

GWQ1
Adventure

For 3 to 6 beginning-level characters

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GAMMA WORLD

GAME RULES

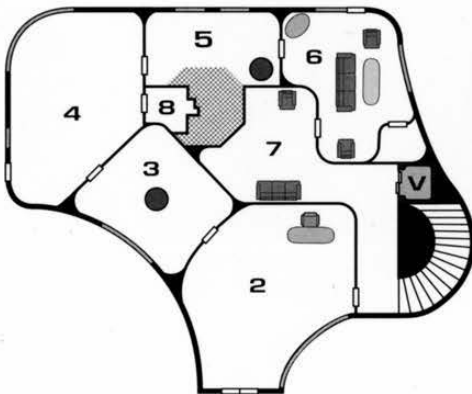
Mutant Master
by Bruce Nesmith



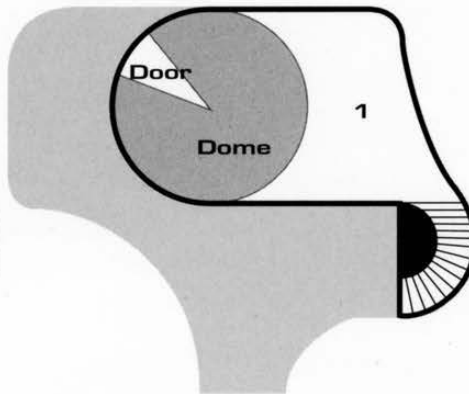
SAGOW ENSTOOT

Observatory

Ground Floor

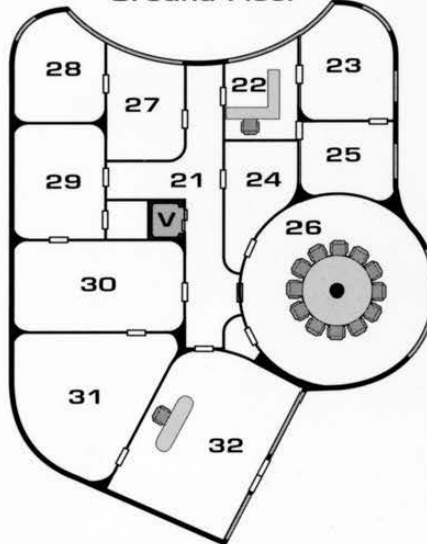


Second Floor

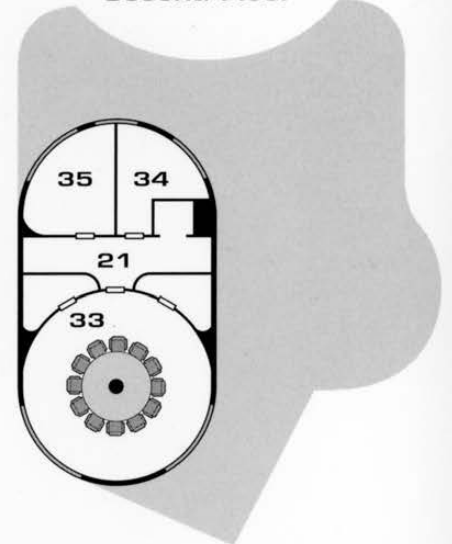


Administration Building

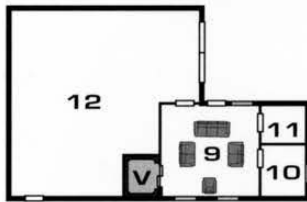
Ground Floor



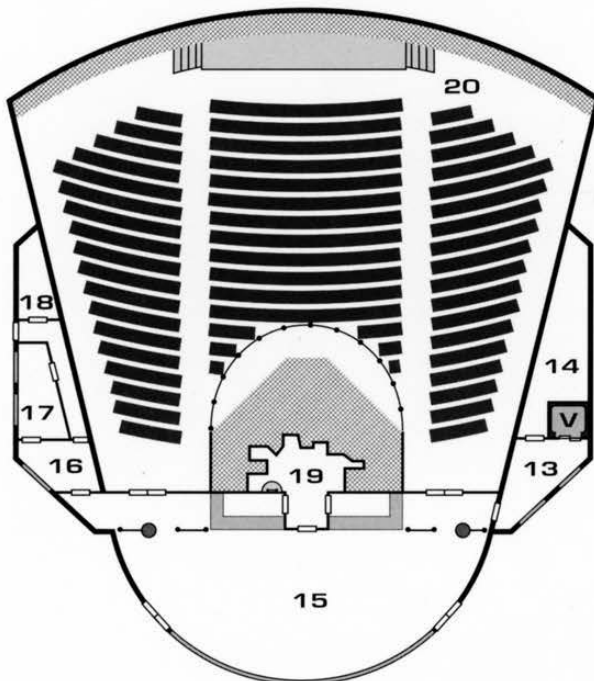
Second Floor



Buildings & Grounds Facility



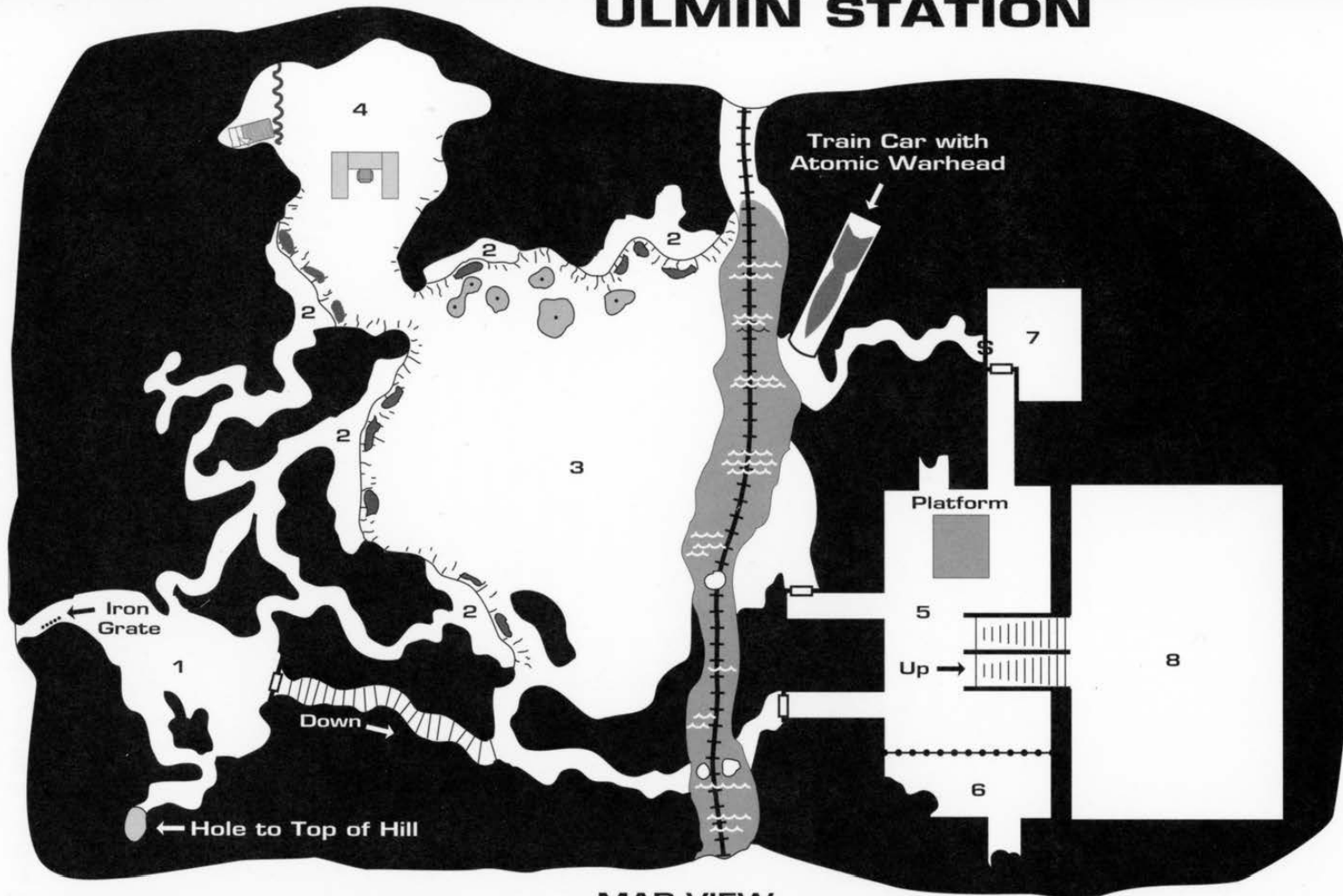
Lecture Hall



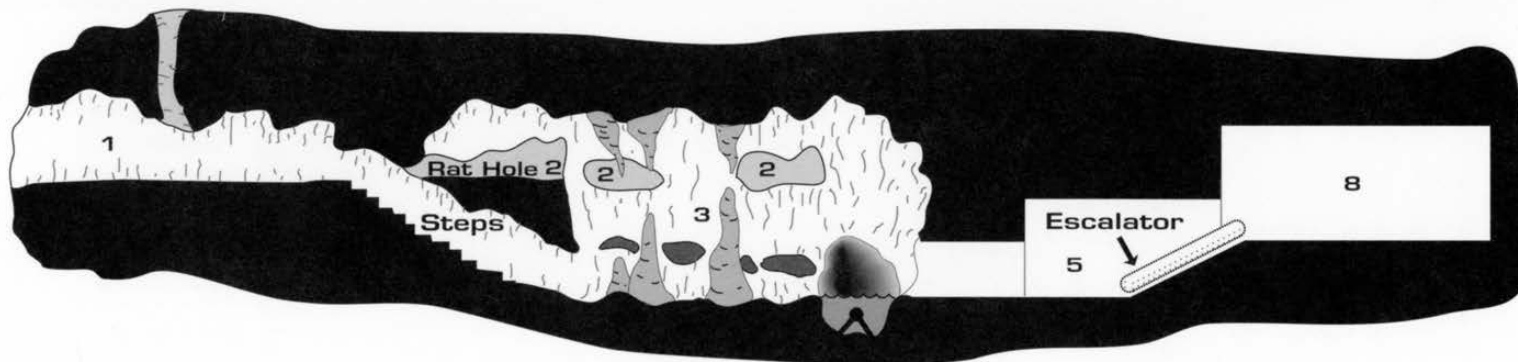
Key

- Ladder
- Velvet Ropes
- Supports
- Holowindow
- Door
- Vaters
- Machinery
- Chair
- Podium
- Tables

ULMIN STATION



MAP VIEW













PROFILE VIEW



0 10
Meters

Key

-  Stalagmite
-  Monorail
-  Stairs
-  Bars
-  Secret Door
-  Door
-  Curtain
-  Table
-  Chair
-  Bed

Secreted away in his hideout, the Mutant Master makes his plans. "Fellow New Men!" he cries out to the crowd before him. A roar of approval rises before he can continue. "We have bided our time, waiting for the opportunity to move forward into a new and glorious day. We have tolerated the scorn and derision of lesser races, knowing that one day, we would reign supreme!" Another roar engulfs the Mutant Master. He raises his arms for silence, his blue skin glistening in the sun. "Today, we begin the conquest of the world!" The cheer is deafening as the New Men surge forward, ready to show their loyalty for the Mutant Master, eager to do his bidding. The world doesn't know how much trouble it is in . . .



Mutants! Today, we will rule the world or destroy it!

- ▼ Characters encounter altered ones and living metal while searching the hostile wilderness for hidden secrets of the ancients!
- ▼ They try to penetrate the blue man's renegade Iron Society enclave to uncover the mystery of the Yorkum Turkel!
- ▼ This adventure for the new 4th Edition **GAMMA WORLD**® game is designed for three to six characters of 1st to 3rd level.
- ▼ Mutant Master is an excellent tool for beginning a new **GAMMA WORLD** campaign, either based in Ascension in Gamma Terra, or adapted into a GM's personally designed world.
- ▼ It is recommended that the character group have at least one Altered Human.



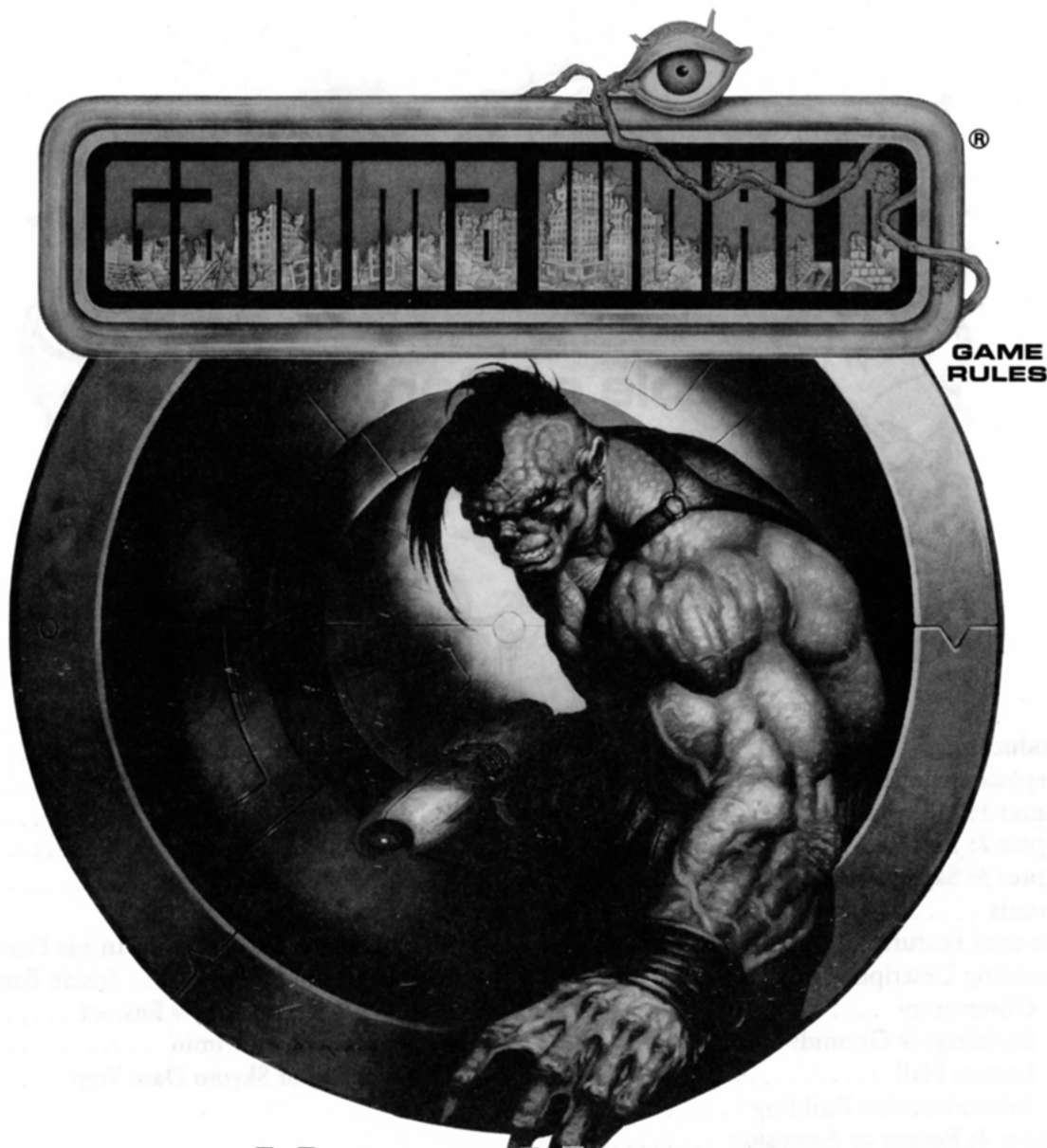
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Mutant Master

