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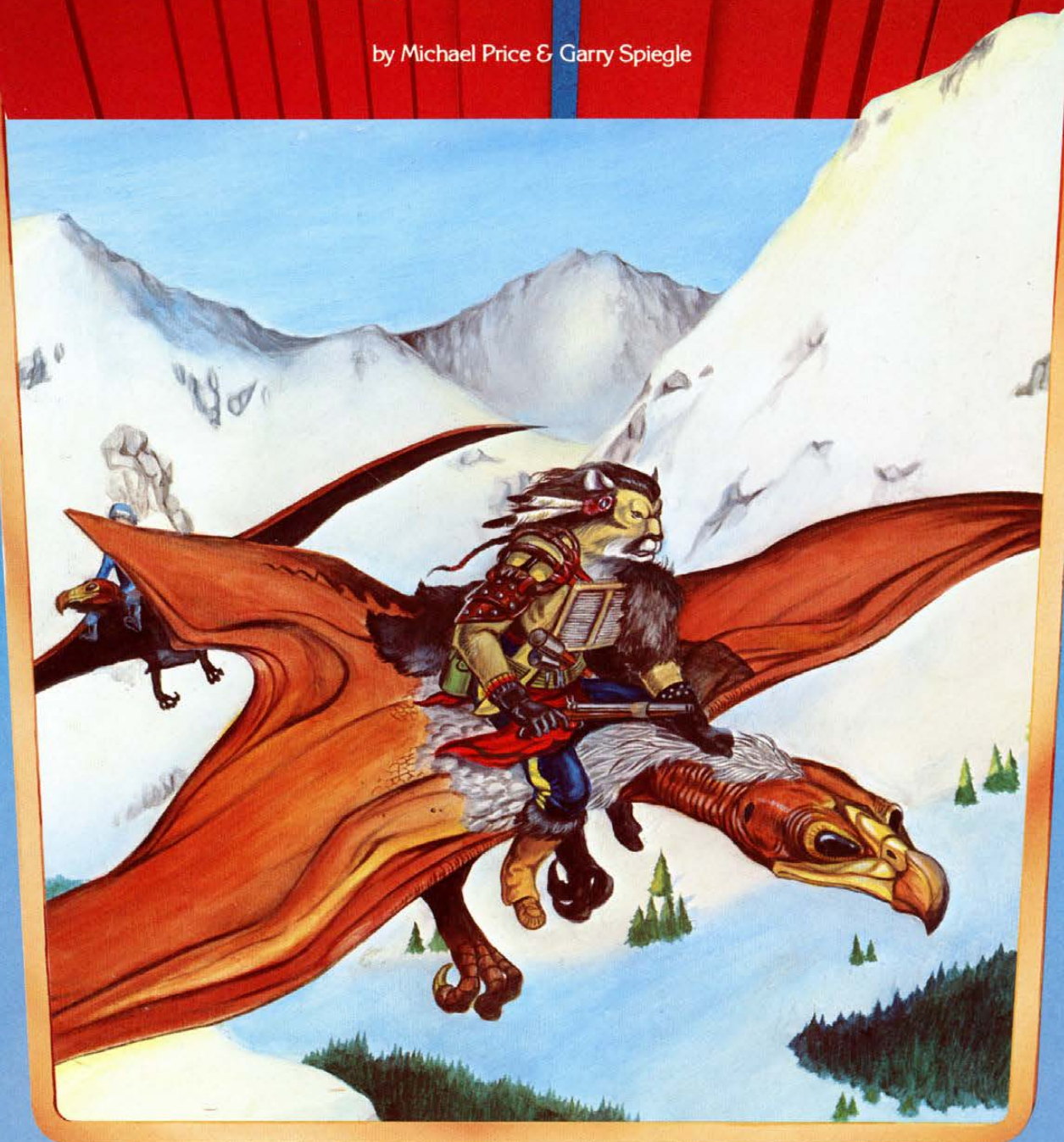
®

GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

The Cleansing War of Garik Blackhand

by Michael Price & Garry Spiegle



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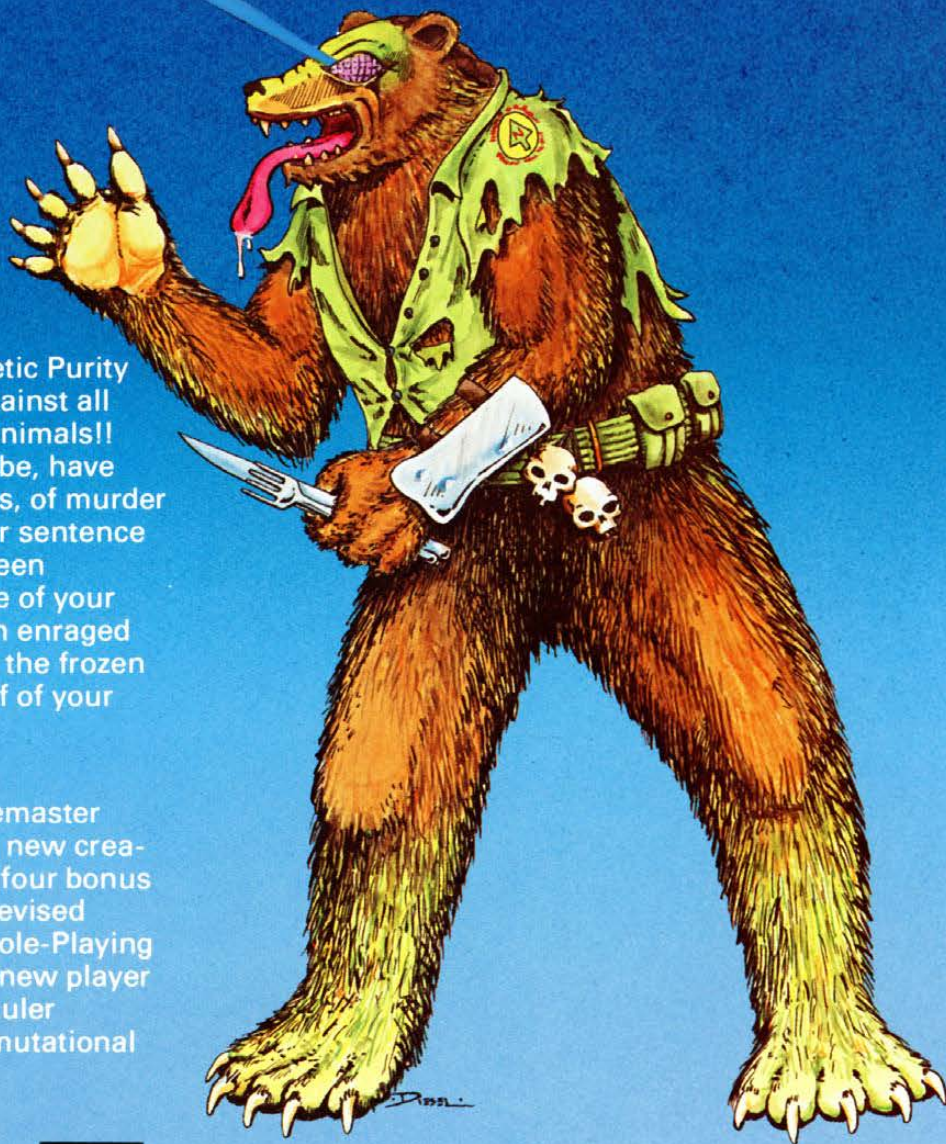
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"You must get the book . . . the key to survival . . . our people's only hope . . . Whitetip Sept . . . e'glee . . . northeast. . ."

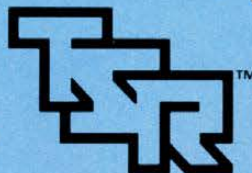
Teligmano's whispered words are the only clue your desperate party has to save your people.

The fearsome Scarlet Knights of Genetic Purity have declared a campaign of terror against all mutants — humanoids and mutated animals!! Your bitter enemies, the Gray Rock tribe, have accused your tribe, the White Feathers, of murder and treachery. Your tribe is now under sentence of death — you and your party have been declared outlaws and traitors. The fate of your tribe lies in your hands. Pursued by an enraged mob of mutants, you must flee across the frozen Parklands of the Ancients to find proof of your innocence.

This campaign module contains Gamemaster notes, background information, maps, new creatures, new artifacts, a new robot, and four bonus campaign scenarios for use with the revised GAMMA WORLD® Science Fantasy Role-Playing Game. Included in this adventure is a new player aid — the Ranger Ruler!! The Range Ruler simplifies combat with weapons and mutational powers.



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CUT OUT CARDS

WHITE FEATHER WARRIORS

NAME: Lutha King
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Pure Strain Human
HIT POINTS: 60
MS: 7 **IN:** 13 **CH:** 16
PS: 16 **DX:** 9 **CN:** 15



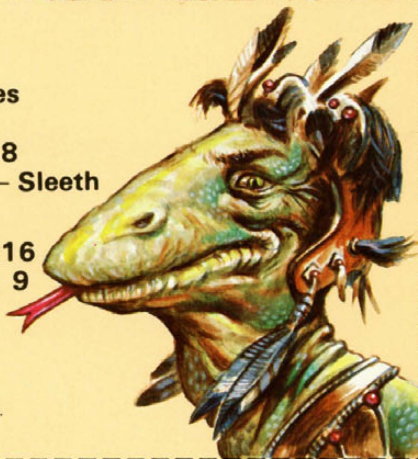
See back of card for more description.

NAME: Typhoo Bor'u
MORALE: 8
LAND SPEED: 6/900/72
TYPE: Mutated Animal — Jaget.
HIT POINTS: 44
MS: 16 **IN:** 16 **CH:** 4
PS: 10 **DX:** 12 **CN:** 11



See back of card for more description.

NAME: Aristo Silverscales
MORALE: 8
LAND SPEED: 8/900/18
TYPE: Mutated Animal — Sleeth
HIT POINTS: 51
MS: 16 **IN:** 14 **CH:** 16
PS: 14 **DX:** 9 **CN:** 9



See back of card for more description.

NAME: Anny Windflower
MORALE: 8
LAND SPEED: 6/600/12
TYPE: Mutated Animal — Dabber
HIT POINTS: 49
MS: 15 **IN:** 10 **CH:** 10
PS: 11 **DX:** 15 **CN:** 11



See back of card for more description.

NAME: Marlene Moonglow
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 44
MS: 16 **IN:** 12 **CH:** 12
PS: 17 **DX:** 11 **CN:** 10



See back of card for more description.

NAME: Graystoke Mindmaster
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 40
MS: 17 **IN:** 13 **CH:** 14
PS: 12 **DX:** 13 **CN:** 10



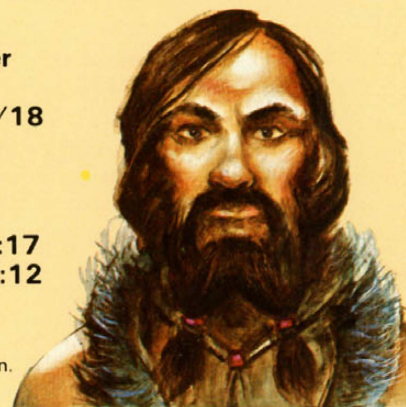
See back of card for more description.

NAME: Joseph Littlemann
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Pure Strain Human
HIT POINTS: 60
MS: 14 **IN:** 12 **CH:** 12
PS: 14 **DX:** 13 **CN:** 13



See back of card for more description.

NAME: Dhoug Ironfinger
MORALE: 8
LAND SPEED: 12/900/18
AIR SPEED: 6/900/18
TYPE: Humanoid
HIT POINTS: 60
MS: 15 **IN:** 9 **CH:** 17
PS: 9 **DX:** 16 **CN:** 12



See back of card for more description.



WHITE FEATHER WARRIORS

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ATTACKS: 1 bite (1d6 damage).

MUTATIONS: Attraction odor, Fear Generation, Fear Impulse (triggered by plants with 4 + intelligence), Levitation, Poison Susceptibility, Modified Body Parts (hands), Telekinesis, Telepathy.

CRYPTIC ALLIANCE: Ranks of the Fit

EQUIPMENT: Choose 130 gold pieces worth of equipment from Equipment List on page 32.

Description: Typhoo Bor'u has two hands instead of paws.

CRYPTIC ALLIANCE: Brotherhood of Thought

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

MUTATIONS: Empathy, Illusion Generation, Light Generation, Repulsion Field, Telekinesis, Telepathy.

CRYPTIC ALLIANCE: Archivist

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

ATTACKS: No special attacks.

MUTATIONS: Plant Control, Precognition, Telepathy, Total Healing.

CRYPTIC ALLIANCE: Healers

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

MUTATIONS: Anti-life Leech, Mental Blast, Mental Control, Mental Multiplier, Mental Paralysis, Multiple Damage.

CRYPTIC ALLIANCE: Brotherhood of Thought

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

MUTATIONS: Radiation Eyes, Sonic Blast, No Nerve Endings, Mental Blast, Mental Shield.

CRYPTIC ALLIANCE: Radioactivist

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

MUTATIONS: New Body Parts (Dragonfly wings), Anti-life Leech, The Gamma Eye, Magnetic Control, Periodic Amnesia.

Note: Sustained flight on the dragonfly wings is impossible. Flight time is limited to 1 Search Turn, then 1 March Turn rest is required.

CRYPTIC ALLIANCE: Seeker

EQUIPMENT: Choose 130 gold pieces worth of equipment from the Equipment List on page 32.

MUTATIONS: None

CRYPTIC ALLIANCE: Seeker

EQUIPMENT: Choose 130 gold pieces of equipment from the Equipment List on page 32.



Typhoo
Bor'u

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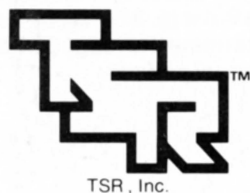
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Please send any questions about this GAMMA WORLD® adventure to:

GAMMA WORLD® Questions
c/o TSR, Inc.
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Lake Geneva, WI. 53147

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



GAMMA WORLD®

Science Fantasy Role-Playing Adventure

Module GW 3

The Cleansing War of Garik Blackhand

by

Michael Price & Garry Spiegle

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THE ADVENTURE BEGINS...

This module is designed as an introductory campaign adventure for 3 to 8 players. Play by a group of 5 or 6 players is usually the most fun. The adventure is designed for use with the revised GAMMA WORLD® Science Fantasy Role Playing game rules and should not be played without them. Contained in this module are player background and encounter descriptions, sections for the GM, two large scale adventure maps (one for the GM and the other for the players), local encounter maps, and information on new equipment and creatures.

If you are playing a character in this adventure, stop reading now.

Starting Your Adventure

As the Gamemaster (GM), you should become completely familiar with the material contained in this module and its organization. The player information sections of this module are descriptive and should be read aloud to the players. These sections are preceded by the heading, **Players**. NPC statistics and other encounter information are coded to the corresponding descriptive entries and are listed in separate sections for your use only and are preceded by the heading, **GM**.

Module GW3 contains nine action scenarios. Two of the scenarios take place outdoors on overland journeys. One scenario is an encounter that introduces a new NPC, the barxyn. When player characters are traveling outdoors use the

Encounter Table in the GAMMA WORLD® rules (p. 27, Adventure Booklet) for the terrain they are passing through or over. Travel time on or above the terrain shown in the hex will be determined by the weather, type of terrain and type of travel within the guidelines set for movement on page 28 of the GAMMA WORLD® Adventure Booklet.

Pregenerated Characters

The White Feather Warriors found on the third panel of the module cover are eight pregenerated characters that players can use to start play without rolling up their own characters. These characters may also be used if your players do not want to use their established campaign characters. Each card contains full statistics for one pregenerated character.



GM Campaign Map Legend

- WF White Feather
- X Peace Conference
- EG Whitetip Sept
- HQ Garik's Headquarters
- B Drat Blackhand's Cabin
- (a) Special Encounter Table (a),
- (b) Special Encounter Table (b),
- (c) Special Encounter Table (c),
- (d) Special Encounter Table (d),
- (e) Special Encounter Table (e),
- C1 Restorationist Monastery
- C2 Radioactivist's Shrine
- C3 Iron Society Raiders
- C4 Lake Blob

Maps

You will use the following maps in this GAMMA WORLD® adventure:

- Campaign Map...Page 31
- Headquarters Map...Inside Module Cover.
- Players' Map... Page 15
- Upper Cabin/ Ranger Tower Maps . . . Page 17
- Cabin Cellars . . . Page 17
- Players' Area Map...Page 16
- Quartz Caverns...Inside Module Cover

The GM map is marked with several types of symbols. The symbols (a),(b),(c),(d), and (e) are used only during Scenario Two (see p. 6).

A heavily outlined hex indicates the presence of radiation. If there is no number in the hex, the radiation is assumed to be at level 4. A hex containing a number indicates the radiation level in that hex. The Range Ruler (p. 31) may be cut out and used to determine the range of movements and mutational powers.

YEL'STON LORE

Your adventure takes place in and around the Yellowstone and Grand Teton National Parks of the western United States. As in the rest of the world, changes have taken place over the centuries since the holocaust. The adventure is set during late winter. Heavy snow is on the ground and most open water is frozen solid.

Much of the western region of the Park contains geysers (*sprayers*), fumaroles (*steamers*), mud pots (*mud traps*), hot springs and sulfur flats. The names the inhabitants of the area call the phenomena are given in parentheses. Geysers shoot hot water (200 degrees Fahrenheit) up from the ground, often tens of meters into the air. Some geysers erupt at regular intervals while others spray out water randomly. Fumaroles release steam instead of water. Mud pots occur when the steam and hot water around geysers and fumaroles turn the surrounding rock into clay. Mud pots are areas to be avoided due to the unstable footing the mud produces. Hot springs are hydrothermal structures composed of bubbling hot water and a rocky surface layer of mineral deposits. Sulfur flats are bubbling pools and streams of molten sulfur covered with thin crusts of earth. The park area containing most of the geyser activity is usually clouded with steam, smoke, and fog. Vision is obscured and flying difficult.

