacts or new devices, any increased intelligence over a score of 18 will simply add to the chance of success. Thus Pure Strain Humans would get the following bonuses when figuring out artifacts of all types: -4 on all die rolls for an intelligence of

19, -5 on all die rolls for an intelligence of 20, and -6 on all die rolls for an intelligence of 21.

The increased charisma scores above 18 will benefit Pure Strain Humans in obtaining more, loyal followers and in increasing the chance for a positive reaction when encountering new creatures.

In addition to having increased average constitution scores, Pure Strain Humans get to roll **8-sided** dice for obtaining their hit points.

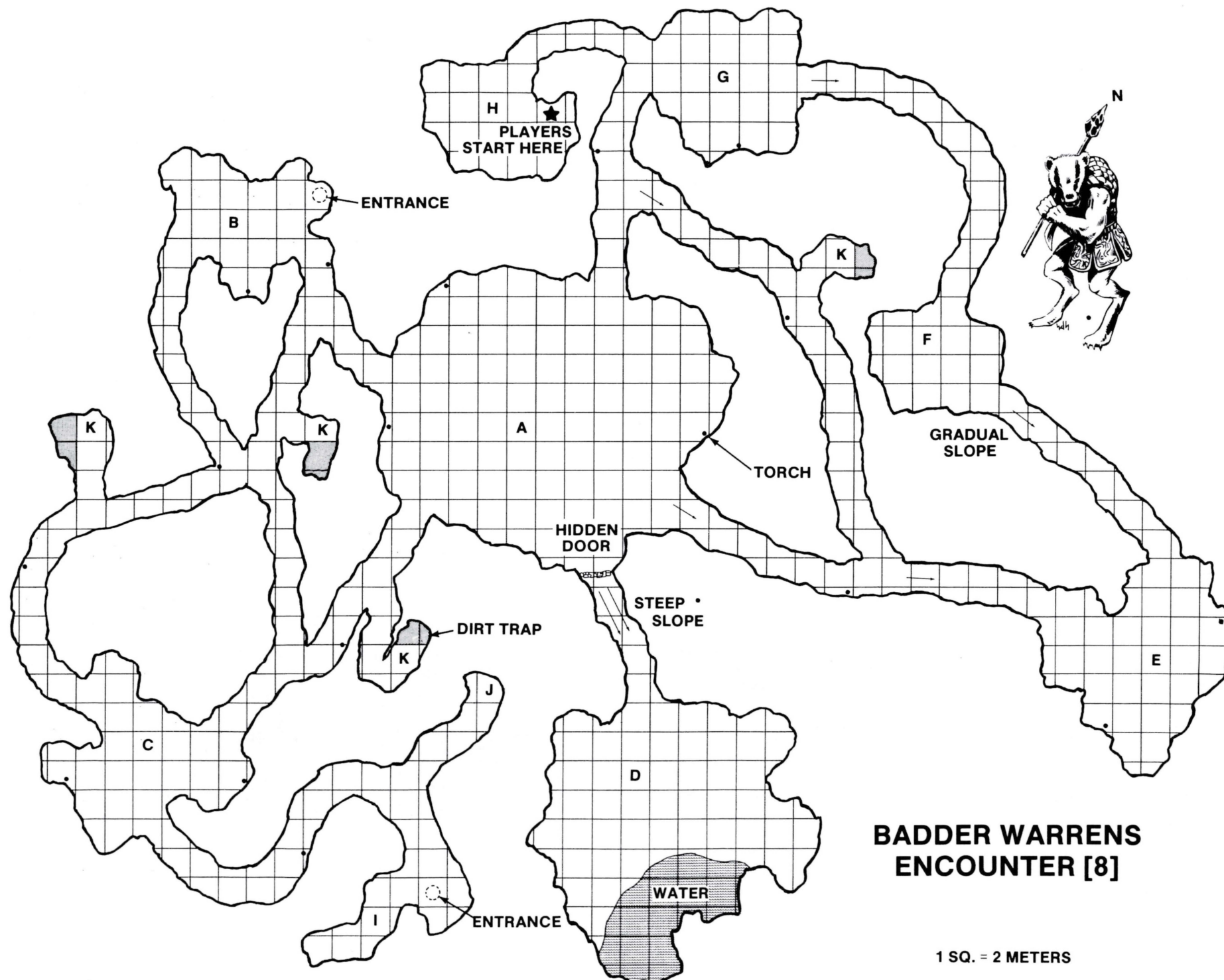
Many items created by the Ancients and made specifically for humans will either not respond well or perhaps even harm non-PSH types. The average **medi-kit** will heal 21 to 30 (20+1d10) points of points of damage to PSH, but only 11 to 20 (10+1d10) points of damage to all other creatures. This kit can heal up to a total of 100+2d20 points damage before it is completely used. When using the medi-kit for diagnosing problems, it will be successful 100% of the time for PSH but will only have a 45% success rate for Humanoids and 25% for mutated animals. The following table indicates the chance for non-PSH types (Humanoid/mutated animal) to successfully use certain items created by the Ancients. These listed items are always successful on Humans (except for the Life Ray which is only 50% successful).

Note: An item followed by an * indicates that an unsuccessful use of this item will **poison** the non-PSH creature. The strength of the poison caused by this artifact is determined randomly by rolling 3d6. For effect of the poison, refer to the **Poison Matrix** table in the rule book. I.D. devices that have electronic circuits built into them can only be used by Pure Strain Humans and Humanoids that closely resemble PSH. All other creatures are noted for what they really are and an attempt to eliminate them will be made. Robotic units in general are especially receptive to the commands of Pure Strain Humans. No non-military/non-security robot will ever attack a PSH, no matter how crazed it might be. If one of these types of robots is attacked by a PSH, it will attempt to flee from its attacker. It should be noted that these robots can sometimes accidentally cause damage to Pure Strain Humans through their violent actions. Because of its programming, a military/security robotic unit receives a bonus of 1 point in all attempts to capture or hit a PSH. Additionally, these robots obtain a bonus of 1 point on all damage dice rolled against

Medical Artifact Effects Table

Item	% Chance for Success
Pain Reducers	60/60
Mind Boosters	30/5
Sustenance Dose*	95/80
Interra Shot	5/5
Stim Dose*	65/65
Cur-in Dose	85/25
Suggestion	
Change	5/5
Accelera Dose*	40/20
Anti-radiation	
Serum	100/100
Rejuv-Chamber	100/100
Stasis-Chamber	100/100
Life Ray	50/50

Pure Strain Humans. Permanent Cybernetic Installations and Think Tanks, when not specifically programmed to do injury to PSH, want to help Pure Strain Humans. This can often be difficult, because of the language and technology barriers that time and the wars have created.



BADDER WARRENS ENCOUNTER [8]

1 SQ. = 2 METERS