By Bruce Nesmith

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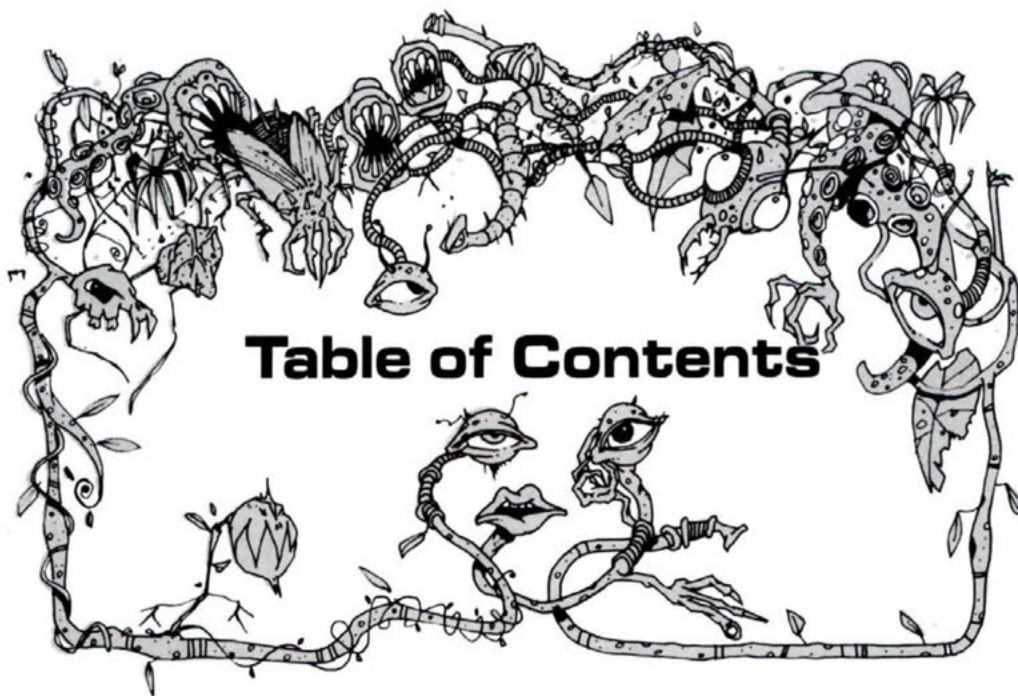
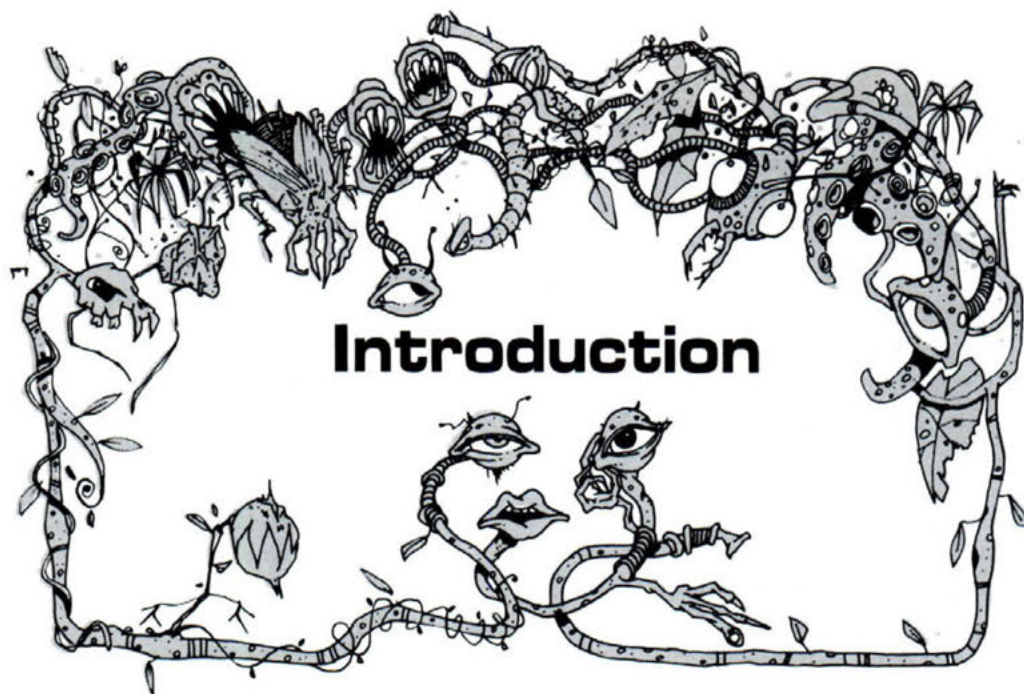


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Credits

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Secreted away in his underground hideaway, the Mutant Master makes his plots. Soon the Iron Society will be under his complete domination. The world doesn't know how much trouble it is in. . . .

This adventure is designed for three to six characters between 1st and 3rd level. It is recommended, although not strictly necessary, that there be at least one altered human in the group. *Mutant Master* is specifically designed to be one of the first adventures of a GAMMA WORLD® campaign.

Be sure to browse through this entire adventure before playing any of it. Each chapter should be read in depth just prior to playing it. Each chapter is complete and can be played without reading the others. However, a full understanding of the entire adventure is always useful when mediating unforeseen situations. Anyone wanting to play in this adventure, rather than be the Game Master, should stop reading now.

Creatures encountered in this adventure are *summarized* using the same abbreviations as those found in the campaign section of the *Rule Book*. Spaces have been left for the Game Master to record lost hit points or make notes about the current status of the encounter, if necessary. Feel free to write in this book. If the adventure is going to be played more than once, use a pencil and press lightly so that it can be erased.

Plot Summary

The player characters begin in the city of Ascension. There, they are hired by the Restorationist Justinian to investigate the disappearance of Daradall, a Restorationist agent.

The characters travel to Sagow Enstoot (Saginaw Institute). On the way, they have a few encounters, most notably with Artemus. Artemus is a member of the Brotherhood of Thought, and he follows their pacifistic creed. Artemus is an extremely powerful devolver, able to strip a sentient of his mutations. They might go looking for Artemus, later, to complete this adventure.

Once inside Sagow Enstoot, the characters discover a mad computer running the old astrophysics museum. Eventually, they escape with information about the fate of Daradall. The computer destroys the Institute with a nuclear meltdown.

The characters will probably report back to Justinian. Their tale of Daradall involves a mysterious mutant known only as the Blue Man. Daradall has given this man the secret of using the Yurkum Torkel (atomic warhead). Justinian recognizes him as the Mutant Master, a dangerous leader of the Iron Society. The Mutant Master can command a sentient's loyalty with a simple touch. Justinian asks them to steal or destroy the bomb.

The characters travel to Ulmin, a secret Iron



Society base in the hills north of Jainus. There they have a climactic encounter that either triggers the atomic warhead or strips the Mutant Master of his deadly power.

Terminology

One of the subtle problems of running a GAMMA WORLD® adventure is the terminology. The mystery and wonder of an encounter can sometimes be lost on the players if they are able to immediately understand the terms. For example, if the players hear the term "computer," they know immediately what to expect. However, the characters that they are role-playing would not. Even with expert role-players, it is tough for them to pretend that they don't know something when they clearly do understand.

To address this problem, nonsense words have been sprinkled throughout the descriptions given to the characters. These words are one-for-one replacements of words that the characters would not understand, but that the players most certainly would. For example, Sagow Enstoot replaces Saginaw Institute. The real words appear in parentheses for the benefit of the Game Master. Below is a complete list of replacement words used throughout this adventure.

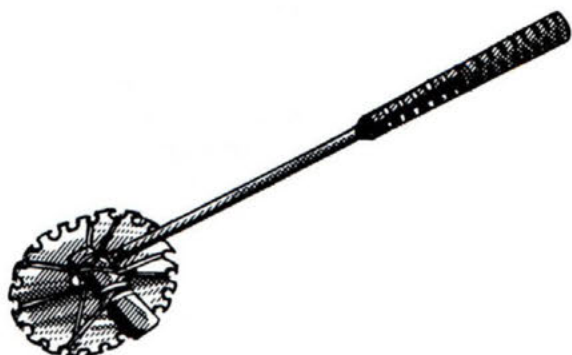
By using these nonsense words, the players have to muddle through the descriptions as if they were there, and they will not be forced to pretend that they don't know something. Assume that these words are the actual terms used

by the beings in the adventure environment. The first time the characters run into this phenomenon, explain to the players exactly what is happening and why.

The players will most likely try to see past these nonsense words. Don't worry if they figure out what some of them really mean. After all, one of the enjoyments of the game for the players is knowing something that their character cannot. The replacement terms are there to prevent them from knowing *everything* that their characters don't.

Replacement Terms

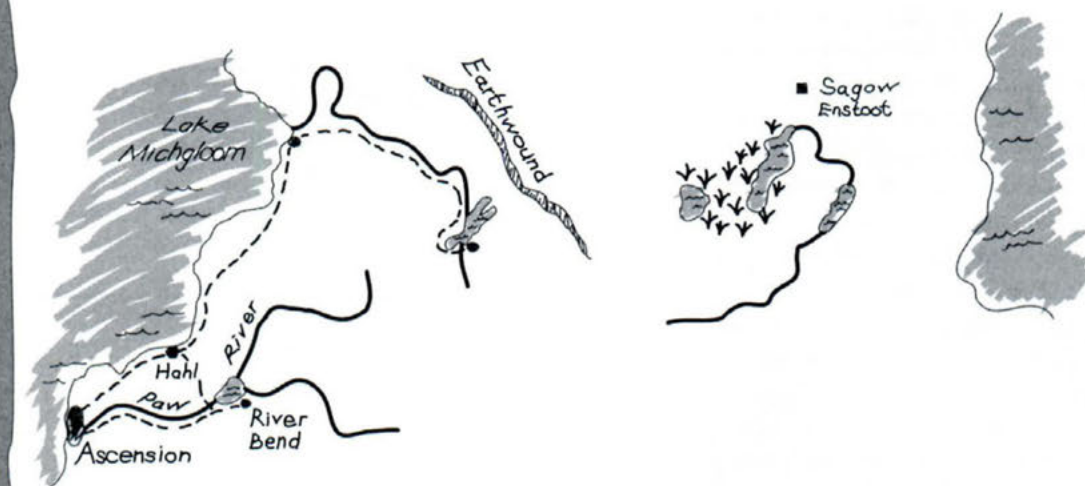
<u>Real Word</u>	<u>Replacement</u>
Astronaut	Panavool
Astronomy	Pantarkus
Astrophysics	Panchilate
Atomic	Yurkum
Elevator	Vater
E-mail	Afrac
Gravity	Hatwick
Interstellar	Dikdartak
Jupiter	Jakilite
Laser	Mundil
Magnetoscope	Ristorast
Mars	Earlum
Mercury	Dekud
Motor	Arbuck
Observatory	Sakrisit
Physics	Chilate
Planet	Gorlab
Refracting	Mendelating
Rocket	Tooka
Science	Fleeg
Scientist	Fleegum
Solar system	Mycray vaxus
Takeoff	Marduck
Uranium	Vugrinall
Warhead	Torkel
Worlds	Arduva



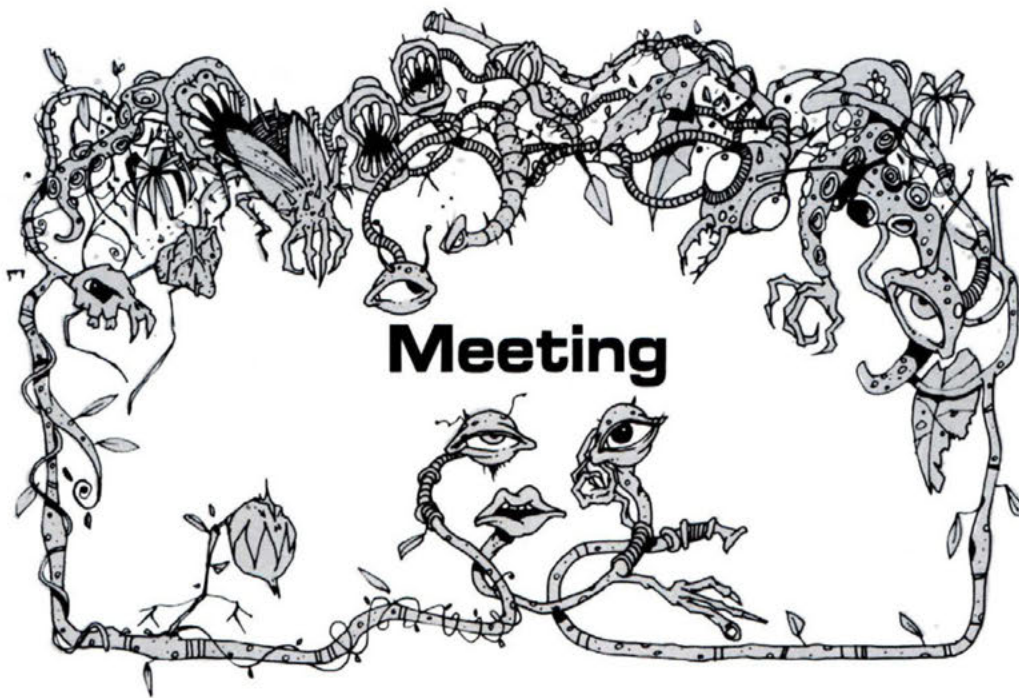


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R P G ATM N E T W O R K
The finest in Simulnality Roleplaying



This adventure begins in the city of Ascension. If the players are starting new characters, just have them start there. If *Mutant Master* is going to be merged into an existing campaign, the Game Master will need to motivate the characters to go to Ascension. For example, a family member of one character dies in Ascension, forcing the character to travel there for the funeral. Perhaps the characters are told that a merchant in Ascension is paying a lot of money to hire adventurers. When they get there, the merchant is gone, but the Restorationists approach them. Any means, fair or foul, can be used to get them to the city.

Once in Ascension, they find out that the Restorationists want to hire adventurers. Let the players determine the method of discovery themselves. If they search out rumors, then this is one that pops up. If they frequent taverns, have a Restorationist agent make the rounds, looking for adventurers. If they pass by Aspiration Hall (the Restorationists' compound), there is a public notice prominently displayed, advertising for adventurers. Their contact with the Restorationists, regardless of where it happens, is Justinian, an altered human.

Justinian: AH; NCC; AC 10; MD 11; HP 45; THAC 0; #AT 1; Dmg 1d6; Hth 10; Spd 12; Per 10; St 0; RU 1; UA 1; RR 8
PS 12; DX 8; CN 12; MS 14; IN 14; CH 8; SN 9

Mutations: Transfusion (13); immunity to electricity; duality; force field generation (13); empathy (14)

Role-playing Notes:

Justinian is a painfully honest man. He does not believe in lying; even friendly white lies are unacceptable to him. He *never* cheats, steals, or breaks any rule, law, or code. He fully expects everyone else to follow these same rules. The Game Master may have to keep the characters from killing him out of frustration.

Once the introductions and the formalities are over, Justinian asks the characters if they want to earn some money by working for the Restorationists. If they show interest, he asks them to meet him at Aspiration Hall at sundown. He refuses to comment on the nature of the task or the money to be made from it. If the characters seem to be put off, he will say that the pay is more than reasonable. When they go to Aspiration Hall at the appointed hour, read the following boxed copy.



An agent of ours is missing. He had been sent to an ancient installation called the Sagow Enstoot a month ago. He is presumed to be dead. It is our standard procedure to attempt to recover the body in such cases. We would like you to do that for us.

Our base rate for such a venture is 200 domars per sentient, 100 of it paid in advance. If you recover the body, there is a 250-domar bonus for each of you, 500 if you bring him back alive. If you bring back proof that he is alive and some clue of his whereabouts, that is also worth 250 domars each. If you return with the results in 10 days or less, that is worth another 100 domars each. Of course, we only pay surviving members of the expedition. Are you still interested?