During the 21st century, the Parks started utilizing high-tech robots. These robots performed most of the Parks' maintenance duties. The majority of robots (a few hundred) working in the Parks consist of Ecology Robots (Agricultural and Wilderness), both types of Lifters, Transports and the various Engineering Robots. A small number of Security Robots (5d10) patrol the Park grounds.

Supervisory Borgs monitor the Parks' operating functions. Many of the robots (40% or more) controlled by the Borks are still functional and performing their pre-programmed daily tasks. Encounters with robots will usually be with those that are controlled or programmed, although occasionally robots in the wild mode (see p. 56 of the GAMMA WORLD® Basic Rules Booklet) will be encountered.

Located in strategic areas throughout each Park are a number of ranger towers. These tall towers have enclosed, clear plastic viewing areas for use in tracking animal herds, looking for forest fires, and keeping a general watch on the Park lands. The tower windows can withstand heat up to 400 degrees Fahrenheit and can take 100 hit points of damage before being destroyed. Solar cells provide the operating

power for each ranger station; emergency back-up power is generated by two Hydrogen cells. Each ranger tower can accommodate six people or robots. Each ranger tower may contain many important items (see Tower Artifacts Table below).

Tower Artifacts Table

There is a basic 10% chance that each item below will be present in the tower. There is a 25% chance that any item present is nonfunctional. Roll percentile dice for each item on the list in order.

Nerve Impulse Gun — (see New Artifacts on p. 29)
Telescope
Park Map
Medikit
Stun Pistol (Full Clip)
Minimissile Launcher
Fire Foam Minimissile (see New Artifacts, p. 29)
Two-way Radio (4 kilometer range)
Stokes Coagulator (see New Artifacts, p. 29)

History of the White Feathers

When the players have their characters (either their own or pregenerated), provide them with the equipment list (p. 32). After they have chosen their equipment, read them the history of their tribe.

Players

You and your party are members of the White Feather tribe, a Tech Level II tribe living in the area around Park Yel'Ston and Park Gran'Ton. The White Feather tribe are nomadic hunters, migrating from one home to another every few years. There are 350 members in the tribe (20% pure strain human, 55% humanoid, 25% mutated animal). The pure strain human, humanoid, and mutated animal tribesmen coexist in harmony and peacefully share all work and reward.

Tribal groups consists of a Chief, a Tribal Council, the Holy One, the Warriors, the Guardians, and Gatherers. The Chief is the supreme warrior of the tribe. Any tribal member can become chief subject to approval of the Tribal Council. The Chief oversees the tribe's welfare, leads warriors in battle, and guides the tribe to new hunting grounds.

The Tribal Council consists of seven male and female nonwarrior tribe members. The council is the judicial force of the tribe,

with duties ranging from resolving tribal disputes to choosing a new Chief.

The office of the Holy One must be held by male or female humanoids and mutated animals. Although the office itself is mostly honorary, the Holy One must also be a seer and tribal healer. When the office of Holy One is vacant, the tribal council selects certain members to undergo a secret ritual test in a remote area of the wilderness. The member who passes this test becomes the new Holy One.

The Warriors are the hunters and protectors of the White Feather tribe. There are a total of 35 males in the Warrior/Hunter class, each of whom must prove himself in a Manhood Ritual before becoming a Warrior/Hunter. Of the 35 members, one-half of them will always be out of the camp hunting and patrolling the regions in search of food and enemies. In times of famine or war, more Warriors will be out of the camp.

The Guardians are a small group of female warriors who constantly patrol the tribe's huts and communal living area. There are a total of 21 female tribe members in the Guardian force, each of whom is well trained in the art of hand-to-hand combat and weapons use (+1 to hit in combat).

The remaining tribesmen are the Gatherers. They protect the tribe's land, gather food, and raise the young.

The tribe's name comes from their tradition of following the flight of eagles during the spring migration. When the Tribal Council decides to move the tribe's home, the Chief climbs onto a nearby ridge and sits in meditation until he spots a group of eagles. The flight path these birds take indicates the direction the tribe must take to find a new home. Tribal legends tell that it is a good omen if any tribesman finds a white feather on the journey.

Once the tribe finds a new home, they build shelters from wood and animal skins. These dwellings, built close to one another for protection, become the center for daily tribal life. Most hunting takes place within a day's journey from the tribal center except in times of famine when hunters may have to be gone for a week in search of food.

Competition with other tribes for land and food is fierce, often causing forced migrations. After its last migration your tribe was raided by a hostile neighboring tribe, the Gray Rock tribe. Many members of both tribes were killed in the raid and now the White Feathers and Gray Rocks are bitter enemies.



Sna'Kee Scarlet Knights of Genetic Purity

GM

Many years ago a small tribe of pure strain humans and humanoids made their home in the part of Yel'Ston Park that contained the greatest number of geysers. Only 10% of the tribe were humanoids; the remaining members were pure strain humans (PSH). Garik Blackhand was the head of a large, ne'er-do-well clan of pure strain humans. The Blackhand clan was envious of the wealth the tribal humanoids had accumulated by use of their mutational powers. When the Blackhands were visited by a recruiter for the Knights of Genetic Purity (Purists), they were easily convinced to start an arm of that feared Cryptic Alliance, named the Sna'Kee Scarlet Knights of Genetic Purity. The Scarlet Knights adopted as their banner a black handprint on a field of red.

Garik Blackhand quickly rose to lead the Scarlet Knights. To consolidate his power, Garik appointed his brother, Fangol, as his second-in-command. The Blackhands' grip on the Scarlet Knights seemed unbreakable. As the Scarlet Knights grew in power, the tribal humanoids were subjected to a campaign of terror resulting in their extinction. High-tech weapons from Purists in other areas were smuggled to the Scarlet Knights to make them stronger than ever. For the past several years, the Scarlet Knights have been responsible for most of the violence against humanoids taking place in the Parks area. Fangol Blackhand is the contact for the bribes paid to several tribes in the Parks area to cause discord. He has several members of the Gray Rock tribe on his payroll, although they do not know he is a member of the feared Scarlet Knights.

Recently the Scarlet Knights found a number of heavy-duty robotrucks formerly used in forestry operations. They modified the trucks by mounting yurtlike tents on some and using an enclosed rig for Garik's headquarters. The robotrucks gave the Knights much needed mobility allowing them to travel with great speed and stealth. Security robots in the Parks are programmed to allow the robotrucks to pass.

All members of the Blackhand family dress in distinctive black uniforms and form an elite private guard for Garik. This private guard saved the day for the family when, fifteen years ago, a tragic event occurred. The long-awaited child of Garik and his wife, Grakka, was born a humanoid. The child, named Drat Blackhand, had obvious physical mutations. Fangol Blackhand quickly formulated a plan to conceal the birth from the Purists. An announcement was made that Garik's son had died. Swiftly, Fangol and his lieutenants spirited the boy into a secret holding of the Blackhand family, a small cabin in a remote valley of the Parks. Making matters worse, after the birth of her humanoid son, Grakka disappeared. Neither Garik nor Fangol know what has become of her. They fear she may be alive and will get her revenge on the Blackhand family by telling the Knights of Genetic Purity of the humanoid child's birth.

Drat is imprisoned in the former headquarters of the Park Warden of Yellowstone Park. Most of the warden's business equipment and computers were stored in a cellar beneath the cabin. It is here that the humanoid child is kept under heavy guard. A Ranger Tower stands near the cabin.

Fangol is the captain of the guards in the cabin complex where Drat Blackhand is

imprisoned. In order to prevent the boy from being captured in a raid, the guards have dug out a second cellar. In this second cellar they keep another humanoid boy as a hedge against discovery. This child was kidnapped from his humanoid parents who live in another valley of the Park. If for any reason someone learns of Drat's existence and tries to raid the cabin, then they would only find the decoy. The humanoid decoy has been carefully coached about the Blackhands and will be readily surrendered to anyone making a successful assault.

Garik and Fangol live in fear that their political rivals in the Scarlet Knights will discover their secret. Political opponents of the Blackhands are always trying to unseat them. Although members of the Blackhand family are the only ones who know of the child, Fangol and Garik have taken elaborate precautions to protect themselves. Until now, only strict tribal taboos against infanticide have protected the boy. But even these restrictions cannot keep him alive if Garik feels his power is threatened.

Garik has foolishly recorded all the events of the last fifteen years in a diary. This diary includes an entry concerning the birth of his humanoid son. The description of the boy in the diary does not match that of the decoy kept in the second cellar. Also faithfully recorded in the diary is the location of the cabin, some details about cabin's cellars, and records of Fangol's payments to the Gray Rock tribesmen. The diary, covered in red leather and emblazoned with a black handprint, is hidden in a locked chest under the cot in Garik's headquarters.

When the player characters discover the diary, give them the diary information listed above. The location of the cabin should be given in terms of distance and general area (see Map 4). Player characters will be able to recognize the area when they reach it, but will need to move at Slow Speed to find the cabin. The diary contains only sketchy information on the cellars; no mention is made of the two different cellars. Give the player characters a description of Drat Blackhand (p. 23) and details on the Blackhands' payment to the Gray Rocks for their subversive activities in the Parks area.

Although the contents of the diary is damaging to the Blackhands, tell the player characters that it is not strong enough evidence to save their people. They must capture Drat Blackhand and deliver him and the diary to the other humanoid tribes. This is the only way to save the White Feather tribe from the vengeance of the council.

THE ODYSSEY



Scenario 1 Betrayal

GM

Begin the scenario by reading the player material describing the peace council. After the player characters know where they are and what is happening, read the second part of the player material. The second part describes the attack on the council by a large group of Scarlet Knights led by Garik, himself. This attack begins on the far side of the council grounds, away from the player characters. As this battle begins, the player characters are attacked by a group of NPCs from the Gray Rock tribe. The Gray Rock Tribe has been bribed by the Blackhands to disrupt the conference. They are unaware that the gold pieces came from the hated Purists. At the start of the attack, the Gray Rocks will charge the White Feather delegation. Other members of the Gray Rock tribe will join in the battle against the attacking Purists while proclaiming to the council the treachery of the White Feather tribe members.

The battle between the Gray Rock NPCs and the player characters should last for four Action Turns. During the battle, have the NPC Teligmano try to lead the player characters in a retreat to the rocks lying to the northeast. Once among the rocks he is ambushed by a Gray Rock tribesman and fatally wounded. Describe this attack only if a player character is present. The attacker will have surprise for the one Action Turn needed to shoot Teligmano, then disappear.

The Scarlet Knights are attacking the peace conference from hovercars. They are armed with lasers, slug throwers, and grenades. The council humanoids will drive the Scarlet Knights off before they come into contact with the player characters.

Players

Members of your tribe have been invited to join a peace council. Over the years, wars and raids in the Parks have taken a terrible toll of life. Leaders of all the tribes have called a council in the southeastern wilderness area of the Parks.

Teligmano Sassena, Holy One of your tribe, favors the council. The Tribal Council has appointed him their representative at

the meeting. You and a number of other young people from the tribe accompany him as a personal honor guard.

Upon your arrival at the council, Teligmano is angered and mystified to find resentment rife against the White Feather tribe. The Gray Rock tribe, neighbors of the White Feather tribe, has been spreading lies and propaganda against your people. Teligmano intends to confront the Gray Rock tribe with this treachery during the council meeting. Now, however, you find yourselves standing in the outer border of the council. Near you, to the northeast, is an area of rough stone.

Teligmano Sassena stands at the front of your party. Standing at distances of 50 meters are other delegations from all the tribes in the Parks area. Leaders of many tribes are addressing the council on ways to bring peace to the Parks area. Initially, their normal distrust caused the tribes to be reluctant to stand close to one another. Now, however, the spirit of brotherhood at the council has caused a relaxation of tensions and everyone listens with interest.

Suddenly you hear a terrible explosion to the southwest. Above the exclamations of surprise rise screams of pain and fear. Strange droning sounds drift ominously across the panic stricken council. Everyone reaches frantically for weapons. Suspicion sweeps the groups, each fearing some form of treachery. Without warning, members from the Gray Rock tribe begin to charge across the space separating them from your delegation. The attackers surge toward you!

GM

The statistics for the Gray Rock NPCs and Teligmano, the White Feather NPC are listed on the next page. Use the Gray Rock NPC list as the attackers on the player characters.

Garik's troops are attacking from the southwest in hovercraft vehicles supported by heavy lasers and grenades. The player characters face members of the Gray Rock tribe. Have Teligmano flee toward the rocks in the northeast, urging the player characters to follow. As soon as the player characters have fought four Action Turns, the Gray Rock attackers will suddenly break off from the battle.

At this time, Garik's troops will also withdraw, having disrupted the peace council

and killed many humanoids. The Gray Rock tribe has accused the White Feather tribe of betrayal and will now lead a force of several hundred humanoids toward the player characters.

Once in the rocks to the northeast, Teligmano is ambushed by a Gray Rock assassin. He receives a fatal wound but will not die before passing on information to the player characters. There will be no attack on the player characters while the dying seer is telling them this information. They do see the council humanoids gathering around the surviving Gray Rock tribesmen. After Teligmano tells them his information, he uses his Weather Manipulation to start a blizzard. The blizzard will obscure sight and prevent flying, just as the player characters see the forces of the council coming toward them.

Players

Teligmano beckons to all of you to gather around him and says in a pain-racked voice, "The tribes of the peace council believe we were conspiring with the attackers. The Gray Rock tribe has falsely accused us of being in league with the Scarlet Knights. None of the tribes will listen to the voice of reason. All are intent on vengeance. They scream like jackals for our blood. They intend to declare our tribe outlaws and hunt us down like animals. Listen carefully as my time with you grows short—you must travel to the northeast, to the high mountains. Find our allies, the mighty e'glee of the Whitetip Sept and their leader, Kree Al'Ice. Offer them gifts and beg for their help.

"If the e'glee favor you, they will allow you to ride on their backs. Fly to the west. Seek out a strange camp, with round tents that sit on strange carts. In this camp you will see one tent, different from all the others. It is square in shape. You must enter this tent and search for a book belonging to the leader of the Scarlet Knights. The book is small and bound in red leather and bears a mark like a black handprint. This book will provide the key to survival for our tribe. You must get the book, learn its secret and and save our people.

"Make haste, my young ones. Leave me here and I will cause a great blizzard to cover your retreat. Do not despair at leaving me behind. I am dying and no one can save me. I can help you escape and die in peace knowing I have helped to save our people. May the Great Ones of the White Sky be with you on your perilous journey!"

NAME: Teligmano Sassena
MORALE: 9
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 25
MS:14 **IN:**17 **CH:**18
PS:7 **DX:**11 **CN:**7

MUTATIONS: Anti-life Leech, Hands of Power, Precognition, Mental Control, Weather Manipulation.

The following Gray Rock tribesmen attempt to come within range of the player characters and use their most effective mutation. They are all in Armor Class 7.

NAME: Atriga
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 38
MS:15 **IN:**13 **CH:**17
PS:7 **DX:**15 **CN:**11

MUTATIONS: Antlers, Radiation Eyes, Total Healing, Mental Shield.

NAME: Bonsomme
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 28

MS: 18 **IN:** 14 **CH:** 3
PS: 5 **DX:** 13 **CN:** 10

MUTATIONS: Hands of Power, Regeneration, Density Control (Others), Confusion.

NAME: Characcas
MORALE: 7 **LAND SPEED:** 18/400/24
TYPE: Humanoid
HIT POINTS: 56

MS: 13 **IN:** 13 **CH:** 14
PS: 15 **DX:** 11 **CN:** 14

MUTATIONS: Androphobia, Carapace (Partial), Anti-life Leech, Multiple Body Parts (Four Legs), ForceField Generation, Reflection, Multiple Damage.

NAME: Doogul
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 30

MS: 12 **IN:** 10 **CH:** 14
PS: 15 **DX:** 13 **CN:** 14

MUTATIONS: Heightened Precision, Fear Impulse (Birds), Force Field Generation, Absorption (Radiation), Mental Blast.

NAME: Echanar
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 36

MS: 14 **IN:** 12 **CH:** 10
PS: 14 **DX:** 16 **CN:** 12

MUTATIONS: Poor Dual Brain, Double Pain, Actual Metamorphosis, Regeneration, Fear Generation, Stunning Force.

The following Gray Rock NPCs will attempt to close and use whatever weapon you wish to assign them in the class given (Pole arms/swords). All are PSH. Allow them to have bows only if the player character party is large and powerful.

NAME: Fangala
MORALE: 7
LAND SPEED: 12/900/18
HIT POINTS: 45

MS: 16 **IN:** 18 **CH:** 10
PS: 13 **DX:** 11 **CN:** 9

NAME: Gorgona
MORALE: 7
LAND SPEED: 12/900/18
HIT POINTS: 62

MS: 16 **IN:** 8 **CH:** 11
PS: 10 **DX:** 17 **CN:** 18

NAME: Hagg
MORALE: 7
LAND SPEED: 12/900/18
HIT POINTS: 85

MS: 15 **IN:** 16 **CH:** 14
PS: 9 **DX:** 13 **CN:** 8

NAME: Irvinging
MORALE: 7
LAND SPEED: 12/900/18
HIT POINTS: 51

MS: 13 **IN:** 17 **CH:** 14
PS: 14 **DX:** 13 **CN:** 11

NAME: Jokker
MORALE: 7
LAND SPEED: 12/900/18
HIT POINTS: 46

MS: 11 **IN:** 17 **CH:** 14
PS: 14 **DX:** 14 **CN:** 11



Scenario 2 Escape to the Mountains

GM

This scenario takes place during the player characters' escape to the northeast. Players may move in a direct line to the northeast until the place marked (EG) is reached on the GM's map. Here the player characters will be met by the fliers of the Whitetip Sept who may allow themselves to serve as mounts. Read the description of the e'glee (p. 25) carefully but only describe what the player characters can see with their eyes or determine by use of powers. The e'glee will not tell the player characters about their phobia of fire and firelike products.

GM Map Movement

Movement across the GM map has been simplified. It is late winter in the Parks and snow and storms are common. Allow the player characters to travel a maximum of 3 hexes per day in any terrain except on the roads. Travel on the roads is 6 hexes per day. Check for random encounters normally. Aerial random encounters are conducted exactly as ground encounters. The movement rates are for player characters on foot in the park. If player characters use a vehicle, use the movement rate provided in the GAMMA WORLD® rules. If the player characters use a flying creature, the travel rate by air is 9 hexes per day. The rough and mountainous park terrain causes problems for flying creatures, thus a slower flying rate. An aerial search allows only 6 hexes per day.

