

GW9

For intermediate players.

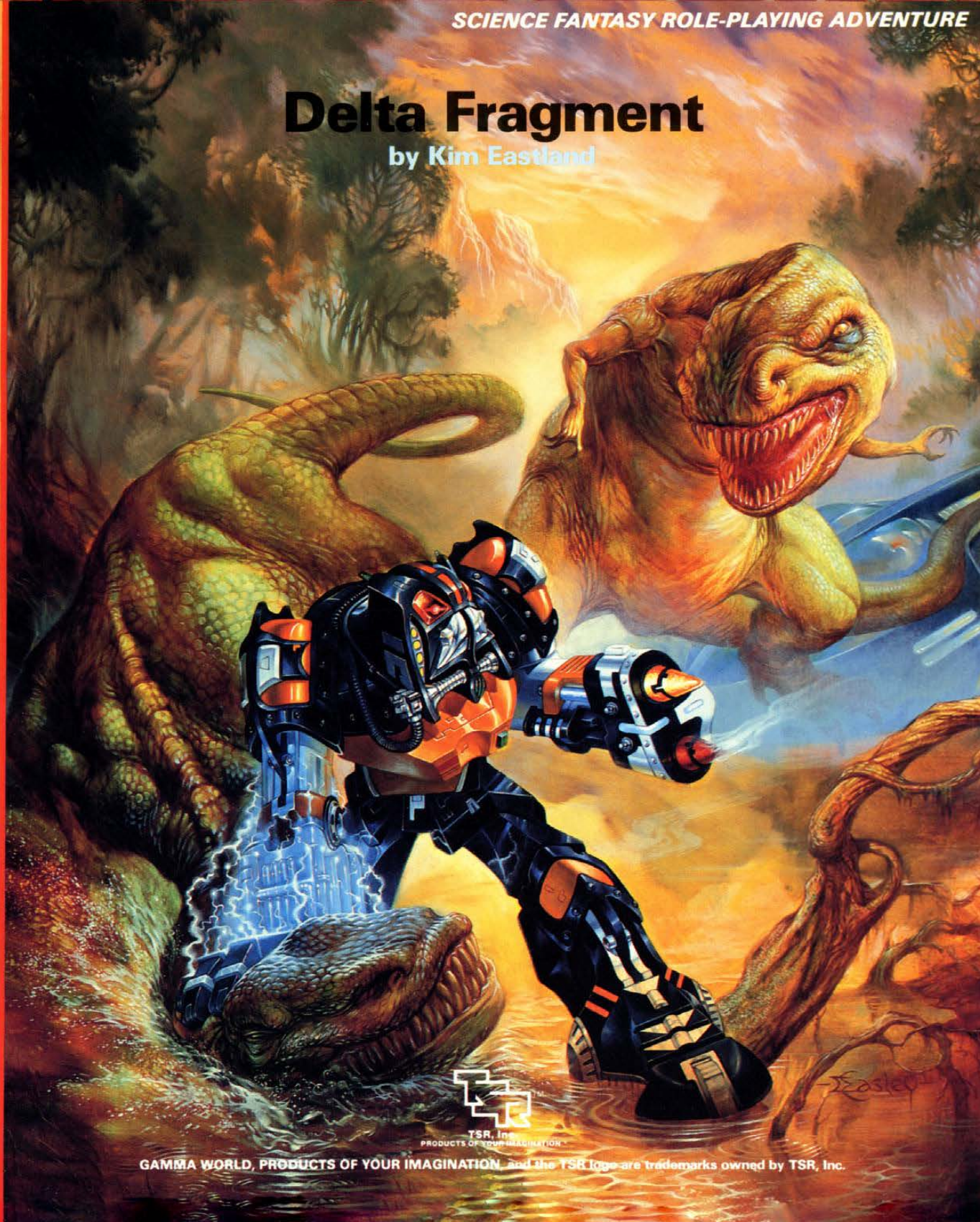
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GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Delta Fragment

by Kim Eastland



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Delta Fragment

by Kim Eastland

The quest of the Restorationists is nearing an end. Your party has been entrusted with finding the secrets of the Sky Chariot of the Ancients, and returning the information (and anything else) to them.

However easy that may sound, there are always complications. General Timon, who has made quite a name for himself in these parts, is negotiating with the King of the Mountain—he wants an alliance. In addition to your mission for the Restorationists, you must also prevent Timon from strengthening his position in these lands.

Are you resourceful enough to complete the task of finding the Sky Chariot and stop Timon at the same time? Or will you be forced to achieve one at the expense of the other?

Time is running out.

This 96-page adventure also contains a rules supplement and an entire city to explore.

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COMBINED MONSTER STATISTICS TABLE

Name	MR	AC	HD	MV	Attacks	PS	MS
Albilope	7	1	6	24	Bite(1) Horn	9	13
Anfal (Men With Tails)	10	3	14	24	Wpn and Tail(4)	12	10
Ark (Hound Man)	12	5(-25)	8	36	Wpn(8) or Bite(2)	15(+1)	12
Arklens (Hound Folk)	14	5	15	48	Wpn and/or Bite(4)	15	15
Ashl'Xon (Living Mold)	15	4	20	24	None	15	15
Badder (Digger Man)	10	5(-25)	6	24	Wpn(6) or Bite(1)	10	16(+2)
Badgon	13	7	15	52	3 claws(6)	18	12
Brutorz	13	3(-15)	14	32	Bite(5) & 2 Kicks(4)	80(+4)	12
Carrday	12	0	15	24	Wpn	12	10
Crep Plant	14	7(-35)	12	4	6-8 Vines(2)	5(-2)	14(+1)
Dabber (Brown Beggar)	13	5(-25)	4	16	Wpn(8)	10	14(+1)
Fen (Manfish)	12	3(-15)	10	48	Wpn(6) & Tailslap(10)	14(+1)	8(-1)
Frothgon	14	8	19	32/64	Bite(8) Claws(6)	19	12
Ghitgon	16	6	21	36/72	Bite(8) 4 Claws(6)	19	19
Grl'Xon (Green Living Mold)	9	3	8	24	Wpn or Arm(3)	10	14
Hawkoid	12	3(-15)	8	48	Wpn(5) & Bite(1)	10	14(+1)
Helslith (Demon Snake)	7	0	5		Bite & Constriction	13	13
Hisser (Man Snake)	10	7(-35)	15	16	Wpn(12) & Bite(1)	20(+3)	12
Hoop (Flopsy)	11	1(-5)	15	24	Wpn(8)	11	15(+1)
Horl Choo (Porcuplant)		5(-25)	11	8	Spines(4) + Poison I	11	11
Hrief	12	3	11	24	Kick (5)	17	22
Inl'Xon (Black Living Mold)	13	4	14	24	Variable		
Kamodo	12	9(-45)	25	72	Bite(15) & Tailslap(12)	125(+5)	14(+1)
Juog (Gray Ape)	12	6	9	16/24	Bites(7) or Squeeze(12) or Wpn	19	15
Keeshin (Water Lizard)	11	7(-35)	7	24	Bite(1)	12	16(+2)
Kiikcee (Feathered Love)	14	2	14	12/36	Bite(5) Claws(2) Buffet(4)	11	12
Lil (Wee Ones)	8	4(-20)	6	24	Wpn(2)	4(-2)	14(+1)
Mantis	11	7(-35)	13	16	Bite(9) & 2 Claws(5)	30(+4)	7(-1)
Nytacal	6	6	9	8/24	Ramming (Max. 6 pts. Base Damage)	12	5
Pierin (Black Bear)	10	1	10	24	Bite(3) Claws(3)	18	8
Pierenhorl	11	3	15	32	Bite(4) Claws(4)	20	10
Rakox	12	3(-15)	30	16	Gore(15)	150(+5)	2(-3)
Serf (Thought Master)	10	4(-20)	10	24	Wpn(8) or 2 Claws(1) + Poison I8(10)	11	13(+1)
Sleeth (Seer Lizard)	12	5(-25)	18	24	Wpn(20)	40(+4)	15(+1)
Suthorl	6	2	8	16	Bite(1) or Claw(1)	10	2
Unsut(Spider Friend)	10	5	13	36/24	acid spit		
V'ath	9	5	7	36	Bite(4) Bite(3 + poison)	12	12
Wed Tsurp (Red Bat-Like Humanoid)	8	0	12	24	-	12	14
Win Seen (Tangler)	7	1(-5)	13	0	3-5 Vines(5) + Poison	14(+1)	12
Yakkir (Endless Talker)	6	0	6	16	Wpn	6	14
Yexil (Orange Scarfer)	15	4(-20)	20	48	Bite(15)	50(+4)	6(-2)
Y'Zor (He Who is a Warrior)	Never Check	1	1d10+10	32	Wpn and Bites(2)	20	12
Zeeth (Gamma Grass)	13	0	1	0	Seeds(3)	0(-4)	10

Abbreviations Used:

MR = Morale Rating, and may be used in place of an IN score.

AC = Armor Class

HD = Hit Dice; this is the creature's Attack Rank and also may be used if a CN score is needed.

MV = Movement Base

Attack = This lists the typical physical attack forms and the base damage caused. If the GM wishes he may select a specific weapon and should then use the weapon's base damage.

PS = Physical Strength; this score may be used for DX as well as for all physical mutations.

MS = Mental Strength; this score may be used for CH as well as for all mental mutations.

RANDOM LOOT TABLE

The GM uses this table when he believes the player character should be rewarded for a difficult random encounter. While some of this loot has simple uses such as electrical parts for rewiring damaged items, other loot is included for future use and can be a springboard to other adventures, such as the drive units for the downed shuttle craft in this adventure. Specific rules for use of many of these items are left to the GM to create.

All of the items on the following list work and are in good condition. If they are not of immediate interest to player characters, they can be used by the characters to barter for items they want.

Any items marked with an asterisk are described in this module's New Items section. GMs should also include non-working items in this and other adventures, since everything the player characters find should not be readily useable. A department store catalog is a source GMs can consult when trying to find items and assorted treasures to put in adventures. For example, some of the items listed below in The Random Loot table can be found in catalogs. To use this table, roll percentile die and consult the results.

Die Roll	Treasure Type		
01	Three man-sized, down-filled parkas (wearing a parka halves the effects and damage caused by exposure to the elements.)	23	A set of plastic armor
02	Two small alarm clocks, each powered by a lifetime sealed battery	24	Outdoor camping sleeping bag: nylon, down-filled, water-repellent and good to sub-freezing temperatures
03	A folding grappling hook	25	Two glow cubes
04	Box of 12 flares (each burns for ten minutes, provides bright light for a 20-meter radius, and can burn in any position.)	26	Weapon Maintenance Drone*
05	A GM-selected, hand-held, melee weapon	27	Three liter cans, each full of gasoline
06	An adjustable muzzle and leash for use in training an animal up to two meters in length or height	28	Force field belt
07	Inflatable six-man rubber raft with six oars	29	Lexicon (the GM determines what High Lands race it pertains to.)
08	75 meters of nylon rope	30	Pruning shears
09	One box of 100 plastic sandwich bags with twist ties	31	Life Ray*
10	A particularly gruesome, latex Halloween mask of a ghoul	32	One Power Tree Saw*
11	Complete fishing set (rod, reel, line, hooks, lures, tackle box, etc.)	33	A set of six hinges, complete with wood and metal screws
12	Camouflage makeup (this adds +2 CS to hiding in foliage, as in a Skill use.)	34	A half-liter spray container of glass cleaner
13	Six metal traps for trapping small animals (DX 10, Dm 6)	35	One cast iron kettle
14	Rubberized, plastic tarp (this may be used as a large lean-to tent.)	36	A collapsible, two-burner, camping stove (it operates on kerosene and is full.)
15	A set of two signal flags	37	Radiation Suit*
16	Small power motor that can be attached to any small watercraft (raft, canoe, etc.). It is powered by any energy cell and moves the boat quietly and slowly.	38	Gravitic Accelerator*
17	Wood carving tools	39-40	Six-man, all-weather nylon tent which is ultralight and can easily be stored in a backpack
18	A jet spray tube with genetic booster	41	A plastic-wrapped Balderdash™ Game in mint condition
19	A scatter-gun with 10 shells	42-43	1 tube of industrial strength bonding glue (PS of 40 within 3 Action Turns of application)
20	A medium sized, duralloy shield	44	A book on magic by David Copperfield (it gives a Level 2 Skill with magic illusions to a player character who reads the book.)
21	A complete set of camping cookware (this set stores inside the largest pan for easy carrying.)	45	Five fully-charged chemical cells
22	Knife sharpener (this can also be used on claws. Any weapon sharpened with this adds one point to the weapon's base damage.)	46	Stokes Coagulator*
		47	Fire Foam Minimissile*
		48	Operational Energy Sensor*
		49	Sonic Torch*
		50	Atomic Torch*
		51	Laser Torch*
		52	Radiation Suit Repair Kit*
		53	Stored Energy Sensor*
		54	Artificial Energy Sensor*
		55	Bio-Energy Sensor*
		56-58	Six pole axes for climbing (adds a +1 CS to all Climbing Rock and Climbing Ropes and Poles Talent endeavors)
		59	Three stim-dose drugs
		60	Two pairs of anti-glare goggles
		61-62	A life vest (+2 CS for any type of swimming)
		63	Toy periscope (65 centimeters long, allows user to see over rocks, around corners, etc.)
		64-66	Thought Cap*
		67	Thought Disk*—increases the character's knowledge of items by one Tech Level.
		68	Thought Disk*—Language (GM's choice)
		70	Thought Disk*—Non-language (GM's choice)
		71	Two anti-radiation serums
		72	Mount, owner died and mount ran off (See the new mounts in the New Creature section.)
		73-74	Weapon cleaning kit (cleaning solution, swabs, brush, etc.)
		75-77	Box of 13 Bang Balls*
		78-85	A box of dehydrated rations (add water)
		86	An industrial-powered rock saw (it is powered by two solar cells and can cut through a meter of rock in ten Action Turns. The cells last for 100 meters of cutting.)
		87-90	A box of six candles and matches
		91	Box of ten solar cells (need charging)
		92-93	Insulated case that can keep items frozen for 12 + 1d12 hours.
		94-99	A large, heavy-duty nylon backpack with aluminum frame and multiple outer pockets. It is made of water and tear-resistant material and holds the volume of three normal backpacks, but is cumbersome.
		100	A sealed gallon can of marshmallow syrup

WEAPONS TABLE

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
MELEE WEAPONS									
Axe, Battle +	AII	PS	10/20	-	-	-	-	2.1	50
Axe, 4-handed + +	BII	PS	11/22	-	-	-	-	6	100
Axe, Hand	AII	PS/DX	6/3	PS	-	-	-	.5	7
Blowgun +	AI	CN	2	8	-	-	**	1	1
Blunt Weapon	N	PS	5-10	5	-	-	STUN	3+	1d10 x .1
Bola	CI	DX	5	10	-	-	TANGLE	1	10
two turns to swing, 5 meter area needed									
Bow, Long +	BII	DX	12/6	65	-	-	-	2	20
Bow, Short +	AI	DX	8/4	25	-	-	-	1.5	15
Bullwhip	CII	DX	7	-	-	-	TANGLE as an option of the wielder; whip is 3 m long	1.5	20
Crossbow +	BII	DX	10/5	50	-	-	-	3	25
Club/Baton	AI	PS	6/3	-	-	-	(STUN)	1.3	5
Dagger	AI	PS/DX	4/2	PS	-	-	(CRITICAL))	.3	5
Dart, throwing	BI	PS	3	PS	-	-	-	1.2	3
Energy Mace	DIV	DX	8	-	1C	20 hits	ELECTRICAL*	4	(150)
Flail, long +	BII	PS	10/20	-	-	-	-	2.5	30
Flail, small	BII	PS	7/14	-	-	-	-	1.9	15
Fork +	BII	PS	14	-	-	-	SET	2.3	50
Javelin	AI	PS	5	PS	-	-	-	1.7	5
Knife/dirk	BII	PS	5	-	-	-	(CRITICAL)	.5	7
Lance + (mounted)	CII	PS	10/20	-	-	-	SLAM	3.7	75
Lance + (afoot)	BII	PS	5/10	-	-	-	KNOCK DOWN	3.7	75
Lasso +	CI	DX	5	4	-	-	TANGLE	.8	5
Mace	AII	PS	10/5	-	-	-	-	1.8	10
Morning Star +	BII	PS	12/6	-	-	-	-	2.3	20
Net	CI	DX	1/t	3	-	-	TANGLE	1.3	10
Noose/Garrote +	CI	DX	1	-	-	-	FATAL	.1	2
Paralysis Rod	DIV	DX	1	-	Any cell	30 hits	PARA/1d10 m.	1	(120)
Pole Arm +	BII	PS	14	-	-	-	-	2.8	60
Pike + or + +	BII	PS	15	-	-	-	SET (5.5 m lg)	3.5	95
Robot Tentacles	GIV	-	5-10	-	-	-	TANGLE	2/m	(25/m)
Sap (Blackjack)	AII	DX	2	-	-	-	(KNOCK OUT)	1	1
Sickle	AII	PS	5	-	-	-	-	.3	3
Sling, bullets	BII	DX	4/8	20	-	-	(CRITICAL)	.1	1
Sling, stones	BI	DX	2/4	15	-	-	(CRITICAL)	.1	1
Spear +	AI	PS/DX	5/10	2	-	-	-	1.4	3
Stun Whip	DIV	DX	2	-	Any cell	30 hits	PARA/1d10 m.	1	(50)
Sword, Bastard +	BII	PS	9/18	-	-	-	SLAM	2.1	50
Sword, 4-hand + +	BII	PS	12/24	-	-	-	-	5	150
Sword, Long	BII	PS	8/16	-	-	-	-	1.6	25
Sword, Scimitar	BII	PS	7/14	-	-	-	-	1.7	15
Sword, Short	AII	PS	6/12	-	-	-	-	.7	10
Sword, 2-hand +	BII	PS	10/20	-	-	-	SLAM	3.4	10
Torch	AI	DX	2	-	-	-	BURN*	1.3	V
Trident +	BII	PS	13	-	-	-	SET	2.1	60
Vibro Blade	DIV	DX	12	-	1H	30 hits	IGNORE AC	.5	(500)
Vibro Dagger	DIV	DX	4	-	1H	30 hits	IGNORE AC	.3	(250)
War Hammer	AII	PS	8/4	-	-	-	(STUN)	-	-
MISCELLANEOUS WEAPONS									
Fire Extinguisher	CIII	DX	5	-	Sealed	10	If affected by cold	3	75
Fire Hose	BIII	DX	7	7-	Pump	-	SLAM	20	V
Flamethrower	DIII	DX	8	2	canister	12	IGNITES MS; if less than 10, BURNS*	20	250
Flaregun	DIII	DX	10	10	-	1	IGNITES MS; if less than 10, BURNS*	1.4	200
PISTOLS & RIFLES									
Auto Pistol	CIII	DX	12	12	-	7	STUN 1t(CRIT)	1.2	120
Auto Rifle	CIII	DX	20(15)	40	-	30	STUN 1t(CRIT)	3.5	250
Fusion Rifle	EIV	DX	10	90	1A-10	10	RAD. I18	5	((5,000))
Laser Pistol	DIV	DX	8	35	1H 5	-	Hits +1RF	.8	(300)
Laser Rifle	DIV	DX	12	100	2H 10	-	Hits +1RF	2	(500)
Mark IV Blaster	DIV	DX	12	30	1H 5	-	DISINTEGRATE treats target's AC as half normal	1	(750)
Mark VII Rifle	EIV	DX	15	90	2H 10	-	DISINTEGRATE treats target's AC as half normal	4.4	(1,000)
Needler	DIV	DX	3	12	-	30	**	.5	(200)
PERCUSSION WEAPONS: PISTOLS									
Police Revolver	CIII	DX	9	10	-	6	STUN 1t (CRIT)	1	90
Snub-Nose	CIII	DX	7	3	-	6	STUN 1t (CRIT)	.6	40
Old West Colt	CIII	DX	8	6	-	6	STUN 1t (CRIT)	1	50
One-Shot Pistol	BIII	DX	6	4	-	1	STUN 1t	1.5	30

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
PERCUSSION WEAPONS: RIFLES									
Bolt Action Hunting +	DIII	DX	15	50	-	5	STUN 1t (CRIT)	3	140
Bolt Action Military +	DIII	DX	12	30	-	5	STUN 1t (CRIT)	4.2	100
Lever Action Western +	DIII	DX	11	25	-	15	STUN 1t (CRIT)	4	120
Musket	CIII	DX	8	35	-	1	(CRITICAL)	4.5	75
PERCUSSION WEAPONS: SHOTGUNS									
Normal +	DIII	DX	18	15	-	2, 5, or 8	STUN 1t (CRIT)	4	180
Sawed-off	DIII	DX	20	5	-	2 or 5	SCATTER	2.2	150
Slicer	EIV	DX	9	10	1H	8	IGNORES AC, CRIT	.9	(1,350)
Slug Pistols (1 H cell is good for 3 clips)									
A	CIV	DX	10(8)	50	above	50	(CRITICAL)	1.5	(400)
B	CIV	DX	15(10)	100	above	30	(CRITICAL)	1.2	(500)
C	CIV	DX	15	150	above	12	(CRITICAL)	1	300
Stun Ray Pistol	DIV	DX	-	10	1S	6	KO-turns x result	1	(200)
Stun Ray Rifle	DIV	DX	-	70	2S	10	KO-turns x result	4.3	(800)
EXPLOSIVES: BOMBS									
Concussion	DIII	IN	5	PS(12R)	-	-	KO GAS (2d6 m)	3	(75)
Fission (clean)	HIV	IN	75	(200R)	-	-	CRITICAL	10	((2,700))
Fission (dirty)	HIV	IN	100	(200R)	-	-	CRITICAL, leaves I15 radiation afterward	10	((1,500))
Fusion	HIV	IN	30	(12R)	-	-	BURN*	15	((600))
Matter: Alpha	EIV	IN	20	PS(2R)	-	-	COMP. C	5	((400))
Matter: Beta	EIV	IN	40	PS(6R)	-	-	COMP. C	10	((900))
Matter: Delta	EIV	IN	80	PS(12R)	-	-	CRITICAL	20	((2,000))
Mutation	FIV	IN	15	PS(6R)	-	-	I12 RAD.	12	((1,560))
Negation	FIV	IN	5	PS(6R)	-	-	Any item in the blast radius must make a MS Save or be drained of all power	4	((500))
Neutron	FIV	IN	35	(60R)	-	-	FATAL to living creatures	8	((400))
Trek	EIV	IN	30	(15R)	-	-	DISINTEGRATE	6	((1,000))
EXPLOSIVES: DAMAGE PACKS									
A	EIII	IN	15	(6R)	-	-	COMP. C	8	((175))
B	FIII	IN	25	(6R)	-	-	COMP. C.	10	((275))
Small	CIII	IN	8	PS(3R)	-	-	COMP. A	4	100
EXPLOSIVES: GRENADES									
Chemex	DIII	DX	15	PS(2R)	-	-	BURN*	.2	200
Energy	EIV	DX	10	PS(2R)	-	-	ELECTRICAL*	.2	(150)
Fragmentation	CIII	DX	8	PS(2R)	-	-	STUN	.1	75
Photon	DIV	DX	30	PS(2R)	-	-	FATAL to anyone not in a force field	.2	((600))
Poison Gas	DIV	DX	4	PS(2R)	-	-	Random gas intensity poison for 2d10 minutes	.2	60
Stun	DIV	DX	1	PS(2R)	-	-	PARALYSIS	.3	(50)
Tear Gas	CIII	DX	5	PS(2R)	-	-	IRRITANT gas for 2d10 minutes	.5	25
Torc	CIV	DX	25	PS(3R)	-	-	SONICS, +1RF to those not protected by a force field	.4	((200))
MISSILES									
Micro	EIV	DX	12	300(3R)	-	-	STUN	1.4	((500))
Mini	EIV	DX	20	500(6R)	-	-	SLAM	7	((1,000))
Surface	FIII	IN	40	12,000(35R)	-	-	CRITICAL	500	((10,000))
TECH LEVEL V (The descriptions of all Tech Level V weapons should be consulted in the Errata Supplement)									
Black Ray Pistol	FV	IN	40	20	Sealed	4	FATAL	1	((3,750))
Drone Weaver	HV	IN	2	12	Sealed	-	SUBSONICS*	2.5	((2,250))
Flying Blades	HV	IN	11	10	Sealed	1	AC CRITICAL	1	((1,800))
Harmonic Disruptor	JV	IN	8	50	Sealed	6	DISINTEGRATE	20	((5,250))
Lamprey Disk	GV	IN	-	-	Sealed	-	POWER DRAIN	1	((1,500))
Neural Bite	FV	IN	1	-	Sealed	-	DOMINATION	1	((4,000))
Popper Pellet	EV	DX	10	10	Sealed	1	FIELD NEGATE	.01	((2,700))
Slither Helix	HV	IN	8	2	Sealed	1	PROG. DAMAGE	1	((1,900))
Smart Dart	GV	IN	12	25	Sealed	1	SEEKER	.6	((2,100))
Stinger Crystal	EV	IN	15	100	Sealed	-	INTERCEPT	1	((3,300))
Tender Touch	FV	IN	9	-	Sealed	-	DELIRIUM I20	1	((3,800))
Whammer	GV	IN	12	6	Sealed	10	SLAM	2	((2,500))
Wrapper	GV	IN	5	-	Sealed	-	TANGLE	1	((4,000))
Zapper	GV	IN	6	1	Sealed	1	SHORT OUT	1	((2,450))

ABBREVIATIONS USED:

+ The weapon must be used with two hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least man-sized.

+ + The weapon must be used with four hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least 3 meters tall.

* These are not special effects, but rather define the type of damage to recall special rules, such as electrical damage causing twice the normal damage to those wearing metal.

** These ammunitions may be doped with a variety of poisons at the GM's choice; standard choices are a paralytic poison (I12) or a fatal poison (I17).

GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

Delta Fragment

By Kim Eastland

Credits:

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Please send any questions about this GAMMA WORLD adventure to:

GAMMA WORLD® Game Questions

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

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INTRODUCTION

Welcome to the sixth module designed for the Revised GAMMA WORLD® Science Fantasy Game. These adventures take place in the mountainous regions of the High Lands, home of numerous mutated animals and the birthplace of the Ranks of the Fit Cryptic Alliance. A complete outdoor adventure is included in this module, in addition to starting points for many other adventures and a complete game supplement, "Dollar Days."

From these materials, the Gamma Master, or GM, can develop extensive maps for use in this and other adventures, and can create new items, races, characters and creatures. This adventure can be run by itself, worked into a present campaign the GM is running, or used to continue the exciting "Search for the City of Man" adventure featured in all of the Revised GAMMA WORLD game modules currently on the market and coming soon from TSR. A recap of that information is included in The Adventure Begins section of this module. A map of the High Lands, the location for this adventure's action, has been provided for the GM's use.

The adventure in this module is an "open" adventure; which means it is not designed for specific player characters. No predetermined player characters are provided for your use. The GAMMA WORLD game character a player normally uses is ideal for this adventure (mutated animal characters especially). None of the High Lands is known to the player characters or their peers, so the GM should not show the large map to any players. The High Lands map shows the lands just west of the Flower Lands, which were detailed in the GAMMA WORLD adventure, GW6—ALPHA FACTOR. The maps of the two lands can be combined to give the GM a large geographic area in which he can base his campaign. The large Desperate Lands map from module GW8—GAMMA BASE also aligns with the Flower Lands map. The combined maps provide quite a large and varied geography for your gamma adventurers.

But for now, pack your long woolies and as much food as you can. We're off to the high country, where humans are suspect and robots are hated, as we enter the Delta Fragment.

Background

The adventures in this module take place in a section of Gamma World called the High Lands. This mountainous area can be included anywhere in a GM's campaign. The land is called this because it includes the foothills and beginning peaks of a monstrous mountain

range which no one who ventured to has returned from. The land is populated primarily by mutated animals, particularly animal humanoids, though other characters and creatures wander about it.

The main focus of the adventure is centered on a mission, not on a specific location. The players will be sent on a journey that is important for many reasons. There is no major installation to take, no vast complex to explore. Instead, the characters must fight their way to the king of the mountain, though they have no idea where he may be, or even what he may be. Specific clues can be found along the way through pre-programmed encounters. Other pieces of information exist to further clarify the cause and history of Gamma World and the dangers that still exist upon it. Still more information is provided as introductory clues to other Gamma World adventures planned for release by TSR. Also included is updated information on characters and events introduced in the first few modules of this Revised GAMMA WORLD series. And, of course, there are always some undefined details, rumors, and names provided that the GM can develop into his own adventures. While this adventure can be played without past Revised GAMMA WORLD series adventures, it certainly is far more entertaining when the party of player characters has run the gamut of all the adventures. Information is provided in this adventure to bring the GM up to date on those previous adventures in the event he has not read that material.

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

Maps

Map of the High Lands: The large, color map included with this book is for the GM's use only. Part of the challenge of this adventure is to test the party's ability to keep track where they have been. By describing the terrain they travel through, the direction they are going, and certain landmarks, the GM will be giving the player characters enough information to estimate where they are. In addition, the players can take notes or draw a crude map to help keep track of their location. The GM must make it clear to the players that their map is an approximation, and by no means a precise, completely reliable map. If the GM wishes to add or alter the features of the real landscape, he may do so with impunity, as it is quite possible a previous explorer was wrong about charting an area.

Note that there is no scale on the map, and therefore no way players can figure out how

far they can go in one day. This is done on purpose, because different types of terrain require different amounts of time to cross. All traveling times mentioned in the following text are for a human-sized, bipedal character in reasonably good health and traveling in good weather. The GM should take into account the weather, the size of the character, any unusual methods of transportation he may have, etc., when adjusting the movement rate. The rate is always listed in terms of how many minutes or hours it takes to move an inch on the map.

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

High Lands Terrain Types

Average Mountainous Area: Most of the map is referred to as a mountainous area. This land is extremely rocky and quite difficult to traverse. The GM should familiarize himself with the climbing rules on page 14 of the Revised GAMMA WORLD® Rule Book at this time. The movement rate is not in Action Turns, however, so the DX roll on the ACT must be made once for every inch of mountainous area traveled. The Intensity Level for falling in these mountains is 20, and the base damage is 9, with Complications C as a Terrain Special Effect. Therefore, the GM should suggest the Assisted Climb option listed in the Climbing section be used. The movement rate for an inch of mountainous area is three hours when an assisted climb option is used. Every third inch moved in mountainous areas takes four hours because a large crevice or some other natural barrier has to be crossed. As the GM can see, it may take the adventurers a number of days to get anywhere if they do not use the paths.

Mountain Paths and Bridges: The paths that cut through the mountains are twisty and treacherous, but are much faster than climbing the mountain. A DX check is made for each character every three inches of path traveled. The Intensity Level for slipping on one of these paths is 14, and the base damage is 5, with a special damaging effect of a sprain if the falling character's CN save is failed. The occasional bridge that crosses a river is made of wood and can be traveled across at the same movement rate as the paths. However, no checks are made for falling or other damage.

Giant Bramble: See the sutkins entry in the New Plants division of the New Creatures section toward the back of this module.

Rivers, Lakes and Waterfalls: This terrain type also includes the shoreline surrounding the rivers, waterfalls and lakes. The travel rate for the shoreline is 30 minutes per inch, unless it is a rocky shoreline—an area that is marked as mountainous. In this case movement is treated the same as movement in the mountainous area. The rivers can run in most any direction in this part of the country. They start in the upper left reaches of these mountains (the upper left of the map), and proceed to the lower lands (to the south and east of the map). These are fast-moving waters that are often white water rapids. The Intensity of these waters, at the calmest areas (more than three inches away from a waterfall) is 16 with a base damage of 5 and a consideration for Buffeting. The worst areas, the waterfalls, are Intensity X with a base damage of 12 and Crippling Injuries consideration. Anyone traveling against the current will drown in a few minutes. Travel down the calmer parts of the river is 15 minutes per inch.

A lake usually can be traveled across at a rate of 20 minutes per inch.

All streams are fordable. Traveling down them is at a rate of 25 minutes an inch; paddling against them is at a rate of 45 minutes per inch, and DX checks are made every inch. A failed roll means the players have lost control of the craft.

Radioactive Area: There are numerous radiation areas on the map, most of them are around old ruins, as though reactors blew up or tactical nuclear weapons were used. These areas each have random radiation. Roll 3d6 for the Intensity. The GM may wish to assign a level to an area or roll it randomly. He should mark the Intensity Level on the map for future reference. If any characters want to cross these areas, the GM can stock it with radiation-loving mutants and plant life. The areas glow dimly in the dark. Travel time across these areas is equal to travel through the surrounding areas.

Normal Grasslands: These meadowlands are few and far between in the mountains. Only the Last Friendly Lands to the east are expansive. These meadowlands are normal stretches of 30 centimeter- to 1.5 meter-tall grass that can support livestock and, unfortunately, hide an army of predators. Travel time across these stretches is 15 minutes per inch. Sometimes vision is greatly limited by an excessively tall grass field. The GM always should tell the players what height of grass their characters are wading through. He can alter the height every scale inch if he desires.

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

Normal Forest: The forest sections are stands of trees that resemble 20th century forests. The GM can decide if they are oak forests, pine forests, and so on. Most of the forests in the High Lands are coniferous and quite dense, requiring one hour to travel an inch through them. The forests of the Last Friendly Lands offer more variety and are of medium density. It takes only 40 minutes to travel an inch through them.

Cliffs and Cliff Paths: There are plateau-like cliff facings separating the Last Friendly Lands from the lower lands to the east, and the mountainous foothills from the Last Friendly Lands. Both of these cliff sides require two hours to scale and require each character scaling to make a DX roll vs. Intensity 17 or fall, suffering a base damage of 4 with Crippling Injuries taken into consideration. It takes only 45 minutes to ascend, and only a DX +3 save is required. A failed save means only light damage is suffered from rolling down the rocks (I 10, Dm = 2).

Footpath: Occasionally a footpath appears on the map. These are not the usual paths traveled. Oftentimes, they are forgotten paths of ancient travelers or animal trails. In any case, they reduce the amount of traveling time through the normal terrain by one-third and provide a +1 RS to any character when he must make his DX roll for the terrain.

Villages and Ruins: In some instances, the ruins of old installations and villages is quite extensive. Movement through the land surrounding these ruins is not easy, as rubble is everywhere. Though the land may have been

leveled at the time of the villages' construction, the rubble from what remains of those villages has marred the land. Treat it as an Intensity Level 10 hazard, base damage is 1 from simple tripping and falling. Check for every inch covered. The movement rate through rubble is 30 minutes per inch.

VILLAGE AND PATH MAPS: At the end of this adventure are eight pages of maps to the villages mentioned in the pre-programmed encounters. They also can be used as standard village layouts by the GM. The illustration of path maps provides three different generic path types in the mountains. These can be changed by altering the direction of the pass and the areas and direction of the passages. For example, Pass Type 1 can be altered by indicating that Passage A leads to the east, Passage C to the west, and Passage E does not exist. Or, the GM might decide that Passage A leads to the north, Passage C to the south, Passages E and D connect, and Passage B is a small pond in the rocks.

GETTING LOST: Though the player characters might be experienced veterans, they might easily get lost in the High Lands because of its limited line of sight and brambles. The way player characters can avoid getting lost is to use their map, compass and to map the areas they travel through.

A wandering character or party should tell the GM in what direction they are intending to go. Usually in the mountains their vision is obscured. Because of this, they might not be as apt to wander in any direction, like they would in a forest or plain. But because of the sideways movement involved in climbing, it is easy for the party to move far off to the right or left of where they think they are. Once on a path, the party cannot become lost in relation to the path, but the party might not know where the path actually is located on the mountain.

For a character or party climbing the mountain, the GM should roll a d10. A result of 7 through 10 indicates they have wandered off course (7-8 they have moved off to their right, 9-10 they have moved off to their left). This roll should be made for every inch they travel until they take at least a half hour to get their bearings. Characters who wander for four consecutive inches are considered lost, and the GM should mention to them that they no longer are certain where they are going.

If a party travels through a forested or grassy area, the roll indicates they are lost and wandering in a specific direction. The GM should

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again roll a d10 and consult the chart below:

Die Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9-10	Wandering in a circle

This roll is altered at night, and a result of 3-10 indicates they are wandering in a circle. A roll of 1 or 2 at night means the party is wandering in a direction. The GM should then roll a d8 on the above chart to determine the direction the party is now headed.

Weather

The weather of Gamma World is, to say the least, a bit unusual. Though the four seasons still exist, they are frequently interrupted by unnatural weather phenomena, sometimes of a bizarre nature. The season for this adventure is irrelevant, since Nort has secured some fantastic machines for his people that always keep the climate in the High Lands comfortable. The temperatures are usually in the high 60s or low 70s, day and night.

The GM should roll on the following chart about noon to see what the weather will be for the next day.

Many creatures can sense coming storms, etc. and prepare accordingly. Severe weather will prevent climbing, though not necessarily prevent moving along the pathways.

DIE ROLL	WEATHER PATTERN
01-35	Sunny and clear all day
36-45	Partly cloudy
46-55	Partly cloudy, chance of rain
56-75	Overcast
76-80	Overcast, chance of rain
81-85	Fog (I 15)
86-90	Dense Fog
91-95	High Winds (I 19)
96-00	Gravel Storm (I 21)

Weather Condition Descriptions

Random Chance of Rain: The GM should roll a d100 for the chance of rain that day. If one of the players is extremely adept at weather fore-

casting because of a device, mutation, or whatever, the GM can tell him what the chance of rain is for that 24 hour period. Then, for every four hour period during that day, the GM should roll a d100 again. If the results are equal to or less than the percentage chance of rain already established, rain will occur during that four hour period. How long it will rain and the intensity of the rain—from a mist to a downpour—is left up to the GM. Snow is not possible in these mountains because of the effect of Nort's amazing machines.

Fog: A medium density fog covers the mountain, cutting visibility to one-quarter normal. Sound travels roughly 10% farther in this situation. Climbing is still possible, although the chance of getting lost becomes 3-10 on a d10.

Dense Fog: A dense fog shrouds the mountains, cutting visibility to just a few meters. Sound will travel 25% farther in this situation. Climbing could be suicidal, and all movement anywhere is cut to two meters. The chance of getting lost increases to 2-10 on a d10. All hand to hand combat suffers a -1 CS. All ranged weapon combat that does not use radar, sonar or heat seeking options is conducted as an Attack Rank A.

High Winds: The winds from the northwest pick up speed. And what the winds do depends on where the party is. High winds whipping across a ruined area will result in a gravel storm (see below). In a forest the vegetation is shaken and there is a 5% chance per hour that a plant or limb will fall on a character who did not take cover (base Dm = 1d6, the greater the number the bigger the falling plant). On a river, lake, or stream the water becomes so choppy that any water craft will become swamped in 3 Action Turns, and churning water adds +5 to its normal Intensity Level.

The normal duration of high winds is 1d4 + 2 hours.

Gravel Storm: A gravel storm is caused by high winds picking up the loose gravel in a large open area, such as ruins, or small rocks on open mountain sides (where no bramble is within an inch). The storm usually comes from the north or northwest and is preceded by a howling sound. A gravel storm modifies all visibility, movement and combat as a dense fog. Any character on a mountainside or in an open ruins area will suffer one point of damage for every five Action Turns he is exposed to the gravel, unless he has armor equal to or

greater than Level 4.

The duration of a gravel storm is 1d20 + 20 Action Turns.

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The premise for this adventure can be altered by the GM to fit an existing campaign. The player characters are working for the Restorationist Council at the village of Haven at this time. Their background connections with various Cryptic Alliances may serve to spice up the adventure, and is left entirely to the GM's discretion. The adventure must begin in the village of Haven, in the Last Friendly Lands. If the GM has run GW8—GAMMA BASE, the adventure begins after the player characters have discovered the design plans for the shuttle. If the GM has not run GAMMA BASE, then another group of explorers that works for the Council has discovered plans for a fantastic machine they call a sky-chariot, a shuttle in the ancient tongue.

The player characters have been requested to go on a mission by the Restorationist Council of Haven. This is the most powerful group of Restorationists the party knows, and they reward their agents very well. The Council's instructions come through its liaison, the leader of Haven, a pure strain human named Gene (all characteristics are 16, except Charisma, which is 22). He will explain to the party that an old nemesis of Haven, Timon, is proceeding with his military plans of conquest of the Flower Lands, the lands to the east of the High Lands. (See Timon's description as an updated character in the New NPC section.) As Timon is a mutated animal, he would most naturally seek an alliance with other mutated animals and Ranks of the Fit. He might even work with Bonapartists. For years there have been rumors of a Bonapartist civilization living in Delta Fragment, the mountainous lands just west of the Last Friendly Lands. The Council believes Delta Fragment, which is an Ancient's term for those mountainous lands, is called the High Lands by the peoples who live there. There are many tales about Delta Fragment which the Council can convey to the party through Gene. (Whether the rumors are true is listed behind the facts for the GM's immediate knowledge.)

- Only mutated animals live there (mostly true).
- All non-mutated animals will be attacked on sight (certainly false).

- Delta Fragment's good climate is artificially controlled (mostly true).
- The leader of the Delta Fragment (also called highlanders) is an armored man who rides an armored giant feline (half true, half false, see Nort and Scar in the New NPC section). He is sometimes called the "king of the mountain" (true).
- All the water in Delta Fragment is reddish with rust and dangerous to drink (totally false).
- All of the Delta Fragment residents are warlike (not true, though some of them tend to be warrior-like. See the New Races section.)
- Robots and humans are feared in Delta Fragment (not necessarily true. Robots are hated and man is distrusted, but they are not feared or hated.)

The party is directed by Gene to help Norien, an ambassador of the Council, to contact this "king of the mountain" and try to dissuade him from making any kind of alliance with Timon. The best possible outcome would be for the party to hammer out some type of treaty with the king, a mutual defense treaty or other type of alliance. But they must at least wreck any treaty that Timon is attempting, for its passage would surely spell the end of the Last Friendly Lands. No assassination attempts against the Delta Fragment residents are to be made. If Norien fails, they are to report back to Haven immediately to give the Council time to evacuate the people and save the records. The party, while not considered "expendable" must understand that Norien is to be protected at all costs. Beyond those directives, the characters may deal with Delta Fragment as they will.

While this mission is extremely important and is outwardly represented to the rest of the village as the reason for the expedition, it is a cover for the real reason the Council is sending the party into the High Lands. Rumors of a sky-chariot crashing into the High Lands centuries past have been well-known to the Restorationists, but were always thought to be mere myths...until recent plans for the sky-chariot were recently discovered. Now the Council believes some credence should be given to these tales and wants Delta Fragment checked out by the player characters. If possible, the Council wants physical proof that a sky-chariot actually existed at one time. The installation for building and launching the shuttle is known to exist (see GW8-GAMMA BASE). The computers systems needed to operate the sky-chariots are known to exist (see GW6—ALPHA BASE). Various necessary parts and personnel have been discovered that

would work with the sky-chariot (see GW7—BETA PRINCIPLE). However, actual physical proof that a shuttle existed in a complete form is lacking. As far as the Council knows, this may have been some grand scheme that turned out to be not feasible. Of special interest to the Restorationists is how the sky-chariot was powered. Ancient plans indicate it was a massive flame thrower, but that seems farfetched to many. The sky-chariot is now believed by the Council of Restorationists to be one of the best ways to get to the "Cities of Man," though probably not the only way. The Council is uncertain where the "Cities of Man" are located, but they might be somewhere in the heavens. This theme is the underlying thread of the entire series of Revised GAMMA WORLD® modules.

The proof of a sky-chariot is of paramount importance to the Council. Any information about its power source and engines is absolutely necessary for the sky-chariot to work.

The third objective of the mission is to discover the secret of Delta Fragment's unusually mild weather. The secret or technology is of extreme importance to the Council of Restorationists and Haven. It may be that the device and the sky-chariot are somehow linked.

The fourth objective of the mission is to pick up any information the players can on the lands south of Delta Fragment. The Council has heard rumors of deserted swamp lands to the southwest and wants to know whether they are true. In the event the Last Friendly Lands have to be evacuated, the Council needs to know of any unoccupied areas.

The payment for the party's success, as always, will be increased status in Haven's community. Unless the party underrates this offer, it should be explained that war plans and dictatorships are springing up all around the Last Friendly Lands and few adventurers enjoy the freedom of operations and government support that they do.

Gene will assign two of his most trusted agents to this mission, Freleng and Norien. The GM should now carefully read their character entries in the New NPC section. Gene will explain there is no map for the Delta Fragment. All that exists is the eldritch name which was passed down from the ancient times.

The party members each will be supplied with two months of rations, plastic canteens full of spring water and any other normal supplies they desire that the GM feels is reasonable (including some weapons and armor and devices of the GM's choosing). The party is given two compasses, which Gene shows them how to use. In addition, each character is

given 100 gold pieces for spending and three fully-charged energy cells of his choice for his weapon or device.

Starting Out: All of the above information should be provided to the party in a somewhat mysterious fashion. First, Gene, speaking through the GM, will fill the party in on the various missions not related to the sky-chariot and the "Cities of Man." But just before dawn on the morning the party is to leave, he will steal into wherever the characters are staying and will whisper the real mission to them. They are to keep this aspect of the mission a secret from everyone, but Norien and Freleng, who they only will tell after they are a day's journey away from Haven.

The party members should now decide where they wish to go first, and begin their journey as soon they are ready. No time limit exists for the adventure, except each day they waste is another day Timon's man can try to find the king of the mountain. The party can travel throughout Delta Fragment, seeking clues to the true nature of the various problems they must solve. If the characters desire, they can make many excursions to the High Lands. However, the sooner the information is gathered and relayed to Haven, the better.

Gene will be able to direct the party to return to the footpath west of Haven that leads to the mountain path entering the cliffs. He mentions that the party might want to stop at Forest Home before traveling into the mountains. If asked about Forest Home, he will just smile and tell the party not to cut down or harm any vegetation within a kilometer of Forest Home.

GM Information

There is some information that the GM should constantly keep in mind considering the problems and questions the party might have.

- No one in Delta Fragment except Nort and Scar know anything about any Cities of Man. Anyone asked will relate that it is most likely a fairy tale, but they never really have heard it spoken of here.
- There are five assassin borgs sent from the Frozen Lands in the south to Delta Fragment to kill Nort and Scar. Use the supervisory borg statistics in the Revised GAMMA WORLD® Rules for this type of assassin. They are equipped with hoverfans, sensors for tracking other cyborgs (so they can find Nort and Scar), three grenades, a hand held melee weapon, and an energy weapon of the GM's choice. The GM should create

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these borgs before he begins running this module. The party will never see or hear of these borgs until after they have met Nort and Scar. However, villagers will tell them (if they are on friendly terms) that there are evil machine men roaming the mountain, looking for the king.

- Because of these attempts to kill the king of the mountain, the people who live in Delta Fragment are very cautious of outlanders. Though they will not outwardly attack strangers, the villagers will act very defensively, often ambushing or trapping wanderers, then holding them at weapon point until they can determine the strangers' intentions. An exception to this rule is robots, androids and cyborgs, which highlanders attack to destroy on sight. Each village is equipped with an artificial energy sensor to detect any artificial life form disguised as a bio-organic life form (see New Items).
- Because of the recent attempts on their lives, Nort and Scar are hiding in a deep

cave in the mountain peaks above a specific village until any other units are located, then they will go forth to destroy them. The borg's sensors cannot penetrate through that much rock, so they are safe for the time being. Only if someone is flown up to the hidey-hole by a kiikcee will Nort and Scar trust them and not attack immediately.

- Though no one knows it, there is no way Nort and Scar will enter into an alliance with Timon. Nort and Scar may appear to enter into a neutrality agreement with Timon, but Nort and Scar do not trust him. On the other hand, Nort and Scar have been looking for allies to help them with the guerrilla war against the Frozen Lands to the south. If Norien and the party is convincing enough when the right time comes (as it is laid out in the pre-programmed encounters), Nort and Scar might enter into an agreement with Haven for assistance against the Frozen Lands.
- Because of Delta Fragment's vigilance against assassination machines and the

king's seeking sanctuary, there is now an unusual amount of non-mutated animal creatures running about. Overall, the fragment residents' lives have changed in the last few months. They have been staying in their villages more and usually only travel in parties. More monsters have been seen in the area.

- Not everyone who lives in Delta Fragment is considered a Fragment citizen. The main populace includes the Y'zor, the wed tsurp, the anfal, the carrdays with their kiikcees (see the New Races section for all of these peoples), dabbers, sleeths and hawkoids. Other villages are tolerated, but are not considered under the protection of Nort and Scar. Everyone in Delta Fragment has heard of the king of the mountain, but few have seen him. Though basically human, the carrdays are reported to be his loyalist servants, possibly because he cannot bear to make mutated animals his servants and bodyguards after having fought so long for those creatures' supremacy.



The High Lands hold many encounters for the player characters. The encounters fall into two categories, pre-programmed encounters and random encounters. Pre-programmed encounters are laid out in detail prior to the game, either in this book or by the GM. The other encounters that the player characters might have in Delta Fragment are random and are selected by the GM or rolled during the adventure on the random encounter chart on the inside cover of this module. Random encounters are used to liven up a slow section or compensate for a high-level, powerful party.

Random Encounters

Delta Fragment random encounters are generated by the GM twice per game day, in the morning and in the early afternoon (though the GM may elect to consider these times midday and night). The GM must remember to also roll the weather in advance of the day, because a pouring rain might force the party into a cave where they will miss a flying encounter. Similarly, the encounter rolled and weather might combine to make an interesting situation, such as a gon attacking a climbing party when a storm comes up.

These random encounters occur in addition to any pre-programmed encounters, unless the party is spending the appointed random encounter time in a village or at another location where a pre-programmed encounter occurs. The random encounters of the High Lands are rolled on the table on the inside cover of this module. A d100 is rolled and the result indicates the type of creature or plant that the party has encountered. Surprise should be rolled as normal to see if the encounter was laying in wait, is surprised by the party, and so on. Of course, the GM can decide whether it is possible for a party to sneak around an encounter they have surprised.

As is coded on the table, certain rolls indicate the encounter is not a creature, but an unknown small village or tribe of creatures. This is considered a major encounter. It is always good for the GM to toss in harmless encounters along the way so that the party will not get overly suspicious when the GM starts describing a significant encounter in detail. Many encounters on the rivers, lakes, or streams should take place on the shore or small islands, and should happen when the party is crossing, resting, etc. As a rule of thumb, any non-aquatic encounter that ends up attacking is considered to have attacked on

shore. If the creatures are flying, they can attack on land or water by swooping down on a party. In any instance, however, if the GM believes an aquatic encounter is more appropriate, he can consult the aquatic creatures found in the Revised GAMMA WORLD® Reference Book. After a hostile encounter is completed, the GM should decide if the party deserves loot or experience. This is a purely subjective decision. He should consider whether the encounter occurred at a lair or village, whether the attacking creatures were intelligent and would have loot, and whether the characters earned loot because of valor, desperation, etc. If the GM believes loot is deserved, then he should roll on the Random Loot Table on the inside front cover. All the items found there are in perfect working condition. He should also add a second list of broken and worthless items and mementos. The amount of loot is decided by the GM based on the difficulty of the encounter. The GM should remember, however, that it is easier to give more loot to a deserving party later on than to take it away from an oversupplied party early in an adventure. Intelligent, non-violent encounters, such as superb bargaining (not just dice rolling), debating, thinking a way through a trap, and so on, should also yield experience or status points for player characters.

Random encounters may be a source of information that the players can make use of later. This information can be spread throughout the adventure's encounters.

Pre-Programmed Encounters

Pre-programmed encounters fall into two categories: those generated by the GM ahead of time, modifying the adventure to his campaign; and those described in this book. Pre-programmed encounters present a GM a good opportunity to introduce his own creatures, races, Cryptic Alliances, and so on. He should assign them to a specific locale (or type of locale) and wait for the party to come across them. A GM might want to include clues to their existence in encounters in this module or other adventures. The GM's custom-made encounters will work better if they fit into the basic storyline of this module, such as making his encounters be mutated animals. These encounters can be a "launching point" for a GM's future adventures and campaign plans.

A good example of this use is the blank villages and ruins that are not described in this module. The GM can take one of these little villages and make of it what he will. Perhaps one of the little villages on a river is a home for

mutated otters who are fine craftsmen. They repair, maintain and create all the devices and high technology weapons used in Delta Fragment. This also gives the GM an opportunity to introduce a few new items.

EXCEPTION: There is, of course, an exception to every rule. The exception here is Timon's envoy to Delta Fragment. This should not be altered, as it is part of a major theme running throughout most of the Revised GAMMA WORLD modules.

The use of a GM's pre-programmed encounters in an established module provides a unique and personalized campaign, without making the GM take the time to draw and define an entire adventuring area and fill in all the encounters.

The second type of pre-programmed encounters, those already laid down in this module, are listed hereafter. They are essential for the Delta Fragment adventure to work. As stated before, other concepts can be added by the GM, but the essence of the scenarios should not be altered.

Most of these encounters consist of simple descriptions of villages and passes where the party may encounter opposition. If the GM has not already read the non-encounter sections in the back of this adventure, such as New Races, New Items, and so on, he should do so now. Much of this adventure is given to the GM in organized sections, and it is left to him to assemble them to fit his campaign. That is why it is important every section of this adventure be read thoroughly.

So, too, should the GM now look at the maps included with this adventure. None of the maps should initially be shown to the players. If the player characters specify they are spending a lot of time circling a village to get a good layout of it, then the GM might want to trace the basic design of the village for them. However, he should never let the players see the actual maps. These maps also can be used for other villages, either for blank villages in this adventure or for villages in future adventures. So when you are finished with this adventure do not throw the village maps away.

Encounter Section

Encounter 1: Forest Home

If the party decides to go to Forest Home, continue with this encounter. If they do not, go to the next encounter. Forest Home lies to the west of Haven in a densely forested area. It is a

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lovely, large, three-story home that was built in the Bavarian style often associated with Hansel and Gretel. Though it is obviously ancient, it has been beautifully preserved. There is no one home, and it looks like no one has permanently occupied the place for years, though everything is clean and neat. The cupboards and pantry are well stocked, as if the party was expected. The comfort and homeliness cannot be overemphasized for a party that is used to spartan conditions and junkyard architecture.

In fact, the Forest Home is maintained by most of the vegetation surrounding it, all of which are intelligent, mobile creatures. The plants remain inanimate while strangers are present, however, so no one passing through can guess at their numbers or strength. All possible mutations are represented in this gathering of plants, and the GM could easily create almost any kind of super plant he wants. Forest Home is provided for by the plants, which refer to themselves as foresters, for use by of travelers from Haven. The plants also serve to protect part of Haven's west flank, as nothing can pass through this forest that they do not know about.

The plants will remain inactive for a while, until they are certain of the party's intent. If anyone in the party is a mutated plant or can communicate with plants, that character can try to communicate with them. In any case, eventually an old oak will saunter up to the door, knock and explain that Forest Home is for travelers such as the player characters. Any traveler from Haven who is on a mission is allowed to rest at Forest Home for up to two days, unless he is seriously injured, in which case he can stay until healed. Vegetable broth is available, which not only provides complete nourishment but allows anyone drinking it to heal at four times his normal rate. If other needs are urgent, as in requiring the use of a certain mutation available to plants, it can be arranged.

However, there are rules that apply at Forest Home and the woods surrounding it. No plants may be chopped down, burned, etc. Dead wood and food will be brought to the home, but no one may go into the forest to scavenge. Anyone purposely harming a plant before he knows the rules will suffer enough attacks (GM's choice as to type) to cause damage that will drop the perpetrator's hit points to half the normal amount. If someone who knows the rules purposely harms a plant, he is immediately attacked until killed, as is anyone who tries to defend him. Freleng will try to prevent anyone from harming any plants.

Any character who brings to this forest an

unusual item which can be beneficial to the plants, or any character who does something exceptional for the plants, will earn a gift. An exceptional act, such as destroying a huge cache of defoliant or an operational wilderness robot, must be proved. A player character cannot just saunter into this area and start bragging about false adventures. The gifts from the plants are from among the items which once belonged to adventurers who died in this forest. The plants took these items and carefully buried them near the older trees. Many items listed in the Revised GAMMA WORLD® Game or modules can be found in this forest.

As a reminder, no character or creature can enter this forest, or do anything else in this forest for that matter, without the foresters knowing it.

A Haven party that stays here will be told about an alternate path up the mountain cliffs to the northwest of the forest. If the characters wish, the forest will alter its position to show them the footpath that leads to the mountain access path. The plants do not know whether there is any advantage going up this path.

Encounter 2: Path Protector

Use Pass Type 3. Area A is west. Scale: One square = 10 meters. This encounter will take place on whichever of the three ascending paths the player characters take into Delta Fragment. As the characters approach Area E from the east, they will see the glint of metal in the rocks. If they pass through during the night or other vision obscuring conditions, they will sight a beam of a powerlight coming from behind some loose rocks. The GM should make it sound like danger lies here: "As you round the bend in the pass, it opens up to your left. You see a glint of metal, like sun off a gun barrel."

What is actually here is the remains of an assassin cyborg (see previous section for brief description). It has been hacked and shot with energy and metal weapons. If any player or Freleng says he will study the ground around it, they can see it looks like the cyborg was malfunctioning when it entered this little recess of rock. Drag marks indicate where its hoverfan kept failing, and bits of wiring and metal can be seen trailing off to the north. If a character wants to know how long ago it crawled here, an IN roll on the ACT with an Orange or better result will be needed. The cyborg encountered some highlander dabbers up the pass to the west an hour and a half earlier. It destroyed all but one of them. Then, critically injured, it came down here and quit

functioning. Otherwise, it is anyone's guess as to the time, from a minute ago to a month ago.

Nothing of value can be gained from this wreck.

The GM must now mark the other two trail passes as protected, without letting the players know. Three assassin borgs were sent from the Frozen Lands on a long sweep to the east, then up through these passes to try and catch Nort and Scar unaware. The other two borgs are in place, each in their own pass. They will attack anyone who comes through in hopes of attracting the attention of Nort and Scar.

Encounter 3: Defending Dabber

2. Area A is west. Scale: One square = 10 meters. As the player characters travel farther up the pass to the west of the previous encounter, they will be fired upon without warning from Area C. This will happen as they round the bend from Area D. A laser blast will be fired at the first character as an Attack Rank A attack. The opponent is hidden behind an outcropping of rock in Area C. The players can see the remains of four dabbers on the rocky floor of the pass. This is especially important to agents of Haven as Timon has been known to send dabber assassins after them in the Desperate Lands.

However, these are highlanders who fought the assassin borg a few hours ago. All but one of them is dead, and he is going fast. He just used the last shot from his laser rifle, and only has a stun grenade left. All the rest of the dabbers' equipment was destroyed or broken by the borg. This dabber will live for ten more Action Turns, then die from his wounds. If the party does not hurry his imminent demise along, there are many things he can mumble once they have assured him they are not from the Frozen Lands.

- The borgs are after the king of the mountain.
- The king must be told that the eastern passes are endangered.
- The cursed king of the Frozen Lands is trying to kill the king of the mountain and turn all the sectorians into cyborgs. No one but the king of the mountain knows why.
- If asked about Timon or anything to do with him, the little dabber will say an envoy of Timon's passed through here a week ago. He was not sent for, but was accompanied by an Y'zor and is under the protection of the king while in this land. Timon most likely has not met with the king yet, as the king has sought sanctuary from the assassins.

- The GM may allow the dabber to talk about anything else that adds color to the adventure, but is not a major factor, as those will be added as clues later in this module.

Encounter 4: Village A (Hidden Village)

Use the Farm Village Map, North as indicated. Scale: One square = 2 meters. This little hamlet is called Hidden Village because it is near a stream that runs away from Hidden Lake. The village and the farm lands surrounding it are on a little shelf of farmable land and can be seen from four scale inches away. Footpaths lead there from the various mountain paths.

Hidden Village is a major producer of the High Lands' crops. It is inhabited by wed tsurp (see the New Races section). The village buildings are two-story mud and thatch structures, with entrances in the second story which the wed tsurp can easily fly to. Some of the larger buildings also have ground floor entrances for heavy load storage, such as the crops.

Note that there are only three footpaths into the village. This is because most of the crops are airlifted by kiikcee to other villages in the mountains. Nort and Scar wanted no easy road system for invaders to use, which is why the entire High Lands is not easily accessible by foot.

The wed tsurp live in family units of two mates and one or two children. There are a total of 300 wed tsurp living here. About 90 of these are strong males who can fight effectively. They have been armed with two-handed swords and lances by Nort and Scar. They cause charge bonuses with both if they use them while flying, as they swoop and attack with their weapons. It is almost impossible to sneak up on this village during the daytime or even in moonlight, as the land around it has not yet grown tall crops. To the west of the town is a forest, but that actually ends 50 meters from the town's edge.

If the party approaches the town during the daylight, the first thing the characters will see are male wed tsurp working the fields. They are plowing with old steel pull plows, using other wed tsurp as willing livestock. Old tractors can be seen lying abandoned in the fields. Usually, the wed tsurp use these machines, but their monthly allotment of petrol has not yet arrived from the king. Upon spotting strangers, the wed tsurp will rush to their weapons, which they have stacked nearby in the fields. They will attempt to surround the party members and find out who or what they are. The artificial energy sensor will be

brought out from the village so the player characters can be checked to make sure they are not disguised robots or androids.

Other sights during the day include the wed tsurp who are working at domestic and craftsmen tasks in the villages. The female wed tsurp are the craftsmen, the very old and very young do the domestic chores. Wed tsurp are washing their clothes in old hand-crank washing machines, throwing pottery, making and repairing tools, sweeping out the huts, and so on.

It seems as though the village is divided into two different sectors, the living quarters to the north of the east-west footpath, and the storage and worship facilities to the south of the east-west footpath.

The storage sector buildings are much larger than the two-story huts in the living sector. Some of them rise three stories in height. But if the party gets a chance to investigate the huts, they will see that they also go two stories underground. Most have hand-cranked grain elevators, for the openings are still on the second floor and carrying the grain up three stories can be tiresome work.

A statue stands in the middle of the open square of the south sector. It seems to be made of plaster, carefully preserved over the years. It stands four meters tall and looks like a giant fin-backed lizard fighting some type of flying, bat-winged monster. Little buildings are at the lizard's feet, indicating the lizard is of enormous size. If on friendly terms, the wed tsurp will explain this is the basis for their religious belief of their race's evolution. They will pay highly for any other historical reference material on the matter. Apparently, they believe they were the spawn of two gods battling over pre-holocaust cities of man. These two creatures, the wed tsurp believe, lost many scales in their battle with one another. These giant scales fell to earth and immediately sprang up again as the chosen people, the wed tsurp. Since that day, the wed tsurp have seen the folly of combat, and, though they will defend themselves, seek to live harmoniously with other peoples. The plaque at the bottom of the statue is all the lead they have as to what their gods were called. In the ancient tongue it reads: "Godzilla vs. Comrexon". They are now referred to in all manner of different names, such as Great Lizard, etc.

If the player characters can convince the wed tsurp of their good intentions, the wed tsurp will tell them to continue along the mountain paths to the south, and eventually to go west around most of the mountain, then go north. Beyond the trees to the immediate west of the village (to the west of the hidden

lake and its lands on the map) is a massive jutting side of the mountain. This is called the Deadly Face by most Delta Fragment residents. It has no paths of any type on it and must be circled before anyone can ascend.

If the characters approach the village at night, they will see a large village lit by numerous campfires. There is always a watch posted at night in every fifth square surrounding the village, and a few guards patrolling the village and on the road through the village.

If asked about the king of the mountain, the wed tsurp are respectful, but worried why their supplies are late. If asked where the king lives, they will point up to the peaks of the northwest and say "there."

Encounter 5: Hole Horror

Use Pass Type 1. Passage C for the direction that the party is coming from. Scale: One Square = Three meters. This encounter is either the first pre-programmed encounter after the cliff's ascent for a party not traveling to village A, or is the next pre-programmed encounter for a party that has visited village A. In either case, it will occur 24 hours after the party's last encounter.

As the characters travel along the path or across an easily-traveled area, they notice the route they have chosen is slowly cutting deeper in the rock. The sides of the passage are now at least ten meters high, and the passage is beginning to break into smaller passages. There is a lot of slag around, indicating this area was once mined.

Passage A is the direction the party should continue, though it is narrower than pictured on the map. It looks like it might be a little recess in the rock until it is actually entered.

Passage B opens into a cul-de-sac that contains the remnants of an old mining shack. It is made of corrugated metal, now rusted and crumbling. On the outside of the shack is a gr'l'xon that resembles the green patina sometimes found on old metal. It will strike at anyone who comes close, as it is starving. Inside the shack are the remains of explosives left here eons ago. These have transmuted into a sort of hard explosive which requires heat to detonate it. However, a laser blast will do, or a torch applied to it for three Action Turns. The explosive, in the shape of a small, 50-centimeter diameter puddle, cannot be reshaped. It is like a puddle of amber in color and durability. It is identical to an explosive damage pack B in terms of damage, blast area, and weight.

Passage D holds an old digging rig, now

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collapsed. A huge hole is open below it, but a character can easily see that the hole is filled in a few meters down by a rock slide.

Passage E has a hole at the corner of the passage very similar to the one in passage D. Characters can even see where the digging rig must have been. The hole has not collapsed. There is also the remains of an old truck at the end of the passage. Nothing worthwhile can be taken from the truck, but it looks promising until explored. If any character stands around the hole and inspects it, they can tell it appears very old and no new tracks are evident. If characters stand around the hole for five or more Action Turns, or pass by it and inspect the truck for three Action Turns, a badgon will dart from the hole and attack the party. It has burrowed under this area and into the old mining tunnels. It just reached this point about the same time the characters did, so no tracks are evident.

Underground is a labyrinth of tunnels. However, located nearby is the badgon's hoard. If the party investigates the tunnels for more than ten Action Turns it will find the hoard. The GM might wish to draw a quick map of the tunnels so he can follow the characters' progress and see if they get lost.

The badgon hoard includes two containers filled with Intensity 17 radioactive material. The containers leak Intensity Level 3 radiation. Also included are approximately 100 gemstones, each worth 20 + 1d20 gold pieces. A large crystalline gemstone lies on top of the hoard. This Tech Level V device will send out light as bright as daylight at a radius of 25 meters whenever liquid of any type is poured over it. It has an internally-sealed power converter that can transform the molecules in any liquid to light particles. A liter of liquid will yield light for 12 hours. Once on, the light cannot be turned off. This will always happen when liquid is poured on it, and there is no limit to the number of uses or duration. The device is so tough that nothing can break it. It can, however, be destroyed by a blaster weapon, harmonic disruptor or trek bomb. The light it emits is so powerful that wrapping it in normal cloth only cuts its light emission-radius by five meters. Wrapping it in a hide will cut it by 12 meters. Multiple coverings are required to dim the light completely. The device is 30 centimeters in diameter. GM NOTE: This device is not listed in the New Items section because a) it is not available outside of this encounter, and b) it is so unique that you do not want a player accidentally reading about it in the New Items section and discovering its properties.

Encounter 6: Village B (Bivouac)

Use the Medium Village map, north is as indicated. Scale: One Square = Four meters. This encounter is the next village on the main path from Haven to the upper reaches of the High Lands. If the party does not encounter this village as they ascend the mountain, they can encounter it another time. Skip this encounter and go to encounter 7 if this village is bypassed.

The village of Bivouac is a strategic location in Nort's and Scar's defenses. Located on an established mountain path, its troops can easily march to defend most of the southwest sector of the High Lands, that area between the Unnamed and Sinking Rivers. Because of this important location and obviously military outlook, Y'zor inhabit this village. Some dabbers also live here to take care of the menial chores, but mostly this is Y'zor territory.

The Y'zor have armed men posted as spotters along the mountain path that goes north to the village, and along the rivers running north and east of the village. These men are trained to lie unmoving for hours in the rocks or trees, and there is virtually no chance for anyone to see them. They recently have been equipped by Nort and Scar with communicators so they can let Bivouac know of any intruders.

When the party enters the forest or grasslands surrounding the village, it will be immediately surrounded by Y'zor. These warriors will not hesitate to shoot a character down that uses a weapon against them. They will disarm all of the player characters and escort them into the village. There, the player characters will be confined until the artificial energy sensor can be used to establish that they are not robots. After this, a random member of the party will be interrogated by the Y'zor using an *interra* shot. Once their intentions are confirmed, the player characters will be allowed to stay the night in the town and rest, if they so desire.

The leader of the village, Zarj, is an old, tough, combat veteran. He will appreciate the presence of other adventuring vets like Freleng, and will invite them to dine with him. The Y'zor eat very well, and this might be the best meal the characters will have between Haven and Perch, the highest village in the High Lands. Zarj will go on at great length about the southerners. Any information in this booklet that deals with the Frozen Lands, but not their ruling Ancient, is available from him. He will suggest to Norien and at least one other party member that an alliance might be forged with the king of the moun-

tain, if Haven offered to send down some troops or specialists to "neutralize" the Frozen Lands threat. Upon request he will give a detailed description of one of the assassin borgs, as he destroyed one of the two that had tried to kill Nort and Scar.

The village of Bivouac numbers 150 Y'zor, all fully armed with one grenade, one melee weapon and one energy weapon (GM's choice). It is also populated with 35 support dabbers. The town also has a small cargo transport that has been refitted to transport troops to almost any area very quickly. It can hold 15 Y'zor and a driver. However, other races could also use the transport.

Though Zarj would like to, he cannot send any of his men or the transport with the party. He is under strict orders to keep his full complement at the ready at all times in this time of emergency. If asked, Zarj can give a pretty good description of Nort and Scar. Of course, he believes Scar is the king of the mountain and Nort is his bodyguard.

Encounter 7: Seer Saga

No map is used. The encounter will take place wherever the GM wishes during the afternoon after the previous encounter. There will be no random encounters or any other pre-programmed adventures after this if the player characters attempt to investigate encounter 8. Only after encounter 8 has been finished, or the party decides not to follow the seer's advice, do any random or GM-produced pre-programmed encounters occur.

Wherever the player characters happen to be during this afternoon — in the wild, on a path, in a village, or whatever, they will come across an unusual abode. It is an old, huge, fiberglass cylinder that is laying on its side. A doorway has been crudely cut into it. The cylinder was once an underground fuel tank, but obviously has been empty and neglected for years. An old wed tsurp took up residence in it a few years ago. He is the oldest-looking living thing the party has encountered in the High Lands. His wings have withered, and his pigmentation is almost maroon. He barely can speak in a whisper, and any movement he makes looks almost painful.

As the party or a single player character passes him, he calls out to them in a hoarse whisper. "I know where the sky-chariot is!" Of course, this should stop the player characters in their tracks. This old wed tsurp, named Trag, has two additional unique mutations. He sometimes reads a character's innermost thoughts without even trying. This happens automatically, and neither he nor the subject

have any rolls or saving throws to make. Usually, the subject is not even aware what has happened. Trag's other mutation is an almost computer-like memory. His mind can store millions of pieces of information and instantaneously recall them.

These unusual abilities were not appreciated by a race that prides itself on conformity to the norm. Long ago Trag learned to keep quiet about his powers and went his own way, selling information where he could, but never in any instance that would hurt the High Lands or the highlanders. As the player characters were walking by him, one of them subconsciously pictured the sky-chariot, or at least formed an abstract concept of it. Trag's mind instantly processed the stray thought and called up information concerning it. Once the party stops he will repeat the statement a little louder and a little more hoarse. Trag instantly will be able to mentally tell about how much the party can afford to spend on the information about the sky-chariot. The GM should figure this amount from carried and hidden possessions on the player characters. Trag will drive a very hard bargain because he seldom has this good of an opportunity come his way. He knows of the exact location, not far from here, where the shuttle sits completely overgrown by giant bramble.

He will invite the player characters into his home for a private conversation. It is very eerie in the cylinder. He burns incense constantly and smokes a hooka pipe, so it is like an fragrant fog inside. He has two pet gerbils that constantly scuttle about. They cannot be seen or hit, but are always making noise. His whispering voice has a deathly tone to it, and the entire affair almost strikes the party members as magic, especially when he answers a question before it is asked. Sometimes a character will not even consciously think of something, but Trag will respond to the brief subconscious mental remark.