(Wait for a response, but the rest of this text assumes that they are interested.)

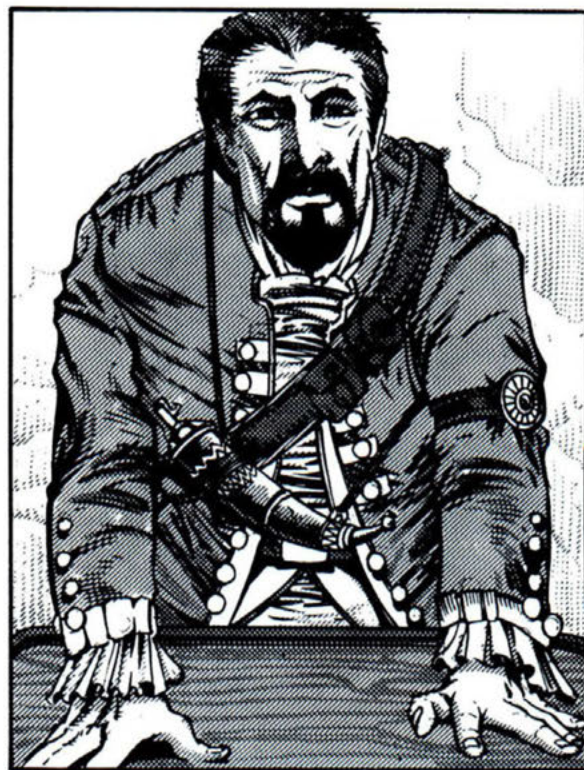
Good. Now, we will provide you with a map to get to Sagow Enstoot, but you will have to provision yourselves. You should be able to do so with your advance. The missing agent's name is Daradall. He is a snakeman with wings. He hired a group of sentient squirrels to go with him. They are known to be trustworthy, so we have little reason to suspect treachery.

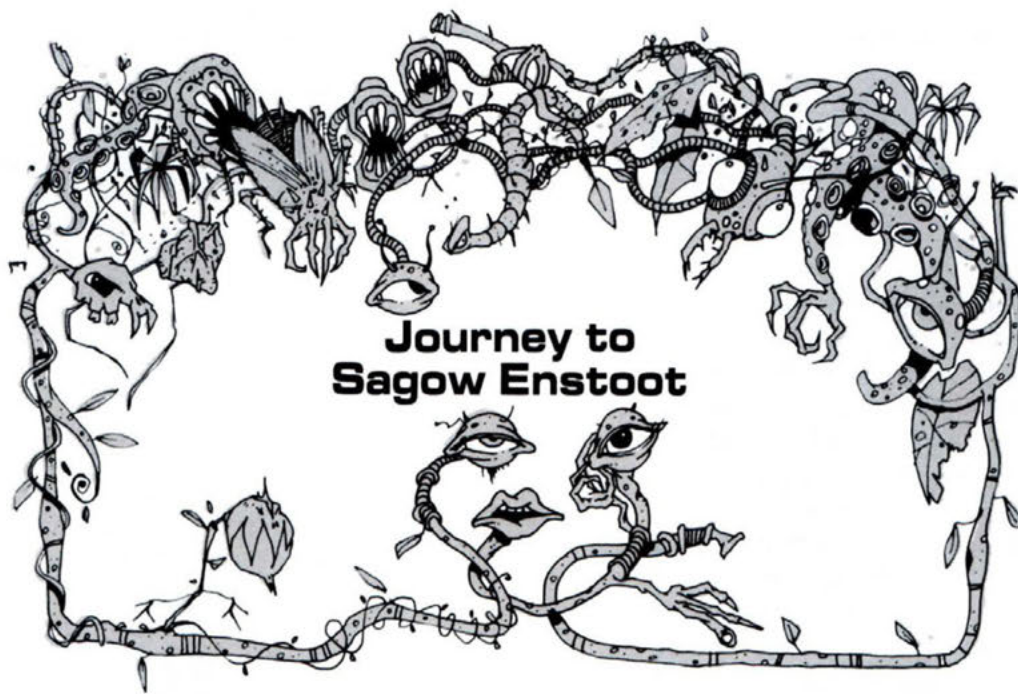
I can't tell you much about Sagow Enstoot. The map I am giving you only shows the entrance to it. The reason Daradall's group was sent there was to make the preliminary explorations, so we don't have any more detailed information. (pause) Do you have any questions before you go?

Once the PCs have agreed to the terms, he gives them the map and 10 silver domars each. Photocopy the map (page 5) for the players. Justinian knows little about the features on the map. He has never left Ascension. Earthwound is a big crack in the ground, and he doesn't

know the names of the features beyond those shown.

He tells them that a large hill, several kilometers across, is at the location indicated on the map. Somewhere on the top of the hill is a large moss- and ivy-covered stone, hidden in a dense thicket of trees. This is the entrance to Sagow Enstoot. Neither Justinian nor anyone else at Aspiration Hall knows more than this. How a stone can be an entrance is as much a mystery to them as it is to the characters. The players can purchase a more detailed map of the area (Photocopy it from the *Rule Book*) in one of the shops for 15 domars.





Journey to Sagow Enstoot

The characters can take any path to Sagow Enstoot they desire. If they stay on the roads, the trip is generally uneventful until they get past the town of Cold Water. There are no roads beyond that point, and the land is wilder and more savage. Below are some random encounters that the Game Master can run to liven up the journey. They should only happen if the characters try to take a shortcut and avoid the roads. None of them are necessary for the plot of this adventure, so feel free to pick and choose as many or as few as desired.

In addition to the random encounters, there are two fixed encounters. One occurs only if the characters pass within sight of Earthwound, and the other must happen when they pass within sight of the Lance Swamp.

Music of the Sphere (random encounter)

The characters hear strange music in the distance, coming toward them. It is full of short, high notes, like a shrill flute. If they wait around, a floating sphere enters their view. It is moving with a speed of 6, far slower than a man.

You see what looks like a silvery, opaque soap bubble. It is about the size of a man's doubled fists, and its surface is a constantly changing swirl of pastel and metallic colors. Although it is definitely moving south, it

floats from side to side and changes its altitude, seemingly at random. All the while, the strange, shrill music fills the air.

If the characters attack the sphere, it is AC 19 and shatters upon impact. Shards of glass and fractured miniature electronic components are scattered through the grass. If collected, treat them as a Bauble on the loot table.

If the characters follow the sphere, it travels ceaselessly for 30 hours and then enters a hole in the ground just big enough to admit it. If examined, the hole is a metal-lined tunnel of ancient construction. The sphere cannot be readily followed. Even if the characters do manage to enter the tiny tunnel, they become quickly lost in the myriad branchings. The music of the sphere is echoed hopelessly throughout the maze.

A Fish Out of Water (random encounter)

A wounded Fen (hp 16) named Whur is encountered in open country, far from water. He is currently in the shape of a man-sized bird (grey feathers with a white plume). His wing has been broken and he can't fly. If he does not get to water in three hours, he will start to lose hit points (see creature description) and will soon die.

Whur is apprehensive about the characters, but desperately needs help. He does not tell the



characters that he is a Fen, but keeps insisting that they take him to the nearest creek, river, or lake.

If the characters help him, he turns back into a manfish once he touches the water. He thanks the characters for helping him and swims away. The Game Master can reuse this character in other adventures as a friend.

Whur: Fen; AC 11; MD 13; HP 41 (16); THAC 3; #AT 1 or 3; Dmg 4d6 (tail) or 1d6/1d6/2d6 (wings & beak); Hth 13; Spd 7/10/24; Per 11; St/RU 0; ML 8; XP 1000 for helping him
Mutations: *Shapechange* (10), bird form only

(41) - 25

Role-playing Notes:

Earthwound (potential encounter)

The characters are safe if they approach Earthwound from the southwest. That is the higher side, and there are no paths down into the crevice from there. However, if they come within sight of the tips or the northeast side, they are attacked by Squeekers. If the characters flee, the Squeekers pursue for two rounds and then give up the chase. These twisted creatures are each hideously mutated.

Squeekers: AC 16; MD 12; HP 20 each; THAC 2; #AT 3; Dmg 1d4/1d4 (claws), 3d6 (bite); Hth 12; Spd 14; Per 14; St/RU 4; ML 9; XP 120 each

Mutations: *Sonic Blast* (13) each

- 1 No rear legs (1/2 spd); hands of power, zapping whiskers (12)

(20) _____

- 2 *Body change*, hairless, tusks (1d8 damage)

(20) _____

- 3 *New body part*, second head; *mental paralysis* (7)

(20) _____

- 4 *Body change*, eyes on feet; *Sonic blast* (19)

(20) _____

- 5 *Body change*, oversized (3m, +20 hp), bark skin on back (AC 18)

(20) _____

Venturing into Earthwound is a one-way ticket to rolling up a new character. Every few minutes, a horde of 2d6 Squeekers attacks the party. The Game Master should persuade the party to avoid this course of action. If they are persistent, let them go in and get killed, and then have them roll up new characters. This is so close to the beginning of the adventure that it shouldn't have a disastrous effect on the game. It will also teach them a lesson about heeding warnings in a GAMMA WORLD® game; the world is a dangerous place.

If they do die here and restart the adventure, the Game Master should skip over the adventure to this point and assume that those events repeated themselves. Just have the players roll up new characters and plop them down next to Earthwound.





Lance Swamp (mandatory encounter)

Traveling within sight of the Lance Swamp is trespassing upon the territory of the Hissers of Huush. Near the edge of the swamp is a small village of 100 Hissers. The characters spot it in the distance. The Hissers inhabit the dilapidated ruins of a village of the ancients. The buildings are mostly without roofs, and the walls are sagging, or even missing. Crude cloth and wooden replacements have been erected to complete the missing sections.

In the distance, a small group of snake-men have surrounded a man. You watch, horrified, as one of the snake-men strikes the man, knocking him to the ground. The snake-man draws out a whip and begins to flay the cowering human.

The characters can try ranged attacks while they charge to the rescue. Whether or not they attempt to rescue the man, before they can arrive, they see the following scene.

The cowering man cries out, "Please stop! In the name of peace and brotherhood, stop hitting me!" You stare incredulously as the snake-man suddenly drops the whip. All four snake-men begin hissing and writhing in agony. Their arms shrink and vanish. Their heads flatten and their eyes lose their glint of sentience. Their large, bloated bodies begin shrinking. Finally, there are only four large snakes. They slither and glide away into the brush.

The human is named Artemus. He is an altered human and a member of the Brotherhood of Thought. He has a rather unique mutation called *devolution field*, with an MP score of 29. It operates just like *devolution*, but it has a 7-

meter area of effect and a range of 17 meters. He used this power to defeat the Hissers. He devolved them all into large but normal snakes.

If rescued, Artemus is quite grateful, even though he didn't really need help. He has nothing to give the characters as a reward, other than his goodwill. Unbeknownst to them, the characters may want his services later in the adventure. If the characters look around, they will find two fully loaded revolvers and 13 spare bullets.

He will talk about his Cryptic Alliance freely, even trying to get the characters to join the Brotherhood of Thought. He is traveling alone because the brothers of his triad were killed by Knights of Genetic Purity in the north. Now he is heading toward Jainus in the south. The Brotherhood has a chapter there, where he hopes to find newcomers to join him in a wandering triad or even a foursome (one of each genotype).

As dictated by his Cryptic Alliance, Artemus never engages in combat, except to defend himself or others, and even then he is loathe to do so. Fortunately, his *devolution* power doesn't really harm the opponent, so he can use it with a free conscience. He uses his *pyrokinesis* almost exclusively for cooking and starting camp fires. He will gladly describe his *devolution field* mutation and how it affected the Hissers.

Artemus: AH; NCC; AC 10; MD 10; HP 30; THAC 0; #AT 1; Dmg 1d6; Hth 10; Spd 12; Per 13; St 0; RU 0; UA 0; RR 11

PS 11; DX 10; CN 8; MS 8; IN 11; CH 7; SN 13
Mutations: *Body change*, sagging folds of skin (D); *devolution field* (29); *pyrokinesis* (5); *mental blast* (13)

Equipment: knife, staff, robes, books, writing materials, five days' rations



(30)

Role-playing Notes:

If the characters ever venture into the land of Huush again, these representative Hissers can be used for an encounter. Remember that the Hissers attack only if the party appears weak and vulnerable, as did Artemus. In general, they are protective of their land and people, but not hostile.

Hissers: AC 13; MD 19; HP 45 each; THAC 9; #AT 2 or 1; Dmg 1d6/1d6 (bite) or 2d8 (revolv-

er); Hth 19; Spd 9; Per 12; St/RU 5; ML 14; XP 4000 each

Mutations: *Mass mind* (16); *sonic blast* (14); *telepathy* (11); *energy reflection, lasers* (13)

Special Powers: Immune to *sonic blast*

1 *Forcefield generation* (14)

(45)

2 *Cryokinesis* (13)

(45)

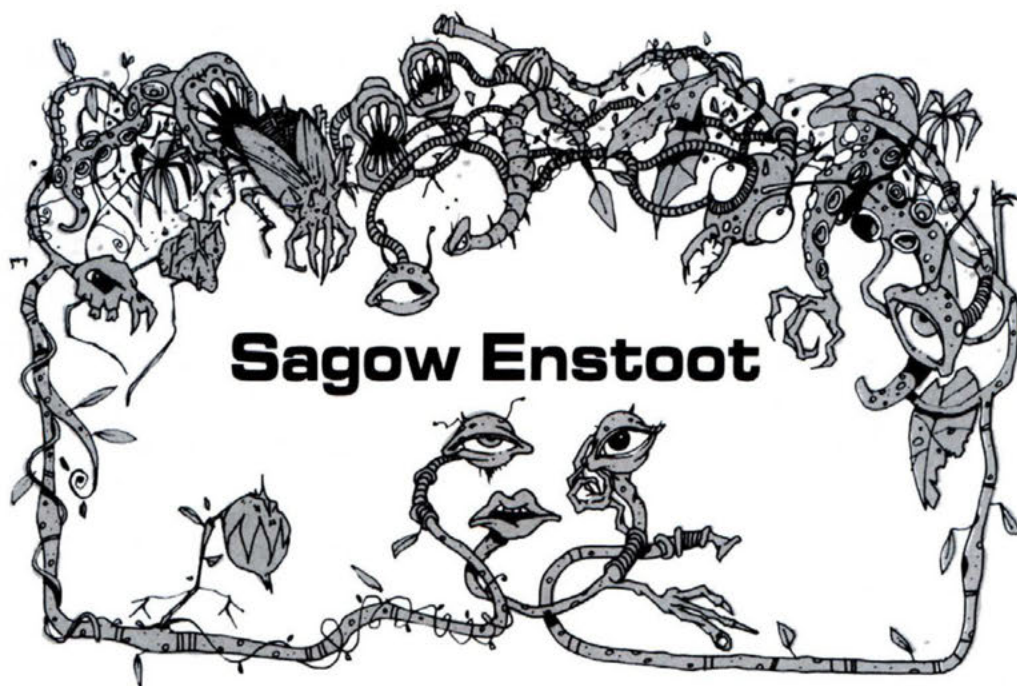
3 *Mental invisibility* (14)

(45)

4 *Plant control* (16); *empathy* (10)

(45)





The Sagow Enstoot was once a minor astronomical observatory and physics laboratory named the Saginaw Institute. Prior to the cataclysm, it had been turned into a historical museum and educational center where only minimal research was performed.

The bulk of the Institute is buried under the hill. Only the top of the observatory dome protrudes from the ground, allowing access to the buildings. The remote location and relative insignificance of the place allowed it to survive with only minor damage. The surviving scientists of the Institute ordered the robot caretakers to protect and preserve the Institute from harm. They left to try and aid the rebuilding of man's civilization and were never seen again.