GM Map Encounter Symbols

Players may or may not take the direction suggested by the Holy One. If they do not, then use the Encounter Tables provided in the GAMMA WORLD® rules. If they do follow the clues and start their March Turn in any hex containing the symbols (a,b,c,d,e), they will have the encounter described on the table in addition to their regular random encounter. These symbols are only used during movement in Scenario 2 across the outdoor areas of the GM Map.

Random Encounter Table (a)

This encounter is with a small troop of Garik Blackhand's Scarlet Knights. All are PSH and mounted on podogs. All will have pistols, one out of five will have a laser rifle and another one out of every five will have four grenades. See the list on the next page for the maximum possible number the party encounters.

NAME: Podogs
MORALE: 7
HIT DICE: 4d12
ARMOR: 5
LAND SPEED: 12/900/18

MS:1d10+2 **IN:**1d8+6 **CN:** 1d12
PS: 2d20+20 **DX:**3d6 **CH:**1d12

ATTACKS: 1 Bite (2d6 damage)
MUTATIONS: See GAMMA WORLD® rules, p. 50.
DESCRIPTION: See GAMMA WORLD® p. 50.

Sna'Kee Scarlet Knights of Genetic Purity #1-20

MORALE: 6
LAND SPEED: 12/900/18
HIT POINTS: 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 51, 52, 53, 54, 55.

MS:10 **IN:**12 **CH:**12
PS:12 **DX:**12 **CN:**12

EQUIPMENT: Slug Thrower A; Dagger.

All the Scarlet Knights have the same statistics. You may alter any statistics if you wish. The number of knights encountered will be eight (8) plus one (1) per member of party, to a maximum of twenty (20). There will be a 50% chance they will see the party and attack immediately. Distance will be determined by you. Ignore any further random encounters coded (a).

If player characters are able to capture any of the Scarlet Knights, the only information they get is names of leaders and a general location of their main headquarters.

Random Encounter Table (b)

This encounter is with a force of humanoids from the peace council. It is only designed to make the party aware of their pursuers, not to force a fight. The force consists of 100 well-armed humanoids. If the player characters have any mutational or technological ability to see at a distance, they see members of the Gray Rock tribe in the force. Any attack on the pursuers will be futile. Use this encounter as a prod to spur the PCs on. This encounter may be used more than once.

Random Encounter Table (c)

Encounter table (c) consists of new creatures, all described on p. 25-28. Adjust the encounter environment to fit each encounter. Roll 1d10.

Die Roll Encounter

- | | |
|----|----------|
| 1 | Barxyn |
| 2 | Loo Pur |
| 3 | Ooz Blen |
| 4 | Skwil |
| 5 | Toother |
| 6 | Vath |
| 7 | Loo Pur |
| 8 | Skwil |
| 9 | Toother |
| 10 | Vath |

Random Encounter Table (d)

Use the Random Encounter Table found in the GAMMA WORLD® rules.

Random Encounter Table (e)

When an encounter occurs in a hex with this letter (e), use the Ranger Tower (see p. 21) as the encounter.



Scenario 3

Meeting with the Whitetip Sept

Players

Far above you stretches a towering expanse of ice-fanged rock, broken occasionally by massive boulders and patches of pristine snow. Hundreds of feet into the air above you are the aeries of the Whitetip Sept of e'glee. Twenty of the glorious e'glee can be seen, launching or landing on the upper slopes. Others soar gracefully over your head. Finally, a giant among the e'glee, with gray streaking in his feathers, glides down near your party. The e'glee can understand the Trade language, although they are unable to speak. They communicate with raucous screams and guttural caws. Much of what you know of the e'glee is legend gleaned from tales told by your tribe's elders.

GM

When the player characters reach the area shown on the GM map as (EG), read the e'glee description (p. 25) and arrange a meeting between the player characters and the e'glee. The leader of the Sept (tribe) is Kree Al'Ice, a wise, old bird. The Whitetip Sept owes a debt of honor to the White Feather tribe for aid given in the past. To obtain an e'glee mount, the player characters must offer a gift to an individual e'glee. Roll d%. If the player rolls 65 or less the e'glee accepts the gift and allows the player to use it as a mount. Any gift offered above Tech Level II subtracts 15% from the base die roll. Repeat the die roll for each player character who wants an e'glee as a mount. Players may try more than once to get an e'glee mount, but each attempt requires a separate die roll.

NAME: Kree Al'Ice
TYPE: E'glee

MS: 15 **IN:** 17 **CH:** 12
PS: 30 **DX:** 15 **CN:** 16



Scenario 4

Search for the Scarlet Knights

GM

Allow the player characters to take any equipment they want subject to the load an e'glee agrees is satisfactory. Player characters must decide for themselves how they want to ride. They may want to tie themselves on the birds to keep from falling off. Ask how they load and secure



any equipment and supplies on the e'glee. Those that do not take precautions will find themselves losing things if the e'glee are engaged in aerial combat. Make an attribute check of 2 times Dexterity to see if the player character stays on the fighting e'glee's back. Those who fail the Dexterity Check fall. Remember that the e'glee use the mutation Fear Generation as a weapon. If this mutation is used by an e'glee while an unsecured player is mounted on its back, make an Attribute Check against Strength. Determine if the e'glee is able or willing to catch a falling player. The e'glee will not bother to catch a piece of falling equipment but will land wherever asked.

The e'glee will fight a player if insulted or attacked. A duel between a player character and an e'glee will be watched without interference by the other e'glee. If more than one player character attacks or insults the e'glee, they desert the player characters or attack them en masse. Don't let the player characters bully or treat the e'glee like horses without some reaction from the Sept members.

Straight flight in the treacherous air currents, clouds and winter cold of the Rockies will be 9 hexes per day. Search of each hex from the air reduces range to 6 hexes per day.

If player characters follow Teligmano's clues, they fly northwest. Have the player characters conduct Search Turns to look for the headquarters of the Scarlet Knights.

It will take a minimum of 2 days of game time through the air to reach the headquarters of the Scarlet Knights. Run Scenario 5 after 1 day of game time has passed.



Scenario 5 Aerial Duel With the Vath

Players

As you are flying through the icy reaches, you hear screeches from several of the e'glee. Suddenly something that could only come from a nightmare swirls toward you from out of the mist—gigantic bats! The monstrous creatures fly straight toward you. You see to your horror that they each have two heads. The second head is even more frightening than the first. Colored a brilliant, blood-red, the second head has sharp fangs that jut out from a drooling mouth. You have only an instant to react before they will be on you!

GM

Player characters are attacked by a group of eight Vath (see New Creatures on p. 28). Their Beguiling ability, if successful, causes

the victim to be passive to their blood-sucking. Remember that a player character and the e'glee mount must both succumb to the mental attack of the Beguiling. Otherwise they both react normally. If either is Beguiled, then the other may react normally and fight the attacking Vath. Only if both succumb is the Vath able to suck blood unopposed. This does not mean that the Vath gets two simultaneous attacks. The Vath must make two successful attacks against an e'glee and its rider. The Vath will not know if it has been successful unless player characters show signs of submission.

NAME: Vath

NUMBER: 8

MORALE: 6

HIT POINTS: 7d6

ARMOR: 5

AIR SPEED: 16/1200/36

MS: 2d6+2 **IN:** 3d4

DX: 1d8+6 **CH:** 2d4

CN: 3d6 **PS:** 2d6+2

ATTACKS: 1 Bite (2d8)

1 Bite (2d6 + level 2d4+5 poison)

MUTATIONS: Beguiling, Life Leech, Multiple Body Parts, Radar/Sonar, Skin Structure Change.

All attacking Vath have the same statistics. See New Creatures, page 28 for description.



Scenario 6 Garik's Headquarters

GM

Garik and his followers have established a secret camp in the wilderness. In the last few years, much high-tech equipment has been smuggled to the Sna'Kee Knights by other branches of the Purists. Recently the Scarlet Knights discovered a large, underground garage in a valley to the north. When robotrucks, activated and operated by voice, were discovered, Garik decided

the time had come to launch a full-scale campaign against humanoids in the Parks area. Gathering his forces, he used the robotrucks as a mobile force, greatly enhancing his power to strike swiftly.

Most of the robotrucks are flatbed loggers. Garik's forces mounted huge, yurtlike tents on the beds as barracks for the Scarlet Knights. A large tank truck was modified to carry water for both the troops and their podog mounts. An enclosed semirig with a large radio transceiver was converted into Garik's personal quarters and command post. Local maps, the radio transceiver, several desks with papers can all be found in the trailer. A diary covered with red leather and emblazoned with a black handprint is hidden in a small locked chest in the sleeping area of the trailer. This diary lists those in the pay of Garik's brother, Fangol, and the secret location of Garik's humanoid son, Drat.

Stress to the player characters that if Garik Blackhand is not halted all humanoid tribes face destruction. By capturing his son, presenting him to the Scarlet Knights and revealing the contents of the diary to the council, the player characters hope to cause a power struggle in the ranks of the Scarlet Knights. This power struggle will buy time for the humanoid tribes to unite and fight the Scarlet Knights.

The camp is shown on the Headquarters Map. It is guarded by 15 PSH. The location of all the guards as well as their description, statistics and equipment is listed below. Guards will be in the same location, day or night. A micromissile launcher surrounded by sandbags is located on the top of one of the trucks. The main force of 75 Scarlet Knights riding 8 hovercraft are returning and will enter the camp by evening. These men are Garik's forces returning from the battle at the humanoid peace council. After the battle they used their high speed and mobility to lead any pursuit away from their camp. They can be spotted by the player characters' e'glee as the force makes its way toward the hidden base camp.



The camp guards will not spot the player characters in the air unless they hover over the camp for any length of time. The e'glee will be ignored unless they come within range of the micromissile launcher set up in the camp. Remember that the e'glee have pyrophobia and will react strongly to any attempt to get closer to the camp as there are campfires burning.

If player characters strike directly into the camp, use the NPC Guards listed in this section for the encounter. All of the guards have slug throwers. One guard has a Mark VII Blast Rifle, one a Laser Rifle and one has four grenades.

Players

You see a camp consisting of strange-looking vehicles. Some of them have round tents mounted on their flat trailers. One has a huge, rounded cylinder and one has a huge box. Men can be seen at several points: one by a fire, one in the open side of a small vehicle by the corral, one on top of the big box and two surrounded by bags and working with a small weapon. All seem alert and watchful.

GM

The situation in the camp remains the same all day. If the player characters wait,

has hit its target, it then tries to pick the paint-splattered individual up with its crane-claw. If successful, the target is killed unless it can escape in the one Action Turn it takes to put the target on the platform.

TYPE: Ecology Bot - Timber Cruiser/Heavy Duty #17 (TC-17)

STATUS: None

NUMBER: 1 **ARMOR:** 3

HIT DICE: 50d12 **CONTROL:** G

SENSORS: A/B/E **POWER:** D

SPEED: 12/900/18

PROGRAM: Timber Cruising; Tree Marking; Tree Thinning



Players

When the player characters locate Garik's camp, read the following information to them.

Kree Al'ice tells you that his e'glees have spotted a giant metal object on the other side of a hill near the camp. The e'glees offer to fly to it from the opposite direction so as to be hidden from the camp guards.

GM

If player characters wish to investigate the metal object on the other side of the camp, turn to TC-17 for details on the giant robot tree thinner.

If player characters ask what they see in the camp, read the following description.

eventually they will see men enter and leave the biggest tent (D) and the guard change.

Activate TC-17 any time after the first player characters enter the camp. TC-17 enters the camp and initiates its programming—to thin objects. Robotrucks are first shot by the paint gun and then picked up with the crane-claw. This claw crushes the robotruck and places it on the platform. TC-17 also fires the paint-gun at any moving target in the camp after each attack on the robotrucks. Use a random method to determine which player character or NPC is fired upon, if there is more than one moving target. Once the robot

CONTROL: Internal Computer (Wild Mode)

SIZE: 50-meters tall by 75-meters long by 25-meters wide

ARMOR CLASS: 4

HIT POINTS: 750

MOVEMENT: Very slow; cannot catch moving vehicle; same surface movement as human in all terrains; uses 6 mechanical feet (Articulated Pseudopods).

EQUIPMENT: Tree claw/cutter crane (25-ton capacity).

WEAPON CLASS: 6

PAINT GUN: 2d6 impact damage.

WEAPON CLASS: 10 **RANGE:** 30 meters.



This gigantic robot is a Timber Cruiser. It was designed to move through the forest marking selected trees with a huge paint gun for future tree thinning. The marked trees are cut down, lifted and stacked on its flat platform. TC-17 is run by a sealed internal computer and follows programming long obsolete. Centuries of neglect have caused damage to its programming. When activated, it is in wild mode and acts as you want. The TC-17's large crane arm can cut down trees, with lift capacity to 25 tons. Indelible inks can spray from the gigantic gun that is capable of doing damage by impact and permanently staining any one who is hit. There is no known solvent for the paint. Any player characters hit by a color (your choice) remains that color for 1-10 years unless affected by some mutation.

The player characters cannot activate the robot. If they destroy the upper control box, the robot becomes nonfunctional.

Any vehicle seized by the claw is damaged beyond repair and put on the upper platform. All remaining guards try to enter the robotrucks and drive away. The robot first attacks vehicles, then moving player characters. TC-17 may use both claw and gun in one Action Turn. Aerial attacks, or anyone crawling around on its body, are ignored. When the robot has taken 750 points of damage, the antenna array and computer unit explodes and the robot is deactivated.

If the giant robot is not deactivated, then player characters can watch it move toward the closest group of trees and initiate its programming. If TC-17 picked up Garik's headquarters truck, the player characters may land on the platform and loot the truck. The guards will have driven away any undamaged trucks. If the robotruck with the diary is still in the camp, player characters may loot it there. Either way they find the diary. The headquarters truck

containing the diary cannot be driven away. Garik has removed a vital part to prevent any theft of the vehicle. It cannot escape the tree thinning robot TC-17. If the player characters find the diary, read the following information to them.

Players

Diary of Garik Blackhand—"How could this vile thing be blood of my blood, flesh of my flesh? That I should spawn such a son, an abomination to the eyes of the Knights of Genetic Purity. A noble Blackhand face fouled by hideous antenna that sprout from his brow. He is more like a monkey than a man. He swings through the trees by his tail. His very existence is a torture—a curse. I will dedicate my life to stamping out things such as him from the face of the earth. He and his kind will be dust under the feet of the Scarlet Knights."

Garik's Headquarters—Key

Use Map 5

Players

A) The flatbed trailer is 20 meters long and 6 meters wide. Three large metal bands line each side and curve over the top. Three yurtlike tents are mounted on the bed. Two ladder/steps of wood lead to the bed, which is 1 and 1/2 meters above the ground. Each yurt has an entrance on the same side as the steps.

GM

None of these yurts is occupied. Collapsible bunks line the floors and walls. Use the Loot Table from the GAMMA WORLD® rules if any player searches a yurt. All the yurts will burn quickly if set afire. They will burn completely in 20 Action Turns.

Players

B) This 20-meter flatbed trailer has a 3-meter long enclosed cab. Upright wooden posts line its sides and sandbags are stacked 3 meters high. Standing on the raised platform at the rear, slightly higher than the sandbag wall, is some type of weapon. Next to the weapon are two blackclad guards. Crates and bags are stacked on the truck behind the gun. The only entrance is a 1-meter wide opening at the end of the trailer. A set of wooden steps leads from the trailer.

GM

This truck carries food and other basic supplies including extra ammunition for the guard pistols. The gun is a micromissile launcher (see below) mounted on a crude tripod. There are two guards standing by the weapon, but only one is needed to operate it.

NAME: Micromissile Launcher

RATE OF FIRE: 1/Action Turn

AMMO: 15 Missiles

DAMAGE: 7d6

BLAST RADIUS: 15 meters

RANGE: 500 meters

WEAPON CLASS: 16

STATUS POINTS: 3000

NPC Guards in Robotruck (B)

NAME: Kisko

MORALE: 7

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 46

MS: 13 **IN:** 18 **CH:** 9

PS: 15 **DX:** 14 **CN:** 11

EQUIPMENT: Slug Thrower A, Tear Gas Grenade, Gas Mask, Dagger, 2 full clips for slug thrower.

NAME: Jocki

MORALE: 6

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 70

MS: 15 **IN:** 16 **CH:** 13

PS: 13 **DX:** 9 **CN:** 13

EQUIPMENT: Slug Thrower A, Vibro Blade, Dagger, 2 full clips for slug thrower.

Players

C) A large, silver-colored, 17-meter long cylinder is stacked on the flatbed of the vehicle. There are several valvelike devices at the rear. A pool of liquid lies beneath the valves.

GM

This vehicle is the water truck, and the liquid beneath the valves is water. The truck is unguarded.

Players

D) This 18-meter long vehicle appears different from the others. The cab appears to merge with the trailer rather than be loosely connected as the other trucks. Posts and sandbags line the edges of the trailer similar to B. A single yurt sits on the section closest to the cab near a small opening in the wall of sandbags. There are steps leading down to the ground 1 meter below. Stacks of boxes and kegs are piled on the rear of the trailer.

Graystoke Mindmaster**GM**

This robotruck carries Garik's personal bodyguards. All of the camp guards will stay in the yurt tent. If player characters observe the camp long enough, they will see the guards change shifts and use this tent. The remaining tents in the camp are empty as the occupants are with the main invasion force. Any guards not on duty will be in this barracks tent. Nine guards are in the robotruck.

NPC Guards in Robotruck (D)

All guards are PSH; none have mutations.

NAME: Pimko

MORALE: 8

LAND SPEED: 12/900/18

HIT POINTS: 60

MS: 10 **IN:** 13 **CH:** 15

PS: 8 **DX:** 15 **CN:** 15

EQUIPMENT: Slug Thrower A.