Trag will not sell any other information until the matter of the sky-chariot's location is settled. Any threats of violence he will laugh off, as he is too old to fear death or pain anymore. If paid at least 75% of the party's total amount they have to spend or barter, he will reveal the location of the shuttle and mention that it is not guarded by any sentient being that he knows of. Any other piece of information and rumor found in this module is his to sell, but he will not reveal anything he believes could be used against his people or the king. He has never made his presence known to the king's agents. He is fearful of being locked up like some pet seer. He has never told anyone how his powers work.

Indeed, he is not even sure of them himself. But he does know that he must be around people and relaxed to absorb their thoughts.

Trag will be in this exact location if and when the party decides to come back to visit. (The GM should mark Trag's home on the large map.)

Encounter 8: Fallen Sky-Chariot

No map is used. This encounter takes place chronologically immediately after encounter 7...if the party barter with the seer, buys the information and investigates the site. It is only a few kilometers from wherever the seer was located in a direction that makes sense to the GM. The area will be thickly covered with giant bramble. And it will be almost impossible for the player characters to find the wreckage without knowing exactly where to look. No one but the seer in encounter 7 knows of its location.

When this shuttle mission was aborted, the crew had a chance to safely eject from the craft. The ship went down in the mountainous area that is now the High Lands. No one from the launch site came to check out the ship because the final holocaust came soon after. Everyone was so used to wreckage during the Shadow Years that the shuttle went unnoticed...unnoticed, that is, until Nort and Scar discovered it decades later and removed the engines and power source. These Nort and Scar moved up to the area now known as Lake Bathe. The shuttle remains were then covered by the giant bramble during the following years.

The shuttle wreckage was scattered over a large area, and most of the debris was collected as scrap long ago or has been buried by the terrain. Amazingly, the shuttle's main hull is recognizably intact under the bramble.

The only piece of the shuttle hull that survived intact was the flight cabin, a section with a dozen seats that all have been jettisoned away. This metal "room" is 20 meters long, 10 meters wide, and five meters tall. It has a sealed door at each end and windows along each side. But they are too blackened to see into, too hard to break through, and too small to crawl through even if they could be broken. The doors are still sealed, and are so rusted that a combined PS of 35 is needed to open them. They are a perfect representation of how the hatch doors seal themselves with a polysynthetic gasket and form-fitting precise construction. If the party takes the time to carefully examine the doors and write notes, it will fulfill one of the requests by the Haven Council. Each door is made of a surprisingly

light metal alloy which weighs about 50 kilograms.

The base of the cabin has ten large openings where the seated astronauts ejected to safety. Therefore, when a door is opened, there will not be the normal hissing noise air makes as it enters a sealed container, such as a tomb. The GM must mention this to the player characters when they crack open the door. Some plants have grown through the bottom holes. Only one is dangerous, a zeethh plant that has grown among the other wild grasses. It is in the middle of the cabin, and so can attack in any direction. It will wait until it has a clear shot at a target before attempting to transport its seeds.

The hull's trappings are quite deteriorated. There is a row of overhead compartments that hold a lot of rotted material. They also hold a fire extinguisher that still works and an extra uniform. This uniform has an arm patch insignia that shows the shuttle in flight surrounded by strange names which no one can now identify. (The names are those of the flight's officers and the title of the ship.) This is sufficient evidence for the Council that the remains of the ship were found by the party. However, do not let the players know this is all they need.

If anyone tries to investigate around the ship, below the canopy of bramble, they will find a few abandoned rusty tools. They were obviously left here a long time ago, and many humanoid footprints still can be seen in the sandy ground underneath the bramble canopy. Any character studying the rear section of the shuttle remains will find the large engine housing, but no engine. No sign exists of the engine being ripped off, only neat holes where it was bolted on. Any character with at least a 10 IN, who is looking at these clues and making an IN check, will be able to deduce that the engine was dismantled from the wreckage long after it crashed. Judging by the housing it was a huge engine.

Encounter 9: Dealing Dabbers

Use Pass Type 3. Area F is the direction the player characters are entering from. Scale: One Square = One meter. This encounter will take place on a normal mountain path in the morning hours. The GM may use it either the morning after the party has left Village B, or the first morning after the Horrible Hole encounter. The party enters a mountain pass. There is actually no left side to the pass, it falls away down the mountain slopes. One wrong move and a character can plummet to his death. The rock wall on the right side is a

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sheer cliff at least 40 meters high. As the party reaches the point where Area D would normally be, they spot a wagon pulled by a small rakoxen slowly coming around the bend at Area C.

The wagon looks like an ancient gypsy wagon and is driven by a dabber. Two more young dabbers, probably his children, can be seen inside, and a female dabber, his wife, is walking at the end of the wagon to make sure it does not fishtail over the side. The male dabber's name is Roscoe. He studied the ways of the zingara gypsies when he was a child, and today he is trying to revive that carefree gypsy life. He and his family make a comfortable living traveling from village to village, buying and selling wares, fixing utensils (he is also a tinkerer), and entertaining the villagers by dancing, juggling and playing the fiddle.

Unfortunately, the wagon cannot safely back up, so the party members must side step around it to pass, using the wagon as a hand-rail. The GM should secretly roll the morale rating of the group on the ACT, then check the Encounter column of the Reaction Charts. He may modify this roll by any verbal statements the players make. There will be a negative modifier for verbal abuse, and a positive modifier for a helpful attitude.

A result of Black, White, or Blue and the dabbers will stop after the party is past and try to barter with them. They carry a good deal of essential items at slightly higher than normal prices, but that is to cover their traveling costs.

A result of Green or Yellow indicates the dabbers will just keep going and not offer to trade unless the party brings it up. In any case the dabbers will not trust the party.

An Orange result will indicate that papa dabber will subtly signal the children and mother to steal from the party members as they pass. They are extremely good at this and will roll on the ACT table at Rank X for every member of the party they pass. On any spectrum result they will steal something from the character, maybe even the cells from his gun or something hanging from his belt. A White result will indicate the attempt was unsuccessful, but they were not caught. A Black result indicates they were caught. This may be modified by a player character specifically saying he is keeping an eye on his gear as they pass this family of dabbers. The modifier is then a -1 RS.

A Red result on the Encounter column roll indicates the dabber father believes the party is a troop of Frozen Lands spies and believes they will kill his family. In this instance, the first humanoid character who starts to go by suddenly faces the children staring out of the

wagon at him. One of them holds a black ray gun, the other has his hand on the detonator of a trek bomb. The father will then announce to the rest of the party that he knows who they are and to lay down their items immediately or he will kill the hostage. If the party does as he says, he will march them back a kilometer to where he knows some Y'zor guards are secretly camped. If the party replies hostilely, he warns them his child will blow them all up with the trek bomb, which the hostage player character can see.

The GM can run it from here, allowing the party to try and reason with the old dabber or talk to the family. The children only can be seen by the character beside the wagon. The female in the back will pull out a Mark VII Blaster Rifle from the back of the wagon (three shots left). The father is equipped with a slug pistol A (two shots left) and a stun grenade. The black ray gun has one shot left, and the trek bomb is empty, as the dabbers well know. The dabbers' stats and mutations can be taken from the Revised GAMMA WORLD® rules Reference Book. The wagon is booby trapped, however. If characters start moving items around inside the wagon, they will move a small box that is wired to a chemex grenade underneath the wagon, sending the wagon, its contents, and anyone inside up in flames. There is a chance that 5 + 1d12 items can be removed from the wagon before the booby trap is detonated.

Depending on how the players handle this situation it can be a real rewarding encounter, or a real disastrous one. The GM should stock the wagon with all sorts of necessities.

Encounter 10: Nyctal Nightmare

Use Pass Type 3. Area B is open from the direction the player characters are approaching, Area A is a recess and not an open pass. Scale: One Square = Three meters. This encounter should be used either after the preceding one, if not a lot of carnage was produced by it, or a day after the party ended up getting in a fire fight. It should not take place anywhere near a village.

When the party enters this pass it will notice a strange sound coming from Area A. There is a nest there surrounded by boulders. In the nest are two young nyctal, too young to know how to fly or shapechange. If the party quietly leaves, nothing will happen. But if the party gets within a meter of the nest, the six boulders around the nest change into the parent nyctal and attack the characters by flying and ramming them.

The infant nyctal can be kept alive only

three days without finding someone who has a talent equivalent to Animal Taming or Animal Training. They are very valuable to someone who can train them to be mounts.

Encounter 11: Mold Monsters

No map is needed. This encounter should be used by the GM whenever he feels the adventure needs spicing up. It is designed for use at night when the party is camped out, and only after the party had a friendly encounter earlier in the day.

Two inl'xon have been following the party all day. They have seen the party talk to someone friendly during the day; a wed tsurp farmer, a Y'zor guard, or whatever. That night, when there are only a few characters on watch, the inl'xon will shapechange to these friendly NPC characters and slowly approach the watch. They will even have the two being's movements down. Inl'xon can make low moaning noises, and so should be taken for the beings if they keep out of direct light. The GM should say something like, "While you are on watch, two characters come stumbling out of the darkness and slowly fall to their knees. They are moaning, as if they have been seriously wounded. By their outlined shapes and movements, you're pretty sure they're the (fill in the characters) you met earlier today. One seems to be holding his side, and the other is holding out his hand, as if begging for help, then collapses." If the party is careful and brings forward any significant amount of light, the jig is up. But if a character runs forward to help the inl'xon will attack.

Encounter 12: Sneaky Snakes

No map needed. This encounter is to be used when a party crosses its second river or stream by bridge or by fording. On the opposite side of the bridge or ford is a stand of rocks and some mountain cacti. Nestled in the rocks are two helslith, who have quite a little scheme worked out in their snakey minds. As the first character reaches the opposite shore, one of the helslith releases his gas. If that does not work immediately, the other uses his mental paralysis. The idea is to make it look as though a cactus has released the paralyzing gas. This way any firing attacks will hurt the cactus and not the helslith, which are protected by the rocks. Since the gas is blinding, no one can likely see them. While their gas can be used only once an hour, their mental paralysis has no limitation, and they can try and make it look like the gas lingers and paralyzes for a fairly long amount of time.



An added bonus for the snakes is that, unbeknownst to them, a keeshin lives in this vicinity. Once anyone enters the water, it will come around within six Action Turns. If a party is held by the gas or paralysis attack while it was fording the water, the keeshin will drop into the water and try to flank the "gas cactus." So it is very possible the characters may have an additional encounter with which to contend. After the keeshin reveals its presence and is defeated, the characters can find its lair if they search. The helslith may use the respite of the keeshin attack to inject their eggs or to slip away.

Encounter 13: Village C (Hunky Dorey)

Use the Large Village Map, north is as indicated. Scale: One Square = Two and a half meters.

The village of Hunky Dorey is an anfal village. The GM should read the anfal's description again at this time, because of their complex position in the High Land scheme of things. All of their buildings are single-story huts made of baked brick. Their ability as builders is evident in the design of the homes, considered elegant to most Gamma Worlders. The town has its own militia, which is always on watch. They are more intelligent than the

Y'zor, however, and will simply question the characters and check them out with the artificial energy sensor much like border guards would do to people entering Mexico or Canada. They are cautious, but friendly.

Hunky Dorey, named for a played-out copper mine that was once the main reason for the village's existence, is a thriving trading town. The mine now serves as an emergency shelter. There are many settlements in the mountains west of the High Lands that consider this village a bustling metropolis. Here, characters of all races come to trade and gather information about the outside world. Even some of the neutral peoples who may still be living on the borders of the Frozen Lands come up here to trade furs and craft items for food. The GM really can have fun with this town, and the party was given funds for just such an occasion. There are at least four inns in town where lodging, board and drinks can be had.

The anfal are the communication network of the High Lands, and, as such, their village is always rife with rumors. Much of the information in this module is available here to a clever player character who asks the right questions and rolls well. The anfal can add much to the general knowledge of the party. Specific facts that come to light can include the following:

- The king of the mountain is called Scar. The GM can give vague descriptions of the Scar character and his powers. Nort is considered his lieutenant. Since Nort never removes his armor, it is thought that he is a mutated animal.
- Everyone knows of the abominable bionics that was forced upon their king by the fiendish leader of the Frozen Lands, known only as The Creator. Everyone also knows The Creator is the chief force behind the Created Cult that believe androids, robots and cyborgs should inherit the earth.
- Rumors are rampant that the king is not in hiding, but is working on a fantastic device that will tell him where artificial life forms are in his lands.
- If the player characters pay enough money (GM's decision, but at least 100 gold pieces), they will discover that the only way to the king is through the caraday.
- If the party pays even more money (GM's choice, but at least 150 gold pieces more than was paid for the previous information), they will be able to buy a rough map to the caraday area. The GM should make a simple sketch from his large High Lands map of the most direct route to Lake Bathe by mountain path, footpaths and climbing trails.

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- No one can be hired to act as a guide because of the many monsters that have taken up residence lately in the areas between Hunky Dorey and Lake Bathe. If pressed about describing these monsters, the GM should have the anfal give many different descriptions, some accurate, many not.
- Rumors are stirring of a possible upcoming war to the east. Though many folks believe the people in the immediate lands to the east (Last Friendly Lands) are peaceful and helpful, recent "facts" are beginning to color public opinions. A mutated animal (describe Partha from the New NPC section) has come into the High Lands to ask help. Apparently, the Friendly Landers are persecuting the mutated animal peoples farther east. Everyone believes something must be done. Freleng and Norien will keep silent for awhile. If any of the other party members bring it up, Norien will try to calmly explain that the "facts" are not true. The folks here will listen to her because of her mutated animal heritage. But if any non-mutated animal character (especially a human) tries to argue, it will result in a bar fight.

ENCOUNTERS 14-22: This group of encounters deals with normal, dangerous creatures that live in the wilds of the High Lands. These scenarios can either be used as the next set of encounters for the party, or can be interspersed throughout the adventure. They are particularly useful for a party that is not going by an established mountain path past the villages, but is climbing up the mountain or taking footpaths.

Encounter 14: V'ath Vacation

Use Pass Type 4. Player characters enter through Area A. Scale: One Square = Four Meters. This system of openings in the rocky mountain side is a nesting spot for V'ath. The walls are 50 meters high and quite sheer. It looks like the pass may have been cut through the rock eons ago by a machine.

Area B. There are two v'ath in here in the far right corner. A pile of bones is under their nest. Within the pile is a full chemical energy cell and a stored energy sensor.

Area C. The other six v'ath live in this large, open area. There is a massive pile of bones in the upper right corner of the cul-de-sac. The v'ath live in a hollowed out area behind the bones, so they will not be immediately seen upon entering this area. Three will fly up and attack at the slightest sound, with the next

three joining them after two Action Turns of combat. In addition to the v'ath, the area marked with an asterisk, a cavern wall, is riddled with small holes. These holes contain hundreds of tiny, hole-dwelling bats. These little bats cannot harm anyone, but if anyone presses their back against the wall, the little bats will pour out of the holes, not only causing confusion but blocking all sight for a two-square radius for three Action Turns.

Area E. This cul-de-sac contains a fresh water pool. Absolutely nothing lives here and the water is marvelous.

Area F continues the party on the way to its destination.

Encounter 15: A Prickly Problem

Use Pass Type 6. Player characters enter through Area A. Scale: One Square = One Meter. The entrance and exit (Area D) passages here are unusually narrow, allowing only one character at a time to squeeze through. It is a perfect place to defend. The walls are 45 meters high, there is a trickling, fresh water spring in Area C and vegetation abounds. There are plants and trees enough to make this an oasis. Most of the plants are fruit or nut-bearing, and they provide comfortable shade and bedding. The only problem is a suthorl, which lives behind a tree in Area B and looks like a prickly bush. It is possible for the party to persuade it to leave by throwing things at it, but a direct melee or energy attack on it will make it attack.

It is resting under an apple tree that has mutated a slippery resin on its higher branches. A few apples on the ground prove to be harmless, large and quite tasty. Apples this size and of this quality are quite rare in the High Lands and can fetch a price of one quarter gold piece each if they are not rotten. The GM can remind the players they saw some apples like this in a village selling for a half gold each. If anyone climbs the apple tree for more than one Action Turn, they will have to make a DX roll on the ACT with a -5 CS modifier. If a result of Black, White, or Blue is rolled, the character slips off and falls on the suthorl. This DX roll will have to be made every other Action Turn thereafter if a character stays in the tree. There are benefits to the climb, however. A character climbing the tree can see that higher in the tree is a nest. In the nest is a sonic torch. It needs power, but is otherwise in perfect shape.

Encounter 16: A Pricklier Problem

Use Pass Type 1. Delete Areas B and E. Player

characters enter through Area A. Scale: One Square = One Meter. This encounter should take place right after encounter 15 so the player characters will know what a suthorl is. Off to the right of the party's path is a promising looking area. It appears to be an old mine entrance from the main passageway. Once characters enter it, however, they can tell it is obviously an area where someone incompetent tried mining with poor tools and did not get very far. There is a visible vein of quartz in the end wall. Off to the left of the quartz wall, situated at the asterisk, is a hidden creature. If light is shown into that area the creature will look like a suthorl, the same type of creature they just ran into in encounter 15. It is in a recess and only can be seen when a character comes within one square of it. In fact, this is not a suthorl, but a horl choo plant which will attack anyone who attacks it. If a party member has seen a horl choo and mentions aloud that this might be a horl choo, the GM should allow an IN save to that character to tell the difference. A failed save means the character also believes it is a suthorl.

The party can use mining tools, such as a metal pick, to dig out the quartz. For every 10 hours of digging, the characters will accumulate 300 gold pieces of quartz. There is a total of 3,000 gold pieces of quartz here. Of course, selling all the quartz in the same place will lower what they can get for it by 40% because they will have flooded the market.

Encounter 17: The Prickliest Problem of Them All

Use Pass Type 5. Player characters enter through Area A. Scale: One Square = Three Meters. This is a most unusual group of passages. To begin with, the height of the walls is only three meters, the rock on top of the walls is extremely loose and treacherous. Movement is tricky for anyone trying to climb over the passage walls. One Action Turn must be spent to climb a wall for any party member shorter than two and a half meters. Anyone shorter than one and a half meters cannot climb the walls without assistance and taking more time. Anyone taller than two and a half meters loses half his normal movement rate that turn climbing out. Movement on top the walls is one-quarter normal rate because of the wall's condition. The only creatures considered an exception to this are those that live here, the two pierinhorl. They are so used to this terrain that they can even move up and down the walls at a speed of 24.

One of the pierinhorls lives in the upper left of Area E, and the other to the far right in

Area D. Any attack on either one can be heard by the other, and they will act to defend each other. When they suspect intruders are about, they will immediately go to the top of the walls, travel to the site of the intruders, and drop down on them, usually gaining surprise. Since the pierinhorls rest in a curled up position, they will appear to be the much weaker suthorls.

And to make matters worse, a squeaker bush grows along the side of Area G. Any character brushing against it (a 90% chance for every character passing through the gap into Areas C through F) will set it to sounding its high-pitched scream, instantly waking the pierinhorls. The GM should ask everyone entering Area G to make an IN roll (non-modified). An Orange or Red result means the character recognizes the squeaker bush and can warn others about it. This allows the characters a DX roll on the ACT to avoid it as they pass. Any Spectrum result indicates success.

The hoard of the pierinhorls is not meager. It includes four hydrogen energy cells, a radiation suit, a radiation suit repair kit, a thought disk that gives the user Animal Taming Talent and numerous weapons, which the pierinhorls will use. Pierinhorl A uses a frag grenade, a three-handed sword (Dm = 15/30, usable

only by someone at least three meters in height), and a lance used as a spear (double the spear statistics). Pierinhorl B is equipped with a battle axe for each hand, and a lance used as a spear.

Encounter 18: Bearly Believable

No map is needed. The night after encounter 17, a pierin prowls into the party's camp. In the night, even with bright light, it will appear to be a pierinhorl. An hour after it has been dispatched, and everyone has finally gone back to sleep, its mate will show up and attack. It can smell its dead mate in the camp. Again, this bear can be mistaken for a pierinhorl in the night. This encounter should serve to burn off more of the party's ammunition than is necessary and will keep the players jittery. In fact, because of the two encounters in the night, the party will either have to rest until noon, losing valuable travel time, or be fatigued the next day.

Encounter 19: Deer Crossing

No map is needed. The GM should tell the players that their path has taken them onto a large ledge. The ledge is 50 meters long and 12 meters wide. A path easily can be seen off

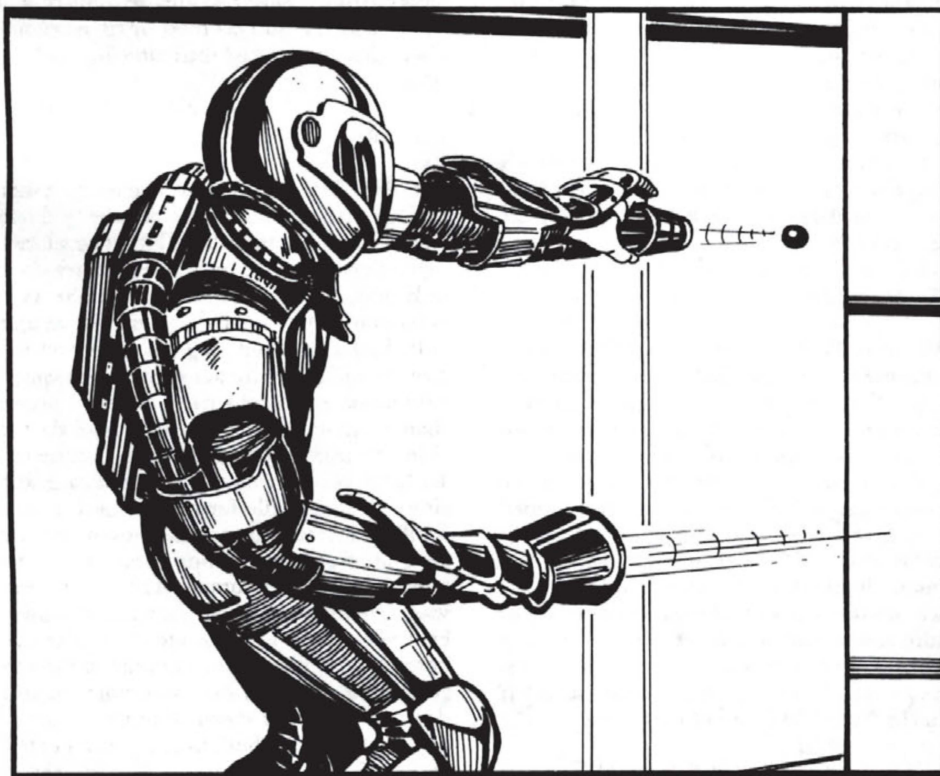
the other side of the ledge. The ledge opens up to a 100-meter fall on the right. To the left is a treacherous slope going up that is climbable, but at -2 CS to the normal chances. Once the player characters cross halfway along the ledge, they hear a rumbling like thunder from the other side. Anyone who immediately tries to climb up the slope does not have to worry about the next turn. Even if they do not gain any height, they will be flat against the wall. The following Action Turn a herd of 12 albilopes comes galloping around the bend. They will not stop for the party, but will continue to charge at anyone in the way. Only those characters who moved against the wall last turn will be out of the way of the charge. All characters remaining will be charged at once. If there are more albilopes than characters, the GM should randomize who gets the extra attacks. Once the albilopes charge and get by, they will continue down the mountain in the direction from which the characters came. Shooting an albilope causes the others to spring over it or run around it, so any character killing an albilope in front of him will be free from attack for that same turn. It takes the albilope three Action Turns to appear, run across the ledge and run out of sight.

What the party does not realize is why the herd is running and that 12 more albilope are three Action Turns behind them. During the Action Turn following the first herd's disappearance off the ledge, the second herd appears and also charges across the ledge. Any character struck three times by an albilope has a chance of going over the ledge, as the albilope have a habit of tossing a target toward a precipice. A thrice-hit character must make a DX saving throw to grasp something before going over the ledge, and then must save twice more if he does go over; once at five meters down and once more at 15 meters down. After that, his momentum carries him all the way down into the rocky abyss.

Albilope hides are highly prized by the people who live higher up in Delta Fragment.

Encounter 20: Air Ape Attack

Use Pass type 2. Player characters enter through Area A. Scale: One Square = One Meter. The walls surrounding this open area are ten meters high. On top of these walls are three jugs waiting to ambush the party, which they saw coming up the mountain. They will swoop down, gas the party and attack when the party has reached the middle of the open area. The jugs have missed one important factor, however. An anfal patrol has seen them preparing to ambush the party and



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has hidden in Area C. When the juogs swoop down on the party, the three anfal will run forward and attack the gray apes. If any of the anfal are left alive after the encounter, they can give the party information it might have missed. The anfal were on their way to a few villages to inform the people that a representative of Timon, a freedom fighter in the Flower Lands, is meeting with Scar tomorrow. Talks are expected to last a few days. The meeting will take place in the village of Perch on Lake Bathe.

Encounter 21: Mantis Maze

Use Pass Type 7. Eliminate Areas A-F. The players enter through Area E. Scale: One Square = Four Meters. As the player characters progress through this pass, they will hear odd clicking sounds at a distance. These sounds, as Freleng will tell them, are the sounds large insects make when they eat. Freleng will say the insect is probably a zarn, mantis, parn or herp. As the party stands there and discusses it, more clicking sounds can be heard. It is obvious a colony of the insects is somewhere close.

In fact, the colony can be found in the circular maze of passages. The walls here are 15 meters tall, too tall for the mantis to climb. There are three mantis each in Areas L, M and N. They will rush to the sound of an attack, circling around the maze if they must. Two mantis can attack abreast per square.

If the player characters survive the attack they will find some interesting things in the next areas.

Area L contains the remains of a dabber, freshly killed. Judging by what is left of his apparel, he was riding something when taken by the mantis. The only thing of import on him is a steel canister. Inside this canister is a message, neatly written in ink on paper. It reads, "Met with Scar on the full moon. Seems to be sympathetic with our cause, as he is a mutated animal himself. His lieutenant, Nort, seems a little more skeptical and has asked disturbing questions. They are most worried about your campaigns after Haven has been taken. I have assured them we can discuss a mutual war on the lands to the south, called the Frozen Lands. Delta Fragment would be most difficult to siege. The land is terrible, and the people are fierce. You might ask our envoy to the Frozen Lands what our possibilities are for conquering those wastes. If they prove more difficult, then I will have my agents here begin mapping the land for invasion and start setting up a stronger fifth column. I already have some contacts among

the wed tsurp and Y'zor, but not among the anfal or carrday. I believe the carrday cannot be bought or otherwise bribed and may have to be dealt with by using biogenetic or gas warfare.

If you decide Delta Fragment is to be invaded, have our agent in Haven send up a green rocket. He should launch it on a clear night at roughly one hour after sunset. I will be watching for it and should see it from this height. Do not send word back to me. It is very dangerous here, hence the explosive canister.

P."

If the characters study the cannister, they will see it has a built-in explosive charge in the bottom of it. For some reason—maybe the mantis jarred it too much—the detonator failed to ignite when the canister was opened.

Area M holds the remains of an unsut, probably the dabber's mount. The tacking and saddle have been shredded by the hungry mantis, but a saddleholster and rifle are intact. The rifle is a Stokes coagulator and should be handled carefully.

Area N must be the main nesting place for the mantis, as rubble, bones, remains and dead vegetation are piled eight meters high for a nest. Climbing the nest is not easy, and is made even more treacherous because of a helslith living inside it (unknown to the mantis). It will attack when someone goes over the top into the nest. As in the Sneaky Snakes encounter, it will appear to anyone below that some plant, item, or other creature is releasing a paralysis gas into the nest.

The only thing worthwhile in the nest is a large, aluminum trunk. In the trunk is a fully-operational gravitic accelerator suit used for power ball.

Encounter 22: Fatal Foliage

Use Pass Type 5. Delete Areas C-G. Player characters enter through Area H. Scale: One Square = Two Meters. The entire Area B, even out into the main pass, is full of tangled and dead vegetation. The walls of this pass are only five meters high. Anyone inspecting the vegetation will discover it has been burned off, as if a great heat source was used on it from above. If Freleng is still alive, he will know exactly what it is...ghitgon breath. He will shake his head as if dreading something, turn to the party and quietly say, "There is a ghitgon on this mountain somewhere. This is a sign of its hobby, destroying plant life. If left unchecked, it will eventually decimate the entire mountain."

If Freleng is not alive, the party can make of

it what they will: some flying creature with a flame thrower, a heat bomb, or whatever.

The player characters can leave through Area A if they wish and nothing more will happen. However, if they stay and inspect the burnt foliage for at least four Action Turns, they will be surprised when they are attacked from below. An unusual win seen survived the heat attack. It is like the normal green win seen in all respects, except it is impervious to cold or heat and can be found in the mountains. It has five vines and will begin its attack with a sonic blast. It has no treasure.

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This group of encounters deals with monsters that have recently taken up residence in Delta Fragment because of Nort's and Scar's reduced roaming. As with encounters 14-22, these scenarios can be used as the next set of encounters for the party, or be interspersed throughout the adventure. They are particularly useful when a party is "walking all over" the competition, as these encounters tend to be a little tougher. These encounters are found away from civilization. In all cases, any passing Delta Fragment residents will help the party to defeat the monsters not native to Delta Fragment. The monsters, because they are recent arrivals, have not amassed much of a hoard and do not have set dens or nests. Therefore, they can be found on any path or slope.

Encounter 23: Flying Fire

Use Pass Type 6. Player characters enter through Area D. Scale: One Square = Four Meters. This encounter should follow shortly behind encounter 22 and at least three days before the party reaches Lake Bathe (see encounter 28). It is the appearance of the ghitgon that is decimating the foliage in this area. It will swoop down and make a quick heat breath pass at the party. Unless a player character has stated he is keeping a lookout for flying creatures, the party will be surprised. The ghitgon is flying at full speed and will only appear overhead for a turn. The direction it will come from is up to the GM. Anyone firing at it, even if they are prepared, will do so at half their normal attack rank. By the time they can react the next turn, it will have banked out of sight. This might seem unfair, but this quick hit and run attack is what the ghitgon is famous for. More importantly though, it sets up a couple of future encounters.

Encounter 24: Weird Rodeo

No map is needed. The party has entered an unexpected little valley, 100 meters long and 30 meters wide. It has gently sloping cliffs and scrub grass lining the bottom. The grass is about a meter high, tall enough to cover a crawling man-sized character or creature. In the middle of the valley, resting in the sun, are four hrieff. The party will recognize them from legends, much like 20th century man knows what a unicorn is. Two of the hrieff are adults, two are children. Suddenly, a kamodos springs out of the ground and grabs one of the adults, killing it before it can react. Apparently the kamodos was in an underground cave, covered with grass, waiting for prey to come by.

If the party does not want to get involved, they can watch while the kamodos and adult hrieff battle. The GM should go ahead and run this normally. The two young hrieff will each act differently. One will run toward the party, the other will run around the battle in circles. The young hrieff are -3 on all of their characteristic scores, kick for a base damage of 1 point, and use all of their mutations as a Rank 11.

If the mother hrieff kills the kamodos, she will be very weak, take the young one with her, abandoning the other, and head out at full gallop up the slope where it will be difficult to follow her. If the kamodos kills the mother hrieff, it will then try to grab and kill the young hrieff circling it. It will drag the bodies into its den, feast for hours, then sleep for a week. The party can safely cross the valley after the hrieff has entered the den with its kills.

The young hrieff, which is running toward the characters, will telepathically contact a character. It detected them with its empathy. And it will beg for help. If the player characters harbor no ill will for it, it will stay with them. If the player characters want to harm it out of ignorance or fear, it will try and plead with them. If the characters intend to kill it, it will sense their intentions and try to run up the slope and away.

If the party members attack the kamodos, it will ignore them until it kills the hrieff, recognizing it as the greater danger. However, it will attack the party if the party damages it for more than half of its hit points. The surviving mother would then telepathically tell the party that the youngster that ran toward them is not her child and she cannot take care of it. In any case, the party should end up with one, maybe two, hrieff at the perfect age for taming and training. These creatures are

extremely rare and expensive. Once trained, they are almost invaluable.

Encounter 25: Bunny Bandits

Use Pass Type 7. Areas C-F only. Characters enter the pass through Area E. Scale: One Square = One and a half meters. The entrance to Area F is blocked by a large boulder that has obviously fallen down into the pass a long time ago. The boulder is three meters tall. The walls of these passes are four and a half meters tall. There are seven hoops each in Area D and Area F. They are recent immigrants to Delta Fragment from the Desperate Lands to the southeast. These mutated bunnies are bandits. They will rob anyone they can, and kill if necessary. Their whereabouts are not generally known, so they have not been taken care of by Nort's and Scar's forces. Each hoop is equipped with a bow and arrows, a longsword and a spear. In addition, Area D has a hoop with an autorifle and three full clips, a hoop with two tear gas grenades, and a hoop with a slicer. Area F has a hoop with a type C slug pistol (full clip) and the leader, Floppsie.

Floppsie wears fiber armor (5, -25) and carries a plastic, medium-sized shield (-2 CS). He wields a vibro blade (with full cell) and poison gas grenade. He wears a gas mask inside a motorcycle helmet, which renders him immune to the gas grenades. Floppsie's PS is 14 (+1), DX is 13 (+1), and he has 17 hit dice.

The hoops will try to ambush the party as it passes Area F. This tactic will allow them to catch the party between the two groups. The hoops can leap over the boulder easily. They could also leap onto the walls, but do not like fighting on them. Only if the party climbs the walls and fights from on top will the hoops follow them up. The rabbit/humanoids will fight to the last rabbit, as they are brigands and expect no mercy. The little cache they have is hidden well behind some rocks in Area D.

It includes five accelera doses, a pain reducer dose, a power tree saw and three bang balls. There are also five full water canteens and enough rations for the party to live on for a week.

Encounter 26: Melting Mold

Use Pass Type 1. Areas A and E, no other areas exist. Player characters enter through lower Area E, which is now a pass, and exit through Upper Area A. Scale: One Square = One Meter. As the player characters progress

through this "S"-shaped pass, the walls of which are ten meters high, they round the bend and find a large clumb of molten rock in the middle of the pass (marked by an asterisk). At least that is what it looks like. In fact, it is an ashl'xon which has traveled from the north and is passing through here. It happens to be gray at the present and looks like a boulder that has undergone intense heat and melted. If the characters do not come too close and watch the boulder for three Action Turns, they will see it change in color to red, making it look like molten rock, as if something was burning up from underneath. After three more Action Turns it will turn white, looking like the heat has risen to white-hot proportions, and yet it does not melt. All the while, of course, it will be ready to attack if the party moves into range. Since it is passing through, it has not had time to collect a treasure hoard. Freleng knows there are benefits from eating one of these.

Encounter 27: Landshark

No map is needed. This encounter must be run before the party reaches Lake Bathe. The player characters suddenly cross over a crest and find themselves on a plateau, roughly a circle about 50 meters in diameter. As they start across the flat, they feel a slight rumble, like an earthquake. It stops after two Action Turns. If they continue, they will witness a terrifying sight. Erupting out of the rock, in the middle of the flat, is a huge sep, almost triple the normal size. The party is caught by surprise. The sep takes a glance at them and quickly goes underground, appearing to head in their direction. If they run off the plateau—and stay off it—they will not see the huge landshark again. If they stay up there, it will emerge again after six turns.

However, this is no sep, it is a carefully mastered illusion created by two lil hiding in the rocks. The illusion automatically works the first time, but if the party stays around and it reappears, the party members have the normal chance of disbelieving the illusion. The lil do not really want to harm anybody, they just want to chase people away. If one of the party members says something about their being from the Flower Lands or Haven, or if it looks like a player character is going to do something that will kill or harm the lil, the lil will telepathically call out to the characters to identify themselves. Once they are assured the party is not an assassination group sent by Timon, they will reveal themselves and welcome the party as if the characters were long-lost cousins.

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The lil are ambassadors from a small lil village in the Flower Lands. They have braved the trip through this treacherous land to find the king of the mountain and plead with him not to ally with Timon. They have been spying on Timon for a while, and know he is poised on the brink of war. They also know that if the High Lands ally with him, the Flower Lands are doomed. Therefore, the lil are prepared to risk their lives to talk the king of the mountain out of the alliance, or kill him if he signs an alliance. They are willing to join the party and help find the king of the mountain.

This encounter is especially useful if the party's ranks have been severely depleted and they need help. The lil bring two gifts to the king of the mountain, but they will give one to the player characters to help them get to the king. The gifts are two life rays the lil have kept in immaculate condition from the ancient times.

The lil will accept rides on player characters' shoulders to prevent them from slowing the party down over the long treks up the mountain sides. But they will not climb inside anything, such as a backpack.

Encounter 28: The Return of the Ghitgon

Use any Pass Type you desire and any scale. This encounter is almost identical to encounter 20 and should take place before the party reaches Lake Bathe, but at least two days after encounter 20. The ghitgon suddenly sweeps over the party while it breathes its deadly heat. This time its aim is off, and the base damage from the breath is only 5. This should act as a reminder that somebody up there does not like them.

Encounter 29: Silent Surprise

Use Pass Type 2. Areas A and D do not exist. Player characters enter through Area C and exit through Area E. Scale: One Square = five meters. This encounter should take place about a day after encounter 28 with no other encounters in between. By now the party should be used to keeping an eye out for flying encounters. If not, too bad because two frothgon swoop out from their mountain den and silently glide down at the party to pick up a hot meal. The GM should allow any character who has stated that they will keep an eye out for aerial encounters a roll against a surprise difficulty factor of Yellow. If they make the roll, they will see the frothgon depart from their cave and swoop straight down. If no one makes the roll, the entire party is surprised.

The cavern den is located two scale inches

up in mountainous terrain from where the party is traveling. The only way to get there is to climb. Another frothgon is waiting inside the den. It is younger and cannot yet fly; all of its characteristic scores are at -3, and it is -3 to the base damage of its physical attacks. These gons brought their hoard with them, but broke much of it. Frothgon collect intricate, highly breakable items, which is why they were hunting again. The items still usable include a bio-energy sensor, two fire foam minimissiles and an intricately-carved jade and ivory statue. The statue is of a dragon and is worth 4,120 gold pieces.

Encounter 30: Yodeling Yexils

Use Pass Type 4. Delete Areas A, B and E. The player characters enter from the right in Area D and may either exit through the left of Area D or go into Area C. Scale: One Square = 6 meters. When the player characters pass the opening into Area C they will have to decide which way they wish to go. Straight ahead or to their right would be proper courses. They suddenly hear a yodeling from Area C. The walls around here are 60 meters high. Once they enter into the large opening of Area C, the yodeling will stop and they will see a strange sight. On the other side of the area is a large cargo transport constructed with hover fans. It seems to be abandoned. If the characters inspect it they will find it is in perfect condition. But instead of a switch or key lock it has a card lock. The card is not there, and it is reinforced to prevent bypassing it. After the player characters discover this fact, the yodeling starts again. This time the party can see where the yodeling is coming from. The source is four yexils on top of the plateau-like structure (also 60 meters tall) that stands in the opening of Area C.

After a turn of yodeling, one of the yexils breaks out laughing...like a human. The other yexils seem to serve him and are of the normal dimwitted variety. This laughing yexil is different, however. He has mutated into a much smarter creature (IN of 14) and can speak the common tongue with a British accent.

"Ahh, I see our clever ruse has drawn some curious shoppers," he begins. "Look it over, admire it, I assure you it is in perfect shape. All it needs is the keycard, which I have tucked away somewhere. Would you like to own it?"

This yexil is not pulling the party's leg. He and his friends flew it here to trade with a merchant for some first rate bolts of synthetic materials. The merchant has not shown up

because he was ambushed by some serfs. The serfs have come up into the high country because they have heard it was unprotected. The yexil can give the party directions to the serfs. If the party retrieves the cloth for the yexils, they will provide the keycard for the large cargo transport.

The transport has just enough fuel to make it to the village of Perch and back to Haven. It is capable of lifting and transporting the power and exhaust units for the shuttle found in Perch.

If the party attacks the yexils, they will try to get any yummy synthetics the party is carrying or wearing by pouncing on the player characters. If two yexils are killed, the other two will flee. The keycard is carefully buried in the rocky High Lands, and it is very doubtful the party members will ever find it.

If the party is interested in trying to defeat the serfs, they will be told the serfs have taken over village D, called Longview. If the party members try to get aid from other Delta Fragment residents, they will be able to enlist 1d20 + 5, as the serfs are considered invaders of the worst kind. The yexil can tell the player characters that the serfs have taken over the town, number around eight or ten, and some are armed with technological weapons.

Encounter 31: Serf City (Village D-Longview)

Use Riverside Village A Map, with a river on both sides of the village, no path or fields, and north as indicated. Scale: One Square = Three Meters. Longview was a beautiful little village, called by many the gem of the High Lands. Its view over the lands below was magnificent, and the people there, a mixture of anfal, wed tsurp and Y'zor, were very happy. However, that happiness ended two days ago when a raiding party of serfs from the north attacked the village. Since then they have wiped out every man, woman and child and are methodically destroying the place in search of fabled gems they heard were stashed here. (However, no such gems exist.)

The GM should treat the village as ruins, since no structure is left intact. Many of them are completely razed, as they were mostly wood or mud-thatched huts. Bodies of villagers and domestic animals are everywhere. If the party members wait and watch for about an hour they will be able to count ten serfs going through the village. They also will run into a frightened teenager, half witless with fear, who escaped the carnage. He had sprained his ankle coming home from hunting in the woods and was not in the village when the invaders attacked. They must have



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come during the night, using their mutations to seriously weaken the 80 or so inhabitants before they strolled around the village, torturing and butchering villagers for information about something no one knew anything about.

The teenager, an anfal named Tier, crawled in close enough to hear their laughing conversation across the moonlit river. He then crawled off to try to warn the other villages. However, his sprain was worse than he thought, and he became feverish. He has lain in the brush for two days, watching the serfs use "some weird type of tube" to batter down his village.

The serfs are using a tractor/pressor beam they have taken off of a heavy cargo lifter. The tube, about two and a half meters long, and powered by an atomic battery, can lift or move 4000 kilograms at a 30 meter range. It is more than adequate to knock over the simple structures.

The serfs are each equipped with military camouflage fatigues, a plastic canteen, two weeks rations, ammo belt, dagger and sheath, crossbow, 20 quarrels in a case, and morning star. They also have eight unsut mounts that they left out of the battle, but just brought in hours before the party showed up. The leader, obvious by his strutting style and dozens of scalps tied to his ammo belt, is simply called Sir. His MS is 18 (+2), his PS is 13 (+1), and his DX is 15 (+1). He also carries a scattergun and ten shells, which, unlike the other serfs, he knows how to use.

The serfs will continue to sift through the debris until five days pass or the party arrives, whichever comes first. Then they will head down the Hidden River footpaths on their unsuts toward village A, from there they will continue raiding the villages in the lower lands. After village A they will be joined by two more serfs who have gone ahead to scout. After the low land villages have been wiped out, they will be joined by five more serfs with autorifles and frag grenades. Then this party of death will head toward Haven.

The only thing of real value in the town is some of the tech level II weapons the Y'zor and anfal used, three random tech level IV items, five random tech level III items, and eighteen bolts of synthetic material used in making tents, backpacks, rough weather wear, and so on. These last items are what the yexils have been waiting for. The merchant bringing the synthetic goods to the yexils was unfortunate enough to be in town with his caravan when the serfs hit.

The GM should note this can be a very dangerous encounter if the player characters go

alone. The party with some natives to help stands a much better chance of survival. If the party is instrumental in helping the Delta Fragment residents rid their land of this scourge, it will put them in good stead with Nort and Scar. It also will save Haven from later attack at a time when the town surely does not need it. This encounter, and encounter 30, may be delayed by the GM until after the party has left their meeting with Nort and Scar if the GM believes the characters do not yet have enough contacts to gather a militia. The other alternative is to try a guerrilla war if the party has long distance weapons, and can attempt to snipe at the serfs as they roam around the village. However, the problem with this tact is that nightfall will soon come and the unsut mounts are extremely adept at climbing trees and leaping across the water. In the morning the snipers may find themselves surrounded.

The unsut will remain loyal to their masters and fight for them, even after their masters are dead. Any captured unsut will be almost uncontrollable unless a mental control is used on them.

LAKE BATHE ENCOUNTERS 32-35

When the party finally reaches the forest and grassland areas around Lake Bathe, the GM should turn to this section and run these encounters sequentially. No random or other pre-programmed encounters should occur when the party reaches this section of Delta Fragment.

Encounter 32: The Promised Land

The GM should refer to the large map. As the party hikes over a final crest, the characters will see a flat land of grass or forest, depending on where they ascend. This land seems to be more of a huge, natural shelf on the mountain rather than a carved-out valley or planted plateau. The party can hear songbirds in the distance. The weather here is unusually comfortable, much warmer than hundreds of feet lower on the mountain. The sound of distant waterfalls can be heard constantly, almost lulling the party members to sleep.

As the party progresses into the grasslands or forest, an albilope suddenly springs from hiding and charges the party. Any type of explosives or weapons fire, except bow fire, will be heard by the carrday living in the Villages E along the lakefront. And they will come to investigate. If the player characters do not make noise firing at the albilope, it still will make a wretched dying sound when they

kill it. It will make a trumpeting victory call if they do not attack it after it charges them. In any case, the carrday will come to investigate what possible threat may exist for their kiikcee.

Encounter 33: The Coming of the Carrday

No map is needed. The party will not proceed an inch into the green areas surrounding Lake Bathe before the carrday arrive. The GM should review this new race in the New Races section. He should also reread the kiikcee listing under New Creatures. If the party is walking in the grassy fields, a group of humans (actually human-appearing) suddenly rise up from the grass and call for the characters to halt. If the party is walking in the forest, a group of humans suddenly appear from the trees, like in an old Robin Hood movie.

The carrday will not fire first, but will call for the characters to identify themselves and lay down their arms. There are three carrday for every party member. These scouts are the cream of Nort's and Scar's men and will be wearing fiber armor and armed with autorifles, stunray rifles, and even a fusion rifle. The GM might inform the party at this time that the odds look pretty hopeless and these men look like they are at least as experienced as the party members. If the party is silly enough to fight it out, a flight of about 50 kiikcee with armed men will show up overhead in ten Action Turns and will drop mutated flower buds which release knockout spores. Everyone on the ground not in a sealed suit, including plant characters, will immediately be knocked out for hours. If this happens, go to encounter 34, where the player characters will be held as prisoners.

If the player characters peacefully identify themselves and lay down their weapons, the carrday will escort them to the nearest Village E. Go to encounter 34, where the player characters will be treated as guarded guests.

Encounter 34: Delays, Delays

Use the Riverside Village B map for any of the E villages. The river on the map will actually serve as the shoreline of Lake Bathe. North is as indicated on the large map of the High Lands. Scale; One Square = Four Meters. All of the E villages are constructed identically. There are four of them and they are named, moving clockwise from the 12 o'clock position, Gray, Cinammon, Pied and Albino. All of the structures in these villages are made of stones cemented together. They are one-story structures and have a huge timber attached to

the roof running parallel to the front door. On most of these beams sit kiikcee, huge mutant cockatiels, munching on giant millet branches, whistling, singing and screeching. The noise they make is almost deafening, but the carrday seem to bask in it. There are bird droppings everywhere but on the people and houses.

A carrday will at some time notice the party members gawking at the birds. He will speak warmly of the kiikcee, "They are our lives, those loving birds. Their droppings fertilize the High Lands, their dropped feathers are used as insulation for our clothes and bedding. Their flight provides defense for the king, and their courage is unsurpassed. Their love for us keeps us alive." Indeed, the party members will be surprised at how loving and gentle these two species are with each other.

If the characters tried fighting and were gassed, they will wake up inside a guarded stone hut. If they come along peacefully, they will be asked to remain in the stone hut until someone comes to talk to them. Eight guards are discreetly placed around the building in any case. The building is marked on the map by an asterisk. If the party tries to fight its way out or attempt any mental tricks, the characters all will be gassed again, as the buds are already attached to the outside roof. Then they will be talked to one by one (the GM can take them out of the room and talk to each player). If they wait for the carrday who will talk to them, they wait four hours.

Finally, an old carrday who looks very sad enters the building and sits down. He will ask them their identities, why they are here, and any proof they may have of their adventures, and so on. His name is Leopold, and utmost in his mind is the defense of the king and the safety of the carrday and the kiikcee. The GM must have great leeway in how the old carrday reacts. This encounter will depend on what the player characters tell him. For example, they may tell him of the ghitgon, the serf attack and Timon's treachery. This information most assuredly would get the characters rushed to Nort and Scar. Or, they may simply say they are escorts of the envoy from Haven who wish to talk to the king of the mountain, in which case they may have to wait for days. It is all up to reaction rolls, how they act, what they say and what they can prove.

The party will be provided strange food to eat, given sweet water to drink or bathe in and healed of their wounds by applications of roots and flowers. In general, they will be looked after in an unusually hospitable way. This is, of course, unless they act like barbari-

ans. In this case they will be chained, gagged and separated until the king sees them, which will be at least a week.

Finally, depending on the above, they will be transported to Perch for an audience with the king. They will be flown there in the baskets of select kiikcee and escorted by the same carrday they encountered in the fields or forest, who are still armed.

NOTE: If any character harms any kiikcee by accident, he will be knocked unconscious and will remain so until the king deals harshly with him. If any character purposely harms a kiikcee, he will be killed on the spot by the fastest method available.

Encounter 35: The Court of the King (Village F - Perch)

Use the Perch Village Map. Scale: One Square = Four Meters. It will be obvious to anyone with an IN greater than 8 that Perch is a meeting village. It is fitted with dozens of perches throughout the town square and on the roofs so a great number of kiikcee can land and congregate at one time. By the time the king arrives, all of the perches, buildings and even a few trees are filled with gray, brown-gray, yellow and striped giant cockatiels. The carrday will, for the most part, stay in the basket/harnesses of their individual kiikcee. In the middle of the open area is a huge pond that acts as a bird bath. But none of the kiikcee are frolicking in it today. There are large water wells all about that act as water cups for the giant birds. And there are giant millet clusters on the ground everywhere. The harsh crunching of millet fills the air until the king arrives, then there is silence.

Nort and Scar climb to the top of a one story structure without any doors (marked on the map by an asterisk). Apparently, this is the king's "throne," though nothing exists on top of the building. Nort remains seated on top of Scar and surveys the surrounding beings. He is so situated, and the perches are so staggered in height, as to give everyone a view of the king...whichever character they may believe that to be. The GM should reveal the physical description of Nort and Scar to the player characters now.

The king is accompanied by Partha (also read the physical description of Partha to the players), who seems to be treated as a guest. Partha is accompanied by a Y'zor, who seems to act as his bodyguard, or maybe is just keeping him in line. It is hard to tell the difference. Nort raises his left hand and Scar stands up straight and gives a slight roar. All the carr-

day cheer and the kiikcee raise their wings and bow their heads, as if in a gesture of servitude. Then Nort lowers his head and seems to talk to Scar. The throngs of people quiet as they wait in anticipation. Then Nort looks at the crowd and says, "The king wishes to know why this assembly was requested."

Immediately the old man with the sad eyes from the village where the party stayed (or was held prisoner) approaches the building. His voice is barely audible and shaking. He talks of how the party was encountered and what the characters have told him. He explains that he felt it was better for the king to hear all of this than just a lesser, birdless chief. Partha seems to be hanging on every word spoken, then turns a sharp eye on the party. If anything has been said by the old chief against Timon, Partha, or the alliance, Partha will begin making objections, but Nort will raise his hand and Scar will growl slightly. These last two actions are nearly simultaneous.

Nort will ask who speaks for the party. If Norien is still alive and able, she will step forward. If not, the party member with the most charisma should step forward. Whoever the speaker for the party is, that character will be directed to the stairway inside the structure which leads up to the platform. Once on the platform, the king will ask that person to present his case. The GM should expect the player to present the party's case as if he were in that actual situation, remembering the character might have a better memory and higher CH than the player does. The GM will again have to carefully run this encounter, as it will become a debate between Partha and the party.

The king will not need a reaction roll, he is too smart to let himself be swayed by rhetoric or racial feelings. His dual characters prevent that. He will be impressed by a few arguments: a) a lack of proof of what the party says, b) circumstantial evidence of what Partha is claiming (he has provided the king with photos taken of humans, whom the party does not recognize, killing various mutated animals), c) the letter written by Partha to Timon that may have been found in the steel canister if the GM ran that encounter, and d) any evidence the party might have from past Revised GAMMA WORLD® Game modules to support their argument. The lil can also enter the argument, but they have absolutely no proof of their accusations. This debate encounter offers the GM a chance to add a truly unique and memorable facet to the campaign. That is, letting the player characters try to appeal their case to a higher authority rather than just hack, slash and shoot their way to what they

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want. Debate is one of the few vestiges of civilization left in Gamma World, and it is greatly cherished by those who exercise it.

Overall, though, the case probably will be inconclusive either way. The king presents his views to the congregation of kiikcee and carrday, and they applaud it. The king knows Timon and his society wish to enter into a pact of friendship and mutual defense with the High Lands. Nort and Scar see no reason why Timon's friendship should be denied just because a few malcontents raise dubious questions about Timon's actual intent. But, to be fair and to test the resolve of the party, Nort and Scar are willing to let them prove themselves to be friends to the highlanders. The party will be assigned a harrowing task in the morning. If the characters finish the task, Nort and Scar will remain neutral and enter no alliances. If they can show themselves to be extremely helpful to the highlanders by completing all of the encounters in this module, Nort and Scar will consider entering into a friendship treaty with Haven and the Last Friendly Lands. In either case, Nort and Scar will reserve their decision on signing a mutual defense treaty with anyone for at least a month. While the party attempts to fulfill their mission, Partha is to remain in camp and not interfere.

Nort and Scar leap from the platform and head into the mountains to the northwest amid the cheers and screeches of Perch's assembly.

The party can stay at Perch that night and be treated as guests on the same level as Partha. Partha only will be seen broodily walking around camp, and will not speak to any in the party. The GM should have all the player characters roll their IN after a few hours in Perch. If an Orange or Red result is rolled, the player character notices Partha's bodyguard is not accompanying him. This check should be rolled every hour until at least one party member notices the Y'zor is not around. A quick check around the village will reveal that the Y'zor is at least not out in the open. If this fact is brought up to any of the carrday, they will just shrug and say that the ways of the Y'zor are strange.

As the night wears on, the player characters will notice that it is not getting cold. As a matter of fact, now that they think about it, it is warmer up at this height than it has been on some nights at lower levels. After a while, there is a lull in the conversation. All of the player characters should roll a CN check. A Yellow or better result indicates the player character feels a slight vibration in the ground which he did not notice before. Once men-

tioned, all the player characters can concentrate and feel it. If they ask any carrday about the hum or the warmth, he will smile and say "It is just the machine from heaven." More than that no carrday can say, but they will show any interested party member the huge machines to the west of their village.

The machines are located in a clearing amidst a thicker part of the forest. There are many large pieces of machinery lying about, but three of them are connected and one is spewing out the largest flame any of the player characters have ever seen. It is extremely hot in this area. If asked about the machines, the carrday will only say Nort and Scar know how to run it, but they keep the climate up here beautiful. They also mention, as a sort of warning, that the carrday would slowly kill anyone who sabotaged or interfered with the machines.

As the player characters have no idea what a propulsion unit looks like, they can only guess that this is the shuttle's engines and power sources. The carrday will reply, if asked about the unusual title they have for their machine, "...that Scar has told us these machines have dropped from the heavens for our use."

The only other piece of valuable information the party can gain in Perch is that the people of the High Lands seem to be split over who they support. Many support Partha, many more support the Last Friendly Lands, and even more want to stay neutral but are afraid they cannot. Because of this, some of the carrday will provide information to the party if asked. The GM should be discreet in this information, but helpful. If he believes the party's resources need upgrading for the upcoming conflicts, some of the carrday will provide the necessary items. The party should be brought up to full health, firepower and rest by the next morning.

Encounter 36: The King's Mission

No map is needed right away. Consult other encounters for necessary maps and scales. The next morning the king, with his private retinue of armed carrday in attendance, meets with Partha. If the party asks him at this time about the machines from heaven, he will give them a searching look, then say he will not speak with them about this matter until after the quest.

The king will give the characters an artificial energy sensor if they do not already have one. He will tell them there are five assassin cyborgs currently in Delta Fragment looking to kill him. If the party can locate and destroy the five assassins, he will remain neutral and not

sign an alliance with Timon. If, in addition, they prove themselves exceptionally worthy in their travels, he will consider signing an alliance with Haven.

The GM now takes over a much more important role in designing this adventure, because he determines the locations of the first four cyborgs. If the party has not completed all of the listed pre-programmed encounters, the GM might want to toss a few of these at the party, or even have the cyborg somewhere near one of the encounters so that the party has to deal with both of them at once. The GM should mark on the large High Lands map where the first four cyborgs are located and let the party track them down. The cyborgs, of course, will be moving slowly as they search every nook and cranny for the king. Because of the king's equipment, he can tell the party the rough approximate locations of the cyborgs. The time element for all these missions is up to the GM. If the party wants to return to Haven first, and the GM does not care, he should plan on this adventure turning into a long campaign. If he does not want the characters to climb all over the High Lands again, he can locate the borgs relatively close to Lake Bathe. They may even be traveling in pairs. If the party does not have any radiation resistant mutations or suits, he should not place a borg in a radiation area. Otherwise, it would be fine. The length of the remainder of the module is completely controlled by the GM.

In addition, there are a few more pre-programmed encounters the party must go through before they can again meet with the king. One deals with Partha's missing bodyguard, the other deals with the ghitgon that keeps haunting the party.

Encounter 37: Powerball

Use Pass Type 2 as a cul-de-sac. Areas C and D do not exist. Scale: One Square = Four Meters. This encounter takes place only after the party has access to a gravitic accelerator suit. Though one is provided as treasure earlier in this module, the player characters may not have found it or may have somehow lost it. Therefore, one must be available again, perhaps as treasure, with complete instructions included for its use. Kung can even give it to them, so he can play with them before he attempts to murder them.

The party accidentally has taken the wrong turn on a pass and entered into a cul-de-sac. Kung, Partha's Y'zor flunky, has been following the party for a short time and now sees the perfect opportunity for an ambush. His scores

are as usual for a Y'zor, except his DX is 14 (+1) and he has 90 hit points. He is also wearing the medallion Partha usually wears. It is a highly powerful artifact which can be programmed once to act as a forcefield against any kind of attack except one for up to 30 minutes, then it is useless. Partha gave it to him with instructions for Kung to prevent the party from returning to the king. He can use any tact he wishes in accomplishing this. If the party wins and the medallion is retrieved, it will be proof that Partha is treacherous and disobeyed the king's orders. Kung is also equipped with a communicator like Partha's. Partha and Timon are at their headquarters listening to this encounter.

Kung is an avid powerball fan, collecting equipment and literature on it from the ancient times. He has decided to assassinate the entire party using his skill as a powerball player. He has programmed the medallion to ignore the powerballs, but reflect all other attacks aimed at him. This includes mental attacks. The force field surrounds his body like an envelope with enough air to last for 30 minutes. It is a Tech Level V item and cannot be turned off like conventional force fields. For all intents and purposes of this encounter, not only but a powerball will harm him.

The powerball gravitic accelerator suit the party has will fit a humanoid character between one and a half and three meters tall. Kung's powerball is a Tech Level V item, almost indestructible, with an automatic programmable homing device built in. It moves so fast it is impossible to shoot down or catch, except with a powerball suit. When a powerball is caught in the funnel tube, it immediately re-programs to return to that catch tube. Thus, a character firing it will have it return to him unless someone else catches it in their funnel tube.

The GM should start by telling the players that as they check out Area B and E, they see a large man-sized creature enter the cul-de-sac from Area A. He wears some kind of armor with a pipe strapped to each of his forearms. One of the pipes is funnel-shaped, the other is straight. A flexible tube runs behind his back, connecting the two pipes. There is a power pack strapped to his hips. Several wires lead from the pack to the tube.

Suddenly you hear a high-pitched whine, the man aims his left arm and fires a fist-sized black ball from the straight pipe. It screams toward a boulder next to one of you, strikes it, sending chunks of rock everywhere, ricochets around the party and back at the man. He catches the ball with the funnel-shaped tube on his right arm. Once again you hear the

high whine, and the ball fires out again, this time smashing a small rock to your right. He stands there, calmly, catching the ball.

"You are scum," he growls, "who do not deserve to live. Y'zor do not dirty themselves with scum unless they are also cowards." This last word he spits out like acid.

"You have a chance to save yourselves, but only if you can defeat me in the ancient game of honor."

He points to the trunk which contains a suit similar to the one he is wearing.

"Put it on for glorious battle, or die the coward's death."

Though the powerball suit is a highly technical item, its operation is easily understood if the player characters read the instructions. As a beginning "player," the player characters have a percent chance equal to their DX of intercepting the ball on the first try. As the player characters play the game, their chances will get better. After $1d6 + 2$ attempts, the player characters' percent chance of intercepting the ball increases to double their DX. After a further $1d6 + 2$ tries, a player character has a percent chance of intercepting the ball equal to three times his DX. Kung catches the powerball on a 01-75.

Firing the ball at the other player needs no ACT roll, as no outside interference is considered and the ball automatically returns if not intercepted.

When a player character misses the ball, there is a 50% chance the ball will hit him. If a 01-50 is rolled, the character receives a fixed 15 points of damage because of collision. This ball strikes so hard that normal body armor is considered better than 1 (-5). When a character has 20 or less hit points left, he must make a CN roll on the ACT with a green or better result or he will go unconscious and receive 30 points of damage on the next powerball strike to his body.

Kung has played this game a lot. If he misses the ball there is only a 25% chance that it will hit him. Damage is only 10 points to him because he knows how to roll with the collisions. Kung makes no roll vs. unconsciousness. He has trained himself to fight to the bitter end.

Kung is also an expert at playing this game in ways that are not associated with the suit. He has a Rank of 17 for avoiding being tripped, or for trying to trip another powerball player. He has his helmet smeared with an advanced silicote, which allows his helmet to immediately shed any debris or liquid thrown on it. The player character's helmet does not have this advantage. Kung is also hiding three more powerballs on his person. If the oppo-

nent tries to cheat, or the other player characters try and attack or trick him during play, he will immediately load the powerballs and start battering the party to death.

If Kung is defeated, his force field will wear off after a half hour and the items can be stripped from his body. If he is somehow still alive, he will tell the characters nothing without being subjected to an interra shot.

If Kung defeats his opponent, he will see if anyone else wants to challenge him. If they do, he will heal himself up with a hidden cache of drugs. The reason for this is so a whole party cannot wear him down. However, each time he plays another player, he starts off with 5 hit points less. He will keep playing the party until they run out of players who can wear the outfit, he kills them all or appears to kill them all, or they outrun him (his movement is only 18 in the suit). In any case, he will have won unless he is defeated.

If Kung wins, go to the Nort and Scar Result, listed later.

Kung has his normal equipment hidden up in the rocks where he first appeared. It includes rations, water and a bio-energy sensor that he used to track the party, a blaster rifle and four hydrogen cells.

Encounter 38: The Final Cyborg, or Ghitgon Returns

Use Pass Type 7. Player characters enter from Area A. Scale: One Square = Five Meters. This encounter should take place at least three days after encounter 33. It should be the final encounter prior to the party's meeting with the king and leaving the High Lands. It is the encounter that will make or break the characters' missions.

The final cyborg will be tracked to this maze of passes. The walls here are only three meters high. The tops of the walls are smooth, and the characters can move across them with no movement penalty, though they will lose some movement climbing up. The characters can track the cyborg through this maze. They will find three freshly-killed anfal in Area B. Markings indicate their heads were twisted off. As the party investigates, or as they pass Area B, they here distant "pop whoosh" and "popping" sounds. The artificial energy sensor goes dead. In Area G they will find the cyborg melted down. The metal is still red from the heat.

The minute the party sees the melted cyborg and realizes what it is (the GM may want to wait for a player to say something like, "Geez, its been melted!"), the ghitgon that has harassed them earlier swoops down and

ENCOUNTERS

attacks. She happened to spot them again a little while ago and has been keeping an eye on them from such heights that she could have been mistaken for a bird. Now that the party has a chance to fight her, it is obvious that this is a powerful ghitgon in her prime. She has the maximum allowable hits for a ghitgon.

If the party remains close to the walls, the flame can only affect them as a base damage of 5, but their ability to attack her will be markedly decreased. On the even turns when the ghitgon cannot bring her breath attack into play, she will use her physical attacks. As long as she keeps flying, she is extremely difficult to hit (Attack Rank used is B) and can keep an eye on the entire maze. But if the party "goes to ground," that is, keeps concealed, camouflaged, or whatever, she will have to land and sniff them out. She will do this by walking on the top of the walls and attacking down into the maze, like a cat would do to a mouse.

If a player character attacks the ghitgon with a particularly nasty mutation, she will use her devotion on the character.

If the party members can defeat the ghitgon on their own, they can bring back her head or some other proof of her defeat to Nort and Scar.

If they already have destroyed the other cyborgs, Nort and Scar will remain neutral.

If the party has destroyed the other cyborgs, and, in the opinion of the GM, taken out the worst pre-programmed encounters in this module (including Longview's cleansing), Nort and Scar will sign a peaceful co-existence treaty with Haven and not with Timon.

If the party has accomplished all of this, and has tried to take on the ghitgon but it appears they are going to be defeated, use the Nort and Scar Result listed next. Nort and Scar will then sign the peace treaty with Haven.

If the party has accomplished all of this and defeated the ghitgon without Nort's and Scar's help, they will sign a mutual aggression/defense pact with Haven. This will guarantee that the Last Friendly Lands and the High Lands will live in peace with one another, and will defend each other from attack and go to war against each other's enemies. Nort and Scar will never go back on their word in such a treaty.

Whether the player characters defeat the ghitgon, Nort and Scar will give them information as long as they defeat the borgs and finish the other major pre-programmed encounters. The information will include:

- All knowledge he can give them about The Creator, Ancient of the Frozen Lands who

will now most likely sign some kind of pact with Timon against the High Lands-Last Friendly Lands alliance. The GM should reread Nort's and Scar's descriptions again for this.

- Partha mentioned one night, after drinking too much, that there were a dozen Timon agents in Haven. At least one of them is human. Gene, though, is most assuredly not an agent.
- Partha informed Nort and Scar that Timon will start his campaign of conquest in six months. He will march on Haven before the year is out.
- If asked, Nort and Scar will tell the players the "Cities of Man" is the name of a huge ship that travels the void in the heavens, far beyond the sight of those on the ground. It was supposed to have sailed to another, better land, but has still not left as far as he knows. The ship, which is waiting to be filled with brave passengers, can sail on its own guidance. It is most likely awaiting a final visit from a sky-chariot before it can leave.

Nort and Scar have no desire to go aboard now, after all these centuries. He believes the mutated animals will one day inherit Gamma World and make it a better place than it ever was. He gives the player characters a numerical coordinate, which he says is a secret password. Whoever the Restorationist Council sends in the sky-chariot some day to the "Cities of Man" must find the mechanical pilot in the front of the chariot, marked with a large AHCB (automatic homing computer banks) and punch in the numbers in the same order. This will take the chariot to the "Cities of Man."

- If and only if the party has completed every encounter in the module, will Nort and Scar tell them about the machines from heaven. The GM can use rumors, messengers, etc. to tell the players about some encounters they may have missed. If the players pursue these encounters, it will result in a much longer campaign. Nort and Scar will describe the engines as huge torches which burn endless fuel to propel the sky-chariot through the void to the "Cities of Man." There were three power supplies and three engines on the crashed shuttle. The two extra sets were being transported in the cargo bay for use in the "Cities of Man." The carrdays are not sure how many there are because they cannot recognize the separate parts.

Therefore, Nort and Scar are in a position to greatly reward the party. If they complete all the encounters described herein, Nort and

Scar will give the surviving player characters from Haven one power source and one engine. They are so huge that Nort and Scar will have to transport them with their own machinery. If the player characters captured the transport treasure from the yexils, they can transport one component at a time. One engine and power source is enough to take a shuttle to the orbiting colony ship, but not back.

If the party does not eventually defeat all of the encounters described herein (this includes going back time after time until an opponent is defeated), then Nort and Scar will say to the party to tell its leaders he has an engine to trade. They will know what he means.

Either way, Haven will end up with the drive for the shuttle, it just depends on whether the player characters get experience and status points for it.

Optional Encounter Ending: The Nort and Scar Result. If either encounter 37 or 38 look like they are going to end in the party being severely hurt or killed, the GM might opt to use the Nort and Scar Result.

Encounter 37: The players must be either almost all defeated by Kung, or are being hunted by him. If the GM believes the entire party might be defeated, he may have Nort and Scar show up. Apparently the players were not the only ones who wondered at Kung's disappearance from the Perch village. Shortly after they left on their quest, Nort and Scar did too on a quest of their own. Too many questions of Partha's integrity had arisen and Nort and Scar wanted to question Kung. Nort and Scar only caught up with Kung as he was about to finish off the player characters. Kung will not make the stupid mistake of attacking Nort and Scar. He will run away instead. Nort and Scar will elect to help the player characters to the closest village. They will put out an alert on Kung, but Kung will escape to return to the Flower Lands and tell Timon of Partha's weak efforts and probable failure. Though the characters will have lost against Kung, Nort and Scar will be impressed enough with their valor to let them heal and continue cleansing the countryside.

Encounter 38: Just as it looks like the ghitgon might kill the party, Nort and Scar appear on the scene and attack the ghitgon. After it is all over, Nort and Scar will explain to the party that Kung's communicator was on during encounter 37. Nort and Scar intercepted the communications and were able to lock onto the coordinates. Since then, Nort and Scar

have tried to track the party and inform the characters of their intentions to ally with Haven. Nort and Scar arrived just in time to see them almost served up as ghitgon snacks and were happy to help.

Wrapping Up the High Lands Adventures

Once the pre-programmed encounters are finished, the High Lands are considered cleansed. The random encounters will drop to one check a day. When all the encounters are done, encounter 38 comes into play. When it is finished, the party will be told by Nort and Scar or a messenger to return to Perch.

All the above wrap-up information and rewards will be handled in Perch. It will be discovered that Partha slipped away sometime during encounter 37 and has not been seen

since. It is probable he has met his fate trying to make it back to Timon alone. That actual result is left to the GM. Perhaps Partha will return to badger the party another day.

If the characters are traveling back without the shuttle power source and engine, the car-day and kiikcee will be happy to provide transportation to village A. It will take them only half a day to take the player characters that far.