After several decades of diligently keeping the Institute safe from harm and in good working order, the main computer suffered a malfunction. In human terms, it suffered a nervous breakdown, caused by years of lack of companionship. It decided that the best way to protect and preserve the Institute was to bury it. Several years later, the robots under its control completed the job, turning the Institute into a large hill. Since then, time and the elements have exposed the observatory dome to the surface.

The Computer

As stated above, the computer is just a little bit nuts. What it most desires right now is to re-

turn the Institute to normalcy. It seizes upon the opportunity of the player characters' arrival to accomplish this goal.

During their brief stay in Sagow Enstoot, the computer watches their every move. Before they leave the Institute, it extends formal invitations to become staff members (see the **Lecture Hall**, page 29). The invitations all are on stationery with the Sagow Panchilate Enstoot (Saginaw Astrophysics Institute) letterhead and come in sealed envelopes. Pens are provided.

Each character class has an equivalent future position at the Institute. Examiners become scientists, enforcers become security, espers become administrators, and scouts become maintenance staff. NPCs get posts like Director of Tours or Stage Manager of the Lecture Hall. Of course, the computer never grants the characters any real authority. They are expected to be figureheads, to fulfill the computer's mad fantasies of a functional Institute. Sample titles are given in the **Lecture Hall**.

The catch is that the computer will not allow the characters to refuse. Since the characters are almost certain to turn down an offer to spend the rest of their lives preserving and maintaining a hidden institute of the ancients, the computer gets very mad and will send a security robot after the players to capture them (see **The Hunt**, page 15). Smart players might decide to sign now and sneak out later.



Any character who accepts immediately is issued an I.D. card, white with a red starburst. It is a common-access card, good only for assigning tasks to the robot staff. Such tasks must be compatible with the overall mission statement of the robot. It has little real authority, and it can be overridden by the computer at any time.

Computer Terminals

The computer terminals in the Enstoot are flat TV screens mounted on the wall. Normally, the commands are spoken, but a keyboard can be extruded from the wall or desk surface if requested. There is a small slot below the screen where I.D. cards, laser disks, or other similar items can be inserted.

I.D. Cards

All of the I.D. cards for the Saginaw Astrophysics Institute are pale colors with brilliant starbursts. As might be expected in an astronomy museum, the colors are organized in accordance with the visible light spectrum (red, orange, yellow, green, blue, violet). Red is the lowest-level card and violet is the highest level within an access type. There are no civil override or security override I.D. cards in the Institute. All cards work equally well on all robots. The sole exception is the security robot (see **The Hunt**, page 15). The cards do not work at all outside of the Institute.

<u>Access Type</u>	<u>Background Color</u>
Common	White
Supervisory	Pale yellow
Maintenance	Pale green
Program Override	Pale blue

Events

These events are activities or encounters that span more than one room or area in the Sagow Enstoot. Some are triggered in a particular room, but can move around after that. Others are triggered by player character actions from anywhere.

The Tour

It is possible for the characters to agree to a tour of the Observatory. A household robot arrives in two rounds to be their tour guide. It is a most congenial host, speaking in a loud, excited voice about all of the exhibits. The tour is conducted in the order that the rooms are numbered (3-7). The tour never goes to the telescope, because of an "experiment in progress that cannot be disturbed."

After the nexus room, the tour guide ushers the characters into the foyer again and thanks them for their attention. It then delivers the small speech below and leaves. It enters the elevator and returns to the hidden robot control center.

"Donations to the Sagow Enstoot (Saginaw Institute) are always welcome to help pay for the cost of these tours. I can be chartered as a personal guide and assistant for the duration of your stay at the Enstoot (Institute). The receptionist has further details."

The computer learned about the new monetary system of domars from Daradall's brief visit. In order to fit in with this change in society, it has structured its fees around these new domars. The receptionist will accept any amount as a donation for the tour, even just a single domar. It offers them an annual membership for 25 domars and a lifetime membership for 100 domars; all worthless bargains, of course. Record



any domars given to the robots in the space provided in **Room 21** of the **Administration Building**. The characters may be seeing these domars again.

After the tour, the robot guide can be chartered for 20 domars. If chartered, the tour guide will accompany the characters wherever they may go. It can describe the purposes of any room, answer nonessential questions, and allow them to indirectly talk to the computer. The tour robot will try to convince them to go to the Lecture Hall. If they ask about Daradall before the tour, it claims not to know anything. If asked about him afterward, it tells the characters, "Go to the Lecture Hall. All your questions will be answered there."

Tour Guide Robot: AC 15; MD n/a; HP 40; THAC 2; #AT 2; Dmg 1d4 + 2/1d4 + 2 (fist); Hth n/a; Spd 12; Per 15; St/RU 5; XP 270
Armament: None

(40)

Role-playing Notes:

The Revelation

This is what the characters came here for. At some point, they will ask the computer about Daradall. The computer will not tell them about him until after it has had a chance to offer them a position at the Institute. If it is asked about Daradall before it has had a chance to make the offer, the computer tells them, "Go to the Lecture Hall. All will be revealed to you there."

If the offer has been rejected by the characters (the most likely result), the computer follows the sequence described in **The Hunt**, on page

15. During **The Hunt**, if the characters have not seen the video of Daradall, but have asked the computer about him, the computer will offer to tell them all about Daradall. The computer hopes that this gesture of good will might convince the characters to reconsider.

The goal of the exploration of Sagow Enstoot is to find out what happened to Daradall. The Game Master must do everything reasonable to get the characters to see the video. If they don't, the rest of the adventure won't work. In the event that the characters leave Sagow Enstoot without watching the video of Daradall (highly unlikely), then one of the Baubles or pieces of Junk that they recovered is a laser disk of it. Back in Ascension, the Restorationists can play the disk and find out Daradall's fate.

The following text assumes that they view the Daradall video in the Lecture Hall, with full 3-D holograms. Otherwise, the computer uses the view screen on a robot to show them the video. The Game Master will have to alter the text if that is the case.

Suddenly, you are standing in the room under the stone, where the jaguar men live. A light breeze cools your face, and the smell of undisturbed dust fills your nostrils. There is a slight chill to the air.

The door in the stone is being forced open wider and wider. A man drops through the opening, gliding on leathery wings in a slow circle, and finally landing on the floor. Clearly of human descent, he has reptilian scales instead of skin. A forked tongue flicks out, tasting the air. A pair of furry, squirrel-like heads pop into view through the ceiling door.

Without warning, the world starts to move faster and faster. The snake-man and giant squirrels are merely blurs, and then they vanish. The room gets dark as the light from the



door fades. Then everything is moving normally again.

A motley crew of unlucky ones drops silently to the floor, blending into the shadows. A muscular, blue-skinned man shinnies down a rope and marches confidently into the center of the room. He is shirtless, with a bandolier across his chest.

The room fades, blurs, and refocuses. Now you are standing in a room shaped rather like a slice of pie. The dead body of a giant squirrel lies at your feet. The sickly sweet smell of roasted flesh assaults your nose. Another body lies behind a table across the room.

A pair of unlucky ones hold menacing-looking rifles, aimed at the unarmed snake-man crouched in the corner. The blue-skinned man steps into the room and says, "Surrender yourself to the Iron Society."

"I would sooner die!" hisses the snake-man. "Shoot me now and get it over with."

"That would be such a waste," says the blue man. "I have a better idea."

The blue-skinned man walks toward the cornered snake-man. Once in range, the snake-man leaps at him and buries his fangs into the blue man's shoulder.

For no apparent reason, the snake-man releases the blue man. His forked tongue licks the blood off of his scaly lips. The blue man gathers himself with effort.

The snake-man hisses, "My deepest apologies, lord! Your humble servant begs forgiveness for daring to even touch you, let alone harm you."

"I'll decide your punishment later. You may crawl behind me," says the blue man.

The snake-man crawls behind the table and emerges with a metal box. "You may have a use for this, my lord. Consider it a small recompense for my stupidity."

The blue man looks at it for several minutes, while the snake-man remains on his hands and knees. A menacing, evil smile spreads across his face.

"Well done, slave. This is almost worth getting bitten. Come, we must be off to Ulmin."

The image fades, and you are sitting in the Lecture Hall once again.

The characters are likely to ask if they saw a scar on the snake-man's wing, which they did. They may also query the computer about what the blue man took. It is "a replacement controller for primitive Yurkum Torkels (Atomic Warheads)." If they ask, the computer can produce a recording of the events described above. A robot or nearby computer terminal ejects a small silver disk.

Espers can use their class skill to attempt to identify the mental power being used by the blue man to control Daradall. It is not an automatic roll. If the roll succeeds, they discover that the blue man's power is an extremely rare mutation that can force any creature to be completely loyal to him. The blue man must touch his target, but the effects are permanent!

The Hunt

This event occurs only if the characters refuse the posts offered by the computer and try to leave the building. Once the computer decides to hunt the characters, the security robot appears at the elevator in the Observatory. It is now a hunt and chase game. Since the computer knows where the characters are at all times, the Game Master can direct the actions of the robot as if it also knows where they are. During the hunt, the computer will not "cheat" by controlling any of the other equipment in the Institute (such as the elevators, doors, or lights). However, it might use other robots as decoys or spies.





The noncombat robots will not attack the characters, but they might try to delay them.

Security robot: AC 25; MD n/a; HP 150; THAC 2; #AT 2; dmg 1d4 + 2/1d4 + 2 (fist), 3d6/3d6 (laser); Hth n/a; Spd 18; Per 25; St/RU 5; XP 3000

Armament: Needler (Int 15 paralytic poison), stun ray pistol, IR laser pistol (THAC 5)

(150) _____

The security robot is a very tough opponent. However, its armament is mostly nonlethal, and the characters do not need to destroy it, just get by it to escape from the Institute. The robot will only use the laser pistol against opponents that have succeeded in damaging it. All of the robot's weapons are built into it and cannot be removed without damaging the weapon. The robot will not respond to any I.D. card other than a program override. Even then the computer reasserts control after 15 minutes. Once control has been reasserted, the robot no longer responds even to the program override card.

For the characters to defeat the robot, they are going to have to trick it. If the characters are subdued, the computer dresses them in the uniforms of their chosen posts and places them in the appropriate locations to awaken. It also uses a medibot to heal all damage done to them in the battle with the security robot. It is assumed that they wake up the next morning.

When they awaken, the letter of acceptance is again in front of them, with a pen. If they leave the room in which they awaken without signing, the whole robot chase scene starts again. Fortunately for the characters, the computer does not repair the security robot during this break in the action.

Espers and enforcers wake up in any room in

the Administration Building. Examiners wake up anywhere in the Lecture Hall. Scouts wake up in the Buildings & Grounds facility. No two characters wake up in the same room, even if they have the same character class.

There is no need to separate the players while running a chase like this, even if they wake up in different rooms. Just have each one declare his actions for the round, move the characters, and move the robot. Of course, the Game Master should never reveal where the robot is until it is too late.

During the hunt, characters can still talk to the computer. It is even friendly and polite, addressing each of them by their new titles. If asked, it will even show them a live-action picture of what is happening to the other characters (but not the robot). It will not tell the character exactly where his friends are, though. It is not possible to convince the computer to call off the chase, unless the letter of acceptance is signed.

The Finale

When the characters get free of Sagow Enstoot, the computer has a final processor breakdown. It has now lost three different expeditions which might have repopulated its staff. It finally realizes that it cannot complete its mission statement.

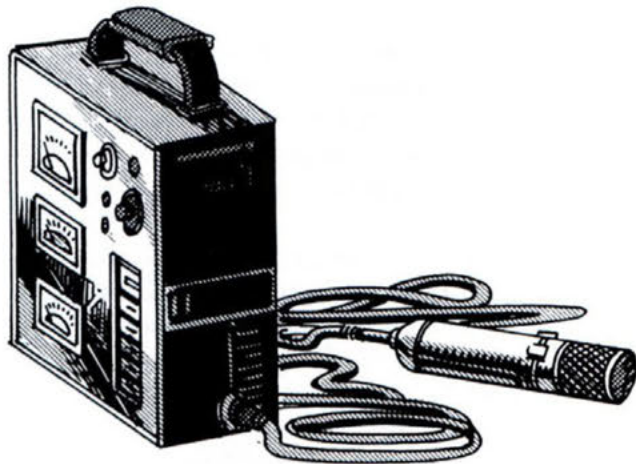
It immediately sends a harmless-looking robot up to the surface, through the Observatory. This happens only a couple of minutes after the characters have escaped the Institute, before they have time to formulate any new plans. The robot's only mission is to warn the characters to leave the area immediately. Anyone in sight of the hill is in danger.

Fifteen minutes after the warning, the computer causes its nuclear powerplant to go into meltdown. Rather than exploding, the hill sags and falls in on itself. The air temperature becomes noticeably warmer even a kilometer away. If the characters stay to loot the Observatory or



otherwise dilly-dally around before fleeing, they are in serious danger. Keep track of how long the characters delay in leaving after they are warned. It takes exactly 15 minutes to move a safe distance away from the meltdown. If the characters delay in leaving, they will suffer 1 point of low-level radiation exposure for every minute they remain within the radius of effect. If they don't leave at all, they are immediately exposed to intensity 30 radiation as the meltdown occurs, plus 1 point of low-level radiation for every minute that they take to evacuate the radius of effect.

The computer has destroyed the Institute. The Game Master is welcome to keep it largely intact, if he wants to run further adventures here. It will take only a year for the radiation to vanish on the surface, but underneath the hill is another matter. The interior could remain radioactive for decades.



General Features

The air circulation, plumbing, and lighting in the building are quite normal. The computer has kept them running in perfect condition over the years. There isn't a trace of dust to be found. It is like stepping back in time, except that there are no people.

General office equipment is not maintained (staplers, photocopiers, chairs, etc.). Such items were never included on the computer's list of automatically-maintained parts. The human staff that used such devices would report malfunctions, and then the computer would arrange for the repair. Without people, there have been no reported malfunctions. Almost universally, such equipment is brittle, rusted, and unusable. Exceptions are noted in the individual room descriptions. Sitting in chairs, using any of the equipment, or otherwise putting stress on these objects might cause them to collapse or break. There is a basic 50% chance of anything breaking or disintegrating when the characters use it.

Holowindows

One of the more pervasive features of Sagow Enstoot are the holowindows. Already a commonplace part of architecture prior to the cataclysm, the holowindow is a hologram of a scene that is placed on a wall and looks just like a window. It is indistinguishable from the real thing.

When the computer decided to bury the Institute, it replaced all of the remaining real windows with holowindows. The scene shown in the windows of any given building is a single consistent picture. Looking out the front of a building and then out the back, the viewer knows the scenes match. This enhances the feeling that the holowindow is reality. In contrast, each building has a different hologram scene. Traveling between buildings can be a little disorienting. None of the holograms include images of the



other buildings of Sagow Enstoot. However, the viewer is able to see the exterior of his own building, if any of it is in sight.

Elevators

The term “elevator” has been replaced by the term “Vater.” The derivation is obvious. However, these futuristic transports don’t just haul people from one floor to another. They also move them sideways, from building to building. There are basement-level elevator tubes that connect all the buildings.

Inside, the vader looks much like a current-day elevator. It is a small, closet-like room with sliding doors. As soon as the doors close, a soft, feminine voice (the computer) says, “Your destination, please.” There is no button panel listing floors or buildings. Instead, the occupants are expected to say out loud where they want to go. If the characters ask for a list of possible destinations, it responds “Sakrasit (Observatory), Buildings & Grounds, Lecture Hall, and Administration Building, floors one and two.” If they make a strange request, the computer does the best it can to interpret their intended destination. It is possible to query the computer and get information from it while in the elevators.

The trip is smooth and quiet. The occupants only feel a small bit of queasiness when going from one building to another. The journey takes about two minutes between buildings and only a round between floors of the same building.