NAME: Radiss

MORALE: 6

LAND SPEED: 12/900/18

HIT POINTS: 63

MS: 16 **IN:** 18 **CH:** 17

PS: 16 **DX:** 15 **CN:** 15

EQUIPMENT: Slug Thrower A.

NAME: Garri

MORALE: 8

LAND SPEED: 12/900/18

HIT POINTS: 60

MS: 9 **IN:** 11 **CH:** 12

PS: 9 **DX:** 13 **CN:** 13

EQUIPMENT: Slug Thrower A, gas mask.

NAME: Pakoi

MORALE: 7

LAND SPEED: 12/900/18

HIT POINTS: 48

MS: 16 **IN:** 12 **CH:** 6

PS: 15 **DX:** 16 **CN:** 14

EQUIPMENT: Slug Thrower B.

NAME: Sessika

MORALE: 7

LAND SPEED: 12/900/18

HIT POINTS: 59

MS: 15 **IN:** 16 **CH:** 11

PS: 13 **DX:** 14 **CN:** 13

EQUIPMENT: Slug Thrower B, Smoke Grenade (1), Gas Mask.

NAME: Sixer

MORALE: 6

LAND SPEED: 12/900/18

HIT POINTS: 71

MS: 17 **IN:** 18 **CH:** 10

PS: 12 **DX:** 15 **CN:** 14

EQUIPMENT: Slug Thrower B.

Joseph Littlemann**Dhoug Ironfinger**

NAME: Nigelle

MORALE: 8

LAND SPEED: 12/900/18

HIT POINTS: 73

MS: 15 **IN:** 12 **CH:** 11

PS: 11 **DX:** 11 **CN:** 17

EQUIPMENT: Slug Thrower A, Paralysis Rod.

NAME: Ender

MORALE: 5

LAND SPEED: 12/900/18

HIT POINTS: 50

MS: 14 **IN:** 13 **CH:** 10

PS: 15 **DX:** 12 **CN:** 11

EQUIPMENT: Slug Thrower B.

NAME: Catsker

MORALE: 4

LAND SPEED: 12/900/18

HIT POINTS: 55

MS: 9 **IN:** 18 **CH:** 10

PS: 16 **DX:** 16 **CN:** 15

EQUIPMENT: Slug Thrower C, Gas Mask.

All of the above guards have a dagger. Each guard has a full ammo clip and two additional clips for each weapon.

Players

E) The trailer on this vehicle is a large, enclosed box. Roughly painted on the sides is a red square emblazoned with a black hand. Wooden steps lead up to a small, locked door in the rear. No one has entered or left through this door while you have been watching. On the truck's roof toward the rear of the box, is another small circle of sandbags. Within this circle is a blackclad guard (#10) with a rifle weapon. The trailer is 20 meters long and 4 meters wide. The cab is enclosed and measures 6 meters by 6 meters.

GM

The truck is Garik's headquarters. The door to the trailer is locked. Inside the truck is one long room crammed with papers and maps. The room is disordered and player characters who wish to loot the room can do so. Most of the material is useless to the player characters. Garik keeps his diary in a locked metal chest under his cot at the end of the trailer toward the cab.

NAME: Gordo—Guard #10

MORALE: 8

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 60

MS:15 **IN:**13 **CH:**16

PS:16 **DX:**9 **CN:**15

MUTATIONS: None

EQUIPMENT: Slug Thrower C, Gas Mask, Dagger, (2) Fragment Grenades, Mark VII Blast Rifle.

Players

F1) Hover Car (see Transport Table, GAMMA WORLD® Adventure Book p. 32). The cab of this empty car has been enclosed, but the rear bed is open.

F2) Hover Car. This car is similar to F1. A blackclad guard (#11), carrying a riflelike weapon, is lounging in the front seat.

GM

A Stage II ID will operate F1. F2 is the same type of open-bed Hover Car. The guard in F2 is armed with a Laser rifle. He is resting on the driver's seat and has his feet sticking out of the open door.

NAME: Tomkin—Guard #11

MORALE: 7

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 69

MS:12 **IN:**10 **CH:**16

PS:13 **DX:**10 **CN:**16

MUTATIONS: None

EQUIPMENT: Slug Thrower C, Smoke Grenade (1), Infrared Goggles, Dagger, Stage III I.D., Laser Rifle.

All of the guards have Stage II I.D. and can operate the Hover Cars.

Players

G) One podog stands in a wooden corral. The wooden posts of the corral are fastened together with barbed wire. There is evidence that the corral once held a large herd of podogs.

H) You see a guard (#12) on duty at his post by the fire. He is not carrying a weapon, but you see some type of device hanging on a leather hook on his belt.

GM

The guard has a pistol hanging from his belt. He makes a patrol around the vehicles closest to him every three Search Turns.

NAME: Philo—Guard #12

MORALE: 6

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 60

MS:17 **IN:**13 **CH:**13

PS:15 **DX:**14 **CN:**16

MUTATIONS: None

EQUIPMENT: Slug Thrower C, Gas Mask, Dagger.

All the trucks in Garik's camp are robot-controlled. Each has a detachable cab and will operate on verbal commands of anyone once the trucks are activated. They operate from any energy cells or from solar collectors. Each pulls a trailer of some type.

Any player who is a pure strain human or not obviously a humanoid can operate the trucks by voice once they enter the cabs. The trucks can operate over rough terrain and all the tires are of solid synthetic rubber.

All the trucks have fully charged solar power cells and can operate for two days. None has any extra energy cells.

**Scenario 7****Search for Drat Blackhand**

Use Map 6.

GM

Players must fly (or walk if they do not have e'glee mounts) to the northwest, searching for Blackhand's son. They know from the diary that Garik's humanoid son is imprisoned in a cabin northwest of the headquarters camp. They do not know the exact location. Allow the same aerial search methods as used in Scenario 4.

The cabin is located in an area of high geyser activity. The e'glee will not enter that area because their pyrophobia extends to smoke and steam. Player characters must travel to the cabin on foot. The e'glee will land 4 kilometers from the cabin.

As player characters enter the area in which Drat's cabin is located, they see many geysers. The air is cloudy with steam and smoke. The players' field of vision will vary from clear to only a few feet due to the swirling smoke and steam.

As they make their way into the mountains, describe the conditions, and then read the following.

Players

Before you, set partly in the side of a hill, stands a small, run-down log cabin. The cabin's only window is shattered. The cabin has no door, and its interior is too dark for you to see inside.

GM

A Sna'Kee Scarlet Knight named Kanker is on guard at the cabin. He can survey the area from the cabin's front window. He knows the player characters are in the area unless they move at Slow Speed, use some mutation, or sneak in under cover of night.

NAME: Kanker

ARMOR: 8

TYPE: PSH

MS:14 **IN:**12 **CH:**11

PS:12 **DX:**13 **CN:**15

HIT POINTS: 60

EQUIPMENT: Tear Gas Grenade, Dagger, Slug Throwing Pistol C, Laser Rifle. Other possessions include a small, nonfunctional radio transceiver, d% gold pieces in a pouch at his side, a Stage II I.D., a package of faded picture postcards of the Parks, one showing the location of Drat's cabin. The Ranger Tower next to that cabin is also shown on the postcard.

Kanker is a Scarlet Knight and a cousin of Garik. He wears the distinctive black uniform of Blackhand's personal guard. He knows the secret of Garik's humanoid

Lutha King



Marlene Moonglow



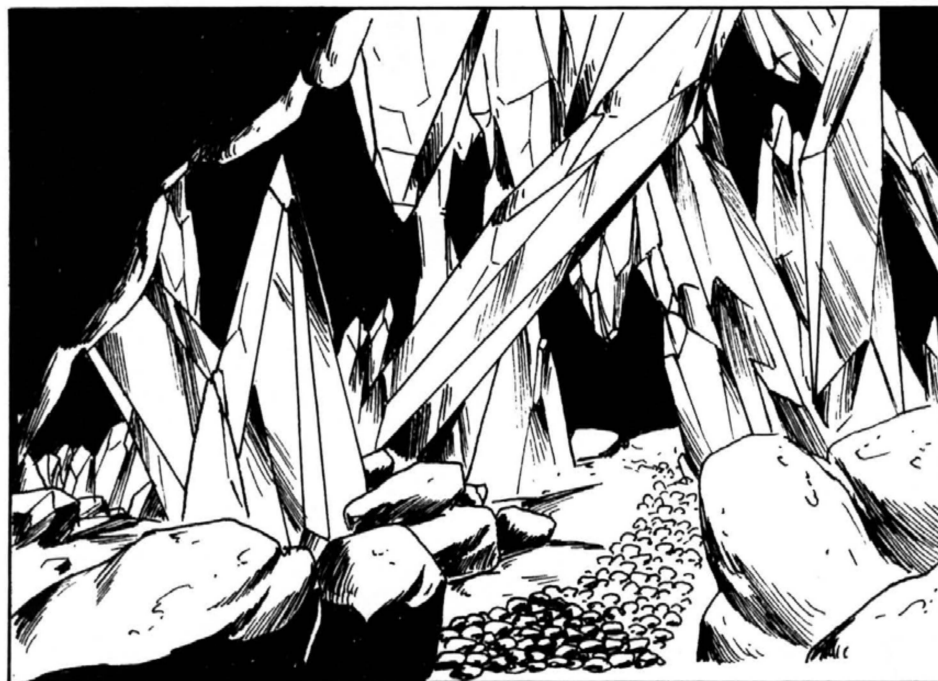
son, but has not been told about the hidden complex at Drat's cabin. The player characters will be able to get information from him only by the use of mutations or drugs. He will not willingly cooperate.

Players

You see a 7 by 5 meter, dirty room. The ashes from many fires and trash litter the floor. Lying on the floor in a corner is a skin backpack and bedroll. On the rear wall is another doorway. Its entrance is blocked by a panel that is open one-half meter. There are no other visible entrances or exits.

GM

This one room, 7 by 5 meters, is a cabin built to protect the entrance to a small cave complex where Park visitors were given a short tour into the quartz caverns. The interior of the cabin has long since been looted. The entrance to the caverns is blocked by a sliding panel that is ajar. It slides easily back into the wall and can close to one-half meter wide.



Quartz Caverns Key

Players

You open the sliding panel and see a short corridor. There are small glowing bulbs set in the ceiling of the 3 by 3-meter shaft. The walls are faced with a beautiful crystalline structure. The small lights cause rainbow-colored prisms to reflect from the walls. Five meters from the entrance, the corridor opens outward into a wider area. The light is not bright enough to see anything else from here.

GM

The area is the entrance to the visitor caverns. The sparkling crystal is quartz. The lights have been placed to create the rainbow effects. At the end of this 5-meter corridor is the entrance to Cave One.

Cave One

Players

Opening outward from the corridor is a large cavern. Measuring 50 meters in diameter, the room resembles a fairyland ballroom. Intricate crystalline structures, stalactites, and stalagmites are everywhere. Soft lights, some colored, illuminate the area. Most of the rock or crystal formations are massive, averaging several meters in diameter. The whole cavern cannot be seen as many crystals block the total view. The air is cool. The footing is sand and rock. A small trail, edged in white pebbles, leads a winding path into the maze of crystal structures.

GM

The room is the first of the quartz caves. Special lighting causes the colorful reflections, making vision uncertain. The maze of rock formations, as well as the path, prevents vision from extending more than 5 meters. The ceiling is 20 meters high and dimly lit.

A patch of Ooz Blen (see New Creature p. 26) is located in the area. They will teleport onto one random player character. While the characters handle this threat, they are

attacked by two Vath (see New Creature, p. 28). The Vath have a special entrance into these caverns from the ceiling to the outside. Only player characters who can fly will reach this entrance.

Cave Two

Players

The path leads to a 5-meter high archway through which you can see another cavern. This cavern is well-lit and 200 meters in diameter. The path leads into a downward sloping area and footing is solid rock. You can still see crystal gleaming on the walls. Occasional outcrops of crystal masses are seen within this bowl-shaped cavern. The path leads straight across the floor of the cave to another archway. Visible in the side of that archway is a 3-meter high platform. Some kind of metal railing and an oddly-shaped unit sit on the platform. Occasionally you can see wisps of steam wafting through the other opening. The steam quickly dissipates and nothing else can be seen.

GM

The entrances to this bowl-shaped cavern are 6 meters above the floor. The slope is gentle and firm. Forty meters to the left of the opposite entrance is a large patch of sand and some of the stalagmite formations, gleaming in the well-lit cavern.

Players

The metal platform is set into the wall of the archway. The platform is 3 meters above the floor, has a metal railing edging it, and a metal ladder on the side. A stationary metal object sits on the platform. From the platform you can see the cavern room you have just passed through and into the cavern on the other side of this archway. The archway is 6 by 6 meters. Wisps of steam drift from the opening.

GM

The platform was an observation deck for visitors that allowed them to see both of the larger caverns. The odd-shaped unit on the platform is a park Ecology Bot-Wilderness unit (7), deactivated and abandoned long ago. Any Stage II I.D. can reactivate the unit. Its veterinary Medikit is still operative, as is its capture equipment. Upon activation it will attempt to capture any humanoids or mutated animals in the party, herd them outside, and then return for more. It was programmed to keep animals from wandering into the caverns. The cave had several entrances and park rangers regularly found animals lost in these caverns. All of the robot's 3-meter tentacles have been removed as well as the analysis equipment, sprayers, sonic torch, laser torch, flame gun and



vibrosaw. The power remaining will operate the robot for 36 hours only, then it will deactivate and require major power unit repair.

Cave Three

Players

In front of you is a cavern 300 meters in diameter. Although light can be seen, it is dim and diffused by the steam from dozens of vents and steamers. Sprayers can be seen and heard spewing yellow water into the air. Mineral crusting is everywhere, solid in areas near the vents and white powder elsewhere. Through the gloomy atmosphere, you can see some shadowy shapes—possibly rock formations. However, a few of the shapes seem to be moving. Suddenly, from the steamy mist comes a bloodcurdling roar! A gigantic lizardlike shape is coming from the mists and charging directly at you!

GM

The attacking creature is a small kamodos. The kamodos is 6 meters tall, only a baby. Its roar is a triple strength sonic blast. If player characters flee, it will follow them, attacking anyone within range of its bite, tail or powers. If the player characters stand and fight, then in four Action Turns the kamodos' mother and father will charge from the cave. They will also fight using triple strength sonic attacks and follow up with physical attacks.

Cave Two is barely large enough for the 2 grown kamodos to enter. They cannot enter Cave One. The young kamodos can enter Cave One but not the corridor leading to the cabin.

NAME: Kamodos

NUMBER: 1

MORALE: 1d4+5

HIT DICE: 10d12

ARMOR: 1

LAND SPEED: 24/1800/72

MS:1d10+8 **IN:**1d4 **CH:**1d4

PS: 4d20+80 **DX:**1d10+2 **CN:**1d10+11

ATTACKS: 1 Bite (6d8 damage), 1 Tail (5d6 damage)

MUTATIONS: Absorption (heat), Intuition, Mental Shield, Molecular Disruption, Reflection, Sonic Blast (triple strength), Will Force.

If the player characters wish to continue exploring, allow them to do so. The 300 meter cave leads to a series of caverns, all of which angle downward, varying in size from 100 to 500 meters. The caverns diminish in size, becoming smaller and smaller until they stop, over a thousand feet down and several miles away.

Barxyn Attack!

Use this encounter as the player characters reenter the cabin above the quartz caves. If any character(s) remain in the cabin while others explore the caves, then the character(s) in the cabin face this encounter. The encounter is an attack by three barxyn (see New Creature p. 25).

Players

A loud roar echoes through the valley. Almost immediately, the front of the cabin bursts into flame and thick, acrid smoke starts to fill the air inside. You are gasping for breath.

GM

If player characters leave some of the party on guard outside while they explore the caves, then the voracious barxyn attack anyone visible from the slope above the cabin. If any player characters are in the cabin and run out after the barxyn have set fire to it, they are attacked.