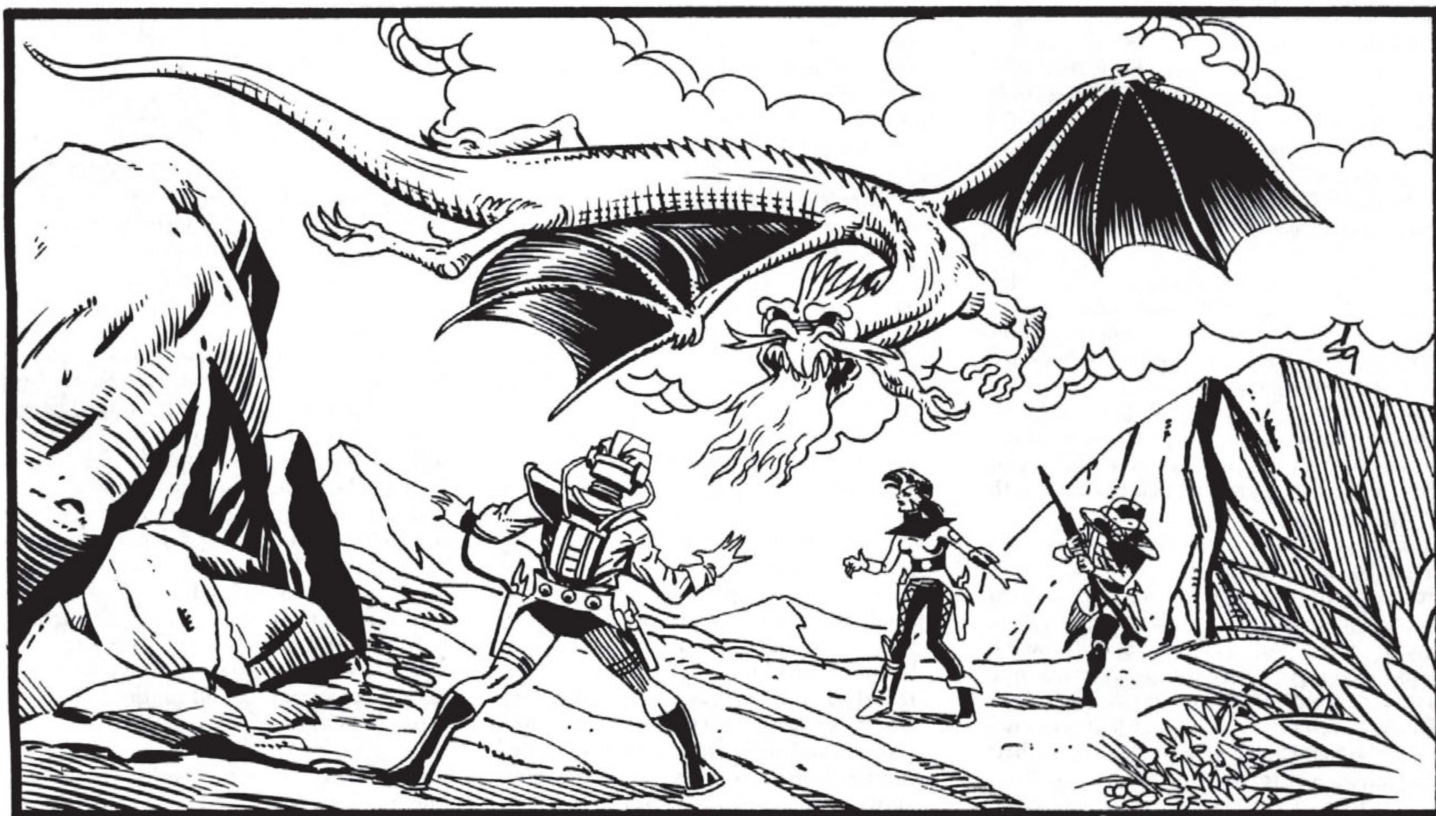
If the characters are traveling back with the shuttle's power supply and engine, using the heavy cargo lifter to bring one component at a time, it will get them back to Haven without any problem, but then needs to be recharged. Again, the car-day and kiikcee will escort them back to the borders of Delta Fragment.

All that remains for the characters to do is return home and tell Gene about the Timon agents in Haven's midst. They would have to be very good to have shielded their minds so long against mental probes. Again, this might make a great adventure right in the team's

home town.

GM DUTIES

The last duty of a GM for this module is dividing up the experience. Since this adventure is bound to take many, many nights of gaming, the individual experience for each encounter should be tallied as play proceeds, then given to the players at the end of the evening. When the entire quest is fulfilled, the GM should also give experience points for each of the missions accomplished. If all of the missions have been accomplished, a bonus should be awarded. The amount of experience mentioned in the Revised GAMMA WORLD® Game Rule Book is for smaller quests involving a simple night or two of adventuring. The completion of this entire adventure is worth about 200 XP per player character because it is considered a quest.



NEW ITEMS

STOAKES COAGULATOR (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). This weapon was devised by the French government just before the collapse of society. Though many of them were made, they were distributed throughout all of the NATO nations and are, consequently, few in number. Named after the French/German genetic engineer and inventor, Gerhard Stoakes, the weapon consists of a wide-nozzled rifle connected to a two liter plaststeel canister by a one meter flexible hollow coil. Inside the canister is a powerful air compressor that is activated when the rifle's trigger is pulled. A stream of grayish foam is then released which has a range of 30 meters. The weapon only can be fired once per Action Turn and has 30 shots per tank.

The foam takes one full turn to soak in. Damage begins in the following Action Turn. The foam consists of genetically engineered bacteria and enzymes that congeal the blood of any living creature. The foam seeps through the target's skin and enters the bloodstream. Thus, if the target is wearing a completely-sealed suit, such as powered armor, he is immune to the effect. Any other full set of armor, which covers a character from head to toe, cuts the damage in half. Normal base damage from this foam is 10 the first turn, followed by 6 points of damage every turn thereafter for 6 turns. If, after the last turn of damage inflicted, the creature is not dead, there is a 10% chance during the next four hours that any excessive exertion on the part of the creature will result in death.

A target struck by the foam is not affected by additional foam sprayed on it during the damage-inflicting turns (turns 2 through 7) of the attack. Only one target can be attacked with this weapon per Action Turn. Any creature with a natural armor class of six or under is fully effected, having no damage reduction. Creatures with armor class seven through nine receive half damage, while armor class ten makes creatures immune to the foam.

The weapon weighs seven kilograms, is equipped with infrared and starlight scopes for night use. There are no penalties for use at night, because the weapon's sights allow its wielder to see the glow of heat-producing beings or objects easier. It also has wind current sensors that automatically adjust the weapon's nozzle so the wind is taken into consideration when firing.

FIRE FOAM MINIMISSLILE (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). This device was used by the Ancients to combat intense

fires, such as forest fires or fires in high-rise buildings. It is launched by a one-use, disposable, shoulder-held device identical to one used to launch explosive missiles. The best way to tell the minimissiles apart is that the fire foam type are painted bright orange. The entire device weighs eight kilograms. The projectile is 50 centimeters long and has a base range of 25 meters. The action of firing a minimissile takes an entire turn.

Upon impact, this device explodes in a 30-meter radius, producing a spherical cloud of fire extinguishing foam. The cloud of greenish brown foam lasts three Action Turns, depleting the available oxygen supply, coating the area with flame retardant particles, and lowering the temperature in the area. The foam will extinguish any intensity of fire in the area of effect in a single turn. However, the foam is hazardous and potentially lethal for living creatures exposed to it. Each Action Turn creatures and characters not protected against breathing the foam (not wearing a gas mask or sealed helmet) remain in the foam cloud, they sustain damage (base Dm = 8). Characters making a DX roll with any spectrum result immediately upon exposure, may hold their breath one Action Turn per point of their CN.

Any creature or character caught in the foam cloud will become partially blinded for 6 + 1d6 turns (-4 CS on any action requiring sight). Any flying creatures caught in the foam will be forced to the ground because the foam is too heavy on their wings. If a flying creature happens to be carrying a rider, the rider will fall off and suffer normal falling damage per the game rules. The foam takes 10 + 1d20 minutes to completely clean off, and a creature cannot fly until the foam is cleaned off.

GRAVITIC ACCELERATOR (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). Gravitic accelerators are devices which use gravity energy to shoot objects through a tube at high speeds. This device is a sporting model used in the popular, pre-holocaust game of powerball. It was the prototype for many future uses, such as large transportation shuttle tubes and military weapons. The speed of things shot can be adjusted by turning the power higher or lower.

A gravitic accelerator of this size will propel spherical or ovoid objects less than 10 centimeters in diameter placed in its intake tube (this includes most grenades). They are powered by two chemical energy cells which last for 200 base energy uses. Each "use" is a set-

ting of power equaling a speed of 5 meters per second and causing a base damage of 1 point. There are 10 power settings, which means the second setting would accelerate the projectile at a speed of 10 meters per second, cause a base damage of 2 points to a target, and cost 2 "uses." The maximum power setting, 10, accelerates at 100 meters per second, causes a base damage of 10, and subtracts 10 more "uses" from the remaining total.

The device and its small backpack power generator can be strapped onto any type of armor.

SONIC TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This device, which can run 15 hours on a hydrogen energy cell, is able to break down the cohesive surfaces of joined metal things (welding points, metal objects melted against each other, nuts and bolts, etc.) The device cannot affect solid metal objects, only their junctures. The process is a fast metal-aging procedure which takes 1d20 Action Turns to complete. It has a range of 20 centimeters and requires protective hearing equipment for safe use. The sonic torch can be used as a hand held weapon, causing sonic base damage of 3 points per hit.

ATOMIC TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This device is powered by a sealed isotope of thorium and is able to cut through virtually any material. It takes 1 Action Turn per a material's Damage Reduction Factor to cut through the material. The Damage Reduction Factor is listed at the end of this section. The time listed is what is considered needed to burn a one meter long, one millimeter wide slice in the surface. The GM must modify the time required, based on the size of the area to be cut. On all surfaces, except duralloy, the process leaves no radiation effects. On duralloy it is necessary to decontaminate the area after the cutting process is finished or Intensity 18 Radiation will emit from the surface. An atomic torch used as a hand held weapon causes a base damage of 15 points to any area it touches for the time required to cut through. It cuts flesh instantly, and cuts a thick hide skin in one full Action Turn, etc.

Material	Time to Cut or Damage
Flesh	Instantly
Thick Hides	1
Heavy, Treated Hides	2

Loose Earth, Gravel, Sand	3
Packed Earth, Gravel Sand	4
Wood or Vegetation	5
Plastic	5
Treated Plastic	6 to 9
Glass, Ceramic, Ice	10
Glass/Ceramic Alloys	11
Stone	12
Marble	13
Concrete	14
Soft Metals	15
Normal Metals	16
Hardened Metals	17
Metal Alloys	18
Plasteel	19
Duralloy	20

Any material considered "reinforced" requires double the normal Damage Reduction Factor.

LASER TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This is a low power laser used to melt metal together, welding it. It is powered by a hydrogen cell for 20 hours of operation. Its welding abilities are effective on any metal, even duralloy. The time required to weld a 30-centimeter seam of metal is listed at the end of this section. If welding together two different types of metal, always remember the weakest metal will melt first. A laser torch used as a hand held weapon causes a base damage of 5 points to any creature with an armor level of 4 or under.

Metal Type	Welding Time (Turns)
Soft Metals	2
Metals	4
Hardened Metals	6
Metal Alloys	10
Plasteel	12
Duralloy	15

RADIATION SUIT (Tech Level III) This special self-contained suit was designed to protect people from exposure to high intensity radiation. The gray suit is made from synthetic material interwoven with lead particles to shield against radiation bombardment. An attached helmet and protective goggles is provided, along with a 25 kilometer range communications device, a filtered air breathing device that can be used in low level radiation areas of less than Intensity 12, and lead shielded air tanks with a 12-hour air supply for use in dangerous radioactive zones of Intensity 12 and greater. These suits are also heat and cold resistant and weather-proof. Rugged boots

allow the wearer to walk with ease on all types of terrain. The suit is lightweight and a person may move at his normal movement rate while wearing it.

The radiation suit is considered armor level 2 (-10). Any successful attack doing more than 10 points of damage punctures the suit, rendering it useless unless that damage is inflicted by a non-shredding device, such as a microwave. If a suit sustains more than a total of 50 points of damage before it can be repaired, it is ruined and cannot possibly be repaired. Once punctured, the suit is useless against radiation until it is patched up by a radiation suit repair kit. Each suit is powered by a hydrogen energy cell which lasts for 72 hours.

RADIATION SUIT REPAIR KIT (Tech Level III) This simple kit of high-bonding, instant-drying glue; anti-radiation fabric; form press; and other items used to be issued to workers wearing radiation suits. The kit can seal up to 100 points of damage to radiation suits. There are 10 repair patches in each kit, and each patch repairs 10 points of damage. It takes one Action Turn to apply a patch. Therefore, if a suit has sustained 40 points of damage, it will take four patches and four Action Turns to repair it. Patches cannot be cut to repair areas that received less than 10 points of damage. During the time a suit is being repaired the wearer suffers from any radiation Intensity surrounding him at half of its normal level.

WEAPON MAINTENANCE DRONE (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). The Weapons Maintenance Drone, or WMD as it was called, was designed for use by soldiers in the field in the years before the holocaust that caused Gamma World. There is a different drone for each Tech Level III and IV weapon produced, also possibly for Tech Level V, but none have yet been found. The drone looks like a plastic gun case that the weapon fits snugly into, but a peek inside shows all the intricate circuitry and devices of an advanced piece of equipment. Once the proper weapon is placed in the WMD, it scans it, oils it, makes any necessary repairs to it (within reason), and generally maintains it. It also will read out how many charges are left in the energy cell, battery or whatever energy source powers it. If the wrong weapon is inserted into the WMD, a small red light comes on and the unit does not spend any energy. Each WMD is powered by the same number and type of cells that the weapon uses. And the WMD's power source has the same number of charges that

the weapon has shots from its power source. The exception to this rule is simple projection weapons, which require a charge off of a chemical cell to maintain.

Therefore, a soldier can remove the cells from his weapon, insert them into the WMD, insert his weapon into the WMD, have it maintained and cleaned, then take out the cells and weapon and reunite them. He now has one shot less left in his weapon because that was used by the WMD. This cuts out the possible need for additional types of cells being carried.

GMs should always consider the condition of a weapon that is not maintained. A dirty, rusting, or neglected weapon can always stop working, jam, blow up, etc.

LIFE RAY (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This amazing device, introduced at Mindkeep just before the end of civilization, is sometimes able to revitalize the dead. It bombards the target with zeta rays, and there is a chance it will bring new life to the dead if used within 24 hours of the victim's death. The percent chance is 60% plus 2% chance per point of the victim's CN. This chance decreases by 10% per every time the victim has been raised by the life ray. The device only allows one attempt to raise a dead individual. If the device fails to restore the individual, no other means can be attempted because the body's nervous system is too irradiated. Although a raised character retains his memory, he must roll a d100 for each characteristic score; a 01-05 indicates the score is one point less than it used to be.

The life ray fires a blinding white light at a range of five meters. No one has been able to determine how many charges it has, and there seems to be no way to recharge it. When it stops working, it is no good to anyone anymore. (In this way the GM can better control the device's use in his world.) The life ray is almost always found and kept in a metal alloy carrying case, usually locked. The device is extremely delicate.

POWER TREE SAW (Tech Level III) This 30-centimeter, cube-sized unit has a diamond-carbon, thread-sized band. This band, which can encompass a tree up to 60 centimeters in diameter, encircles the tree and clips together through a feed mechanism into the unit. Once the unit is activated, the band whips through the motor, and around the tree, in a razor-sharp lasso of tree-cutting wonder. It can fell a large tree in five Action Turns. If this device is somehow used as a weapon (most

NEW ITEMS

effective in a trap), it does a base damage of 10 points and the Crippling Injuries column of the Injury Results chart must be checked. The power tree saw uses a chemical energy cell which has a duration of one hour.

ARTIFICIAL ENERGY SENSOR (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This ten centimeter long, rectangular, black, hand-held unit requires no power source. It is an extremely delicate sensing device that is able to differentiate between the energy reading of a living creature and that of a construct, such as an android, robot, etc. at ten meters. It can also give the construct's relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can determine the type of artificial construct, its functions and the devices it contains. This type of sensor is quite rare.

BIO-ENERGY SENSOR (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This 12 centimeter long, rectangular, blue, hand-held unit requires no power source. It is an extremely delicate sensing device that detects biological life energy in a 50-meter radius. Any body one millimeter tall and higher can be detected if within the area, as can its relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can even determine the type of biological life-form.

OPERATIONAL ENERGY SCANNER (man-

ufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This eight-centimeter long, rectangular, red, hand-held unit requires no power source. It is an extremely delicate sensing device that can locate any type of operational energy in use within 100 meters, such as a gasoline generator, steam engine, internal combustion engine, etc. It also can give the operational energy source's relative location and elevation in relationship to the sensor. Only duralloy blocks the sensor's scanning. Some types of these sensors can determine the type of energy being used and the type and size of machine it is powering.

STORED ENERGY SCANNER (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This six-centimeter long, rectangular, green, hand-held unit requires no power source. It is an extremely delicate sensing device that is able to locate any type of stored energy such as cells, batteries, etc. within 30 meters, even if the energy is inside an object and is being used. It can also give the stored energy container's relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can even determine the type and size of the energy storage container and how much power it has left.

BANG BALLS (Tech Level III, but can be used as slingstones, etc. by any Tech Level character). These three-centimeter diameter, white, hard-shelled balls were developed to help herd large groups of animals. Though they

used to be fired from an air rifle, they also can be used from a sling, and sometimes even thrown if the thrower has a PS of at least 14. Once the ball strikes a surface at least as hard as wood, it cracks open emitting a loud banging noise. Although this does no damage, it is quite loud and can be used to stampede cattle, frighten away non-intelligent creatures, startle intelligent creatures and thus gain surprise on them. The balls usually come thirteen to a box or tube. If all thirteen are smashed at the same time, it acts as a sonic attack with a range radius of five meters causing a base damage of 4.

THOUGHT CAP AND DISKS (manufactured by a Tech Level IV society, but can be used by Tech Level II and higher). At the twilight of the Ancient's civilization, it became necessary for them to learn information faster than was normally possible. They developed a device called a thought cap, a psionic teaching device roughly the size and shape of a bicycle rider's helmet. Into the top of this cap was inserted a thought disk, a five-centimeter magnetic disk containing information enough to fill numerous printed volumes. A thought disk can contain whatever information the GM wishes: a talent, skill, language, increased knowledge of a technical level, and so on. The energy and time required to use one of these disks depends on what is being learned and the degree of difficulty of the subject. This is all left to the GM to determine, but a minimum of two days learning time and the expenditure of an entire chemical energy cell is suggested.

NEW RACES

The races listed in this section are new and indigenous to the High Lands. Because the historical background of the area is based on Oscar North's Bonapartist ideals (see the New NPC section following this one) it should come as no surprise that all but one of the races are humanoid and animal mutations.

Y'ZOR (He Who is a Warrior)

NUMBER: 1 to 6
 MORALE: Never Check
 HIT DICE: 1d10 + 10
 ARMOR: Natural = 1 (-5), usually wear chainmail or fiber armor = 5 (-25) and carry medium, carapace shields (-3 CS)
 SIZE: Three meters tall
 LAND SPEED: 32

MS: 12 PS: 20 (+3)
 IN: 9 (-1) DX: 12
 CH: 9 (-1) CN: 19 (+3)

ATTACKS: 1 Weapon (variable) 1 Bite (Dm = 2)

MUTATIONS: (P) Density Control (Self), Body Control - All of them
 (M) Density Control (Others)
 (D) Phobia/Fear-Robots, Vulnerability-Feathers

DESCRIPTION: Y'zor are huge humanoid baboons. Their society is based on a warrior's code, but they do not attack any of the other races of the High Lands listed here. Instead, they make raids to the south in the Frozen Lands, and act as Oscar North's legions in keeping the High Lands from being overrun by migrating creatures and characters. While most of the peoples of the High Lands hate robots and cyborgs, the Y'zor absolutely have a phobia concerning them. Any character with a noticeable bionic part will draw the attention of the Y'zor, and will be attacked at the slightest provocation. Even if the character establishes his peaceful intent, he still will be required to keep the offending part hidden and will not be completely trusted. The Y'zor are generally a Tech Level II society, but will use Tech Level III weapons if they are available. The Y'zor are warriors and rely on the other races of the High Lands to provide food for them.

WED TSURP (Red Bat-like Humanoid)

NUMBER: 2 to 24
 MORALE: 8
 HIT DICE: 9
 ARMOR: 0
 SIZE: Two and a half meters tall, three and a

half meter wingspan
 LAND SPEED: 12
 AIR SPEED: 36

MS: 14 (= 1) PS: 12
 IN: 10 DX: 11
 CH: 5 (-2) CN: 14 (+1)

MUTATIONS: (P) Wings, Regeneration
 (M) Genius Capability - Agricultural

DESCRIPTION: The wed tsurp are fearsome looking creatures and may remind those characters who have studied ancient history of the demons found in many old religions. In fact, they are extremely peaceful people who are the farmers of the High Lands. They are all geniuses at agricultural projects and have created innumerable hybrid crops that grow on the rocky mountainsides. Most of the woods found in the High Lands are nut-bearing. Almost all of the normal bushes bear berries during at least one season a year. Wild and attended crops grow on almost every open stretch of the mountain. And many different forms of livestock have adapted to the altitudes and graze on the sparse vegetation.

The wed tsurp do all this with Tech Level I and II items, and an occasional higher technological device provided by Nort and Scar for special projects. Their very appearance frightens many would-be attackers away, especially when they fly to the defense of one another. They defend themselves with their pitchforks and hoes. Because they feed the rest of the peoples of the High Lands, the more warlike races often send troops to help guard their villages and hunt down predators.

ANFAL (Men with Tails)

NUMBER: 1 to 12
 MORALE: 10
 HIT DICE: 14
 ARMOR: 3
 SIZE: One hundred and sixty centimeters tall
 LAND SPEED: 24

MS: 10 PS: 12
 IN: 11 DX: 13 (+1)
 CH: 9 CN: 13 (+1)

ATTACKS: 1 Weapon 1 Tail (DM = 4) + Poison (see below)

MUTATIONS: (P) Poison Generation, Stinger Tail, Partial Carapace
 (M) Weather Manipulation

DESCRIPTION: The anfal are humanoid/scorpion mutants. Though they walk on two legs, they have retained their stinger tail which is

usually arched over their head and can strike in front of them. An anfal can fight with a weapon and with his tail at the same target in the same turn. The tail strikes with an Attack Rank of 16. If it hits, the anfal has an option of injecting some type of poison into the victim. The poison varies in Intensities. The poisons he can use and their Intensities are: Drugged (10), Sickens (12), Progressive Damage (14), Paralysis (12), Knock-out (16), Delusion (18). Only one type of poison can be used in any one turn and it will not be available again until all the others have been used.

The anfal occupy a neutral niche in the High Lands. They farm, but not as a full-time occupation like the wed tsurp. They are good warriors, but are not as warlike as the Y'zor. They range over the High Lands keeping an eye on things, but not as effectively as the carrday. More than anything else, they act in two major capacities: a) they keep the weather in the High Lands moderate, and b) they act as the High Lands' merchants, trading items, crops, and provisions with the other races. They also act as information couriers, both private and public.

The anfal are good workmen, builders and miners. When something needs to be constructed, others enlist their aid. The anfal are the most widely traveled of all the High Lands' races and have more contact with the outer lands. It is through them that the war-monger, Timon, has approached the other High Lands' races for an alliance in his upcoming war against the peaceful peoples of the Flower Lands, and Haven in particular. The anfal are primarily a Tech Level II society and like to stay neutral in their dealings.

CARRDAY (Bird Rulers)

NUMBER: 1 to 20
 MORALE: 12
 HIT DICE: 15
 ARMOR: 0
 SIZE: Two meters tall
 LAND SPEED: 24

MS: 10 PS: 12
 IN: 14 (+1) DX: 13 (+1)
 CH: 14 (+1) CN: 13 (+1)

MUTATIONS: (P) Heightened Balance, Heightened Precision, Immunity to biogenetics
 (M) Empathy with birds

DESCRIPTION: The carrday appear to be a race of humans, but are in fact a separate species with mutations that are not noticeable. They are descendants of the few lab assistants



who fled with Oscar North centuries ago from Mindkeep. Through the years the naturally high radiation level gave them hidden mutations. Like their ancestors, they also are dedicated to North's dream of a Ranks of the Fit society and see themselves more as primate/humanoids than as the human beings who helped bring on the Shadow Years.

More than 150 years ago North introduced the carrday to the kiikcee in the hopes they would form an empathic link. This has now come about and the villages of the carrday in the High Lands all hold hundreds of the giant cockatiels that are friends, pets and mounts for the carrday. A carrday's whole existence revolves around three missions in life: a) to take care of his kiikcee to the fullest extent possible, b) to act as aerial scouts and fighters for the High Lands' peoples, and c) to serve North.

The carrday use items of Tech Levels IV and lower, whatever they can find. Their main village complex is kept warm by the power supply and engines of an old space shuttle North brought up into the mountain centuries earlier so they and their birds can live in comfort all year long.

NEW NON-PLAYER CHARACTERS

NORT and SCAR aka OSCAR NORTH

BACKGROUND: Oscar North is one of the rare "living" Ancients, one of a handful of scientists who became mutated in a complex called Mindkeep just before the Shadow Years and is now considered immortal. Of all the beings now living in Gamma World, the

Ancients are the most powerful by right of their knowledge, their access to hidden caches of high-tech devices, their mutational powers, and their centuries old influence on societies. None of the Ancients get along with each other any more, and most wage a subtle type of warfare against each other. A few are even making preparations for world domination.

The main Ancient in this module is now known as Oscar North, or Nort and Scar. They are the characters pictured on the front of the REVISED GAMMA WORLD® Science Fantasy Role Playing Game box. When Oscar North underwent mutation at Mindkeep, he split into two separate characters. One of those humanoid characters later transferred his mind to a huge, mutated wolverine. The two characters are actually one, sharing the same consciousness, but separate bodies. They are never farther than 60 meters from each other and are psionically linked. It is also obvious that they have bionic parts.

The bionic additions were made by another Ancient known as Harlan Quade, who is also called The Creator. Nort and Scar were involved in an explosion, which they barely lived through. This occurred shortly after the mind transference into the animal. The Creator had known Oscar North quite some time before the Shadow Years. Oscar's field of science was zoological mutations, while Harlan's was human bionics. The two men often discussed their different theories of who would "inherit the Earth" after a nuclear war; Oscar always pulling for animals that mutated and Harlan always insisting that men modified for the harsh world, through bionics, would prevail. Decades later, after the Shadow Years were well established, the two men had solidified their views.

Oscar became the founder of the Ranks of the Fit movement. He created the story of the mutated bear named Emperor Napoleon I that supposedly started the movement because he felt this would gain more sympathy with mutated animals. Harlan, meanwhile, began his own society which eventually got out of hand and became the Created, believing that only Robots and other machine-created lifeforms should rule. When Oscar's two forms were found by Harlan's agents, they were brought to him so he could destroy the leader of an opposing cult. Instead, in hopes of making a powerful convert, Harlan refitted Oscar's damaged limbs and organs with bionic counterparts. Oscar was appalled at this turn of events and escaped as soon as he was healthy, vowing to exact his revenge against the man that turned him into a machine.

Going into the High Lands as a living example of what would happen to those who came under The Creator's influence, Oscar soon gathered many different societies around him and forged the High Lands' culture that now exists. The Creator, who rules the icy wastes to the south called the Frozen Lands, has been kept in check from his advancing his bionic and android forces and influence by Oscar's constant raids. This guerrilla warfare has been going on for decades and shows no sign of decreasing. (More will be revealed about The Creator in the next GAMMA WORLD module.)

Below are the individual statistics for Oscar's two existences. The GM must remember that neither character will die of any natural causes. Both have technological knowledge greater than anyone else but other Ancients, and both have animal mutational knowledge far advanced beyond anyone else in the Gam-



ANFAL

ma World. Nort and Scar are constantly psionically linked, but do not share each other's pain, unconsciousness, etc., and both are rabid Bonapartists. Scar and Nort constantly range through the High Lands, making sure their peoples are supplied and ready for any attack by the Created.

SCAR

MORALE: 15
 LAND SPEED: 56
 ARMOR: 4 (-20)
 TYPE: Mutated Wolverine (giant, quadrupedal variety)
 SIZE: Five and a half meters long, 240 centimeters tall
 HIT POINTS: 220 (Attack Rank 20)
 MS: 15 (+1) PS: 21 (+3)
 IN: 16 (+2) DX: 19 (+3)
 CH: 10 CN: 20 (+3)

ATTACKS: 3 Claws per Turn (Attack Rank 20, Dm = 10/20), or 1 Claw (as above) and 1 Bite (Attack Rank 18, DM = 15), or 1 Claw (as above) and 2 Eye Blasts (as Laser Rifles)

MUTATIONS: (through either natural or bionic methods) (P) Anit-Life Leech, Electrical Generation, Heat Generation, Heightened Balance, Infravision, Physical Reflection-Laser, Radar/Sonar, Skeletal Enhancement, Ultravision
 (M) Psilink with his other self, Telekinetic Arm

EQUIPMENT: Scar carries on his person a large, hi-tech saddle that provides a force field (-2 RF) around himself and anyone seated on him. The force field comes on automatically if Scar is attacked. It also contains a Perpetual Generator, the only one of its kind. It can recharge any cells, batteries, or bionic parts almost instantly, using the chemicals in the air as a power source. Scar and Nort are always completely charged, as are their weapons. Communications interceptors and telemetry devices are also affixed to the saddle which allows Scar to scan up to a kilometer for any signs of robotic or cybernetic life and pick up any communication transmissions in a radius of five kilometers.

DESCRIPTION: Scar is the huge mutated wolverine form of Oscar. It is this character who is looked upon as the leader of the High Lands, while the humanoid character is perceived as a bodyguard and confidant. No other creatures know that the two are linked (except The Creator and he has no reason to tell anyone). Scar's personality is brusque and



NORT AND SCAR

animalistic at times. He demands obedience and is a ruthless killer. He is the only creature who could hold this many different mutated animal societies together.

The psilink with Nort makes Scar aware of his other self's actions and thoughts at all times, without being confused or adversely effected by them. He can draw on Nort's MS and IN advantage if Nort does nothing. This allows Scar a double MS and IN save whenever necessary. But this psilink has a price. For each hour spent apart from the other half-beyond the range of 60 meters, each one suffers a -1 CS in all actions until they are physically touching again.

NORT

MORALE: 15
 LAND SPEED: 24
 ARMOR: Wears 9 (-45)
 TYPE: Mutated Human (human appearing)
 SIZE: Two meters tall
 HIT POINTS: 120 (Attack Rank 18)
 MS: 25 (+4) PS: 16 (+2)
 IN: 32 (+4) DX: 17 (+2)
 CH: 11 CN: 18 (+2)

MUTATIONS: (Through mutations or bionics) (P) Anti-Life Leech, Gamma Hands of Power, Infravision, Radar/Sonar, Ultravision
 (M) Psilink with other form, Biological Genius Capability, Mental Blast, Psychometry, Summoning

EQUIPMENT: Nort wears a special armored suit which he designed. It can be sealed against any environment for up to fourteen days. It has a built-in force field (-1 RF) that is good for up to 10 hours. In addition, it has a built-in protein provision, water supply and waste recycling



Y'ZOR

functions, which provide sustenance and make it unnecessary for the armor to ever be taken off. It is equipped with attack modes equivalent to a Mark V blaster pistol in each hand, a grenade launcher with six grenades storage capacity, and a Strength Enhancer which provides punching power equivalent to 121 Strength every third turn. The armor is also equipped for short flights (at 120 Air Speed). But Nort will never go farther than 60 meters from Scar on his own accord. The armor plugs into Scar's saddle for recharging when he is riding. Nort also carries a vibro sword.

DESCRIPTION: Nort is human appearing with blond hair, blue eyes, and chiseled features. However, he has numerous, obvious bionic parts and limbs. He seldom takes off his armor, is reclusive, and is almost too sensitive. It is Nort who deals with outlanders, assuming the leader role unless those being dealt with are mutated animals.

The psilink with Scar makes Nort aware of his other self's actions and thoughts at all times, without being confused or adversely affected by them. He can draw on Scar's MS and IN advantage if Scar is doing nothing. This allows Nort a double MS and IN save whenever necessary. But this psilink has a price. For each hour spent apart from the other half, beyond the range of 60 meters, each one suffers a -1 CS in all actions until they are physically touching again.

FRELENG

MORALE: 11
 LAND SPEED: 20
 TYPE: Human
 SIZE: 180 centimeters tall
 HIT POINTS: 99 (Attack Rank 10)

NEW RACES

MS: 10 PS: 12
IN: 15 (+1) DX: 13 (+1)
CH: 12 (+1) CH: 16 (+2)

TALENTS: Climbing Rock, Climbing Ropes & Poles, Firebuilding, Fishing, Jumping/Leaping, Survival-Mountain Terrain (all rank 15).

EQUIPMENT: Freleng wears leather armor and boots (2, -10). He carries a large tear-resistant nylon backpack with aluminum frame; a goose down, tear-resistant, all-weather, cocoon sleeping bag; and a lightweight, collapsible, all-weather one-man tent. He also is equipped with 50 meters of nylon climbing rope, various mountaineering spikes, clips, hammer, picks, a large canteen, iron rations, and any miscellaneous gear for survival that the GM deems necessary. He has been armed by Gene with a photon grenade, a short sword and a scattergun with 20 rounds.

DESCRIPTION: Freleng is a human in his mid-50s. He was born in mountainous territory to the northwest of the Flower Lands and is Haven's authority on mountaineering. He speaks very little, is a simple and plain man, and values his word and the loyalty of comrades.

NORIEN

MORALE: 13
LAND SPEED: 32
TYPE: Mutated, humanoid/mountain lion
SIZE: 190 centimeters tall
HIT POINTS: 88 (Attack Rank 9)

MS: 16 (+2) PS: 10
IN: 14 (+1) DX: 14 (+1)
CH: 20 (+3) CN: 13 (+1)



PARTHA

ATTACKS: 2 Claws (Attack Rank = 15, Dm = 5)

MUTATIONS: (P) Shapechange
(M) Telepathy, Heightened Brain Talent-Charisma (total Charisma is 32 when using this power)

TALENTS: Animal Identification, Language-Common Animal, Language-Trade Tongue, Negotiation (all Rank 18, +10 to CH when negotiating)

EQUIPMENT: Norien also is equipped with leather armor (2, -10), boots, a large tear-resistant nylon backpack with aluminum frame, a goose down, tear-resistant, all-weather, cocoon sleeping bag, a lightweight, collapsible, all-weather single-man tent, 50 meters of nylon climbing rope, a large canteen, iron rations, and any miscellaneous gear for survival that the GM deems necessary. She has been armed by Gene with an energy grenade and a Mark VII Blaster Rifle with 6 cells. She is also carrying a treaty signed by the Restorationist Council that would bind Haven and the High Lands to a mutual defense pact.

DESCRIPTION: Norien is a cougaroid that was brought up by the people of Haven. She is proud of her mutated animal heritage, but is a Restorationist first. She volunteered for this assignment, which is to seek out the leader of the High Lands and try and persuade him to sign a mutual defense treaty. In this way the Council hopes to stop Timon from gaining an ally in the highlanders. Norien is friendly, persuasive and extremely attractive.

PARTHA

MORALE: 8
LAND SPEED: 12
TYPE: Mutated Humanoid/Koala
SIZE: 130 centimeters tall
HIT POINTS: 68 (Attack Rank 12)

MS: 18 (+2) PS: 8 (-1)
IN: 16 (+2) DX: 8 (-1)
CH: 19 (+3) CN: 10

MUTATIONS: (P) Metamorphosis, Physical Reflection-Sonics
(M) Mental Control, Telepathy

TALENTS: Brawling (Rank 12), Language: Animal Common (Rank 20), Language: Trade Tongue (Rank 12), Negotiation (Rank 18)

EQUIPMENT: Partha wears studded leather armor (3, -15). The only noticeable equipment Partha carries is a medallion around his neck signifying his rank, a harmonic disruptor, and a strange little device that is secretly a

powerful, one-way communicator which can contact Timon's home base.

DESCRIPTION: Partha is a cute, cuddly, humanoid teddy bear who has been sent by Timon to convince the leader of the High Lands that allying with Timon's forces is the next natural and logical step for the Bonapartist cause. Though Partha maintains this outwardly jovial and vulnerable personality, he is as shrewd and tricky as a fox and is Timon's chief ambassador.

TIMON

(Updated from GW6-Alpha Factor and GW8-Gamma Base)

MORALE: 5
LAND SPEED: 24
TYPE: Mutated Humanoid/Wolverine
SIZE: 120 centimeters tall
HIT POINTS: 75 (Attack Rank 10)

MS: 10 PS: 11
IN: 17 (+2) DX: 11
CH: 22 (+4) CN: 12

MUTATIONS: Gamma Eye, Political Genius, Military Genius

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

DESCRIPTION: Timon is general and leader of the Village of Oskar in the Flower Lands, east of Haven. He is included here because of his dealings within the High Lands and because the players should be familiar with his name by now...and his intent. If the party has played in the first module in this series, GW6-ALPHA FACTOR, they will have met Timon. If the party has played in the third module, GW8-GAMMA BASE, they will know that he is gearing up for war, a war that eventually will be brought to Haven.

Timon is a mutated wolverine who walks upright on his hind legs. His village is a unique combination of members of the Archivists and Ranks of the Fit. He is forming a large army and is planning on a campaign within the next few months to conquer all of the Flower Lands.

NEW CREATURES

Potential Domestic Animals

The first few creatures listed hereafter run wild in the rocky reaches of the High Lands. They will defend themselves and usually attack if their freedom is threatened. But they can be tamed and trained if captured at a young age. A Taming Talent and Training Talent are needed to perform these actions. The level of the Talent needed to tame or train a specific potential domestic animal differs from creature to creature. The GM should specify the difficulty level needed, based on the ferocity of the animal, its intelligence, at what age it was captured, and so forth.

UNSUT (Spider Friend)

NUMBER: 1 to 8
MORALE: 10 (15 to a master)
HIT DICE: 13
ARMOR: 5 (-25)
SIZE: Three meters long, two meters tall
LAND SPEED: 36 vertical, 24 horizontal (climbing)
MS: 10 PS: 20 (+3)
IN: 12 DX: 18 (+2)
CH: 10 CN: 16 (+2)

ATTACKS: 1 Acid Spit (see below)

MUTATIONS: (P) Kinetic Negation, Immunity to Disease
(M) Total Healing

DESCRIPTION: An unsut is a large, black spider with ruby eyes and a white pattern on its legs. They are found in many different climates and regions, but are most plentiful in areas that are easier to climb, like mountains and plateaus. They are quite peaceful, unless their young is bothered, and they are one of the hardest of creatures. When tamed and trained they make wonderful mounts and are prized not only for their endurance, but for their remarkable loyalty to their rider. Riding an unsut requires a special saddle harness. The rider is literally strapped on to the giant spider in such a way that he cannot fall off, even if the spider is climbing. This is necessary, as the spider's movements are incredibly fast when it comes to avoiding danger. The unsut can leap or jump (up or down) from a dead stop and can travel up to 3/4 of his normal movement rate per Action Turn in this manner. As can be inferred, if a rider is not securely strapped in, he will be easily thrown from the unsut.

The unsut can attach a web dragline at anytime to anything and lower himself and cargo like a normal spider. He can spit acid twice a day (3d6 random Intensity level each time) at

a range of 30 meters as a Column 17 attack. This is its only form of attack.

NYTACAL (Deadly Emerald Flying Insect)

NUMBER: 1 to 10
MORALE: 6 (9 to a master)
HIT DICE: 9
ARMOR: 6 (-30)
SIZE: Two and a half meters long, one and a half meters tall, four and a half meter wing-span
LAND SPEED: 8
AIR SPEED: 24

MS: 5 (-2) PS: 12
IN: 7 (-1) DX: 20 (+3)
CH: 10 CN: 13 (+1)

ATTACKS: Ramming while flying (+3 CS to attack, Dm = +1 per every 4 units of air speed, maximum of 6 points of damage as a base)

MUTATIONS: (P) Limited Shapechange (see below), Immunity to Cold, Total Carapace (M) None

DESCRIPTION: The nytacal is a giant dragonfly that has been tamed many times in the past. Any character with at least one Talent of Animal Taming, one Talent of Animal Training and one Talent of Animal Riding can easily train a young nytacal which is less than one year old. Nytacal can shapechange to any object natural to their environment, such as a boulder, tree, section of giant bramble, etc. The limits to their shapechange is that the object cannot be larger than a four meter cube, nor smaller than a one meter cube. They are always aware of what is happening around them in this state. Their armor class is that of the object, and they react as the object would to fire, acid, water, etc. Nytacal may return to their normal shape at will.

The nytacal is a prized mount because a) they are hardy, well armored and able to fly in even the coldest, windiest climates, b) they are extremely inexpensive, as flying mounts go, c) they learn turning, banking and other flying commands easily, and d) they are one of the best flying mounts to fight from because they can hover in place for 10 + 1d20 Action Turns and can ram opponents or other flyers. A single female will hatch 1d10 + 10 young nytacal once a year, usually nesting in swamplands or other stagnant waters.

HRIERF (Thing of the Mind)

NUMBER: 3 to 12
MORALE: 12 (14 to a master)
HIT DICE: 11
ARMOR: 3 (-15)
SIZE: Four meters tall
LAND SPEED: 24 with no penalty for moving over rough terrain
MS: 22 (+4) PS: 17 (+2)
IN: 15 (+1) DX: 17 (+2)
CH: 4 (-2) CN: 17 (+2)

ATTACKS: Kick (5)

MUTATIONS: (P) Quills, Multiple Legs (three), Air Feeder (see below), Special (see below), Dual Brain
(M) Telepathy, Empathy, Mental Blast, Repelling Force
(D) Diminished Sense-Depth Perception, Impaired Taste, and Impaired Touch

DESCRIPTION: The hrierf is the strangest and most expensive of mounts. Its body structure is that of a tall, three-legged chalice. The legs are quadruple-jointed, when it walks it is quite comical in appearance, but the upper body, which resembles a cup, always stays stable. Inside the "cup", which is two meters wide, is a bony spur that acts as a seat for the rider. The rider manipulates the hrierf's direction through subtle motions of his feet, or through telepathic conversation with the mount. Though this is considered a creature, it is extremely intelligent and acts as a mount more out of friendship than slavish devotion to a master.

The hrierf's quills surround the base of the "cup," and there are always at least 25 in place, so it is difficult for any man-sized being to try and scale the cup and attack the rider. The strange creature feeds on air spores, never requires rest, has a row of little eyes all around the lip of the "cup" giving it 360 degree sight, and can continue to travel while the rider curls up inside and sleeps.

Only a character with special hrierf Talents each in Animal Taming and Animal Training can make a mount of a hrierf. A character need not have any riding Talent to ride inside the hrierf. Characters who have good intentions and who have befriended hrierfs have been befriended for a short while by wild hrierfs. These wild hrierfs never go into civilized areas, however, and make their own decisions. Their telepathy and empathy allow them to understand where the rider wishes to go, but a rider does not actually direct them.

NEW CREATURES

Kiikcee (Feathered Love)

NUMBER: Usually 1 to 20, but have been known to exist in flocks of hundreds

MORALE: 14 (Z to other kiikcees in trouble or to their master)

IT DICE: 14

ARMOR: 2 (-10)

SIZE: Two and a half meters tall, five meters from crest to tip of tail

LAND SPEED: 12

AIR SPEED: 36

MS: 12

PS: 11

IN: 10

DX: 15 (+1)

CH: 19 (+3)

CN: 15 (+1)

ATTACKS: 1 Bite (Dm = 5) 2 Claws, if flying (Dm = 2) 1 Air Buffet with wings, if on the ground (Dm = 4)

MUTATIONS: (P) Duality, Energy Absorption, Sonic Blast (Mutation score = 20)

(M) Absorption, Beguiling, Mental Enhancer (see below)

DESCRIPTION: Kiikcee are giant, mutated cockatiels only recently discovered (in this adventure) in the mountain regions of the High Lands. They pair bond at a young age with a specific rider and remain with him for life, which is about 60 years. They range in color from white, through yellow, to dark gray, but are usually mottled or pied. No kiikcee looks exactly like another kiikcee, and those with a trained eye can easily tell them apart. These loving creatures spend a good deal of time with their masters. They are considered quite powerful, and are especially prized because of their unusual mental enhancer mutation. This power allows the bird to double the MS score of its rider and still perform any other function it desires. The rider must be within five meters of the conscious bird for the power to work. The kiikcee also adds +1 to all mental powers of non-enhancer allies who are within 20 meters (not to exceed a total of +7), and causes all foes within that range to attack at -1 (not to exceed a total of -7).

Kiikcee prefer to stay close to their nesting areas and will only fly long distances at their masters' insistence. Their guano not only enriches the surrounding vegetation, but also causes a giant strain of millet to form, as big as trees. Kiikcees feed on this fast-growing millet and seldom defoliate their homelands by overgrazing.

Riding a kiikcee is an unusual experience. A character does not sit on a kiikcee's back, rather he rides in a cage-like contraption harnessed below the bird's neck. Thus the rider

always remains upright in flight and is free to use weapons and items. The kiikcee is controlled in flight by vocal commands. Most kiikcees understand simple words in the common tongue, and some have even learned to speak a few of words, such as "food," "watch out," and so on. It is unknown whether a kiikcee can be raised or tamed outside of their mountain environment. In any case, it would probably die without its giant millet diet.

PLANTS

SUTKINS (Giant Bramble)

NUMBER & SIZE: 1 wall of at least seven meters height, seven meters width, and hundreds of meters length (average recorded in the High Lands is ten meters high, 15 meters wide, and thousands of meters long)

MORALE: N/A

HIT DICE: N/A

ARMOR: See below

LAND SPEED: Non-mobile

MS: N/A

PS: N/A

IN: N/A

DX: N/A

CH: N/A

CN: N/A

ATTACKS: Millions of thorns on the sutkins cause a base damage of 10 to anyone trying to climb it, punch through it, or otherwise penetrate it (Danger Intensity 13).

MUTATIONS: (P) & (M) See below.

DESCRIPTION: The sutkins is a non-sentient form of vegetation that only appears in rocky terrain. It is a thick, black, giant bramble covered with millions of razor sharp thorns. It is the equivalent of Armor Class 10 (-50) for penetration or causing physical damage. It seems to be completely immune to heat, cold, radiation and other Gamma World environmental effects. Acids or chemical defoliants greater than Intensity level 10 only cause one-quarter of their normal damage to it. It is highly resistant to energy weapons and explosives. A clearing roughly the diameter of a meter is caused when 40 points of damage is inflicted.

Any character attempting to climb the bramble will find it will quickly shred anything less than AC 5 armor. The sutkins is not designed to hold any weight. Rather, it seems to open up and allow any large creature to slip into it, where it is often trapped and dies. Falling into the bramble not only causes the normal damage, but another +d10 per 10 meters of bramble that is fell through. Overall, the

plant is a perfect natural barrier and much easier to go around than through. Many numerous tiny animals live in it. Its density cuts off the light so efficiently that most other plants cannot live in it.

I'XON (Living Mold)

Life began to develop and evolve on Gamma World a whole sub-race of plants began to reign supreme. These are the I'Xon, the intelligent living mold which comes in many shapes and sizes. (Many of the underground variety were described in GAMMA WORLD® module 8- GAMMA BASE.) All I'Xon have certain common properties. They all have intelligence and mental strength, and most have at least one form of mental power. They all have Alpha Sense, Mobility (Land Speed = 24), and are immune to most forms of attacks. These exceptions for the outdoor varieties include fire (not heat attacks, but actual flame), which causes double damage; cold attacks (such as cryokinesis), which causes half damage; and a special attack to each variety which the other varieties are immune to. This is listed under each variety below. All I'Xon are immune to any type of chemical defoliant.

I'Xon can live outside or underground, but are rarely found in an aboveground ruin or building. While I'Xon do not collect loot or use items, they are valuable encounters because of their potential use. A skilled botanist will know that any type of I'Xon, when destroyed and properly prepared, does wondrous things. The party may have to carry the remains around awhile until they find a character with this knowledge, but the results will be worth it.

Below are listed the more common types of I'Xon found in the mountainous terrains.

GRI'XON (Green Living Mold)

NUMBER: 1 to 3

MORALE: 9

HIT DICE: 8

ARMOR: 3 (-15)

SIZE: One meter tall, roughly ovaloid

LAND SPEED: 24

MS: 14 (+1)

PS: 10

IN: 12

DX: 14 (+1)

CH: 3 (-3)

CN: 13 (+1)

ATTACKS: 1 Flailing Arm (Dm = 3) or by weapon type

MUTATIONS: (P) Increased Sense, Mobility, Spore Cloud, Immunity to Weather damage (including gravelstorms)

(M) Confusion
(D) Vulnerability to Metal

DESCRIPTION: The grl'xon are frequently encountered in the High Lands. They resemble the various types of living bushes found there, and they are impossible to distinguish unless some device is used that can read the thought waves of creatures. The grl'xon rolls forward like a tumble weed and can extend one limb. This limb can either act as a flailing weapon or as a manipulative limb which can use weapons or devices. Grl'xon can always use Tech Level I items, have a 50% chance of knowing how to use a Tech Level II device, and even have a 5% chance of knowing how to use a Tech Level III item. They exist only to spread their seeds and hoard any items which might help them do that (fans, blow guns, balloons, etc.) When destroyed, the remains of five grl'xon boiled down and combined with butter makes an addictive food spice that is highly valued by most creatures with taste buds. One such concoction is worth the equivalent price of three fully-charged energy cells.

INI'XON (Black Living Mold)

NUMBER: 1 to 2
MORALE: 13
HIT DICE: 14
ARMOR: 4
SIZE: Variable, up to a three meter cube
LAND SPEED: 24

ATTACKS: 1d4 limb attacks per Action Turn (Dm = variable, see below)

MUTATIONS: (P) Limited Shapechange (see below), Heightened Physical Abilities-Strength, Immunity to poison (M) Time Distortion (Mutation Score = 18) (D) Vulnerability to Wood

DESCRIPTION: The inl'xon is an extremely deadly form of nocturnal, living mold. It can shapechange its body to any object or creature, no smaller than 15 centimeters long, wide or in diameter and no larger than three and a half meters long, wide, or in diameter. In any form, it still is black and appears to be made of mold, but this is not discernible in the dark when it usually prowls. In the form it assumes, it can create up to eight limbs, four of which can attack in any given turn. The GM must decide what the base damage for each limb is, but it must be from 1 to 4. Rolling a d4 is a simple way to determine the base damage randomly. Instead of simply using its arms, the inl'xon can use hand-held weapons it may have access to. When it combines its heightened strength mutation, its time distor-

tion mutation, and its multiple attacks, it can become a whirling dervish of doom.

Inl'xon collect hand held weapons. It will always have 1d4 weapons on hand. The GM should determine each weapon type in advance by rolling 1d100: 1-60 = Tech Level I weapon, 61-85 = Tech Level II weapon, 86-98 = Tech Level III weapon, and 99-00 = Tech Level IV weapon. Inl'xon usually lie in wait among their weapons, in some small inconspicuous form, like a treasure pile waiting to be found. Once characters are in range, it shapechanges to a convenient living form, grabbing its weapons in the process, and attacks. These black living molds are rarely encountered. If their remains are dried, then minced, they become a powerful drug. The remains of one such creature should be added to a steaming pot of spring water in a small room or hut (no larger than a two and a half meter cube). Any characters remaining in the room or hut and inhaling the vapors for three straight days, will be cured of any poison, spores, disease, or venom in their system that was introduced within the last week.

ASHI'XON (Gamma Living Mold)

NUMBER: 1
MORALE: 15
HIT DICE: 20
ARMOR: 4 (-20)
SIZE: One and a half meters tall
LAND SPEED: 24

MS: 15 (+1) PS: 15 (+1)
IN: 15 (+1) DX: 15 (+1)
CH: 10 CN: 15 (+1)

ATTACKS: None

MUTATIONS: (P) Absorption-Radiation, Radiated Fiber, Gas Bags

(M) Life Leech
(D) Vulnerability to plastic

DESCRIPTION: The ashl'xon is the only member of the family of living mold which does not have a constant color. It changes colors involuntarily and, so, can often be mistaken for some other type of l'xon. The only way to describe its shape is as a "clump," sort of like a partially-melted scoop of ice cream. It only forms a manipulative limb for purposes of convenience, eating, etc., never for combat. It uses its radiated fiber or life leech to attack. If it cannot defeat an opponent in a few turns, or if there are numerous tough opponents, it will simply inflate its gas bags in a single turn and float away. Ashl'xon are nev-

er found near anything plastic, as they are extremely allergic and vulnerable to it.

Ashl'xon are extremely rare and known only to hoard items or apparel that help combat radiation, possibly to negate other creatures' effectiveness against their radiation. An ashl'xon eaten raw will add +4 to a character's CN thereafter for purposes of radiation exposure. The ashl'xon only will remain in this "raw" state for 24 hours after it dies, then it disintegrates. As its appearance, smell and taste are quite nauseous, it is no easy matter to eat one. Any character who wishes to try must add his CN and IN scores together, then divide by two (rounding up). This new score must then be rolled against on the ACT. A Green or better result indicates the character has eaten enough of the ashl'xon to benefit from it. A Blue or White score means the character just could not force himself to do it and gains no benefit. A black result indicates the character has become so repulsed that he is sick and will be treated as the Sickness Special Effect for two days. There is only enough ashl'xon for six people to eat. Once a character has benefited from an ashl'xon meal, he can never do so again.

GONS (Dragons)

The world following the holocaust saw the appearance of actual dragons; large lizards with terrible powers. Most of the gons dwelling beneath the earth were detailed in GW8-GAMMA BASE. The gons dealt with here are usually found in mountainous regions, especially the flyers.

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

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

NEW CREATURES



character who has knowledge of tanning and how to make skins into armor will be able to fashion one of these skins into a single set of armor for a character up to eight feet tall (or two four foot tall characters). Each suit will take at least a month to create. The armor class of the suit will be two ranks less than the original gon's armor class.

Finally, all gons establish dens and hoard loot as a natural instinct, though they often hoard different types of "treasure."

BADGON (Digging Dragon)

NUMBER: 1
MORALE: 13
HIT DICE: 15
ARMOR: 7 (-35)
SIZE: Seven to eight meters long
LAND SPEED: 52

MS: 12 PS: 18 (+2)
IN: 13 (+1) DX: 6 (+2)
CH: 10 CN: 17 (+2)

ATTACKS: 3 Claws (Dm = 6 each) per Action Turn

MUTATIONS: (P) Immune to any damage from microwaves, light and radiation, Duality, special senses (see below)
(M) Molecular Sense

DESCRIPTION: These gons are known by their rock-like skin, which matches the mountainous terrain they inhabit. This makes them more difficult to sight (orange or better result required). They are also known for their huge claws. The claws allow them to dig through the rocky earth at one-half their normal land speed. All of the badgon's senses alter once he goes below the ground. His eyes allow him to

see in the dark, his hearing takes on sonar-like qualities, and his sense of smell becomes almost non-existent. These senses only are activated when it is digging or otherwise in the darkness of the underground areas. Badgon love to hoard things that glow in the dark, including some extremely valuable minerals, gemstones and radiated items.

FROTHGON (Gliding Dragon)

NUMBER: 1 to 3
MORALE: 14
HIT DICE: 19
ARMOR: 8 (-40)
SIZE: Eight to nine meters long
LAND SPEED: 32
AIR SPEED: 64

MS: 12 PS: 19 (+3)
IN: 15 (+1) DX: 18 (+2)
CH: 10 CN: 17 (+2)

ATTACKS: 1 Bite (Dm = 8) and 2 Claws (Dm = 6 each) per Action Turn

MUTATIONS: (P) Immune to all biogenetics, poisons and drugs, Energy Absorption-Energy Metamorphosis
(M) Levitation (score for this mutation is 24)

DESCRIPTION: These gons have long, collapsible, glider wings on their backs. Frothgons in every color of the rainbow have been sighted, but are easily identified by their totally black head. The frothgon cannot fly, it only glides down on prey. When it glides at great heights it is possible for it to catch strong updrafts of hot air and spiral for hours in the sky. Its eyesight does not seem to be above normal while it is on the ground, but it increases to almost telescopic proportions when it glides high in the sky. Once a frothgon has pounced on a prey, or landed, it can usually levitate itself up to a sufficient height to glide again, or simply "steps" up the slope in short, levitational hops. Frothgon hoard delicate, lightweight items, usually very rare artifacts, such as alien items.

GHITGON (Air Dragon)

NUMBER: 1
MORALE: 16 (+2)
HIT DICE: 21
ARMOR: 6 (-30) when not flying, 10 (-50) when flying
SIZE: Nine to ten meters long
LAND SPEED: 36
AIR SPEED: 72

MS: 19 (+3) PS: 19 (+3)



IN: 16 (+2) DX: 19 (+3)
CH: 10 CN: 19 (+3)

ATTACKS: 1 Bite (Dm = 9) and 4 Claws (Dm = 6 each) per Action Turn if flying (only one bite and two claws per Action Turn if not flying)

MUTATIONS: (P) Immunity to all Mental Attacks and anything that stuns or paralyzes, Heat Breath (see below), (M) Devolution

DESCRIPTION: These gons are the queens of the species and are most akin to the sergon (detailed in the GAMMA BASE module). Their hides are completely smooth and their bodies are streamlined for more efficient flight. Their claws and teeth are most formidable, but it is their breath that is most feared. Ghitgons emit a breath that is so hot, it ignites the air in a three-meter area. While this fiery breath is impressive, it is the heat beam that does the damage. It has a range of 20 meters and a base damage of 11 points. The duration is whatever the creature wishes, but only every other Action Turn as the beam can get too hot for even the ghitgon's mouth. Since the energy is drawn from a unique source, it is not considered an energy weapon. And there is no known armor that prevents the damage except ghitgon armor.

Ghitgon are only found in the mountains and have adapted quite well to the altitude. They, too, can see for incredible distances. They have been known to take live captives and keep them in their dens for a week before devouring them or feeding them to their young. They hoard items of synthetic materials (nylon ropes, tents, backpacks, and the like). And it has been suggested by some zoologists that the consumption of these synthetic

items is vital for the ghitgon to be able to produce their heat breath.

V'ATH (That Which is Hideous)

NUMBER: 1 to 8
MORALE: 9
HIT DICE: 7
ARMOR: 5 (-25)
SIZE: One meter long, three meter wingspan
LAND SPEED: 8
AIR SPEED: 36

MS: 12 PS: 12
IN: 6 (-2) DX: 11
CH: 4 (-2) CN: 13 (+1)

ATTACKS: 1 Bite (Dm = 4), 1 Bite (Dm = 3 plus poison, see below)

MUTATIONS: (P) Life Leech, Multiple Body Parts, Radar/Sonar, Skin Structure Change (M) Beguiling

DESCRIPTION: V'ath are twisted, mutant descendants of the South American vampire bat. Their most striking feature of the creature, aside from its size, is its two heads. Each is connected to the trunk by a 15 centimeter long, thin, muscular neck. Both heads are similarly shaped, but one head is bright crimson, the other head is a dirty brown. The bright red face has poisoned fangs (Dm = 3 plus a random level of poison, Intensity Level 1d6+6). The brown head has hollowed fangs for sucking blood (Dm = 4), its chief source of nutrition. Like most other bats, the v'ath uses sonar to maneuver in flight.

When encountering opponents, v'ath prefer to use their beguiling powers. Only in desperate situations, such as when only 10% of their hit points are left, will they use their life leech power. The hard, rubbery skin of the v'ath slows its air speed by 25% when the weather gets cold. These creatures make their homes in caves, ruins and other dark places, although they will travel in the day as well as the night. They do not hoard any items.

ALBILOPE (Climbing, Crescent Deer)

NUMBER: 2 to 12
MORALE: 7
HIT DICE: 6
ARMOR: 1 (-5)
SIZE: One and a half to two meters tall, two to two and a half meters long
LAND SPEED: 24 (even in steep, treacherous terrain)

MS: 13 (+1) PS: 9 (-1)
IN: 10 DX: 15 (+1)
CH: 11 CN: 10

ATTACKS: 1 Bite (Dm = 1) and 1 Special Horn (see below)

MUTATIONS: (P) Anti-Life Leech, Light Generation, Thick Fur (see below)

DESCRIPTION: This slenderly built creature is easily recognized as an albino because of its snowy, white fur and glowing, pink eyes. Because of its thick, white fur the albilope is protected from the most extreme natural cold (not any cold-based mutation or weapon). It also acts to double the CN score when dealing with any form of radiation exposure. In addition to its distinctive albino appearance, the albilope possesses a single, deadly, crescent-shaped horn in the center of its forehead. This 30 centimeter tall horn has a natural saw-toothed edge and is extremely sharp. Any wounds inflicted by it cause an initial base damage of 3, but will also cause an additional +1 progressive damage each Action Turn thereafter from excess bleeding. The bleeding can be stopped if the wound is tended to properly. (The character must disengage from all physical action for two Action Turns and bind the wound.)

Albilopes are omnivores and have been known to viciously attack vulnerable prey on occasion. Their sure-footedness makes them extremely dangerous in the mountainous areas, where they do not suffer any negative modifiers for movement. While the albilope hoards no items, its fur is much sought after, as is its horn. The fur can be used as a blanket or wrap in cold climates and will protect the wearer from most natural cold (except extreme arctic conditions). The horn can be detached from the skull after much exertion and used as a sort of stabbing weapon with the same effect as already stated above.

PIERINHORL (Black Porcupine/Bear)

NUMBER: 1 to 3
MORALE: 11
HIT DICE: 15
ARMOR: 3 (-15)
SIZE: Three to four meters tall
LAND SPEED: 32

MS: 10 PS: 20 (+3)
IN: 8 (-1) DX: 15 (+1)
CH: 6 (-2) CN: 18 (+2)

ATTACKS: 1 Bite (Dm = 4) and 2 Claws (Dm = 4 each) per Action Turn

MUTATIONS: (P) Chameleon Powers, Quills, Regeneration, Sonic Blast

DESCRIPTION: This mutated version of the black bear evolved porcupine-like quills along its back, shoulders and the back of the arms. When approached from the front, or if it has laid its quills flat, it looks like a pierin. If it is curled up asleep, or if approached from the back, it looks like a suthorl. This creature is normally quite curious and will even be polite to wanderers. But it goes quite berserk if it is attacked for no reason. It likes to collect different hand-held melee weapons (especially those that cause more damage than its claws) and usually knows how to use up to Tech Level III items.

PIERIN (Black Bear)

NUMBER: 1
MORALE: 10
HIT DICE: 10
ARMOR: 1 (-5)
SIZE: Three to three and a half meters tall
LAND SPEED: 24

MS: 8 (-1) PS: 18 (+3)
IN: 3 (-3) DX: 14 (+1)
CH: 6 (-2) CN: 16 (=1)

ATTACKS: 1 Bite (Dm = 3) and 2 Claws (Dm = 3 each) per Action Turn

MUTATIONS: None

DESCRIPTION: During the Shadow Years many animals mutated into strange and exotic creatures. Many others, like the black bear, did not. They just adapted to new climates or developed new predators and prey. The pierin are black bears that have evolved longer claws and acquired excellent balance for life in dangerous mountain terrain. They seldom eat plants, nuts, or berries, but now rely more on fish and meat for their diet. They will attack with impunity and are always hungry. They eat most of the weaker life forms in Delta Fragment, including man. However, they are on the menu for the various gons listed above.

SUTHORL (Giant Porcupine)

NUMBER: 1 to 4
MORALE: 6
HIT DICE: 8
ARMOR: 2 (-10)
SIZE: Two and a half meters long
LAND SPEED: 16

MS: 2 (-3) PS: 10
IN: 3 (-3) DX: 10
CH: 9 (-1) CN: 10

ATTACKS: 1 Bite (Dm = 1) OR 1 claw (Dm = 1) Plus normal quills (see below) per Action Turn

MUTATIONS: None

DESCRIPTION: Another animal that evolved but did not necessarily mutate is the giant porcupine. Instead, it evolved a larger form, took to living in the mountainous, giant brambles, and became black to match its favored environment. The suthorl is a herbivore and likes to be left alone. If anyone attacks it, it raises its quills outward from its body. This makes it quite a large creature with a diameter of about five meters. This tends to scare away most opponents. If a creature with less than AC 3 clothing or armor is unlucky enough to touch the quills, they will stick in him. Each quill sticking to a target (1d6 stick to a single target per Action Turn of touching) causes one point of progressive damage per Action Turn they remain in. The quills are barbed on the end and will remain in the body until properly removed. (The character stuck can do nothing else during the Action Turn but pull out quills at a rate of up to 5 per turn.) The suthorl is covered with thousands of quills and can easily kill an attacker that tries to grapple with it.

JUOG (Gray Ape)

NUMBER: 1 to 6

MORALE: 12

HIT DICE: 9

ARMOR: 6 (-30)

SIZE: Two and a half meters tall

LAND SPEED: 16

AIR SPEED: 24

MS: 15 (+1)

PS: 19 (+3)

IN: 7 (-1)

DX: 11

CH: 5 (-2)

CN: 17 (+2)

ATTACKS: 2 Strikes (Dm = 7 each), OR 1 Squeeze (Dm = 12), OR 1 Weapon (Dm = weapon type)

MUTATIONS: (P) Full Carapace, Wings, Gas Generation-Double Vision
(M) Time Manipulation

DESCRIPTION: The juog is an extremely diversified mutant. It appears to be a large, white ape that is covered by a carapace. It has huge wings that it uses to fly for no more than five Action Turns, then it cannot use the wings again for ten Action Turns. It can generate vision altering gas, thus gaining an advantage in combat, and has been known to use Tech Level I or II weapons when it can find them. It has the time manipulation power twice per 24 hours instead of just once, making it a difficult creature to destroy in most circumstances.

Juogs prefer the heights of the mountains because of the open spaces which do not hinder the juog's wings. Despite their mass, their flight is silent and they gain automatic surprise against a land-bound foe when they are attacking from the air in the first Action Turn (unless the target has already specified it is looking up, in which case the GM rolls for surprise as normal). Juogs which like to be left alone, are carnivorous and live in either the giant brambles (which do not penetrate their carapaces) or on cliffs in the open. They gather any soft materials or items to make their "nest" more comfortable. Juog carapaces can be reworked into armor only by someone who has a Talent in preparing natural armor-hide and making armor. The armor is then considered AC 4 (-20) and is to be treated as plate armor for movement and encumbrance. Removing the carapace requires a full day for each juog that is shelled.

HELSLITH (Demon Snake)

NUMBER: 1 to 4

MORALE: 7

HIT DICE: 5

ARMOR: 0

SIZE: Four meters long

LAND SPEED: 8

MS: 13 (+1)

PS: 13 (+1)

IN: 10

DX: 13 (+1)

CH: 10

CN: 13 (+1)

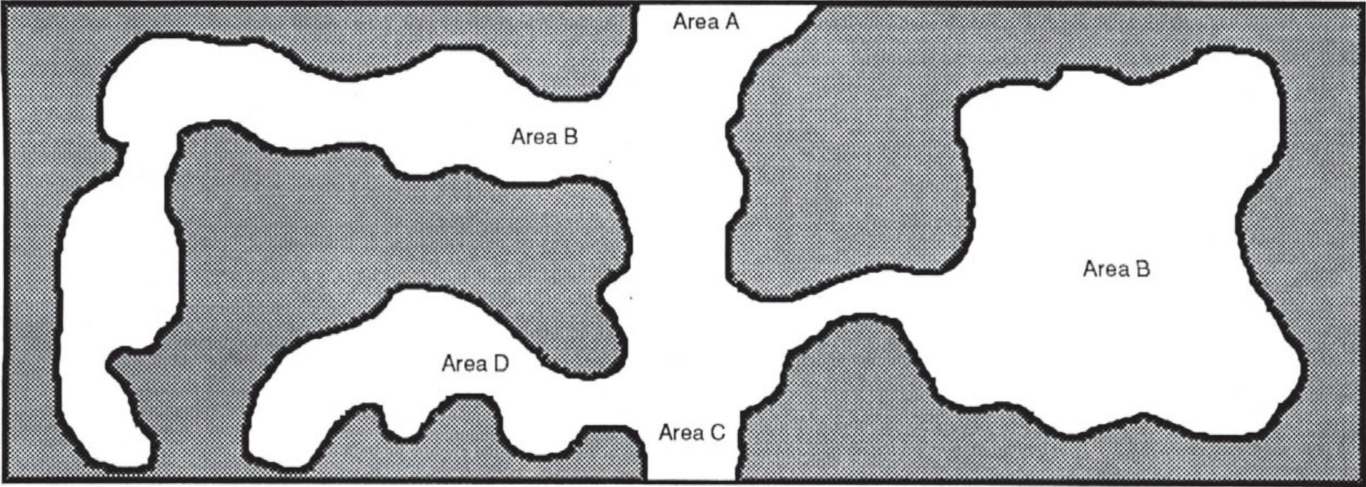
ATTACKS: 1 Bite (see below), 1 Constriction (see below)

MUTATIONS: (P) Gas Generation- blinding, Infravision
(M) Mental Paralysis

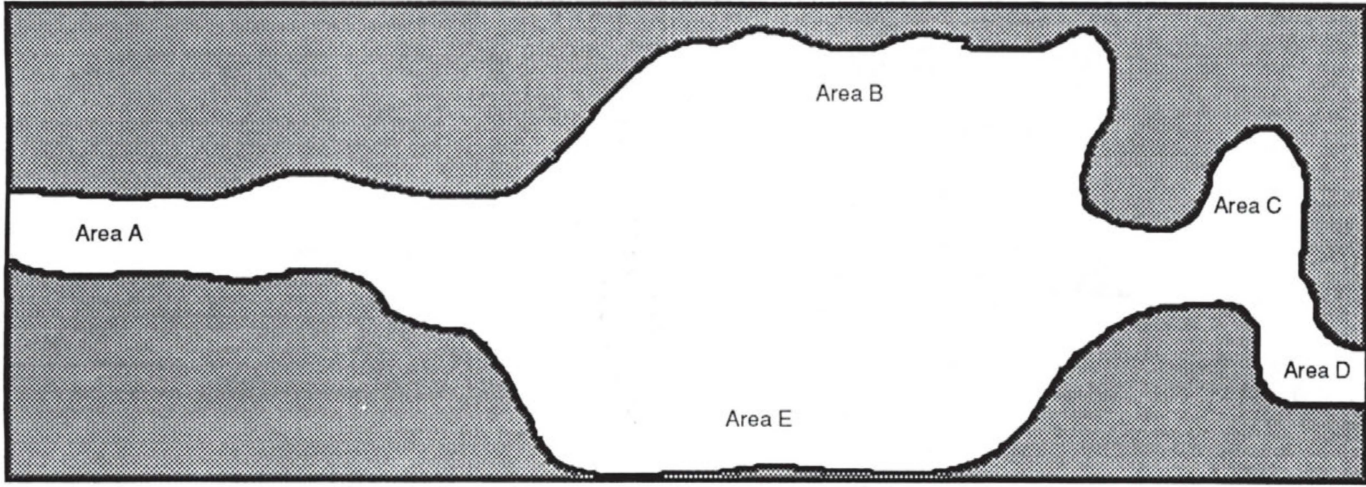
DESCRIPTION: This long, thick, gray snake is easily overlooked in the rocky regions. The snake will not be detected unless a character makes an IN roll with a -3 CS penalty. Its usual form of attack is to hide in the rocks, spray its gas and blind a potential victim or group of victims, then mentally paralyze a specific victim and bite into it. If the helslith makes a successful bite (Dm = 3), the result must be checked for where it lay in the spectrum. A Yellow, Orange, or Red result indicates the helslith also injected its minute eggs into the body. In this case, the victim acts as a host during the five-day incubation period.

The victim is completely unaware of the injection and of the growing helslith inside of him until the final day of incubation, when he is weak with pain. At this point he drops a hit point an hour until he reaches 0, then the new helslith rips out of his body, killing him. The infestation can be noted earlier either by using a medi-kit (a Yellow or better roll means the medi-kit notices the eggs) or by scanning with any one of numerous types of medical robots (detection is automatic). Curing the victim only can be done by killing the eggs. This can be performed in the first day of infestation by using a medi-kit or by taking two doses of the cur-in drug. After the first day, the eggs only can be destroyed by surgery. And there is only an 85% chance of getting all the eggs. Another method to kill the eggs is by bombarding them with lethal rays (like radiation or microwaves). This bombardment can be done with weapons emitting those rays, but the victim must be reduced to the point where he only has ten hit points left before the bombardment is considered lethal enough to kill the eggs.