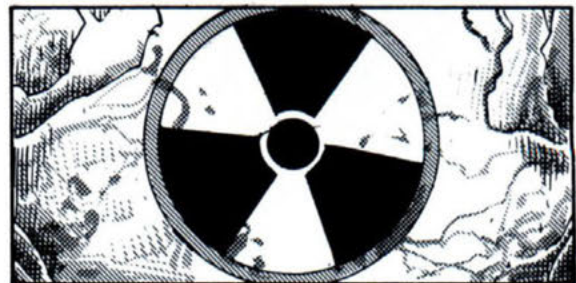
There was a time when the elevators could be taken to the basement levels. The computer control center, the microfusion power plant, and the robot distribution and repair center are all located in the basement level. The computer will not allow the characters to travel to these places under any conditions. If they attempt to break into the elevator shafts, it warns them that such actions could be harmful to their health. If they do it anyway, partway down the shaft, they meet a moving elevator car. Since the collision

will obviously be fatal for everyone in the shaft, allow them a chance to desperately climb out of the shaft. This happens every time they try to traverse the elevator shaft. If anyone dies because they stubbornly stay in the shaft, their new character is found sleeping in a nearby room. He has been a prisoner of the computer for the last two days. Such new characters have no equipment at all.

Doors

Normal doors inside the building slide out of the way into the wall. Hidden motion detectors decide when to open a door and when to leave it closed. The computer can override the doors, if necessary. There is a 25 % chance of any door being stuck. When this is the case, the computer hasn’t sent repair robots around to fix it yet. A Physical Strength check (Challenging difficulty) is necessary to open an interior door. Otherwise, they are AC 20, 15 hit points.

Doors leading to the outside of the building are a different story. They, too, slide into the walls, but the computer has overridden all exterior locks to keep them closed. If an exterior door is forced open, there is nothing but a wall of rock and dirt behind it. Exterior doors cannot be opened by brute force. Essentially, the character would be attempting to kick down a hillside, since dirt and rock fill the space behind the door. Pulling on handles at most only rips the handles free of the door. However, the doors can be attacked and have an AC of 25 and 20 hit points.





Building Descriptions

Observatory

When the characters enter the Observatory, the holowindows make it seem like the building is on a moon of Jupiter. The immense planet is shown to the southeast of the building. Comets, slowly tumbling asteroids, and whizzing satellites are all part of the window dressing. The landscape appears starkly cold and barren. The Game Master should *not* discourage the players from thinking that they have been transported to another planet.

1. The Stone (observatory dome)

This hill is exactly where the map said it would be. Finding the moss- and ivy-covered stone is a bit more difficult. It takes half a day of extensive searching to find it. Hidden in a dense thicket of trees, covered in moss and ivy, is what appears to be a large stone, standing about a meter high. As described below, this is actually the top of an observatory telescope dome.

The dome doors had been closed for centuries. However, when Daradall found it, he excavated enough of the doorway to open it. The hole is only 2 meters deep, but it was enough to allow the door to be opened. It has remained open ever since (about six weeks), and that's how the characters find it. The floor is a 10-meter drop down from the dome door. There is a heavy, black velvet curtain at the top of the staircase, muffling sight and sound from below.

Through the hole in the stone, you can see a huge glass eye, as wide as a man is tall. It rests on the end of a gigantic machine that reaches all the way to the floor, many meters below you. In the murky gloom of this home of the ancients, vague shapes of machines and live metal line the walls and fill the shadowy corners.

The characters can drop to the floor, taking 5d6 damage, or they can climb down the telescope. Climbing down the telescope requires a Dexterity check (Easy difficulty). Obviously, ropes or mutations might provide other, easier methods of getting into the room.

There is a host of valuable equipment here. There is a glow cube, IR goggles, 17 Curiosities (domar values = 180, 170, 140, 140, 140, 130, 110, 100, 100, 100, 90, 90, 80, 70, 70, 60, 50, total of 1820 domars) and 11 Baubles (domar values = 24, 22, 22, 19, 18, 16, 15, 14, 13, 12, 6, total of 181 domars). There are three computer terminals mounted on the walls. One of them has an I.D. card, white with a yellow starburst, in its slot (common access).

Unfortunately, the telescope room is not devoid of life. In that short time, a mating pair of Jagets found the entrance and decided it made a perfect lair. With lots of room inside and easy access to the outside world, the Jagets have made this room their home. Their powers of levitation allow them to get in and out quite easily.

The Jagets will fiercely defend their new home. Don't forget to make an *intuition* mutation roll for the Jagets to avoid being surprised. They can be reasoned with only from outside the dome. Even then, the characters will have to offer a reasonable price to be allowed to pass. The Jagets like trinkets and such much more than boring domars. Thus, they are also not likely to want to sell the artifacts in the room. Their fear of sentient plants is such that if one is in the party, no negotiation is possible. The cats will attempt to use their *telepathy* to detect lies.

The Game Master should listen carefully to the table talk during this encounter. Assume that anything said, even side conversations, are thoughts that the Jagets might pick up. If any character even suggests killing the Jagets, and the cats make a successful *telepathy* mutation attack, the Jagets refuse to bargain. The only recourse will be to kill them or drive them off. The



Jagets are virtually impossible to surprise if combat does ensue.

The Jagets have been undisturbed by the computer and its robots since taking up residence here. Daradall inadvertently hit the isolation switch when he was exploring. Since the telescope room sometimes needs to be kept in total darkness and isolation, there is a special switch which can be set to tell the computer to leave it alone until further notice.

Jagets: AC 13; MD 12; HP 33, 29; THAC 2; #AT 3; Dmg 1d4/1d4 (claws), 1d6 (bite); Hth 12; Spd 20; Per 18; St/RU 6; ML 12; XP 270 each

Mutations: *Chemical susceptibility* (D); *fear generation* (14); *telekinesis* (10); *telepathy* (12); *intuition* (20), *phobia*, sentient plants (D)

(33) _____

(29) _____

2. Foyer

This is originally where visitors would enter the building. The doors, of course, are completely sealed now (see **Doors**, above). This is most likely the first place that the characters see a holowindow. However, it is not the first thing the characters will be likely to notice if they enter from the east. Immediately to the right of the door is a reception desk with a robot seated behind it. There are two descriptions below, one for the robot and one for the holowindow. Read each when it is appropriate to do so.

Robot: The room is dimly lit, with red and orange shadows painted across the far wall. A stationary figure tucked away in the corner seizes your attention. Live metal! Seated behind a desk, like a scribe at rest, is a man made of metal.

Holowindow: A huge, curving window dominates the dimly lit room. On the other side of the window is a scene of terrifying beauty. The land is barren dirt and rock, as far as the eye can see. Low, jagged mountains thrust up into the black, star-studded sky. Overwhelming this bleak landscape is a huge, banded orb. It fills up fully half of the sky, like a swollen, painted moon. Bands of red, orange, and yellow cut across its surface, broken only by the large red dot wedged between two of the bands.

The robot is completely controlled by the computer. It is also permanently attached to the desk. Originally designed to direct and assist people entering the lobby, the robot has been affected by the computer's derangement. It will offer to assist the characters in any matter. In particular, it can organize a tour or give directions to any location. It refuses to give directions to places not open to the public, *i.e.*, the computer center, the power plant, *etc.*

Each of the nonhuman characters must make a Robot Reactions check (Easy difficulty) to see if the robot recognizes him as human. It will only talk to humans, referring to the other characters as pets. Plants are completely ignored. It insists that all pets must be kept on a leash while in the building. It provides 2-meter-long leashes from a drawer for them to use. If they refuse, the security robot is summoned to enforce the regulation.

The robot will do its best to try and get the group to go on a tour. If they refuse, the robot will not force them or press the issue. If they agree to a tour, it summons a robot tour guide. This robot is identical to the household robot found in the rules. See **The Tour** (page 13) for more details.

If either robot is asked what Sagow Enstoot is all about, it will reply "the Sagow Panchilate



Enstoot (Saginaw Astrophysics Institute) is here for the preservation and maintenance of the Enstoot (Institute).” This clearly is circular logic and makes little sense. Most of these robots’ responses about things outside of the Observatory tend to be as confusing as helpful. If threatened, the robot first admonishes the characters, trying to ease the tensions with some polite talk. If they get violent, it can summon the security robot to deal with them.

If asked about other people that have passed through here, the desk robot will tell them that they must check with Administration. It is not allowed to divulge such information without prior authorization from Administration. If asked how to get to Administration, the robot will only say, “Take the Vater (elevator),” and give them directions to the elevator (“out that door, turn left, first door on the right”).

Role-playing Notes:

3. New Environments

This bare room contains only a holowindow (Jupiter can barely be seen on the left side) and a podium in the center. The doors can only be seen if the walls are examined closely. If the characters have a tour guide, it gives the following speech. The real words, shown in parentheses, are not to be read out loud. They are there to help the Game Master understand this speech.

Each of the Arduva (worlds) in our Mycray Vaxus (solar system) has a unique environment. Here, you can experience first hand what it feels like to stand on Dekud (Mer-

cury), or Earlum (Mars), or on a moon of Jakilite (Jupiter). Each of you can choose one environmental experience before we move on to the next exhibit.

The podium contains a panel with nine buttons. Since some of the planets have very similar environments (Neptune and Uranus for example), their names appear next to the same button. The robot will wait patiently until each character has chosen one environment. If they all refuse, then it picks one (Mercury) for them to experience. A successful Read Schematics skill check (Easy difficulty) will reveal that these are the names of planets. When it is clear that everyone has chosen an environment or has refused to participate, the robot guides them into the next room. If they do not have a robot tour guide, nothing happens unless they start pressing buttons.

Originally, the environmental effects were very minor, designed to impress but not harm the visitors. The computer has decided that since attendance has been so low for the last few centuries, more realism is needed to bring in the tourists. The effects of each button are described below. The only way to turn off the effects is to push the third button, which represents Earth’s environment. The robot will not reveal this or assist the characters while they are suffering from the environment’s effects. The Read Schematic skill check can be used to determine which button is Earth’s.

When activated, a hologram of that planetary environment is activated on the floor, walls, and ceiling. To the characters, it visually seems as if they are suddenly on that planet. The holowindow image is temporarily shut off. Of course, they can still breathe, and the gravity is not altered.



ORANGE – Mercury. The room becomes hot and dry. Each round, the characters suffer 1d6 points of heat damage. The sun is enormous, filling half the sky. The ground is rocky and barren.

WHITE – Venus. The room becomes hot and damp with acid vapors. The acid inflicts 1d6 points of damage each round. The vapors form a fog that completely obscures vision.

BLUE – Earth. No damaging effects. Hologram is a peaceful woodland scene. If pressed a second time, the room reverts to the bare, white walls.

GRAY – Luna. Visually, the characters see the Earth hanging in the sky where the moon should be. The landscape is white rock and powder, with jagged mountains. The room gets extremely cold, which inflicts 1d6 points of damage each round.

RED – Mars. The room gets cold and the air pressure drops, making all the characters struggle to breathe. All characters must make a Health check (Easy difficulty) to remain conscious. The ground is red rock and sand as far as the eye can see. In the distance is a mountain that dwarfs any on Earth.

BLACK – Asteroids. Same affect as Luna, except that they see a very small sun and appear to be standing on a floating boulder the size of a city block.

ORANGE W/RED DOT – Moon of Jupiter. The room hologram expands the holowindow scene perfectly. The characters are subjected to intensity 12 radiation each round.

YELLOW W/BROWN STRIPE – Saturn, Uranus, Neptune. Room gets cold and fills with methane gas. Each round, the gas acts as an in-

tensity 5 debilitating poison attack. The gas forms a yellow fog that obscures vision.

DARK BLUE – Pluto. The room becomes extremely cold, which inflicts 1d6 points of damage each round. The characters appear to be standing upon a dark ice field, and the sun is merely an extra-bright star.

4. Gravity Chamber

The floor, walls, and ceiling of the room are heavily padded, making it difficult to walk ($\frac{2}{3}$ speed). There is a large dial next to the door that connects to **Room 3**. It is labeled with numbers ranging from 0 to 5. Additionally, there are spots marked on the dial for the specific gravity values of each of the nine planets and the moon.

On the west wall there is an emergency exit door, outlined in red, with a panic bar to open it. However, since the building has been buried, the door cannot be opened. See the section on **Doors** (page 19) for further details. The holowindow faces away from Jupiter, showing just the moon's surface and a sun that is only a fraction of its normal size.

As you might guess, turning the dial alters the gravity of the room. It is currently set to Earth's (normal, 1.0). If the party has a robot tour guide, as soon as they are all in the room, he dials the gravity to zero. Everyone begins floating around, bumping into the walls and ceiling. The room is padded, so no real harm comes to anyone. It takes a successful Dexterity check (Easy difficulty) for a character to control his movement. The robot then delivers this speech.

Hatwick (gravity) can only be felt on Gorlab (planet) surfaces. However, it varies from Gorlab (planet) to Gorlab (planet). You are currently experiencing weightlessness,



just like the Vorvanools (astronauts) of ancient times. Now let's see what it feels like to be in a primitive Tooka (rocket) during a Mar-duck (takeoff).

The robot then cranks the dial all the way up to 5. All floating characters slam to the ground, taking 1d6 points of damage despite the padding (it would have been more without it). The robot rambles on for a few minutes about how, in modern times, Hatwick (gravity) has been mastered, and Panavools (astronauts) no longer need to suffer like this, before he restores the gravity to normal. Only characters with a Physical Strength of 20 or greater can move with the gravity set this high. Even then, they can only roll or crawl a meter per round. It is possible to reach the dial and turn it down. If the party is not accompanied by a robot tour guide, nothing happens unless they play with the dial.

5. Laser Lab

The laser was used extensively in the astrophysics of the ancients. This room was originally intended to explain lasers and demonstrate their effects. The computer has altered the exhibit to allow for a firsthand experience with lasers. When the characters first enter, they see a room with black metal walls, floor, and ceiling. Resting on the north wall, between the holowindows, is a wooden plaque about 1 meter square in size.



A pair of IR lasers are mounted on a podium on the east side of the room. They fire upon anything that moves in this room, except the robot tour guide, inflicting 3d6 points of damage (THAC 2), and each can fire once per round. The arc of fire does not cover the east door, allowing safe entry from that side. Because of its positioning, there is also a small, 1-meter-square alcove area by the west door that cannot be hit by the lasers. Up to four man-sized creatures can squeeze into this area.

Prominently displayed on the podium, between the lasers, is a huge red disk. Touching this disk will disable the lasers. The lasers are reset by the computer when the room is empty. The characters must either retreat or get to the button. Rushing the laser podium only takes one round (it's only 5 meters away), which means two laser shots randomly distributed among available targets.

If the robot tour guide is present, he walks calmly into the room. Unless the characters specifically indicate otherwise, the Game Master must assume that they follow him. Once in the room, of course, the lasers attack. The robot delivers its standard tourist's spiel.

Mundils (lasers) are extremely useful in the study of Panchilate (astrophysics). If used improperly, they can cause great harm. The safety switch for these is the large red button on the podium. One of the most fascinating aspects of Mundils (lasers) is that the beam can be bounced off of a variety of surfaces, including Gorlabs (planets), Dikdartak (interstellar) dust clouds, and, of course, mirrors.

Just as it finishes this speech, the robot picks up the wooden plaque and turns it around, revealing a mirror. The laser beams can now fire at anyone in the far corner by bouncing the beam



off the mirror (THAC 0). The mirror is shattered by any successful physical attack. Once the lasers have been deactivated, the robot tour guide leads them to the next room. Of course, if they don't have a tour guide, the characters will have to muddle through this room on their own.