NAME: Barxyn (*Smokies*)

LAND SPEED: 6/600/12

MORALE: 8

HIT DICE: 16d8

HIT POINTS: 75,60,77

ARMOR: 4

MS:10 **IN:** 5 **CH:** 7

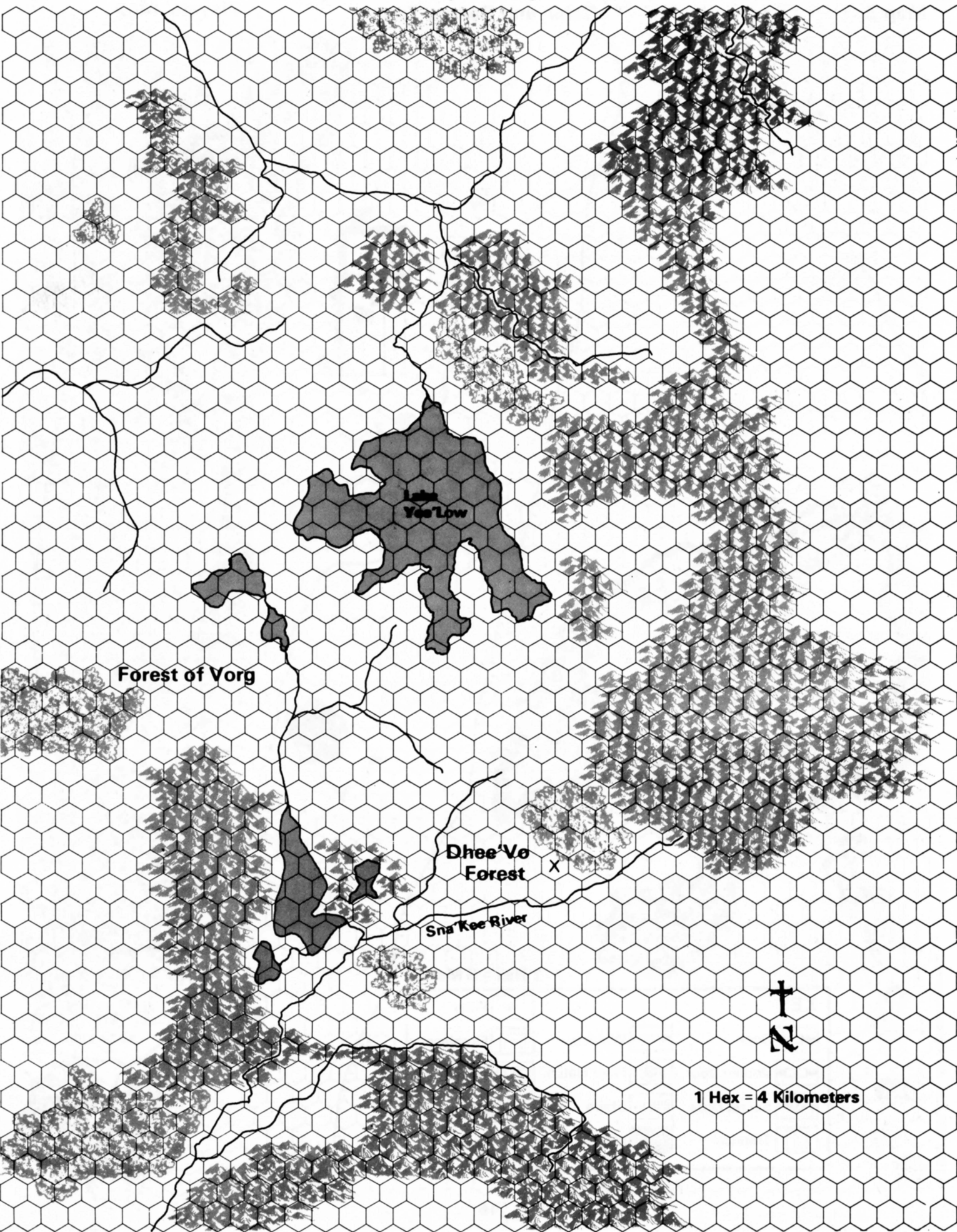
PS:40 **DX:** 8 **CN:**18

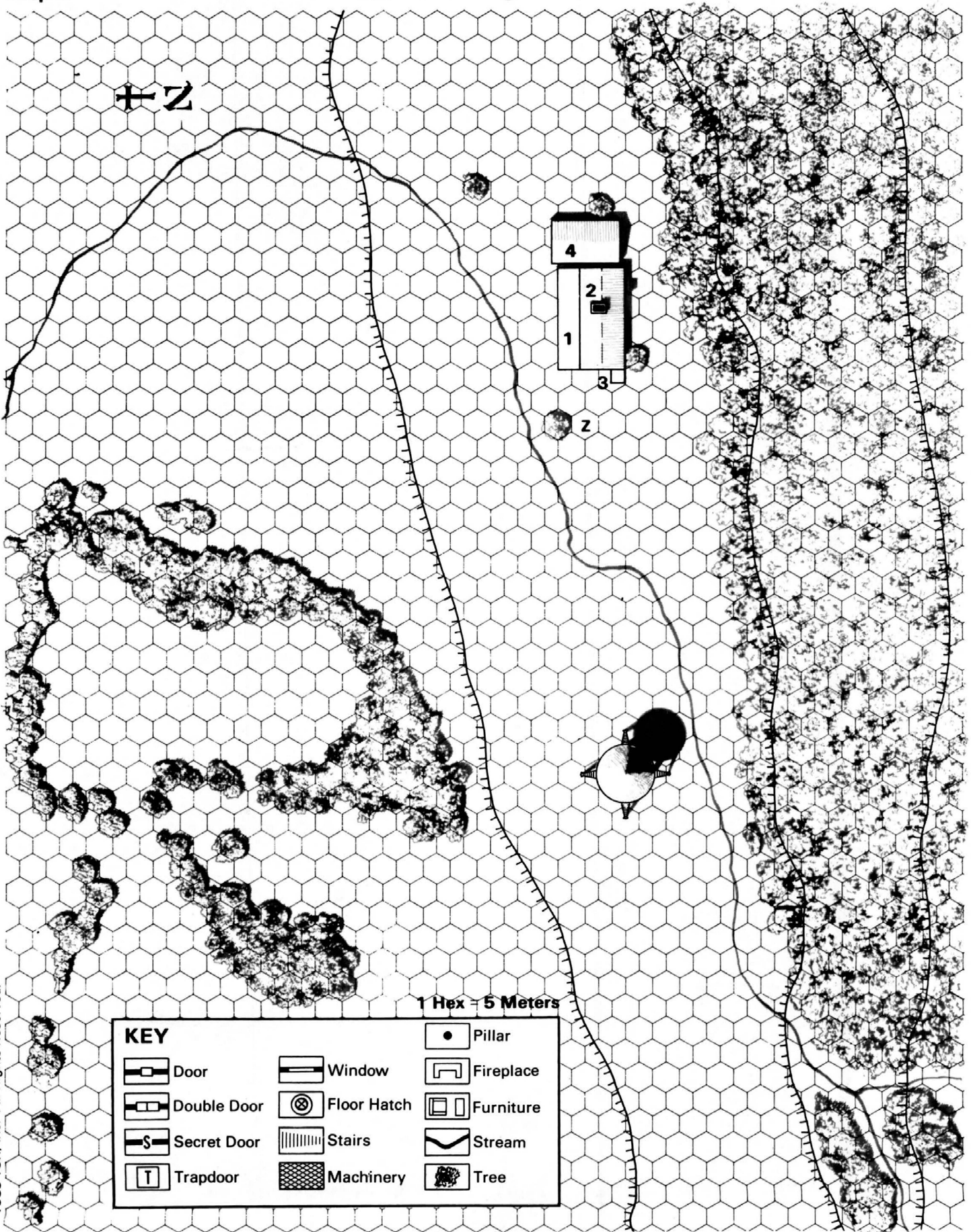
MUTATIONS: Carapace (Partial), Directional Sense, Narcolepsy, Pyrokinesis, Radiation Eyes.

There are three ravenous Barxyn waiting expectantly outside. If no one rushes from the cabin after it catches fire, the bears wait until the fire is out, then enter the cabin to look for what they think will be a tasty, hot meal. They can find the cave opening where player characters may take shelter and attack anyone they see there or enter the caves and follow the party by smell. They will fight the kamodos if they come into contact with it.

Map 2

Players' Map

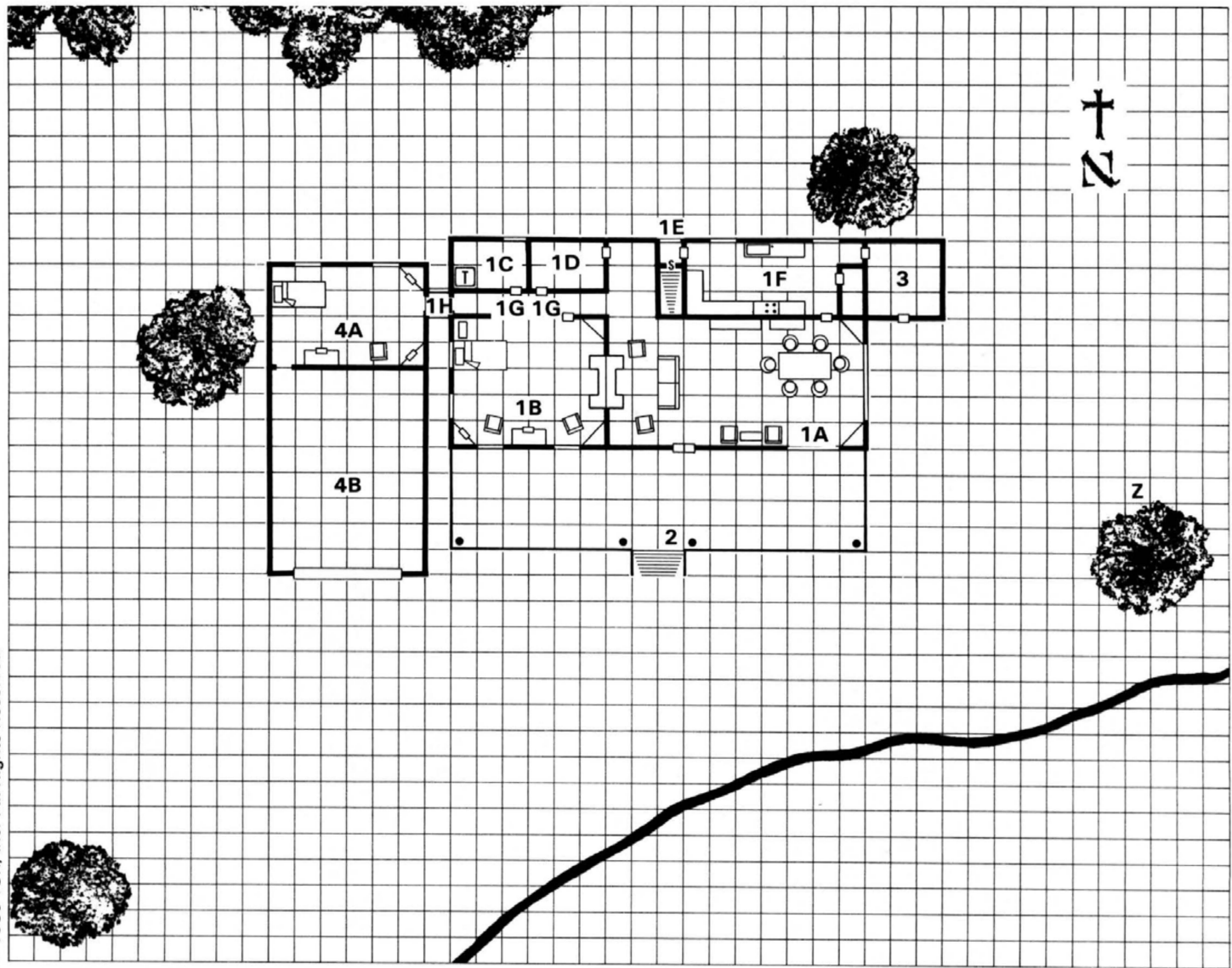




Map 4

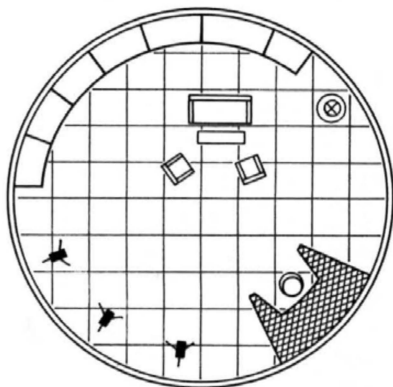
GM Map

Upper Cabin



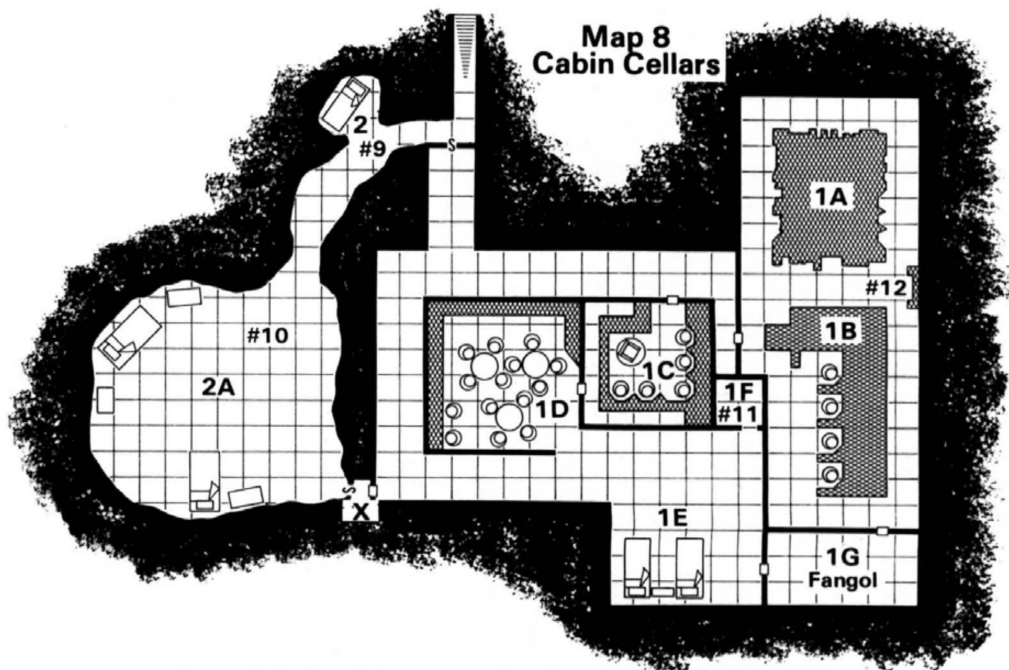
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MAP 7
Ranger Tower



1 Square = 1 Meter

Map 8
Cabin Cellars



Scenario 8 Drat's Cabin

GM

Begin Scenario 8 anytime after the player characters have left the area of the Scenario 7. No matter which direction they take from the Quartz Caves the player characters see Drat's cabin and Ranger Tower in this area. They will sight the cabin from a distance through drifting geyser steam. Player characters may approach the cabin in any manner they choose. If they succeed in reaching the immediate area of the cabin/tower, they may move around with a 5% chance of being seen by a guard, rolled once. This does not prevent discovery from player character actions, only discovery by the routine watchfulness of the guards.

If player characters make no efforts to approach the cabin by moving at Slow Speed, roll d%. On a roll of 65 or less the player characters are seen by a guard. All of the guards except Fangol, guard #11 and guard #10 will form an ambush. Position the other guards in the trees to the rear of the cabin. When player characters approach the cabin the guards begin firing for one Action Turn.

The cabin and Ranger Tower are located on the upper slope of a small valley. Give player characters Map 3 and allow them to plan their assault. A listing of guards, information about the cabin and its cellars, as well as a guide to the contents of the Ranger Tower, are provided in the following sections.

The Blackhands have dug a second cellar as a ruse to fool any possible raiders. Here, in the second cellar Blackhand family guards hold captive a humanoid boy as a decoy. The humanoid boy's appearance is completely different from Drat's description in Garik's diary. Questioning of the guards will also reveal that the boy is not Blackhand's son. There is a 15% chance they will reveal everything under interrogation.

Following the key to each section is a listing of the NPC guards and their equipment. They will fight with the fanaticism that befits members of Blackhand's family. The two guards in the second cellar will surrender quickly and tell the player characters that the decoy is Drat, Garik's son. Players must learn the truth from the clues given in the description in the diary or from further questioning of the guards.

Cabin—Key

Use GM Map 4.

Players

1) A large, well-kept cabin is built on the slope. The yard is spotted with pine trees. You see a blackclad guard lounging beneath the pine tree (z). A smaller building is connected to the main cabin. A stream runs from the northeast to the southwest about 6 meters from the cabin's porch. The stream is about 1 and one-half meters deep. There are nine windows in the cabin including a large front window. All of the windows appear to be made of an opaque, silvery substance. A guard is on the porch that covers the cabin's front and runs its full length. There is a small door in an extension to the east, and a large wooden front door. No door can be seen in the rear. The west extension has two windows in the rear and a large double wooden door in the front. The short connecting section has two windows.



GM

Describe the scene as pastoral and idyllic. Give the distances for the cabin, trees and stream from the map provided. Guard #5 is on guard at the tree during the day; guard #6 is on guard at night. The cabin's windows are polarized and opaque to view. The east extension is a tool shed and the west extension is a garage/guest room. The garage is empty and the main doors are locked.

Players

1A) This 8 by 4 meter room is comfortably furnished. To the right of the doorway stands a large wooden table with 10 chairs around it. A large stone fireplace covers the east wall. There are empty, angled shelves in each corner. The north wall has two large cabinets and a closed wooden door. On the south wall is a large front window (opaque), and two easy chairs separated by a small table. There is a lamp on the table. In front of the door is a large

sofa and two chairs facing one another. A smaller fireplace fills the west wall. Opposite the front door is the entrance to a hallway. A heavy, worn carpet covers the floor. A large brass chandelier with candles is hanging from the ceiling but the light in the room comes from an unknown source.

GM

The room is the cabin's living room. The cabinets contain pieces of china. During the day two guards (#3 and #6) sleep in the room. At night, guards #4 and #5 sleep in the room. The right hand door in the north wall is not locked and leads to the kitchen. All windows have a small switch at the side to control the polarization. Turning the switch can change the window from fully opaque to fully transparent. Beside each doorway is a control that will vary the light from off to full brightness. Anyone can operate these switches.

Players

1B) This room is 6 by 5 meters. Against the south wall are two windows, two easy chairs, two small tables and a tall wooden dresser. The west wall has two widely-spaced windows flanking an oversized bed. Small tables holding lamps stand on either side. The east wall has a stone fireplace and shelving in the angled corners. The shelves are empty.

GM

This bedroom is used by Fangol Blackhand when he is at the cabin. The bed coverings are rumpled and stained. The room has obviously not been cleaned for months. There are ashes of an old fire in the fireplace. The drawer to the dresser is unlocked and inside are several Blackhand uniforms, an ornate metal sabre and a discharged hydrogen energy cell. Window and light controls are the same as the living room. The room will be unlit until entered.

Players

1C) This room is 2 by 3 meters. There is an opaque window on the north wall. The floor is scuffed and covered with mud and trash. There are three large ceramic bowls in the room, one low to the floor, one on a stand and a large one near the wall.

GM

This room is the bathroom. The ceramic bowls are the toilet, washbasin, and tub. All of the fixtures are nonfunctional. A search of the room reveals a trapdoor in the floor leading to a small pit full of the bones of many animals and some humanoids. There is nothing of value here. The door is not locked.

Players

1D) This windowless empty room measures 3 by 2 meters. The whole room is covered with a thick layer of dust. There are two doors; one on the east wall and one on the south wall.

GM

This abandoned storeroom holds nothing of value. The contents have been removed to the kitchen. The east door is locked.

1E) A door leads to a small 1 by 1 meter room, filled with various foods. Vegetables, haunches of meat, flour, etc., are stacked on the shelves.

GM

Behind the south wall shelves, which will swing out easily, is the secret door to the stairway leading to the cellar complex and Drat Blackhand's prison. The stairs are metal, padded and well constructed. A light will go on automatically when the secret door is opened. The walls of the stairway are firm and cool to the touch. The air is fresh and pure.