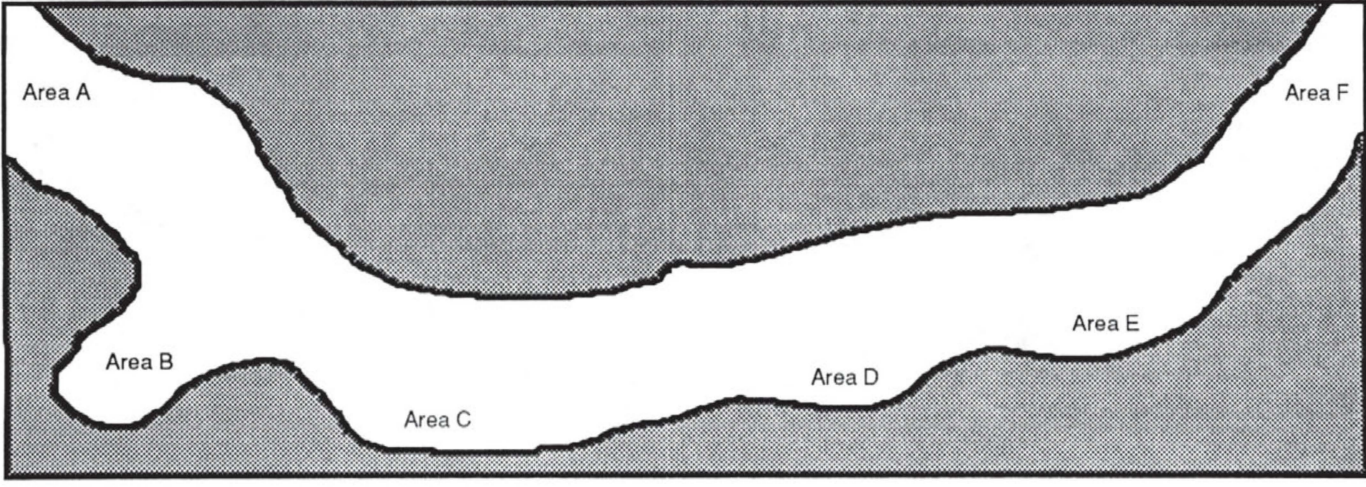
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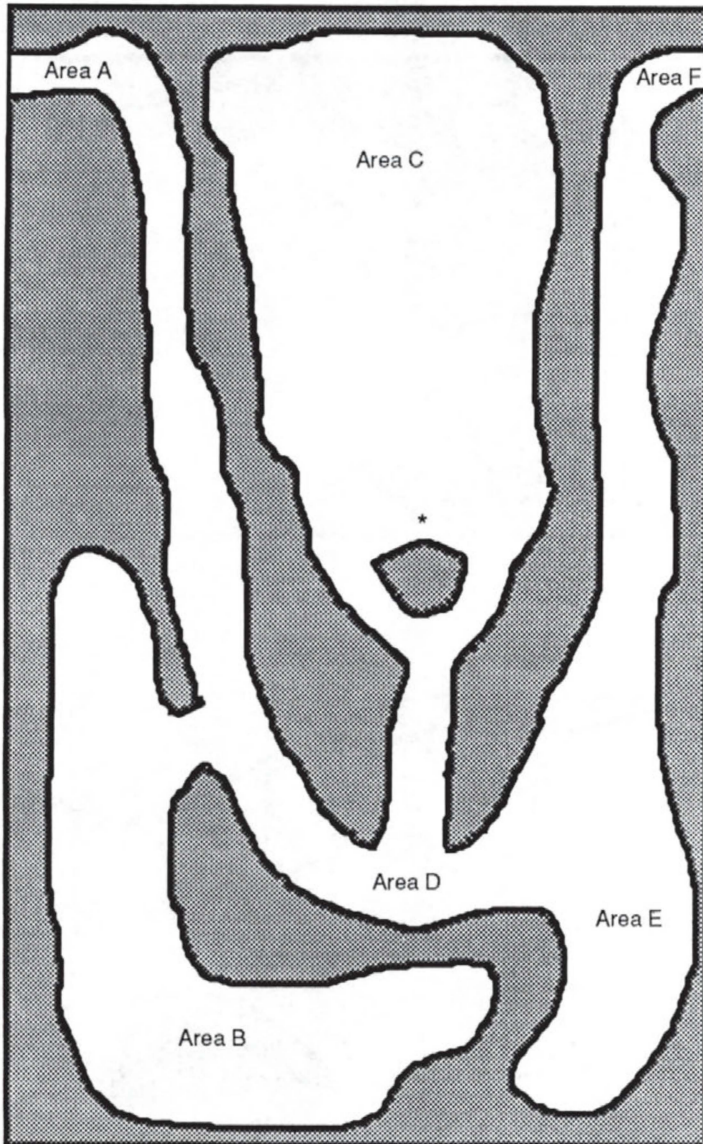
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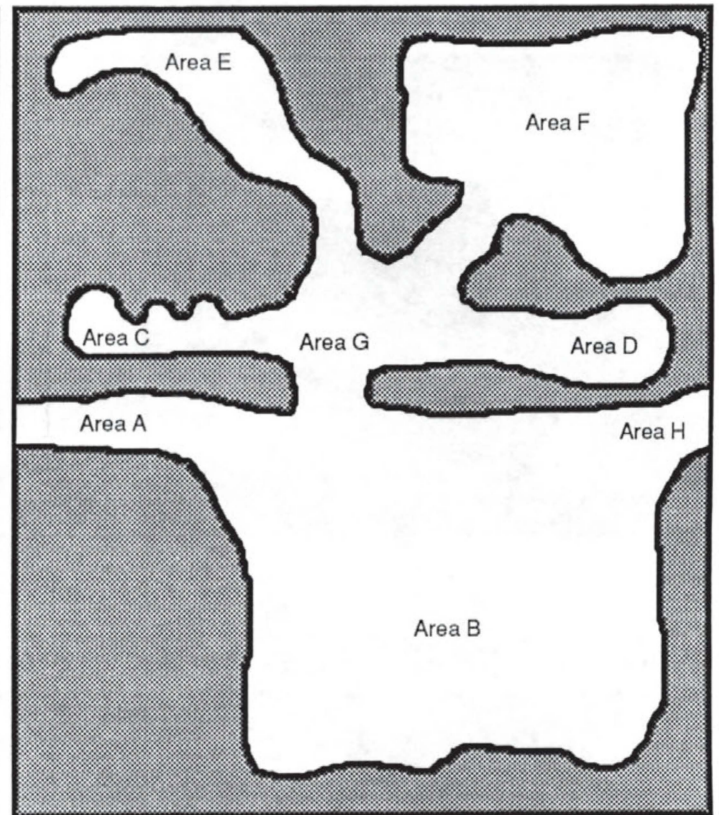
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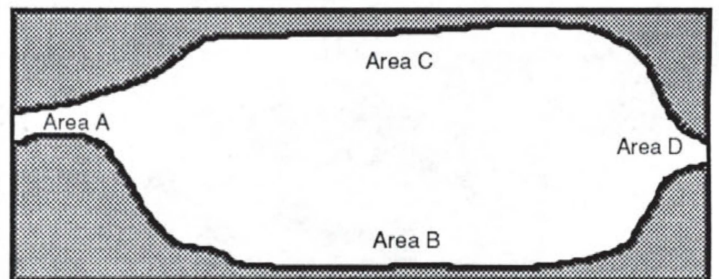
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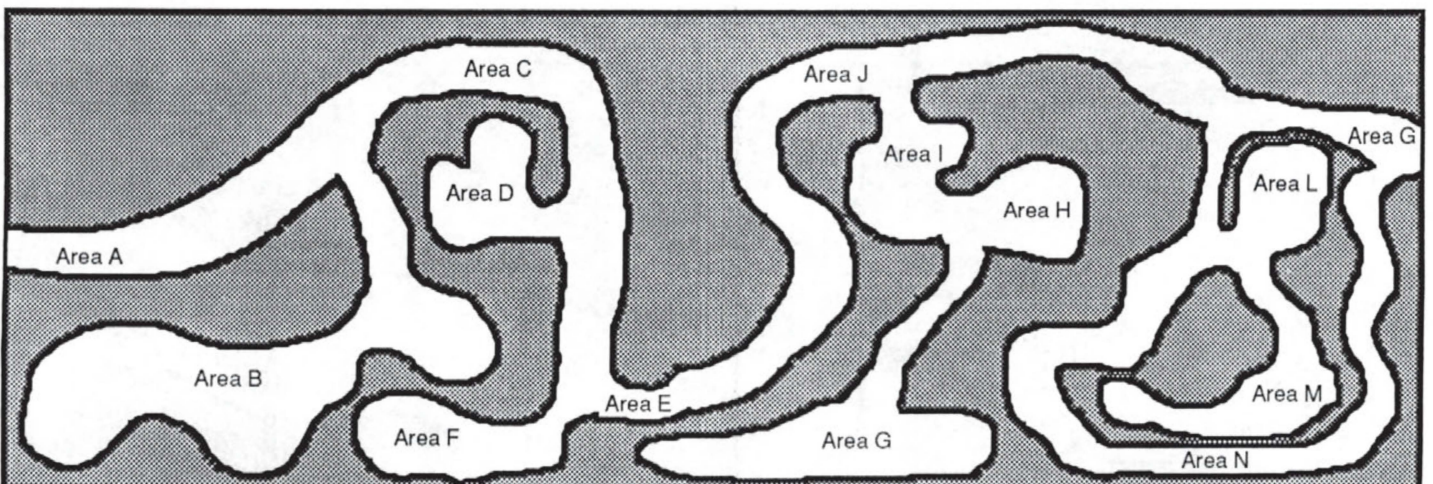
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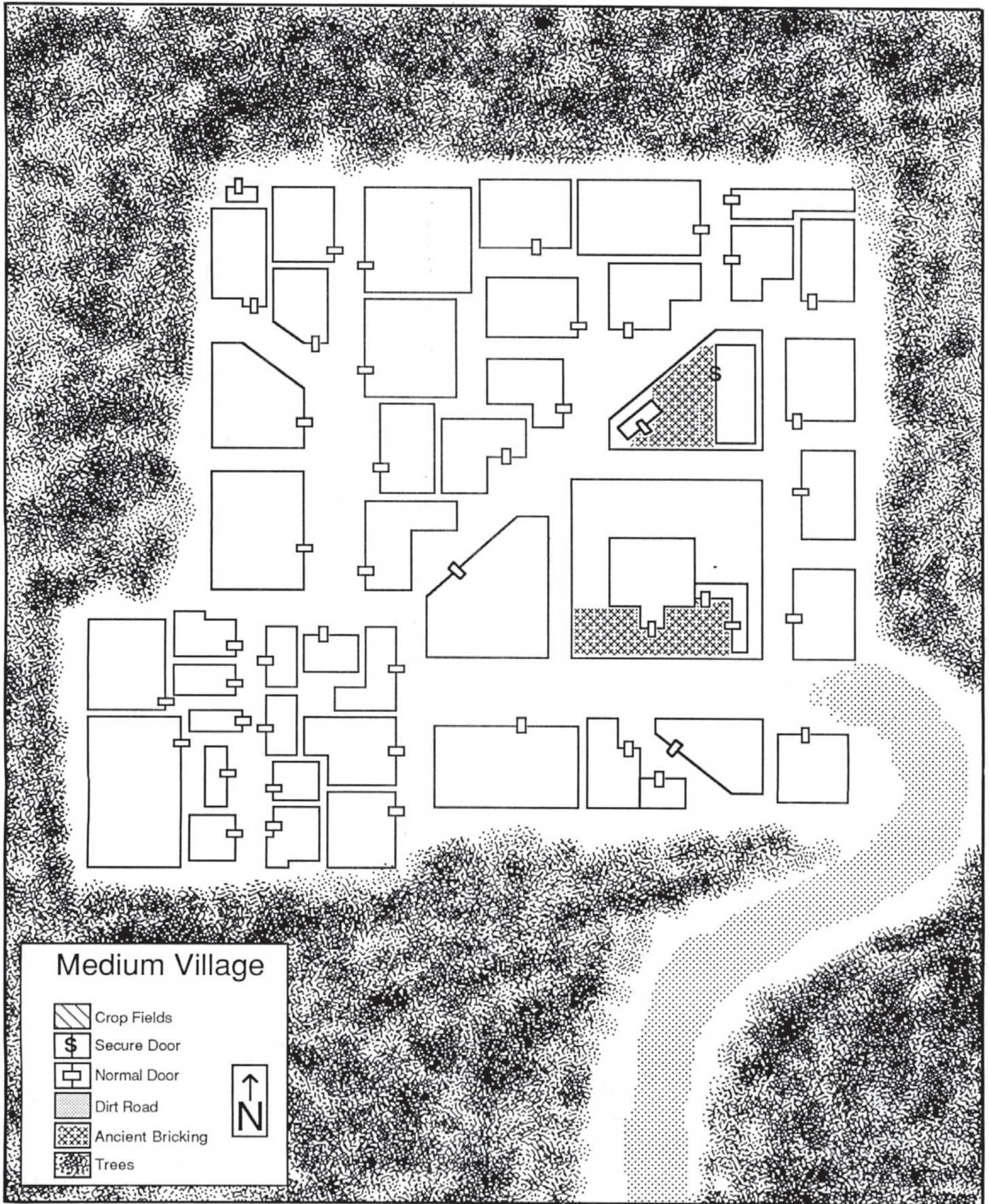


Pass Type 6



Pass Type 7

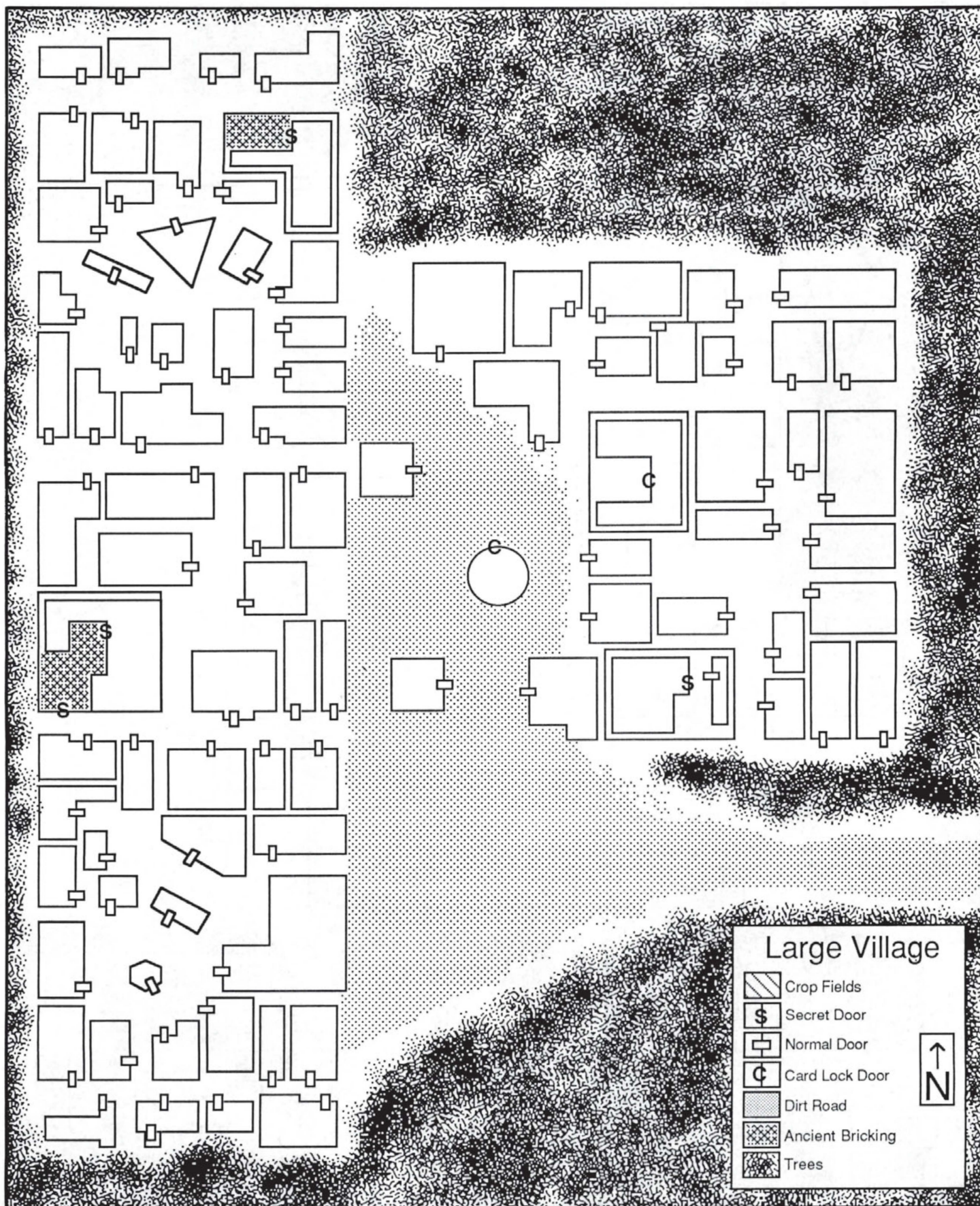




Medium Village

-  Crop Fields
-  Secure Door
-  Normal Door
-  Dirt Road
-  Ancient Bricking
-  Trees

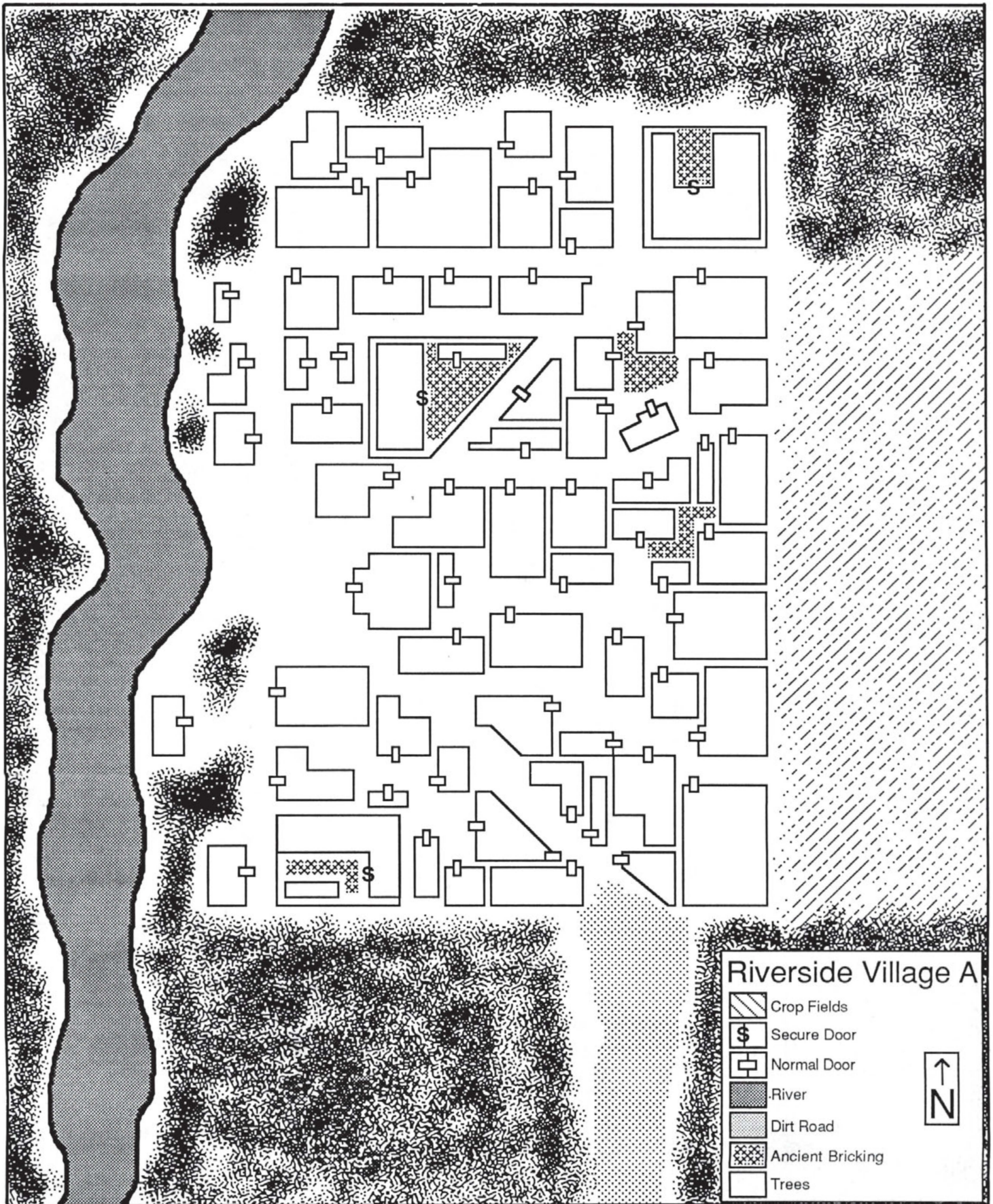


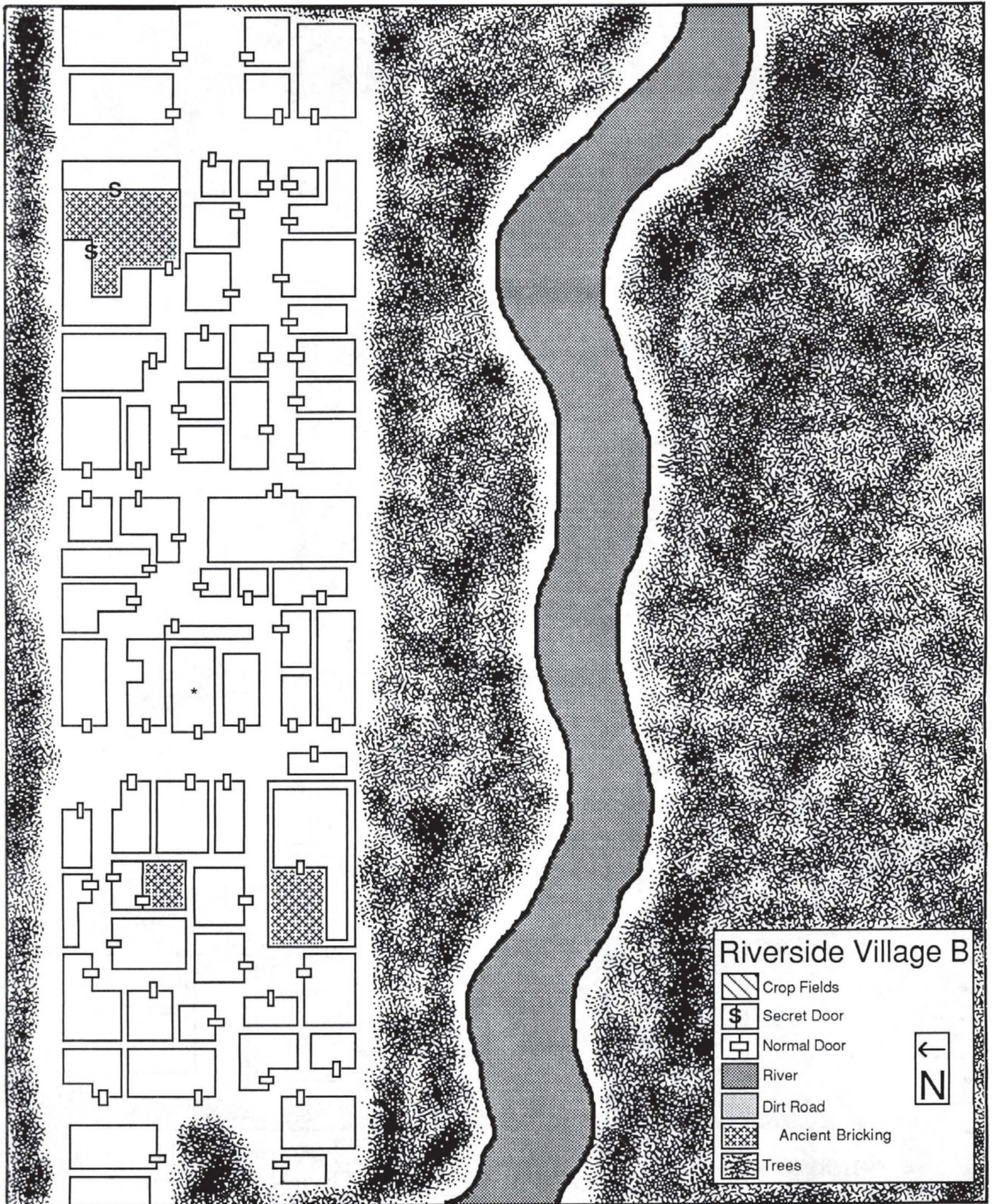


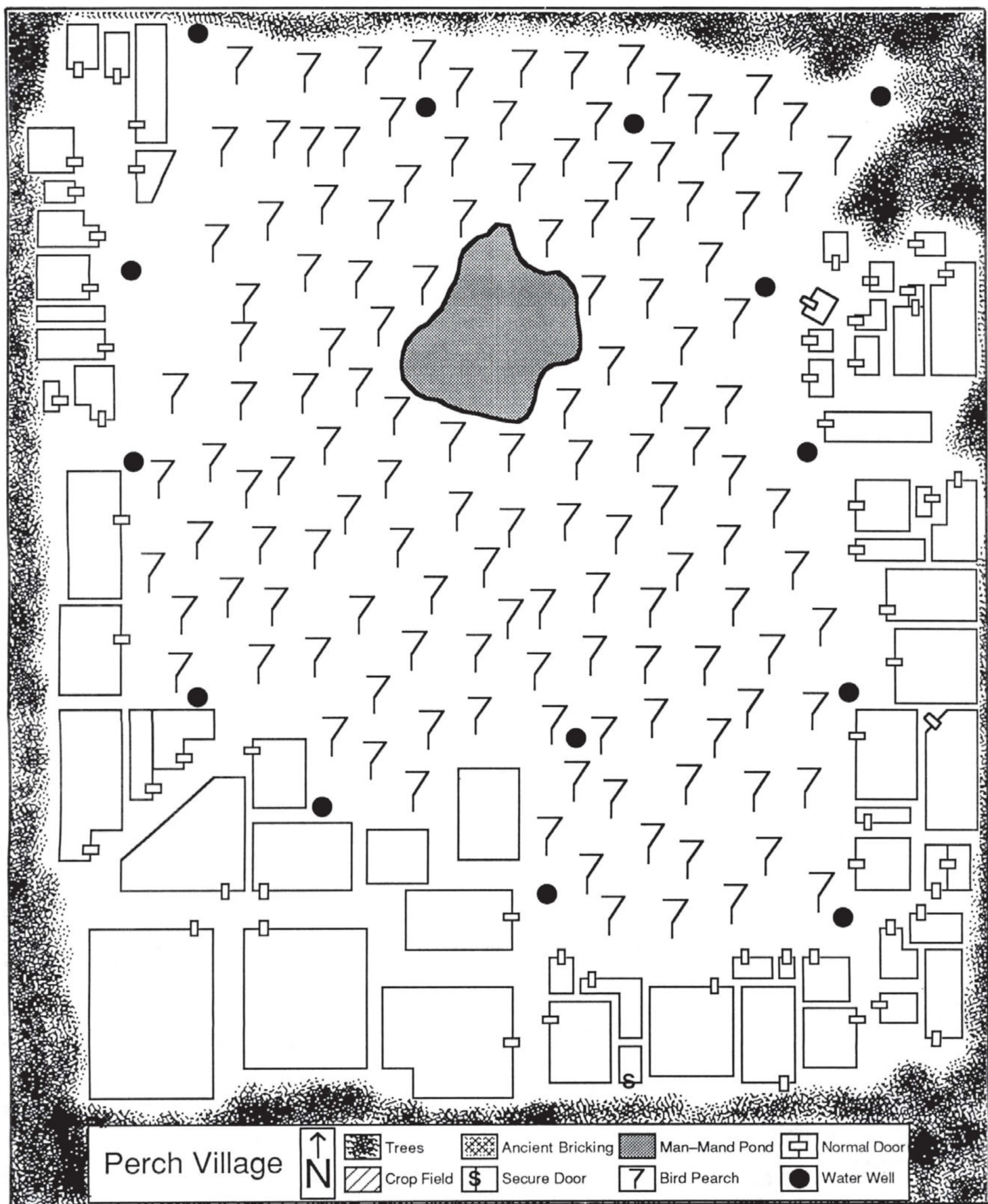
Large Village

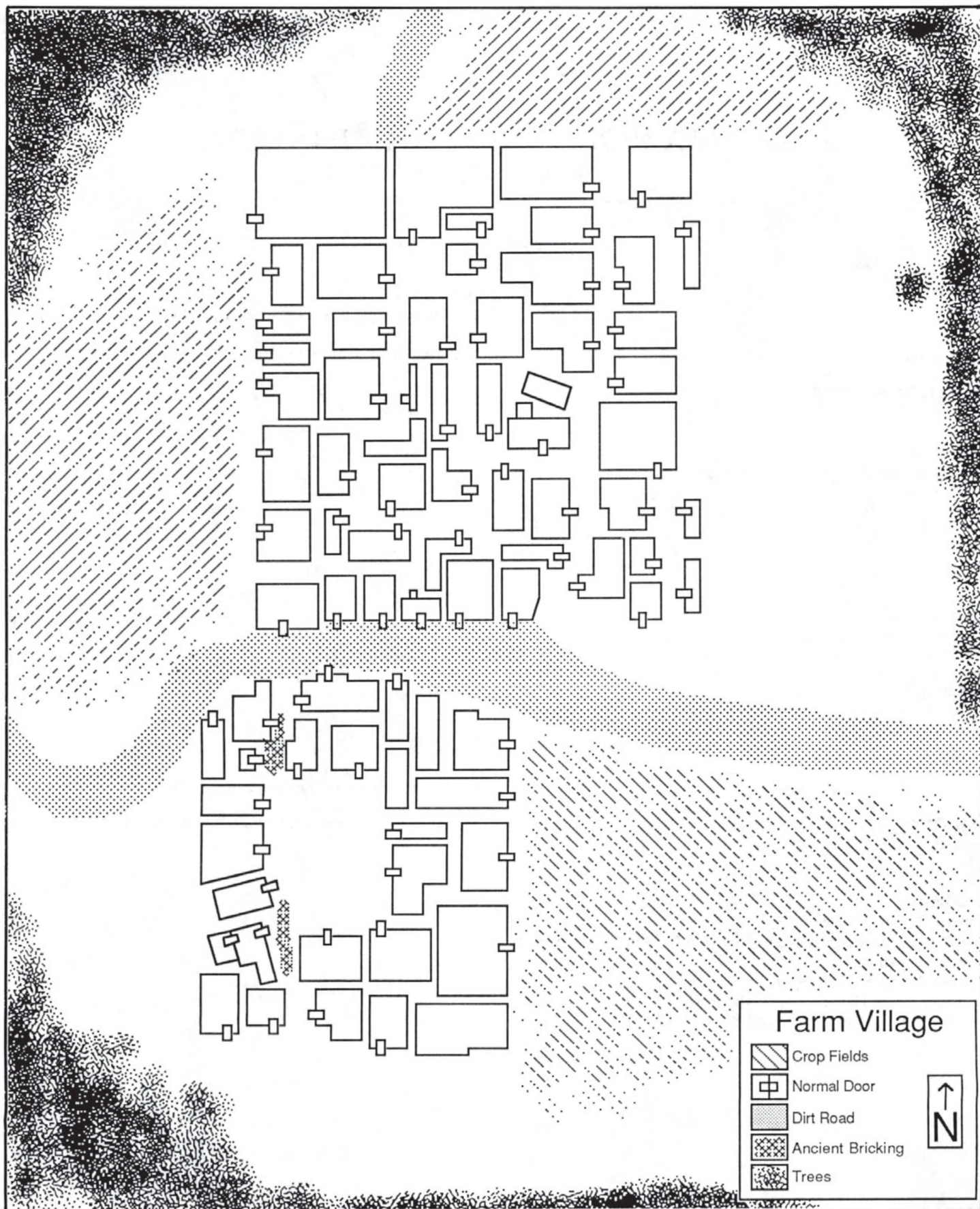
-  Crop Fields
-  Secret Door
-  Normal Door
-  Card Lock Door
-  Dirt Road
-  Ancient Bricking
-  Trees











GAMMA WORLD® RULES EXPANSION

By Kim Eastland

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INTRODUCTION

Welcome to the first game rules expansion module designed for the Revised GAMMA WORLD® Science Fantasy Game. Facts and figures are provided in this module for a GM to run a more extensive system for both player character and non-player character Talents and Skills. These highly detailed rules and extensive list of Talents and Skills will offer your players more reasons to keep playing and progress their characters through different levels of expertise in various crafts, combat techniques, etc. As soon as you are finished reading this section, you should turn to the Expanded Talents and Skills Section and read it completely.

Since many Talents and Skills allow the player characters to create or appraise items, we have included in this module an expanded collection of tables listing the cost and weight of most items used by GAMMA WORLD game adventurers. Also included are an expanded system for calculating the material strength, armor class and structural hit points of an item, and a more comprehensive system of calculating the worth of a service performed by one who is talented or skilled at it.

Most player characters gain a lot of treasure in their GAMMA WORLD game adventures, but seldom run across a village where they can barter or buy replacement items. A detailed village is provided for you in this module, complete with some new weapons made here, new races that specialize in barter towns, and individual descriptions of retailers, temples, services offered, etc.

So dust off those old collectibles and get out the items you need repaired, the village of Dollar awaits. Dollar Days is a whole different type of adventure.

Maps

There are two different types of maps that deal with Dollar A) the maps that can eventually be shown to the players and B) the maps that are never shown to the players. The large fold-out map of Dollar and the surrounding terrain of Dollar are not to be shown to the players right away. If they take the time to completely scout out the area, then The Golden Delta map may be shown to the players. The Golden Delta is the location of Dollar. It is actually located in the Flower Lands, at the delta where the Last Friendly Lands cliffs and the Bad River meet. The Old Road is just an hour's walking journey to the northwest of the delta. If the GM is not using the Flower Lands map and not running the campaign series of Revised GAMMA WORLD modules, then he may place the Golden Delta anywhere he

wishes.

The large fold-out map of Dollar is sold to characters entering the village, as described in the text on Dollar. Possession of this map greatly facilitates traveling around Dollar. The players may write on it as they desire, but the GM may wish to restrict them to using a pencil, so errors may be erased. If the party members do not want to buy a map, they must make their own maps of Dollar as best as they can. This is not easy and can become very confusing, but it is the penalty they must endure for being cheap.

The smaller maps inside the module are for GM use only. They are section maps of Dollar and are numbered. The numbers correspond with numbered descriptions in this text. When a player character wishes to check out a location, he either continues on the way he is going (the GM then uses both the large map and the section maps), or points to the next place he wants to go on the large map (if the party purchased one). This location is now located on the section maps by the GM. If a number exists there, the GM will consult the description and tell the player what his character sees.

It is not up to the GM to remember the specific locations for the players ("Where is that fletcher we saw?"). It is up to them to either remember it, make notes on the map, or start a numbered system of notes on their own. If a numbered system of notes is being used, the GM may then wish to have them number a location with the same number as is on his section maps.

DOLLAR History

Dollar (which is gamman for "town of trade") was founded 50 to 60 years ago by a group of humanoid merchants who were tired of the nomadic life. Originally it was just a collection of buildings that is now the Maze, and only basic trade items were sold. The reasons why this area, which is now called the Golden Delta, was chosen for the town are many and unique to this stretch of land. It is located beside a river and offers easier accessibility, especially when transporting cargo. This section of the river is actually a tributary of the Bad River, which branches off about a kilometer up river and rejoins the major channel about a half a kilometer down river. Because of this, the area never floods during the rainy season. The Golden Delta is bordered on one side by high cliffs, which makes it easier to defend. The cliffs also offer caves which can be

used as emergency shelters and storage. The Golden Delta has an unexplainable air pressure pocket over it which, together with the cliffs, acts to prevent storms and bad weather from lashing the village. And, finally, the ground in the Golden Delta is solid and is not likely to erode away from the weather.

Over the years the yakkir and arklens joined the original founding humanoids, expanding the few buildings into a small village, and then into a town. The town was organized and fortified, thus attracting more yakkir who wished to permanently set up shop for their wares and businesses. Plumbing was eventually added, as was electricity, and Dollar became known as a village where one could arrive any time night or day and find the shops and pubs open.

Dollar is unique in Gamma World societies in that it is not ruled by any one person or Cryptic Alliance. Indeed, almost all Cryptic Alliances are represented in Dollar, some outwardly, others in secret. Many religions have made their temple/headquarters in Dollar and send out their missionaries from there. The town is governed by a group of merchants and citizens who control the "town billfold," a large leather wallet which holds the deeds for all the shops and stalls. These representatives are elected every three years by the permanent residents and are called "billfold holders" or just plain "bills". The council is called the Dollar Bills, and decides everything from the appointments of judges, tax collectors, chief enforcer, etc. to the tax rate and whether a person should lose his shop or stall for the betterment of the community. Of course, some bribery and political manipulation exists among the Dollar Bills, but overall it is a solid group that controls the community rather well and helps it to thrive.

Any notes on the individual sectors of Dollar will be included in the sections describing those sectors. The rest of this introductory section on Dollar will concern itself with services and facets that involve all who live or visit Dollar.

UTILITIES. As previously mentioned, Dollar has a complete sewage and plumbing system with running water. This is very unusual and many Gamma Worlders are fascinated by any approach to sanitation outside of the "outhouse." This makes land values in Dollar extremely high. The main sewage system, laid years ago with the help of a construction robot, goes under the river to the main channel far to the south of the town.

The town is also wired for electricity. Though an occasional colored neon sign glares

forth, most of the lighting is from low wattage incandescent bulbs. These electric lights are only used for street lights, outer wall defensive spotlights, and the lighting inside government buildings. The rich and powerful in the Merchant's Quarter also have indoor electric lighting. All other internal lighting is provided by candlelight, oil lamps, glow cubes, etc. Light bulbs are actually repaired when they blow out by town workmen, but new light bulbs are treasured commodities in Dollar. The street lighting is dim by modern twentieth century American standards, but it is a "miracle of modern science" for those Gamma Worlders who are used to torches. The power source for these utilities is a closely guarded secret of the Dollar Bills. Years ago a main power cable was discovered underground in this area that was still "live". The Dollar Bills have tapped into that power cable, and even have powered up huge reserve batteries that are hidden in the cliff caves set aside for official Dollar usage only.

LAWS & LAW ENFORCEMENT. The laws in Dollar are what you might expect from a small town in regards to possessions, paying taxes, debtors, and keeping the peace. Most of these crimes, from stealing to cheating on your taxes, involve public servitude (put to work repairing the streets, walls, etc. on a chain gang).

A few unusual laws do prevail, though, and they have a death penalty for not adhering to them. These are listed below.

No citizen or visitor may carry or use any weapon above Tech Level II in Dollar. No citizen or visitor may carry or use any energized field, power armor, or other such technical devices that prevent the arklens from enforcing the laws. As will be explained at those locations, all weapons and devices falling into these categories are to be checked in when entering the town.

No one may attack the city defense system (defensive walls, gates, and towers) for any reason unless being instructed to do so by an arklens.

No one may kill another citizen or visitor unless it is in defense of his own life (this latter fact must be proved in a court of law).

No one may perform any act or encourage any act that will result in the overthrow of the government of Dollar, or will place the town itself in danger, or will otherwise threaten the citizenry of Dollar.

It is important that the GM understands that Dollar is still a frontier town with few laws and no patience for those who try to pervert

the laws or play "word games" with the law. Intent is very important to Dollar law.

The enforcement of all the laws, plus the defense of the town, is left to the arklens as directed by the Dollar Bills. If the GM has not yet read the yakkir and arklens race descriptions in the New Races section, he should do so now. The arklens also have higher technology weapons available to them (up to and including Tech Level IV), but do not carry them on their rounds. Arklens travel regular beats and are always encountered at least in pairs. They are polite, but authoritative and brook no trouble or interference from citizens or visitors alike. An arklens patrol will pass by any unpaved area in Dollar at least every four hours, and pass along paved areas at least once every hour.

POPULATION. The permanent population of Dollar is actually unknown, because the town has been growing so rapidly, there are so many visitors (some who wish to become citizens), and a census has not been taken in a decade. A fair approximation of the number of beings in and around Dollar at any one time is 1000. This includes 250 arklens. This does not include the small village of fens who live across the river from Dollar. The fens provide much of the fish for Dollar's populace, and this trade has brought about a peaceful cohabitation between the two communities.

SOCIAL LEVELS. Though there are many different types of social classes in Dollar (the rich, the clergy, the law enforcers, etc.), there is really no set class or social structure that is universally recognized. Of course, each facet of society thinks it is the mainstay of Dollar, but there are no tried and true social rules and regulations that anyone is bound to. Visitors are welcome, but citizens are always given more consideration.

MONEY. The basic monetary unit in Dollar, as in everywhere else in Gamma World, is the gold piece (gp), a 10-oz., five centimeter diameter, thin, circular coin. This coin is stamped or engraved on both sides. One side has the image of the mint's location (an image of the town of Dollar in this case) and is so detailed that it cannot be easily forged. The other side has pie shape dissecting lines on it that divide the coin into ten equal wedges.

Silver piece coins (sp) are also used in Dollar, each one equalling one gold wedge. The silver coins are engraved on one side only with the face of an important personage or event on them. Domars (dmr) are ancient plastic discs still used for currency. They have the same

exchange rate as a silver coin, 10 per gp. Dahlers (dhr) are translucent, golden, plastic rectangles about seven centimeters long and three wide. They have three-dimensional pictures imbedded in them that may be seen when held up to the light. They are usually worth 5 gp. Some dahlers are double the size and thickness and are worth 25 gp. These are called five dahrer pieces.

Precious metals and gemstones are also more rarely used as elements of exchange, ranging in their values. Most shopkeepers will not barter with them and a player character must then change them into currency through a moneychanger before he can make purchases. The exception to this is jewelers and gemologists, who gladly take precious metals and gemstones in payment, and electricians, who take precious conductive metals in trade.

A large influx of wealth into an area through normal channels results in the depreciation in the relative value of each coin (the rate is altered by the GM). Paying through special channels, like dealing with extremely rich individuals or institutions that have treasuries, such as the merchant lords or temples, avoids this possible depreciation.

Although this currency is still used throughout Gamma World, barter is the primary method of trade and exchange. Barter is the process of trading an item, service, or information for another item, service, or information. Barter, like buying, is based on the equivalent rates of exchange (found in the Estimated Cost Tables) and on the ability of the characters trading to successfully bargain a fair price.

NPCs in Dollar

NPC shopkeepers, tradesmen, etc. are represented in the location entries for Dollar by a capital letter for the race of the shopkeeper, followed by a small letter for the shopkeeper's disposition and personality. These abbreviations follow right behind the title of the numbered entry.

Race

The abbreviations and statistics of the races in Dollar are listed below.

(AI) ARK Type I
Rank 6

PS	MS	DX	IN	CN	CH
15(+1)12		14(+1)12		12	12
AC: 5(-25) HD: 8 Hit Points: 42					
Attacks: Weapon (8), 1 Bite (2)					

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Mutations:(M) Life Leech, Telekinesis, Weather Manipulation

(AII) ARK Type II
Rank 10

PS	MS	DX	IN	CN	CH
16(+2)	12	14(+1)	12	13(+1)	12

AC: 5(-25) HD: 8 Hit Points: 56
Attacks: Weapon (8), 1 Bite (2)
Mutations:(M) Life Leech, Telekinesis, Weather Manipulation

(ANI) ARKLEN Type I
Rank 7

PS	MS	DX	IN	CN	CH
15(+1)	15(+1)	14(+1)	13(+1)	12	12

AC: 5(-25) HD: 16 Hit Points: 80
Attacks: 2 Weapons (v), or 2 Bites (4), or 1 Weapons & 1 Bite
Mutations:(M) Anti-Life Leech (13), Immunity to Mental Attacks (12), Telepathy (10), Telekinesis (11)
Talents and Skills: Brawling, Wrestling, Weapons Master (7) with two-handed sword

(ANII) ARKLEN Type II
Rank 10

PS	MS	DX	IN	CN	CH
16(+2)	15(+1)	13(+1)	13(+1)	13(+1)	12

AC: 5(-25) HD: 18 Hit Points: 121
Attacks: 2 Weapons (v), or 2 Bites (4), or 1 Weapons & 1 Bite
Mutations:(M) Anti-Life Leech (13), Immunity to Mental Attacks (12), Telepathy (10), Telekinesis (11)
Talents and Skills: Brawling, Wrestling, Weapons Master (15) with two-handed sword

(PI) BADDER Type I
Rank 5

PS	MS	DX	IN	CN	CH
10	16(+2)	18(+2)	11	11	7(-1)

AC: 5(-25) HD: 6 Hit Points: 24
Attacks: Weapon (6), 1 Bite (1)
Mutations: (M) Empathy

(BII) BADDER Type II
Rank 6

PS	MS	DX	IN	CN	CH
12	16(+2)	17(+2)	12	12	7(-1)

AC: 5(-25) HD: 7 Hit Points: 35
Attacks: Weapon (7), 1 Bite (2)
Mutations: (M) Empathy

(DI) DABBER Type I
Rank 4

PS	MS	DX	IN	CN	CH
10	14(+1)	10	10	7(-1)	5(-2)

AC: 5(-25) HD: 4 Hit Points: 20
Attacks: Weapon (8)
Mutations:(P) Light Generation, (M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy

(DII) DABBER Type II
Rank 6

PS	MS	DX	IN	CN	CH
11	16(+2)	11	10	9(-1)	6(-2)

AC: 5(-25) HD: 6 Hit Points: 25
Attacks: Weapon (8)
Mutations:(P) Light Generation, (M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy

(DIII) DABBER Type III
Rank 8

PS	MS	DX	IN	CN	CH
12	16(+2)	12	10	10	6(-2)

AC: 5(-25) HD: 7 Hit Points: 42
Attacks: Weapon (9)
Mutations:(P) Light Generation, (M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy

(F) FEN
Rank 9

PS	MS	DX	IN	CN	CH
14(+2)	8(-1)	7(-1)	2(-3)	12	5(-2)

AC: 3(-15) HD: 10 Hit Points: 58
Attacks: 1 Weapon (6), 1 Tailslap (10)
Mutations: (P) Shapechange

(G) GREN
Rank 11

PS	MS	DX	IN	CN	CH
16(+2)	16(+2)	15(+1)	15(+1)	15(+1)	13(+1)

AC: 6(-30) HD: 20 Hit Points: 138
Attacks: Weapon (10)
Mutations: None

(HA) HAWKOID
Rank 5

PS	MS	DX	IN	CN	CH
10	14(+1)	15(+1)	10	10	5(-2)

AC: 3(-15) HD: 8 Hit Points: 35
Attacks: Weapon (5), 1 Bite (1)
Mutations:(M) Fear Generation, Levitation, Repulsion Field

(HI) HISSER
Rank 8

PS	MS	DX	IN	CN	CH
20(+3)	12	13(+1)	10	15(+1)	7(-1)

AC: 7(-35) HD: 15 Hit Points: 90
Attacks: 1 Weapon (12), 1 Bite (1)
Mutations:(P) Immune to Lasers and Sonics (M) Mass Mind, Sonic Blast, Telepathy

(HOI) HOOP Type I
Rank 5

PS	MS	DX	IN	CN	CH
11	15(+1)	12	12	12	12

AC: 1(-5) HD: 15 Hit Points: 45
Attacks: Weapon (8)
Mutations:(P) Leap, Transform Metal to Rubber (M) Mass Mind, Telepathy

(HOII) HOOP Type II
Rank 8

PS	MS	DX	IN	CN	CH
13(+1)	15(+1)	12	12	13(+1)	12

AC: 1(-5) HD: 15 Hit Points: 73
Attacks: Weapon (9)
Mutations:(P) Leap, Transform Metal to Rubber (M) Mass Mind, Telepathy

(M) MENARL
Rank 9

PS	MS	DX	IN	CN	CH
40(+4)	12	12	10	12	3(-3)

AC: 4(-20) HD: 14 Hit Points: 80
Attacks: 1 Weapon (8), 1 Squeeze (9)
Mutations:(P) Heightened Strength

(OI) ORLENS Type I
Rank 5

PS	MS	DX	IN	CN	CH
11	15(+1)	11	13(+1)	11	11

AC: 3(-15) HD: 15 Hit Points: 48
Attacks: 2 Weapons (12)
Mutations:(M) Telepathy, Telekinesis, Will Force

(OII) ORLENS Type II
Rank 8

PS	MS	DX	IN	CN	CH
12	16(+2)	11	14(+1)	12	11

AC: 3(-15) HD: 15 Hit Points: 70
Attacks: 2 Weapons (12)
Mutations:(M) Telepathy, Telekinesis, Will Force

(OIII) ORLENS Type III Rank 10

PS MS DX IN CN CH
13(+1)16(+2)12 14(+1)13(+1)11
AC: 3(-15) HD: 15 Hit Points: 100
Attacks: 2 Weapons (13)
Mutations:(M) Telepathy, Telekinesis, Will Force

(PSHI) PURE STRAIN HUMAN Type I Rank 4

PS MS DX IN CN CH
9(-1) 8(-1) 10 10 10 10
AC: 1(-5) HD: 6 Hit Points: 22
Attacks: Weapon (6)
Talents and Skills: Bartering (4)
Mutations: None

(PSHII) PURE STRAIN HUMAN Type II Rank 7

PS MS DX IN CN CH
11 11 12 12 12 10
AC: 2(-10) HD: 9 Hit Points: 40
Attacks: Weapon (8)
Talents and Skills: Bartering (7)
Mutations: None

(PSHIII) PURE STRAIN HUMAN Type III Rank 10

PS MS DX IN CN CH
13(+1)12 12 13(+1)14(+1)10
AC: 3(-15) HD: 12 Hit Points: 74
Attacks: Weapon (9)
Talents and Skills: Bartering (10)
Mutations: None

(S) SERF Rank 7

PS MS DX IN CN CH
16(+2)12 11 13(+1)11 11
AC: 4(-20) HD: 10 Hit Points: 50
Attacks: 1 Weapon (8) or 2 Claws (1) and Poison I8 (10)
Mutations:(P) Heightened Strength, Partial Carapace, (M) Death Field Generation, Density Control (Others), Life Leech, Light Manipulation, Mental Blast

(SLI) SLEETH Type I Rank 6

PS MS DX IN CN CH
40(+4)15(+1)11 10 15(+1)10
AC: 5(-25) HD: 18 Hit Points: 87
Attacks: Weapon (20)
Mutations:(M) Plant Control, Precognition, Telepathy, Total Healing

(SLII) SLEETH Type II Rank 9

PS MS DX IN CN CH
40(+4)15(+1)12 13(+1)15(+1)10
AC: 5(-25) HD: 20 Hit Points: 120
Attacks: Weapon (20)
Mutations:(M) Plant Control, Precognition, Telepathy, Total Healing

(W) WARDENT Rank 7

PS MS DX IN CN CH
6(-2) 15(+1)11 15(+1)11 15(+1)
AC: 4(-20) HD: 9 Hit Points: 40
Attacks: Weapon (6)
Mutations:(M) Heightened Brain Talent, Heightened Intelligence, Mental Shield, Mental Control of Body, Genius (Scientific), Telepathy, Telekinesis, Will Force

(YI) YAKKIR Type I Rank 5

PS MS DX IN CN CH
5(-2) 13(+1)12 14(+1)8(-1) 13(+1)
AC: 0 HD: 6 Hit Points: 16
Attacks: Weapon (5)
Mutations:(P) No Need for Sleep (Z), Immunity to Mental Interference, (M) Business Genius (15), Telepathy (13)
Talents and Skills: Bargain (8), Barter (8), appropriate Talents or Skills for their profession.

(YII) YAKKIR Type II Rank 7

PS MS DX IN CN CH
6(-2) 14(+1)12 14(+1)9(-1) 13(+1)
AC: 1(-5) HD: 8 Hit Points: 31
Attacks: Weapon (6)
Mutations:(P) No Need for Sleep (Z), Immunity to Mental Interference, (M) Business Genius (15), Telepathy (13)
Talents and Skills: Bargain (8), Barter (8), appropriate Talents or Skills for their profession.

(YIII) YAKKIR Type III Rank 9

PS MS DX IN CN CH
6(-2) 15(+1)12 15(+1)10 14(+1)
AC: 2(-10) HD: 10 Hit Points: 60
Attacks: Weapon (6)
Mutations:(P) No Need for Sleep (Z), Immunity to Mental Interference, (M) Business Genius (15), Telepathy (13)
Talents and Skills: Bargain (8), Barter (8), and appropriate Talents and Skills for their profession.

Personalities

The following letters behind a race abbreviation indicates the personality of the NPC.

a - NPC is generous and friendly to a fault, add a +2 CS to the PC's favor when dealing with him.

b - NPC seems open and fair. He is a trustworthy tradesman or craftsman.

c - NPC is struggling to keep his life afloat and is open to better deals from PCs, such as gaining items or materials which no one else in town has.

d - NPC seems to have quite an aura of authority and demands respect.

e - NPC is a creep and likes to make people's lives miserable. -3 CS for any PC dealing with him.

f - NPC was once an adventurer and seems to like the party members. PCs dealing with him add +1 CS to all Reaction rolls.

g - NPC is dour and serious. He is not really a bad type, just remote.

h - NPC is nervous and constantly watches the PCs to make sure they do not steal or break anything.

i - NPC is energetic and a good salesman. -2 CS for any PC trying to Barter with him.

j - NPC is elderly and is extremely slow moving. If the PCs are patient and show some respect, he can tell them information he has heard (GM's choice of information or tips that could help on an upcoming adventure).

k - NPC is a liar and a rumor monger. If the PCs listen, the GM should give them a line a kilometer long about some adventure possibilities that will prove completely false.

l - Pompous NPC, he only likes characters of his own race and is difficult to deal with, -1 CS to all PCs in Reaction rolls unless they are of the same race.

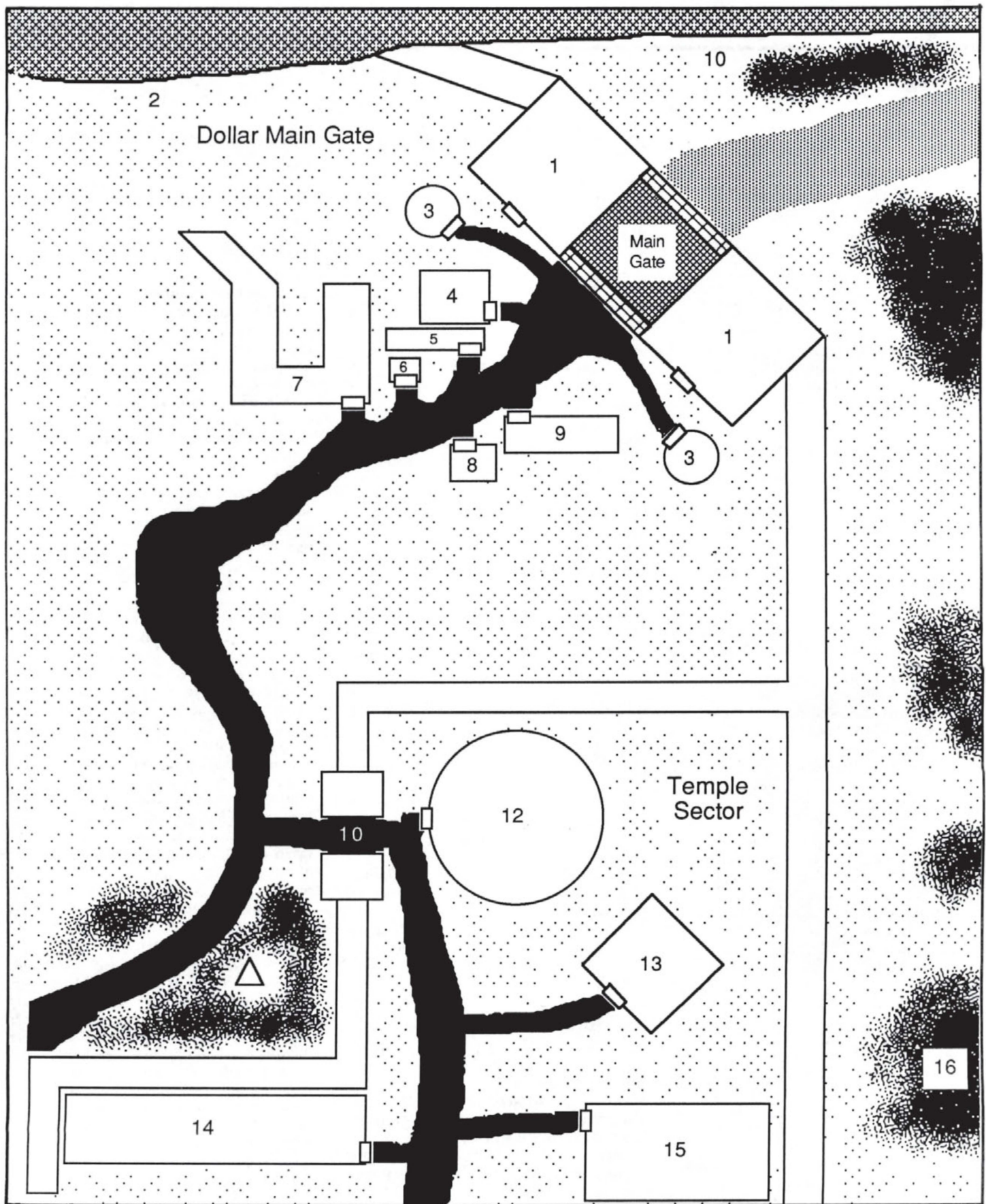
m - Depressed NPC (GM's choice as to reason). He will have a very short temper with anyone for any reason.

n - NPC is a neutral, that is, he has no obvious personality that shows through and treats the PCs as he does any customer, courteously but not too helpful.

o - NPC is shy and will not approach the PCs. They will have to ask him for help and all information. PCs receive a +2 Cs when Bartering with this NPC.

p - NPC seems frightened. It is the GM's choice as to why and whether an inquiring PC might get some type of information or employment from this situation.

q - NPC is loud and friendly. It will take twice as long to deal with this NPC as it would nor-



mally, as he can't be shut up.

r - NPC is businesslike and rushing about his shop. Business takes only half as long here.

s - NPC is sick. It is the GM's choice as to whether this NPC is suffering from the after effects of too much of a good thing, has a disease (contagious?), or is a hypochondriac.

t - NPC is extremely mellow and seems to know most of the town news. He likes to gossip and the PCs can come here to perhaps gain tips and useful information (GM's choice as to what and how much).

u - Argumentative NPC who wishes to do business, but insists on arguing with everyone.

v - Pious NPC who will try to convert a PC to the Tower-Temple religion. This NPC will become extremely incensed if someone makes light of his religion or devotion.

w - Simple NPC who has little personality. He is just there to put in his eight hours.

x - This NPC has a chip on his shoulder and will pick a fight with anyone he believes has offended him.

y - NPC is a frustrated adventurer. He is young and cannot give up his present life, but dreams of being a party member. The PCs might turn this to their advantage.

z - NPC should be developed by the GM. The GM might use the Reaction Tables if he has no particular plans for this NPC.

TAXES. There are many different taxes in Dollar that citizens must pay: a 10% tax on total annual sales; a fixed utility tax; and land ownership tax. In addition, there are taxes on imported goods. And all visitors entering town must pay a tax in the form of a visitor's permit.

This permit is issued to non-residents when they enter town. They are conducted into a room full of official-looking individuals who ask many questions about the visitors. Two of the officials are telepathic, and a third has a special mutation which can tell if characters are lying. The purpose of this 10-minute interrogation is to determine if the characters are the type they want in town. In addition, the officials hope to learn why the characters have come to Dollar. A character who is thinking about stealing or trouble-making will be escorted out of town. Those who pass the interrogation (most characters do) must pay for a visitor permit. A 24-hour permit costs 25 gp, and a one-week permit costs 100 gp. Arklen constantly check non-residents for their permits. Anyone caught in town without a permit is fined at least 250 gp, and up to 10,000 gp for repeat offenses. Repeat offenders may face a public service sentence of 1 to 20 weeks.

Merchants bringing trade goods into Dollar must pay a 5% tax on the total value of goods to be sold here. There are no taxes for leaving town or for carrying purchased or bartered items out of town. Weapons, armor, or devices which are not supposed to be carried into town may be purchased in town and picked up on the way out at the tax office by the gate. This policy helps the authorities keep an eye on what is being sold and who it is being sold to.

How to Buy

If a character wants to buy an item for its normal listed cost, he simply pays the money and he receives the item or service. If he wants to sell an item or haggle over the price, he must bargain.

How to Bargain

Bargaining is the lifeblood of Dollar, and an entire day of gaming can be spent with the party in town trying to bargain for items with their treasure. However, this can detract from normal adventure time. The GM will find he and his players enjoy bargaining a lot more when he announces prior to the next game time that a time period will be set aside for nothing but mercantile operations and playing in the town.

If a player does not wish to spend time bargaining, then he need not show up. This will also keep in line those players who always have one more thing for which to barter. To keep things moving, a GM might want to limit the amount of time spent bargaining for an item to no more than 10 rolls. If the bargain is a one-on-one trade, the GM and player should set the value of the item being offered by the PC. The amount the NPC will be willing to pay for the item can vary.

Bargaining involves a step by step process, defined below.

Step 1. Find the Base Unit Price (BUP). This amount equals one-tenth the normal cost of the item or service cost. Bargaining rules track negotiations by totaling the number of base unit factors (BUF) offered (as described below). The final sales price equals the BUP times the total BUF.

Step 2. Determine the NPC Bargain Rating (BR). The NPC's BR equals 7, plus his CH modifier. The typical yakkir has a BR of 8 (7 + 1).

Step 3. Determining the opening offer. The opening offer from the NPC being bargained with equals 15 BUF: (Plus the NPC's BR if the NPC is selling or Minus the NPC's BR if the NPC is buying.) If the GM wishes he can add a few modifiers of his own here due to the Tech Level of the item, where it came from, its condition, etc.

Step 4. Determine on what column the Barter is being rolled on. The GM rolls against the NPC's Barter score. This is his MS modified by his CH and any Barter talent he possesses, minus the PC's CH and Barter talent modifier. A yakkir normally has a score of 19 (MS of 14 + CH modifier of +1, plus the Barter talent/skill modifier of +4), minus the player character's modifiers. This score is then rolled on the Action Table and the color result is interpreted as below.

Red: This result ends the bargaining abruptly, possibly on a hostile note. The NPC will not deal with the PC again unless given a gift.

Orange: This result worsens the deal by two BUFs (plus if selling, minus if buying) and adds a +20 dice roll modifier for the next bargain roll.

Yellow: This result worsens the deal by one BUF and adds a +10 dice roll modifier for the next bargain roll.

Green: No change in price or dice roll, just a sob story of how the PC is taking advantage of the NPC.

Blue: If the dice roll is odd, the deal is worsened by one BUF; if the dice is even, the deal improves by one BUF. There is a dice roll modifier of -10 on the next bargain roll.

White: This result improves the deal by one BUF and gives a dice roll modifier of -20 for the next bargain roll.

Black: This result improves the deal by two BUF, and the NPC attempts to close the deal. If the PC refuses he suffers a dice roll modifier of +15.

Step 5. Next bargaining round. Bargaining rolls can be repeated round after round until either the deal is closed, one side refuses to bargain further, or a roll limit is reached (again, we suggest 10 rolls per item). Each round of bargaining, the player character may counter the NPC's offer or try to glibly talk his way to a more favorable adjustment. Judging what is being said and how the player is saying it, the GM must determine how much the PC's actions and attitude influence the haggling.

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PC Action	CS Modifier
Flattery, spices up the offer with something else, etc.	-3 to -5
Improve offer slightly, subtle flattery	-1 to -3
Plausible, confident dickering	-1 to -2
Refuse to budge on price	0
Implausible reasoning, complaining about being held up, etc.	+1 to +2
Insulting offer, bullying tactics, saying something to make the NPC mad or afraid	+3 to +5

Step 6: The final tally. There are two favorable ends to bargaining. The deal is closed at a set BUF; multiply the BUP by the BUF to find the final price, or time runs out without the NPC ending the session in a huff. The PC may buy the item at the final BUF times the BUP, or let it go this time. If this final option is taken by the player character, the NPC will not wish to deal with him again for at least three days.

Map Legends

Note that there are legends on the two maps that can eventually be shown to the PCs. The following entries are descriptions of those legends.

Barricades. These denote large wooden stockade fences that are used for large pens. These log walls have 150 structural hit points, are AC 3 (-15), and have a swinging wooden gate of the same statistics.

Brick Roads. These roads are passable in all seasons except the heaviest snows. They are made of bricks, cobblestones, or flagstones laid into hard packed ground. They are the best roads for land vehicles to travel upon, though mounts do not always like them.

Buildings, Concrete, Wood, or Metal. All circular buildings are made of reinforced concrete built within the last 15 years. All the other buildings are either made of stone, wood or corrugated metal (GM's discretion unless otherwise noted). Also, unless otherwise noted, all buildings are one story tall.

The reinforced concrete building walls have 480 structural hit points and are AC 7 (-35). They are fitted with metal doors that have 224 structural hit points and are AC 8 (-40). They usually have no windows.

Wooden building walls have anywhere from 100 to 200 structural hit points and are AC 3 (-15). They are fitted with wooden doors that have 40 to 80 structural hit points and are AC 3 (-15). They usually have two to four windows on each floor.

Corrugated metal buildings are usually

built like quansit huts and their walls have 300 structural hit points and are AC 8 (-40). They are fitted with strong wooden doors that have 80 structural hit points. They usually have two windows in them and are never more than one story tall.

All doorways are indicated on the map as being an open space in the wall.

Each story of a building is considered to be four meters high.

Cliffsides. These are the cliffs of the Last Friendly Lands plateau. In their natural state they are unclimbable and do not allow passage. The cliffs are solid granite and there is no fear of falling rocks or cave-ins unless a tornado hits of greater than 150. In the area north of Dollar these cliffs have been carved away for housing (see these descriptions in sectors 2, 32 and 418).

Dirt Roads. These roads are just worn tracks caused by the passing of land vehicles, animals, and people. They slow the movement rate down to one half normal during rains, and down to one quarter normal during heavy rains and heavy snows.

Docks. These wooden docks are extremely well built and are constantly tended. They allow the larger boats to unload without running aground. The river bottom on this side of the river drops away quite rapidly and allows some rather deeply drafted boats passage.

Forest. This designation is only used on the small map of the Golden Delta. It denotes the dense forests to the south of the river, across from Dollar. The terrain form is hilly, the ground cover is wooded/overgrown, and no terrain special effects exist. Gren live in these forests and sometimes deal with the ferrymen on the river and the fens, but do not go into the town itself.

For every hourly movement in this forest, there is a 10% chance that a character will encounter a win seen or a horl choo.

Grass. There are two types of grass in this area, short prairie grass and long prairie grass. The short grass is usually found in the town and in selected spots right outside the town. This grass is about 30 centimeters tall and offers average grazing. It is impossible to and hide in this grass. Long grass is blue, about a meter tall, easily offers cover for a crouching, human-sized character, is wonderful grazing, and grows farther outside the town than the short grass. Neither hinders movement rates.

An occasional dangerous plant may be found

in the tall grass. There is a 10% chance a character may stumble onto a patch of zeethh or even a kep plant.

Tents. The tents shown on the Dollar map denote clusters of traveler's tents that are pitched outside the town. These are travelers who do not stay in town, but are camped outside and enter as need be. There is a 20% chance that any tent encountered will only be there for one night, as the turnover of visitors is high in Dollar. Any tent that is large most likely contains trade goods and is guarded. Animals, mounts, etc. are hobbled off to one side of the camp ground.

Trees. The trees shown on the Dollar map are merely representations of clusters of trees and little groves. The trees are all shapes, sizes and colors. All the dangerous trees were chopped down long ago. It is against the law to chop down any more trees in the town itself.

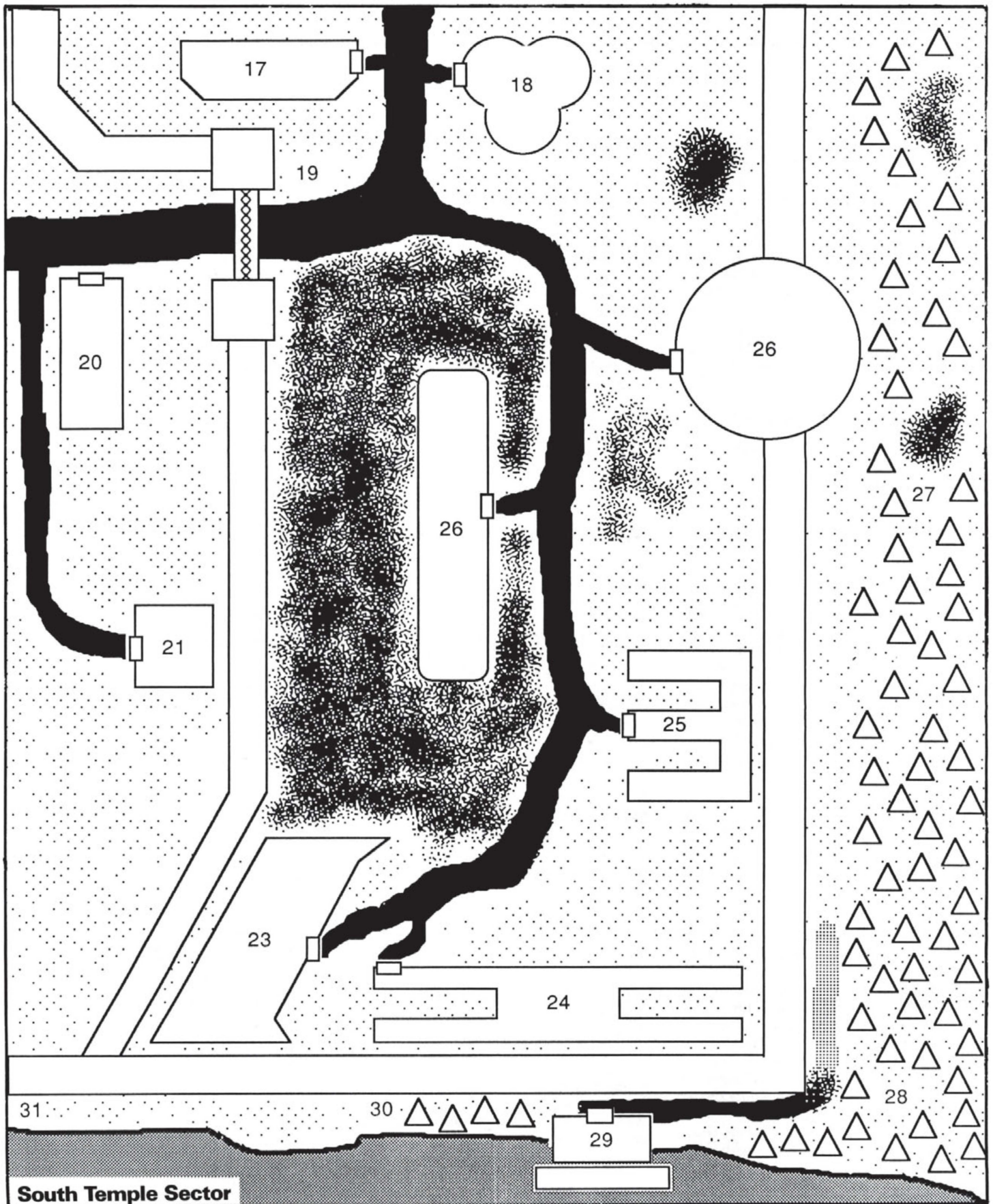
Wall, Heavy Security. The outside walls of Dollar, and some of the inside ones, are known as heavy security walls. This means they rise to a height of 10 meters, are crenelated like an ancient castle's walls, and have walkways atop them. They are made of huge stones and have 500 structural hit points and are AC 7 (-35) in any given location. There is an arklen patrolling each scale inch of wall.

Heavy Security Towers are those squares or circles that are made of heavy security walls. They rise 15 meters, have 550 structural hit points and are AC 7 (-35). See the note on tower gates at the end of this section.

Wall, Medium Security. Some of the walls of Dollar (inner security walls and some of the walls between towers on the outer perimeter) are medium security walls. They also rise to a height of 10 meters if on the outside walls, but are only six meters high if located inside the town. They are made of brick and have 400 structural hit points and are AC 6 (-30).

Water. The river rushing by the city is wide and powerful. It is normally considered to be a steady current with waves about 30 centimeters high (water condition intensity I6(3)). However, during winter the river gets colder and increases in severity to the point where it becomes I20(10) water condition.

A village of 100 fens (character type F,n) live on the south shore of the river, to the west of the dirt road that goes into the forest. They will help most strangers who may be in danger in rough waters.