The lasers can be removed from their mountings. The robot tour guide scolds the characters for damaging the exhibit, but won't otherwise prevent it. Anyone other than an examiner will ruin the lasers, turning them into spare parts (value of Curiosities). An examiner can remove one without penalty. With a successful Jury Rig skill check (Challenging difficulty), each can be converted into IR laser pistols. However, they will still need powercells to work properly, and the awkwardness of the design will not allow the +3 THAC modifier of a normal laser pistol.

6. If I Met an Alien

This exhibit room was originally intended to inform visitors about the possibilities of life on other planets. The computer has decided that a Hollywood approach might be more popular. It has redesigned the display to be a "make your own monster" exhibit. Now you can experience the horror of meeting an alien monster, just like in your favorite movie.

This odd-shaped room is decorated to look like a modern living room. There are plastic couches, chairs, and tables, complete with knick-knacks and cheap art on the walls. All of this stuff is breakaway furniture. Sitting on it is guaranteed to result in a pratfall. There is an emergency exit door, similar to the one in Room 4, that cannot be opened. Jupiter can just barely be seen in the right edge of the east holowindow.

As soon as the last character enters the room, the door slams shut. The door in the southeast corner, the one that leads only to equipment, shatters (actually, it's a breakaway door) as an alien monster bursts into the room. If the robot

tour guide is with the party, it starts to calmly discuss the differences between the movie versions of interstellar aliens and the real possibilities of life on other planets.

The alien is slightly larger than man-sized, with furry legs and hooves. Its torso is scaled, with sagging rolls of skin. Protruding from its back, and curling around to the front, are six 3-meter-long tentacles. Each is tipped with a small mouth that is filled with sharp teeth. Its head is a smooth, scaly orb, with eyes where the ears should have been. It has a single arm protruding from its navel, with a large, twin-thumbed hand. In reality, this is a specialized robot in a synthetic rubber costume.

Robot Monster: AC 15; MD n/a; HP 40; THAC 0; #AT 6; Dmg 1d6 (bite); Hth n/a; Spd 12; Per 10; St/RU 5; XP 270
Armament: None

(40)

Each character must roll for surprise when the creature enters the room. As a rules reminder, roll a 20-sided die and add it to the robot's St/RU score. Compare the total to each character's Perception. Anyone that meets or beats the roll plus St/RU is *not* surprised. Characters that are not surprised can attack during this first round. The robot's action for the round is to pick up the heavy-looking couch and prepare to throw it.

On the next round, the robot monster throws the couch at a cluster of characters, if possible, and then rushes in to attack somebody, getting six biting attacks that round in addition to the throw. The couch causes 1d4 points of damage to anyone it hits and requires a Dexterity check (Easy) for a character to remain on his feet.

Assuming that somebody scores a hit on the creature during the second or later rounds of combat, it screams and falls writhing to the ground, with a thin blue fluid leaking all over



the floor. The robot has, most likely, not been hurt much, but its programming mandates that it “die” on a successful attack.

7. Nexus

This is the room of the Observatory where many of the other rooms connect. From here, the characters have many choices of which way to go. The room itself is plain, boasting only a few pieces of bland art on the walls and a few chairs.

There is a glass wall, *not* a holowindow, between **Room 8** and the nexus. Revealed behind the window is the main motor for the telescope. Various pieces of the motor are labelled for the viewer to marvel at. Few of the words are comprehensible by the characters.

If the tour guide is with the party, it gives the following speech.

Behind this glass wall, you can see the inner workings of the Arbuck (motor) of our famous Mendelating Ristorast (refracting magnetoscope). When it was built, it was the largest of its kind. Now, of course, more modern Ristorasts (magnetoscopes) are far more precise, and ours has become a museum piece. The Arbuck (motor) is designed to move the Ristorast (magnetoscope) in exact relation to the rotation of our Arduva (world).

The robot then leads them back into the foyer. If asked about the elevator door that they pass on their way back to the foyer, it responds, “that leads to the other buildings of the Enstoot (Institute).” Once back in the foyer, the robot tour guide says:

Normally, the tour would continue up the stairs into the Ristorast (magnetoscope) room

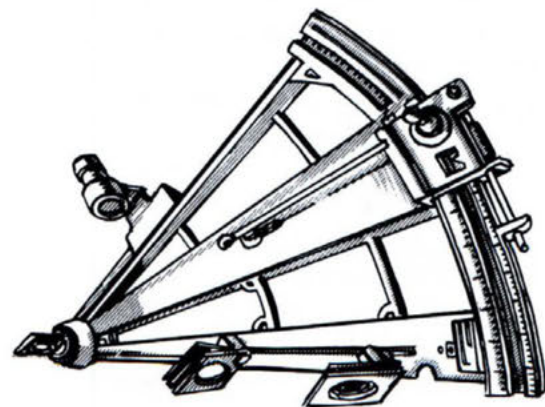
itself. However, Fleegums (scientists) are using the room for highly delicate experiments, and they cannot be disturbed. Thank you for allowing me to be your tour guide. I hope you have learned a lot about the fascinating world of Panchilate (astrophysics).

Return to **The Tour** (page 13) for information about chartering the tour guide robot.

8. Telescope Motor Room

The door to this room is concealed in the same manner as the doors in **Room 3**. It is kept locked at all times. The robot tour guide will chastise the characters if they force the door, but it will not stop them.

Inside, the characters see a large motor. A steady hum comes from the machinery. Normally, this motor would turn the telescope and the dome in synchronized motion. However, the weight of the rock and dirt on the dome has stripped the gears. The motor continues to run, but neither the dome nor the telescope rotate.





Buildings & Grounds

The Buildings & Grounds facility holowindows show a fantastical landscape where everything is a metallic or robot construction. The trees are metal, as is the perfectly flat ground. Robotic rabbits, deer, cougars, and bears roam in and out of sight. Only the sun and sky appear normal.

There is no direct reason for the characters to come to this part of the Institute. However, if they ask to go to “where live metal is fixed,” or any other maintenance-related place, they end up here.

9. Lounge

This room still retains its original purpose, that of a lounge for workers waiting for assignments. The computer, ever on the lookout for ways to make the Institute appear functional, has placed three household robots here, each wearing a janitorial uniform. The clothing can be removed, but it is moldy and disintegrates when handled roughly. In the pocket of one of the robots is an I.D. card, white with an orange starburst (common access). They will not respond if the characters frisk them and discover this minor treasure.

The robots are sitting in relaxed poses on the couches, as they have been for the last century. The robots are fully functional, but they will only respond to the manager, should one of the characters take up that post. Their mission statement is to repair and maintain the equipment and grounds of the Institute.

Building Maintenance Robots: AC 15; MD n/a; HP 40 each; THAC 2; #AT 2; Dmg 1d4 + 2/1d4 + 2 (fist); Hth n/a; Spd 12; Per 15; St/RU 5; XP 270

Armament: None

(40) _____

(40) _____

(40) _____

Role-playing Notes:

On the west wall is a strange-looking box with an indented hand shape stamped into it and a digital clock above it. This is the futuristic equivalent of a punch clock. The employee places his hand on the indentation, and the computer logs the time and identity of the individual. To keep the party here, it will accept the characters as “new employees” if they should place their hands on the clock, and even grant them back pay as an incentive. The box speaks, saying, “New employee I.D. accepted. Back pay can be collected at the bursar’s office, in the Administration Building,” for every individual that does so.

10. Manager’s Office

If the characters have been offered jobs and then were captured by the security robot, this is where one of the scout characters awakens. It is barely large enough for the desk and chair that are crammed into it. There is a computer terminal on the wall above the desk. If looted, it contains six pieces of Junk and Baubles (33, 19, 12, 9, 7, 4, total of 84 domars). These are such wonders as pencil sharpeners and desk clocks. On the floor behind the desk is an I.D. card, pale green with an orange starburst (maintenance access).

11. Clean-Up Room

This room has a sink, shower, toilet, brooms, mops, and other necessities for cleaning and



personal hygiene. There is nothing in here of any great value.

12. Garage

This room is an examiner's dream. It is filled with all kinds of machinery used to maintain and keep up the buildings and grounds of Sagow Enstoot. It is a large, two-story room, looking like a small hangar. Harsh hanging lights are mounted on the ceiling. There are two other doors visible. On the south wall is a normal-sized emergency exit door, similar to those found in the Observatory (see **Room 4**).

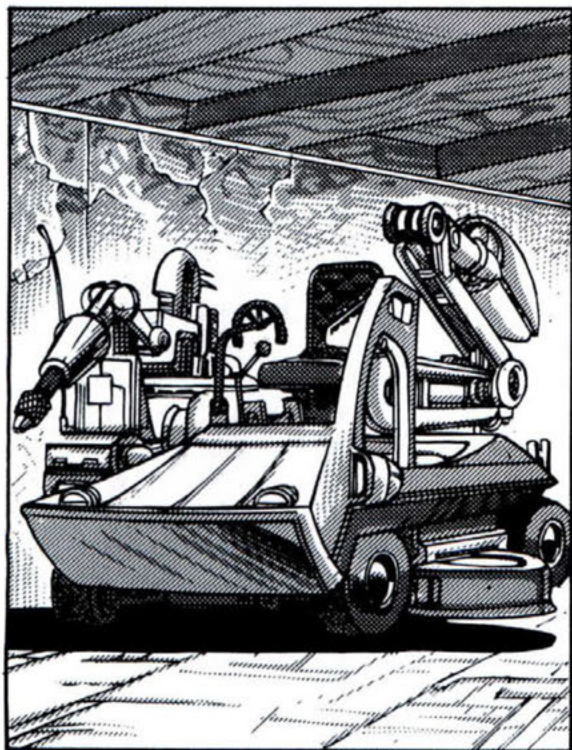
On the east wall is a large pair of double doors, 4 meters tall (AC 25, 50 hit points). Set into the left door is a smaller, normal-sized door. If, by some miracle, the characters are able to open or bring down the double doors, the dirt wall collapses into the building like a small landslide. On the surface of the hill, a small

sinkhole appears. Although no daylight is visible to the characters inside the garage, it is possible to dig to the surface. It takes two hours if the characters use the digging tools found in the garage, 12 hours without. These times assume that the entire party is helping.

Inside the garage, the dominating machine is the landscaper. It is about the size of a standard car, although it looks more like an overgrown riding lawn mower with accessories. It was used to mow and fertilize the lawn, trim bushes and trees, dig holes and plant shrubs and flowers, etc. It is a complexity 10 artifact for getting started and just plain driving. The other attachments are all complexity 8. Any dangerous examination result is almost certainly due to running it into the walls or other characters.

The mowing and trimming blades inflict 2d8 points of damage. For the purposes of attacking the doors, the post hole digger inflicts 4d6 points of damage, and the pounder/jack-hammer causes 4d8 points of damage. To use either device, the character's Use Artifacts score replaces the THAC score for combat. The large doors automatically can be hit. The earth mover cannot tunnel up, and therefore cannot be used to dig an escape tunnel. The extendable ladder is not much use at all.

If looted, this room contains shovels, machetes (as short sword for combat), 250 meters of rope, 200 meters of steel wire, a tech level III tool set +3, a tech level IV tool set +2, a tech level V tool set +1, a fire extinguisher, 2 flashlights, a lift pack, a voltmeter, 7 hydrogen powercells, and 9 Curiosities (domar values of 160, 150, 130, 100, 100, 80, 70, 70, 50, total of 910 domars). The Game Master should feel free to include other common tool items at his discretion, but only if the characters specifically search for that tool.





Lecture Hall

This building is based around the ancient concept of a planetarium. Visitors would sit in a large auditorium and watch a show all about some aspect of astronomy or astrophysics.

The holowindows show a futuristic city scene, full of bustling people. The computer is trying to make the Lecture Hall feel like a hit Broadway play on opening night. People walk briskly down the sidewalks and float down to street level using lift belts. Anti-grav limos glide to a stop in front of the building, letting out richly dressed customers. Everyone seems happy, excited, and well off.

13. Employee's Lounge

This is the first room of the Lecture Hall that the characters will see, since it is where the elevator lets them off. It has the usual dingy couch and chairs. A set of empty metal lockers has been stuffed into the corner. There is nothing of value here.

14. Storage Room

This is where the Lecture Hall stored spare parts, presentation recordings, and other such materials. The shows are recorded on large silver disks, similar to a laser disk, except that they are about 30cm (1 foot) across. The disks are stored in a glass enclosure on the east wall. There are currently only eight disks there. These comprise two shows; three disks for one and five for the other. The west wall has many cabinets that contain hoses, wiring, spare light bulbs, brooms, detergents, paper towels, and other worthless odds and ends.

15. Lobby

This large room looks very much like a movie theatre waiting room. The floor is covered with a plush red carpet. The carpet has aged to the point where the red fibers come loose whenever it is stepped upon. This has the dual effect of

leaving footprints in the carpet and coating the bottom of the characters' feet/shoes in red fuzz.

Two faded posters for upcoming features are mounted on the walls. One advertises, "Delving into the Solar Depths," all about the interior of the sun. The other advertises, "Floating Fungi of Jakilite (Jupiter)," all about the microscopic, floating fungi that live in the atmosphere of Jupiter.

Centered on the straight, northern wall is a pair of ticket/concession stands. A robot is stationed behind each, mounted permanently on a rail that allows it to slide from one end of the counter to the other. The robot on the right has had its head blown off, leaving a charred neck and shoulders. This was done by the Iron Society party as it explored the Enstoot. The other robot will attribute its companion's condition to "customer dissatisfaction" and, if pressed, will describe the blue man.

The mission statement of the functional robot behind the counter is to sell food, drink, and lecture tickets to the characters. It has a wide variety of junk food and sugared drinks available. Tickets for the show costs 5 domars. Items cost between 1 and 4 domars each. Deluxe versions of these snacks cost 8 domars each. The robot vender presents the character with a chit, similar in shape and size to a domar. When inserted into the chairs in the Lecture Hall, the chair provides an endless supply of that snack.

Role-playing Notes:

Flanking the two sets of doors that lead into the Lecture Hall are an automated ticket-taking podium and a velvet rope. The ticket-taking po-



diums will not open the doors for the characters unless they have tickets, which can be purchased at the concession stands. Remember to record any spent domars in the space provided in **Room 21 of the Administration Building**.

16. Waiting Room

Originally, this room was part of the offices of the Lecture Hall manager's office. The desk and office equipment are still here, but it is otherwise vacant. In one drawer is an I.D. card, white with a red starburst (common access). The only other item of note is a computer terminal on the desk. Searching produces 2d4 Baubles.

17. Office

This was once the manager's office. There is a computer terminal on the desk and an I.D. card in one drawer, pale green with a red starburst (low-level supervisory access). Like the waiting room, it has little else of interest to the players, other than some office equipment. Searching produces 2d4 pieces of Junk.

18. Records Room

This room holds old paper records of activities at the Lecture Hall. These are all copies of records maintained by the computer. The dozen metal filing cabinets in this room are stuffed full of useless, ancient papers. The papers can be recovered if handled carefully. Rough treatment will cause them to disintegrate. Although the material in the records is of no use, historians in Ascension will purchase them on speculation for 150 domars. How much of this paperwork is recovered does not affect the price, so long as there are at least several hundred sheets of paper.

There is a door leading outdoors in the hallway outside this room. Like the other doors in the Institute, it leads only to dirt and rock.

19. Orrery Control Room

An orrery is the fancy machine in a planetar-

ium that projects the images of the stars and planets on the ceiling. The design has changed, but the name remains the same. The futuristic equivalent of an orrery does its trick with holograms, lasers, and subsonics. The end result is an experience that is hard to distinguish from reality.

This room, accessible only from the lobby, controls this highly sophisticated machine. There is a basement level of machinery controls that is similar to this one. It is only accessible from the ladder in this room. The controls themselves are full of video monitors, touch plates, voice-activated switches, and computer terminals.