Players

1F) This 6 by 3 meter room has many shelves filled with cookware and drawers filled with silverware and unidentified items. A large metal bowl leans against the north wall. A wooden table fills the center of the room. Two windows flank the metal bowl in the north wall. The room has three doors; one in the eastern section of the south wall, one in the west wall, and a wooden door on the east wall.

Aristo Silverscales



GM

The kitchen contains dozens of metal cooking utensils, knives, and cooking implements. The table is always laden with food. During the day the room will have two guard/cooks (#1 & #2), armed with slug throwers. They sleep in the guest room at night. The east door leads to the tool shed and is locked. The west door leads to the food storage room that contains the secret entrance to the underground complex and the decoy's prison. The south door leads to the living room.

Players

1G) This corridor is a hallway running east to west. The corridor has four doors; one door in the west wall and one in the south wall. There are two doors on the north wall. All the doors in the room are closed.

GM

The hallway leads to the west door and the garage crossover. The doors to the north lead to the bathroom (1C) and the empty storeroom (1D). The door on the south wall leads to the bedroom (1B).

Players

1H) This short hall has two wooden doors in the east and west walls. There are windows on the north and south walls. Permanent light comes from a globe in the ceiling.

GM

This hallway connects the main cabin (1) to the garage (4). It leads from the hallway (1G) to the garage apartment (4A).

Players

2) A guard (#4 during the day; #3 at night) is patrolling the 4-meter wide porch that runs the length of the cabin. It is supported by four pillars each 6" in diameter. The roof of the porch is slanted and rises 3 meters above the flooring of the porch. The porch is built 1 meter above the ground and is reached by some wooden steps in the center. The area beneath the porch is open and the ground rises quickly to meet the cabin floor further back. The porch flooring is 7.5-centimeter thick wood planking.

GM

All light fixtures have been removed from the porch. Players cannot crawl underneath the cabin; however they can crawl underneath the porch.

Players

3) There is a wooden door in the south wall of this dusty 2 by 2 meter room. Several shelves containing gardening tools line the windowless walls. There is a door in the west wall.

GM

This room is a tool shed. Everything is as described and the player characters may search it as they wish. If the player characters search the room, roll d10. On a roll of 1-2, they dislodge the gardening tools, causing a loud crash. The noise alerts the guards in the cabin.



Main Cabin NPC List

All statistics for Blackhand guards are 11 unless specifically stated. All guards are pure strain humans (PSH).

NAME: #1 Tirinos
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 33

MS: 11 **IN:** 12 **CH:** 8
PS: 11 **DX:** 15 **CN:** 11

MUTATIONS: None

EQUIPMENT: Slug Thrower C/2 clips, Dagger.

NAME: #2 Toddeo
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 36

MS: 15 **IN:** 11 **CH:** 9
PS: 15 **DX:** 13 **CN:** 12

MUTATIONS: None

EQUIPMENT: Slug Thrower B/2 clips, Dagger.

The cooks each have d% gold pieces and a small communicator with a 1-hex range. At night they will be asleep.

NAME: #3 Tagger
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 31

MS: 14 **IN:** 10 **CH:** 13
PS: 13 **DX:** 15 **CN:** 11

MUTATIONS: None.

EQUIPMENT: Stun Ray Rifle, Slug Thrower C/2 clips, 2 Tear Gas Grenades, Infrared Goggles.

NAME: #4 Askin
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 40

MS: 17 **IN:** 11 **CH:** 12
PS: 9 **DX:** 8 **CN:** 13

MUTATIONS: None.

EQUIPMENT: Stun Ray Rifle, Laser Pistol.

The guards each have d% gold pieces and a small communicator with a 1 hex range.

NAME: #5 Babbett
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 44

MS:13 **IN:**14 **CH:**13
PS:12 **DX:**13 **CN:**13

MUTATIONS: None

EQUIPMENT: Laser Rifle, Slug Thrower
A/1 clip, Binoculars.

NAME: #6 Considine
MORALE: 8
LAND SPEED: 12/900/18
TYPE: PSH
HIT POINTS: 39

MS:11 **IN:**13 **CH:**14
PS:16 **DX:**13 **CN:**12

MUTATIONS: None.

EQUIPMENT: Slug Thrower A/2 clips, Flare
Unit, Infrared Goggles, 1 Fragment Grenade.

Each guard has d% gold pieces and a small communciator with a 4 kilometer range. Considine (#6) has a flare unit that will be triggered at the first sign of danger at night. The flare will illuminate area with equivalent of daylight for 5 minutes. The flare may be smothered but not extinguished.

Players

4) This 6 by 10 meter building has two large wooden doors on the south wall. Outside of the building to the west is a large tree. The room has two windows on the north wall and a short connecting hall between the cabin and this building.

GM

The building is the cabin's garage and guest room. It contains space for two vehicles and the guest room in the rear sleeps two. The main garage doors are locked; the windows are opaqued.

Players

4A) This room is 4 by 6 meters and has windows in the north wall, one door in the east wall and one door in the south wall. A large wooden cabinet stands against the south wall. A stuffed chair, side table, large bed flanked by two bedside tables holding lamps, and corner shelves furnish the room.

GM

The room is the guest room for the main cabin. The cabinet is a closet containing nothing but a layer of dust. The doors are broken and hang ajar. The bed is rumpled and dirty. The shelves are empty and covered with a thick layer of undisturbed dust.

Players

4B) This dark, 5 by 6 meter room is empty. The wooden flooring is scuffed and worn.

GM

The garage space is empty. It appears that a number of vehicles have been here in the past and the floor is stained and filthy.

Ranger Tower Map Interior

Use Map 7

GM

A 20-meter high Ranger Tower sits on the hill. The view over the valley is excellent but the many geysers cause foggy areas to block the full view. If the player characters come up through the small valley at Slow Speed during the day, there is a 10% chance they will be spotted by the guards.

If the guards spot the player characters, they prepare an ambush. Use all but three of the guards to begin shooting at any player characters from cover. Fangol and two guards will be in the cellar complex. Fangol and one guard are with Drat, one guard is with the humanoid decoy.

If player characters move at Slow Speed, they will have a 90% chance of reaching the area below the stream without being seen. If they approach at night there will be a 5% chance of being seen while getting to the area below the stream. If player characters reach the stream area

unobserved, they may move around and behind the buildings in the woods with a base change of 5% of discovery. However, player characters must state that they are moving at Slow Speed.

There is a metal ladder leading up the side of the tower to the floor hatch. The Ranger Tower will have all of the items normally in a tower (see p. 3). All items are locked inside a metal box under the communications panel. Only Garik Blackhand has the key. The box can be forced open in three Action Turns.

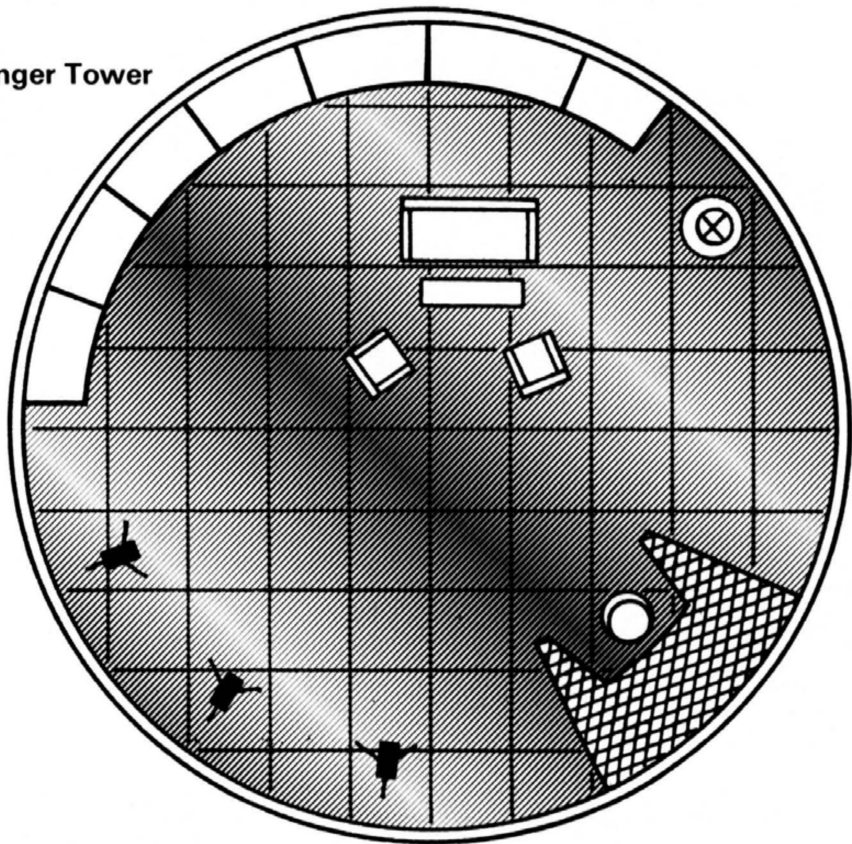
Two guards live and work here. Guard #7 will be on duty during the day; guard #8 at night. The floor hatch is locked and will be opened if password is given. All of the guards know the password.

Players

From the outside, you can see that the tower is 20 meters high on metal stilts. A single metal ladder leads up to a closed hatch. The tower is 6 meters in diameter. There are panoramic windows all around the upper portion of the tower room.

Rows of lockers line one wall. A stool is placed in front of some equipment against another section. A low couch, several chairs and a table stand near the floor hatch. Three instruments on tripods stand near the last section of the wall.

Ranger Tower



GM

The floor hatch is locked from the inside. Two guards rotate duty, but both live in the tower. The stool faces the communications equipment used by the park warden to direct firefighting and rescue operations. Among the equipment is a supervisory borg (nonfunctional). The guards in the tower can communicate with the cellar complex and the forces at Garik's headquarters. The unit can receive and transmit on the small communicators, as well as patch calls from one small set to another.

The three tripod devices are electronic telescopes that can be used to study the valley in great detail. However, the steam from the geysers in the area prevents clear and continuous viewing.

The three rows of lockers contain many types of clothes, including Blackhand uniforms and several forest-green-colored uniforms. These uniforms have symbols worked on their fronts in the language of the Ancients.

Ranger Tower Guards

NAME: #7 Daagg

MORALE: 8

LAND SPEED: 12/900/18

TYPE: PSB

MUTATIONS: None

MS: 17 **IN:** 13 **CH:** 13

PS: 15 **DX:** 14 **CN:** 16

EQUIPMENT: Slug Thrower C with 2 extra clips, Stun Whip, Gas Mask, Tear Gas Grenade.

NAME: #8 Doremus

MORALE: 8

LAND SPEED: 12/900/18

TYPE: PSB

HIT POINTS: 44

MS: 14 **IN:** 8 **CH:** 8

PS: 11 **DX:** 11 **CN:** 11

MUTATIONS: None

EQUIPMENT: Slug Thrower C with 3 extra clips, Gas Mask, (2) Tear Gas Grenades.

Each guard has a small communicator, and can operate the main communications equipment. Both know about the cellar complex. They will talk about the second cellar but will admit the existence of Drat's cellar only if interrogators persist. Both have d% gold pieces on them.



Scenario 9 Drat's Prison

GM

Use Map 8

After the Blackhands bought the cabin, the existence of the cellar complex remained a secret for many years. A kitchen worker found the entrance by accident one day when cleaning the storeroom (Map 4.). The entrance stairwell is surfaced and lit. The stairs are of padded metal. At the foot of the stairs the corridor runs smoothly for 3 meters and ends in an electronic door. Several years ago, Fangol discovered a stage IV ID on a skeleton in the bedroom. It opened the door into the small but complete cellar area used by the park warden for communications and records.

After the birth of Drat, Garik ordered Fangol to hide the electronic door with a movable stone false wall. Years later Fangol dug another corridor and a few small rooms. In these rooms, Fangol keeps the decoy humanoid boy, Tiki. The Blackhands have carefully preserved Tiki's identity so that anyone attempting to expose him as Garik's son would find themselves in a foolish position.

Capture of the humanoid decoy from his guards should be easy. The two guards (#9 & #10) will not fight to the death. They will surrender after being wounded. Player characters must learn about Drat from reading the diary and comparing the description with the false Drat Blackhand, or from questioning the guards.

Drat's Prison—Key

When player characters have found their way through the secret door (Map 4.) read the following information to them.

Players

Ahead of you, a smooth-walled, 2 by 3 meter corridor extends 3 meters. The corridor is lit by small, glowing globes in the ceiling. The wall at the end of the corridor is surfaced with rough stone and mortar. Running west, you see a 1 by 2 meter corridor surfaced with rough stone. The walls are damp.

GM

Behind the stone wall facing the stairs is an electronic door. Pushing on any section of the wall reveals it. The door can be opened by Fangol with his Stage IV ID. The door is not very strong and can easily be broken down in three Actions Turns. The corridor to the right of the secret door leads to the guards and the humanoid decoy.

The original cellar has well-lit corridors 1 meter wide and 3 meters high lined with smooth concrete. The air is kept warm and fresh.

Players

1A) A massive area of sealed machinery stands here, taking up all but 1 meter access corridors around the machines. The machines span from the floor to the ceiling. You cannot access the machines' interiors. A low hum comes from the giant machines.

GM

The room contains a small, sealed nuclear reactor. The reactor was meant to last indefinitely with total replacement the only means of repair. The reactor is still supplying a smooth flow of power to those areas using electricity. Guard (#12) will fire at first player character he sees at either end of the corridor.

NAME: Catilin—Guard #12

MORALE: 6

LAND SPEED: 12/900/18

TYPE: PSB

HIT POINTS: 55

MS: 13 **IN:** 12 **CH:** 11

PS: 11 **DX:** 10 **CN:** 12

MUTATIONS: None.

EQUIPMENT: Slug Thrower C with 2 extra clips, Paralysis Rod, Dagger, Radio, d% gold pieces.

Players

1B) Banks of machines stand silent. Low metal stools are placed in front of them. None of the machines has any visible dials, switches or lights. No access doors or panels can be seen.

GM

The room is the main computer control station. It is damaged and is nonfunctional. The portion of the room containing stools face blank metal protective covers. Player characters who pull off any covers see the controls but they are frozen and useless. Dimensions of the room are on the GM's Map #8 (see p. 17).

Players

1C) This 5 by 5 meter room contains masses of equipment, small sections of which have glowing, colored lights. There is a seat on a platform and a door on the north wall. Stools line the equipment blocks on the east and south walls.

GM

This room is the main communication room. Most of the gear is inoperative. The communication section is still operational and can contact any of the guards, or the headquarter's force.

Garik Blackhand can be contacted by this unit. If player characters try, play the role of Garik. If contacted, Garik goes to the valley and attacks without mercy, killing everyone at the cabin. If the player characters are foolish enough to bargain with Garik, he tries to insure that they stay until he arrives. He promises the player characters anything—wealth, or power. If the player characters trust Garik, they find themselves besieged by the Scarlet Knights. In this event there is little hope of escape, so use this option with care.

Players

1D) The room is open and filled with small tables surrounded by low stools. A low counter runs around the room and small glass-enclosed openings contain various packages and plates. There is a locked door in the east wall.

GM

The room is a small cafeteria. The glass windows cover the remains of prepared dinners, all of which have turned to dust. The door to the east is an inspection opening for the equipment in room 1C. A tunnel 1 meter in diameter leads into the room around the inside of the equipment.

The player characters can enter the equipment inside room 1C through the inspection panels.

Player

1E) This room contains two beds separated by a small table. A door is set in the east wall and a smaller one in the north wall.

1F) This empty 2 by 2 meter room appears to be a closet. Suddenly, a sinister looking man in black fires at you from the opening in the southeast section of the wall!

Anny
Windflower



GM

The man is a guard (#11) who is hiding in the doorless closet. He leans out and fires at the nearest character. When he has fired, ask each player what they are doing. After all player characters have stated their actions, Fangol steps from room (1G) and fires at the nearest player character. If none of the player characters was watching the door to this room, he surprises them for one Action Turn unless some mutation of the player characters prevents this. Then Fangol drops behind the bed and uses it as partial cover during combat. If the player characters retreat, he and the guard will follow them, attacking relentlessly.

NAME: Fangol Blackhand

MORALE: 9

LAND SPEED: 12/900/18

TYPE: PSH

HIT POINTS: 70

MS:16 **IN:**12 **CH:**9

PS:12 **DX:**12 **CN:**14

MUTATIONS: None.

EQUIPMENT: Inertia Armor(Jump unit not operational but Partial Force Field functional), Mark V Blaster, d% gold pieces, diamond ring (1000 Gold Pieces), small Vibro Blade (one-half damage), Stun Whip Stage IV I.D.

NAME: Birdt—Guard #11

MORALE: 8

LAND SPEED: 12/900/18

HIT POINTS: 69

ARMOR CLASS: 3

TYPE: PSH

MUTATIONS: None.

MS: 13 **IN:** 14 **CH:** 14

PS: 12 **DX:** 13 **CN:** 13

EQUIPMENT: Plastic Armor, Mark V Blaster, Portable Force Field Generator, 1 Smoke Grenade, d% gold pieces, multi-bladed pocket knife, Vibroblade (on belt sheath).

Players

1G) This 6 by 3 meter room is crammed with food, water, wine, and other items such as Blackhand uniforms and two cases of ammunition for slug-throwers A and B. One small metal box lies on the floor in the rear. It is locked with a heavy lock. A humanoid boy, dressed in rags, lies bound and gagged on a cot. As you enter the room, he is struggling against his bonds.

GM

The room is a storeroom for the Blackhand family. There are 500 rounds of pistol ammunition in each case. The metal box is thick and will take special efforts to open. Only Garik has the key. It is filled with 15 fragment grenades. If player characters use heat or explosives to open the case, it explodes and does 10d6 damage to anyone within 16 meters. Anyone within 2 meters is killed. If the player characters try to open the case where the boy can see them using explosives or heat, he tells them it is dangerous. He does not volunteer this information unless asked.

The humanoid boy is Drat, Garik's son. He is the image of his father and his parentage would be obvious at a glance. However, Drat has a beautiful set of antennae growing from his forehead. With these antennae he can send and receive telepathic messages with anyone he can see. In addition, Drat has a long, monkeylike tail fully able to move and grasp things. Drat is intelligent and tells the player characters everything he knows. He desperately wants to escape and make a new life with other humanoids.