INTRODUCTION

Movement

The scale of the Dollar map is one inch equals 16 meters, but the movement rate is affected by the terrain being a crowded settlement (for the most part). This means that one meter in Dollar equals four meters of normal movement. Therefore, the movement rate in any sector of Dollar where there are buildings is one quarter normal (a human would move six meters in Dollar per turn). This is further modified in some of the twisting alleys to one-eighth normal if moving in between buildings (a human would then move three meters per turn).

Dollar Location Descriptions

This section details the sites of Dollar numbered on the internal town maps. As already explained, to discover what or who is in a particular numbered location the GM must cross-reference the large map with the internal sector maps. The number of the location on the sector map is the number to refer to.

This section of the module divides the map into sectors, such as the Dollar Main Gate and North Temple sector. Each sector will have its own map and a general description, then follows descriptions of the locations in numerical order. The sectors are arranged from northeast to southwest in columns, that is, first northeast, then southeast, north central, south central, northwest, and finally southwest. The central Snake Pit and Maze areas are further enlarged due to their intricate detail and sometimes small structures. Each one of these areas is broken into quarters, starting with the northeast quarter and moving counter-clockwise. Sometimes buildings overlap from map to map to help the GM with more reference points.

Empty Buildings

Some of the building descriptions are quite simple explanations, such as "unoccupied," "blank," "for rent," or "condemned."

An unoccupied building is one that is empty and no "for rent" sign is up. It means this building was abandoned for one reason or another and is now to be sold. Real estate is extremely expensive in Dollar and the cost of a normal, single-story building is anywhere from 10,000 to 60,000 gp, depending on the building's size and material used in its construction. The bank or one of the merchant lords usually holds the deed on one of these buildings.

A blank building is one that is left for the

GM to fill. It can either be a variant of one that already exists, or the outlet for a new type of device, Cryptic Alliance, or a place to receive training in a Talent or Skill which the GM has created.

Buildings for rent are always posted as such, along with who to contact to rent the building. That party determines the rent. Buildings for rent are usually empty.

Condemned buildings are owned but in such bad shape that the owner or the town will not allow habitation. To find out who owns the building, one must go to the town hall and check in the records office. Normally the party owning it will try to sell the building and property to interested owners for a small profit (about 5,000 gp, but the responsibility for destroying the old structure and replacing it falls on the shoulders of the buyers. Successful haggling may bring the seller down to 500 gp, just to get rid of the tax burden.

Merchandise Standards

A retailer is considered to start this module with all the normal merchandise pertaining to him that is listed on the Estimated Cost Tables.

At the beginning of the module, no double parenthesised merchandise found on the Estimated Cost Tables is available. Player characters may sell this type of merchandise to a tradesman, but that does not mean he is going to offer it to the public for sale. These higher valued, rare items are usually sold to favored clients or the merchant lords in private.

If there is an item that a player character wishes to find and it is not listed on the Estimated Cost Tables, then the GM should consult the Starting Equipment Funds section on page 8 of the GAMMA WORLD® Game Rules. Dollar is considered a Tech Level III town.

Estimated Cost Tables items with a single parenthesis require Orange or Red results to be available. Double parenthesised items are not available in Dollar until the player characters start selling them there. After the required result is assigned, the GM rolls and a dice roll result of that color or higher indicates the item is available. Red results indicate at least two of the items are available. This procedure for items not normally listed must be repeated each time the player characters return to the shop. Just because the item was available five minutes ago does not mean it is available now.

Dollar Main Gate and North Temple Sector

This is the main entrance into Dollar, the one most visitors on foot first enter through. Most of the town government is located near this entrance. No one is allowed to camp outside of the main entrance or north of grove number 16 for security reasons.

The Temple area of town is divided into the north and south sectors. The north sector, included here, includes the oldest temples in these lands. Note that the Temple area is surrounded by its own defensive walls. The Temple sectors are closed at night (10:00 p.m. to 6:30 a.m.) to all but known devotees.

1. *Main Gate Towers.* These two heavy security towers are the tallest structures in Dollar. They rise to a height of five stories (20 meters). Between the two towers are double metal alloy gates that can be lowered if the town is in danger. All the walls above the third story have arrow slits in them to allow for bow or higher Tech Level weapon fire. The doors in this tower are triple reinforced (double the normal reinforced amount +2 AC). The towers have their own larders, their own wells in the basements, and can withstand sieges.

The third through fifth stories are the living quarters for the arklens, including their eating and food preparation areas. The second story of each tower houses the offices and personnel on the current watch that are not manning the walls or towers. This is where crimes must be reported and where criminal files are kept. The first story has some offices for interrogation of potential visitors, and houses the guards checking for and issuing visitor permits, assessing entrance taxes, holding weapons or other items purchased in Dollar but illegal to carry or use there, etc. Each tower has a large basement level that covers twice the area of the tower proper. While both tower basements are built with steel bar cells to hold prisoners, only the northernmost tower is usually occupied. The southern tower's basement is normally used for more storage area for illegal weapons, armor, or items.

Beings entering Dollar through this entrance are stopped, searched, checked for or issued a visitor pass, and then passed through or turned away. It is at this point where illegal weapons, armor, and items are confiscated and stored in the tower. These items can be used by the arklens as a final resort in defense of the town. If people do not wish to check their items in here, they are told to either go back and leave them at their camps or to go to the Triangle and pay to have them guarded (see the western Stable Area, Merchant Area, and Triangle sector).

The GM should always count on 75 + 1d20 arklens being in the tower. There are eight large spotlights on the tower that can cast a light in any direction for five scale inches. Each tower is equipped with a heavy duty laser, heavy duty blaster, heavy slug cannon (each type is quadruple the range, damage, and weight of the normal and is powered by its own huge battery), and two ballista. A ballista is like a huge crossbow on a chassis so it can be moved about. It causes 60/30 damage with a base range of 250 meters.

2. *Cliff Dwellings-Ivory Hills.* This entire cliff facing was hewn out decades ago and is the oldest collection of dwellings in Dollar. It was white rock way back then but, through the wear and smoke of ages, now resembles yellowish ivory. There are fifteen tiers of apartments, houses, and mansions, along with gardens, parks, and so on that make up Ivory Hills. Steps lead up to the different levels and alleys lead deep into the cliffside. This area houses the average, successful common merchants and craftsmen and is considered the nicest area of town to live in outside of the Merchant's Quarter. This area has its own recognizable security force of 25 orlens. Despite the past, these orlens do not hold any bias against the Dollar arklens force, but they resent it when the arklens come into the Ivory Hills.

3. *Tax Collectors and Treasury.* These three-story buildings belong to the tax collection arm of the Dollar government. There is only one heavy metal door for each building, and no windows. The first floors hold the guards (five ANII each, heavily armed), the second floors are the tax collectors' offices and account files detailing who has paid and who has not. The third floors contain the vaults. All the wealth collected is converted to gold bars before being stored here. The roofs and upper outside walls have motion detectors to alert the guards in these buildings and in the main entrance towers if any creatures are trying to gain entrance.

4. *Dollar Utilities Building.* This three-story stone building (with basement) houses the offices of the utility company. Kept here are records pertaining to the company's operation, the tools used by company workers, and the controls for the town's lighting. In addition, the workers have quarters here. If anyone wishes to have their buildings connected to the electric system, they must come to these offices, register, and give a 1000 gp deposit. The electricity fee is 50 gp a month per outlet installed.

5. *Dollar Waterworks and Sewage Building.* Three concrete stories below ground make this building much larger than its one-story brick appearance. It houses the waterworks and sewer equipment, pumps and maintenance crews, plus the simple offices and records the company needs to run smoothly. The cost for a new water main and sewage connection in Dollar is 1250 gp. The monthly payment is normally 30 gp.

6. *Information Service.* Anyone walking into this wooden building is greeted warmly by a female (PSHI, a) who will gush neverendingly about the wonders of Dollar. There is also a guard (ANI, h) in here who silently watches anyone who enters. The girl can give information about the location of certain shops, but only in terms of "go down to the first right, then take a left, etc." The town has a detailed map for sale (see large fold-out map) which she assures everyone is invaluable for getting around the streets. This map should be very expensive, but the price must be set by the GM. A good range is from one tenth to one eighth of the party's total worth.

7. *Dollar Town Hall.* This three-story brick building with a two-level basement holds most of Dollar's bureaucracy, including: the Dollar Bill's hall, record's offices, office for the application of citizenship, the town accountants, the town lamplighters, the town criers, the courts of justice, the attorneys' offices (prosecution and defense), the office of the executioner (an appointed position), coroner's office, sanitation inspector's office, business ethics complaint office, town scribes, and others established by the GM.

8. *Northeast Fire Department.* This branch of the fire department has one small pumper truck and is responsible for fighting small fires in the Dollar Main Gate sector. The firemen

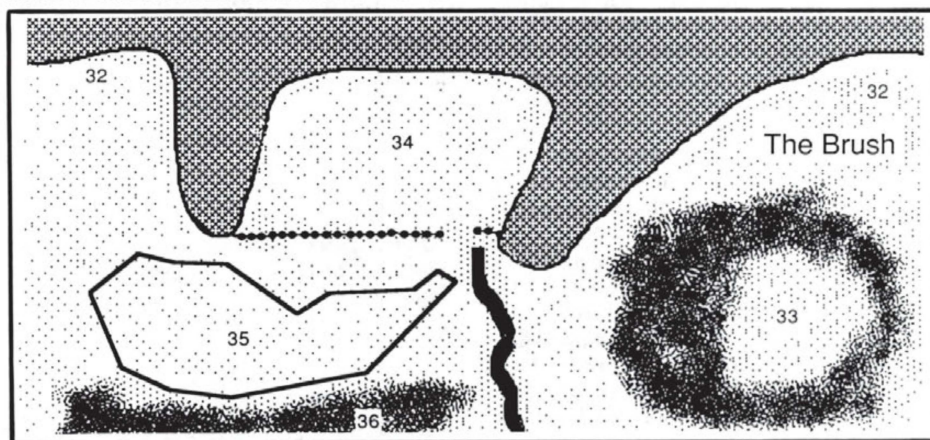
here, all reformed rogue badders, are *unusually friendly* and will chat for hours if given a chance.

9. *Public Storehouse and Garage.* All of Dollar's larger public works' vehicles, robots and equipment are maintained, repaired and stored here, except fire fighting equipment.

10. *North Temple Area Entrance.* These two guardhouses each hold two guards (ANII, n). The guards watch people pass by during the day, but after 10 p.m. they guard the locked iron gates and only allow devotees with valid temple passes through. The temple passes are issued by temple officials.

11. *Faisle the Fetishmaker.* A wizened, old humanoid (G, c) has set up his shop in this grove of elms. He sells fetishes and information on all of the temples in the Temple area. Though he likes to grumble and gripe, he is quite friendly when he is paid and seems to never forget a face. He can also appraise ancient religious books and items.

12. *Temple of the Endless Pantheons.* This concrete dome rises three stories, with the ground floor being sunken one level. This religion is based on an ancient tome that is entitled "ADVANCED DUNGEONS & DRAGONS® DEITIES & DEMIGODS™ Cyclopedia." There are dozens of small cubicles in the building, each one given to the worship of a particular ancient pantheon of gods as described in the tome (Roman, Greek, Norse, Sumerian, etc.). Each pantheon's followers believe everything the book has in print about their particular pantheon actually existed at one time. The priests here are very friendly and try to persuade everyone to contribute to each pantheon. They wear white, synthetic leisure suits and have a medallion that bears the image of a tiny wizard.



TEMPLE SECTOR

13. *Church of the Infinity.* The Infinits constructed this four-story brick pyramid as their temple because it represents a geometric constant in time. They believe infinity and time are two all-powerful entities that keep the universe in order. If not for them, everything would collapse. It is a popular new religion because all it requires of its followers is that they live normal, happy lives; tithe 20 gp a month to the church for its missionary activities; and keep time. They must have some type of timepiece. It is also the responsibility of every Infinit to seek the destruction of any machine, mutant, or creature that tampers with or travels through time, this includes all creatures with time mutations. The Infinits' "holy of holies" is a strange, meter-tall artifact attached to a metal platform balanced atop a 12-meter-tall stone spire. The artifact seems to keep the platform balanced perfectly.

The Infinits also despise the Chaotics (see below). They see them as their major religious threat. The Infinit priests are called Lords of Time and wear outlandish clothes and small silver hour glass medallions.

14. *Ancient Interdenominational Church.* This single-story brick structure is the top floor of a six-level building. It houses shrines, chapels and churches of all the known sects of the major religions existing at the time when the world entered the Shadow Years (Christian, Judaism, Hindu, Islam, etc.). Each religion has its own clergy, with their own religious symbols and artifacts, doctrines, dogmas, etc. These religions now work as one to bring about peace in the world. The Ancient Interdenominational Church, or the A.I.C., has an extensive missionary program and is a major religious force in the world.

15. *Temple of Chaos.* The Chaotics worship in this jet-black stone, single-story temple. The Chaotics believe that the world naturally tends toward normalcy, which to them is an abnormal state. They believe if the world is left unattended, it will naturally evolve toward uniformity until everyone would look and act the same. So, too, would most species of animals and plants die or evolve toward uniformity. Therefore, the Chaotics strive toward very chaotic, unpredictable behavior, architecture, etc. in an effort to help fight the order of the universe. There are many different sects of this religion, from the meek who just dress and color their hair differently to the fanatics who founded such chaotic Cryptic Alliances as the Friends of Entropy.

The temple itself is black inside with one mammoth black crystalline orb in the middle of the floor. This is their concept of a hell,

where everything is uniformly black and faceted. A follower must spend at least one full week in here each year to steel himself for what is to come if chaos does not disrupt the flow to mediocrity. Chaotics despise Infinits because they believe the Infinits are speeding the already-too-fast evolutionary uniformity of the universe. These two factions are constantly warring with each other, bombing or assassinating each other's temples and priests.

The average Chaotic priest wears black robes with a black gemstone on a black iron chain around his waist. He is also armed with an unusual black club with which he is a Weapons Master.

16. *Open Air Worshippers.* This recent religion, based outside of town but within sight of the Tower Temple of Dollar, is dedicated to worshipping the freedom of moving around unhindered by walls or a roof. Only one priest exists (G, d), and he lives out here with just a blanket and little food. He tries to convert every creature who comes to camp near here. At present he only has a few followers, and all of them are a bit daft.

South Temple Sector

This area not only includes the rest of the temple sector, but also the areas immediately to the east, west and south of it.

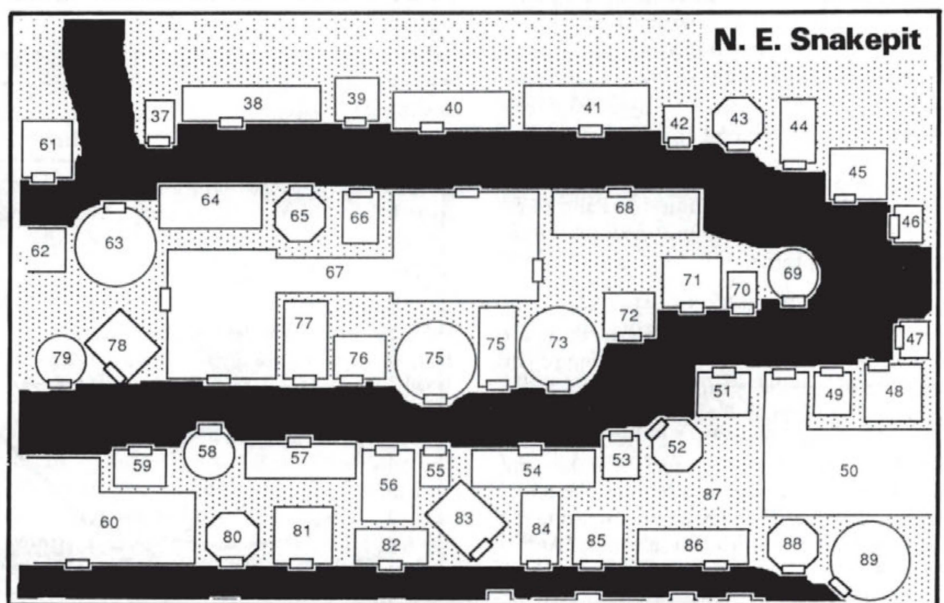
17. *Temple of Silliness.* One of the strangest religions in Gamma World to arise in the last few decades is the Silliest movement. These weirdos believe the world is a cosmic joke created by an unhinged god named PeeWee.

They meet to discuss the silliness in the world and how to make it sillier. The temple, referred to as the Big Playhouse, is structured and appointed in circus colors and motif. Silliests are extremely unpredictable and should never be relied upon. Silliest priests, called Clowns, dress as ancient circus clowns and carry a scepter that bears the head of a jester. This is their symbol of office.

18. *Temple of the Grand Master.* The Granders, as they are normally called, worship once a month in this one-story, concrete temple. They believe that there is an all-powerful deity who randomly influences their lives, that is, he does not intentionally interfere, but does so when he rolls his cosmic dice and their number comes up. This deity, called the Grand Master, or GM for short, exists only to laugh at the Granders' misfortunes and challenge them to live full lives despite what he throws at them. The followers are a hail and hearty lot, and tend toward spartan living. They have only the simplest of tastes in clothes, food and pastimes. The Grand priests, called Dogs of the Master, or DMs, are usually unkempt, corpulent, and wear robes resembling body length sweatshirts. On both wrists they wear bracelets with numerous, unusual dice attached.

19. *South Temple Area Entrance.* These two three-story towers used to be the southern entrance to Dollar. They now operate similar to location number 10, but still have two ballista on top of each.

20 & 21. *Public Bathhouses.* These two build-



ings contain the public bathhouses that are as old as Dollar itself. Since most religious pilgrims believe they must be clean before they enter their temples, the bathhouses were constructed. Because the comfort of water pH balances vary for different species, the buildings are separate. Number 20 handles most mutants, mutated animals, etc., while number 21 handles delicate mutants (like lil), humans, and most mutated plants. These single-story, stone buildings have Tech Level IV purification and sanitation systems. The cost for a normal public bath is 8 gp. A private bath (there are three in each building) costs 15 gp. Number 21 even has a sauna and whirlpool room, which costs 25 gp per half hour.

22. Temple of Bot. This two-story temple is made of plasteel and contains an arboretum. Healthy varieties of temperate zone trees grow outside in groves, while the temperature and humidity controlled temple houses more unusual varieties of trees. The followers of Bot believe all trees are the dwelling places of the different spirits of the universal entity which made all things. The various trees reflect different aspects of that deity: weeping willows represent its sorrow, oaks its strength, benevolent mutated trees its generosity, and malevolent mutated trees its anger, spite, and revenge.

Followers of Bot are called Botanists, and they believe their religion was one of the major religions of the ancient world. They also believe that the jealousies of others brought about the nuclear wars which were intended to wipe out all the trees, and, thus, all the gods. Botanists believe members of the Radioactivists and the Red Death are the current incarnations of those tree-haters of old.

Bot priests wear fiber or bark armor, ranger hats and sometimes carry spades, and constantly preach, "Remember, only you can prevent forest fires!"

23. The Followers of Burgundy. This weird religion worships the color of burgundy red. No one knows why or where this religion started, or how it continues to exist, except many beings apparently love the color of burgundy. Followers are easily spotted, as they are dressed primarily in burgundy clothing. The single-story plastic temple has inner walls, pews, carpets and an altar done in subtly different shades of burgundy. The priests dress in flowing burgundy robes, dye their skin and hair burgundy, and generally look like large, mutated grapes. They preach that wearing the color burgundy will lead to salvation. Amazingly, this religion is gaining a phenomenal following among the wardents.

24. The Temple of Flight. The followers of this religion are called Flyers. They believe those spirits that create and destroy in the universe are invisible, intangible winged beings called gonfalons. They further believe that flying, winged mutants and animals, and non-flying or non-winged creatures who aspire to flight, are closer to the gods than land-bound beings. Their three-story brick temple is like a combined natural and historical museum of flight, complete with skeletons of extinct flying species, displays of flying devices, texts on the history of man's attempts at flight, etc. Flyer missionaries comb Gamma World not only in attempts to bring the knowledge of flight to those less fortunate, but also to discover more about ancient flyers; creatures, men and machines. Flyer priests are called Lindys and dress in any one of various types of ancient aviator outfits. They wear silver, winged pins with the cryptic words "Flight Attendant" on them.

25. Temple of the Everlasting Image. This impressive three-story, marble-faced stone building houses a religion that has sprung up in the past decade from the ranks of the Restorationists and Archivists. Buffs, as the followers of this religion call themselves, collect, display and worship the photographic images captured by a camera. The camera can be still, holographic, or motion picture. Buffs believe the only way to convert a person's soul from a transient form of energy to an everlasting presence is to capture it on film. They have extensive knowledge of all types of cameras, motion picture equipment, developing and enlarging equipment, film, etc. They try not only to capture themselves on film, but to also take pictures of the world around them so it will not fade into decay and nothingness. Buffs believe that if a person cares about the moments of his life and takes pictures of things that exist, those things can never really be gone. Buff priests are called Paprizi and wear loose clothing with scores of pockets of all sizes for storing newly-discovered photographic treasures.

26. Tower Temple of Dollar. Many of the yakkir and arklens believe that the world is flat, covered with a semi-transparent plastic bowl, and that Dollar is the center of creation. Bucks, as these religious believers are called, take their name from Buck Fin, the founder of the religion. They know most of the artifacts and information about an ancient world are actually remnants of the lost metropolis of Dollar, once center of the ancient world. Angry spirits who hold the bowl down on the land lifted it up once so all the chaos and fire

surrounding the world swept in, burning the land and destroying all the cities. This was mankind's punishment for not being satisfied with extending Dollar's glory, but desiring instead to create false, craven cities in its image. The current town of Dollar is built on the holy remains of the once magnificent center of the earth.

Bucks believe that the promotion and defense of Dollar are their two most sacred duties. This four-story, reinforced wall tower is not only their temple, but their symbol of defense as well. It is always manned by yakkir and arklens, and is bristling with heavy lasers, blasters, slug cannon and ballistae (as described in location number 1). This tower watches over the fields to the east. Buck followers are only admitted to the clergy if they know Dollar's layout completely and will undertake an arduous task of writing Buck scriptures around all the city walls while they lay on their stomachs and look up at the city around them. Thereafter they are known as "those who saw" or Sawbucks, and dress as ancient priests of the almighty Dollar in navy blue two-piece suits with white shirts and red neckties. Their symbol of office is a gold neck chain with a gold "S" hanging from it (for Sawbuck), with two vertical lines running through the "S" to symbolize the stability of Dollar.

27. East Plains. The east plains are the main camping ground for visitors who have their own tents. It is a vast sea of waving canvas, hide and nylon tents. The law of Dollar does not extend to this suburb of nomads unless the tent town threatens Dollar's security, in which case the tower temple of Dollar (location number 26) will lay waste to the offenders or offending area of tents. Dollar will not allow permanent structures to be erected out here. The tent population is always in a state of migration and it is wise never to leave anything unguarded in one's tent. Every type of character can be found on the east plains, except yakkir and arklens.

28. Vweek the Tentmaker. Vweek is a mutated humanoid who looks like a miniature tripedal elephant with long, dextrous hands. He and his family always live in this locale by permission of the Dollar Bills and sell their tents to tentless visitors (then often buy them back again later at lower prices). He can make a tent out of almost any flexible material. Vweek is a quiet shy type who lets his shrewish wife do the haggling for him.

29. Dollar Mill. This two-story stone and wood water mill is the chief source of flour and

THE BRUSH

other ground grains for Dollar. It is so important that there are always five guards (ANII, n) on duty here. Characters cannot buy the flour here, but may pay 2 gp to have a bushel of their own grain ground. Marteen, the miller who runs the mill (PSHII, q), is too fond of wine for his own good and is easily bribed with it. The town of Dollar is planning its next major expansion to extend the outer walls to the east and around the mill down to the river. This expansion should be started within the next six months.

30. *Sleeth Caravan*. Currently a sleeth caravan is tented to the west of the mill. There are 20 sleeth (SLII, g) who have rafted down this river and grounded ashore here. They are supposedly here to sell their fine wooden tools and utensils (they Plant Control wood to grow it into the shapes of the items they want). What they really are here for is to survey the possibility of setting up a colony on the other side of the river, where lumber is abundant and the transportation of their goods will not be so difficult. To this end, they are also looking to recruit adventurers whom they believe they can trust to help them "persuade" any gren or fens in that riverside area to leave them alone while they build their village.

31. *South Shore*. The land to the south of the southern outer wall is not claimed yet. While the player characters are in town it is announced that the land is going to be up for sale, starting at 15,000 gp a scale inch. It is not going to be announced that a major expansion is going to take place here. The Dollar Bills want people to buy the land who are willing to work hard to develop it. If the party inquires, they will hear that the banks flood a little once a year up to the south wall. The town is secretly planning to dike the river banks and create a new, larger southern defensive wall, then take the old one down. This is a great opportunity for future profits or career developments for a far-sighted party.

The Brush

The Brush is the nickname for the scrub and wooded areas in the north central Dollar region. It is a relatively peaceful, pastoral area left in its natural state to support animals.

32. *Newstone Heights*. These systems of cliff-side dwellings are similar to the Ivory Hills (location number 2), except that they are cheaper, not as nice or spacious, and have been excavated only in the past five years. Whereas the Ivory Hills section has more townhouse, homes, and mansions, the New-

stone Heights development has apartments designed for the average citizen. Newstone Heights always has some vacancies, starting at 8,000 gp a year for a few rooms attached by hallways to other dwellings. The Newstone Heights development to the west also has some apartments for rent, at the same cost as a private room for four people on the Estimated Cost Tables. The regular security force (ANI, z) patrols this area and some minor street crime exists.

33. *Arboreal Grazing Area*. This field and forest area is reserved for stabling flying mounts or livestock that live in trees. The area is surrounded and encompassed by a fine metal alloy mesh canopy that the creatures cannot easily fly through. Usually herders or trainers bring such creatures into camp under the smaller trees to watch their flocks and mounts. Three wilderness bots keep the area maintained, the canopy repaired and the net openings controlled. The droppings from these tree-perching creatures is sold as fertilizer to defray the cost of maintaining this section. The main forest hands here are five PSHII, r, and six DII, o.

34. *Large Herd Corral*. This barricaded cul-de-sac is where large herd animals or mounts brought to market in Dollar are penned. These include rakoxen and hoppers. There are some cliff dwellings in the rear of the corral for herdsman. Buyers and butchers also live in these cliff dwellings (which sell for 3,000 g.p. each because of the smell and noise here). Almost all business pertaining to the buying and selling of herd animals or potential riding

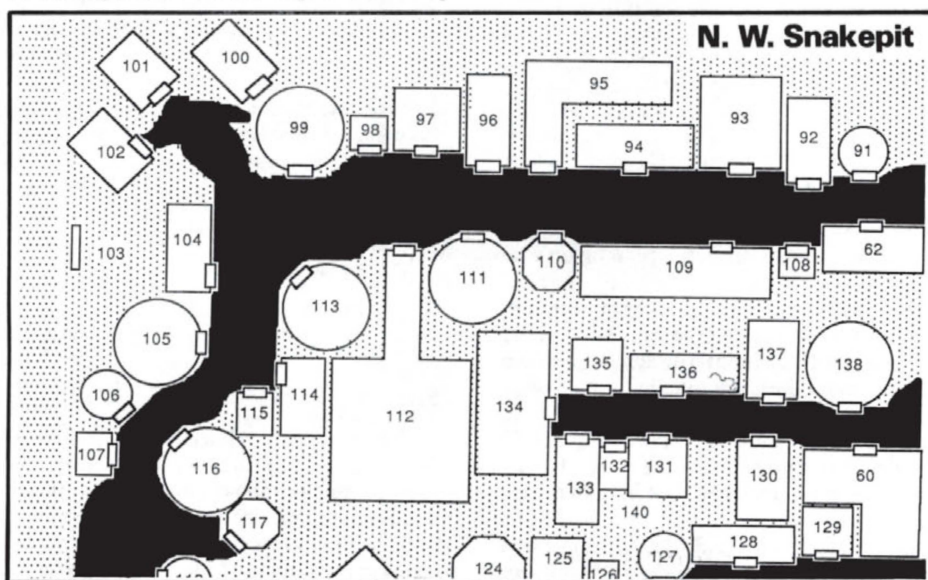
or draft animals is done in the vicinity of this pen or the corral (location number 35.)

35. *Corral*. This wooden corral is the usual holding location for cattle-sized livestock and horse-sized mount or draft animals. It always has three guards here (AII, k). As in location number 34, most of the bartering dealing with these types of animals is done here. Most of the cowboys, as herders are still called in Gamma World, stay in the adjoining woods of location number 36.

36. *Cowboy Camps*. These woods are the favorite camp sites of the cowboys who drive in the herds of livestock, mounts and draft animals that keep Dollar and Gamma World eating and working. While an occasional tent is used in bad weather, the cowboys usually sleep in bedrolls. They are a breed apart, though almost every kind of race and mutation can be found here. While being a laid back lot, they also do not like being pestered by "city folks." They are quick to fight if they are provoked. However, they will easily warm up to adventurers who have also faced the rough life of the outdoors. They will tell the adventurers many stories about creatures and ruins in Gamma World.

Snake Pit

The central part of Dollar is made up of two congested marketplaces, Snake Pit and Maze Plaza. Snake Pit, the northern marketplace, is so named because of its snake-like winding streets. It primarily houses people selling their services. The majority of repair work is done



here, as are most custom-made creations. The GM should remember that many Talents and Skills also include the abilities to appraise items. These craftsmen and tradesmen will often buy items to repair or to use themselves. Also, many professionals in the Snake Pit will have unique items for sale. Successful NPCs often have their trade set up here and own or are part of a company that owns a shop in Maze Plaza.

Because of limited space, most listings for the Snake Pit and Maze Plaza are simply the titles of the signs hanging outside the building, the race and personality abbreviation for the NPC, and the level of the character who has the Talent or Skill noted in parenthesis. Any unusual information is also included. Refer to the Skills section for details about what services might be available for hire.

37. *Erenyd the Sage*. (YI, t) Erenyd (15) deals with the history of the ancients and has numerous texts on the subject. He is shorter than most yakkir and very fat, being a gourmet also.

38. *Golden Wick*. (YI, u) Dalfase the candlemaker (11) makes his merchandise here, but only sells custom-made items or oversized items from this place. He dislikes orlens intensely and will kick them out if they enter the shop.

39. *Ralph the Alchemist*. (PSHI, g) Ralph the alchemist (12) is a tall human who is very dark and brooding. He does not like to haggle (−2 CS to barter with him).

40. *Rivner & Son, Glassblowers*. (YI, w) Flar Rivner (16) and his son, Gilam (4) (YI, m), operate this glassblowing establishment. They can make almost any custom-designed glass item, and are familiar with all thicknesses of glass.

41. *L. Borja, Apothecary*. (D, a) A female dabber named Lucy (15) oversees three other apothecaries here (all 5, D, w). This is the main apothecary outlet in Dollar. Lucy loves to have visitors.

42. *For Rent*. Single-story, wooden building. Contact the Tower Temple of Dollar. They own it but will only rent it to someone who is going to be here all the time.

43. *Sweeney the Barber*. (YI, s) Sweeney (12)

44. *The Pottery Wheel*. (YI, j) Rzoal (17) not only makes all kinds of pottery here, but teaches classes also.

45. *Pepe the Perfumer*. Pepe (14) is a mutated skunk (scores and stats like a DI, i) who is the

only perfumer in Dollar. His nose is unsurpassed in determining if anything is rancid.

46. *Goodeer the Candlemaker*. (YI, i) Goodeer (8) is a young candlemaker who is just starting out and is eager to make a reputation for himself. He will sell for less if he thinks it will help get business.

47. *Krf, Jeweler*. (YI, h) Krf (15) is a jeweler who specializes in silver and necklaces, bracelets and rings. His detail work is amazing.

48. *B'Dun, Jeweler Extraordinaire*. (YI, l) B'Dun (18) is the best jeweler in Dollar when it comes to gold. His forte is larger pieces of worn jewelry. He oversees two jeweler apprentices (3 & 4, Y, w).

49. *Samual the Jeweler*. (PSHII, c) Samual is having a hard time competing with Krf and B'Dun. He has specialized in unusual metals and concentrates on non-costume pieces, like jeweled hilts and ceremonial scepters. He is quiet and unassuming, which is not helping his business any. He welcomes any chance to gain a reputation like his neighbors'.

50. *Blacksmith Guild Hall*. A dozen apprentices (2 to 4, PSHI, YI, and DI, all w) are learning the blacksmith trade here in the Guild Hall. Basic items can be purchased here, but anything complicated will not be sold. The various blacksmiths in Dollar take turns instructing here. The apprentices live in the second story of this large stone and wood building.

51. *Sardut the Carpenter*. (YI, b) Sardut (16) is a master carpenter who also is a blacksmith (11). He is a burly, gruff yakkir and likes plain talk. He normally works on custom orders only.

52. *Kleun, Blacksmith*. (YI, b) Kleun (19) is head of the Blacksmith Guild and still quite a formidable figure himself.

53. *Hassan the Weaponsmaker*. (YI, n) Hassan (13) specializes in making unusual bladed weapons. He is a blacksmith (13) and a jeweler (4). Any weapon he makes is double the price.

54. *Barrelwright*. This long, corrugated metal building houses barrels of all sizes. An unusual vegetarian named Quor (16, AII, a) is the owner and makes most of the barrels. His outgoing apprentice, Polop (5, AI, w), handles all the customers.

55. *Catlemer the Carpenter*. (YI, k) Catlemer (12) is a carpenter who gives the impression that he is much more talented than he actually is. His items, mostly medium sized, look okay, but are actually quite cheap and will fall apart

after a month. Catlemer never refunds money.

56. *Unoccupied*.

57. *Norton the Plumber*. (YI, r) Norton (19) has a building full of old pipes, tubes, joints, and other plumbing items. He is a tall, thin yakkir who is always working. He is the only reliable plumber in Dollar and lives in Ivory Hills.

58. *Ornyl, Master Stonemason*. (YI, see below) Ornyl (21) is the finest stonemason in Gamma World. And he knows it! His attitude is arrogant, didactic, and lowers his CH to 5 in all dealings. He works on special stone decorations here and also runs the stone mason guild hall.

59. *The Stonemasons Bruinaer*. The three Bruinaer brothers have their own shop here. They are Kez (14), Nod (12), and Roc (10) (all Y, o). They belong to the guild, but work on their own because they will travel quite a distance for work. They also order the large cut stone and marble from the quarries to the far east for Dollar. They are always on the lookout for party adventurers to travel with the shipments on the rivers and guard them, though they will have a hard time approaching party members.

60. *Stonemason Guild Hall*. All the stone and concrete construction in Dollar is performed by this guild. No one builds around here in these materials unless they belong to the guild. There is an apprentice or journeyman of every Talent and Skill Level up to 16, and of every disposition and race. They are constantly on the lookout for new and better tools, but one must deal with Ornyl (location number 58) to sell them.

61. *Math the Limner*. (PSHIII, see below) Math (15) is huge, has a long beard and is a limner and a sage on ancient heraldry. Though he acts rude and crude, he is actually very intelligent and quite wealthy.

62. *Ernie the Cobbler*. (YI, see below) Ernie (10) is a good cobbler, but is a tyrant to his five apprentices (all 2, Y, w). The left part of this long wooden building is his residence where he lives with his wife and five kids. Ernie is the local representative of the Cryptic Alliance, Friends of Entropy. He occasionally heads up small terrorist activities from this shop against the government. No one suspects him but his wife, and she is too frightened of him to say anything.

63. *Offkersh the Potter*. (YI, n) Offkersh (12) is a female yakkir who can throw all types of pottery, ceramics, and porcelain. She has the

SNAKE PIT

largest number of kilns in Dollar and can make most custom items overnight.

64. *Faneera, Soapmaker.* (YI, s) Faneera (11) directs four others (all 2, Y, w) in the making of soap. This is the main source of soap in Dollar. She sells normal soap here. Perfumed or heavy-duty soap she only sells through Maze Plaza.

65. *J. "Jocko" Jukko: Dyes and Inks.* (YI, see below) Jukko (10) makes dyes, inks, and, when he has the materials, paints. He is an eccentric who loves to talk for hours about his trade. Bartering with him takes twice as long as normal.

66. *Leme the Glassblower.* (YI, f) Leme (8) specializes in making glass panes and salvaging ancient glass. He cuts glass to fit little windows and displays items. Most of his glass is kept wrapped in boxes out back.

67. *Electricians Guild Hall.* This three-story, wooden structure has doorways in all sides. It is the guild hall for all the electricians in Dollar. They live on the third floor, store their equipment and materials on the second floor, and have their workshops on the first floor. Anything that is electrical and must be repaired, made, or redesigned has to be brought here. There are two dozen guild members here with Talents and Skills ranging in Levels from 1 through 16. Many different races and personalities are represented here. The head of the guild is named Cret (19, OII, b) and is nearsighted. He lives for new discoveries in ancient electrical appliances. He is looking to hire an associate guild member (at least a Level 3 Electrician) who will adventure in the wilds, looking for new finds pertaining to the hall.

68. *Lagomarcino's Confectioners.* This family, run by the old grandpapa Tom (16) (PSHII, a), has been making confectionary delights for more than a century. They are a very rich family and all very heavy.

69. *Patem the Gemologist.* (W, see below) Patem (9) works closely with the three jewelers across the street. He is the wealthiest gemologist in town. He is also the secret leader of the local chapter of the Brotherhood of Thought. He keeps his eyes and ears open for any news of Purists or Red Death activities.

70. *Hiram the Gunsmith.* (YI, see below) Hiram (14) is the only known gunsmith in town. He tries to charge double the normal rate and can never be bargained lower than normal cost.

71. *Weapon's Maintenance.* (SLII, b) Axel

Pestlerod (8) has prices that average about 20% lower than normal. He is also a blacksmith (4) and loves working on weapons.

72. *I Am Toys.* (YI, o) Wlien (6) is the only registered toymaker in Dollar. He did not like to be bothered by customers, so he moved his shop to the Pit. He specializes in ancient toys.

73. *Rard Tafor, Wheelwright.* (YI, n, see below) Rard (12) owns the ground out back of his shop and does most of his work there. Rard specializes in small items and vehicles. He is a typical yakkir, except he is blind in his left eye, which his brother Rora put out in a brawl.

74. *Condemned.*

75 & 76. *Rora Tafor, Wheelwright.* (YI, n, see below) Rora (11) is Rard's brother. They have not spoken in 10 years. Rora owns the two buildings and has three apprentices working for him (levels 4, 5, & 6, all Y, w). He only works on large vehicles.

76. *Carpenter's Guild Meeting Hall.* Unlike the other guilds, the Carpenter's Guild allows anyone to join who works with wood. The guild members decided to work individually, apprenticing out to the small shops. They meet here once a week.

77. *Fletch the Fletcher.* (G, see below) Fletch (7) is a gren who just never felt like a part of his tribe. He can make arrows and quarrels for all types of bows. Fletch also makes the ballista bolts for Dollar defenses.

78. *Jeo the Tinker.* (YI, p) Jeo (8) made the metal corrugated building he works in. He is also a carpenter (11) and specializes in metal shelters.

79. *Ingrol the Tinker.* (YI, n, see below) Ingrol (13) a typical tinker and makes a wide variety of utensils from tin, copper, aluminum and other "soft" metals. He hates wardents.

80. *Theologian.* (YI, j) Lamter (17) is a theologian and religious sage. He is actually an atheist, but is fascinated by religions.

81-90 ADVENTURERS ALLEY

This street is known as adventurers alley because the offices of unusual professions line it. These professionals consult caravans, explorers and other characters on trips that groups are planning through various terrains. These professionals also organize caravans and frequently hire specialists to assist in certain projects. The following professions and people with listed Talents and Skills line Adventurers Alley:

81. *Explorer-Jungle* (YIII, g) Shardik (7)

82. *Swampman,* (SLII, i) Byr (16)

83. *Explorer-Deathlands,* (BII, c) Tevya (14) (local leader of the Iron Society)

84. *Mountainman,* (PSHIII, n) Malfin (18)

85. *Explorer-Desert,* (HI, j) Harklan (11)

86. *Plainsman,* (HO, k) Winhal (14)

87. *Explorer-Marshes,* (M, m) Klefat (10)

88. *Forester-Normal type* (G, n) Methet (13)

89. *Forester-Giant flower type,* (YI, l)

Dalfase (15)

90. *Hunter,* (PSHIII, t) Snel (15)

Northwest Snake Pit

91. *Lockpicking Services.* Auth (Y, see below) the lockpick (14) is also the leader of the Thieves Guild in Dollar (see location number 109). His normal service is unlocking all types of locks for which people have no keys. Auth is very careful not to be obviously associated with the Thieves' Guild. He is a part owner of the Blue Craftsman (see location number 109).

92. *Durog & Sons, Lockmakers.* (Y, n) Durog (16) and his two sons, Afst (8) and Umbro (9), are also blacksmiths (3). They make locks for customers, anything from a small latch for a snuff box to a large metal door bolt. They have no idea that there is a Thieves' Guild in town. They ask Auth (number 91) over a lot for his advice on the new locks they make.

93. *Jacob Ivenstein the Potter.* (YI, p) Jacob (11) has a huge shop full of small jars, pots, bowls, etc. He specializes in small, everyday items and can crank them out at a breathtaking rate.

94. *Entic the Tailor.* (YII, v) Entic (12) works only in woven materials of the ancients (wool, cotton, and so on), no synthetics.

95. *Hasford Weavers.* (Y, r) Shasin Hasford (11) runs this two-story wooden building of weavers (who are all different ranks, races and personalities). The weavers produce material of all types, but mostly of organic nature — cotton, wool, etc. They sell normal cloth here (muslin, canvas, and so on) but save their fine materials for the shops of Maze Plaza.

96. *Taylor & Taylor, Tailors.* (each is PSHII, John is s, Jim is n) John and Jim Taylor (both 7) are synthetic tailors. That is, they only deal with synthetic materials. They also offer a 100 gp bounty for every set of yexil ears brought in.

97. *Surtit the Tailor.* (Y, m) Surtit (8) only works with botanical fibers and bark. He is also considered an armorer (8) and capable of working with this same material to make armor.

98. *Vamvam the Tailor*. (Y, y) Vamvam (11) only works with unusual "materials," such as metal foil, insulating material, lead lined material, etc. He is the only one who can repair outfits such as radiation suits.

99. *Ssan the Leatherworker*. (SLI, j) Ssan (7) makes bags, backpacks, pouches, and so forth out of leather. He does not care who he sells to.

100-103. *Dollar Tanning Company*. This rich firm buys most of the hides and furs that are brought to Dollar. These are processed, treated, and stored in the three larger wooden buildings. The firm's office is in location number 103. The firm also owns the land to the north and west of here and stakes out the hides and furs there to cure. They are planning on constructing more buildings here in the next two years.

The firm is directed by old man Kratet (15) (Y, e). Many have tried to compete with him, but his bully boys (four OII, w) always discourage competition. The leather he produces can be any Skill Level desired.

104. *Snirr Ltd.* (Y, x) Snirr (10) buys the basically unusable animal remains brought in to the Dollar Tanning Co., such as the teeth, claws, spines, jawbones, tails and plates of certain creatures. These seemingly worthless items can be used for jewelry and are very good trade items for primitive cultures.

105. *Rould Armor*. (Y, v) Rould (15) oversees two journeymen (8 & 9, both Y, w) in the manufacturing of metal armor. All of them are also blacksmiths of their same Skill Levels. (Rould belongs to the Temple Tower of Dollar religion and gives 25% discounts to fellow members.

106. *Sleel the Armorer*. (Y, b) Sleel (14) makes armor from hide, leather, studded leather and plant fiber. He will sell his wares out of his shop here in addition to selling them in Maze Plaza.

107. *Grunch Shields*. (Y, j) Grunch (17) is the best shieldmaker in all the local lands and can work in various materials, as he is also a blacksmith (6) and a carpenter (5). His shields are renown for their durability.

108. *Kssin the Hingemaker*. (Y, i) Kssin is a blacksmith (5) and tinkerer (7) who specializes in making hinges of all sizes. He sells his metal hinges to other manufacturers, but only sells them to the public out of his shop here in Snake Pit.

109. *The Blue Craftsman*. This pub is a three-story stone and wood structure. It has a com-

mon room, bar and kitchen on the first floor, and three large rooms on the second floor for special meetings or overflow from the first floor on busy nights. Sicpac (11) (HO, k) has his residence on the third floor and has access to four smaller private meeting rooms on that floor. Unbeknownst to most, there is a basement that is accessed only through a secret door in the back room of the bar on the first floor.

The pub caters to all the craftsmen and tradesmen in the northern half of Snake Pit. It is always crowded during the noon hour, from 5:00 p.m. to 8:30 p.m., and from 3:30 a.m. to 6:00 a.m., when people are going home from night shift jobs. People can learn much gossip and information about those trades dealing in wood, metal, leather and stone at this inn. The fare is good and reasonably priced. Sicpac can afford to do this because he makes his money in other, not-so-legal ways.

Sicpac is a fence for stolen goods, paying 1d10 x 5% of the normal worth for items brought to him by the Thieves' Guild. He then quietly disperses these goods through some of the more questionable merchants of Maze Plaza.

The Thieves' Guild meets on the third floor here under the guise of a group of card players. Someone is always in one of the third floor rooms to take care of a fellow Thieves' Guild member when he comes in with booty. To join the Thieves' Guild a player character must first find someone in the guild, then win that person and the guild over by making a successful series of Charm Reaction Rolls. The leader of the Thieves' Guild is Auth (see location

number 91).

110. *Ahjque, Helmsmaker*. (Y, a) Ahjque (6) is also a blacksmith (5) and leather worker (4) who decided to specialize in assorted head gear. He can make all types of helmets and is a sage on the styles and functions of helmets throughout the ages. Drawing of old helmets are displayed on the walls of his shop.

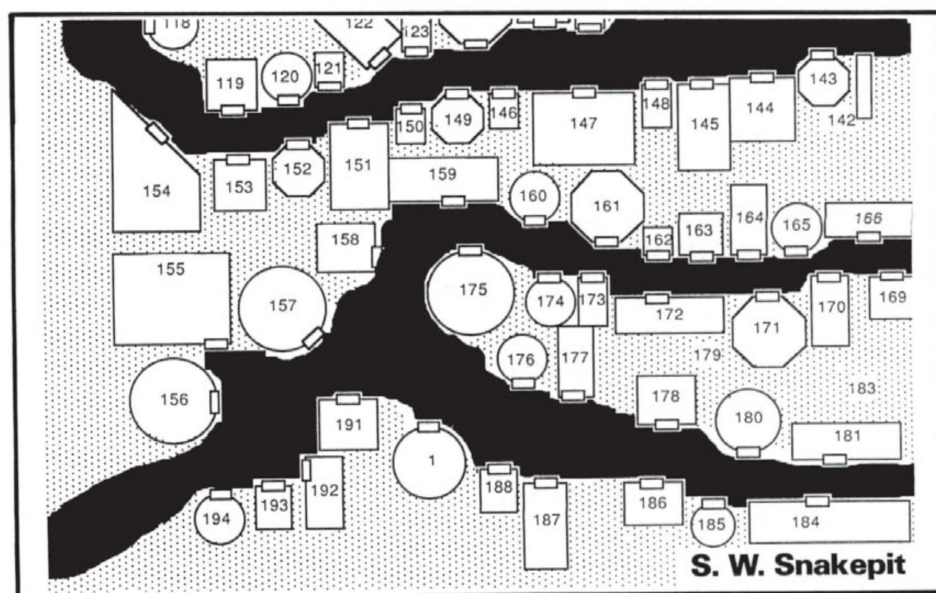
111. *Plastic Armor*. (Y, very charming) Fem (11) is one of the only craftsmen around who works solely in plastic armor. She can make any type of plastic armor, including shields and helmets, given the time and material. She can make the armor in a specific color for an additional fee.

112. *Earaah Textiles*. (Y, r) Earrah (16) runs this small factory of looms, spinning wheels and other cloth-making equipment. She concentrates her efforts toward the manufacture of durable, usable cloth, rather than fancy or unusual fabrics. Earrah has more than a dozen employees, and the cloth she and they produce are at Skill Level 13.

113. *Brempar Synthetics*. (Y, n) Brempar (10) retrieves and reprocesses synthetic materials, such as polyester suits. His business is expanding so fast he is looking at buying the location number 119-121 block of buildings to raze and build in their place another shop.

114. *Qol the Tailor*. (Y, z) Qol (10) only works with synthetic materials. He works closely with Brempar and Lamter, and together they promote synthetics as much as possible.

115. *Hatmaker*. (Y, see below) Bulaly (7) is an



average hatmaker, but an excellent thief (Experience Rank 14 for any rolls in that line of work). He prefers selecting his targets from visitors to Dollar instead of citizens. He wears a black, skin-tight outfit when performing his thefts.

116. *Lamter Salvage*. (Y, t) Lamter (12) buys old cloth and clothing from visitors and scavengers. This he stores in large bundles out back of his shop. He inherited a Tech Level IV device from his father that breaks down cloth and synthetic fibers and reforms them in a separate container. Through this device, Lamter can reclaim organic and synthetic cloth and sell them to other manufacturers.

117. *Nobzu Barding*. (Y, y, see below) Nobzu (8 in tailor, armorer, blacksmith, and fiber work Talents) has a monopoly on the barding profession. He owns all the land out back of his shop and hangs the armor on huge wooden forms there. This is where he works when weather permits. Nobzu is a real craftsman and is very considerate of his customers.

118. *Kakern the Armorer*. (Y, vengeful-see below) Kakern (10) only deals in carapace armor. He lost his left leg to a creature with a carapace, and he now relishes the idea of working carapace into armor. He will travel up to a week away to help strip the carapace off a creature.

119-121. *Condemned*.

122. *Kesh Supplies*. (Y, o) Kesh (6) makes paper and writing utensils. He has quite a collection of ancient writing devices and will pay highly to add more to it.

123. *Auctioneer*. (PSHII, q) The NPC who makes his business in this metal shed is named Epson. He is an auctioneer (14). Every week-end he runs an auction in the open fields to the west of the town. The goods he offers there are bid on rather than bartered for. If a player character wishes to sell something at auction, he sets the lowest price he will accept for an item. If it is an NPC item, the GM sets the price.

The GM decides on what color result reflects the probability that this item will sell for this price. For example, if the price is competitive, the color is green. Then the GM makes five rolls, reflecting five bids on the item. If PCs wish to bid, they should hand in sealed bids to the GM. The rolls reflect whether the offers are lower than the asking price (results less than the affixed color are lower). Matching the color means the asking price has been met. And a higher color means a bid was above the asking price. Of course, it is easy to

determine if a PC's bid was lower or higher than the amount asked. If the amount is higher than the asking price, the GM should roll to see how much higher: 5 to 30% (1d6 x 5%). If no bid is higher than a PC's bid, then he purchases it. Epson receives 15% of the final sale price, or one-tenth of the asked-for price as his fee if the item is not sold.

124. *Kesh the Toolmaker*. (YI, n) Kesh (10) has most of the skills needed to make any kind of wood or metal tool up to and including Tech Level III tools. He can attempt to repair a Tech Level IV tool at a Skill score of 5.

125. *Appraiser*. (PSHI, p) This NPC, who never gives his name, has the Appraising Skill with a 17 score. His cost for appraising is one-twentieth the worth of the item. He usually overestimates the cost by a little.

126. *Kolel the Cobbler*. (YI, b) Kolel (15) has the best apparel buys in town. His costs are always 15% below the standard. He specializes in boots and strangely-shaped shoes.

127. *Unoccupied*.

128. *Rodla the Miner*. (YI, i) Rodla (7) will not only do small jobs himself, but will also direct groups of unskilled workers in the digging of mines. He can also identify ore samples and rock types. His large building holds a small museum of rocks and ores for his own use. He works closely with Mino in building number 129.

129. *Mino Cry*. (YI, see below) Mino (18) is an underground construction engineer in addition to being a miner (9). He oversees the overall drilling and direction of a mine's construction. He also is versed in how to undermine and bring down large structures and fortifications. Though Mino works closely with Rodla (see location number 128), he is very mercenary-like and cannot be trusted.

130. *Yelmo, Mechanic and Blacksmith*. (YIII, w) Yelmo (11) makes heavy metal devices such as springs, coils and large-gear mechanisms. He makes the mechanical parts for the town's ballista.

131. *Mool, Wood Construction*. (YI, see below) Mool (13) designs and builds wooden houses, shops and other structures. He is rich and employs two dozen lesser carpenters (two each of levels 1-12, all Y,w) who are always out building or repairing.

132. *FL. Rite, Architect*. The sign in front of this small, metal shack is misleading, as Rite (17) (YI, r) actually designs and directs the construction of larger structures (towers,

bridges, mills, etc.). He is currently trying to raise funding to build a bridge across the river.

133. *Ma'Dwan the Mechanic*. (YI, see below) Ma'Dwan (14) can handle mechanical construction and repairs on Tech Level II and III items. Ma'Dwan is also the secret leader of the local assassin's guild. His favorite weapon is a nineteenth century crank air rifle which noiselessly fires a high impact bullet up to 250 meters (as a hunting rifle, see New Weapons).

134. *Twit's Lumber Yard*. (PSHII, b) Theodore Twit (10) is a human carpenter who opened this lumberyard two years ago. It only has a few pre-cut pieces and some expensive woods. Twit makes most of his money cutting the wood customers bring him, as he has all kinds of Tech Level III and IV power saws which cut wood very quickly.

135. *Sre'Bap, Bowyer*. (YI, n) Sre'Bap (17) is proficient with most types of bow making, including the ancient oriental zen bow making art. He can make all Tech Levels of bows if he is given the materials and time to do it.

136. *Tues the Mechanic*. (YI, t) Tues (12) only works on Tech Level III mechanical items... unless it is a vehicle. He will always take time out to work on any type of vehicle, as they are the love of his life.

137. *Optical Devices*. (DIII, see below) Varmin (10) is a craftsman who specializes in the grinding of lenses and construction and repair of optical enhancement devices, such as telescopes and binoculars. He is a member of the assassin's guild and uses a handmade laser with special optics. Varmin's weapon fires a beam of invisible light at his target and, thus, cannot be seen or easily traced. Varmin is actually a very cruel individual and works as an assassin because he enjoys it.

138. *Hormit, Robot Parts & Repairs*. (YI, t) Hormit (11) loves to work on robots. He purchases parts when he can from adventurers and can build many different automachines from scratch. He currently has an operational wilderness eco-bot on hand for only 20,000 gp, but it needs a power source.

139. *Basil the Barrelwright*. (YI, i) Basil (9) makes one standard size barrel, leaving all the other sizes to his competitor. Since he is so highly specialized, he can crank them out very fast and provides most of Dollar and the caravans with their barrels.

140. *Woodcutters Commune*. This open lot holds stacks of wood underneath tarps. A commune of woodcutters bought this land. While they are out laboring, the fruits from

previous days' chopping is being sold here on their behalf. The manager is named Torf (YIII), a tough little yakkir with the ways of a lumberjack, but the voice of an angel. He is a tough haggler (+1 CS in his favor). Most of the wood the carpenters and builders use is bought here.

Southwest Snake Pit

141. *Utrecht Removals*. (YI, h) Utrecht (12) makes a business of removing poison glands, acid sacs, and other hazardous organs from animals. He will travel many miles with a party for a carcass. However, he does this only if he is guaranteed the poison. If people want the glands removed for their own purposes, they must bring the carcass to the outskirts of Dollar.

142-146, 148-153 SAGE ROW

The south side of this street is called Sage Row because of the number of sages' offices along it. These sages can give consultations about subjects within their areas of expertise. Some will research information for a fee. The following sage professions, people, and their Skill Levels scores are included:

- 142. *Philosophy*, (OII, g) Soxratees (10)
- 143. *Zoology*, (YII, n) Marlin (18)
- 144. *Astrology & Astronomy*, (YI, z) Zagan (11/9)
- 145. *Legends & Myths*, (S, peaceful) Gocer (14)
- 146. *Botany*, (SLII, studious) Awalk (13)
- 148. *Acupuncture*, (PSHII, mysterious) Wong (16)
- 149. *Military history*, (PSHIII, d) Horberg (10)
- 150. *Societies of Gamma World Civilizations*, (DIII, q) Meed (12)
- 151. *Bibliophile* (YI, loves books), Wirm (14)
- 152. *Dollar history*, (YI, v) Grenh (17)
- 153. *Secret Societies & Cults*, including Cryptic Alliances, (PSHIII) Orjut (13), charges triple the usual cost for services and information because of his dangerous line of work.

147. *The Sagacious Owl*. This building is a two-story wooden structure with aluminum siding. The pub sports a bespeckled owl on its sign. It is a favorite meeting place of sages throughout town. The very informal Sage's Guild meets on the second floor, where they inspect books brought to them for appraisal and purchase. The innkeeper is named Osmondeus (YI, j) and is an all around great guy. Out of town visiting sages, who are only staying overnight, may sleep in one of the two upstairs bedrooms.

154. *The Dollar Museum of Technology*. This is the deepest structure in Dollar, with eight underground levels and one concrete level above ground. It is completely climate controlled, is guarded (two ANII, n) at the door, and there is a security robot. It is the pride of Dollar, housing a great collection of antique devices in almost mint condition, albeit unpowered. While it is overseen by the Sage's Guild, the Dollar Bills must approve any new purchases. Only items in the best condition will be considered for the museum.

155. *The Snake Pit Bank*. This bank is constructed of steel-reinforced concrete with steel barred doors and windows. It has its own security force (twelve PSHIII, w, heavily armed, five of which are always on duty). This bank caters to the craftsmen and professionals who work in Snake Pit. There is a metal alloy vault inside containing moneys worth more than 1,500,000 gp. The bank funds projects which will help their craftsmen and professional customers.

156. *New concrete building* under construction. Owned by the Snake Pit Bank.

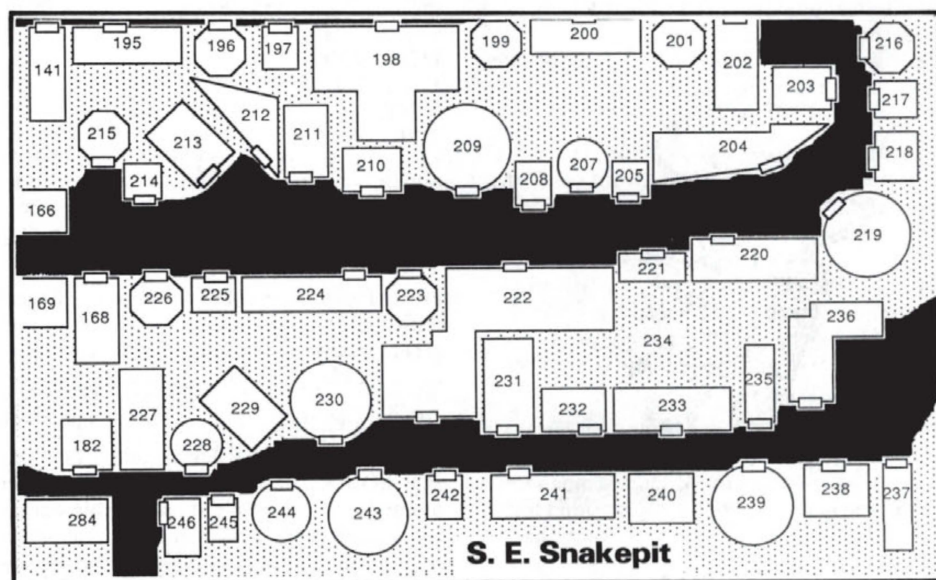
157. *New concrete building* under construction. Owned by the Snake Pit Bank.

158-183 PLAYERS COURT

Players Court is the section of Snake Pit that primarily houses entertainers. They usually perform elsewhere, putting on plays and concerts in The Arena or outdoor theatres. However, the entertainers only can be hired through this section of town. The different professions, who they are, and what Skill

Levels they are, are listed below.

- 158. *Instrument maker-stringed instruments*, (OII, n) Itzak (14)
- 159. *Instrument maker-drums*, (PSHII, k) Ritch (11), also the town's instructor on signal drums
- 160. *Instrument maker-woodwinds*, (YI, l) Hez (10)
- 161. *Instrument maker-brass*, (YI, a) Wynton (10)
- 162. *Storyteller*, (W, d) Humar (16)
- 163. *Storyteller*, (PSHIII, also a member of the assassin's guild ((11)), he uses poisons and acids), Clemens (17)
- 164. *Juggler's Guild*, three jugglers reside here, Gur (5), Hem (11), and Gary (9) (all Y, o)
- 165. *Acrobats, Mario Brothers*, three of them (all 10s, all DII, all members of the thieves' guild)
- 166 & 167. *Illusionist*, (YI, reclusive) Whodidthe (19), owns the lot in back where he practices his large illusions
- 168. *Poet House*, five poets here, all low levels (2-6, different races, z), starving
- 169. *Escape Artist*, (PSHIII, q) Steranko (16), specializes in getting out of cages, boxes, etc.
- 170. *The Shadow Box*, small theatre for solo or duo performances. Different performance each night, admission is 2 gp.
- 171. *Instrument Repairs*- (YI, j) Oslo (9), repairs Tech Level III and IV electronic instruments
- 172. *Singers Guildhall*, three-story, wooden building housing more than 22 singers of all Skill Levels. They book performances out of their common room.



173. *City Composer*, (YI, k) Talen (13) is the official composer of Dollar, he wrote the town anthem "Dollar Days are Here Again."

174. *Entertainers Guildhall*, this three-story building houses entertainers of miscellaneous types (contortionists, ventriloquists, comedians, etc.). They can book almost any act anyone wishes to see (random Skill Level). The contortionist, Elasto (DIII, b) is a member of the thief's guild.

175. *Snake Pit Theatre*, two-story seating for this theatre-in-the-round playhouse.

Performances nightly, admission is 4 gp.

176. *Puppet and marionette performers*, the Yandu Sisters (all 6, three Y, see below) are trying to keep the ancient art alive. One of them, Dris, is an assassin's guild member. She uses a garrote.

177. *Dancers Guildhall*, five dancers (all Skill Level 12) live, teach and practice here.

178. *Musician's Guildhall*, This two-story stone structure houses 20 musicians. Most play at least three instruments and range in Skill Levels between 9 and 17. They include all races and personalities and are subsidized by the town council.

179. *Musician's Guildhall practice area*.

180. *Costumes and Uniform sales*, (PSHII, see below) Istevan (8) collects, sells and rents costumes. She is also the secret leader of the Knights of Genetic Purity in town. She is desperately trying to learn who is the leader of the Iron Society.

181. *Players Guildhall*, this two-story wooden structure houses the Dollar Player's Troupe, which is funded by the Dollar Bills.

They perform most of the plays in town and number around 30. Their Skill Levels are between 6 and 10.

182. *Wigs, makeup*, and other non-costume disguises, (YI, m) Filn (12)

183. *Players Guildhall rehearsal lot*.

184. *Mortician and Funeral home*. This is the only funeral home in Dollar. Prin (7, Y, h) runs it for those who still believe in old-fashioned burials. Most remains are committed to the river, cremated or sealed in family crypts in the cliff side. However, he owns a hearse, has caskets made and still will take the remains of loved ones far to the west of town where there is a cemetery, and bury them there.

185. *Taxidermist*. (YI, see below) Hassan (11) is a taxidermist and will mount game trophies. He is also available for assassinations, preferring to use explosives. He is a timid little yakkir who does not look like he could harm anyone.

186. *Wilfred the Weather Predictor*. Wilfred is a mutated humanoid who can accurately predict the weather for the next 24 hours (treat as a G for ability scores). He also has a Talent for predicting it up to four days in advance as a Green Difficulty Feat. The town pays him well, but he also likes to have his own practice for those in the private sector who need to know the weather, such as caravan owners.

187. *Wing Tong's Caravan Travel*. (PSHII, y) Wing (15) is a businessman who can be hired to assemble a caravan for a merchant; an adventuring party for an explorer; or a guided tour for the wealthy. The fee ranges from 10 to 1,000 gp, depending on what is being organized. Wing is always on the lookout for adventuring parties to hire.

188 & 189. *Master Maisonow*. (ANIII, see below) Maisonow (18) is a martial arts master. However, what is unusual is that he is an arklen, one of the few non-soldier types in Dollar. He teaches classes in the field behind his shop. Maisonow was secretly hired by the town recently to try to weed out assassin's guild members and eliminate them. He needs some reliable students to help him in his quest. This is an excellent source of future adventures for the GM.

190. *Rowdy the Saddler*. (YI, x) Rowdy (11) makes saddles, tack, saddlebags and saddle holsters for all types of mounts.

191. *Crissy the Computer Whiz*. Crissy is a mutant humanoid who is a computer genius, though only Skill Level 14. He is a computer specialist at Level 18 for the purpose of repairs; Level 12 for programming; And Level 8 for breaking computer codes.

192. *Gladiator's Guildhall*. This three-story wooden building houses the dozen or so professional fighters, wrestlers and martial artists who fight for money in The Arena every week. They should not be confused with mercenaries, as they only fight for exhibition and sport.

193. *Chef Chazon*. (YI, see below) Chazon (15) can be hired to prepare special meals, but is very expensive, charging double the usual amount. He does not cater, but prepares at the sight of the dinner. The Dollar Bills and Merchant Lords use him often for their celebrations. Though he is demanding (CH = 6), he is also very fair when it comes to paying for rare spices or foods. He is the best person to sell these items to.

194. *Artist's Guildhall*. This two-story con-

crete tower is the guildhall for the few professional artists, painters and sculptors in Dollar. They are not impoverished, however, as many of the temples keep them busy painting frescoes and creating statues.

Southeast Snake Pit

195. *Healer Hall Branch*. This is the Snake Pit branch of the Healer Hall. Though the Healers are headquartered in their hospital to the west of town, they recognize that some injuries must be treated immediately in town. Therefore, the town gave them this building to run a small clinic. See the hospital for rates on healing (number 441).

196. *Cortin the Camouflager*. (HO, l) Cortin (14) trains others in the Talent of camouflage and can be hired to provide camouflage for a caravan or party.

197. *Mercenary Commander*. (PSHIII, see below) Rex has a command score of 15 in military situations. It is rumored that he was once a major general in a conquering army far to the north, but his adversaries maneuvered him out of favor and then tried to assassinate him. He fled to Dollar, where he is for hire as a mercenary leader. (This is all true. The character who tried to have him assassinated was Timon, leader of the Village of Oskar in GW6-The Alpha Factor.)

198. *Mercenary Guildhall*. This four-story stone building houses about 70 mercenaries at any one time of all Skill Levels, races and personalities. They are for hire to any who will pay for their services. But they will not do anything to harm Dollar. Most professional adventurers belong to the Mercenaries Guild and stay here when they are in town. Sometimes they get too rowdy, especially in pubs. But they usually will not hassle with the arklen. The Guildmaster is a human named Guilford. His statistics include PS, CN, and DX all 18; MS and IN of 15; CH of 13; 145 Hit Points; Experience Rank 18; and Weapons Master-Battle Axe (18, Attack Rank 36, +18 points of damage). He wears plastic armor. This is where anyone who wants to hire soldiers or guards must come in Dollar. The guild members can practice fighting in a field a little to the west (location number 206).

Qyrf-Private Investigations. (DII, b) Qyrf has the Talents of Tracking (10) and Concealment (10). He can be hired to trail someone or keep an eye on a group of people. The town sometimes retains his services for criminal investigations.

200. *Bruar-Explorer*. (YI, adventurous) Bruar has a score of 18 as an Explorer of rivers and lake regions. He often serves as a hired guide for water caravans.

201. *Climbing Guides*. This group of four NPCs are all mountain climbers and hire out as mountaineering guides for climbing expeditions (all 12, HO, see below). One in the group, Clint, belongs to the assassin's guild and is Talented at throwing daggers (17).

202. *MacAlistair-Trapper*. (YI, j) MacAlistair (14) retired from active trapping because of his age, but now hires out as a consultant. He has a group of young apprentices (all 3, Y, w) who still run his trap lines for him.

203. *Professional Track Information*. A friend of MacAlistair's named Loeb (PSHII, see below) also retired about the same time. He now sells information concerning tracks. If a person can draw the track or has made a mold of it, Loeb has a Level 15 chance of identifying it. He can also interpret droppings and other information people can tell him at the Track Identification Talent Skill Level 15. He hopes to teach some young people those Talents, and at very little cost. (The first two player characters who show interest will be accepted.)

204. *Scribe Guildhall*. This three-story concrete building has many functions. First, it is the guildhall for the scribes. Most of the documentation work in the town is performed here. The dozens of scribes and calligraphers here can read & write Tech Levels I through III languages. The second function of the guildhall is as a school. This is the only institution that teaches. Guest sages and professionals are invited to speak to the few children who attend classes here. The third function of the guildhall is to educate younger scribes as teachers. It is the only institution of its kind in the known lands.

205. *Calligrapher*. (YI, see below) Hans (14) is the only professional independent calligrapher in Dollar. His reputation for keeping his work a secret is known far and wide. He also is the contractor for the assassin's guild. Those with the money or who persist long enough in attempts to hire an assassin are eventually guided to Hans. He then assigns an assassin to the job. Hans also handles the monetary aspects of the guild. The guild members never meet one another, they only know of the organization's existence through Hans.

206. *Mercenary Guild Practice Field*. This lot is owned by the guild and the members practice combat there.

207. *Scribe*. (OII, see below) Trols (13) hires out as a private tutor. He is also an excellent forger (13), the only professional one in Dollar. Through his rich connections, and by stealing, Trols acquires many government forms.

208. *Scribe*. (YI, see below) Ebster (11) hires out as a private tutor and is very successful, as his CH is 17. Ebster knows of Trols' forgery Skill and sometimes passes on customers to him who are looking for false authentication papers.

209. *Rell and Associates*. This is a firm of scribes and accountants who handle books for most of the businesses in Dollar. As accountants and scribes are notoriously underpaid, a decent bribe to an employee can often gain information on who in town is well off, who is in financial trouble, etc.

210. *Flil the Netmaker*. (YI, k) Flil (16) specializes in nets for trapping animals or throwing nets for The Arena.

211. *Wenbem's Ropes*. (YI, e) Wenbem (12) manufactures most of the nylon and cord ropes in town. He does very little with hemp.

212. *Mount Training*. (All, a) Lorf, a converted ark, trains mounts to obey commands as Animal Training (15). He also owns the open lot to the west of his building and trains some animals there.

213. *Gart the Trainer*. (See below) Gart specializes in the Animal Training (12) of feline mounts or pets. Gart himself is an unusually intelligent jaget who was raised by civilized

people. He has moved to Dollar, hoping to blend in with the crowds. He has always dreamed of being an adventurer.

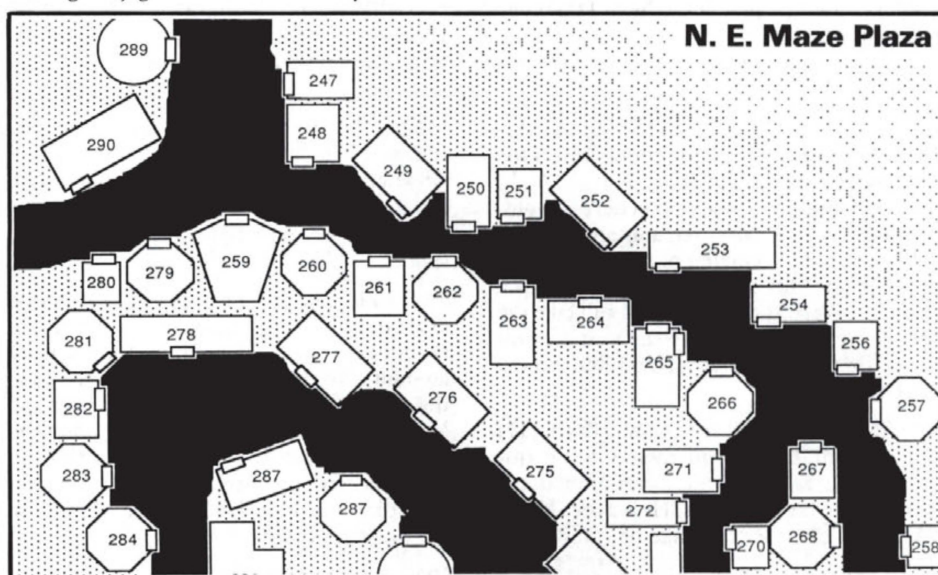
214. *Sam the Trainer*. (HA, b) Sam has the Animal Training (11) for training birds. He specializes in hunting birds and can also teach Animal Mimicry.