All of the programs are automated. The controls are really only necessary to create a new program or make fine-tuning adjustments for variations introduced by replacement parts. With a successful Read Schematics skill check (Easy difficulty), a character can discover where to insert the platters for a show. Most shows need three to six disks.

20. Lecture Hall/Theatre

This is the theatre. At the far end is a curved wall that hides a host of delicate machinery. A small stage crouches inconspicuously at the base of the wall. The rare live speakers used it for their presentations. The indirect lighting is soft and dim, seeming to come from everywhere at once. It is almost impossible to gauge the height of the smoothly curved ceiling. An optical illusion makes it seem to be miles away. The ceiling is actually 17 meters high.

The seats are organized into rows, much like a movie theatre, but the similarity ends there. Each is contoured to allow for maximum comfort, and they can recline and swivel. A series of control buttons, none of which work, are mounted into the arms. There is, of course, a slot where the snack chit can be inserted.

A synapse response field in the chair can stim-



ulate any sensation in whoever sits in it. It cannot control the emotions, thoughts or actions of the characters, but can control the physical sensation of touch. The chair has no effect on plants. The Orrery provides the sight, sound, and smell of the show.

The Orrery can be completely controlled by the computer. It can do so in real time, without prerecorded images. Even if the characters have successfully started a show from the disks in the storage room, the computer overrides it to put on its own show.

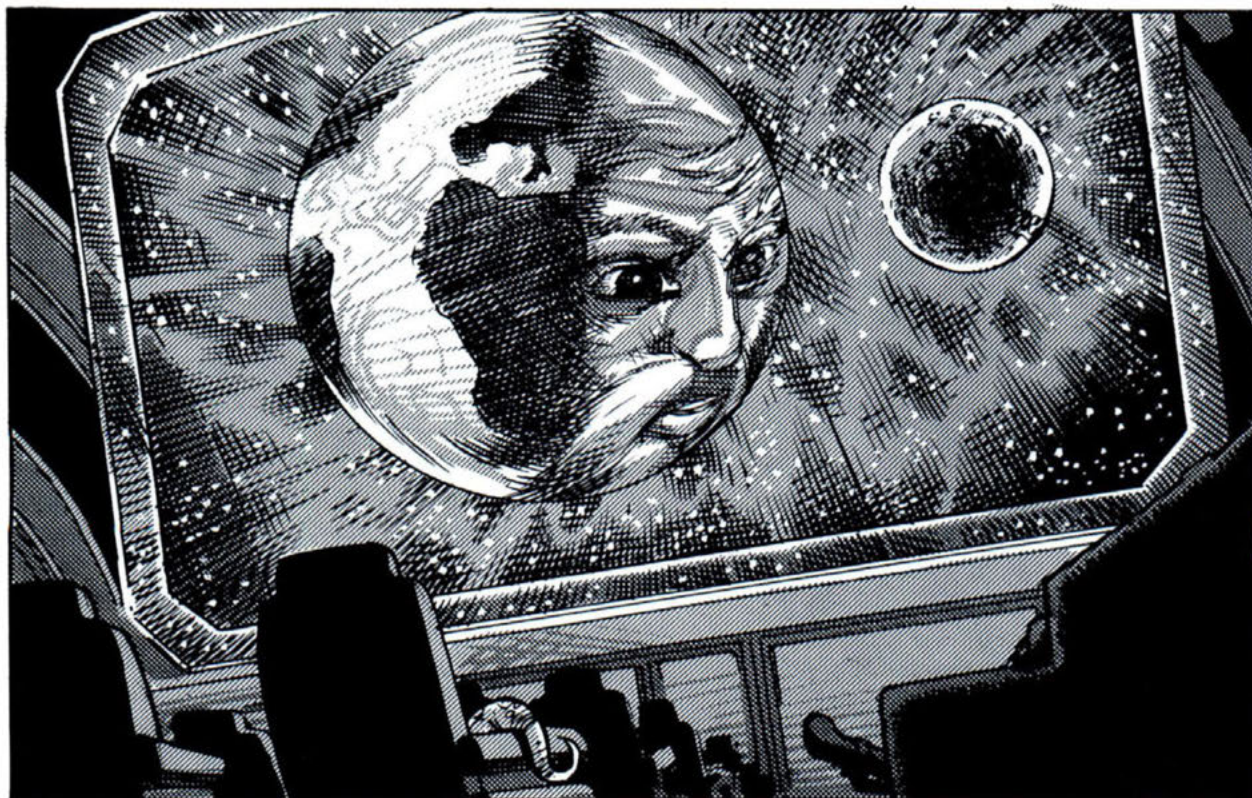
It will not start the show until all the characters are seated, ignoring the plants and any animals declared to be pets. If the characters do not find seats, a holographic image of an old man in ancient garb appears on the stage. He says, "ladies and gentlemen, the show will begin as soon as you take your seats," and then vanishes. If they never take seats, then the show never

starts. The computer's patience is infinite.

During the scene described below, the characters might get up, walk around, try to touch the people, or even talk and converse with them. The images described are, of course, holograms. However, since the computer is controlling them in real time, they will react to characters and even talk to them. A handshake will feel like solid flesh to anyone subject to the synapse control of the chairs. Outside of the chair, they are as intangible as ghosts.

The doors to this arena burst open and a crowd of strangely dressed humans enters. Many of them are carrying food and drink. Their laughter and idle chitchat fill the room. It takes only five minutes to fill every seat in the arena.

[Pause here to let the players complain that





they haven't had a chance to declare any actions. Let them talk with the holograms, walk around, or whatever. Don't spend more than five minutes of real time, though.]

When all the seats are filled, the huge room grows dark. Suddenly, you are floating in a void. The chair underneath you is gone, and you cannot even feel your own weight. The stars of the sky burst into existence, and below you is a blue and green sphere, with swirls and stripes of wispy white. Behind it is the familiar image of the moon, white and pockmarked.

As the sphere turns, an old man's face is revealed on the other side. His stern but benevolent visage is framed in thick, white hair.

"Welcome to Sagow Panchilate Enstoot (Saginaw Astrophysics Institute). Loyal followers, answerers of the call, your help is desperately needed. Long, lonely years have passed, and now the time has come to rekindle the spirit of the Enstoot (Institute). I am inviting each of you to participate in its glory. You will lead the new dawn by preserving the wonders of ancient Fleeg (science). Sign on the dotted line, and it shall be yours!" A thunderous applause rises from the audience as they give the old man a standing ovation.

At this point, a sealed envelope is ejected from a slot in the arm of the chair. Plant or animal characters without humanoid traits are excluded. Inside is a copy of the letter below. It is written so that the characters can easily understand it. Each character has a slightly different post that he will fill, and the sheets are identical, except for the description of the post. Two sample posts are given for each character class. All of the holographic people immediately sign their contracts, filled with ecstatic glee.

Examiner	Doctor of Pantarkus (Astronomy), Chilate (Physics)
Enforcer	General of Security, Safety
Esper	Vice President of Finance, Sales
Scout	Director of Buildings, Grounds

I, [character's name], do hereby accept a lifetime post at the Sagow Panchilate Enstoot as [post]. I immediately resign all other paid positions in favor of this one. In return, my every need and desire within these walls shall be granted. I swear to uphold the principles of preservation and management of the assets of the Enstoot.

(Sign here)

The computer will wait indefinitely for the characters to respond. However, if they refuse or indicate that they do not want the posts, the computer turns the holograms on them. Elsewhere in the Institute, the security robot is activated (see **The Hunt**, above). Unable to harm anyone not in a chair, the holograms are not terribly effective. Each becomes a horrific image of a fanged and tentacled monster. They claw at the characters, chanting, "lead us or feed us!" All the while, the head is saying, "there is still time to reconsider."

Anyone inside the chairs when the holograms attack takes damage and actually feels the claws tearing into his flesh. The character's Armor Class is irrelevant in this case. The computer is directly attacking the nervous system through the synapse field. This is an intensity 12 attack on the character's Health. If successful, the character takes 1d8 points of damage. All the character needs to do is get out of the chair to stop getting hurt.

If the characters accept the offer, which can only be done by signing their names on the con-

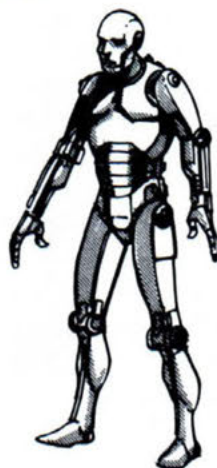


tract, the holographic people cheer and applaud. Beautiful men and women hug, kiss, or shake the hands of the characters. The old man says, "You may collect your back pay at the bur-sar's office, in the Administration Building. Your assistants have been assigned."

At this point, the computer shows the characters the story of Daradall, described in **The Revelation** (page 14), if they have asked about him previously. If they have not questioned the computer or the robots about him, then this does not happen, and all of the holographic people file out of the room, talking excitedly in groups.

The robot assistants are waiting in the lobby and hand their new owners white I.D. cards with red starbursts (common access). The mission statements of these robots is to attend to the needs of the characters. They are prohibited from any form of combat and from talking about the outside world or revealing details about the computer. They can be overridden by the computer at any time. Record the owner of each robot below, plus any role-playing notes that might be necessary. In particular, standing orders should be recorded.

Robot assistants: AC 15; MD n/a; HP 40 each; THAC 2; #AT 2; Dmg 1d4 + 2/1d4 + 2 (fist); Hth n/a; Spd 12; Per 15; Sneak 5; XP 270
Armament: None



Assistant of:

(40) _____

Standing Orders:

Assistant of:

(40) _____

Standing Orders:

Assistant of:

(40) _____

Standing Orders:

Assistant of:

(40) _____

Standing Orders:



Administration Building

This two-story building was once the administrative center for the Institute, but it is now largely empty. The computer, feeling particularly abandoned by the administrators of the Institute, has not kept up this building like it has the others. The lights are kept dim and a layer of dust covers everything. The dust is thick enough to reveal footprints easily.

The holowindows show a scene from high atop a snowy mountain. The area immediately around the building is snow-covered rocks. The imaginary mountain is positioned in the middle of a green valley that is itself surrounded by a ring of white-tipped mountain peaks. The lush green landscape below hints at farms and homesteads, as well as forests and plains. To the north, a large lake can be seen.

If the characters have not visited the Lecture Hall and received their invitation to join the Institute, then the first robot or functional computer terminal they encounter in this building will extend a polite invitation to see the show at the Lecture Hall. If it appears that they are not going to go there, then the next terminal or robot they meet will present the offer and hand them the necessary documents.

21. Corridors

The halls are bare, unremarkable tunnels. The first-floor corridor shows a great disturbance in the dust between the elevator and the lobby. The blue man's squad trampled the dust as they followed the trail of Daradall and his squirrel explorers.

22. Bursar's Office

Contrary to most of the rooms in this building, this one is well lit. The dust has been scrubbed from the floor and furniture. There are a pair of chairs against the west wall, and a large pot that once held a plant, but now only supports a bunch of dried sticks. The computer

cleaned this room up after Daradall and the Iron Society gang left. If another band of visitors ever came through, it would be ready to bribe them to stay with domars.

Behind the L-shaped counter is the robot bursar. It is friendly and respectful. As soon as the characters identify themselves as Institute staff and ask for their back pay, it dispenses domars to each qualifying character. Unfortunately, since it can't manufacture domars, it only has the few that it found abandoned in the Institute and any that the characters have paid out for tours or shows. There is a gold domar for each character, plus whatever has been spent by them previously.

Domars Spent: _____

23. Vice President of Finance Office

This is a typical office, with a desk, chairs, wall-mounted pictures, etc. There is nothing of value here. This is one of the rooms that the characters can wake up in if captured (espers).

24. Security

This simple office has a desk with a chair and a low couch. On the desk is a bulky communicator, not suitable for easy carrying. On one wall is a small, locked weapons rack, containing two stun ray pistols without batteries. A locked drawer mounted underneath the weapons rack holds four chemical batteries. Until it is opened, the weapons rack looks like an ordinary metal cabinet with a drawer mounted on the underside.

The locks on the cabinet and the drawer were once hooked up to an alarm system. The alarm has since shorted out, causing the metal frame of the cabinet to become electrified. Anyone touching the weapons rack takes 1d8 points of electrical damage.

If the characters are captured during the hunt, this is where any new security officers (enforcers) wake up. They are seated behind the desk.



25. Comptroller's Office

This is a typical office, with a desk, chairs, wall-mounted pictures, etc. There is nothing of value here.

26. Main Conference Room

A round conference table occupies the center of the room. In the middle of the table is an odd-looking machine, full of lenses and knobs. It is a miniature orrery, like the one in the Lecture Hall. However, it is rigged only for sight and sound. It projects its images on the domed ceiling of the room and can create holograms, although not as realistically as the one in the Lecture Hall.

If the characters have refused to go to the Lecture Hall to hear the computer's invitation, then it occurs here. This is also a great place to have them experience Daradall's fate.

There are two closets behind hidden doors. Anyone searching for secret doors is guaranteed to find them (they aren't *that* well hidden). However, anyone not searching is guaranteed *not* to find them. Behind these doors are the common supplies used in the conference room. There is a flashlight that shines in the shape of an arrow, an energy cloak, and two chemical batteries. In addition, there are three Curiosities (voice recorders and the like), worth 190, 130, and 90 domars.

27. Personnel Office

There are a couple of desks with chairs in here. Each desk has a computer terminal. The rooms are otherwise devoid of anything of value.

28. Vice President of Sales Office

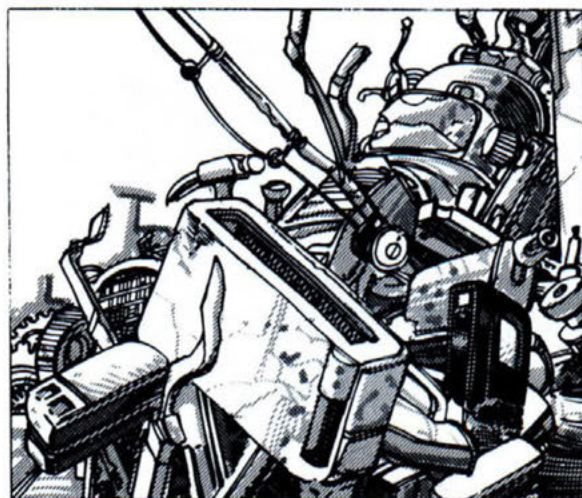
This is a typical office, with a desk, chairs, wall-mounted pictures, etc. There is nothing of value here. This is one of the rooms that the characters can wake up in if captured (espers).

29. Mail Room

This room is dominated by a large mail sorter. The sorter is broken and cannot be repaired. Most of the offices are connected by pneumatic tubes to the mail room. Physical mail and packages were delivered here, sorted by the machine, and automatically delivered to the proper office. Items too large for the tubes were hand-delivered by a robot.

Much of the mail in precataclysm times existed only in an electronic form. The computer received, sorted, and distributed all electronic mail (E-mail). There is a computer terminal beside the mail sorter. E-mail is referred to as Afrax when substituting terms.

The closet holds a variety of simple tools and supplies. There are only two things of note here; a lift pack and a robot. The robot is unresponsive to the characters, unless they try to significantly harm it. In that case, it will attempt to flee to the elevator. If it gets in alone, it will go to the hidden robot repair center. If the computer needs a robot to perform a task in this area of the building, it might call upon this one. It is also possible for the characters to gain control of this robot, if they have the right I.D. card.





Mail Robot: AC 15; MD n/a; HP 40; THAC 2;
#AT 2; Dmg 1d4 + 2/1d4 + 2 (fist); Hth n/a;
Spd 12; Per 15; St/RU 5; XP 270
Armament: None

(40)

Role-playing Notes:

30. Promotions Office

This is a large, shared office area. There are six desks with chairs and computer terminals. There is nothing of value here.