NAME: Drat Blackhand
MORALE: 5
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 40

MS:17 **IN:**12 **CH:** 9
PS: 8 **DX:**13 **CN:**11

MUTATIONS: New Body Parts (Sound Sensing Antennae) New body Parts (Prehensile Tail), Energy Absorption.

EQUIPMENT: None.

Second Cellar—Key

Players

When you reach the bottom of the stairs, the stone corridor turns sharply to the right. You enter a 1 by 2 meter stone and mortar tunnel that runs for 2 meters and then turns left. A small room opens off to the right. The passage widens and turns toward the south.

2) You see a 2-meter room with an open 1-meter wide door. A bed, chest of drawers

and a small table littered with food are the only items in the room.

GM

One guard (#9) is in the guard room. He throws the Stun Grenades when he hears the player characters approaching. He fires at the player characters on sight. If wounded, he surrenders and provides information about room 2.

NAME: Wallee—Guard #9

All statistics for this guard are 12; Hit Points 44; Armor Class 4.

EQUIPMENT: Slug Thrower C with 2 clips, 1 Stun Grenade, 4d8 gold pieces, Knife.

Players

2A) The corridor leads to an oddly-shaped, 10 by 8 meter room. The corridor leading to this room narrows to 1 meter wide at the entrance. In the room are two beds, two chests of drawers, and a larger metal

chest against the west wall. The metal chest is securely sealed by locks and chains. A young, fly-headed humanoid sits on one of the beds. He appears terrified and cringes when you come near to him.

The fly-headed humanoid is Tiki, Drat Blackhand's decoy. The nature of the boy's mutation will make any player wonder why Scarlet Knights are keeping him alive. The child's parents are alive and have the same mutation. Garik and Fangol hope that anyone raiding the complex will capture this boy and attempt to expose him as Drat Blackhand. Since such an attempt will result in failure, the Blackhand's power will remain intact. Another guard (#10) is in the room and reacts as the guard (#9), shooting at the player characters until he is wounded, then surrenders and talks freely. He swears the boy is the son of Garik. He also knows the truth, but player characters must force this information out of him.

NAME: Flannery—Guard #10

The guard's statistics are all 14 except MS, which is 18; Hit Points 54; Armor Class 4.

EQUIPMENT: Slug Thrower A /2 clips, d8 gold pieces, belt radio, Helmet with night and smoke visor unit (sees through smoke and in the dark).

NAME: Tiki

MORALE: 3

LAND SPEED: 12/900/18

TYPE: Humanoid

HIT POINTS: 10

MS:10 **IN:**12 **CH:** 3

PS: 6 **DX:**10 **CN:** 4

MUTATIONS: Modified Body Parts.

EQUIPMENT: None.

GM

X) Garik keeps a treasure chest in this room. The chest contains two paralysis rods, 1 mutation bomb, Stun Whip, Samurai Sword (Vibro Blade using a hidden switch), two Vibro Daggers, 10 power cells, 3x5 white banner emblazoned with a gold, happy face, and three vials of white sugar.

If player characters obtain the diary and Drat Blackhand, they will have successfully completed this adventure. The information from Drat and the diary will be enough to keep the humanoid tribes from slaughtering the White Feather tribe.

Additional scenarios are presented in CAMPAIGN SCENARIOS. If you want your player characters to have further adventures in the Yel'Ston and Gran'Ton Parks area, read these scenarios. Add to and or modify the information to fit your player characters and campaign. Fleshing out the detailed encounters for the scenarios is up to you; only a basic outline for each scenario is given.

NEW CREATURES & ARTIFACTS



New Creatures

NAME: Barxyn (*Smokie*)

NUMBER: 1d4

MORALE: 2d4+2

HIT DICE: 16d8

ARMOR: 4

LAND SPEED: 6/600/12

MS: 2d6+2 **IN:** 2d4+2

DX: 4d4 **CH:** 1d6+8

CN: 2d6+10 **PS:** 8d8+16

ATTACKS: 2 claws (6d6), 1 bite (5d8).

MUTATIONS: Carapace (Partial), Directional Sense, Narcolepsy, Pyrokinesis, Radiation Eye.

DESCRIPTION: This fearsome mutant bear usually lives in isolated forest regions. It travels on all fours but if need be it can

stand on its hind legs. While standing up the barxyn can use weapons of all types with its front paws at -2 to hit. This creature is very large, 2 and one-half meters at the shoulders and almost 5 meters tall when standing erect. Although larger, it is much sleeker than its unmutated predecessor. It is a fierce hunter and will attempt to kill almost any creature. The barxyn has razor-sharp teeth and claws with which to attack its opponents. The dark brown barklike Partial Carapace protects the barxyn's shoulder and head area from most attacks, giving the creature an Armor Class of 4. Large purple buglike eyes project deadly radiation at opponents when the barxyn is angered. Evolving over the years, this mutated bear has developed fur that is multicolored brown, yellow, and green in patches. When hungry, the barxyn delight in burning trapped creatures out of their hiding places with Pyrokinesis powers (hence the name, *Smokie*).

NAME: E'glee (*Baldees*)

NUMBER: 1d8

MORALE: 1d4+6

HIT DICE: 8d12

ARMOR: 6

AIR SPEED: 24/1800/36

MS: 3d4+3 **IN:** 3d6

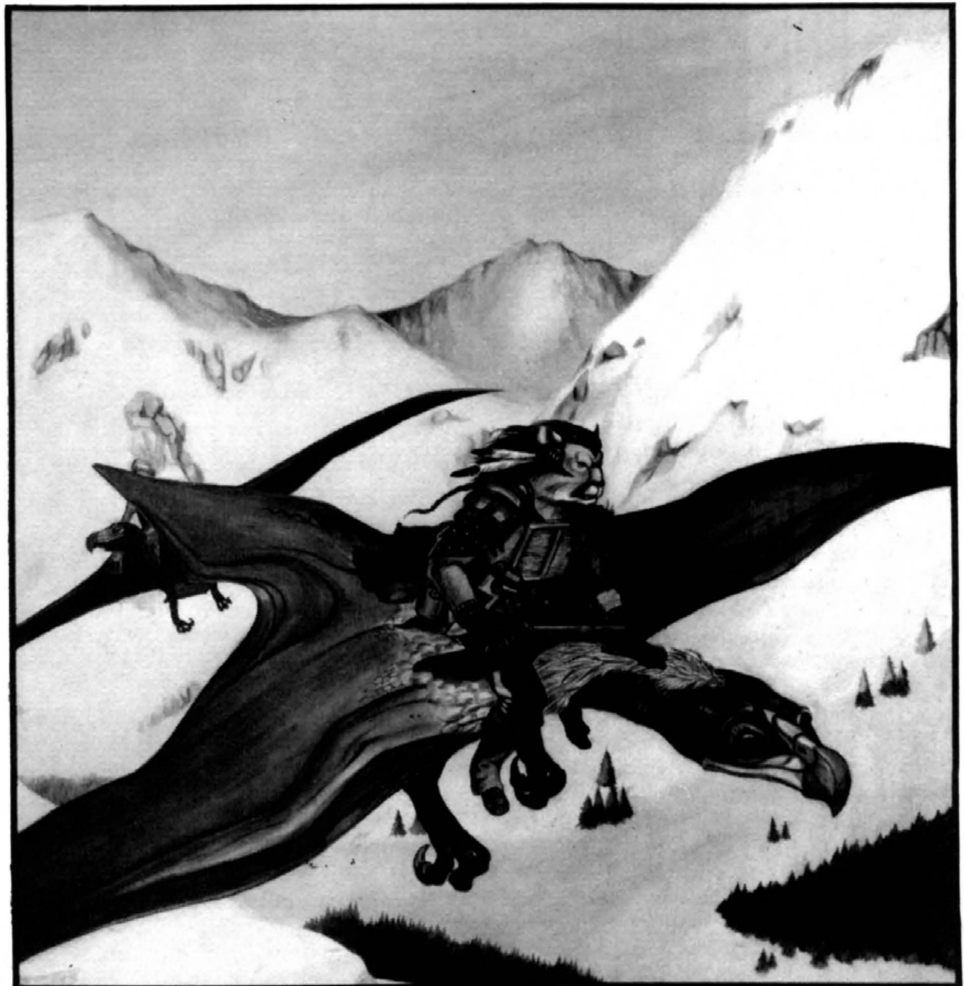
DX: 2d6+6 **CH:** 4d4

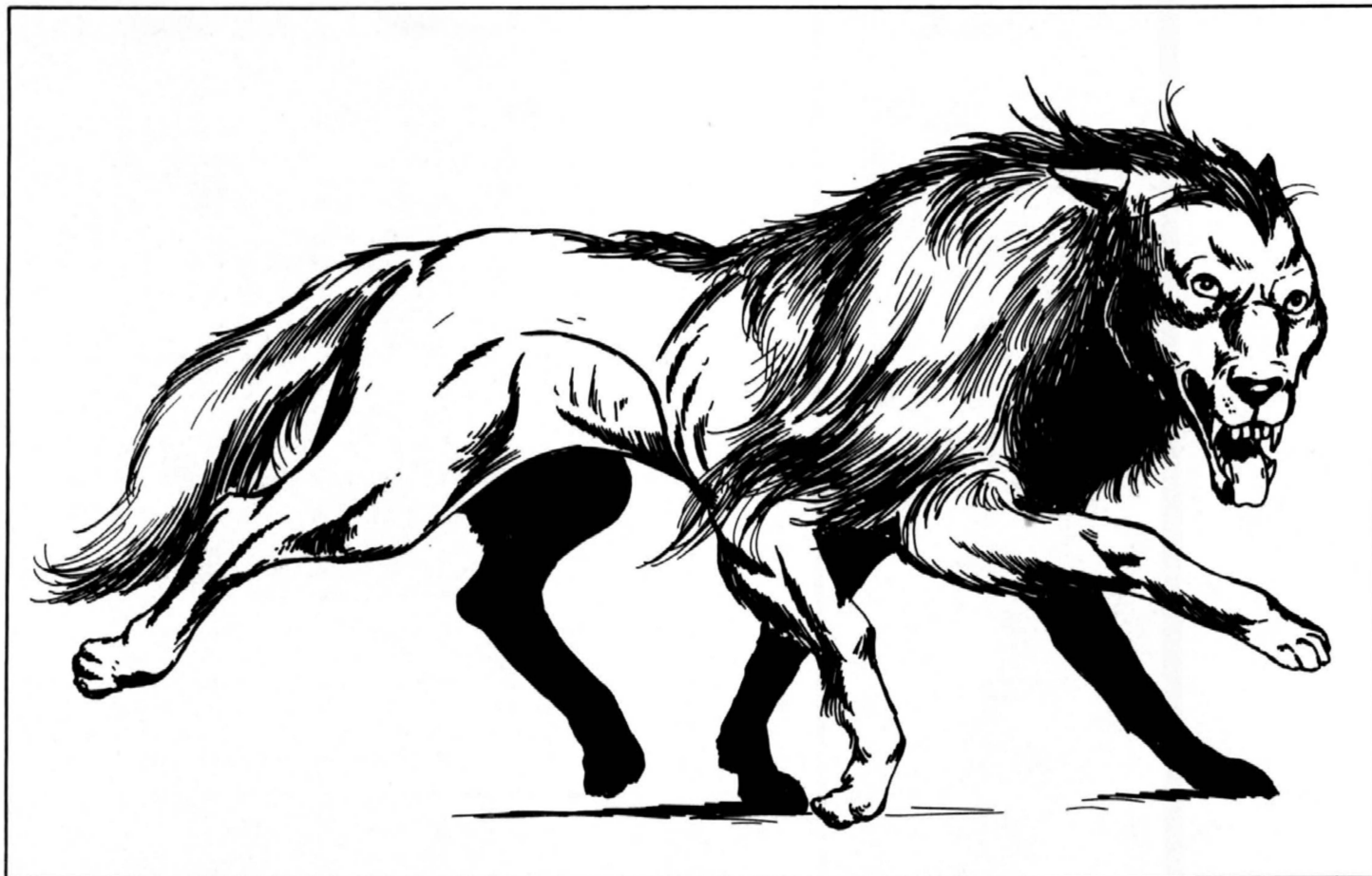
CN: 3d6+3 **PS:** 6d6

ATTACKS: 1 claw (6d8), 1 bite (3d6).

MUTATIONS: Fear Generation, Heightened Precision, Heightened Sense, Limited Time Suspension, Oversized Body Parts, Phobia, Regeneration.

DESCRIPTION: These huge, winged creatures are the mutated descendants of the American Bald Eagle. The e'glee live on the craggy slopes of the highest mountains. Having a wing span of close to 8 meters (Oversized Body Parts), leathery





dark brown wings, and well-developed back and wing muscles, these mutants when adult, are able to carry a single passenger while flying at normal speed. E'glee still bear the traditional mark of the bald eagle, white head feathers. E'glee are sometimes used as a steed by other mutants and humans, but this is only in rare instances because the e'glee is very wary of other creatures. When meeting a creature that it does not trust, the e'glee first lets out a tremendous screech and uses its powers (Fear Generation) to ward off the unwanted visitor or enemy. With their giant taloned claws (6d8 damage) and curved beak (3d6 damage), these mutants are deadly hunters and killers. They have Heightened Vision (large, bulging, black eyes) allowing them to spot prey or enemies at great distances. Heightened Precision lets them do additional damage (2d6) to opponents in combat. Their usual targets for food are fish and small game but in times of famine they have been known to hunt humanoids or PSH. The e'glee are intelligent, understanding Trade language, but they are unable to speak it themselves. The e'glee is deathly afraid of fire, (Pyrophobia) smoke, and steam. Seeing or coming close to any fire, larger than a bonfire sends them into

an uncontrollable panic. The e'glee heal damage by Regeneration.

NAME: Loo Pur (*Gray Shadows*)

NUMBER: 3d6

MORALE: 2d4

HIT DICE: 6d6

ARMOR: 7

LAND SPEED: 16/1200/24

MS: 2d6 **IN:** 4d4+4

DX: 3d6 **CH:** 2d4

CN: 26+6 **PS:** 3d4+3

ATTACKS: 1 claw (1d12), 1 bite (2d6).

MUTATIONS: Chameleon Powers, Energy Sensitivity, Multiple Body Parts, Sonic Attack, Temporal Fugue.

DESCRIPTION: Loo purs are cunning, carnivorous, mutant wolves that inhabit great portions of the northern United States and Canada. These six-legged (Multiple Body Parts) creatures are silvery gray in color and have glowing red eyes. A fierce predator made more deadly by its Chameleon Powers, loo purs travel in packs when hunting food in the forests and plains. When close to prey, these mutants let out a terrifying howl (Sonic Attack) and then

strike with lightning speed. Individual mutant wolves within a pack will, on occasion, use their power of Temporal Fugue to make an entire loo pur pack seem larger and more menacing to opponents. Lone loo purs often use this mutation to make prey believe that more than one of them is present. Standing 1 and one-half meters tall at the shoulders, this mutant wolf is able to carry a single rider of less than 50 kilograms without any loss of speed. Obtaining a loo pur for a mount would require some form of mental force as they are extremely intelligent, speak Trade language, and can even use some artifacts of the Ancients (limited by their physical constraints and their mutational defect—see below). All of these mutated wolves are afraid of electrical power, robots, etc., (Energy Sensitivity Defect) and will avoid such items at all costs.

NAME: Ooz Blen (*Klonoids*)

NUMBER: 1d4-1 per sq. meter.

MORALE: 1d4+2

HIT DICE: 2d6 per sq. meter.

ARMOR: 9

MS: 4d4+4 **IN:** 1d8+10

DX: n/a **CH:** 1d4+4

CN: 3d4+3 **PS:** n/a

MUTATIONS: Energy Negation, New Body Parts, New Sense, Temperature Sensitivity, Teleportation.

DESCRIPTION: The ooz blen is a form of mutated algae. This type of plant grows in patches near areas of radioactivity, almost always connected to a source of warmth. Hot springs, fumaroles and living flesh are their favorite locations.

Ooz blen are iridescent black in their natural state and live on rocks and the branches of plants and feed on tiny organisms such as bacteria. They possess a life detecting sensitivity (New Sense), adaptability and color response to radiation, and tiny fiber extensions that allow them to enter into a symbiotic relationship with warm-blooded creatures (New Body Parts). A final ability, Teleportation, allows them to project themselves onto passing creatures.

To establish symbiosis, the ooz blen will teleport themselves onto the surface skin of any warm-blooded creature that passes within range. Once on the skin, the algae must be scraped off for 1d10 Action Turns with the creature taking 1d6 points of damage taken per turn of scraping.



If the creature does not scrape off algae for the number of Action Turns rolled, the ooz blen uses their New Body Parts to enter the skin of the creature. This causes the victim to become shiny black, as if they possessed an insect chitin over their bodies. The color is not dangerous nor does the presence of the ooz blen harm the creature. The ooz blen will remain on the creature—it cannot be removed—for 2d10 months, after which it will teleport onto some other character at the first opportunity.

While on the skin (or fur, scales, feathers etc.) the black color will remain unless the creature comes into the presence of radiation. If in an area of radiation, the ooz blen

will change color (depending on intensity—see chart below). The ooz blen will absorb one-half of any damage from radiation.

Radiation Intensity	New Color
1-5	Blue
6-14	Green
15+	Red

The color changes actually help a creature survive radiation by giving warning through the color change and absorbing damage from harmful radiation.

NAME: Skwil (*Rok' Ees*)

NUMBER: 1d6+1

MORALE: 1d4+2

HIT DICE: 6d6

ARMOR: 7

LAND SPEED: 12/900/18

AIR SPEED: 4/600/18

MS: 2d8+2 **IN:** 2d4

DX: 2d4+10 **CH:** 2d6+1

CN: 1d8+4 **PS:** 3d4+3

ATTACKS: 1 bite (2d4).

MUTATIONS: Beguiling, Doubled Pain, Empathy, Heightened Balance, Physical Reflection, Stunning Force, Teleport Objects, Total Healing, Weather Manipulation.