215. *Work Animals Taught*. (OII, a) Clem has the Animal Training Skill (10) for training draft animals to obey commands. Clem must go to the work site and train the animals there. Consequently, he has an apprentice (3, also an OII, w) who minds the shop while he is away.

216. *World Maps*. This is the shop of the two cartographers in Dollar, Phips (14, YI, g) and Milly (15, YI, h). They can work with a party member on turning his adventuring notes into an actual, sellable map. They also survey areas and make accurate maps. They made the map of Dollar that is for sale. They also have chests full of maps, and copies may be purchased.

217. *Fast Scribe*. (YII, z) In all the town this calligrapher has something no one else owns, a copying machine. It is a well-guarded secret and is kept in the back room. The paper and supplies are hard to come by, so copies of something cost double what they would for normal scribe work. The scribe's name is Pip (10).

218. *Notary Scribe*. (YI, n, see below) Jorrel (19) authenticates documents and can detect forgeries. His services are very expensive, but absolutely vital for some documents. The



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assassin's guild just received a job contract on him from location number 207. The guild is currently deciding whether to accept because Jornel is so valuable to Dollar.

219. *Art Notary Scribe*. (PSHII, I) Felix is a scribe (15) and is also an art sage (15). His services include authenticating and identifying art objects. He has a huge library of books on ancient art treasures, including some slides and a slide projector.

220. *Advanced Scribes, Inc.* This forum of four scribes (all 13, YI, w) can read and write Tech Level III languages. Their services are costly, but they are the only ones who can translate many of the technical manuals.

221. *Biff the Binder*. (W, x) Biff (10) frequently works with the other scribes, binding their works into books. The only other binders in town are government binders.

222. *Basket Weaver's Guildhall*. This two-story, huge, wooden building houses the fifty-some members of the basket weaver's guild. Guild members live, work, eat and store their materials here. The extent of their craft is amazing, as they can weave baskets as strong as hard wood containers, but much lighter in weight.

223. *Condemned*.

224. *Linguist Guildhall*. This three-story wooden building houses the 20 members of the linguist guild. These members range in Skill Levels from 1 to 20, and speak almost all the known languages. Not only do they serve as translators, they also teach languages here. This is the newest guild in Dollar and is actively seeking members.

225. *Animal Training*. (PSHIII, g) Josh is an Animal Training (17) expert specializing in rare and mutated species of pets. In a few of the Revised GAMMA WORLD® modules, new creatures that can be trained as pets are introduced. A professional trainer like Josh can help them reach their maximum usefulness.

226. *Doggie Training*. (PSHI, x) Katherine, Josh's wife (see location number 225), is an Animal Training (14) expert in canine breeds. She trains attack dogs, sled dogs, pets, hunters and retrievers.

227. *Signaler's Guildhall*. This corrugated metal hut houses the signaler's guild. All signalers in Dollar belong to it, and it is almost impossible to send a message over any distance from or to Dollar without having to deal with them. Their rates are very cheap, three short sentences for 5 gp Bulg (16, OII, b) is

the guildmaster and knows all the signaling talents.

228. *Charcoal Orders*. Charcoal burners are an old profession. It is a long and tedious job burning wood to make charcoal. Since the burning must be done away from dollar, transportation is expensive, and storage room is almost non-existent. Orders are taken for charcoal in advance. Cob (10, YII, z) runs the office here in town. Orders are taken for charcoal to be delivered a week to two months in advance.

229. *For rent* - The notice has been taken.

230. *Carpet Makers*. (DII, see below) Two brothers, Fumel (13) and Krist (14), make carpets here from scratch. They can weave anything from throw rugs to luxurious carpets. But this is only a cover for their actual work. They are spies for the Ranks of the Fit Cryptic Alliance. Their jobs are to keep an eye on the town, and if signs of internal weakness continue to grow, contact the Bonapartists at once.

231. *Red Eye Pub*. The Red Eye is a cozy pub that serves the southeast sector of the Snake Pit. Its owner, Misha (11, YII, a), serves fantastic food and watered-down drinks. For some reason, the Red Eye usually gets rowdy at night and the arklens sometimes must close her down for a night. Contacts with the assassin's guild and the forger can be made in this pub.

232. *For Rent* - Owned by Misha at location number 231.

233 & 234. *Tobacconist*. (Y, see below) Reynolds (11) deals in quite a variety of tobaccos, pipes and cigarette papers. His area in back is where the bundles of tobacco are stored. Reynolds also imports illegal weapons into town by having them concealed in his tobacco bales.

235. *Blank*

236-239. *Yowfun's Laundries*. These four laundries belong to Yowfun, a businessman who invested heavily in machine washers and driers and is now filthy rich. Location 236 and 238 are service laundries where laundry is dropped off and cleaned by employees (3 gp per basket). Location 237 and 239 have employees who watch over the machines, but the customers wash their own clothes (.5 gp).

240. *Employment Services*. (SLII, n) Almost any type of servants, secretaries, or aides can be hired from this agency. The Skill Level depends on how much the customer spends.

The service is run by Upoc (10).

241. *Slave House*. Forced slavery is illegal in Dollar and is taboo in almost all of the surrounding lands. But indentured slavery, selling of oneself to get out of debt, is a thriving practice. All types of indentured slaves can be acquired through this agency. It is run by an obese NPC named Gutman (15, PSHII, bizarre) who is incredibly rich.

242. *Barber*. (Y, k) Perki (14) is a normal barber.

243. *Roofers*. (YI, b) Vhume and his sons make a living repairing wood and tile roofs.

244. *Porters and Litter Bearers*. (AI, z) Bosco (8) runs this business of renting out strong people to carry luggage, cargo, purchases, or people of leisure in litters. The cost of this service is 4 gp. per person per day. These servants only work in town.

245. *Unoccupied*.

246. *Mercury Services*. (HO, I) Uchma (11) runs a service of messengers, runners and heralds. Messengers deliver a message or package personally to the addressed party in town. Delivery is guaranteed within four hours. This service costs 1.5 gp. Runners are like messengers, but delivery is made in town within twenty minutes. Delivery is made the same day within 10 kilometers of the town. Runner service costs 3 to 5 gp, depending on the distance. Heralds are hired to walk about Dollar calling out someone's name to give them a message (for those who do not know where the addressee is) or simply calling out the same message over and over. This last chore is a bit like Gamma World advertising... "Big Sale at Hiram's Tents today!", etc. Heralding costs 10 gp per day and is one of the best methods of gaining a response to an inquiry.

Maze Plaza

Maze Plaza, or the Maze as it is simply called, is very much like the Snake Pit, but it is more retail oriented, and the shops can be very specialized. One will seldom find a bargain here (they are limited if they exist), but one may find quite a lot of "imported" items not manufactured in Dollar or available in Snake Pit. The titles of the locations are listed in the Maze Plaza as they were in the Snake Pit. Some are actual names of the establishments and others show what they sell. This latter type of shop is usually an outlet for importers or manufacturers in the Snake Pit. Most of the shop descriptions will be brief and only include what it stocks. Any irregularities in

trade or notes of interest are added where pertinent. Shopkeepers in the Maze are handled slightly differently, in that they usually will have the Experience Rank listed in the Race Abbreviation and not have a Skill or Talent level listed in parenthesis after the name.

Northeast Maze Plaza

247. *Pandora's Box*. (YII, e) Panela has the best selection in Dollar of small boxes, little metal insulated cylinders, puzzle boxes, and so on for storing delicate items.

248. *The Bookbag*. (YII, m) Gandalf carries a wide range of old books, mostly fiction. He also carries some text books and instruction manuals, but one must request to see them.

249. *General Store*. (YII, extremely likable) Mufn runs this two-story, wooden general store. He carries all kinds of everyday merchandise like soap, scissors, lightbulbs (which are expensive), etc.

250. *Medicine Bag*. (SLII, comes off like an old country doctor) K'tran stocks all types of herbal medicines.

251. *Corrosives*. (YI, s) Hank runs this shop. Corrosives of all types up to Intensity 12 are carried here.

252. *Kitchen Cupboard*. (PSHI, see below) Anna operates a little restaurant in this corrugated metal hut. She is also the main informant in Dollar for the Seekers. She offers all the already prepared foods and non-alcoholic drinks listed on the Estimated Cost Tables.

253. *General Merchandise*. (YII, see below) This three-story, stone building has all kinds of normal and weird merchandise. The owner, Corda, gets a lot of his merchandise from the thieves' guild and its fence. He never asks questions when he purchases items.

254 & 255. *Fowl*. Eating fowl of all types are sold here. Already dressed birds are kept in the building. Large pens out back contain live fowl. An off duty guard (ANII, w) watches the pens.

256. *Preserved Foods*. Canned, pickled and jarred foods are sold here. They are the best normal foods for adventurers, as they last quite a while.

257. *Baked Goods - Staples*. Breads and other common baked goods are made here daily. The owner will trade baked goods for flour, butter, or utensils for baking.

258. *Mead, Ale & Beer*. Brewed grain liquor is sold here.

259. *Hank's Emporium*. (HO, see below) Hank sells all sizes and types of boxes, chests and trunks. Hank has a bad temper when it comes to Bartering. If he feels he has been insulted, he will start a fist fight with the customer. Hank has the Brawling Talent.

260. *Poisons*. (YIII, p) Ller sells all types of knockout, progressive damage, sickening and paralysis poisons. Delusion and drugged poisons are not allowed to be sold in Dollar.

261. *Sweet Shop*. (YI, k) Olo is the proprietor. Many types of confections and sweets are sold in this shop.

262. *Baked Goods - Pastries*. Cakes, pies and other standard pastries are sold here.

263. *Rations*. Standard and iron rations are all that is sold here.

264. *Gourmet's Delight*. (W, suspicious) Pearce runs this store and only sells the most unusual foods, like rakoxen cheese, brutorz steaks, salted zarn eggs and some safe ancient food. Pearce has a Geiger counter that he checks ancient canned foods with.

265. *Butcher - Pork & Beef*. (PSHI, o) Patcher is the proprietor. Freshly smoked hams, bacon, other pork products and freshly slaughtered beef products are sold here.

266. *Butcher - Gamma World Meat*. (YII, z) Kjim is the butcher here. Freshly prepared, smoked meats from Gamma World creatures are sold here. They are quite edible and most do not spoil as easily as pork or beef.

267. *Butcher Use*. (PSHII, y) Stokes does not

carry meat, but for only a few gp he will cut up and prepare meat brought to his shop. He also can be hired to go outside of town and butcher a party's meat for only 10 gp.

268. *Wine*. (PSHI, snobbish) Andre' is the proprietor. Many kinds of wine are sold here. Ancient, expensive ones are kept in a metal vault in back.

269. *Vegetable Market*. All types of vegetables are for sale.

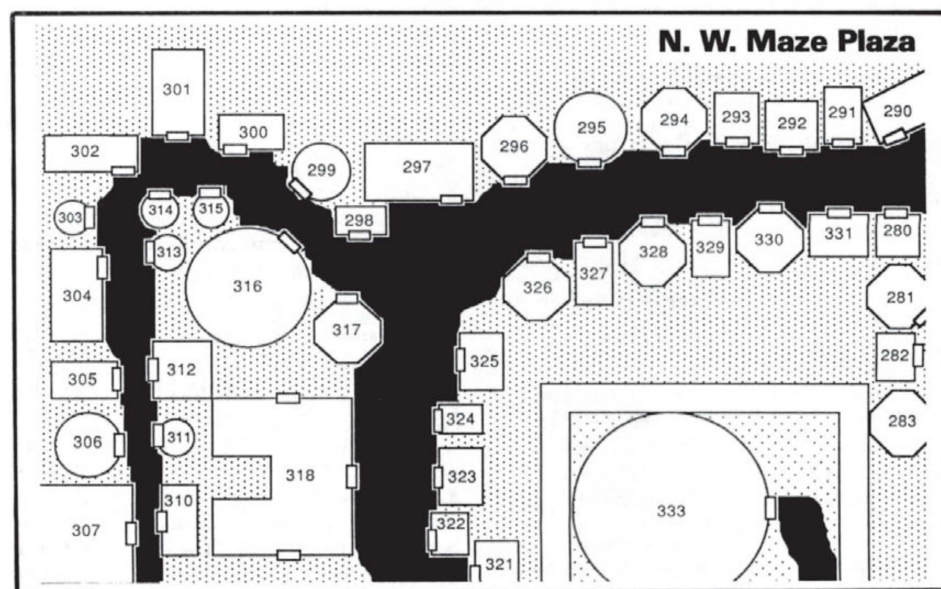
270. *Inks, Dyes & Paints*. (PSHI, s) Adolph is the painter who operates this shop. He carries not only inks, dyes and paints, but also tools to apply them with.

271. *Paper*. (YIII, j) Wally stocks many kinds of paper, from ancient fine stationary to modern, pulp paper. He also carries cardboard sheets, boxes and cartons of all normal thickness.

272. *Fried Collections*. (YIII, j) Fried runs this shop for collectors of stamps, coins and medals. He has a guard on duty at all times (OII, watchful).

273. *Pottery - Normal*. A coop that sells all types of normal pottery: jars, bowls, etc.

274. *Mutated Humanoid Healing*. (see below, use badder scores for him) Meesner (15) specializes in healing mutated humanoid characters. He has special drugs that can cure them like normal drugs heal Pure Strain Humans. The cost for the service and drugs equal the cost for a similar drug for humans X 125%.



MAZE PLAZA

275. *Plant Healing*. (Plant character with all ability scores of 13, manipulative vines, telepathy and heightened IN) Sim (14) specializes in healing plant characters. He has special herbs that can cure them like normal drugs heal Pure Strain Humans. The cost for the service and minerals equals the estimated cost for the type of drug used x 200%.

276. *Mutated Animal Healing*. (YIII, b) Dolitl (13) specializes in healing mutated animal characters. He has special drugs that can cure them like normal drugs heal humans. The cost for his service and the drug used equals the estimated cost for the type of drug used x 150%.

277. *Chariots & Carts*. Small, mount drawn vehicles are sold here. This is also the place to sell any small, powered vehicles.

278. *Wagons*. Large, mount drawn vehicles are sold here. This is also the place to sell any large, powered vehicles.

279. *Blank*.

280. *Moneylender*. (HO, see below) Craven lends money. He only lends it to people who can prove they are citizens. The loan is from a week to a month, up to 10,000 gp at 10% interest fee (20% to adventuring citizens). Collateral must be given into his care for the duration of the loan, something that has the equivalent market value of the loan. Craven has four orlens (OII) who work for him on the side collecting bad debts. An overdue debt can be legally collected in Dollar by duress, even stealing items of equivalent value from the owing character.

281. *For Rent - By Dollar Bank*.

282. *Jewelry*. (YII, h) Jevan is the proprietor. All types of jewelry bought and sold here.

283. *Gemstones*. (PSHIII, f) All types of gemstones bought and sold here. The owner, called "Muscles," is not above buying "hot" gems.

284. *Unoccupied*.

285. *Kelsey's*. (YI, n) Kelsey sells prepared foods to go, all types.

286. *Bent Domar Pub*. (YII, brooding) This single-story, brick building is owned and managed by Herc, a taller than usual yakkir. Many of the more successful merchants, including some merchant lords, like to come here during the week and make deals. It is one of the more private pubs and never very noisy.

287. *Furniture*. Many kinds of furniture are sold here.

288. *Healer Hall Branch*. This is the Maze Plaza branch of the Healer Hall. Though the Healers are headquartered in their hospital to the west of town, they recognize that some injuries must be treated immediately in town. Therefore, they opened this building as a clinic for the Maze Plaza. It is funded by the merchants. See the hospital for rates on healing (number 441).

289. *Barrels, kegs & casks*. (YIII, deformed) Vicat is the manager of this coop. All forms of the barrelwrights craft are sold.

290. *Baskets*. This is the outlet for the Basketweaver's Guild in Snake Pit. All sizes and shapes of baskets are sold, some have the same strength as hard wood, but are much lighter. One can also order specially designed baskets here.

Northwest Maze Plaza

291. *B. B. Leene*. (SLII, extremely dignified and cultured) Mr. Leene sells all manner of items for killing plants, fungus, vermin and insects. Besides the more common pest traps and minor poisons, mosquito netting, smoke bombs, Leene also carries fungicides, herbicides and other chemical defoliants, along with insect repellents.

292. *Traps*. (PSHI, wimp) Metal traps, cages, texts on snaring food and other similar merchandise is for sale. The proprietor, Bob, is a real nice guy and does not like to haggle too much. (PCs gain a +4 CS when Bartering with him.)

293. *Communications Devices*. (M, y) Rufus runs this shop, which carries all manner of devices used for signaling and communications.

294. *Condemned*.

295. *Medical Supplies*. (PSHII, r) Holly is the proprietor. In addition to canes, crutches, bandages and standard medical supplies, this shop also carries normal drugs and medical equipment when it obtains them.

296. *The Bottomless Backpack*. (humanoid with all scores at 11) The old humanoid who runs this place was once an adventurer. Now he sells all manner of normal necessities that the average adventuring party needs. If he does not carry them, he can tell a polite customer where to find the items in Dollar. This man is a likable old gent. Wearing jeans and a plaid shirt, he looks like a mutated, bluish, large-eared lumberjack. (The GM should do a Gabby Hayes or Walter Brennan impression

for this character.) A party that keeps returning here for most of their normal supplies will eventually win his trust and may Barter with him much easier. He might even loan a broke friend some equipment to get started again. Anything a player character cannot find anywhere else that he might normally use on an adventure can be found here.

297. *Candles*. (YI, w) Many sizes and types of candles are for sale, along with candle lanterns, flint & tinder kits and matches.

298. *Lanterns*. (PSHI, w) All types of normal fuel-burning lanterns are sold here, along with new wicks, mantels and glass chimneys. For 1 gp, the proprietor will clean a lantern and check it for repairs.

299. *Powered Light Sources*. (OI, w) Flashlights, spotlights and glow cubes are for sale, along with batteries, if any are available.

300. *Blades Sharpened*. (YII, j) Sutan has a grindstone in this building solely for the purpose of putting a new edge on a bladed weapon. After it is sharpened, a weapon will do an additional two points of base damage the first three times it is used. A bladed weapon that has not been sharpened in a year should start doing less damage. He also sells sharpening stones and oil.

301. *Axes*. (YI, w) Many varieties of axes and hatchets for work and combat are sold here.

302. *Firearms*. (PSHII, w) All manner of muskets, flintlocks and non-automatic Tech Level III percussion weapons are for sale.

303. *Advanced Firearms*. (PSHIII, w) All varieties of automatic Tech Level III firearms and slug throwing weapons are sold here.

304. *Ammunition*. (YIII, v) Prestip is the proud owner of this establishment. He sells ammunition for projectile weapons. Also, he sells miscellaneous items used with firearms, such as bandoliers, gun cleaning kits, targets, and so on. Kits which allow a character to make his own musket ball or fill his own shotgun shells are also for sale.

305. *Explosives*. (OII, h) Tench is the shaky owner of this potential disaster. Though in the weapon's quarter of the Maze, this shop makes most of its sales on explosives (black powder, dynamite, nitroglycerine, etc.) to the town, the ammunition shop next door, or to demolition or construction crews registered with the town. It makes another profit by selling non-damaging fireworks, which are legal in Dollar. It also sells grenades and explosive packs when they are available, but never sells

missiles or bombs. This building is made of reinforced concrete and has no windows. Absolutely no smoking is allowed inside.

306. *Blunt Weapons.* (YI, w) A large variety of blunt weapons are for sale, including maces, morning stars, flails, war hammers, mattocks, polished clubs, saps, and so on.

307. *Swords.* (PSHII, w) All types of swords are sold here, down to the size of a short sword.

308. *Daggers & Knives.* (HO, w) Daggers, knives, dirks and hunting knives are sold here.

309. *Bows.* (G, j) Hultz is an old gren who was forced to move into town when his tribe was wiped out in the Red Death Uprising. All types of bows are for sale, along with arrows and bolts to fit them can be found. The merchandise spans all Tech Levels in quality.

310. *Throwing Weapons.* (YI, w) Any normal weapon that is heaved, cast, or thrown can usually be found here. There is usually at least one unique throwing weapon here.

311. *Blowguns & Slings.* (DII, w) This little shop sells bloguns, blowgun darts, slings and slingshots of all types.

312. *Unusual Weapons.* (YIII, v) Swarthut is the lucky owner of this shop. He handles weapons that are rare, such as Tech Level IV items, or that do not fall in any other category already covered by a shop, such as a garrote or brass knuckles. Usually these items are brought to him, and sold by him, without many people knowing what they are.

313. *Fuel.* (YII, w) This shop only carries flammable oil, from animal fat to modern flammable oil. The building is a reinforced concrete bunker. Plastic or metal liter containers may be bought here, or the customer can bring in his own container. No fires or smoking are allowed in here.

314. *Fuel.* (YII, z) This shop only sells modern fuels such as lighter fluid, gasoline, butane, ethanol and wood alcohol. The building is a reinforced concrete bunker. Plastic or metal liter containers may be bought here, or the customer can bring in his own container. No fires or smoking are allowed.

315. *Wood & Torches.* (HII, w) Cords of wood may be paid for here and picked up just north of town where it is piled, covered with tarps and guarded. Prepared torches can also be purchased. They are oil soaked and quite flammable. The building is a reinforced concrete bunker. Plastic or metal liter containers may be bought here, or the customer can

bring in his own container. No fires or smoking are allowed.

316. *Clothing.* (PSHII, w) This two-story building carries all sizes of light, medium and heavy fabrics and clothing. In addition, fur and hide can be purchased. The clothes fit people from one to three meters in height.

317. *Fine Clothing.* (PSHII, w) This two-story stone building sells only the finest clothes made from natural materials. The cost is twice as much per item, the workmanship is fantastic and the material will last.

318. *The Broken Sword Pub.* (ANII, b, see below) This three-story wood and stone pub is run by a retired arklen named Kuut. Each floor has a bar, tables and chairs and booths. There are three stairways in this pub; two front stairways for the public and a rear service stairway. Food can be ordered on any of the levels, but it is prepared in the first floor kitchen. Kuut opens the upper levels one at a time when business warrants it. Groups can also rent the floors for large meetings, such as recruiting for a caravan. A stone basement provides a rather extensive storage space.

This is one of the busiest establishments in Dollar, and it is always packed. There are often fights here, but the arklen security force usually leaves Kuut alone. He and his two arklen bouncers take care of most trouble. The Broken Sword attracts a great many fighters and adventurers who are in this section of town buying weapons and supplies. Nowhere else in town can so many rumors and offers for caravan or guard work be found. There is even

a bulletin board as people come in the main door that has "need adventurers" offers or "job wanted" offers posted on it.

319. *Condemned*

320. *Matt's.* (PSHIII, y) Matt is a human leatherworker (13) who makes and sells his own quivers, cases, scabbards, sheaths and holsters. He also carries those items made out of other materials.

321. *Jiff's.* (YII, v) Jiff specializes in bags, sacks, backpacks and other soft types of carrying containers made out of leather, cloth and synthetics.

322. *Blank*

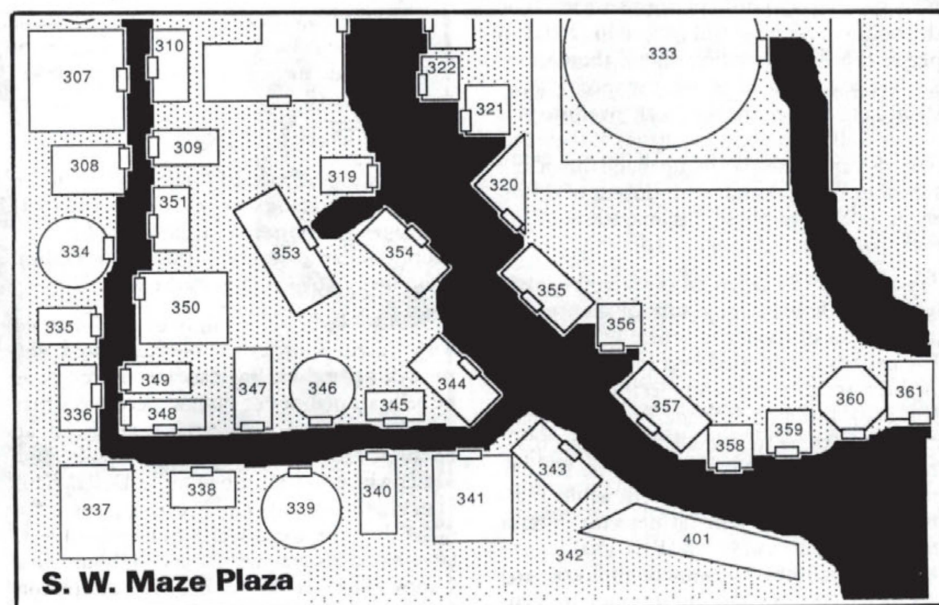
323. *Blankets.* (YI, w) All types of sleeping rolls, sleeping bags, blankets, quilts and large robes are sold here.

324. *Belting.* (YI, w) This shop only stocks cloth, leather or synthetic belts. Any length of belt can be purchased. The shop also carries fasteners, which it will attach for only 1 sp.

325. *Gloves & Gauntlets.* (YII, w) Leather, cloth and synthetic material gloves and gauntlets are sold here.

326. *Eyewear.* (PSHII, a) A retired Healer named Bedell opened up this shop. He works with many different trades to make corrective glasses or monocles. He also buys ancient glasses. His prices are quadruple a normal service, but he can negate the effects of most defective eye conditions.

327. *Prosthesis.* (YIII, t) Felam sells false legs,



MAZE PLAZA

hands and other prosthetic devices. He is also looking for some bionic parts, but he must work closely with the Healers and Hormot for that (see location numbers 441 and 138). Bionic parts would be astronomically expensive, but have many advantages over normal or prosthetic limbs or organs.

328. *Shoes & Boots.* (PSHI, w) All sizes of shoes and boots are sold here. This shop also repairs shoes and boots.

329. *Synthetic Clothing.* (HI, w) This shop sells nothing but synthetic clothing, like polyesters, nylon, orlon, and other fabrics.

330. *Electrical Supplies.* (PSHII, c) Elrad's shop is not doing too well. All type of electrical supplies, such as wiring, fixtures, lightbulbs, and the like are sold here, but the prices are high (about 20% over Estimated Cost Table prices) and few people know what to do with the items.

331. *Dead Parn Pub.* (see below, all ability scores at 14) Rothnel the Tall operates this pub in this wooden building. He is a four-armed humanoid who stands 2.8 meters tall. His pub caters to the non-yakkir and arklen races of Dollar. He serves the best food in Dollar, but also the most expensive (triple the normal prices). A new character in town can sometimes find financial backing from others of his own race who frequent this pub.

332. *Maze Plaza Outdoor Theatre.* This large lawn has a low wooden stage set in the middle of it. The Player's Guild or the Musician's Guild is usually performing here. Many of the plays the Player's Guild performs are farces on the politics and powerful people in Dollar. A player character watching one of these shows can get a good idea of what a specific Merchant Lord, temple or the local government is like in Dollar. Sometimes patrons of these factions do not appreciate being made fun of and a minor riot breaks out with dozens of different races causing physical damage as Rank 11 every turn, (base damage is 10).

333. *Bank of Dollar.* This is the largest bank in Dollar and holds a huge sum of money. But the amount of money is generally unknown. The bank is surrounded by a four-meter-high medium security wall and electric grid (I20). The bank building is made from reinforced concrete, is three stories tall and has one basement level where the main vault is. No one may enter within the outer walls while wearing any weapons. A metal detector is built into the entranceway, which is guarded by three special heavily armed and armored guards (ANII, they also are Immune to Men-

tal Attacks, I20). Inside the bank vault are two security robots, which operate night and day.

The Bank of Dollar, like the other bank in town, only holds money for people. It neither loans money nor gives interest on it. The payment for storing this money is 5% of the total amount every month (or one week if the money is withdrawn prematurely). The bank has invested its own money in real estate around Dollar, and occasionally backs a "sure thing" adventuring expedition. If anyone dies and does not have a will recorded with the town hall, the money becomes the property of the bank. No robbery has ever succeeded against this bank, though a few have been attempted.

Southwest Maze Plaza

334. *Barding.* (PSHII, w) All manner of barding is sold here for almost any sized normal mount (up to 3 meters long).

335. *Helms.* (YII, w) Helms of all sizes, types and materials are available.

336. *For Rent- Owned by the Bank of Dollar.*

337. *Energy Cell Recharging.* (YIII, x) Cyril runs this establishment which recharges drained hydrogen and chemical energy cells. Hydrogen cells cost 120 gp to recharge and chemical cells cost 40 gp to recharge. If any cells or batteries are available, this shop will have them.

338. *Shields.* (PSHI, w) Shields of all sizes, shapes, and materials are sold here.

339. *Fiber Armor.* (PSHI, see below) Fiber armor is sold here. The proprietor is a real nuisance, though, to any mutant, as mutants suffer a -3 CS bartering with him.

340. *Plate Metal Armor.* (YII, w) Plate metal armor is sold here. Only standard sizes are in stock (1.5 to 2.5 meters tall).

341. *Chainmail Armor.* (OII, w) Chainmail armor is sold here, which can be refitted in 48 hours to fit almost anyone.

342. *Entertainers.* This small area was given to the miscellaneous entertainers by the town. Jugglers, acrobats, contortionists, puppeteers, and so on usually perform here.

343. *Games.* (PSHI, offensive nature unintentionally) Orlo sells a big variety of gaming items: dice, dominoes, chess sets, playing cards, etc.

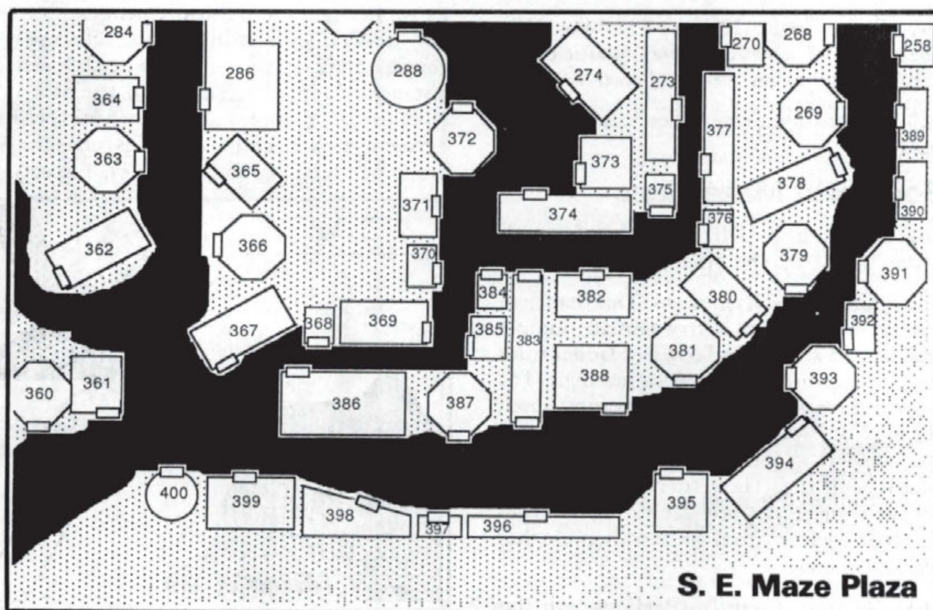
344. *Canteens.* (YII, w) Canteens of all kinds are sold here, along with waterskins, liter plastic containers and other containers.

345. *Bark Armor.* (SLII, s) Hallock sells only bark armor, which he shapes with his plant control mutation. The armor can be fitted to a person in one hour.

346. *Hide Armor.* (YII, w) Armor made from treated hides or leather are sold here, including studded leather.

347. *Sheath & Ringmail Armor.* (DI, w) Sheath armor, ringmail armor and carapace armor when it is available are sold here.

348. *Plastic Armor.* (PSHII, w) This shop deals



exclusively in plastic armor.

349. *Zelda the Mysterious*. (HO, CH of 17) A female hoop dressed up like a gypsy is in here. She claims her name is Zelda, and she is a Level 14 at fortune telling.

350. *Polearms*. (OI, w) A variety of polearm weapons are available, including forks and tridents.

351. *Condemned*.

352. *Magic Field*. This lawn has been given to the illusionists, sleight-of-hand artists and escape artists to use for entertainment purposes. There are almost always magic shows here and the place is filled with children.

353. *Tents*. (M, w) All type of non-synthetic tents can be bought; canvas, leather, treated hide, etc. Large ones are pitched in the field to the north of the building.

354. *Tents-Synthetic*. (PSHII, w) Only expensive, modern, nylon tents are sold here. They are extremely light and compact.

355-357. *Tools*. These three buildings have all kinds of tools in them. Location 355 has small, simple wooden hand tools. Location 356 has small, simple metal hand tools and small and medium-sized complex tools. Location 357 has large tools, like shovels, block and tackle, anvils, etc.

358. *Rare Tools*. (YIII, u) Gerhard rules this store like a little kingdom. Unusual tools and power tools are this shop's specialty.

359. *Coiled Tools*. (HO, w) This shop only deals in metal cables and wires, plastic cables and line, and nylon ropes and cords.

360. *Information Service*. See location number 6.

Southeast Maze Plaza

361. *Iron Utensils*. (DII, w) All this shop sells is iron pots, pans and other utensils.

362. *Central Fire Department*. This branch of the fire department has two small pumper wagons and an ancient hook and ladder truck for fighting fires up to four stories high. The fireman here (all YIII, a) are worried about the fuel or explosives stores going up some day, as there is nothing they can do to fight that type of fire. These firemen will arrange for the town to buy any fire extinguishers or fire-fighting foam from the party because they are so desperate.

363. *Non-Iron Utensils*. (PSHI, w) All this

shop sells is cookware and other utensils made from plastic, nylon, wood, tin and aluminum.

364. *For Rent*. Owned by the Bank of Dollar.

365 & 366. *Fish Market*. Fish is a part of the common diet of most of the citizens of Dollar. These two buildings are the busiest market-places day and night in the Maze. Location 365 handles scaled fish; location 366 handles unscaled fish, such as eel and shellfish.

367. *Fishermen's Guildhall*. This three-story wooden building houses the Fishermen's Guild, a fraternal organization of the people who fish the waters around Dollar. This guild not only includes those who net fish in the channel just south of town, but the fishermen who clam along the shores farther down river and who sail out to the main channel and fish or harpoon for the huge catfish, perch and river turtles swimming there. The head of the guild is named Ernest (Fisherman (19), PSHIII, huge, rough man). The guild sets the daily prices for fish and owns the two fish markets in town.

368. *Barber*. (YII, t) Phloid caters mostly to the fishermen and sailors of the Maze. He knows all the scuttlebutt and local talk of the rivermen.

369. *Musical Instruments*. (PSHII, w) This shop buys and sells musical instruments of all kinds. Old sheet music, records and electronic musical items are also bought and sold here.

370. *Unusual Sensory Devices*. (YIII, intensely curious person) This little shop handles optical and audio enhancement or protection devices, such as binoculars, telescopes, goggles and sunglasses, sonic headphones, distance microphones, and so on. The proprietor, named Barnee, sometimes works with different people and professions on eavesdropping, bugging and spying on suspects,

clients, etc.

371. *EATS*. This greasy spoon type of old metal diner has not changed since 1950. The food is inexpensive (3/4 normal cost), but greasy. Anyone eating here must make a CN roll two hours later: Blue or less indicates sickness, Green or Yellow indicates severe heartburn (dysentery, no sleep for the next 18 hours), Red or Orange indicates mild discomfort for the next day.

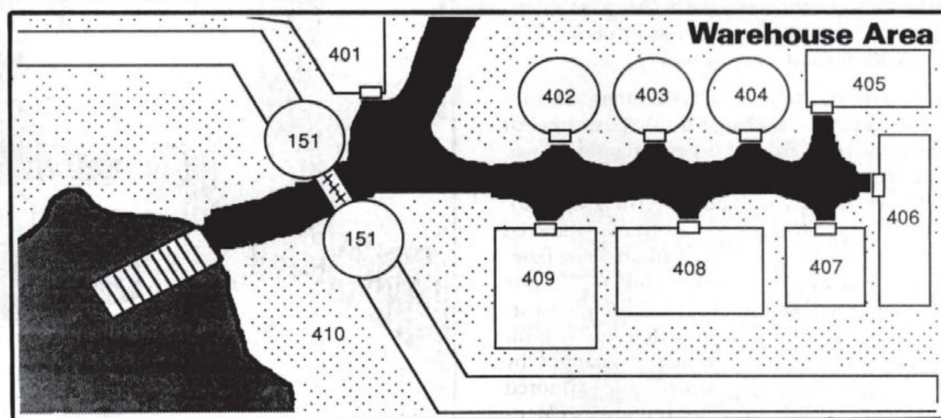
372. *South Dollar Law Enforcement Office*. These are the offices and temporary holding cells for the arklens who patrol the Maze. This two-story brick building has half of the first floor and all of the second floor made into cells. The cells are often full during festival nights or when a caravan arrives.

373. *Jewelry*. T(PSHIII, see below) This jewelry store specializes in cheaper rings and bangles (under 150 gp). The proprietor, Fat Ed, is a pain to Barter with. Any PC trying to do so suffers a -4 CS against his rolls.

374. *Pottery - Large*. (HO, j) All this shop sells is large and thick vases, pottery jars and bowls. These are usually used for storage of perishable solids and liquids.

375. *The Front Line*. (OII, see below) Elmo Zagmuck runs this tiny shop that buys and sells ancient military uniforms. Elmo has a booming secret trade with the Bonapartists, who adore wearing military uniforms. Elmo also has a few old books on military uniforms and games on military battles.

376. *Gallery*. (PSHII, extremely snobbish) Margaret Drysdale buys and sells pieces of artwork and statuary. One of the statues currently in here, unbeknownst to anyone, was made by a Zoopremist terrorist who was killed before he had a chance to use it. It is sculpted out of plastic explosive. The bomb has the same sta-



378. *Fruit Market.* Fresh fruit is brought into this market every day for sale. Fruit more than three days old is half price, but might make one sick (CN roll, Black result indicates sickness).

382. *Glass Panes.* (PSHII, v) Howarth is the only merchant who carries clear and stained glass panes. He will cut them to the suitable size for free. He also sells transparent plexiglass (twice the cost of glass), and some bulletproof glass (six times the cost of normal glass).

384. *Perfume*. (DII, immature and unreliable) Rosalee is the proprietor. This tiny shop buys and sells perfumes in all price ranges. While most of the perfume is cheap, some of it is very expensive and is always bought by Merchant Lords or their wives.

386. *Crow's Nest Bar*. (PSHII, see below) This pub is run by an old salt named Sodaorb and is the worst bar in town, both for the smell and the condition of the place. It is a two-story wooden building with a bar downstairs and tables and chairs everywhere. The main danger of drinking in the Crow's Nest, if you are not a normal sailor or customer, is that there is a 10% chance someone will try to get you

388. *Seamen's Guildhall.* The Seamen's Guild resides here. The guild represents sailors, ship's workers, netters and ropers, sailmakers, and related occupations. The guild keeps files on their members, as they sometimes sail away and are not seen for years. The

390. *Spices*. A mutated plant runs the shop. It is a mobile cactus with long, dextrous needles, ability scores of all 9s, and telepathy. A wide variety of imaginable herbs, seasonings and spices fill up this shop, giving it an exotic aroma which entices shoppers inside. They also buy spices and little items used for spices, such as a pepper mill. Tea is also sold here, both in powdered form and leaves.



391. *Beans, Etc.* (YII, b) Rhys is the proprietor. This immaculately clean shop sells a variety of dried beans, nuts and coffee (ground and unground). The front part of the shop has tables and chairs for those who want to order a cup of hot coffee.

392. *Ivory & Horns.* (HO, v) Bugs, the owner, is the nicest hoop one could meet. Natural ivory and horns are sold here, along with carved ivory and horn art objects and trinkets. Many of the horns have been hollowed and sealed to use as sounding horns, black powder horns and simple storage cases for papers.

393. *Shipwright House.* This two-story wooden, octagonal building houses the only four shipwrights in town (all SLI, b). Each one specializes in something different: power boats (9), sailing craft (15), smaller paddled or oared craft (20), and large vessels (10).

394. *Boats & Rafts.* (PSHI, w) Small to medium sized boats and rafts of many types are sold in this building and the lot behind it. Members of the Seamen's or Fishermen's Guilds get a 10% discount.

395. *Sage - Sea Creatures.* (F, brooding) This sage, named Koosto (16), can identify and describe most Gamma World water dwelling creatures.

396. *Sailmaker.* (YI, w) Not only can sails be purchased here, but so can unusually large bolts of canvas.

397. *Ship's Captain.* (OII, j) A retired ship's captain, Peepi (17), resides and works here. He works as a consultant to the other seamen craftsmen, and also sometimes fills in for sick or disabled captains of other vessels.

398. *Sage-Sea Legends & Myths.* (PSHIII, j) Nemo (19) is an extremely serious student of sea lore, whether history, myths, or legends. Sometimes creatures that cannot be identified by Koosto (location number 395) are known to Nemo.

399. *Ferryman's Building.* The ferry captain and his crew live and headquarter out of this two-story wooden building. Aside from the captain (13, PSHII, m) and his first officer (11, DIII, jolly), who trade places commanding her, there are four pilots (all 11, YII, w), and 16 crew (all 4, YI, w). A permanent housekeeper named Mrs. Hudson (PSHI, motherly type) maintains the place and cooks for them. See location number 448.

400. *Southern Dollar Foreman.* (SLII, j) Ben runs the Warehouse Sector to the south. Permission to store things there, plus all the

records on what is in the warehouse, silos, and boat barns, and what belongs to people, is kept in this two-story building. Ben oversees a security workforce of a dozen menial workers.

Warehouse Sector

401. *Sailor's Inn.* This four-story wooden building is not so much of a pub, though there is a small eating and drinking room, as it is a hotel for working sailors who are just passing through. The second floor also houses ten ladies of the evening (different races, all have ability scores of 6 and are indifferent to life). Because of the transient nature of a sailor's life, this is the only establishment in Dollar that allows the ladies' services to be offered.

402-404. *Grain Elevators.* These four-story (and one sunken story) concrete silos house the huge amounts of bulk grains that are brought to Dollar from the east. Large grain elevators move the grains in and out of the silos after it is weighed and the amount credited to the customers' account at the Agricultural Co-op (see location number 405).

405. *Agricultural Co-op.* This three-story wooden building is something like a guildhall for the farmers who bring their produce to Dollar. Membership is 100 gp a year, but visiting farmers can stay here free. All the tracking of current prices of produce, weighing and keeping accounts of what is brought into town, and inspecting for freshness and sanitation is performed by the co-op. It also finds buyers for those selling agricultural equipment. The co-op is run by a friendly human named Grenjens (PSHII, b).

406. *Warehouse.* This four-story corrugated metal warehouse holds goods that are intended to be kept in Dollar for more than a month.

407. *Ship Carpenters' Inn.* This three-story wooden building is a hotel for the many boat builders and ships' carpenters who have been coming to Dollar recently. This is the latest boom in Dollar's economic history. As river traffic increases in Gamma World, Dollar is becoming one of the hubs of riverboat building. Plans are in the works to build a big, new boat yard near the main wharf in the next decade. All the dry docks and ships' carpenters would be moved over there and this whole area would become warehouses.

408. *Warehouse.* This three-story, corrugated metal warehouse is intended to hold goods that probably will be kept in Dollar less than a month.

409. *Boat Barn.* This dry dock boat area rents out space for the storage of smaller boats. A small sailboat could be stored here for a month for 35 gp. Smaller boats are also moved in here on wagons when they need to be maintained or repaired.

410. *Metal Crane.* A huge, ancient construction crane is used to lift cargo off vessels docking and unloading. Wagons are drawn up to the dock and the crane raises heavy items from the boat and into the wagons. The wagons are then stored in a warehouse or delivered to the proper destination.

Stable Area, Merchant Quarter, Triangle, & West Camping Area

The northwestern areas of Dollar are all very unique. They actually are four separate areas and will be dealt with as such below.

Stable

The Stable Area is the northwest section of Dollar and is inside the town walls. It is almost completely given over to livestock and mounts. The Stable Area is quite odorous, and anyone who lives or works in the area retains that smell. "Smelly westies" is a derogative term used in Dollar for the poor laborers and the animal workers. Since the wind is always from the west or northwest in Dollar, the Merchant Quarter is always upwind from the Stable Area.

411. *Western Fire Department.* This branch of the fire department is the best equipped, mainly because of the money pumped into it by the Merchant Lords. It has two completely operational water tank trucks and a large truck designed to fight grass fires, since these are the usual types of fires in this area. The 17 firemen (12, OII, g) are not too friendly.

412. *Shepherds' Pastures.* These large fields are used to hold the flocks of geese and sheep and herds of pigs driven to the Dollar markets. They may not stay more than a few days, and they must always be tended by their herders. Occasionally one of these flocks or herds somehow bolts past their masters into Snake Pit or the Maze Plaza...and then the fun begins as the animals run crazily through the streets.

413. *Wagoner.* (PSHII, see below) Wessel owns most of the wagons and carts that are used in town for hauling supplies and making deliveries. His vehicles can be rented by a cus-

MERCHANT QUARTER

tomers (for one twentieth the price of the vehicle per week of use) or Wessel will handle pickup and delivery (GM's choice depending on size and weight of cargo and distance traveled). Wessel is not an easy man to do business with (-2 CS to any Bartering with him), but has a valuable monopoly. He stables his draft animals at location number 417 for free in exchange for his services to the people there. He employs 20 teamsters (YII, w).

414. *Veterinarian*. (PSHIII, see below) Old Doc Harper is a vet who loves animals. He belongs to a small sub-sect of the Healers who tend only normal animals. In addition to his Cryptic Alliance healing powers, and his First Aid Talent for animals, he also has drugs that work on animals like normal medicine works on humans. The cost of these drugs is 3/4 times the normal estimated cost of the drug.

415. *Feed Supplies*. This two-story stone store sells hay and other feed to herders and stablemen. Most of the hay and feed are kept in barrels or under tarps in the back lot.

416. *Animal Workers' Guildhall*. This three-story stone house is owned by the Animal Workers' Guild. This Guild is open to anyone who is a craftsman or professional who works with animals. Members include vets, horse-shoers, animal trainers, characters with other Animal Talents and Skills, and so on. There are guild members here in all the related Talents and Skills from levels 10 to 15 (all types of races and personalities). The top five members also live here. The guild is headed by a council.

417. *Dollar Stables*. (Ten DII, w) These immense stone and wood stables are for the sheltering, caring and feeding of fine mounts and draft animals. It is expensive to board an animal here. The minimum cost for stable and feed is 25 gp per week, 10 gp more per week if the mount is to be exercised. However, the animals are treated well, the stables are kept clean, and the whole area is constantly guarded against theft or predators.

418. *West End Cubes*. This whole cliff cul-de-sac is riddled with one- and two-room cubicles. Though there are no terraces and streets into this area, like in the cliff dwellings to the east, there are functional hallways and stairways that are safe and well lit. All of these little apartments are rented, never owned. The manager's office is inside the barricade wall, and there is always an apartment open for rent. The manager's name is Unwin (YII, k). Apartments are only rented by the week or month, and payment is in advance. A security

force of a dozen guards (DIII, very conscientious) patrol this area constantly. Most of the people who live here are town laborers or visitors.

Merchant Quarter

The Merchant Quarter is a relatively new subdivision of the town added five years ago. It is so named because the eight Merchant Lords built it as a private compound for their homes. All the normal servants for the Merchant Lords live in the cliffs here, but specialized workers and professionals must be hired from the town.

Gaining access to the Merchant Quarter is no easy matter, a character must send in a note requesting permission to see an individual lord, or have written permission in hand. The security force is private, consisting of 50 well armed humans. All the guards' scores are 16, except CH which is 12. Their Experience Rank is 12, they all possess the Weapons Master talent with their individual melee weapon, and they all have Exercise and Brawling as Talents. Individual Talents, such as Tracking, help in their security work. All guards are also equipped with plastic armor, communicators and energy weapons. The guards are trained to recognize all the servants, Merchant Lords and their families on sight.

The structure of the defensive walls and towers are identical to that normally used around the city. The arklens (ANII) manning the towers are paid by the Lords. There is a great deal of animosity felt by some of the Dollar citizens, especially the poorer ones, towards the Merchant Lords. This is one of the reasons there is a tower right next to location number 418. To be fair to the Lords, though, they are chiefly responsible for the success and rapid growth of Dollar in the past few decades.

All the lawns are trimmed and the sidewalks clean in the Merchant Quarter. The buildings are all three story and made of brick or stone. It is quite a civilized place, down to the outdoor electric lights at night. The Lords themselves stick together for their own self interest, but competition between the Lords is high. Not only are they always on the lookout to make a greater profit, but if one thought he could wipe out another one Financially, he would not hesitate to do so.

419. *Merchants Quarter Entrance Gate*. Two large metal-barred gates block the way of anyone seeking entrance here. Both the one-story guardhouses are manned by two guards (PSHIII, attentive). There is also a fifth guard

there. This is one of two mutant humanoid brothers (all ability scores are 11, except for MS which is 19, he also never needs to sleep). The one on duty constantly telepathically and empathically scans everyone who enters or exits the area. In this way, the guards not only know the emotions of someone visiting, they also know if the people are truly who they appear to be. A number of shape changing would-be thieves have been caught this way. Each guard is armed with a melee weapon (base damage 6) and an energy weapon of the GM's choosing. The weapons are all different in case an attacker is immune to a certain type of attack. The guards in the location number 451 tower also keep an eye on the entrance.

420. *Guard Towers*. The three Merchant Quarter towers are designed just like the location number 501 towers, except they have twice as many arklens (ANII, ever alert) on duty and twice as many weapons in each one. The northeast tower sees the most action, as it is occasionally pelted with rocks by poor youths from location number 418.

421. *Servants Quarters*. There are a total of 118 servants who work in the Merchant Quarters, including maids, butlers, valets, gardeners, coachman, etc. These servants are YII, PSHI, or OI. They all live in these cliffside houses. These quarters are every bit as comfortable as the Newstone Heights (location number 32) apartments. The servants are at their masters' beck and call most of the day, though, and do not have a chance to enjoy their homes much. The Lords own the homes, so if a servant is let go the one who replaces him gets that apartment. This makes most of the servants very loyal and tight-mouthed about their employers. However, if a player character wants to know all about a Merchant Lord's private life, prying the information out of a servant is the best way to do it. All servants have a day off each week where they are sure to be home at least half the time.

422. *Merchant Lords Stables*. This two-story brick building stables the fine carriage and brutoz each Lord owns. The animals are treated exceptionally well. There are always seven servants here (PSHII, b).

423. *Ckasznon the Caravan Lord*. (PSHIII, see below) Ckasznon is an obese human who seldom leaves his house. He was one of the first Merchant Lords and makes most of his money on the land caravans that connect Dollar with other towns and communities. Though he no longer holds a monopoly on caravans, he still controls about 80% of the caravans that are headquartered in Dollar. He loves food and

drink and pays the best prices (double) for rare gastronomical delights. It is rumored he is also a cannibal (which is false, though it has crossed his hungry mind). Ckasznon is a strong supporter of the Temple of Endless Pantheons, the Ancient Greek Pantheon.

424. *Erbatim the River Lord.* (YI, see below) Erbatim always dresses like a dandy. Clothes are his love and life. He cares for little else but clothes and his river caravans. Erbatim was the first Merchant Lord. He makes all of his money running caravans and expeditions on the river. Most of the successful trading boats belong to him, and he owns most of the river frontage land where the new dockyards are going to be built. He is a cold-hearted man, neither malicious nor benevolent. He is a member of the Dollar Bills. He has no family, except for the congregation of the Church of the Infinity to which he belongs.

425. *Pascal the Adventuring Lord.* (YIII, see below) Pascal is an unusual yakkir in that he was an adventurer for years. He was the sole survivor of a party that reportedly cleaned out the famous Eunesco Ruins, which have since caved in and are lost forever. The reward from this venture was enough to make him one of the wealthiest Lords in Dollar. He has continued to increase his wealth by backing the many trades that he depended on, like blacksmiths, armorers, Adventurers Row, etc. He owns a 10% interest in most of those shops, but makes his real money now by funding adventuring parties. For every ten parties that go bust, one is successful and usually makes enough wealth to offset his other losses and also bring in a sizeable profit. Pascal is a jovial fellow, good-hearted and happy with life. He is not so much interested in money as his fellow Lords, as he is in the progress of Dollar. Pascal belongs to the Tower Temple of Dollar.

426. *Akson the Money Lord.* (YII, see below) Akson is the most obscure Lord. Little is known about him. He was one of the first Merchant Lords, and is a member of the Dollar Bills. He is an economic genius, and has made all of his wealth from his two banks, Snake Pit Bank and the Bank of Dollar. He also is known as Akson the Shark because he is absolutely merciless in his business dealings. If there is any Lord the others would like to wipe out, this is the one. Everything he does, however, is absolutely legal. Akson belongs to the Followers of Burgundy. As a matter of fact, he brought the religion to Dollar.

427. *Peller the Land Lord.* (DIII, see below) Peller bought up much of the land around here years ago, then sold or rented it at greatly

increased prices when the town grew. He still owns a lot of sites in Dollar. All the unclaimed buildings marked as condemned, unoccupied, or blank, are owned by him (the GM can alter the blank ones if he desires). Peller has a right hand man named Ten (DII, completely trustworthy) who does all his leg work for him, like collecting rent, selling places, screening new renters, etc.

Peller is a pleasant person who cares as much about the expansion of Dollar as he does about anything else. His dream is to develop the other side of the river and to someday connect the two sides together by a huge bridge. Of course, he hopes to own much of the land over there. To this end, he is planning on investing much of his money (a considerable amount) in expeditions into those lands to clear away the forests. He belongs to the Tower Temple of Dollar religion and funds them extensively.

428. *Beven the Shopkeeper's Lord.* (YIII, see below) Beven is most unique in Gamma World, an actually kind person who looks out for others. If anyone was the epitome of the ideal Christian concept of the Good Samaritan, it is Beven. He started out as a simple merchant/craftsman when the town was young, and, as it grew, he loaned money to other struggling young tradesmen who needed a start but were afraid of dealing with Akson. He is now Akson's main competitor and nemesis.

Beven has a 2-5% interest in most of the independent shops in Dollar. Everyone likes him, as he is a fair man, but not a bleeding heart who will be taken advantage of and tax others for it. On the other hand, it is Beven who has always led the way in bringing social services to the town. It is he who primarily funded the Healer hospital to the west of town and their branches in town. It is also Beven who reinstituted the holiday of Christmas in Dollar, one of the few places in Gamma World that recognizes it.

Beven has a large family, is loved by almost everyone in town, and is the main supporter of the Ancient Interdenominational Church. He is a member of the Dollar Bills and a secret member of the Restorationists.

429. *Lulif the Power Lord.* (YI, see below) Lulif is the Merchant Lord who established the Dollar Utilities Company and the Dollar Waterworks and Sewage Company. He is a genius with mechanical, electrical and hydraulic devices, and surrounds himself with experts in other areas. He is a thin, frail looking yakkir who is bookish and only is interested in numbers and power. He makes all his

money from the utility companies and is always interested in ways to make more. It is his dream to provide power for Dollar with atomic reactors.

Lulif has a wife who is only interested in art-work and entertainment. She is the main supporter of the arts in Dollar. They are both members of the Tower Temple of Dollar.

430. *Iense the War Lord.* (ANII, see below) Iense is the single second generation Lord in Dollar. He inherited his wealth from his father, the legendary Aleckse. Aleckse was a great general in the north who migrated south when he heard of other arklens serving here. He was wealthy by that time, but increased his power by becoming the leader of the arklens forces of Dollar. It was Aleckse who built the walls and towers of Dollar. It was Aleckse who led his troops in the defense of the town against the great Red Death Uprising of 19 years ago, which wiped out most of the Friends of Entropy in this area (much to everyone's relief). And it was Aleckse who secured the arklens a respected position in Dollar society, not just that of lackey guards. Aleckse died of natural causes three years ago.

Iense was in the security forces and has his father's Talent for Command (14). He represents the arklens in the Dollar Bills and is considered to have a future every bit as bright as his father's. His mission now is to increase the arklens population so it can better defend the growing town. He also would like to eventually lead the expeditions Peller is planning for the expansion of Dollar to the other side of the river.

431. *Aleckse's Statue.* Though this statue is not technically in the Merchant Quarter, it was built by the people there and maintained by them. It is a five-story statue of Aleckse the arklens (see number 430). It was erected after his retirement in commemoration of his victory over the Red Death Uprising. It shows him, in a torn uniform and holding a huge sword, standing over the remains of two mutated humanoids. The statue is made of stone and has a brass plaque on the base explaining its purpose. There are always two honor guards on duty here (AI, bored). Anyone who vandalizes the statue will be stripped of their gear (which will be sold in town for the maintenance of the statue), tied to a large barrel, and sent floating down the river. If anyone does real harm to the statue, they will be executed by the town. The statue is a source of real pride to the town's people.

Triangle & West Camping Ground Area

The small area to the west of town, right outside of the west gate, is called the Triangle Area. It consists of the execution platform and a group of six wooden buildings within a triangle of streets and a sidewalk. These buildings are occupied by mutants who, because of some reason, cannot work or live in town. The reasons are usually because of some horrible mutational defect which keeps them isolated, like a terrible stench, a CH of 4 or lower, hostility fields, phobias to common items, etc. Therefore, they have developed their own little community here, primarily through the funding of the Merchant Lord Beven. They are recognized as being a legal part of Dollar and having a right to all of Dollar's protection. They therefore have a few mutant guards (GM can determine what they are if the need arises), lights, water and sewer access, fire department protection, the arklens security forces protection in case their guards are overwhelmed, and, of course, taxes.

People do not look down on Triads, as the occupants are called, because with Gamma World radiation they realize it is impossible to determine your makeup of your offspring.

The West Camping Grounds are those fields west of the town and north of the hospital. They are only opened to camping visitors if the east camping grounds are full (the arklens do not want the possibility of a double sided attack from brigands).

432. Execution Site. A large wooden platform stands here all year. It is fixed for a hanging, has a chopping block and a large ironwood chair on it. Executions for people found guilty of capital crimes in Dollar (like harming the statue of Aleckse, treason, or murder) are performed here. They can choose either hanging, beheading, being shot, or poisoned. A group of experts make sure the victim is dead (they make 100% sure), anyone who is not killed by these methods gains special attention. There is always a way to eliminate a character if the GM thinks hard enough. The remains of the victims are then immediately cremated in a brick and metal oven on the site.

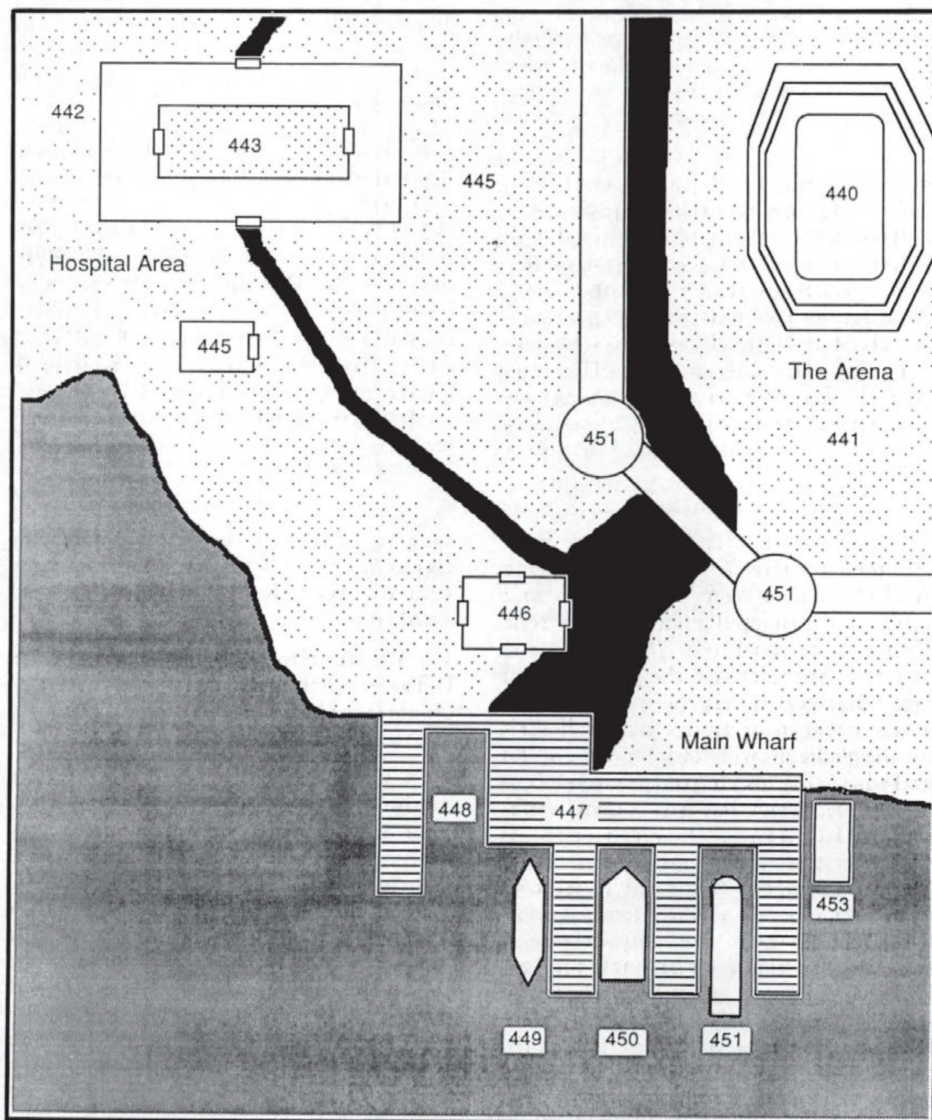
433-435. Illegal Items Storage. These three buildings are used for the storage of items deemed illegal in Dollar (see location number 1). If anyone has an objection to storing them with the government, then they can pay to have them stored here. The payment is only 5 gp per week. People who will store these illegal items here (if they store them at all) are

people who do not like arklens and do not trust the government and members of the Zoopremists or Friends of Entropy Cryptic Alliances. A customer must declare how long before he will return to check on his items, and pay in advance. He then receives a plastic token that acts as a claim check for his items. The items are stored in a metal locker. If he does not return by that time or has lost his claim check, the items become legal possession of the Triads.

436. Shop. This is where the items not claimed in location numbers 433-435 are sold. The sale price is usually about 20% higher, because the items can be taken by the customer immediately.

437 & 438. Triangle Inns. Both of these buildings are two-story structures. They are connected by a common third floor. The residents of Triangle live, eat and work here. There are rooms ready for future citizens of the Triangle, too. The food and drink are average, but the prices are 10% more.

439. West Camping Grounds. As earlier explained, these grounds are only open if the east camping grounds are full. They are also used as a staging area for land caravans. This is the reason for so many tents shown on the map. Currently, there is a small caravan leaving for a town in lands far to the south called Wariz. The caravan is carrying food and is not anticipating a bad journey. If any PCs ask the



caravan master, Vidkun (YIII, i), for work, he will tell them all of the caravans are arranged in town, but he knows not where.

The Arena, Hospital Area, & Main Wharf

The southwest of Dollar is divided into three areas: the Arena, Hospital and Main Wharf.

The Arena is just inside the town walls. It is the major sporting area in Dollar and some consideration is being given to expand it.

The Hospital centers around the Healers Hospital and the fields north of the Main Wharf. This land is also primarily undeveloped and is a choice growth area for Dollar during the next decade.

The Main Wharf area includes the land just outside of the town's southwest gate and the Main Wharf. This area might be considered for expansion with a possible new dry dock area.

440. *The Arena*. The only gaming area in Dollar is a sunken stadium called The Arena. It has flagstones on the bottom, covered with sawdust, and wide stone steps on the hillside that are suitable for sitting on. The Arena is free to attend and hosts many events: concerts, grand plays, small footraces, wrestling, boxing and gladiatorial matches. The latter only are held on summer holidays and usually do not involve fights to the death. Gambling is allowed here at the discretion of the GM.

441. *Practice Field*. This field is reserved for use by the gladiators who perform in The Arena. On nice days they can be found out fighting in the short grass. Anyone who wishes can attend a practice session, but they use hand weapons and do not pull punches. If someone suffers damage equal to or greater than one quarter of their total hits, the gladiators will suggest they stop. If they continue and suffer damage equal to or greater than half their hits, the gladiators will not fight them unless attacked. Gladiators are paid from 1,000 to 5,000 gp per event, but it is seasonal work. Every race has its gladiators, which are always at the very top of the ability scores. These fighters are Weapons Masters with their own unique weapons. Seldom are interracial gladiatorial matches held, not only because it would spread disharmony amongst the people, but also because it would not be fair to pit, for example, a yakkir against an arklen. Mental powers are forbidden in gladiatorial combat, unless the combat itself is all mental combat, which is rarely offered.

442. *Plague Field*. This field is wryly named

because sometimes cases come to the hospital that are highly contagious, and the Healers cannot allow them in. Instead, they insist the infected person live in this field where specially trained Healers tend them. These Healers are usually immune to the disease. Tents and blankets are available for infected people who do not have camping equipment.

443. *Healers Hospital*. Through the generous donations of a few Merchant Lords and the hard work of the Healer Cryptic Alliance, this four-story stone building was completed. It is one of a kind in Gamma World, the first new hospital built after the wars. Natural Healer abilities, Talents or Skills, drugs, and herbal drugs are all used to heal most cases brought in. Often this includes plenty of bedrest. The rates for this treatment equal the number of days stayed plus the amount of wounds healed times 10% of this total. Patients are not turned away if they cannot pay for the treatment. Adventurers who make a lot of donations to the hospital are always given preferential treatment.

The hospital is also equipped with a life chamber, three rejuvenation chambers, and a dozen stasis chambers. These items all have been hooked up to the Dollar power supply, not to their own broadcast power station. The hospital does have its own back-up generator for 48 hours of use if the town's power fails. The hospital Healers would like to branch out into bionic prosthesis, but they do not have the knowledge or parts.

444. *Dollar Cemetery*. The Dollar cemetery has many vacant plots. Only a few grave markers can be seen. Few Gamma World residents want to be buried because they know there are weird animals that live in the ground.

445. *Crematorium*. This brick structure is the Dollar crematorium. The majority of the people are taken here after they die. Cremation is free to any who die in or around Dollar.

446. *Wagon Shelter*. This four-posted shelter consists of a large, wooden roof with a flagstone base. Carriages, wagons and other vehicles are parked here waiting for boats to come. Currently, there is an old bum (PSHI, x) hanging around here. He is an ex-sailor who became daft after an encounter with a mutated whale. Now no one wants him on their vessels, so he wanders around here and does what odd jobs he can. He can spin the most incredible tales, but none of what he says is true.

447. *Main Wharf*. The Main Wharf is a sturdy wooden structure that is used for boats that

are unloading for delivery on the far west side of town or are docking for the night. There is a docking fee of 5 to 25 gp per 24 hour period, depending how much room the boat takes up. There are always some sailors working here (YI, w), maintaining the docks and helping to unload. They are paid by the town. There are also two guards (ANI, n) on duty to make sure the boats are taken by the proper owners. Currently there are three good-sized crafts here.

448. *Dry Dock*. This bay has cranks and gears around it attached to an underwater rack. A medium-sized boat can be docked here and cranked up out of the water. When it is "high and dry" the boat is considered in dry dock and can be worked on. Long wooden planks lay on the ground to the north of the wharf which are used to make scaffolding under the boat, allowing people to easily work on it. Dry dock costs 30 gp per day plus labor and materials for repairs and maintenance.

449. *"John B."*. This 24 meter long sailboat is in mint condition. It is owned by Erbatim the River Lord (see location number 424), and is used for running special cargo up and down the river to other settlements. It has just arrived in dock and is unloading boxes of medical supplies for the hospital. It is also equipped with a small inboard engine and has no obvious weapons. Hidden away, however, are four autorifles and hundreds of rounds of ammunition.

450. *"Enterprise"*. This 16 meter gunboat is owned and operated by a joint venture. The town, the Seamen's Guild, and the Fishermen's Guild joined together to build and equip this boat. It is designed to operate in the river channel near Dollar. Its intent is as a defensive weapon against raiders operating on the river or other maritime hazards, such as giant river creatures. It is equipped with a bank of four laser rifles on a swivel pivot, two small swivel cannons (range = 100, Dm = 25), a grenade launcher with ten grenades (range = 150), a minimissile launcher with two missiles, and four depth charges (radius = 175 underwater, Dm = 50). It is also in contact with land through a small communication base. And it has two floodlights. It has the statistics of a medium sized power craft: Tech = FIII, PR = 6, AC = 7 (-35), HD/EN = 75, hp = 300, MN = 19, MV = 100, Mode = Screws, A/D = 15, Power = Atomic Battery, PASS = 25, LOAD = 15,000. The Enterprise is getting ready to go on patrol with its crew of ten.

451. *West Towers*. These towers are similar in structure to the number 1 towers except they

are only four stories tall. They have 20 guards in each one (ANII), and only have cells on the second floors, no basements. The arklens work here and these towers are designed to withstand siege. However, they are not the barrack towers the location number 1s are.

452. *"Lady Blue"*. This old river excursion boat is now used as a passenger and cargo vessel. It has two decks and is powered by an old steam engine. It has four cannons on board (see location number 450) for protection, and all seventeen of the crew (OII, b) are well armed. The Lady Blue is just stopping overnight as it continues its journey up river to pick up cotton in the far east lands which will be brought back to Dollar. She just carried passengers from farther down the river to Dollar to negotiate trade. Lady Blue is privately owned by a mysterious, rich stranger named Kenin (OII, d), who is a ship's captain (15).

453. *Raft*. This medium-sized raft docked yesterday and is going to stay until tomorrow. Its owners are three serfs, who are in town to pick up new supplies and supposedly will then just pole down the river. Serfs are not trusted by many around here, as they make up the majority of the Friends of Entropy responsible for the Red Death uprising. The town security forces are keeping an eye on them until they leave.

Adventuring in Dollar

Now that the town of Dollar has been detailed, here are a few notes on adventuring in town.

Stomping lairs, tackling randomly encountered monsters and not considering what damage is inflicted to the surrounding countryside is commonplace in wilderness adventures. Town adventures are different from most wilderness adventures. There are few, if any, random encounters. Most should be preset by the GM. They can be small events and revolve around characters such as cutpurses, bullies, thieves and mistaken identities, or they can be larger adventures involving being called to help defend the city, being hired by a powerful faction for their own self interests, or solving crimes. During these type of adventures the party need not worry about stumbling onto a creature and his lair and becoming involved in dangerous combat. But the party does have to worry about the thieves' guild, the assassin's guild and facing combat more on the scale of brawling and swordplay. Bartering and Bargaining are used far more often in town adventures, as the party is trying to accomplish something without making

everyone mad.

Minor Adventures

Thievery is a constant worry in a town. Most thieving attempts by the uninitiated should be made as a Rank A action with DX modifiers and Talents or Skills modifiers added (such as reflexes.) But the average thief in Dollar is much better.

A Black result indicates being caught; a White result indicates failure to perform the theft but not being caught; and the Spectrum results indicate success for different Difficulty Factors established by the GM (a simple cutting of pursestrings on a belt is a Blue; belt pouches are Green; larger packs are Yellow, unless they are really secure, in which case they are Orange, etc.) If the GM so desires, he can even create his own thieving and cutpurse Talents and Skills and, thus, allow thieving NPCs to use different levels of proficiency.