DESCRIPTION: Skwil are dog-sized mutant squirrels that inhabit most of the Gamma World's wilderness. This shy creature is easily recognized by its curly light brown, gray and black spotted fur, and its large zebra-striped prehensile tail. These mutated squirrels are so shy that they use their Empathy powers to detect the approach of other beings and can only be surprised on a roll of 1. If they feel sufficiently threatened by the approaching creature, they will use any number of protective mutations (Beguiling, Physical Reflection, Stunning Force, Teleport Objects, or Weather Manipulation) to ward off the intruder. These mutants are quite acrobatic (Heightened Balance) and live most of their lives in the branches of trees.

Skwil are mildly intelligent and can speak in short simple phrases when using Trade language. They love collecting shiny items and stealing things from other creatures (Teleport Objects). These mutated squirrels are able to use small weapons and items of the Ancients with their front paws. Their main sources of food are berries, nuts, and fruit found in the fertile wilderness. Skwil often, because of immediate dangers or because of their incredible laziness, teleport food from neighboring trees or bushes into their paws. Although these mutants are very sensitive to pain (Doubled Pain), they overcome this debilitating defect by employing their powerful mutation, Total Healing.

NAME: Toother (*Bucker*)

NUMBER: 1d4+2

MORALE: 1d4+3

HIT DICE: 4d8

ARMOR: 8

LAND SPEED: 8/900/18

WATER SPEED: 4/600/12

MS: 3d4 **IN:** 1d8+4

DX: 2d6+2 **CH:** 2d6

CN: 1d6+12 **PS:** 4d6

ATTACKS: 1 bite (2d6+10).

MUTATIONS: Mental Control of Body, Oversized Body Parts, Teleportation, Thought Imitation, Vision Defect, Water Dependency.

DESCRIPTION: These mutant descendants of the beaver and otter have oily gray or dark brown skin. These creatures stand 1 meter tall at the front shoulders and are considerably larger than their ancestors. They have longer front legs than rear ones, and their bodies are broader in front, thinner in the rear (bulldog-shaped). Toothers have beaverlike heads with small closely set eyes (Vision Defect—tunnel vision) and large traplike jaws. These creatures have developed extremely large saber-toothed front teeth (Oversized Body Parts) measuring 30 centimeters in length and causing 2d6+10 points of damage. This fearsome attack is coupled with woodcutting abilities.

These creatures live most of their lives in water regions building dams and complex living quarters. The tunnels in their dams are built only wide enough to allow their bodies to move through. This is done to prevent attacks from the larger enemies inhabiting the water regions. Toothers hate technology and the devices of the Ancients, responding amicably only to those creatures that possess and display natural abilities and live within nature. These mutants pride themselves on being able to withstand pain (Mental Control of Physical States) and to use the powers of other creatures against themselves (Thought Imitation). Every Toother must remain close to water throughout its lifetime, because without water (Water Dependency) the oils in its skin would dry up and the mutant would eventually die. Because of its Vision Defect and the need to remain close to water, the Toother is a vulnerable target for predators, but its Teleportation ability allows freedom of movement without the potential dangers of moving through wild lands. Toothers memorize the dam complexes of other Toothers and when they need to travel from one complex to another they simply teleport themselves. Toothers will generally avoid contact with other beings unless those beings demonstrate friendliness and great natural abilities.

NAME: Vath (*Lee' Gosi*)

NUMBER: 1d8

MORALE: 1d4+5

HIT DICE: 7d6

ARMOR: 5

AIR SPEED: 16/1200/36

MS: 2d6+2 **IN:** 3d4

DX: 1d8+6 **CH:** 2d4

CN: 3d6 **PS:** 2d6+2

ATTACKS: 1 bite (2d8), 1 bite (2d6 + level 2d4+5 poison).

MUTATIONS: Beguiling, Life Leech, Multiple Body Parts, Radar/Sonar, Skin Structure Change.

DESCRIPTION: Perhaps the most hideous of all the Gamma World creatures, the Vath are twisted mutant descendants of the vampire bat. They are much deadlier than their ancestors and a meter in size. The most striking feature this mutant possesses is its two heads (Multiple Body Parts). Each of the Vath's heads is connected to its body by a long thin muscular neck, 15 centimeters in length. Both heads and faces are similarly shaped (just like a vampire bat's face), but one head is colored bright crimson and the other a ruddy brown. The bright red face has poisoned fangs (inflicting 2d6 damage and causing 2d4+5 intensity poison damage) while the other has hollowed fangs for sucking blood

(2d8 points of damage). This bat continually seeks out the blood of other creatures in order to gain its essential nourishment. The body and wings of the mutated bat are colored a golden brown speckled with black. Like other bats, Vath travel and maneuver through the use of sonar. When encountering opponents, these creatures prefer using their Beguiling. Only in desperate situations will the Vath use their Life Leeching mutation. The hard rubbery skin of the Vath slows its air speed by 25% when the weather gets cold (Skin Structure Change). These creatures make their homes in caves and other dark places, although unlike their ancestors they travel about during the day as well as the night.



New Artifacts

Stokes Coagulator

WEIGHT: 7 kilograms
RANGE: 30 meters
PROJECTILE: A stream of grayish foam.
DAMAGE: 5d6 the second Action Turn, 1d6 each Action Turn after (heavily-furred creatures always take half-damage).
RATE OF FIRE: Once per Action Turn.
POWER SOURCE: Air Compressor (1 hydrogen cell).
NUMBER OF SHOTS: 30 per tank.
WEAPON CLASS: 12
RATING: DIII
COST: *
VALUE: 1250

Contracted for by the U.S. government for its top secret Alternative Weapon Plan, this weapon was invented in the 23rd century by genetic engineer, Gerhard Stokes. After successful testing, the Stokes Coagulator was produced and stored in various strategic installations around North America. By 2257, weapons of this type were banned by all the superpowers. However, in spite of the ban, the operational Stokes Coagulators were never destroyed; just put in storage.

This powerful weapon shoots out a stream of grayish foam which, upon contact, seeps through a creature's skin and enters its bloodstream. The foam itself consists of genetically engineered bacteria and enzymes that congeal the blood of any living creature. The foam remains active within the weapon's sealed canister for a period of from 200 to 400 years.

The Stokes Coagulator is made up of a wide-nozzled rifle connected to a 2-liter plastimetal canister by a 1 meter flexible hollow coil. Inside the canister is a powerful air compressor that is activated whenever the trigger on the rifle is pulled. The weapon has an infrared sight for nighttime use. Wind current sensors mounted in the rifle, and the velocity of the ejected foam, guarantee that most targets will be hit. The foam can only penetrate exposed skin and causes half-damage to heavily-furred creatures. When a target is hit, it takes one full Action Turn for the foam to seep in through the skin. On the second Action Turn, the gray coagulant agent affects its victim by causing 5d6 points of damage. On each of the next 5 turns one six-sided die of damage will be inflicted by the foam. If after the last turn of internally-inflicted damage the creature is not dead, there is a 10% chance during the next March Turn (4 hours) that any excessive exertion on the part of the creature will result in death. The foam is unable to penetrate anything

except skin (insect, fish, mammal, bird). Only one target can be affected by this weapon per Action Turn.

Nerve Impulse Gun

WEIGHT: 3 Kilograms
RANGE: 180 meters
BEAM: Subsonic Beam
DAMAGE: Variable
RATE OF FIRE: Once per Action Turn
POWER SOURCE: Solar Energy Cell
BATTERY LIFE: 15 Shots
WEAPON CLASS: 13
COST: n/a
VALUE: 1000 gold pieces

The Nerve Impulse Gun was a limited-issue device used by the National Park Service to aid in the control of park animals. Due to the possible effect on humans or variations from malfunction, the device was severely restricted.

The gun is 20 centimeters long, 5 centimeters in diameter with a hand grip, trigger and a 15-centimeters wide cone-shaped transmitter dish. A single dial can be set to one of six positions. A small red light will flash with a number indicating the number of shots remaining in the power cell. The settings are consecutive (1-6) and the results of each setting is listed below.

Setting	Reaction
1	Target feels friendly toward person using gun. Effect lasts for 16 minutes and subsequent shots have no effect for 24 hours.
2	Target falls asleep for 14 minutes.
3	Target flees (if possible) for 1d6 Action Turns. Subsequent shots have no effect for 24 hours.
4	Target becomes enraged. Attacks nearest individual. Lasts 1d8 Action Turns.
5	Target experiences extreme pain for 1d4 Action Turns. Target is caused 1 point of damage per Action Turn.
6	Target is stunned for 3d6 Action Turns. Unconscious mutations do not work.

There is a 10% chance per shot that the gun will not work properly. If a number 10 or less is rolled, then roll a 1d6 to determine which setting is activated. Apply these results. (Resultant setting may be the same as actual setting).

Fire Foam Minimissile

WEIGHT: 7 kilograms
RANGE: 1000 meters
PROJECTILE: 50 centimeters
DAMAGE I: 4d8 per turn in cloud.
DAMAGE II: 4d8 per turn in cloud.
RATE OF FIRE: 1

NUMBER OF SHOTS: 1
WEAPON CLASS: 16
RATING: FIII
COST: *
VALUE: 3000 gold pieces

This minimissile is a protective device used by the Ancients to combat intense fires (from forest fires to high-rise building fires). It is launched by a shoulder-held device identical to the one used with the minimissile weapon shell. These foam missiles are 50 centimeters in length, but unlike their weapons counterpart, they are painted a bright red-orange. Upon impact this device explodes into a spherical cloud of fire extinguishing foam, 30 meters in radius. The cloud of greenish brown foam lasts 3 Action Turns, depleting the available oxygen supply, coating the area with flame retardant particles, and lowering the area temperature. Because this minimissile was designed for extreme emergency situations (high intensity heat), the foam is hazardous and potentially lethal for living entities exposed to the cloud. Each Action Turn a living being remains in the cloud of foam, 4d8 hit points of damage will result from breathing foam. Characters may hold their breath 1 Action Turn per point of Constitution.

Anyone caught in the cloud will become partially blinded for 5 minutes and fight with a penalty of -4 to hit for 1d6 Action Turns. Any other actions (or special powers) requiring sight are also hampered because of the temporary blindness. In addition to the poison damage suffered, flying creatures caught in the foam cloud will be forced to the ground (foam on wings prevents flying). If a flying creature happens to be carrying a rider, the rider will suffer normal falling damage as stated in the GAMMA WORLD® rules. Any creature forced to the ground because of the cloud cannot fly for at least 30 minutes (cleaning off the foam is necessary). The Fire Foam Mini-missile can be fired once per Action Turn, has a Weapon Class of 16, and has a Rating of FIII. Range is 100 meters, including shots into the air.

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CAMPAIGN SCENARIOS

During the course of this adventure, the player characters will be moving across the GM Map 1. Among the symbols on your map are those indicating the hex locations of campaign encounters. This section will give a list of those possible encounter situations and some background for each. If desired, these situations can be built into full scenarios.

You are not required to prepare each campaign encounter to play this module. You may add these areas to an existing campaign.

Campaign Scenarios and Key

C1) Restorationist Monastery

This cryptic alliance monastery is built into the side of a mountain. Within the monastery is one of the largest libraries remaining in the Gamma World. Thousands of books on the theory and engineering of machines are archived in the monastery vaults.

The books are in jeopardy because every night the vaults are raided by someone who seems bent on destroying the entire library. The Restorationists have tried everything to catch the vandal. Every method tried seems to no avail as relentlessly, every night more priceless books are destroyed. The Restorationists think that marauding members of the Red Death Cryptic Alliance may be responsible for the damage. Player characters will be hired by the desperate Restorationists to find the vandals and end the destruction.

Draw a map of the maze of vaults, the quarters, and a listing of the Restorationist brothers as well as a small group of the Red Death Cryptic Alliance. Remember that most Restorationists have robots that assist them, although none are military or security types.

C2) Shrine of Atomite, the Magnificent

In a small valley near the Parks lies a shrine of the Radioactivists. Here, during the Social Wars, a massive reactor supplying power to a large mining system went through a meltdown.

At one time in the valley there was a maze of tunnels created by robots to mine uranium from the mountain. A labyrinth of mining shafts extended under the mountain with processing machines at various locations. The robots also discovered an extensive network of natural caves here.

These caves had existed for as long as the

mountains and contained species of life that had long been extinct on the surface. The Tyrannosaurus and Pterodactyl are but two of the many ancient species to survive here. All are albino and use sonar and infrared vision to see. The caves were discovered only a short time before the Social Wars.

The reactor meltdown destroyed all life in the valley. In the last few hundred years, however, mutated vegetation and animals have begun to thrive amidst the terrible radiation. Within the valley the radiation stands at a steady intensity level 14. Automatic decontamination systems were installed in the walls of the valley but in the panic and chaos of the reactor meltdown, they were never activated.

The valley has become a Radioactivist shrine to their worship of the radiant divine glory, Atomite. They violently oppose any attempt to harm the melted reactor. The radiation in the valley has produced bizarre humanoids who wreak havoc in the Parks. The Park inhabitants have banded together to try to stop this menace.

The Parks inhabitants have learned about the automatic decontamination robots in the valley. The player characters must take what radiation protection the local people can supply, enter the valley, discover where the decontamination units are located and try to activate them. The Radioactivists forbid entry into the valley by any creature not of their order. Players must find some way in. The emergency unit to activate the decontamination machines is within a building used by the Radioactivists.

Draw up plans for a small group of reactor control buildings, the headquarters for the Radioactivists. A pile of glowing debris marks the former reactor containment building. Include some bizarre humanoid and creature encounters.

C3) Death to Pure Strain Humans

Someone in the Parks is conducting an extermination campaign against pure strain humans! PSH members from tribe after tribe are vanishing without a trace. Suspicion is rife and soon all the tribes are accusing one another of murder.

A cryptic alliance named the Iron Society has begun operating in the Parks. The membership is dedicated to the destruction of all pure strain humans. Their membership is carefully selected to assure undying devotion to that goal.

Create a force of Iron Society raiders and a helpless village of PSH that they raid. The player characters will be hired by this village to protect it and rid the area of the Iron Society raiders.

Run the scenario by having the Iron Society raid the village at least twice while the player characters are there. Then drop a clue as to the location of the Iron Society headquarters. Let the player characters plan their attack to bring an end to the reign of terror.

You need a map of the village and one of the Iron Society camp. A list of NPCs for the village, the Iron Society raiders and camp guards will also be needed.

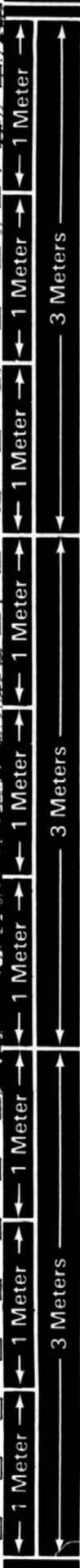
C4) Lake Blob

In this scenario the player characters are faced with a terrifying problem. A gigantic mutant blob of ameboid protoplasm is growing in a valley lake. Zoopremists have found this creature and made it their god. They have ordered that all pure strain humans should be sacrificed to it. All humanoids who do not worship the blob are also sacrificed.

The player characters will be aware of the mental power of the creature. Make an Attribute Check against Mental Strength for each player character and NPC in the game. Secretly tell any who fail that they are under control of the blob. Tell them it is their role to try to sabotage the mission. They must cooperate with any others under control and not let the uncontrolled player characters know what has happened. Those who are not under control are told nothing and can play as usual. NPCs under control can be handled by you to hamper player characters. Provide the player characters with weapons to destroy the monster. Biological weapons or poisons are suggested.

Player characters and NPCs under control attack anyone trying to destroy the Blob. Make another Attribute Check against controlled player characters **MS** as harming a member of their party will be against their beliefs. If they pass the check, they are free from control and can warn the others about the danger of the situation.

Map 1 GM Campaign Map



TEMPLE OF THE

EQUIPMENT LIST

General Equipment List

This is a list of general equipment that the player characters may use to outfit themselves for the adventure. Allow each player characters to purchase 130 gold pieces worth of equipment.

Weapons	Class	Damage	Cost
Battle Axe	2	1d8	7
Bola	2	1d4/H *	3
Club	1	1d6/H*	3
Crossbow(30 bolts)	9	1d6/H*	30
Dagger	2	1d4/H*	3
Flail	2	1d6/D**	5
Hand Axe (Throwing)	2	1d6/H*	4
Javelin	8	1d6	2
Lance (Mounted)	1	1d6/D **	5
Long Sword	3	1d8/H*	10
Mace	1	1d6/H*	5
Pole Arm	3	1d8/D **	7
Short Bow (20 arrows)	9	1d6	25
Short Sword	3	1d6/D **	7
Sling (30 bullets)	9	1d4/D **	5
Spear	1	1d6/D**	3

* (H) Indicates half-damage versus larger than man-sized opponents.

** (D) Indicates double damage versus larger than man-sized opponents.

Armor	Armor Class	Cost
Chainmail	4	40
Shield	+	10
Fiber Armor	6	15
Furs/Heavy Skins	8	3
Leather	6	20
Unarmored	10	—
Ring Mail	4	35
Studded Leather	5	25

+ Shields improve the Armor Class by 1.

Other Equipment

Backpacks @	
Bedrolls/Furs @	Cost 7 gold pieces
Waterskins @	Cost 1 gold piece
Binoculars (1 Pair)	Cost 60 gold pieces
Candles(6) @	Cost 1 gold piece
Flint/Steel/Tinder @	Cost 3 gold pieces
Communicators (2) 4-kilometer range	Cost 200 gold pieces
Flasks of flammable oil @	
Glow Cubes (2)	Cost 30 gold pieces
Iron Spikes (12) @	Cost 1 gold piece
Lanterns w/oil @	Cost 12 gold pieces
Steel Mirror @	Cost 10 gold pieces
Torches (6) @	Cost 1 gold piece
Iron Rations @	Cost 10 gold pieces
Canoe (1-6)	Cost 50 gold pieces
Cart (1)	Cost 50 gold pieces

@ Indicates this item is readily available in any reasonable quantity from the tribes resources at Tech Level II.



Map 6

Quartz Caverns