Bullies, brawls and barfights are a consideration in any village or town (typical bullies are AII, PSHII, or HOII). The big problem with these small adventures is for characters to take care of the opponents without creating more enemies by striking the wrong people and by not causing so much damage to private property. Throwing a character, using a chair or table as a weapon, missing an opponent when throwing an item inside of a building, and so on, all cause damage to property. Dollar citizens, arklens especially, do not like it when property is destroyed. If the arklens arrive during a brawl, everyone involved in the brawl will have to pay equal shares of the cost of the damages. Otherwise, the characters will be locked up until they can pay or someone pays their bills. After a week, the money will either be taken from the equivalent worth of their belongings, in which case they will be thrown out of town, or they will have to become indentured servants (see Slave House, location number 241). When the arklens are trying to identify characters who are involved in a fight, the GM must make IN rolls for bystanders who will testify, like the shopkeeper or innkeeper. He must modify these rolls by such considerations as who started it, are any of those involved friends or regular patrons who the bystanders wish to protect, are any of the characters so powerful as to intimidate the bystanders by their very presence, and so on.

Minor Adventure Examples

The following is a collection of examples for minor adventures the player characters could become involved with in Dollar. Behind the

culprits is usually a number in parenthesis that lists the culprits' Talent or Skill score or Brawling and their Experience Rank for straight out fighting.

A. The player characters are walking in Dollar and see a drunk (DIII, completely convincing) weaving toward them. Try as they might to avoid him, he bumps into someone or falls down in front of them. He mumbles a thanks if they pick him up, hiccups something foul in the characters' faces and then proceeds to weave into the first place he can get lost. The thief (14) has successfully picked something off of a character (a purse, dagger, or something of value). This thief is no fool and will weave for the character with the most valuable items on his belt. If they discover the ruse within five turns, they have a chance to find the yakkir. This takes an IN result of Yellow or greater. If they discover it too late or don't look for him, they are out an item or two. If they catch him and question him, he might tell them about the thief's guild, but only if someone seems interested in joining the guild.

B. While in the Maze Plaza, a truly gorgeous human female (PSHII, but CH 18) becomes attracted to one of the player characters, probably the one with the highest CH score. After a turn or two of smiling and fawning, her male companion finds her. He is a BIG arklens (ANII, no score lower than a 16 and with a Rank of 12). He is one of the security force, but he is not well liked by the other arklens. He is furious with her and knocks her down with his ham-like fist, then turns to look at the character she was smiling at. With hatred in his eyes, he completely loses control and attacks the character with his bastard sword with which he is a Weapons Master. No one will interfere for six turns if the characters are evenly matched, a stronger player character joins in, or the NPC is simply subdued by reasonable force or mental force by the party. If, however, the party begins beating on the arklens, the crowd will enter in on his side and a street brawl will occur. After six turns of combat or subduing the arklens, the local sergeant of the guard (ANII, d) will show up and evaluate the situation.

If the party has blown this encounter, he will fine them each 200 gp for disturbing the peace. If the party has handled the situation well, the sergeant will hear glowing praise from the locals, thank the party and apologize for his man. He will dismiss the arklens from the force (discipline is something valued in the arklens force). The party will then gain an enemy for life who may come back to haunt them.

Of course, the player character could wind up getting the girl.

C. This encounter takes place when the party is in a pub. One of the local bully-boys (12, OIL, e) starts bad-mouthing adventurers. He really is loud and soon it becomes obvious he is trying to rile the player characters there. The owner asks him to keep it down or get out, but he just gets louder. The owner, unbeknownst to the rest of the patrons, then dispatches an employee to get an arklens before his place is smashed up. The arklens (two AIs) arrives in ten turns with a booming, "What's all this, then?" and that shuts up the bully-boy. He is then kicked out. If a party member says or does something before the arklens arrives that the bully-boy can take as a challenge, he will pick up a chair and try to smash it over the character's head (roll Surprise, Dm = 6). While the owner is sympathetic to any party members who have controlled themselves, he must be repaid for any damage they help cause to his establishment. If the party or player character simply neutralizes the bully-boy without causing undue damage or attention (mutation use, throwing outside and challenging him there, etc.), then meals and drinks are on the house.

D. A member of the assassin's guild (GM may choose which one from the many who are listed in the location descriptions: location numbers 133, 137, 163, 176, 185, or 201) mistakes one of the party members for someone he has a contract on. He will then stalk that member and attempt to assassinate him at the first opportunity. Each party member with the intended victim will get an IN roll every five turns, an Orange or better result indicates the PC feels they are being followed. When the

assassination attempt comes, all PCs with the victim are allowed a Surprise or IN check, whichever is applicable, to prevent it.

The assassin, if he can get away, will escape from the PCs, report his failure, then find out he was mistaken. The PCs will not be bothered again, but will most likely be nervous afterward.

If the assassin is caught and taken to the arklens, he will kill himself at the first opportunity so as not to betray the guild. The arklens will tell the PCs that he was a suspected assassin's guild member and that someone is trying to kill one of them (they will not try again, however, as the mistake will not be made again).

If the assassin is caught and somehow interrogated or shown that his "hit" was the wrong one, he will apologize, explain himself in vague terms then hint at the assassin's guild (his mind is well trained and he cannot betray them). He will pay the intended victim the cost of being brought back to life at the Healers Hospital plus 1,000 gp, or, if he had not killed the victim, 2,500 gp, just to forget the whole matter.

E. This adventure should take place when the characters are close to the river. Amazingly, a kamodos has come up the channel, submerged. This has never happened in anyone's experience, but this huge lizard is smarter than the normal type and is very hungry. It thunders its way out of the river and heads straight for town (sort of like a starving man runs to a buffet). The party members are in its path. While they can certainly get out of its way and it will ignore them while it dashes for the large group of screaming citizens, a few points instantly occur to them (brought up by

the GM):

a) The arklens towers cannot react fast enough and surely cannot fire into the crowds. The lizard will be among the people before it can be stopped.

b) Some arklens will be in the vicinity, but not nearly enough to stop this thing.

c) Most of the people are running in sheer panic. Panic spreads in a town and often people run before they even know what they are facing. The PCs may be the only free lance adventurers in town who can or will react to the threat.

d) The experience would be good for such a creature's demise, but the thanks of the town would be even better.

This kamodos has 30 HD, 250 hp, a CN 16(+2), and is gray. In fact, only the arklens attempt to stop it. If no one interferes, it will smash up about 100,000 gp worth of items, snatch up the closest six people, and dart back into the water during the following five turns. It also will be back again sometime.

If the party does help to stop it, but it survives and escapes (never to return, unless only 50 points or less of damage is done to it), the arklens will heartily thank the player characters. They will remember those characters if any trouble arises with brawls, etc., and give them a break.

If the party and arklens kill the kamodos, they will be celebrated as heroes and given free room and board for a month. If the involved adventurers make the right reaction rolls upon meeting the Dollar Bills, they might receive a free residence in Newstone Heights (depending on what it took to stop the lizard).

CAMPAIGN ADVENTURES USING DOLLAR

The Timon War

If the GM is using the Revised GAMMA WORLD® module series and the player characters are aware of the problems with Timon, then the following scenario can be used for Dollar.

The party members, weary of their explorations and run-ins with Timon, have decided to take a vacation and check out the town of Dollar at the base of the Last Friendly Lands cliffs, where the Bad River forms a delta with the cliffside. Gene, the leader of Haven, has often told the adventurers of the wonders to be found in Haven and suggested they see it some day. If the PCs have no money, then Gene will lend them some so they can have a decent time in town and pick up some supplies for Haven.

After traveling down from Haven and following the river (the GM can run this or not, depending on how much time he wishes to spend in travel), the party reaches Dollar around noon on a clear and sunny day. They are amazed at the size of the town, being so used to ruins and villages, and they proceed into the town to gawk and generally act like backwoods Gamma Worlders.

At some point in time, as the player characters are looking through town, the GM should have them roll their IN. An Orange or Red result indicates they recognize one of Timon's dabber agents wandering through town (DII, his Tech level IV weapons are with his pals outside of town). If they do not immediately recognize him, they are allowed a roll every fifteen minutes until they remember him, then must try and find him, if they wish to discover what he is up to. He will be drinking in the Broken Sword Pub (location number 318), and waiting for his buddies. Two other dabbers (DIII) will arrive about twenty minutes after a party member finds him at the pub. The GM should encourage the PCs to find this dabber, reminding him that he seemed to be especially valuable to Timon.

After three hours of intense talking in the pub, or nightfall—whichever comes first, the three dabbers go to complete their mission—stealing the Enterprise from Dollar. First, they will exit the town through the southwest gate. The fourth dabber is waiting outside (DII) with a chest full of their equipment. Each has an energy rifle, a gas grenade and a fragmentary grenade in addition to his melee weapon. Since the village of Oskar is on a tributary of the Bad River, the dabbers can pilot the boat there, making Timon a much greater threat. The dabbers will render the guards unconscious with gas grenades (automatic), and

jump aboard the boat. It takes them four turns to cast off and start the engine. This means the party - if it was watching - will have a chance to board or otherwise try and stop them. If the players do not, or if they have not followed the dabbers, they will hear from the town criers the next morning that the boat was stolen intact by three dabbers. They should report this news to Gene, the leader of Haven, the home of the Restorationist Council. He will be upset about Timon's new water power.

The Shuttle Quest

If the GM is using the Revised GAMMA WORLD® Game module series' scenario on the quest for the Cities of Man, then the following adventure can fit into the campaign.

Gene has an ulterior motive for sending the party to Dollar. He is seeking the mystical force that keeps the sky chariot they are hoping to build balanced. He gives the party a rough drawing of what the item looks like and tells the player characters to keep their eyes open. Rumors say the item exists in Dollar. It certainly does.

If the party asks around and shows the drawing to the citizens in Dollar, eventually they will discover its whereabouts. There is a 5% chance that any person talked to will be an Infinit and can reveal that the item is the "holy of holies" in the Church of the Infinity (number 13). The party, as anyone else, can gain entrance to the church by merely paying a visitor's fee of 1 gp each. There are always at least four priests on duty, one of them always watching the gyroscope on the spire. If they read any of the church's literature inside the temple, or talk to any of the devoted there, the PCs will know that there is no hope of buying or bartering for the meter-high item. The only alternative is stealing it. There are a number of ways to attempt the theft, from a full out frontal assault to sneaky tactics, and the GM will be amazed at what the players can come up with as schemes for liberating the gyroscope they need.

New Weapons

The melee and firearms weapons listed in the basic rules for Revised GAMMA WORLD game are presented as typical examples of those weapons available. However, there are more weapons available than just the few listed, especially to player characters or NPC weapons makers who may find ancient records of the construction and use of weaponry. The town of Dollar has many such NPCs who offer weapons never before seen by many Gamma

World inhabitants. The combat statistics for these weapons, and a repetition of their cost and weight, are found on the Weapons Chart on the inside cover of this module. In some instances these weapons are completely new, filling in niches that were vacant before. In other instances the new weapons listed clarify the use of a prior weapons listing (such as the shotgun).

The only new Effect is "Set," which means the item can be set vs. a charge. A successful strike by this type of weapon negates any charge bonus the attacker may have.

New Races

YAKKIR (Endless Talker)

NUMBER: 1 to 6 (1 to 1000 in villages)

MORALE: 6

HIT DICE: 6

ARMOR: 0

SIZE: 1.3 meters tall

LAND SPEED: 16

PS: 6 (-2)

MS: 14 (+1)

DX: 12

IN: 14 (+1)

CN: 9 (-1)

CH: 14 (+1)

ATTACKS: Only by weapon type, usually a blackjack or other club.

MUTATIONS: (P) No Need for Sleep (Z)(see below), Immunity to Mental Interference (20)(see below)

(M) Business Genius (15)(see below), Telepathy (13)

TALENTS and SKILLS: Each yakkir vendor or businessman has Bargain (8) and Barter (8). Individual yakkir have Talents and Skills that are appropriate to their occupation.

DESCRIPTION: Yakkir constitute the greatest majority of citizens in Dollar. They are usually found in villages or towns where trade flourishes. Yakkir appear to be short humanoids of varying pigmentation that is roughly equivalent to the range of pigmentation found in humankind. Male and female yakkir have no body hair whatsoever, and their eyes have double eyelids which keep the eyes moistened. Outside of these features, they just look like short humans.

Yakkir have no need for sleep and never rest. This accounts for their extremely short lifespan, about 20 years. Their lifestyle, awake and working night and day, is perfectly suited for their usual occupation, businessmen. Yakkir are the most successful business people in Gamma World, working constantly at their shops. Most yakkir villages, such as Dollar, are open night and day. This business savvy is fur-

ther enhanced by the inability to use a mental interfering or influencing mutation on a yakkir, they simply do not work (mutations such as Beguiling, Empathy, Mental Control, Symbiotic Attachment, etc.). Even mental or physical mutations that do work, such as Telepathy, Thought Imitation, or Allurement, do not affect his ability to barter or conduct business with mental clarity. Even the Economic Genius Capability is altered. The character may add his mutation score to his CH for bartering, but may not double the normal worth of items he has to sell. Though yakkir can telepathically communicate with others, they cannot have their thoughts or emotions read without their consent.

Yakkir have a business genius that allows them to use their minds like calculators, making inventory simple. This also gives them an ability to accurately appraise items in their area of expertise as if they were Talent rank 20.

But more than anything else, yakkir are known for their business Talents in Bartering and Bargaining, and for their honesty. Through centuries of tradition and training, yakkir can no longer be outrightly dishonest when dealing with a customer. They cannot lie about the worth of an item they are appraising. This does not mean they will not turn a good profit if given a chance, but they will not grossly exaggerate or denigrate the worth of an item.

ARKLENS (Orlen/Hound Folk)

NUMBER: 1 to 6 + 1 (unless a large group is summoned as reinforcements)

MORALE: 14

HIT DICE: 16

ARMOR: 5 (-25)

SIZE: 2.7 meters tall

LAND SPEED: 48

EXPERIENCE RANK: 7

PS: 15 (+1) MS: 15 (+1)

DX: 14 (+1) IN: 13 (+1)

CN: 12 CH: 12

ATTACKS: 2 Weapons (variable, see equipment below) or 2 Bites (4) or 1 Weapon (v) & 1 Bite (4)

MUTATIONS: (M) Anti-life Leech (13), Immunity to Mental Attacks (12), Telepathy (10), Telekinesis (11)

TALENTS and SKILLS: Brawling, Wrestling, Weapons Master (7) with their two-handed melee weapon (+7 to total damage with weapon).

EQUIPMENT: One main, two-handed melee weapon, usually a battle axe, large flail, or

two-handed sword. One secondary single-handed weapon, usually a type completely different from the main weapon. One ranged weapon, like a crossbow or sling. One medium-sized shield, always used. One suit of plant fiber armor. One pair of manacles to chain up suspects.

DESCRIPTION: Arklen are the most successful example of gene splicing in Gamma World. It is said they originated in a laboratory far north of the Flower Lands, but that is at least four decades ago and it is impossible to say now. Arklen are a race that is a combination of arks' and orlens' genetic makeup, with the most favorable points of each of the original races brought over to the new race. They look like bipedal, four-armed, canine humanoids, slightly taller than orlens. Their teeth are a bit larger and sharper than arks, and they are definitely stronger and healthier than orlens.

Hunted for years by both arks and orlens, they finally were adopted by the yakkir as guards and law enforcement troops, and have thrived since. They now can be found in most major yakkir trading centers, upholding the law and keeping the integrity of the town intact. While a statistically superior species, most of the initiative has been bred out of the race, so they are perfectly content to work for the yakkir. All arklen take great pride in their position of trust. They do not push others around, but they are very firm and forthright in the performance of their duties. Arklen are the more honest paramilitary troops that can be found in Gamma World.

New Herbal Medicines

Blue Pedal Powder. This fine powder is from the pedals of giant blue flowers. When 10 grams is mixed with hot water to make a thick porridge and eaten, the character is cured in 1d6 hours of the Shivering Fits that causes Damage = 18 (2), Duration = 1d6-1 days, Effect = Seizures.

Golden Leaf Gum. Leaves from special golden bushes are collected by the Healers at certain times a year, then pulped and set to harden slightly. The result is a thin, chewy golden leaf. Each 1 gram golden leaf, when chewed, heals five points of damage for the chewer after two turns (regardless of whether he is PSH, humanoid, mutated animal, normal animal, or a plant with a digestive system). The total amount of damage that can be healed a day by chewing golden leaf gum is no more than one-quarter the normal total hit

points of a character.

Purple Spore Powder. This granular powder is made from ground up rare purple spores, usually found only underground. When 10 grams is mixed with a little water, making a purple dough ball, and eaten, the character is cured of the Dry Rot in 36 hours. Dry Rot causes Damage = 140 (10), Duration = 1 week, Effect = Rotting.

Silver Bark Tea. The bark from the rare Excalibur Bush turns silver when it is scraped from the branches. This bark, when dried for three weeks and ground up, makes a healing tea. 10 grams makes one pot of silver bark tea. If the whole pot is consumed by one victim of the Lathering Madness, he will be cured in 1d10 hours. The Lathering Madness causes Damage = 124 (6), Duration = 2 days, Effect = Delirium.

White Berry Juice. This common berry can be fermented (for a week) into a juice that is beneficial against the Grey Palsy. A 10 gram amount negates the disease in 3 hours. The Grey Palsy causes Damage = 116 (4), Duration = 1 week, Effect = Crippling.

Yellow Pedal Powder. The yellow powder from a nightblooming bush in the mountains has been found to have recuperative powers over fatigue. 10 grams mixed with boiling water, and inhaled by a single person, will act to overcome fatigue brought on by little or no sleep, forced marching, etc. This only can be used once a day for one of the two four-hour rest periods required. If 50 grams are used during a seven day period, the character will go unconscious at the end of the seventh day for 1d6 days.



UPDATED TALENT & SKILL SECTION

The use of Talents and Skills in the GAMMA WORLD® Game offers players a chance to give more life to their characters and to have those characters increase in abilities as they progress through adventures and Ranks.

Why separate Talents and Skills? These two categories have been designed to serve distinctly different purposes.

Talents provide added value to Experience Rank increases. Not only does a character improve his hit points and combat abilities as he advances, but he now also gains some new limited abilities.

Since all Talents function at a score equal to a character's rank, there will never be a plethora of varying ability scores to keep track of.

Skills are designed to provide growth in more unconventional directions. Special abilities which have a significant impact on a character's survival, such as combat abilities, are classed as Skills.

Skills provide players an opportunity to personalize their characters. Skills open many new possibilities, such as providing opportunities to create high-skilled wimps and unskilled veterans.

What Is A Talent?

Talents may be learned from a Teacher and can be improved through practice. Talents:

- Are special abilities that directly affect actions by modifying basic ability scores.
- Pertain to natural abilities, not book knowledge or learned disciplines or techniques.
- Do not usually require the use of specialized tools to perform.
- Can be attempted by characters unschooled in the particular ability, such as running and climbing.
- Have a limited impact on the game. If a special ability is crucial to long term survival, it should be considered a Skill. The only exception to this is First Aid.
- Are linked to a character's Experience Rank.
- May be gained at the start of a character's career.

How Do Talents Improve?

Each character begins with a number of Talents equal to his Tech Level +1. Then each time a character spends Experience Points to improve his character's Experience Rank, there is a chance another Talent can be gained. Roll on the column of the ACT Table that corresponds to the character's Rank after

advancement. If the result is White, one new Talent can be learned. And if the result is Black, two Talents can be learned. The number of Talents cannot exceed the character's Intelligence score. To learn a Talent, the following steps must be taken:

- A character must spend enough Experience Points to raise his Rank, and then must make an Experience Rank check with a White or Black result to gain new Talents.
- There must be a Teacher available who knows the desired Talent and has an Experience Rank equal to or greater than the character being taught.
- The Teacher's price must be paid.
- If the new Talent requires that certain other Talents be known, then the character must already possess those prerequisite Talents before he can learn the new one.
- No more than two Talents can be learned for each Rank increase. And a character cannot have more Talents than his IN score.
- The character must retire from play for 1d6 weeks of training.

How Talents Are Used in the Game

Each Talent's score equals the character's current Experience Rank, no matter at what Rank the Talent is acquired.

Whenever a Talent is used, either the Rank score is consulted to determine chance of success, or the Rank score is added to another indicated score to modify the chance of success, such as in the case of Dodging where the Rank is added to the DX score.

Anyone may attempt to perform most Talents, even if they are unschooled in them. However, Talents which have prerequisites only can be attempted by characters who possess those prerequisites.

Characters attempting to perform a Talent they do not know perform it as if they possessed a score of -50 (Column A).

What Is A Skill?

A Skill is a special ability that requires lessons and a Teacher. A character may not possess more Skills than his IN score. Skills:

- Cannot be learned before a character reaches Rank 5.
- Are special abilities that create new options for characters and can be used in many different ways.
- Have unique scores equal to the Skill Level bought. Only one Level may be purchased for each Skill at a time.
- Only can be improved by further lessons

from a Teacher.

- Are special abilities that require instruction in special disciplines, techniques, book knowledge, and often require the use of highly specialized tools.
- May not be attempted by characters unschooled in the Skill or in a related Skill.

How Are Skills Improved?

To gain a new Skill Level or to improve an existing Skill by one Level requires the expenditure of Experience Points.

- The player must have enough Experience Points to spend - at a rate of 200 XP to gain a new Level.
- There must be a willing Teacher available who possesses the desired Skill at a Level equal to or greater than the Level desired.
- The Teacher's price must be paid.
- The Experience Points must be paid.
- The character must retire from play for five weeks for each desired Level minus the result of an IN check (-1 week per result factor). For example, a White result means it takes the full five weeks, and a Black means the character failed to learn it and regains only half the Experience Points he spent.

How Are Skills Used in the Game?

Each Skill's score equals the Level of the Skill possessed by the character. Skill Levels are acquired one at a time starting with Level 1.

Any character who does not possess a Level in a Skill or a related Skill cannot attempt to perform any of these actions. For example, cooking is not a Skill. However, preparing a fine cuisine as a chef is. Climbing with the use of a rope is not a Skill, but mountain climbing with specialized pitons, blocks and crampons is.

A Skill score functions as a modifier that can be added to other scores to determine the chance to perform certain Skill actions. The modifier equals the current Skill Level.

A Skill may be used in the following ways:

- The Skill Level is added to any prime score when performing an action that could be enhanced by the use of a Skill. For example, add the Tumbling Skill Level to a character's DX score when he is attempting to break free of a wrestling hold. Several related Skills may simultaneously modify an action score, such as using Chemistry and Biology Skills to help analyze a toxin.
- A weapon Skill Level is added to the character's Attack Rank and base damage score when he is attacking.

- A Skill Level can be added to the dice roll when a character attempts to examine an artifact that might be related to his field of expertise.

Skills can be used to perform a wide variety of actions. Base scores that the Skill Level can be added to have been established for four general categories. However, since Skills vary widely, which function falls in which category might be left up to the GM.

1. Analysis, Identification, Observation and Maintenance: Each Skill can be used in some manner to identify or analyze a thing or situation. A Skill can also be used to make sure Skill-related equipment stays in good working order. The base score for this = +10.

2. Activate, Apply, Use and Perform a Complex Action: Each Skill possesses common functions which are performed at this base score plus the Skill Level. The base score = +5.

3. Service, Repair, Deactivate, Block and Perform a Complex Action: Each Skill may be used to correct some problem discovered through analysis or to make repairs in Skill-related equipment. This category is used when an action is considered particularly complex, such as surgery. This is also the base score at which some related function can be blocked or deactivated. The base score for this = 0.

4. Building, Altering, Modifying, Researching and Desperate Actions: Each Skill may be used to build new things, resolve desperate situations or modify existing items if the right tools are available. It is also used as the base score to perform desperate actions, such as rigging repairs when time is of the essence and proper tools are unavailable, stretching a piece of equipment to its limits, etc. The base score for this = -5.

In addition to these base scores, a GM might want to assign a difficulty level for a specific action and require a minimum color result to guarantee success.

Tech Level Limitations and Effects

Each Skill is designed to function at the Tech Level of the character who taught the Skill. The GM should limit a Skill's use only to equipment and situations which fall within the understanding of that Tech Level (see page 7 of the Rulebook). Thus, a Tech Level I Mechanic could deal with simple levers, screws, wheels and sail power. A Tech Level II could deal with gears, clockwork, steam and water power and so forth.

Because of this, it is unlikely any inhabitant of Gamma World, other than an Ancient, would be versed in Tech Level IV. And no one known to exist would be skilled in Tech Level V. However, it may be possible to find an Ancient Teaching Machine, a functioning Artificial Brain or skilled Robot through which Tech Level IV Skills may be acquired. These Skills should cost a lot, and the Experience Points needed should be doubled.

Although Skill Tech Levels are considered generally exclusive, it is possible for someone possessing a similar Skill at another Tech Level to attempt to perform some skilled action at a different Tech Level by applying a penalty.

* To perform a similar Skill at a different Tech Level, each action suffers a penalty of -5 to the score per Tech Level difference.

* It also is possible to perform an action in an area in which a character is unskilled if he already possesses a Skill that may be considered related. Such actions always are performed at a penalty of -10.

Programmed Skills - Teaching Machines

There are a few machines of the Ancients that are capable of artificially teaching Skills via subliminal impulse and image reinforcement. These machines teach only one Level of a Skill at a time. It takes a biological mind 1d6 months to assimilate each lesson before being capable of benefiting from another.

Most Teaching Machines only can teach the first 5 Levels of knowledge of a Skill. And each machine specializes in a single Skill or class of Skill. It takes 3d6 minutes to learn a lesson. Then the character must make a MS roll on the Mental Shock table. Consult the roll, and any effects and durations are doubled.

Whenever an artificially-learned Skill is used — and a Black result occurs — the character must make another MS roll on the Mental Shock table, with the effects lasting only minutes rather than hours.

Characters without Talents and Skills can only attempt the most basic actions relating to Talents and Skills, doing so as a Rank A action. For example, an untalented character may try to build a wooden chest. His chance of constructing the item does not change as he advances in Rank. The construction time it takes is 1d6 the amount of time it would take a carpenter. The chest would not be as durable as one built by a character with a Skill in carpentry. And a character trying to sell this chest would receive no more than one-fifth the normal value of it.

Characters can choose all but one of their Talents when their character is created. The last Talent must be rolled randomly. This pro-

vides for some diversity of Talents in the party. NPCs have their Talents and Skills assigned by the GM, or are rolled randomly on the Random Talents and Skills Table.

The GM should remember this is not intended to be a final list of Talents and Skills. This includes only some of the more obvious Talents and Skills that would be available to characters. The GM should add to this, establishing Talents and Skills that are better suited for his unique campaign.

TALENTS AND SKILLS

A letter after each title identifies whether it is a Talent (T) or a Skill(S).

AMBIDEXTERITY (T)- The character has no preferred arm for performing normal actions and attacks. For special DX roll actions requiring aiming or other uses of the hands or arms, the character may add this score to his DX score. He can use two weapons simultaneously without suffering the second weapon penalty.

ANIMAL CARE (T)- The character knows how to care for, feed and shelter a type of domestic animal. When combined with other animal Talents and Skills, this knowledge can extend to non-domesticated animals as well. PQ: ANIMAL IDENTIFICATION

ANIMAL IDENTIFICATION (T)- The character may identify an animal's type, nature, land speed, and age if he is familiar with that type of creature. He may even discern an animal's emotions while carefully studying it by rolling at 1/2 the score (rounded down). This Talent performs at 1/2 the score for every new type of animal encountered until a character can study the creature for a week. Then the Talent is treated at full score for this new animal.

ANIMAL MIMICRY (T)- The character has the ability to attempt to imitate calls of birds, animals or mutants he has heard. Once he has identified the creature making the noise, he can attract it by duplicating the call and making a successful roll at 1/2. PQ: ANIMAL IDENTIFICATION

ANIMAL RIDING (T)- The character is able to ride and control one type of domesticated animal mount (for example, a podog is different from a brutorz or a centisteed). Use 1/2 the score when a special action is attempted while riding an animal mount. PQ: ANIMAL IDENTIFICATION.

UPDATED TALENT & SKILL SECTION

ANIMAL TRAINING (S)- The character is able to domesticate a type of wild animal to be mounts, pets, or work animals. These animals are identified as such in their creature descriptions (such as arns, brutorz, centisteeds, hoppers, pinetos, podogs, rakoxen, and other creatures found in the various Revised GAMMA WORLD® Game modules). The amount of time, effort, special equipment, and possibly higher levels of this Skill required to break and train animals are to be determined by the GM and announced to the player before he attempts the process. This Skill includes animal husbandry. The character can attempt to breed domesticated animals and domesticate new ones from birth, making them much tamer and usually showing more loyalty to their master. It takes 1d6 weeks per animal to apply this Skill. The GM may require a longer time frame if a character is attempting to train an animal to perform a difficult trick or task. PQ: ANIMAL CARE, ANIMAL RIDING

ANIMAL USE (T)- The character may recover, preserve, and use parts of an animal, such as claws, hide, horns, flesh, etc. However, this excludes Tanning and Taxidermy. To remove more dangerous parts, such as poison sacs, a 1/2 score roll must be made. The conversion of some of these parts for other than everyday use may require other Skills. The character can make hide sacks, Tech Level I tools, prepare meat and so forth. But using hide for armor or claws for making weapons requires ARMORER or WEAPONSMAKER Skills. PQ: ANIMAL IDENTIFICATION

APPRAISER (S)- The character has one area of valuables that he can appraise. This may be an area that is included in some other Talent or Skill or one that is not covered by any Talent or Skill.

ARCHER/MISSILEMAN (S)- A character possessing this Skill improves his Attack Rank and base damage when using a specific type of non-powered missile weapon. He can also add his Skill Level to his base range. The character must select only one type of missile weapon when choosing this Skill; either a bow, crossbow, dart, javelin, blowgun, bola, net, lasso or sling. A character with this Skill can analyze, maintain, and repair his weapon type.

ARMORER (S)- The character may make certain types of armor if he has the proper materials and tools. The type chosen is determined by other prerequisite Talents and Skills known. The types of armor he can create are equal to or less than his Tech Level and include

all armor that is AC 1 through 6, excluding powered and inertia armor. He also must have the BLACKSMITH Skill if he is working on armor that incorporates metal, the LEATHERWORKING Skill for hide armor, and PLANT USE for armor of plant material. Creating armor takes time, usually a number of weeks equal to the AC. For example, sheath armor requires 3 weeks of full-time work. This Skill also allows the character to repair damaged armor. To do this he must make a score roll to see if the armor retains its integrity after reworking it. The character can either obtain leather or cloth goods for certain armor types from another source or take the appropriate Talent or Skill so he can prepare it himself, such as BLACKSMITH, LEATHERWORKING, or PLANT USE. NOTE: This Skill can be taken to specialize in making only shields or helms.

AUTOPSY (S)- The character can determine the cause of death of another character or creature if the deceased has not been dead more than a week. This time frame can be altered if the body has been preserved by the cold or by other conditions. Information that may be gained includes approximate time of death, cause of death, angle of attack, and so on.

BALANCE-HEIGHTENED (T)- The character adds his Experience Rank to his DX score for all rolls required for walking on uncertain surfaces, walking on hands, doing hand stands, balancing objects, etc. The character automatically avoids buffeting.

BARBER (S)- The character can cut hair to the fashion of all societies and races, trim claws and nails and can perform crude dentistry.

BARRELRWRIGHT (S)- The character can make barrels and casks.

BARGAINING (T)- The character can bargain better than most people. This adds to his CH score and subtracts from the IN score of those responding when he attempts to Parley, Negotiate, Request or gain Aid and Information.

BARTERING (T)- The character can barter better than most people. This adds to his CH score and subtracts from the IN score of those responding when he attempts to Barter or Haggle.

BINDER (S)-The character can bind together sheets of paper into books. He does not have to know how to read or write to bind.

BLACKSMITH (S)- The character has a working knowledge of blacksmithing — reshaping, forging, and casting hard metals. Using the proper tools and materials he can make simple, heavy metal non-weapon or non-armor items. He can make certain metal items by combining other Skills, such as the ARMORER Skill to make metal armor or the WEAPONSMAKER Skill to make metal weapons. A character with this Skill can also repair simple, non-electrical or non-mechanical, metal items of a Tech Level equal to or less than his own by making a successful score roll. NOTE: This Skill can be chosen separately for working metals such as aluminum and metal alloys.

BLUFFING (T)- The character can bluff better than most people. This adds to his CH score and subtracts from the IN score of those responding when the character attempts to Impress, Interrogate, Charm, Persuade, Pacify or Control a Mob.

BOATING (T)- The character can recognize and use oared and poled boats. Difficult maneuvers with these boats are attempted by rolling the character's Driving score plus the Talent score. He also adds his Rank to the vehicle's maneuver rating. PQ: SWIMMING

BRAWLING (T)- Brawling affects a character's chance to hit in a brawling attack. PSH, humanoids and plants with this Talent double their Attack Rank, then add their PS or DX modifier when brawling. Mutant animals normally attack with their natural weapons (claws, bites, etc.) as a Rank equaling half of their Hit Dice, rounded up. This Rank never changes because of Experience Rank, only as their Hit Dice change. When they have the brawling Talent, their Attack Rank is doubled.

BUTCHER (S)- The character with this Skill knows how to cut meat, which cuts are better and more expensive, what internal organs are edible, etc.

CAMOUFLAGE (S)- The character can, with proper material and time, conceal a large area, structure or vehicle outside in natural cover. This sometimes requires using nearby foliage and other natural materials. Other times, usually in the case of large vehicles, earthtone paints may be required. A Difficulty Factor may be imposed by the GM for more difficult camouflaging jobs. The use of the TRACKING Talent to cover tracks leading to the structure might also be necessary. If the Skill roll is

made, then there is no chance for a distant observer or flyer to see the camouflaged item or structure. Any characters inside a successfully camouflaged vehicle or structure are considered concealed. The GM should roll secretly so that the characters involved are not completely sure that their camouflage will work.

CANDLEMAKER (S)-The character can make candles, wicks and numerous wax items.

CATCHING (T)- The character adds his Experience Rank to his DX score for purposes of catching something or someone.

CLIMBING (T)- A character with a climbing Talent must select one type of climbing, including rope and poles; walls; cliffs and rocks; and trees and girders at his Experience Rank plus his DX modifier. More information on climbing can be found on page 14 of the Revised GAMMA WORLD® Game Rule Book.

COBBLER (S)- The character can make boots and shoes out of a variety of materials, including leather, fur, etc.

COMMAND (T)- The character has a natural calm and air of command about himself. This adds to his CH score and subtracts from the IN or Morale score of those he is attempting to exert Command or Leadership over or those he is attempting to increase their Battle Morale.

COMPUTER STUDIES (S)- The character has sought all available knowledge on computers he can find. When trying to use a computer, the character adds his Rank to his IN or CH, whichever is appropriate. PQ: The character must be at least Tech Level III.

CONCEALMENT (T)- Whenever a character with this Talent tries to hide inside of a building or in ruins, he subtracts his Rank from the IN score of the creature searching. This modifier is in addition to the normal terrain modifier explained in the Hiding section (page 30 of the Revised GAMMA WORLD® Game Rules).

CONTORTIONIST (T)- The character uses his Rank plus his DX modifier when trying to maneuver his body around or through things his body normally would be too large for. The GM must decide the Difficulty Factor of the attempted contortionist feat.

COOKING (T)- The character knows how to prepare and can identify all common edible animals, plants and herbs. He must make a roll at 1/2 his score to prepare uncommon edible plants and animals. By making a successful 1/2 score roll, the character can also identify rare edible plants and herbs. A failed roll requires all creatures who ate the meal to make a CN roll or become sickened for 3d6 hours. This Talent should not be confused with the Skill CHEF, which is the ability to prepare exotic dishes and exquisite meals.

CRAFTSMAN/TRADESMAN (S)- The character is a craftsman or tradesman. He practices a craft or trade of the player's choice. By making an Analysis score roll, the character can appraise any item that is within his area of expertise to within 10% of the actual value. After spending the proper time at his craft working on an item (GM's discretion), and using the proper materials and tools, the character can produce anything within the realm of his craft or trade. More difficult items may require a roll vs. a Difficulty Factor assigned by the GM. Some possibilities are listed below, marked by an asterisk. Any craftsman may attempt to duplicate an item using the Complex Action base score. Or he may attempt to Forge an item using the Desperate Action score. The color of the result determines the difficulty to detect the forgery using the Common Action base score.

- **ALCHEMIST/CHEMIST**- A chemist is limited to the analysis of chemical makeup and the creation of certain chemical compounds. A chemist cannot manufacture drugs or explosives without the aid or Skill of an Apothecary or Demolitions. The types of compounds he can manufacture otherwise include: reagents, buffers, foams, adhesives, polymers and plastics, lubricants, gases, flash powder and smoke. All creations are limited to an Intensity score equal to the character's Skill Level plus 1 per RF of a Skill roll.

If a chemist attempts to create a drug or explosive on his own he suffers a -5 penalty to his score. And if he misses he suffers from an attack by the substance due to ingestion or explosion of an Intensity of 110(5) plus Special Effects. PQ for rare mineral extraction: MINER.

- **ANIMAL TRAINING**- See separate Skill.
- **APOTHECARY**- Identifies and can extract and concentrate drugs, perfumes and poisons.
- **ARMORER**- See separate Skill.
- **ARTIST**- Either paints, sculpts or works in some other art medium which must be cho-

sen when the Skill is learned.

- **BAKER**- Makes breads, pastries and other baked goods and understands the mysteries of yeast and soda. A baker can teach a cook how to make a single recipe without imparting the Skill of BAKER.
- **BARBER**- See separate Skill.
- **BARRELWRIGHT**- See separate Skill.
- **BINDER**- See separate Skill.
- **BLACKSMITH**- See separate Skill.
- **BREWER/VINTNER**- Makes ale, mead, lager, stout, beer, and other intoxicating grain alcohols and is versed in the mysteries of fermentation.
- **CALLIGRAPHER**- Makes beautiful written copies of text. PQ: SCRIBE
- **CANDLEMAKER**- See separate Skill.
- **CARPENTER (S)**- The character is able to construct items out of wood, their quality indicated by the color of the result. Difficulty degrees may be assigned for varying size of item being built, such as tools and small objects being a Blue feat; wooden chests, furniture and medium-sized objects being a Green feat; and large wooden structures, such as houses, bridges and towers being a Yellow feat. When this Skill is chosen the character must select a single field; furnishings, buildings or shipbuilding. Or, the character may take this Skill more than once to add another field.
- **CARTOGRAPHER**- Makes and interprets maps, charts, etc. PQ: SCRIBE
- **CHEF**- Can prepare rare and unusual dishes. PQ: COOKING
- **COBBLER**- See separate Skill.
- **COMPUTER STUDIES**- See separate Skill.
- **CONFECTIONER**- Makes all types of candies and sweets.
- **ELECTRICIAN**- Must be Tech Level III. Can fix or rewire simple Tech Level III electrical items. Can also build simple electrical devices. PQ: READ & WRITE TECH LEVEL III.
- **GEMOLOGIST/LAPIDARY (S)**- Can appraise cut jewels and can cut and finish stones. In addition, this Skill can be used with the JEWELLER Skill to mount or unmount jewels.
- **GLASSBLOWER**- Blows glass into bottles, spheres, jars, etc.
- **INSTRUMENT MAKER**- Makes a specific type of musical instrument.
- **JEWELLER**- Makes jewelry and trinkets.
- **LEATHERWORKING**- Character can tan hides and form the hides into various leather goods.
- **LIMNER**- Can paint signs, knows heraldry and can make shields, are the character's who determine the symbols of Cryptic Alli-

UPDATED TALENT & SKILL SECTION

- ances, societies, etc. PQ: SCRIBE.
- MASON- Knows how to quarry and build with stone or bricks.
- MECHANIC- Can make and repair simple mechanical items within his Tech Level. PQ: Tech I items- ROPE & WOODCRAFT, Tech II- CARPENTER, Tech III- BLACKSMITH, Tech IV- ELECTRICIAN & COMPUTER STUDIES.
- MINER- Knows how to dig, shore up, and ventilate under the earth, plus can identify rock types and their uses.
- NETMAKER- The character can make a variety of nets from many different ropes and fibers.
- PLANT CARE- See FARMER Skill.
- PLUMBER- Knows ancient plumbing and fluid engineering and can attempt to fix old pipes or items that deal with plumbing.
- POTTER- Makes containers and items from clay.
- SADDLER- Makes saddles, bridles, and all forms of tack.
- SAGE/SCHOLAR- Player determines from the outset what kind of sage this is. Sages have knowledge on a wide variety of subjects, and are masters of knowledge in one special area of studies. However, they are not very good at applying that knowledge. They usually study history, but can also study philosophy, theology, astrology, unusual branches of medicine, botany, zoology, and the like. The GM should assign any bonus abilities that he believes the area of study would grant the sage. Any attempt to apply the knowledge is either a Complex or Desperate Action. PQ: SCRIBE, at least READ & WRITE TECH LEVEL II.
- SAILMAKER- See separate Skill.
- SCRIBE- Write a specific language (PQ of knowing that language). Familiar with obscure terms and is a student of deciphering the written word.
- TAILER- Cuts, fits and sews material into garments and other cloth objects.
- TAXIDERMIST- Prepares, stuffs and mounts the skins or shells of dead animals.
- TINKER/TOOLMAKER- Same as blacksmith but using cheaper, lighter metals for making pots and pans. Can make simple, non-powered tools out of wood or stone. A BLACKSMITH Skill combined with this allows the construction of complicated, non-powered metal tools.
- TOYMAKER- Makes toys, games, and other playthings. PQ: Related Field, such as TINKER, BLACKSMITH, LEATHERWORKING, etc.
- VETERINARY- The character can heal most animals up to 10 hit points a day through

the use of simple herbs and medicines. This Skill can be combined with other Talents and Skills to help non-domestic animals.

- WEAPONMAKER- See separate Skill.
- WEAVER- Makes cloth, rugs, and other textiles.
- WHEELWRIGHT- Makes chariots, wagons, coaches and other simple wheeled vehicles. The GM may assign limitations on the size, complexity and worth of a vehicle constructed in each Experience Rank or Skill selection (the lower the simpler the vehicle).

DEFENDING (T)- Defending doubles the character's Experience Rank, modified by his DX or MS modifiers, for the purpose of evading an attack (see page 20 of the Revised GAMMA WORLD® Game Rule Book).

DISGUISE (S)- The character knows how to properly disguise himself to pass as a tradesman or craftsman. More difficult disguises (like passing oneself as a character of a different race) are Complex or Desperate Actions. The character can also recognize and appraise costumes, uniforms, wigs, make-up, etc.

DISTRACTING (T)- Distracting doubles the character's Experience Rank, modified by his IN modifier, for the purpose of a distracting attack (see page 20 of the Revised GAMMA WORLD® Game Rule Book).

DIVING (T)- The character is able to dive a number of meters equal to his Experience Rank into water or a yielding surface without suffering damage. PQ: SWIMMING or ACROBATICS.

DODGING (T)- The character adds his Rank to his DX when dodging (see page 21 of the Revised GAMMA WORLD® Game Rule book) and doubles the applicable Dodging combat modifier.

ENDURANCE (T)- The character has a chance to beat fatigue brought about by not resting. When an occurrence of fatigue arises for the character, he may roll his score. A successful Spectrum roll indicates he has shaken off the fatigue for another four-hour period. The character can only do this four consecutive times before having to rest for eight hours. A character with ENDURANCE may also add his Rank to his CN score when determining endurance duration.

ENTERTAINER/ARTIST - The character is an artist or performer of a specific sort and can

perform for some of the more common Gamma World societies. This category includes both Talents and Skills. These may modify an action the GM deems related. This can be used for making money in a village or town. The amount earned through entertaining one whole day equals Skill Level times 5 gold. Most communities have a limit to how much money can be earned his way. This should be established by the GM, but not told to the player. The player character will discover when the area's "entertainment fund" is tapped out. Of course, if the performer is unique or high level, his payment can always be met by providing room and board for him.

At the discretion of the GM, a certain type of entertainment also may be used as CH modifiers when interacting with societies. A difficult audience would be represented by a Difficulty Factor assigned by the GM.

Possible Talents and Skills include:

- ACROBATICS (S)- Can tumble, swing on bars, leap, and perform most types of gymnastics. PQ: ENDURANCE.
- COMPOSER (S)- Can compose music. PQ: MUSICIAN.
- CONTORTIONIST (T)- See this Talent selection.
- DANCING (S)- Can dance alone or in groups, performing a variety of agile steps and aerials. May modify dodging, leaping and reactions. PQ: ENDURANCE.
- ESCAPE ARTIST (S)- See separate Skill.
- FORTUNE TELLING (S)- Can read Tarot cards, knows basics of tea leaf reading, rune stones, and other ancient "fortune telling" practices. This is actually a Skill for interpreting "body language," deciphering clues and personalities. Can discern emotions and whether people are lying.
- ILLUSIONIST (S)- Can perform illusionary tricks that are preset, e.g., saw a person in half, make larger items seem to disappear, etc. PQ: 2 selections of SLEIGHT OF HAND, ESCAPE ARTIST.
- JUGGLING (T)- Can juggle and balance items. Doubles Rank when throwing something. PQ: CATCHING, BALANCING.
- MUSICIAN (S)- Can play a specific instrument. Can modify reactions of animals by playing instrument.
- POET (S)- Can create, memorize and recite ancient poetry. Modifies chances to decipher riddles.
- SINGING (S)- Can sing quite well and knows a variety of songs. Modifies shouting chances and the ability to hold one's breath. PQ: ENDURANCE or a CH modifying Talent such as COMMAND.
- SLEIGHT OF HAND (T)- Can seemingly

make small things disappear, do card tricks, etc. Able to palm things and pick pockets at 1/2 Rank. PQ: REFLEXES.

- **STORYTELLER (T)**- Can create and narrate modern stories about adventures or recite memorized history. This can be combined with certain instruments to become a bard. A bard's earnings combine the entire STORYTELLER base and half of the MUSICALIAN base. May modify Hagglng, Impressing, Willforce, Charming and Parleying attempts by 1/2 its score.
- **VENTRILOQUISM (T)**- Can throw voice to distract at 1/2 score. Can also alter voice to impersonate another character (1/2 score if character has not studied the voice). PQ: SOUND MIMICRY.

ESCAPE ARTIST (S)- With all the prerequisites and this Skill, the character can attempt to escape from any trap, cell, or binding. The GM may assign a Difficulty Factor to the escape and require certain tools to be used. Potentially nothing with a reachable simple lock, catch, knot or key can hold the character against his will. PQ: ROPECRAFT, LOCK-PICKING, and either CONTORTIONIST or TOE AGILITY.

EXERCISE (T)- A character with this Talent gains an additional 1d4 hit points every time he gains a new Experience Rank.

FARMING (S)- The character knows how to farm. He can identify normal agricultural tools, equipment and grains on sight. He can identify unusual produce. He is a horticulturalist and can perform transplants, grafting, trimming, health treatment for plants (see FIRST AID), and improve growing conditions for better yield. But he is not a Botanist and his Skill with unfamiliar crops and chemicals is a Complex Action.

FIREBUILDING (T)- The character can make a fire with no supplies but those offered in nature by making a successful roll. He can also make fires in adverse conditions (wind, rain, etc.) by making a 1/2 score roll. He can stoke a fire and identify various types of fuel and safety conditions.

FIRST AID (T)- The character can stop bleeding and splint bones. He can also check once each day per patient to double their healing rate by making a successful roll. The character may also add his Rank to his patient's CN and MS saves and rolls for Shock and Infection if he can administer to the character within a minute. He can also provide a second roll at

his Rank if he administers aid after one minute of the injury.

This addition to CN Saves also improves the chance to avoid a Special Effect or gives a second chance at Rank to recover from a Special Effect.

The character may attempt to resuscitate or revive a knocked out or dead character by making a Yellow Difficulty Feat roll. A revived creature is at 1d6 hit points.

With a successful roll, the character can reduce Progressive Damage to half.

Furthermore, a character with this Talent is skilled in techniques involving rescue and transportation of the injured. If an injured creature is moved without the guidance of a character with FIRST AID, he must make a CN roll on the Complications Table C.

FISHING (T)- The character knows about locating fish, using the right lures and baits, and using the right craft. To land really big or crafty fish, the character must make a roll at 1/2 score.

FLETCHER (S)- The character can design and make various kinds of arrows.

GUNSMITH (S)- With the proper time, tools and materials, the character can make and repair Tech Level III muskets, one-shot pistols, revolvers and bolt-action rifles.

HOLDING BREATH (T)- Normally, a character can hold his breath for a number of turns equal to his CN before suffocating. A character with this Talent adds his score to the turns he may hold his breath.

HUNTING (T)- A character with this Talent can add his score to his Experience Rank or any ability score when dealing with hunting craft, lures, stalking normal animals for food, analyzing spoor, and so on.

JUMPING/LEAPING (T)- The character adds his Rank to his PS when attempting any jumping, leaping, vaulting or springing.

LANGUAGE (T)- Every character knows his native language. However, a character with a language Talent can learn a new language. All characters speak a form of common language that allows a limited vocabulary and basic understanding of each other. But detailed conversation and technical terms, etc., only can be understood by someone who has selected the specific language. A character who is speaking to another race may add half his Rank to his CH when speaking in their native

language, such as Dabberish, Hoopan, Badderese, etc.

If a character is trying to convey a complicated message in a signaling language, the GM could have him make a roll vs. a Difficulty Factor that depends on how complicated the message is.

Common types of languages are listed below.

- **SIGN, BODY**- Can non-verbally communicate over a distance by making exaggerated body motions. As long as the body can be seen clearly, the message can be passed. This form of communication is not as detailed as verbal common or hand sign.
- **SIGN, HAND**- Can non-verbally communicate with others who know how to sign language. This is a form of common language that is far better than basic verbal common, but the signing hands must be easily seen. The character may also attempt to read lips at 1/2 his score.
- **SIGNALING, FLAGS**- Can non-verbally communicate over a distance by using signal flags and a special code. As long as the flags can be seen clearly, the message can be understood. This form of communication is less detailed than body sign, but can be seen over longer distances during the day.
- **SIGNALING, LIGHT**- Can non-verbally communicate with a special code over a distance by using signaling lights or a mirror reflecting sunlight and a special code. As long as the lights can be seen clearly, the message can be understood. This form of communication is less detailed than body sign, but can be seen over long distances.
- **SIGNALING, MORSE CODE**- Knows simple Morse code and can communicate over a telegraph system, or by using another of the distance SIGNALING Skills in that code.
- **SIGNALING, SMOKE**- Can non-verbally communicate over a distance by using signal smoke and a special code. As long as the smoke can be seen clearly, the message can be understood. This form of communication is less detailed than signaling flags, but can be seen over longer distances during the day.
- **SIGNALING, SOUND**- Can non-verbally communicate over a distance by using signal drums or other sound-producing instruments and a special code. As long as the sound can be heard clearly, the message can be understood. This form of communication is less detailed than signaling flags, but can be understood over distances during the day or night where no visibility is possible.

UPDATED TALENT & SKILL SECTION

- **FOREIGN TONGUE**- Can speak a specific intelligent race's language. The player picks the language. A character speaks a foreign language at his Rank score.
- **TRADE TONGUE**- Can speak the language of a specific craft or trade. All tradesmen and craftsmen who belong to guilds, as most of those who are level 6 and above do, speak an obscure and sometimes secret language that belongs exclusively to their guild. All of the character's dealings with this guild enjoy a positive modifier that equals 1/2 the score.

READ & WRITE (S)- The character may select one of the following types of written language Skills.

- **LINGUISTICS (S)**- Can study and decipher languages and roots of words. This is valuable in deciphering written letters. Can read any language he knows at double its normal score.
- **READ & WRITE DEAD LANGUAGE (S)**- Able to communicate in and comprehend the written form of one ancient language no longer commonly used.
- **READ & WRITE FOREIGN LANGUAGE (S)**- Able to communicate in and comprehend the written form of one current language that is not naturally the character's.
- **READ & WRITE TECH I (S)**- Able to communicate in written form with Tech Level I societies and comprehend Tech Level I records.
- **READ & WRITE TECH II (S)**- Able to communicate in written form with Tech Level II societies and comprehend Tech Level II records.
- **READ & WRITE TECH III (S)**- Able to communicate in written form with Tech Level III societies and comprehend Tech Level III records.
- **READ & WRITE TECH IV**- Able to communicate in written form with Tech Level IV societies and comprehend Tech Level IV records. PQ: READ AND WRITE TECH LEVEL III.

LISTENING (T)- The character adds an additional meter to his hearing range for every point of his Rank. He also adds his Rank to his IN score when attempting to discern a sound.

LOCKPICKING (S)- By using a small wire a character has a chance to pick mechanical, non-powered locks. He does this by making a Skill score roll. The GM may assign a Difficulty Factor to the feat if he believes the lock is old and rusted, unique in structure, etc. A character cannot pick any lock that has a high-

er Tech Level than he has without first attempting to identify it on the Artifact Examination Chart.

MARTIAL ARTS (S)- The character knows the martial arts. The character may subtract his level from falling attack Intensities and may modify Jumping, Leaping, Springing and Dodging actions with this score. He may also deflect non-powered missile attacks reducing damage suffered to the base damage score. For more on the Martial Arts, see page 20 of the Revised GAMMA WORLD® Game Rules.

MOVING IN TREES (T)- The character can jump and swing in the trees from limb to limb, or move through other networks of beams, in a manner very similar to an ape's arboreal movement. He moves at one-fourth his normal movement rate without checking for falling. The character may also attempt to move at half his normal movement rate by swinging through the trees at half the score. A character with this Talent only suffers half damage when falling from a tree. PQ: CLIMBING IN TREES.

NETMAKER (S)- The character can make nets out of rope or vines. PQ: ROPECRAFT.

NIMBLENESS (T)- The character with this Talent may add his Rank to his running movement rate for short sprints. A character can sprint for no more than three consecutive turns. If he has sprinted for two or three consecutive turns, he may not attempt to sprint again for four turns. A fleet character doubles the combat modifier when Dodging and can move his full rate and still perform one action during a turn.

PLANT IDENTIFICATION (T)- With this talent a character can recognize various plants and has an IN X2 chance of determining which ones are harmful and which are edible.

PLANT USE (T)- Characters know how to use a variety of plants to make durable goods, how to prepare certain plants for eating and how to recognize plants which are used in medicines. However, the character cannot make these medicines.

POWER BOATING (T)- The character can recognize and use powered water vehicles (not poled, oared or sailing craft). Difficult maneuvers with these boats are attempted by adding the character's Rank to his Driving score, plus he can add his Rank to the vehicle's Maneuver rating. PQ: BOATING

REFLEXES (T)- The character adds his Experience Rank to his DX whenever he attempts ACT rolls requiring some agile task with his fingers.

SAILING (T)- The character recognizes and sails most sailing vessels. He adds Rank to Driver rating when attempting difficult actions and can also add Rank to Vehicle Maneuver rating. PQ: BOATING, ROPECRAFT, SWIMMING.

SAILMAKER (S)- The character makes sails out of cloth or canvas.

SHELTER BUILDING (S)- The character can determine the best location to build a shelter, find the right materials to use, and has knowledge of different structures that can be built in the wilds. The character must roll against his Rank to determine the sturdiness of the shelter. Then if there is an attack against the shelter, that is the color of the attack needed to collapse the shelter. Some structures require certain tools or materials that are not readily available. These should be stipulated by the GM (snow for igloos, large hides for teepees, and so on). The character's Rank may be subtracted from the Intensity of the environment when creatures take refuge in the shelter PQ: CARPENTER for building wooden lodges, MASON for stone structures, etc.

SIGHTING (T)- The character adds his Rank in meters to his sight range. He also can add this score to his IN when trying to discern an item by sight.

SKIN DIVING (T)- The character can identify and use skin diving equipment. All underwater maneuvers that require a DX roll add his Rank to the score. PQ: HOLDING BREATH, SWIMMING.

SOUND MIMICRY (T)- The character can attempt to duplicate a voice or sound he has heard and that he can physically duplicate (no unusual noises or sound attacks). A successful score roll indicates that he has duplicated the sound well enough to fool another creature or character. The GM should assign Difficulty Factors for each sound. PQ: ANIMAL MIMICRY

STEALTH (T)- The character subtracts his Experience Rank from his prey's IN whenever he has to make a Surprise roll. This is because he moves so quietly he often is not heard and his presence is unexpected. The character may

successfully follow his prey and avoid discovery by making an IN roll plus his Rank score every time the prey changes direction. This score is also used to move silently in dire situations. PQ: NIMBLENESS

SURVIVAL (T)- The character with this Talent can do several things related to survival in a specific terrain type. The player must designate the type of terrain when the character learns the Talent (forest, plains, jungle, mountains, etc.). Survival abilities do not cross over from one terrain type to another unless a certain area is indigenous to both. A character possessing this Talent will know a) the most likely location of food and water if any is available, b) what kind of dangerous creatures usually inhabit the terrain and make a Rank check to identify them by their spoor, and c) can find the best locations for shelter and sleeping to avoid troubles inherent to the terrain (hammocks, out-in-the-open, against a tree, etc.) This acts to reduce the chances of unwanted random events to one check every eight hours. This Talent also halves damage suffered due to exposure and halves this terrain's hazard Intensity scores. PQ: Character should know **SHELTER BUILDING** and needs to know either **FISHING**, **HUNTING** or **PLANT IDENTIFICATION**.

SWIMMING (T)- The character is able to swim or tread water for a number of hours equal to his CN plus his Rank. He can halve the Intensity of water hazards. To avoid attacks by water hazards and to perform some special maneuvers he must make a Talent check. See page 14 of the Revised **GAMMA WORLD®** Game Rules for complete details on swimming.

THROWING (T)- The **THROWING** Talent doubles a character's Attack Rank with a thrown weapon (see page 21 of the Revised **GAMMA WORLD®** Game Rules). In addition, the character may add 1/5 of his Rank to his base damage scores for thrown items.

TOE AGILITY (T)- The character possesses above normal dexterity with his feet. Treat any dextrous action using his foot as a hand with a DX score equal to this Rank score. This Talent does not allow for additional attacks using a foot during a turn, just for the option of using the foot instead of the hand. When combined with other Talents or Skills, such as **ESCAPE ARTIST**, the foot may be much more effective than a hand because legs have a longer reach.

TORCHMAKER (S)- The character can make torches, lamps and lanterns.

TRACK IDENTIFICATION (T)- The character may make a roll to spot a track (either predetermined by the GM or 25% chance of one within a kilometer of a creature's den).

The character may determine information from an animal track by rolling at half Rank. A new roll may be made for every 10 meters of the track examined, though this Talent does not give the ability to follow a creature. Each successful roll will bring new information about the creature (its stride, height, how heavy it appears to be by the depth of its tracks, what type of feet or claws it has, wearing shoes or naked, and how long since it has passed this way). In addition, the character can determine how many creatures and the animals' territory by the spoor, feathers and other markings they leave about to warn intruders. If the character has studied an animal and examined the tracks several times after identifying the creature, his chances equal his Rank. If the character is unfamiliar with the creature, he must roll at 1/2 Rank until he can study the creature and his tracks for a week and gain a new Rank.

TRACKING (S)- The character may attempt to track a creature or character in the wilds. He can discover, interpret, and follow tracks no older than 48 hours across various terrains. He must make a roll every 500 meters to follow a trail. This roll is modified by the GM. The modifiers may be effected by difficult terrain types, bad weather, amount of time passed, an unusual type of creature that may not leave an easy trail, etc.

This Skill also allows the character to try to hide his own tracks. Treat this as a Complex Action. If the player character's tracks become a point of interest to the GM, he should then roll secretly to determine if the tracks are indeed wiped out. PQ: **TRACK IDENTIFICATION**.

TRAPPING (S)- The character knows how to build, locate and use traps for gathering food. The chance of catching game through the trap is equal to his Skill Level + 5. Larger traps can be built for larger animals or characters (pits, spring arms, etc.) but usually require more time and labor, and make use of the **CAMOUFLAGE** Skill. Damage is determined by the materials used and trap designed. In general, a trap's Intensity equals 10 plus the character's Skill Level and the base damage equals half the Intensity. A character with this Skill may identify and analyze existing traps of his Tech Level. He also can try to disarm a trap as a Complex Action.

Further information on this type of hazard

can be found in the rules, specific examples can be found in the Rules Supplement.

WEAPONSMAKER (S)- The character can make and repair non-metal, non-powered weapons of his Tech Level. For every weapon he makes he should make a Skill roll. A Black result indicates the weapon is defective and will break sometime during its first 1d10 turns of use. A White through Yellow result indicates it is an average weapon. An Orange result indicates it is a superior weapon and will not easily break or fail (add 2 points to its basic damage). It is worth double the normal cost. A Red result indicates the item is of an unusually superior design and does an additional five points of base damage and is worth triple the normal price. PQ: Appropriate craft-**BLACKSMITH**, and so on.

WEAPONS MASTER (S)- This combat Skill must be selected for only one specific type of melee weapon (such as a short sword, mace, morning star, etc.). A character cannot possess this Skill with more than one weapon unless he has an IN of 16 or better, which allows him to be a weapons master with two weapons. This Skill adds to the character's Attack Rank and base damage score when using the mastered weapons. A character with this Skill may analyze, maintain, repair and alter his weapon as defined in the general Skills rules.

WEATHER PREDICTION (T)- The character knows what to look for in the sky and in the environment to predict weather. He must announce that he is trying to predict the weather. The GM then secretly rolls against the character's Rank. Any Spectrum result will give him true information about the weather for the next 4 hours per result factor, the better the result, the clearer the information (for a clear day a Blue result means fair weather; a Red result means sunny and mild; a White result means the character cannot interpret the weather clearly. A Black result means the GM should give the player false and misleading information.

WILL POWER (T)- The ability to withstand pain, endure harsh conditions, withhold information under pressure and perform mental feats for extended periods of time.

WRESTLING (T)- Wrestling doubles the character's Rank when using a wrestling attack (see page 20 of the Revised **GAMMA WORLD®** Game Rules). The character may add 1/5 his Rank to his base damage score for wrestling attacks.

UPDATED TALENT & SKILL SECTION

TALENT & SKILL CHART

DIE ROLL	TALENT TITLE	SERVICE BASE COST	PREREQUISITE TALENT/SKILL
01	AMBIDEXTERITY	1	
02	ANIMAL CARE	4	ANIMAL IDENTIFICATION
03	ANIMAL IDENTIFICATION	2	
05-07	ANIMAL RIDING	2	
08	ANIMAL USE	3	ANIMAL IDENTIFICATION
09	BALANCE-HEIGHTENED	1	
10	BARGAINING	3	
11	BARTERING	3	
12	BLUFFING	1	
13-14	BOATING	4	SWIMMING
15	BRAWLING	2	
16	CATCHING	1	
17	CLIMBING	2	
18	COMMAND	6	
19	CONCEALMENT	4	
20	CONTORTIONIST	2	
21-25	COOKING	2	
26	DEFENDING	1	
27	DIPLOMACY	5	
28	DISTRACTING	1	
29	DIVING	2	SWIMMING
30-32	DODGING	2	
33-36	DRIVER	2	
37	ENDURANCE	1	
38	EXERCISE	1	
39-43	FIREBUILDING	1	
44-48	FIRST AID	4	
49-50	FISHING	3	
51	GAMBLING	3	
52-53	HOLDING BREATH	1	
54-55	HUNTING	3	
56	JUMPING/LEAPING	1	
57-66	LANGUAGE (Roll 1d20)	1	
**01-05	READ & WRITE I	1	
**06-07	READ & WRITE II	3	READ & WRITE I
**08	READ & WRITE III	6	READ & WRITE II
**09	READ & WRITE IV	8	READ & WRITE III
**10	SIGN, BODY	2	
**11-12	SIGN, HANDS	3	
**13	SIGNALING, FLAGS	3	
**14	SIGNALING, LIGHT	3	
**15	SIGNALING, MORSE	3	
**16	SIGNALING, SMOKE	3	
**17	SIGNALING, SOUND	3	
**18	SPECIFIC TONGUE	6	
**19-20	TRADE TONGUE	5	
67	LISTENING	1	
68	MOVING IN TREES	3	
69-71	PLANT IDENTIFICATION	2	
72	PLANT USE	3	PLANT IDENTIFICATION
73	POWER BOATING	5	BOATING
74	REFLEXES	1	
75-78	ROPE CRAFT	2	
79	SAILING	2	SWIMMING
80	SIGHTING	1	
81	SKIN DIVING	6	SWIMMING
82	SOUND MIMICRY	2	
83	STEALTH	3	
84-86	SURVIVAL	3	MULTIPLE
87-91	SWIMMING	1	
92-93	THROWING	1	
94	TOE AGILITY	1	
95-96	TRACK IDENTIFICATION	3	
97	WEATHER PREDICTION	6	
98	WILL POWER	3	
99-00	WRESTLING	2	

SKILLS

01-02	APPRAISER	1	
03-10	ARCHER/MISSILEMAN	2	
11-18	ARTIST/PERFORMER (Roll 1d20)	4	
**01-02	ACROBATICS	4	
**03	COMPOSER	6	MUSICIAN

**04	CONTORTIONIST	2	
**05	DANCING	3	
**06	ESCAPE ARTIST	7	MULTIPLE
**07	FORTUNE TELLING	2	
**08	ILLUSIONIST	10	2 SLEIGHT OF HAND & ESCAPE
**09-10	JUGGLING	4	BALANCE-HGT & CATCHING
**11-13	MUSICIAN	4	
**14	POET	3	
**15-16	SINGING	4	
**17	SLEIGHT OF HAND	3	REFLEXES
**18-19	STORYTELLING	5	
**20	VENTRILLOQUISM	4	SOUND MIMICRY
29-35	CRAFTSMAN/TRADESMAN	(Roll 1d100) (All are Skills)	
**01-02	ALCHEMIST/CHEMIST	6	
**03-05	ANIMAL TRAINING	10	ANIMAL CARE & RIDING
**06	APOTHECARY	6	
**07	ARMORER	9	BLACKSMITH
**08-10	BAKER	2	
**11-12	BARBER	1	
**13	BARREIWRIGHT	2	
**14	BINDER	4	SCRIBE
**15-16	BLACKSMITH	7	
**17-19	BREWER/VINTNER	2	
**20-21	BUTCHER	1	
**22	CALLIGRAPHER	5	SCRIBE
**23-24	CANDLEMAKER	2	
**25-32	CARPENTER	6	
**33-34	CARTOGRAPHER	5	SCRIBE
**35-36	CHEF	4	COOKING
**37-39	COBBLER	2	
**40	COMPUTER STUDIES	5	
**41-43	CONFECTIONER	1	
**44	ELECTRICIAN	8	READ & WRITE TECH LEVEL III
**45	GEMOLOGIST/LAPIDARY	2	
**46-47	GLASSBLOWER	5	
**48	GUNSMITH	8	
**49-50	INSTRUMENT MAKER	6	
**51	JEWELER	4	GEMOLOGIST
**52-55	LEATHERWORKING	3	
**56-57	LIMNER	1	
**58-59	MASON	4	
**60	MECHANIC	10	BLACKSMITH
**61-63	MINER	4	
**64	NETMAKER	2	
**65-70	PLANT CARE-FARMER	4	
**71	PLUMBER	2	
**72-75	POTTER	3	
**76-79	SADDLER	4	LEATHERWORKING
**80	SAGE/SCHOLAR	9	SCRIBE, READ & WRITE II
**81	SAILMAKER	2	
**82	SCRIBE	4	MUST KNOW LANGUAGE
**83-85	TAILOR	3	
**86	TAXIDERMIST	2	
**87-88	TINKERER/TOOLMAKER	3	
**89-91	TORCHMAKER	1	
**92-93	TOYMAKER	3	
**94	VETERINARY	7	
**95	WEAPONSMAKER	5	
**96-98	WEAVER	3	
**99-00	WHEELWRIGHT	4	
65-66	DISGUISE	2	
67-68	ESCAPE ARTIST	7	
69	FARMING	4	
70-72	FLETCHER	1	
73-74	GUNSMITH	8	
75-76	LOCKPICKING	6	
77-80	MARTIAL ARTS	4	
81-88	READING & WRITING	2	
89	SCRIBE	4	
90-94	SHELTERBUILDING	9	
95-96	TRACKING	3	
97-98	TRAPPING	4	
99	WEAPONSMAKER	5	
00	WEAPONS MASTER	7	

ESTIMATED COST TABLES

The following charts list the estimated average costs of various armor, weapons, services, and various items that may be found or purchased in Gamma World. These costs are guidelines to what the estimated worth of an item or service is, but are not fixed. The cost of a service or price of a commodity can vary greatly, depending on the geographic location where they are being bought or sold. Wood, for instance, is much more expensive in non-wooded locales, water is more expensive in desert regions, high technology weapons are not worth as much to societies that do not readily know how to operate, repair, or maintain them, and so on. Again, these costs reflect the average cost in Gamma World and the GM should feel free to modify them accordingly.

The cost listed is always in gold piece currency. Fractions of gold piece currency, such as .1 or 1.3, simply mean that the item costs one-tenth of a gold piece or one and three-tenths gold pieces. Gold pieces are minted with a design conducive to actually cutting them into ten little pieces. Silver pieces are also used in most of the civilized areas with an exchange rate of 10 silver pieces for one gold piece.

Occasionally the cost of an item or service is listed as a die roll variable, such as $1d6 \times 4$. This means that the item is worth anywhere from 4 to 24 gold pieces, and the worth is randomly rolled or selected by the GM (usually when the item is first seen) and fixed at that price. This reflects the great variety in quality and size for some commodities.

Some items are not usually found for purchase in Gamma World, rather, they are normally discovered as treasure. While these items have no purchase price, they do have an estimated cost in parenthesis in case the player characters wish to sell the item, such as (4,000). Of course, this is the selling price of the item, not necessarily what the player characters will receive for it. And it must be remembered that items can be workable, but still require some repair work (see page 31 of the GAMMA WORLD® Game Rules).

Some items absolutely can never be purchased in a market place because they are so rare or so dangerous. Bombs are a good example of this type of item. Some items are just so complex, like the Tech level V weapons, that no one wants to own them for fear of mis-handling them and dying. However player characters may be in a position to use these

items as barter with another group, or even sell a dangerous item to a rich or powerful NPC. Thus, they need to know the estimated worth of such an item. These items have their estimated value listed in double parenthesis, such as ((10,000)). Of course, these, too, are selling/trading prices, not what the player characters may receive in gold piece for the item.

The weight or any other important factor is also listed for most items, as the transportation of heavy items is an additional determining factor when NPCs are fixing prices on an item. The weight is always listed in kilograms. The statistics for the items on this chart are to be considered the most current for the game replacing those listed in the game and the Rules Supplement.

In all cases the items listed are considered to be in good, working condition. The more used and battered an item, the less its cost. Power sources or ammunition for an item or weapon are never considered to be part of the cost, but must be purchased separately. So, too, materials or unusual tools required for many services are not considered part of the service cost, but must be added. For instance, the service charge for a carpenter to build a trunk does not include the lumber, locks, and hinges. That is additional material and its cost should be determined at the outset of the purchase by the GM, using the Estimated Cost Tables as guidelines whenever possible.

Material Multiplier Chart

MATERIAL COSTS

Some items vary in their costs due to the different materials from which they may be made. A shield is a good example of an item that can cost different amounts. When an item is listed as using a material cost multiplier, the cost given for the item is the base and should be multiplied by the material cost multipliers listed below.

Reinforced items are an additional 20% of the normal cost.

MATERIAL WEIGHT, STRENGTHS, AC, ETC.

Also listed in the multiplier chart is the weight multiplier, armor class, material strength, and hit-point base for each material type.

The weight of an item refers to the material multiplier chart is the base weight of the item and should be multiplied by the weight multiplier listed in the chart for the weight of the item. Reinforced items must have the overall weight increased by one-tenth (rounded up).

The AC rating indicates the reduction of the amount of damage inflicted against the material (-5 points for each class of armor). Reinforced items have their AC increased by +1.

The material strengths (ST) are used when a being attempts to break free of restraints of the material using only brute force. Each material may be reinforced, and the reinforced score is noted following a slash.

How much damage any structure or item can withstand before it is destroyed is determined by multiplying the average hit-point base of the major material of the item by the size factor of the item (size factors are listed on a chart below). Reinforcement doubles the hit point value.

The Material Multiplier Chart is arranged in order of increasing weight.

SIZE FACTOR CHART

The Size Factor Chart is to be used in conjunction with the hit-point base of an item as described above. The GM must determine what the size factor is by associating the item in question with an item on the chart that it closely approximates. The chart is arranged in order of increasing mass.

NOTE: An asterisk (*) listed behind the title of a weapon indicates both hands must be used to use it effectively.

Material Multiplier Chart

Material Type	Cost Wt. (g.p.) (kg)	Mat. Str.	Armor Class	H.P. Base
Paper	.2 .01	-10/-5	0	1
Silk/Thin Webs	6 .05	2/4	0	2
Thin Fabric	.5 .1	0/2	0	2
Cardboard, Thick	1 .3	1/3	0	2
Soft Plastic	8 .5	4/8	1	3
Hard Plastic	10 .6	10/20	4	5
Treated Rope	3 1	3/6	1	3
Leather	5 1	6/12	1	4
Treated Ceramic	20 1	18/-5	10	
Duralloy	(50) 1	600/-12	20	
Light Wood	5 1.5	7/14	3	5
Soft Rubber	6 1.5	8/16	3	4
Carapace	10 1.5	13/26	6	9
Glass/Ice(cold)	25 1.5	12/24	2	8
Metal Alloy	30 1.5	120/240	10	18
Hard Rubber	7 2	9/18	3	6
Sheet Metal	20 2	20/40	9	16
Heavy Wood	5 2.5	8/16	3	7
Spun Metal	9 2.5	14/28	5	10
Stone	8 3	16/32	7	12
Hammered Metal	15 3	18/36	8	14

COST TABLES

Size Factor Chart

Item Size	Multiplier
Gemstone, domar	x.5
Pen, large bullet	x1
Lighter, energy cell	x1.5
Transistor Radio, communicator	x2
Baseball, grenade	x2.5
Pistol, hand tool, flasks, small box	x3
Book, medi-kit	x3.5
Ring binder, medium box	x4
Briefcase, plastic backpack, lantern	x5
Stool, folding chair, bucket	x5.5
Rifle, small missiles, large sword	x6
Chair, folding table, large box	x6.5
Television, small computer, flame-thrower	x7
Table, door, medium pillar, small chest	x7.5
Filing cabinet, foot locker	x8
Medium chest, small wall, console	x9
Desk, motor scooter, reinforced pillar	x10
Large chest, med. trunk, med. wall	x11
Motorcycle, dinghy, large truck	x12
Personal or mid-sized car, sailboat, thick pillar, medium tree	x15
Tall wall, reinforced door	x16
Building wall	x20
Full-sized car, speedboat, vault door, air lock	x25
Pick-up truck, thick retaining wall	x30
Bulldozer, crane, reinforced wall	x40
Tank, armored truck, armored wall	x50

ARMOR-Humanoid

Type	Cost	Wt.
Bark	(30)	5
Chainmail armor	300	22
Chainmail vest	150	10
Carapace, partial	(50)	12
Carapace, total	(1,250)	20
Fiber armor	1,000	3.5
Force field belt	(1,000)	1
Heavy cloth/fur armor	1d6 x 4	4
Inertia field	3,000	6
Leather armor	50	5
Plastic armor	1,500	9
Plate armor (steel)	900	25
Plate mail vests	450	15
Powered alloy plate	3,000	75
Powered assault armor	((10,200))	500
Powered attack armor	((7,900))	450
Powered battle armor	((4,500))	300
Powered energized armor	3,500	200
Powered plate armor	2,000	100
Powered scout armor	((5,750))	250
Ringmail armor	250	8
Sheath armor	100	10
Studded leather armor	75	6

ARMOR-Barding (for horse-sized mount)

Type	Cost	Wt.
Chainmail	600	60
Fiber	1,500	14
Heavy cloth/fur	3d6 x 4	16
Plate (steel)	2,000	100
Powered plate	3,000	330
Sheath	300	35
Studded leather	250	24

ARMOR-Shield & Helms

Type	Cost	Wt.
Multiply the shield's or helm's bases listed below by the Material Multiplier Chart to calculate the actual estimated cost and weight.		

SHIELD SIZE FACTOR

Small (buckler)	x1	x1
Medium (chest)	x2	x3
Large (body)	x3	x6

HELM SIZE FACTOR

Small	x1/2	x1/2
Man size, open face	x1	x2
Larger (either man-sized great helm with visor, etc., or open-faced helm for tall humanoid up to 3 meters)	x2	x5
Largest (either humanoid over 3 meters tall or mounts helm)	x3	x7

WEAPONS-Tech Level I

Type	Cost	Wt.
Blowgun*	1	1
Blunt weapon	1d10 x .1	3+
Bolas	10	1
Bow, short*	15	1.5
Club/baton	2	1.3
Dagger/knife	5	.3
Dart, throwing	3	1.2
Javelin	5	1.7
Lasso (rope)*	5	.8
Net	10	1.3
Noose/Garrote*	2	.1
Sling	1	.1
Spear*	3	1.4

WEAPONS-Tech Level II

Type	Cost	Wt.
Battle Axe*	50	2.1
Bow, Long*	20	2
Crossbow*	25	3
Flail, small	15	1.9
Flail, large*	30	2.5
Fork*	50	2.3
Handaxe	8	1.4
Knife, hunting or dirk	7	.5
Lance	75	3.7
Mace	10	1.8
Morning star*	20	2.3
Polearm*	75	2.8
Sap (Black jack)	1	1
Sword, bastard	50	2.1
Sword, long	25	1.6
Sword, scimitar	15	1.7
Sword, short	10	.7
Sword, two-handed*	100	3.4
Trident*	60	2.1
War hammer*	5	2.2

WEAPONS-Tech Level III

Type	Cost	Wt.
Auto pistol	120	1.2
Auto rifle*	250	3.5
Fire extinguisher	75	3
Flamethrower*	250	20
Flaregun	200	1.4
Musket*	75	4.5
One-shot pistol	30	1.5
Revolvers Double Action, 6-shot	90	1
As above, snub-nosed	40	.6
Single Action, 6-shot	50	1
Rifles Hunting bolt action*	140	3
Military bolt action*	100	4.2
Shotgun, normal*	180	4
Shotgun, sawed-off	150	2.2
Western lever action*	120	4

WEAPONS-Tech Level IV

Type	Cost	Wt.
Energy mace	150	10
Fusion rifle*	((5,000))	5
Laser pistol	(300)	.8
Laser rifle*	(500)	2
Mark V blaster	(750)	1
Mark VII rifle*	(1,000)	4.4
Needler	(200)	.5
Paralysis rod	(120)	1
Robotic tentacles	(25)	2/m
Slicer	(1,350)	.9
Slug pistols (A)	(400)	1.5
(B)	(500)	1.2
(C)	300	1
Stun ray pistol	(200)	1
Stun ray rifle*	(800)	4.3
Stun whip	(50)	1
Vibro blade	(500)	.5
Vibro dagger	(250)	.3

WEAPONS-TECH LEVEL V

Type	Cost	Wt.
Black ray pistol	((3,600))	2
Drone weaver	((1,000))	.5
Flying blades	((900))	.7
Harmonic disruptor	((3,400))	2.8
Lamprey disk	((1,300))	.1
Neural bite	((5,500))	.4
Slither helix	((2,000))	.3
Smart dart	((2,800))	.2
Stinger crystal	((1,900))	.4
Tender touch	((1,100))	.1
Whammer (thumper)	((2,100))	.2
Wrapper (cocoon)	((2,300))	.3
Zapper (vipser)	((2,900))	.2

WEAPONS-Ammunition

(cost is per unit unless the number is listed in parenthesis after the title)

Type	Cost	Wt.
Arrow, fishing & line	10	.5
Arrow, flaming	5	.2
Arrow, hunting	1	.1
Arrow, special	20	.2
Arrows-long bows, add 1/10th cost and weight		
Autogun, bullet	3	.01
Autogun, clip (7)	20	.1
Autofifle, clip (30)	60	.5
Bullet, pistol	2	.02
Bullet, rifle	3	.03
Bullets, sling (10)	5	.4
Blowgun darts (20)**	2	.1
Crossbow, flaming bolt	5	.2
Crossbow, hunting bolt	1.5	.1
Crossbow, special bolt	20	.5
Flare	20	.5
Musket balls (10)	5	.4
Musket powder horn (10)	5	.3
Needler clip (10)**	20	.1
Shotgun shell	5	.06
Slicer razor clip (8)	150	.1
Slug pellets A clip (50)	100	.4
B clip (30)	50	.3
C clip (20)	40	.2

** Does not include cost of poison Armor Piercing ammunition treats the target as two AC less and costs double the normal cost. Armor piercing ammunition is rare. High Explosive ammunition explodes causing +5 base points with a blast radius of 1 meter and costs five times the normal cost. High explosive ammunition is extremely rare.

WEAPONS-Explosives, Grenades, & Missiles

Type	Cost	Wt.
Bombs Concussion	(75)	3
Fission (clean)	((2,700))	10
Fission (dirty)	((1,500))	10
Fusion	((600))	15
Mutation	((1,560))	12
Negation	((500))	4
Neutron	((400))	8
Trek	((1000))	6
Damage packs A	((175))	8
B	((275))	10
small	100	4
Grenades Chemex	200	.2
Energy	(150)	.2
Fragment	75	.1
Photon	((600))	.2
Poison gas	60	.2
Stun	(50)	.3
Tear gas	25	.5
Torc	((200))	.4
Matter bombs Alpha	((400))	5
Beta	((900))	10
Delta	((2,000))	20
Missiles Micromissile	((500))	.4
Minimissile*	(1,000)	7
Surface missile	((10,000))	500
Popper Pellet	((150))	.01

Power Sources, Fuel Sources, Light Sources, & Related Items

Type	Cost	Wt.
Glow cube	50	.1
Energy cell, atomic	((350))	12
Energy cell, chemical	(50)	.1
Energy cell, hydrogen	(150)	.1
Energy cell, solar	(100)	.5
Energy cell charger	((4250))	2
Flashlight	10	.3
Torches, oiled (6)	1	3
Oil lantern	7	2
White gas lantern	15	2
Battery powered lantern	30	2.5
Candle lantern	4	1
Candles (6)	2	.3
Hand lighter (w/out fluid)	5	.1
Box of 50 wooden matches	10	.1
Tinder box (steel & flint)	3	.2
Lantern wicks (each)	1d4 + 1	.01
Fuel (per 1 liter) Lighter fluid	.5	1
Flammable oil or petrol	2	2
Wood alcohol	1	1
Wood (per cord)	1	10
Synthetic fuel	3	1
Coal (per kilogram)	.6	1

Common Vehicles & Mounts

(Ld. indicates the amount of weight in kilograms that can be carried by the vehicle. 100 kg. in this category equals one human sized being and his normal gear.)

Type	Cost	Ld.
Boats Large	((50,000))	12,000
Medium	(2,000)	2,200
Small	(500)	600
Canoe/rowboat	100	300
Collapsible rubber rafts		
10 man	(1,200)	1,200
6 Man	750	700
Wooden 2-wheeled cart	150	400
Wooden 4-wheeled wagon, med.	700	1600
Wooden 4-wheeled wagon, lg.	(2,500)	4000
1-man racing chariot	500	100
2-man war chariot	1,000	250
3-man war chariot	(2,000)	350
Wooden sled	300	100

Mounts. The cost of a mount is based on three aspects:

A) The weight of the mount. The Cost is 40 gp per 120 kg. The amount the animal weighs (and can carry) must be determined by the GM.

B) The mount's HD. An additional cost of 10 gp per HD the animal has is included.

C) "Extras". Additional costs are added on for unusual characteristics, such as good armor, mental abilities, if the mount has been trained to obey spoken commands, etc.

Communications & Sensory Enhancement or Protection Devices

Type	Cost	Wt.
Binoculars, per 10x power	100	1
Communications sender	(500)	2
Communicator	(250)	.5
Gas mask (immunity to all airborne attacks for four hours of use, reduces sight by two ranges)	(300)	1
Glow Cube	50	.1
Gun Scope, per 10x power	(350)	1
(Infrared goggles (as mutation, but only when worn and as a Mutation Score of 6)	(500)	.2
Magnifying glass	50	.1
Nose filters (1 use of 10 turns vs. gas, spores, and other airborne attacks)	30	.1
Telescope, per 10x power	75	3

COST TABLES

Sonic headphones (halves damage from sonic attacks, but cannot hear normally while wearing)

(200) .4

Suntan lotion (covers 10 human-size beings for one day, reduces normal solar intensity to a non-damaging level for four hours)

10 .2

Ultraviolet goggles (as mutation, but only when worn and as a Mutation Score of 6)

(400) .2

Ultraviolet/Infrared goggles (as combination of two types, PC must select which lens is in use at any one time)

(1,000) .3

Unbreakable safety goggles (provides AC 9(-45) protection vs. direct physical attacks at the eyes)

(300) .2

Tools & Utensils

Type	Cost	Wt.
Digging Tools Fork (metal prongs)	10	1.7
Hoe	5	1.4
Mattock (pick/axe)	17	2.2
Pneumo-jack	1,000	12
Shovel, folding	18	2
Spade	7	1.8
Edged Tools Axe, woodsman's*	20	1.9
Hatchet	9	1.4
Jackknife	1.5	.1
Machete	12	1
Meat cleaver	6	1.3
Shears	7	.3
Sickle	4	.4
Hammers Claw hammer	7	1.5
Small rock hammer	2	1
Sledgehammer	14	2.2
Wooden maul	1	4
Specialized Tools Crowbar	8	1.3
Iron spikes (12)	5	1.3
Nails (200)	5	1
Pitchfork (all wood)	2	1.4
Shovel, coal	25	2.2
Tongs (per 30 cm. long)	12	.6
Undetermined Tools (multiply the bases listed by the Material Multiplier Chart.) Simple handtools	x .5	x .5
Complex handtools	x 1	x 1
Large simple tools	x 1.5	x 1.5
Large complex tools	x 2	x 2
Specialized tools used only in a specific talent/skill	x 2.5	Variable
Utensils (forks, spoons, ladles, bowls, cups, plates, etc.) Multiply the utensil by the cost and weight found on the Material Multiplier Chart.		
Bowl or cup	x .3	x .3
Cooking tool	x .2	x .2
Eating utensil	x .1	x .1
Kettle	x .8	x .8
Plate	x .4	x .4
Platter	x .5	x .5

Pot or pan, large

x 1 x 1

Pot or pan, small

x .7 x .7

Wooden pulley

10 1

Wooden pole (per 2 meters)

.5 1.5

Unusual Fluids, Pastes, & Liquids

Type	Cost	Wt.
Adhesive paste	20	.2
Crash foam	((600))	2
Fire foam/gel	(250)	5
Fungicide (one application)	30	.5
Herbicide (one application)	((80))	.1
Insect repellent (one tube)	50	.2
Kinetic nullifier fluid	(50)	.2
Metal cleaner/rust remover	20	.2
Neutralizing pigments Black	(200)	.5
Gray	(100)	.5
Green	(150)	.5
Orange	(250)	.5
Red	(500)	.5

Medical Items

Type	Cost	Wt.
Herbal Cures (see Herbal Medicine section) Blue pedal powder	400	.1
Golden leaf gum	1000	.1
Purple spore powder	2000	.1
Silver bark tea	350	.1
White berry juice	850	.1
Yellow pedal powder	200	.1
Injected Drugs (each) Accelerate dose	(100)	.1
Anti-radiation serum	((350))	.1
Cur-in dose	(300)	.1
Genetic booster	((55))	.1
Interra shot	((45))	.1
Mind booster	(40)	.1
Pain reducer	(25)	.1
Poison antidote(I15)	50	.1
Stim dose	75	.1
Suggestion change drug	((60))	.1
Sustenance dose	(20)	.1
Unknown (GM created)	((100))	.1
Medi-kit	((900))	1
(plus the weight and cost of any drugs inside the medi-kit)		
Extremely Rare Medical Artifacts		
Life Chamber	((45,000))	50
Rejuv Chamber	((22,500))	40
Stasis Chamber	((17,300))	35

Adventuring Supplies

Type	Cost	Wt.
Bottle, glass (.5 liter) (5)	1	2
Canteen, plastic (1 liter)	5	.1
Canteen, tin (1 liter)	2	.2
Compass	250	.1
Fishing tackle	4	.5

Geiger counter (requires 1 H cell 24 hours of operation, can detect radiation and indicate level when turned on and exposed to area for 2 turns)

(250) 2

Grapple

10 1.1

Lexicon (per language therein)

100 .5

Life jacket

38 1.4

Map, local

50 x 1d10 1

Parachute

125 5

Ropes, cords, etc. (per 15 meters) Cable, metal

40 8

Cord, plastic

30 .5

Cord, nylon

10 .7

Rope, hemp

1 2

Rope, nylon

20 1

Rope, vine

.5 2.5

Thread

.1 .05

Twine

.3 .1

Wire, metal

10 .3

Soap, one bar of lye soap

1 .2

Steel mirror, concave, small

10 .2

Stove, portable gas

(85) 4

Thermometer, outdoor

50 .1

Umbrella

3 .7

Umbrella, collapsible

4.5 .5

Whistle, wood

.5 .1

Writing kit (includes a pen, ink, 20 pages of paper, & mapping tools)

50 .5

Unusual High Technology Devices

Type	Cost	Wt.
Anti-grav pods	((550))	5
Control Baton ((5000 x ID code level))		.5
Crash suit	((1,350))	10
Portent	((3,000))	5

Containers

Multiply these containers' cost and weight bases by the multipliers on the Material Multiplier Chart.

Type	Cost	Wt.
Basket, wicker	.2	.2
Box, small	x .2	x .2
Box, medium	x .3	x .3
Box, large	x .5	x .5
Chest, small	x 1	x 1
Chest, medium	x 2.5	x 2.5
Chest, large	x 5	x 5
Trunk, medium	x 7	x 7
Trunk, large	x 10	x 10
Jar	x .2	x .2
Jug	x .4	x 1
Horn	x .1	x .1
Keg	x .6	x .6
Barrel	x 1.5	x 1.5
Cask	x 6	x 6

COMBINED MONSTER STATISTICS TABLE

Name	MR	AC	HD	MV	Attacks	PS	MS
Albilope	7	1	6	24	Bite(1) Horn	9	13
Anfal (Men With Tails)	10	3	14	24	Wpn and Tail(4)	12	10
Ark (Hound Man)	12	5(-25)	8	36	Wpn(8) or Bite(2)	15(+1)	12
Arklens (Hound Folk)	14	5	15	48	Wpn and/or Bite(4)	15	15
Ashl'Xon (Living Mold)	15	4	20	24	None	15	15
Badder (Digger Man)	10	5(-25)	6	24	Wpn(6) or Bite(1)	10	16(+2)
Badgon	13	7	15	52	3 claws(6)	18	12
Brutorz	13	3(-15)	14	32	Bite(5) & 2 Kicks(4)	80(+4)	12
Carrray	12	0	15	24	Wpn	12	10
Crep Plant	14	7(-35)	12	4	6-8 Vines(2)	5(-2)	14(+1)
Dabber (Brown Beggar)	13	5(-25)	4	16	Wpn(8)	10	14(+1)
Fen (Manfish)	12	3(-15)	10	48	Wpn(6) & Tailslap(10)	14(+1)	8(-1)
Frothgon	14	8	19	32/64	Bite(8) Claws(6)	19	12
Ghitgon	16	6	21	36/72	Bite(8) 4 Claws(6)	19	19
Grl'Xon (Green Living Mold)	9	3	8	24	Wpn or Arm(3)	10	14
Hawkoid	12	3(-15)	8	48	Wpn(5) & Bite(1)	10	14(+1)
Helslith (Demon Snake)	7	0	5		Bite & Constriction	13	13
Hisser (Man Snake)	10	7(-35)	15	16	Wpn(12) & Bite(1)	20(+3)	12
Hoop (Flopsy)	11	1(-5)	15	24	Wpn(8)	11	15(+1)
Horl Choo (Porcuplant)		5(-25)	11	8	Spines(4) + Poison I	11	11
Hrief	12	3	11	24	Kick (5)	17	22
Inl'Xon (Black Living Mold)	13	4	14	24	Variable		
Kamodo	12	9(-45)	25	72	Bite(15) & Tailslap(12)	125(+5)	14(+1)
Juog (Gray Ape)	12	6	9	16/24	Bites(7) or Squeeze(12) or Wpn	19	15
Keeshin (Water Lizard)	11	7(-35)	7	24	Bite(1)	12	16(+2)
Kiikcee (Feathered Love)	14	2	14	12/36	Bite(5) Claws(2) Buffet(4)	11	12
Lil (Wee Ones)	8	4(-20)	6	24	Wpn(2)	4(-2)	14(+1)
Mantis	11	7(-35)	13	16	Bite(9) & 2 Claws(5)	30(+4)	7(-1)
Nytacal	6	6	9	8/24	Ramming (Max. 6 pts. Base Damage)	12	5
Pierin (Black Bear)	10	1	10	24	Bite(3) Claws(3)	18	8
Pierenhorl	11	3	15	32	Bite(4) Claws(4)	20	10
Rakox	12	3(-15)	30	16	Gore(15)	150(+5)	2(-3)
Serf (Thought Master)	10	4(-20)	10	24	Wpn(8) or 2 Claws(1) + Poison I8(10)	11	13(+1)
Sleeth (Seer Lizard)	12	5(-25)	18	24	Wpn(20)	40(+4)	15(+1)
Suthorl	6	2	8	16	Bite(1) or Claw(1)	10	2
Unsut(Spider Friend)	10	5	13	36/24	acid spit		
V'ath	9	5	7	36	Bite(4) Bite(3 + poison)	12	12
Wed Tsurp (Red Bat-Like Humanoid)	8	0	12	24	-	12	14
Win Seen (Tangler)	7	1(-5)	13	0	3-5 Vines(5) + Poison	14(+1)	12
Yakkir (Endless Talker)	6	0	6	16	Wpn	6	14
Yexil (Orange Scarfer)	15	4(-20)	20	48	Bite(15)	50(+4)	6(-2)
Y'Zor (He Who is a Warrior)	Never Check	1	1d10+10	32	Wpn and Bites(2)	20	12
Zeeth (Gamma Grass)	13	0	1	0	Seeds(3)	0(-4)	10

Abbreviations Used:**MR** = Morale Rating, and may be used in place of an IN score.**AC** = Armor Class**HD** = Hit Dice; this is the creature's Attack Rank and also may be used if a CN score is needed.**MV** = Movement Base**Attack** = This lists the typical physical attack forms and the base damage caused. If the GM wishes he may select a specific weapon and should then use the weapon's base damage.**PS** = Physical Strength; this score may be used for DX as well as for all physical mutations.**MS** = Mental Strength; this score may be used for CH as well as for all mental mutations.

RANDOM LOOT TABLE

The GM uses this table when he believes the player character should be rewarded for a difficult random encounter. While some of this loot has simple uses such as electrical parts for rewiring damaged items, other loot is included for future use and can be a springboard to other adventures, such as the drive units for the downed shuttle craft in this adventure. Specific rules for use of many of these items are left to the GM to create.

All of the items on the following list work and are in good condition. If they are not of immediate interest to player characters, they can be used by the characters to barter for items they want.

Any items marked with an asterisk are described in this module's New Items section. GMs should also include non-working items in this and other adventures, since everything the player characters find should not be readily useable. A department store catalog is a source GMs can consult when trying to find items and assorted treasures to put in adventures. For example, some of the items listed below in The Random Loot table can be found in catalogs. To use this table, roll percentile die and consult the results.

Die Roll	Treasure Type		
01	Three man-sized, down-filled parkas (wearing a parka halves the effects and damage caused by exposure to the elements.)	23	A set of plastic armor
02	Two small alarm clocks, each powered by a lifetime sealed battery	24	Outdoor camping sleeping bag: nylon, down-filled, water-repellent and good to sub-freezing temperatures
03	A folding grappling hook	25	Two glow cubes
04	Box of 12 flares (each burns for ten minutes, provides bright light for a 20-meter radius, and can burn in any position.)	26	Weapon Maintenance Drone*
05	A GM-selected, hand-held, melee weapon	27	Three liter cans, each full of gasoline
06	An adjustable muzzle and leash for use in training an animal up to two meters in length or height	28	Force field belt
07	Inflatable six-man rubber raft with six oars	29	Lexicon (the GM determines what High Lands race it pertains to.)
08	75 meters of nylon rope	30	Pruning shears
09	One box of 100 plastic sandwich bags with twist ties	31	Life Ray*
10	A particularly gruesome, latex Halloween mask of a ghoul	32	One Power Tree Saw*
11	Complete fishing set (rod, reel, line, hooks, lures, tackle box, etc.)	33	A set of six hinges, complete with wood and metal screws
12	Camouflage makeup (this adds +2 CS to hiding in foliage, as in a Skill use.)	34	A half-liter spray container of glass cleaner
13	Six metal traps for trapping small animals (DX 10, Dm 6)	35	One cast iron kettle
14	Rubberized, plastic tarp (this may be used as a large lean-to tent.)	36	A collapsible, two-burner, camping stove (it operates on kerosene and is full.)
15	A set of two signal flags	37	Radiation Suit*
16	Small power motor that can be attached to any small watercraft (raft, canoe, etc.). It is powered by any energy cell and moves the boat quietly and slowly.	38	Gravitic Accelerator*
17	Wood carving tools	39-40	Six-man, all-weather nylon tent which is ultralight and can easily be stored in a backpack
18	A jet spray tube with genetic booster	41	A plastic-wrapped Balderdash™ Game in mint condition
19	A scatter-gun with 10 shells	42-43	1 tube of industrial strength bonding glue (PS of 40 within 3 Action Turns of application)
20	A medium sized, duralloy shield	44	A book on magic by David Copperfield (it gives a Level 2 Skill with magic illusions to a player character who reads the book.)
21	A complete set of camping cookware (this set stores inside the largest pan for easy carrying.)	45	Five fully-charged chemical cells
22	Knife sharpener (this can also be used on claws. Any weapon sharpened with this adds one point to the weapon's base damage.)	46	Stokes Coagulator*
		47	Fire Foam Minimissile*
		48	Operational Energy Sensor*
		49	Sonic Torch*
		50	Atomic Torch*
		51	Laser Torch*
		52	Radiation Suit Repair Kit*
		53	Stored Energy Sensor*
		54	Artificial Energy Sensor*
		55	Bio-Energy Sensor*
		56-58	Six pole axes for climbing (adds a +1 CS to all Climbing Rock and Climbing Ropes and Poles Talent endeavors)
		59	Three stim-dose drugs
		60	Two pairs of anti-glare goggles
		61-62	A life vest (+2 CS for any type of swimming)
		63	Toy periscope (65 centimeters long, allows user to see over rocks, around corners, etc.)
		64-66	Thought Cap*
		67	Thought Disk*—increases the character's knowledge of items by one Tech Level.
		68	Thought Disk*—Language (GM's choice)
		70	Thought Disk*—Non-language (GM's choice)
		71	Two anti-radiation serums
		72	Mount, owner died and mount ran off (See the new mounts in the New Creature section.)
		73-74	Weapon cleaning kit (cleaning solution, swabs, brush, etc.)
		75-77	Box of 13 Bang Balls*
		78-85	A box of dehydrated rations (add water)
		86	An industrial-powered rock saw (it is powered by two solar cells and can cut through a meter of rock in ten Action Turns. The cells last for 100 meters of cutting.)
		87-90	A box of six candles and matches
		91	Box of ten solar cells (need charging)
		92-93	Insulated case that can keep items frozen for 12 + 1d12 hours.
		94-99	A large, heavy-duty nylon backpack with aluminum frame and multiple outer pockets. It is made of water and tear-resistant material and holds the volume of three normal backpacks, but is cumbersome.
		100	A sealed gallon can of marshmallow syrup

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
MELEE WEAPONS									
Axe, Battle +	AII	PS	10/20	-	-	-	-	2.1	50
Axe, 4-handed + +	BII	PS	11/22	-	-	-	-	6	100
Axe, Hand	AII	PS/DX	6/3	PS	-	-	-	.5	7
Blowgun +	AI	CN	2	8	-	-	**	1	1
Blunt Weapon	N	PS	5-10	5	-	-	STUN	3+	1d10 x .1
Bola	CI	DX	5	10	-	-	TANGLE	1	10
two turns to swing, 5 meter area needed									
Bow, Long +	BII	DX	12/6	65	-	-	-	2	20
Bow, Short +	AI	DX	8/4	25	-	-	-	1.5	15
Bullwhip	CII	DX	7	-	-	-	TANGLE as an option of the wielder; whip is 3 m long	1.5	20
Crossbow +	BII	DX	10/5	50	-	-	-	3	25
Club/Baton	AI	PS	6/3	-	-	-	(STUN)	1.3	5
Dagger	AI	PS/DX	4/2	PS	-	-	(CRITICAL)	.3	5
Dart, throwing	BI	PS	3	PS	-	-	-	1.2	3
Energy Mace	DIV	DX	8	-	1C	20 hits	ELECTRICAL*	4	(150)
Flail, long +	BII	PS	10/20	-	-	-	-	2.5	30
Flail, small	BII	PS	7/14	-	-	-	-	1.9	15
Fork +	BII	PS	14	-	-	-	SET	2.3	50
Javelin	AI	PS	5	PS	-	-	-	1.7	5
Knife/dirk	BII	PS	5	-	-	-	(CRITICAL)	.5	7
Lance + (mounted)	CII	PS	10/20	-	-	-	SLAM	3.7	75
Lance + (afoot)	BII	PS	5/10	-	-	-	KNOCK DOWN	3.7	75
Lasso +	CI	DX	5	4	-	-	TANGLE	.8	5
Mace	AII	PS	10/5	-	-	-	-	1.8	10
Morning Star +	BII	PS	12/6	-	-	-	-	2.3	20
Net	CI	DX	1/t	3	-	-	TANGLE	1.3	10
Noose/Garrote +	CI	DX	1	-	-	-	FATAL	.1	2
Paralysis Rod	DIV	DX	1	-	Any cell	30 hits	PARA/1d10 m.	1	(120)
Pole Arm +	BII	PS	14	-	-	-	-	2.8	60
Pike + or + +	BII	PS	15	-	-	-	SET (5.5 m lg)	3.5	95
Robot Tentacles	GIV	-	5-10	-	-	-	TANGLE	2/m	(25/m)
Sap (Blackjack)	AII	DX	2	-	-	-	(KNOCK OUT)	1	1
Sickle	AII	PS	5	-	-	-	-	.3	3
Sling, bullets	BII	DX	4/8	20	-	-	(CRITICAL)	.1	1
Sling, stones	BI	DX	2/4	15	-	-	(CRITICAL)	.1	1
Spear +	AI	PS/DX	5/10	2	-	-	-	1.4	3
Stun Whip	DIV	DX	2	-	Any cell	30 hits	PARA/1d10 m.	1	(50)
Sword, Bastard +	BII	PS	9/18	-	-	-	SLAM	2.1	50
Sword, 4-hand + +	BII	PS	12/24	-	-	-	-	5	150
Sword, Long	BII	PS	8/16	-	-	-	-	1.6	25
Sword, Scimitar	BII	PS	7/14	-	-	-	-	1.7	15
Sword, Short	AII	PS	6/12	-	-	-	-	.7	10
Sword, 2-hand +	BII	PS	10/20	-	-	-	SLAM	3.4	10
Torch	AI	DX	2	-	-	-	BURN*	1.3	V
Trident +	BII	PS	13	-	-	-	SET	2.1	60
Vibro Blade	DIV	DX	12	-	1H	30 hits	IGNORE AC	.5	(500)
Vibro Dagger	DIV	DX	4	-	1H	30 hits	IGNORE AC	.3	(250)
War Hammer	AII	PS	8/4	-	-	-	(STUN)	-	-
MISCELLANEOUS WEAPONS									
Fire Extinguisher	CIII	DX	5	-	Sealed	10	If affected by cold	3	75
Fire Hose	BIII	DX	7	7-	Pump	-	SLAM	20	V
Flamethrower	DIII	DX	8	2	canister	12	IGNITES MS; if less than 10, BURNS*	20	250
Flaregun	DIII	DX	10	10	-	1	IGNITES MS; if less than 10, BURNS*	1.4	200
PISTOLS & RIFLES									
Auto Pistol	CIII	DX	12	12	-	7	STUN 1t(CRIT)	1.2	120
Auto Rifle	CIII	DX	20(15)	40	-	30	STUN 1t(CRIT)	3.5	250
Fusion Rifle	EIV	DX	10	90	1A-10	10	RAD. I18	5	((5,000))
Laser Pistol	DIV	DX	8	35	1H 5	-	Hits + 1RF	.8	(300)
Laser Rifle	DIV	DX	12	100	2H 10	-	Hits + 1RF	2	(500)
Mark IV Blaster	DIV	DX	12	30	1H 5	-	DISINTEGRATE treats target's AC as half normal	1	(750)
Mark VII Rifle	EIV	DX	15	90	2H 10	-	DISINTEGRATE treats target's AC as half normal	4.4	(1,000)
Needler	DIV	DX	3	12	-	30	**	.5	(200)
PERCUSSION WEAPONS: PISTOLS									
Police Revolver	CIII	DX	9	10	-	6	STUN 1t (CRIT)	1	90
Snub-Nose	CIII	DX	7	3	-	6	STUN 1t (CRIT)	.6	40
Old West Colt	CIII	DX	8	6	-	6	STUN 1t (CRIT)	1	50
One-Shot Pistol	BIII	DX	6	4	-	1	STUN 1t	1.5	30

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
PERCUSSION WEAPONS: RIFLES									
Bolt Action Hunting +	DIII	DX	15	50	-	5	STUN 1t (CRIT)	3	140
Bolt Action Military +	DIII	DX	12	30	-	5	STUN 1t (CRIT)	4.2	100
Lever Action Western +	DIII	DX	11	25	-	15	STUN 1t (CRIT)	4	120
Musket	CIII	DX	8	35	-	1	(CRITICAL)	4.5	75
PERCUSSION WEAPONS: SHOTGUNS									
Normal +	DIII	DX	18	15	-	2, 5, or 8	STUN 1t (CRIT)	4	180
Sawed-off	DIII	DX	20	5	-	2 or 5	SCATTER	2.2	150
Slicer	EIV	DX	9	10	1H	8	IGNORES AC, CRIT	.9	(1,350)
Slug Pistols (1 H cell is good for 3 clips)									
A	CIV	DX	10(8)	50	above	50	(CRITICAL)	1.5	(400)
B	CIV	DX	15(10)	100	above	30	(CRITICAL)	1.2	(500)
C	CIV	DX	15	150	above	12	(CRITICAL)	1	300
Stun Ray Pistol	DIV	DX	-	10	1S	6	KO-turns x result	1	(200)
Stun Ray Rifle	DIV	DX	-	70	2S	10	KO-turns x result	4.3	(800)
EXPLOSIVES: BOMBS									
Concussion	DIII	IN	5	PS(12R)	-	-	KO GAS (2d6 m)	3	(75)
Fission (clean)	HIV	IN	75	(200R)	-	-	CRITICAL	10	((2,700))
Fission (dirty)	HIV	IN	100	(200R)	-	-	CRITICAL, leaves I15 radiation afterward	10	((1,500))
Fusion	HIV	IN	30	(12R)	-	-	BURN*	15	((600))
Matter: Alpha	EIV	IN	20	PS(2R)	-	-	COMP. C	5	((400))
Matter: Beta	EIV	IN	40	PS(6R)	-	-	COMP. C	10	((900))
Matter: Delta	EIV	IN	80	PS(12R)	-	-	CRITICAL	20	((2,000))
Mutation	FIV	IN	15	PS(6R)	-	-	I12 RAD.	12	((1,560))
Negation	FIV	IN	5	PS(6R)	-	-	Any item in the blast radius must make a MS Save or be drained of all power	4	((500))
Neutron	FIV	IN	35	(60R)	-	-	FATAL to living creatures	8	((400))
Trek	EIV	IN	30	(15R)	-	-	DISINTEGRATE	6	((1,000))
EXPLOSIVES: DAMAGE PACKS									
A	EIII	IN	15	(6R)	-	-	COMP. C	8	((175))
B	FIII	IN	25	(6R)	-	-	COMP. C.	10	((275))
Small	CIII	IN	8	PS(3R)	-	-	COMP. A	4	100
EXPLOSIVES: GRENADES									
Chemex	DIII	DX	15	PS(2R)	-	-	BURN*	.2	200
Energy	EIV	DX	10	PS(2R)	-	-	ELECTRICAL*	.2	(150)
Fragmentation	CIII	DX	8	PS(2R)	-	-	STUN	.1	75
Photon	DIV	DX	30	PS(2R)	-	-	FATAL to anyone not in a force field	.2	((600))
Poison Gas	DIV	DX	4	PS(2R)	-	-	Random gas intensity poison for 2d10 minutes	.2	60
Stun	DIV	DX	1	PS(2R)	-	-	PARALYSIS	.3	(50)
Tear Gas	CIII	DX	5	PS(2R)	-	-	IRRITANT gas for 2d10 minutes	.5	25
Torc	CIV	DX	25	PS(3R)	-	-	SONICS, +1RF to those not protected by a force field	.4	((200))
MISSILES									
Micro	EIV	DX	12	300(3R)	-	-	STUN	1.4	((500))
Mini	EIV	DX	20	500(6R)	-	-	SLAM	7	((1,000))
Surface	FIII	IN	40	12,000(35R)	-	-	CRITICAL	500	((10,000))
TECH LEVEL V (The descriptions of all Tech Level V weapons should be consulted in the Errata Supplement)									
Black Ray Pistol	FV	IN	40	20	Sealed	4	FATAL	1	((3,750))
Drone Weaver	HV	IN	2	12	Sealed	-	SUBSONICS*	2.5	((2,250))
Flying Blades	HV	IN	11	10	Sealed	1	AC CRITICAL	1	((1,800))
Harmonic Disruptor	JV	IN	8	50	Sealed	6	DISINTEGRATE	20	((5,250))
Lamprey Disk	GV	IN	-	-	Sealed	-	POWER DRAIN	1	((1,500))
Neural Bite	FV	IN	1	-	Sealed	-	DOMINATION	1	((4,000))
Popper Pellet	EV	DX	10	10	Sealed	1	FIELD NEGATE	.01	((2,700))
Slither Helix	HV	IN	8	2	Sealed	1	PROG. DAMAGE	1	((1,900))
Smart Dart	GV	IN	12	25	Sealed	1	SEEKER	.6	((2,100))
Stinger Crystal	EV	IN	15	100	Sealed	-	INTERCEPT	1	((3,300))
Tender Touch	FV	IN	9	-	Sealed	-	DELIRIUM I20	1	((3,800))
Whammer	GV	IN	12	6	Sealed	10	SLAM	2	((2,500))
Wrapper	GV	IN	5	-	Sealed	-	TANGLE	1	((4,000))
Zapper	GV	IN	6	1	Sealed	1	SHORT OUT	1	((2,450))

ABBREVIATIONS USED:

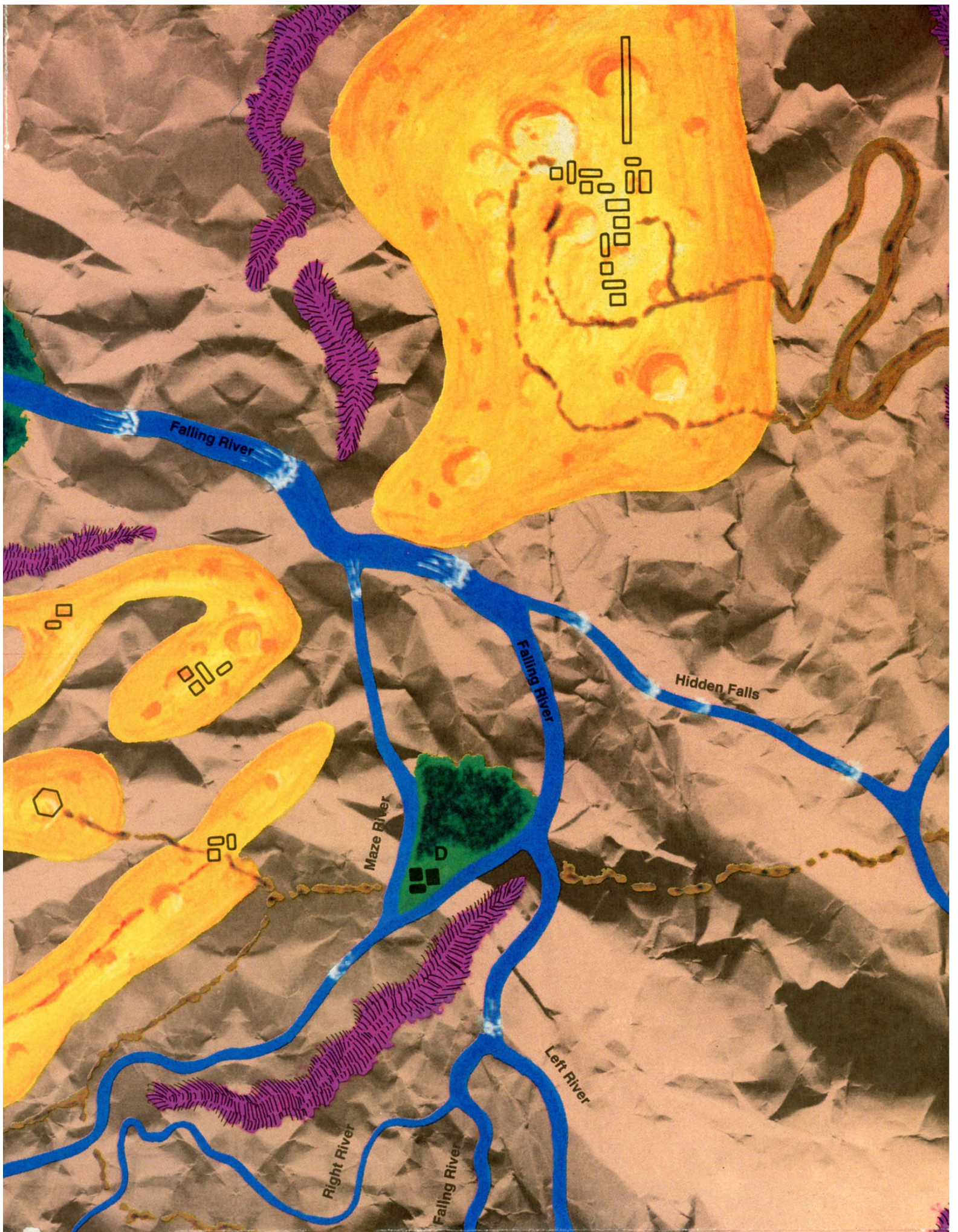
+ The weapon must be used with two hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least man-sized.

++ The weapon must be used with four hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least 3 meters tall.

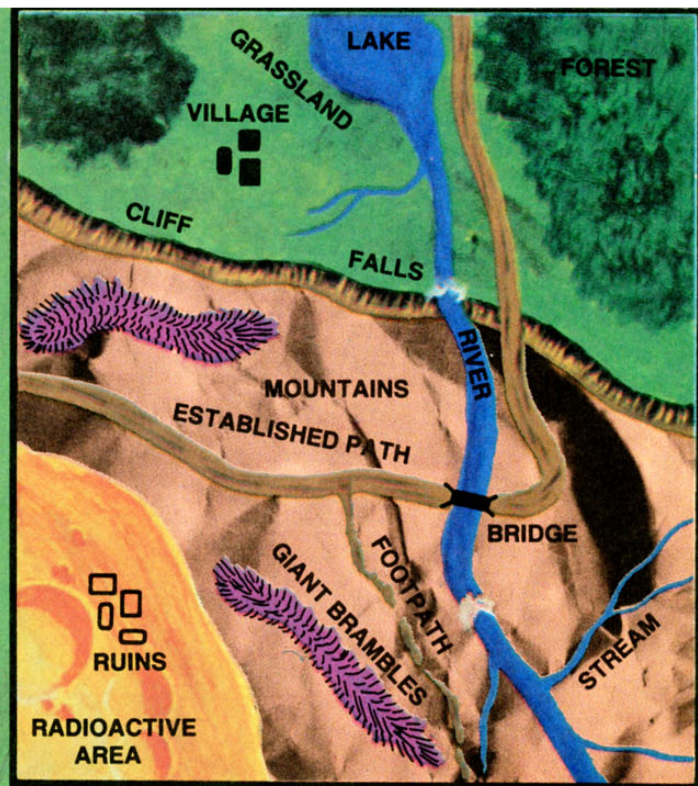
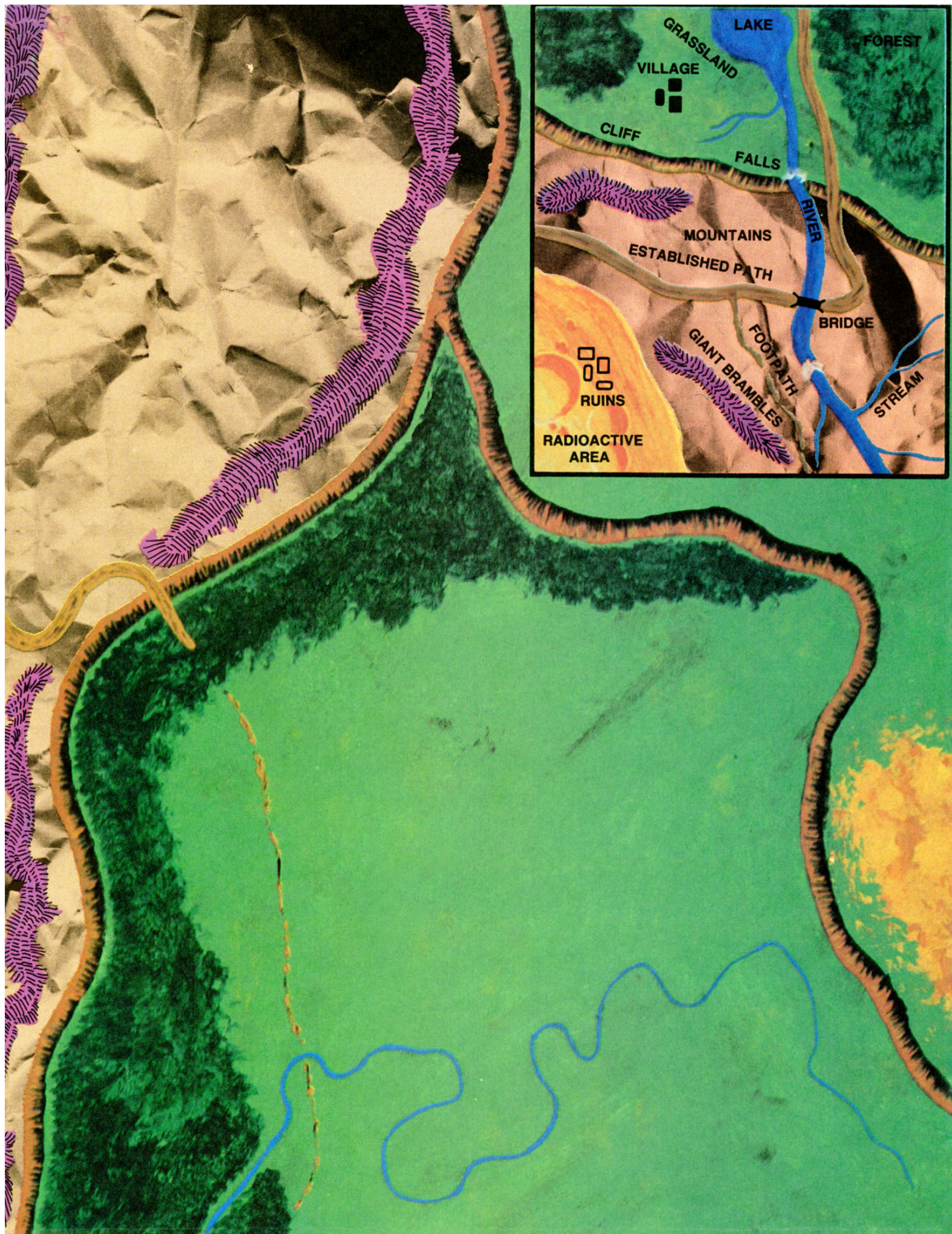
* These are not special effects, but rather define the type of damage to recall special rules, such as electrical damage causing twice the normal damage to those wearing metal.

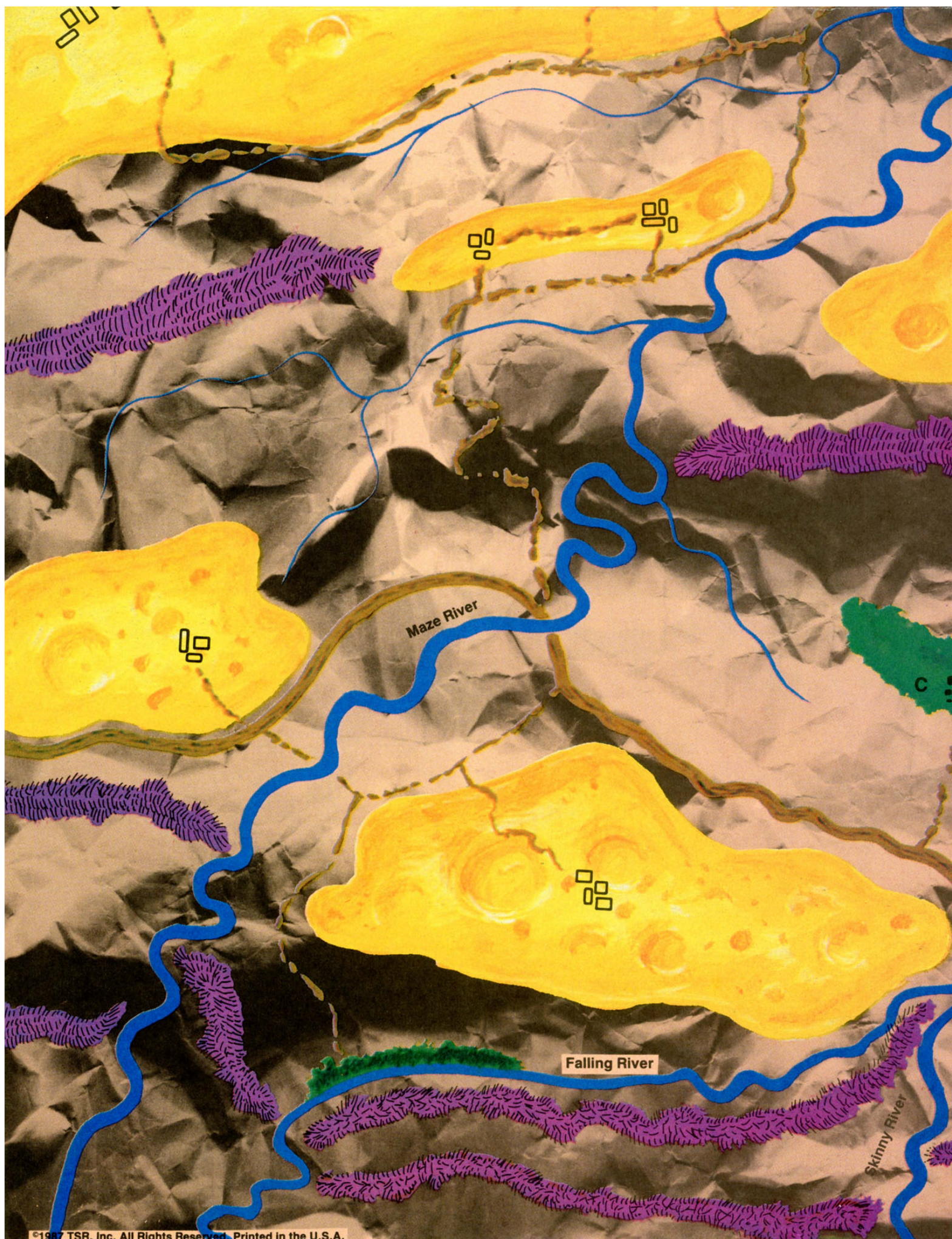
** These ammunitions may be doped with a variety of poisons at the GM's choice; standard choices are a paralytic poison (I12) or a fatal poison (I17).

















FOREST HOME

HAVEN

The Last Friendly Lake

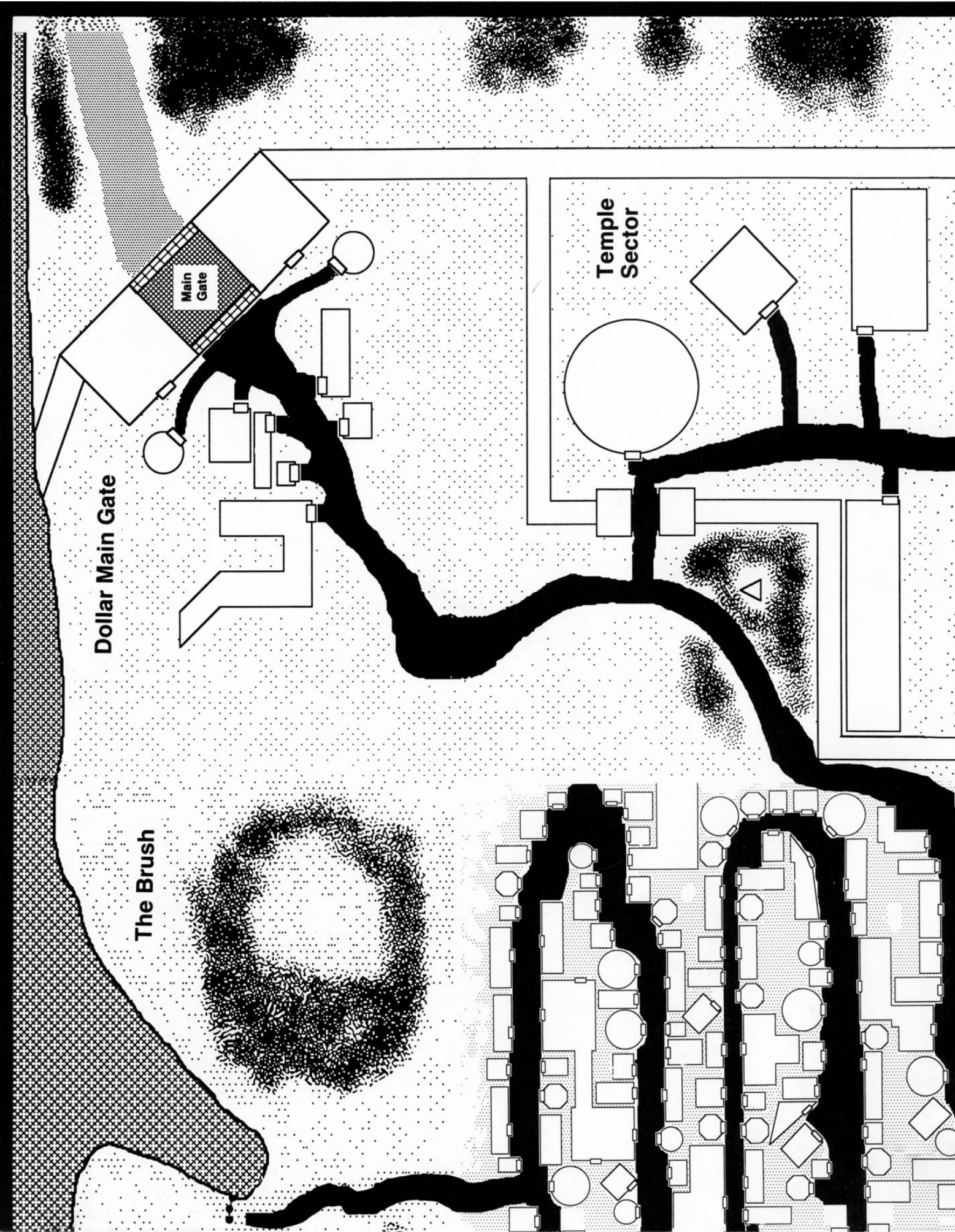
The Last Friendly Lands

Good River

Lone River

West Neverdark

7512XXX0701

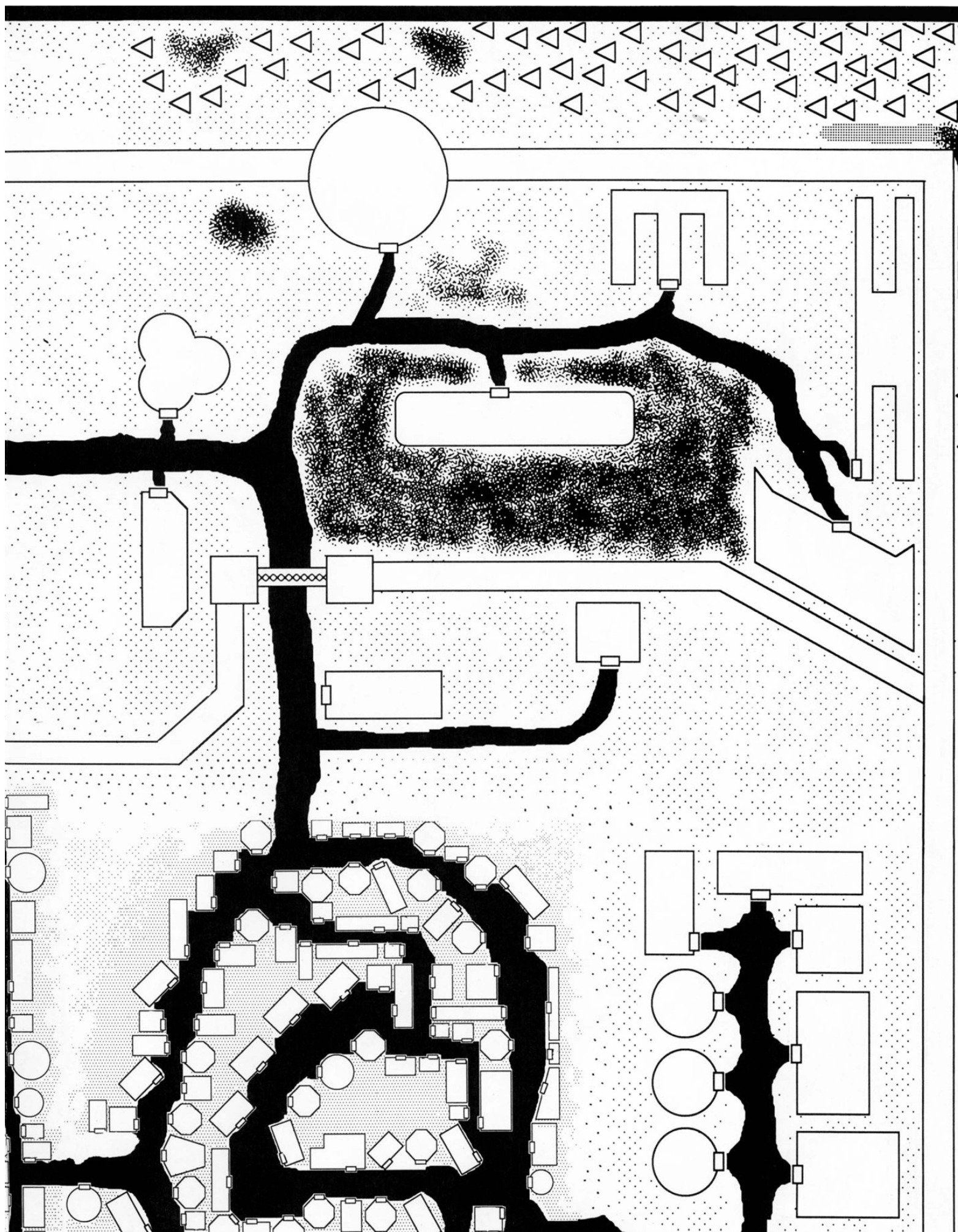


Dollar Main Gate

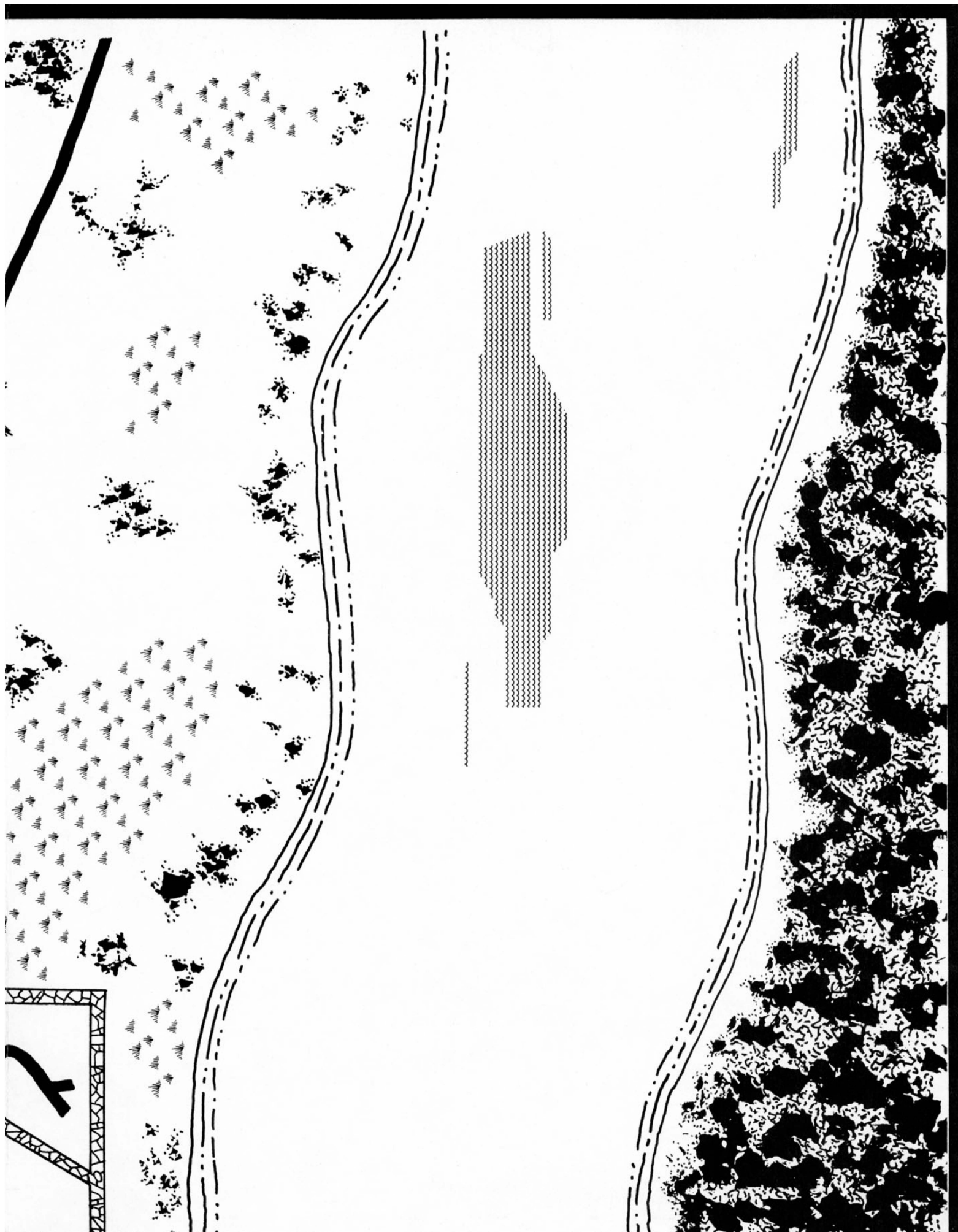
The Brush

Temple Sector

Main Gate



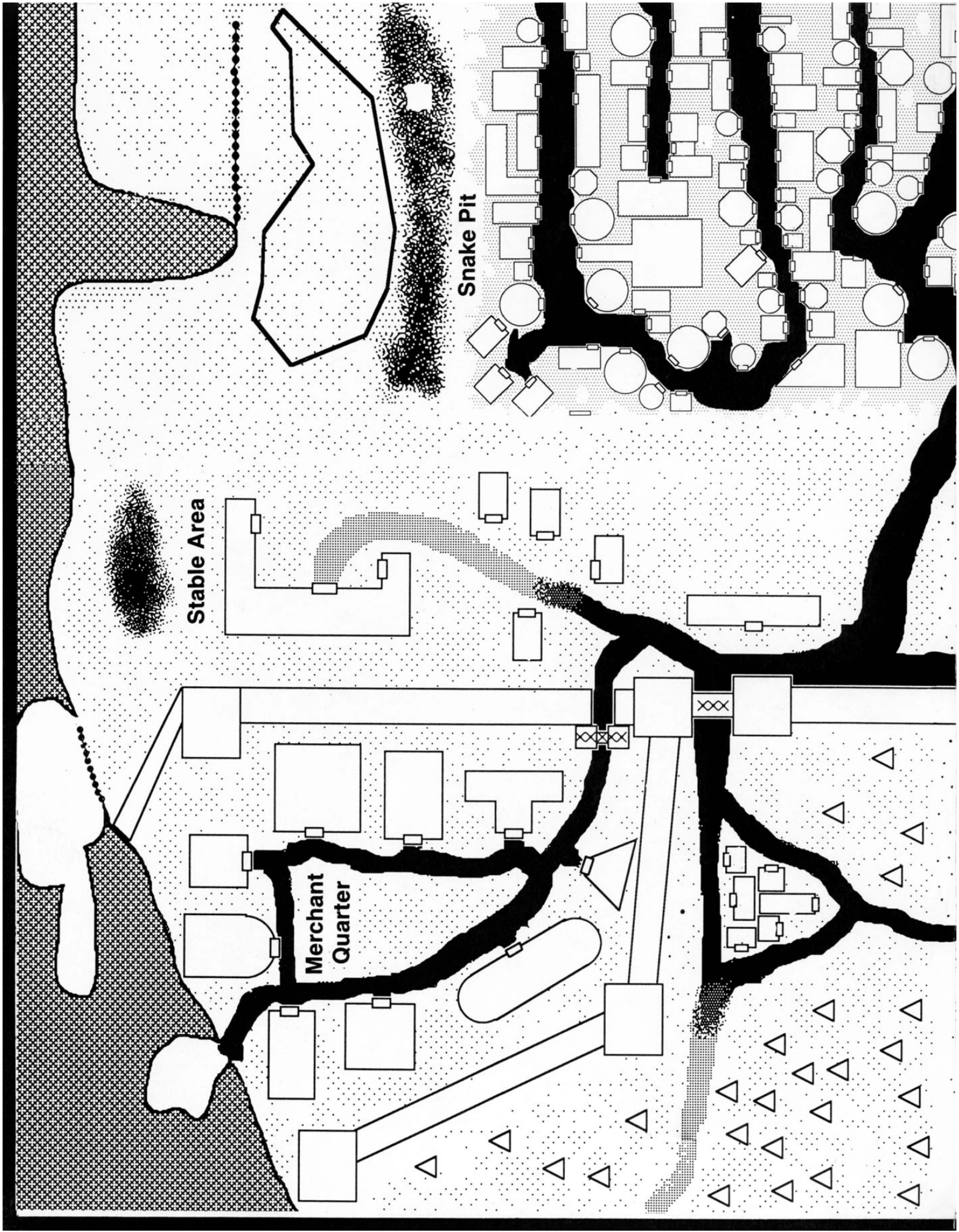


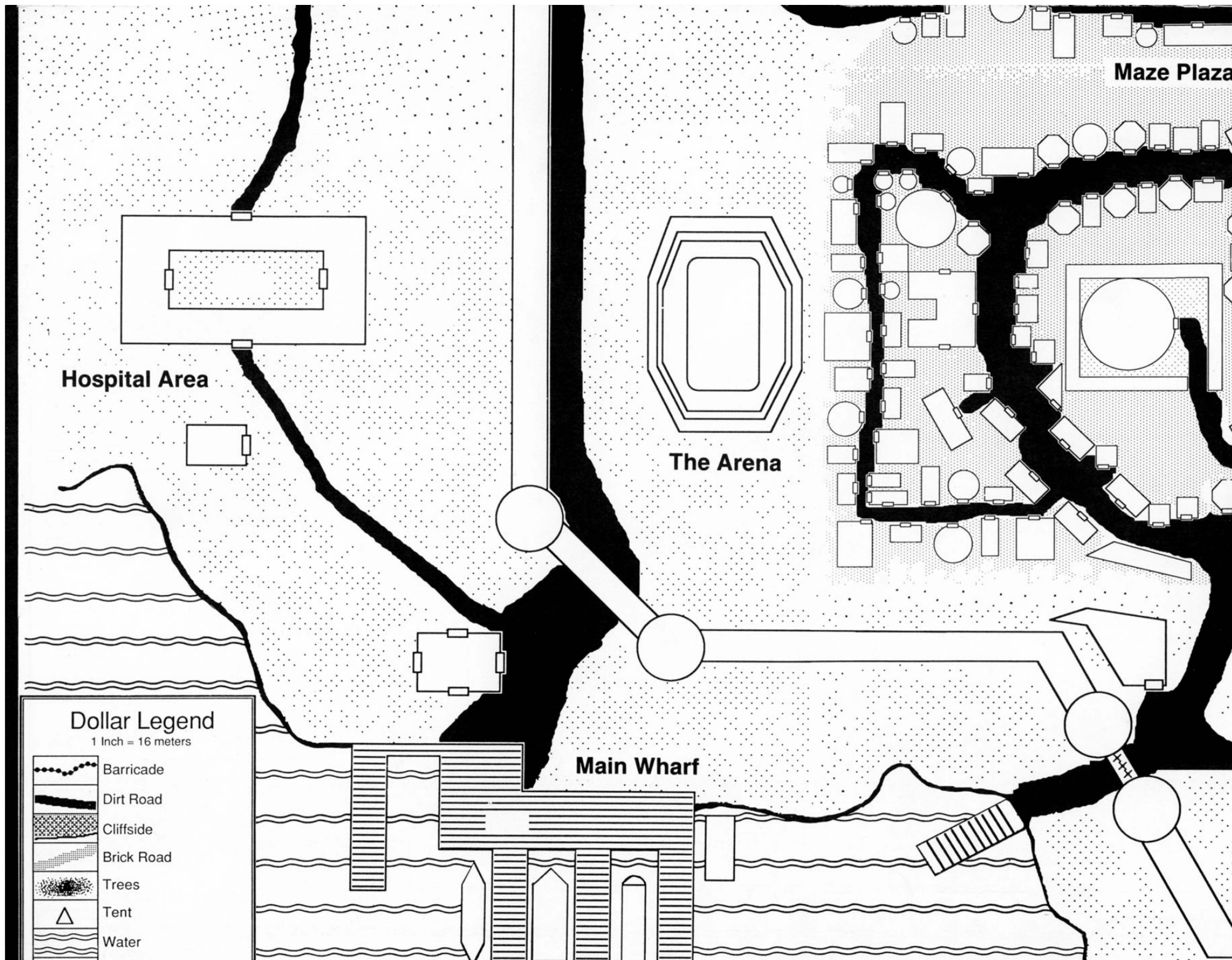


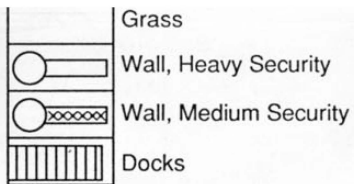
Snake Pit

Stable Area

Merchant
Quarter



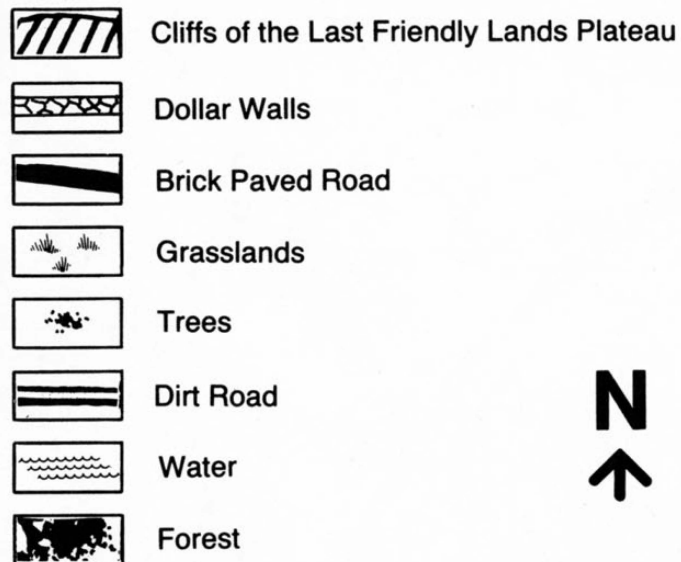




N ↑

Bad River

The Golden Delta



N
↑

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