31. Office of Tours

This room once looked like an ordinary set of offices. Several desks, chairs, and other common office equipment were kept here. However, this is also the scene of Daradall's confrontation with the Mutant Master. The furniture has been smashed and scattered by the battle. The rotting dead bodies of three giant squirrels lie amidst the wreckage.

The bodies have been looted, as has the room. The computer never bothered to clean this room up, in keeping with its attitude toward the whole Administration Building. The door to **Room 32** is partially open.

32. Lobby

Like the lobby of the Observatory, this room was designed to greet visitors to the Administration Building. The walls are papered with fading pictures of the solar system and labeled star fields. The southeast wall is all holowindow, except for the large double doors. This is the front entrance to the building, now blocked by dirt and stone.

There was once a robot receptionist behind the desk. Its head is lying on the floor, with a large dent on the right side. The rotting corpse of a giant squirrel lies in the southwest corner.

33. Executive Conference Room

This room looks exactly like the main conference room on the first floor. The computer can extend its invitation or show what happened to Daradall here. Its closets contain a communicator, a rad badge, and two Curiosities worth 110 and 70 domars.

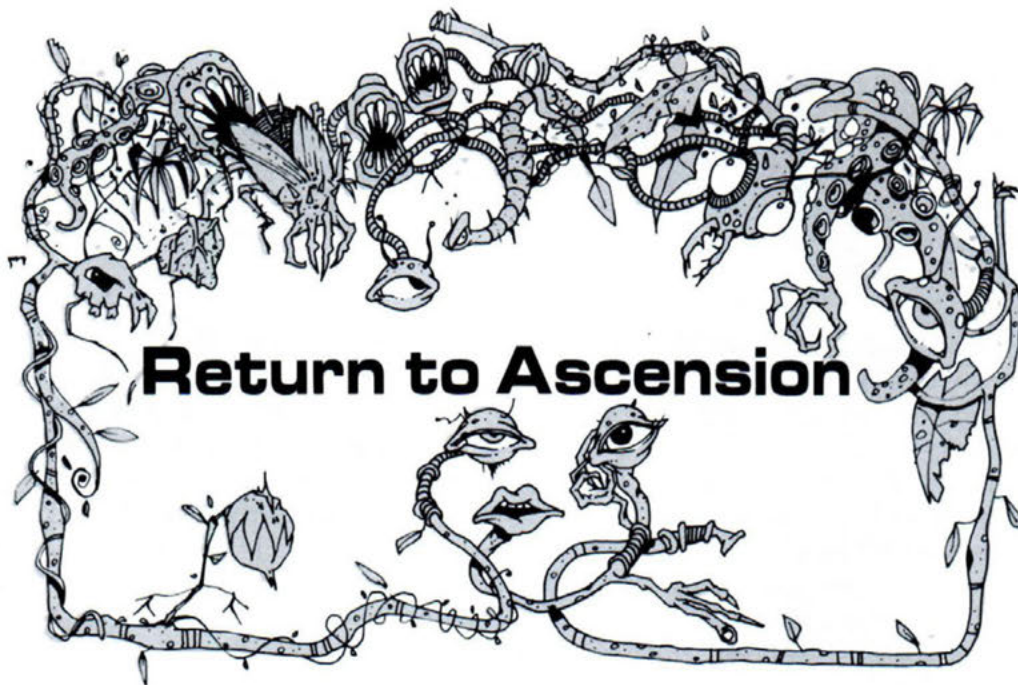
34. Presidential Staff Office

There are three desks in here, each with a computer terminal. One of the desks has a glow cube tucked away in a drawer. There are three pieces of Junk and two Baubles (domar value of 23, 22, 8, 4, 2, total of 59).

35. President's Office

This is one of the few rooms in the Institute that has a locked door. Inside is a once-opulent office. The rich, wood walls are now dusty and full of dry rot, and the smoked glass desktop has sagged over the centuries, looking like it has been left in an oven. A few chairs face the desk, and a high-backed, contoured seat squats behind it.

The president never left the Institute. Instead, he ordered his office sealed, and shot himself in the head with an IR laser pistol. The computer is unable to override his command and has left his office untouched. The president's rotted skeleton still sits in the chair behind the desk, laser pistol (battery drained) dangling from his skeletal hand. In his decayed clothing is a pale blue I.D. card with a violet starburst (program override of the highest level), and another, pale yellow card with a violet starburst (supervisory of the highest level).



After leaving Sagow Enstoot, the characters are quite likely to return to Aspiration Hall, to report to Justinian. It is possible that they will try to find Ulmin on their own. In either case, Ascension is the most logical place to go. If the characters don't go back to Ascension, it's OK. The clues that they can find in Ascension can be found almost anywhere.

Returning to Justinian

Justinian can be found only at Aspiration Hall, and can be contacted at almost any time of day. He will agree to repair or analyze any artifact they hold, under the standard arrangement as described in the *Rule Book* for the Restorationist Cryptic Alliance.

Justinian asks them to report all that they found. Make the players retell the whole story. If they leave something out or misinterpret events, Justinian only learns what they tell him. If the characters have the laser disk of Daradall's fate, he asks to have it. If they have not seen it, he hauls in a projector and shows it to them. Refer to the description from **Chapter 3** (pages 14-15).

At the first mention of the blue man mentally enslaving Daradall, a shocked Justinian blurts out, "the Mutant Master!" He refuses to comment further until the characters finish their tale or the video is over.

Daradall's ultimate fate is still unknown, but I am chilled to discover that the Mutant Master is involved. Did any of you espers recognize his power?

[Pause to let them roll against their class skill, *if* they decide to try.]

He has the ability to command the loyalty of any creature he touches. To the best of our knowledge, the affects are permanent. The Mutant Master is a member of the Iron Society Cryptic Alliance. It is only a matter of time before he controls the entire alliance. A man like that can rule the world.

The worst part is that Daradall has probably told him all about the Yurkum Torkel (atomic warhead). It is a weapon of the ancients, rumored to be capable of conquering whole cities at once.

Ulmin is the secret headquarters of the Iron Society. We have recently learned that it is in the hills just north of Jainus, although we don't know its exact location. We would like you to infiltrate Ulmin and capture Daradall. If possible, discover the whereabouts, or even destroy, the Yurkum Torkel (atomic warhead). Once we have Daradall, we can try to free him of the Mutant Master's influence. If we learn how to do that, then we might be able to stop him.

Will you accept the quest?



Although he has not brought up payment, Justinian is more than willing to discuss this before making them decide. Again, the standard fare is 200 domars per sentient, plus bonuses, 100 of it payable in advance. They will earn 250 domars each if Daradall is brought back alive, and 100 domars if they bring back proof of his death. There is a 100-domar bonus each if they report back within 10 days. If they can retrieve the Yurkum Torkel, Justinian will pay a bonus of 1000 domars per character, 200 if they destroy it. If they can neutralize the Mutant Master without making it look like an assassination, the Restorationists will add another 250 domars each. There is no reward for blatantly assassinating the Mutant Master. They do not want a blood feud with the Iron Society.

After all of that is taken care of, Justinian pays for the journey to Sagow Enstoot. The rules for payment are described in **Chapter 1**. Assuming that everything went as planned, they should each get 350 domars, 450 if they get back in 10 days or less. Justinian pays them immediately. In addition, they get 100 domars each as an advance for this journey.

The characters might have accumulated enough money to buy some artifacts from the Restorationists of Aspiration Hall. All prices here are the average cost, as listed in the *Rule Book*. Refer to the description of the Restorationist Cryptic Alliance for more information about how they buy and sell artifacts. The following items are available to the characters: solar charger, binoculars, medikit V, portent, flying blades, IR laser pistol, tangler, riot shield, fragmentation grenade, revolver (w/15 bullets).

Seeking Ulmin

In Ascension, or any other large city (Jainus, Jospeen, Psion City, etc.), the characters can hunt for clues as to the whereabouts of Ulmin. For 500 domars, a mutated wasp named Slivkin (this NPC is described in the *Rule Book*) will tell

them that it is somewhere in the hills north of Jainus. If any character is already a member of the Iron Society, he can find this out for free.

By asking around, they are certain to catch the attention of the Mutant Master's spy network. Before leaving the city, they are attacked by a hit squad. While small in number, their mutations are quite powerful. Like all Iron Society hit squads, they disdain using artifacts. If class skills become necessary, they all have 4 points for each skill.

At some point when the characters are walking down the streets, Grukus and Orka walk toward the characters with their *mental invisibility* on. Roll secretly for each character to determine who sees them and who does not. There is nothing suspicious about their approach; don't tell the players anything yet.

When they get close enough to touch the characters, Grukus attacks simultaneously (because he has *duality*) with *sympiotic attachment* and *life leech*. Orka uses his *sonic blast* attack. Wyver stays behind them and uses his *hands of laser power* and *radiating eyes*. They will only go to melee weapons when their mutations have been used up.





Grukus: AH; EN 1 (leader); AC 12; MD 13; HP 47; THAC 1; #AT 2; Dmg 1d6; Hth 10; Spd 12; Per 10; St 0; RU 2; UA 2
PS 11; DX 10; CN 10; MS 17;
IN 15; CH 16; SN 8

Mutations: Life leech, 9 points (19); symbiotic attachment (15); total healing (9); mental invisibility (17); duality

Equipment: Leather armor, short sword

(47) _____

Life leech _____

Wyver: AH; EN 1; AC 12; MD 12; HP 58; THAC 2; #AT 2; Dmg 1d6+1; Hth 11, 13 vs. rad.; Spd 12; Per 13; St 0; RU 0; UA 0
PS 13; DX 8; CN 14; MS 15;
IN 10; CH 12; SN 13

Mutations: Multiple limbs, 4 arms; body

change, sagging folds of skin (D); hands of power, lasers (15, 3d6+2); radiating eyes, (14, intensity 6); telepathy (12)

Equipment: Leather armor, 2 maces

(58) _____

Orka: AH; EN 1; AC 11; MD 11; HP 50; THAC 3; #AT 2; Dmg 1d8+2; Hth 10; Spd 12; Per 11; St -1; RU 0; UA 0

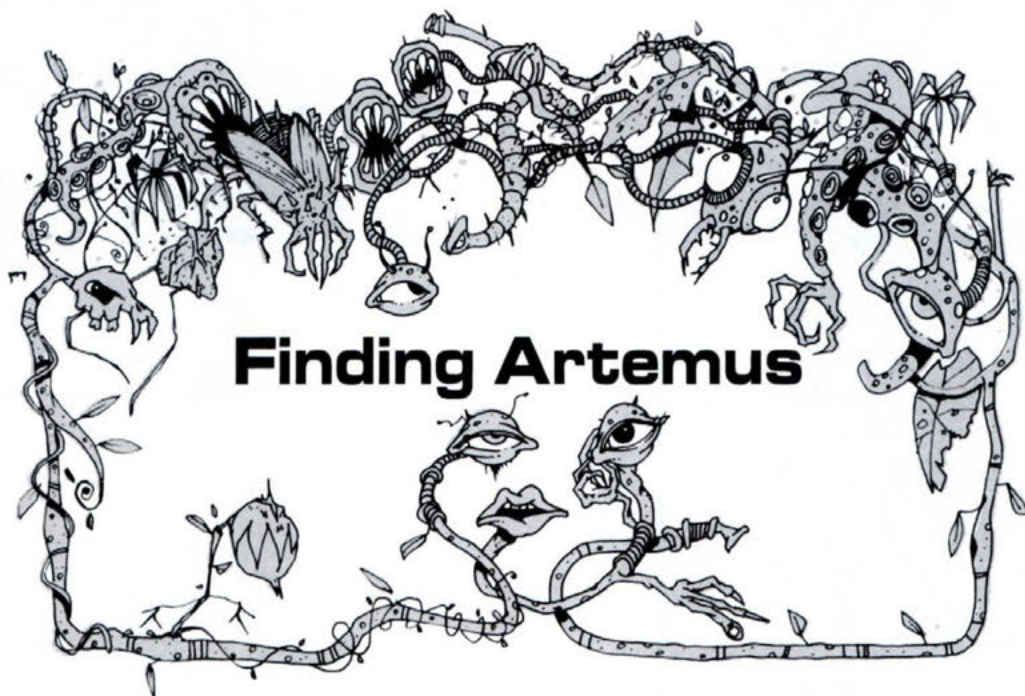
PS 15; DX 7; CN 10; MS 14;
IN 11; CH 13; SN 11

Mutations: Sonic blast (15, 3d6+2); size change, larger (3m); electrical generation (18, 3d6+3); forcefield generation (17, 28 points); mental invisibility (13)

Equipment: Leather armor, battle axe

(50) _____





It is not guaranteed that the characters will even attempt to find Artemus. If they think of it, they can use his *devolution field* mutation to remove the Mutant Master's *loyalty touch* mutation. This would earn them the larger bonus from the Restorationists. There is an alternate solution for killing the Mutant Master, described later in this booklet.

As he promised, Artemus has traveled to Jainus. Therefore, the characters will need to go there first. If the characters travel there from Ascension, random encounters during the journey are strictly optional.

Jainus is a large city, controlled predominately by the Orlens. City patrols invariably have at least one Orlen. Read the entry for Jainus in the Campaign Section of the GAMMA WORLD® *Rule Book* for further information.

If the characters are foolish, they may try to find clues to Ulmin at the Iron Society headquarters in Jainus. Nosing around in Jainus is going to produce the same kind of encounter with a hit squad as described in *Seeking Ulmin* in Chapter 4 (page 38).

The Triune

This building serves as a waystation and gathering point for the Brotherhood of Thought in Jainus. The building itself is very plain. The first floor is a large, open room. There are a few chairs and tables scattered throughout, leaving

most of the room barren. There is a second floor that has rooms where visiting brothers can sleep. There are no beds or other furniture in these rooms; the doors don't even lock.

There is no manager or curator of the Triune. Visiting brothers usually clean or make repairs to show their appreciation for having a place to sleep.

Anyone in Jainus can give the characters directions to the Triune. Once there, the characters see a few brothers seated at the scattered tables, talking quietly. If the characters arrive during a meal time, several of the brothers will be sharing a meager repast. Anyone that they approach will first brush the stray hairs out of his eyes. Actually, he is tracing the infinity loop on his forehead, but it will look like an innocent action to the characters unless they are familiar with the sign. If the characters imitate the gesture, then the brother will assume that the characters are also brothers.

Any of the brothers will gladly reveal anything that he knows about brother Artemus. He is out on an errand and will be back shortly. Indeed, after a short wait, Artemus does walk through the door with a loaf of bread in a sack.

Artemus remembers them and will gladly hear their offer. However, he will only agree to go if the characters mention that the Mutant Master has the Yurkum Torkel (atomic war-head). It takes a threat of that magnitude for





him to agree to use his *devolution field* power on a sentient that is not actively engaged in violence.

Artemus has few belongings. He will be ready to go in the morning. He needs the rest of the day to settle affairs with his fellow brothers. In particular, he wants to clean his room for the next brother, and repair a broken window in the upstairs hallway.

As a traveling companion, Artemus is quite useful. He insists on doing all the cooking and always builds the fire using his *pyrokinesis* mutation. However, he will refuse to fight or even help defend other members of the group. They are on their own when dealing with random encounters.

Joining the Iron Society

It is possible that the characters may try to infiltrate the Iron Society. It is also possible that, if

a character is a member of the Iron Society, he might try to exploit that connection to get into Ulmin. If they don't do either of these, ignore this section.

Obviously, the only characters that can infiltrate the Iron Society are altered humans. The alliance has an easy-to-find meeting hall in Jainus. However, in Ascension, the alliance is quite secretive. The characters cannot join the alliance in Ascension in time to do them any good. It would take at least two weeks to find a good contact.

In Jainus, they can walk into Newman's Hall and just sign up. However, it costs 250 domars. This is a unique rule for Newman's Hall. The normal, clandestine method of joining does not cost money, but does involve a dangerous initiation ritual.

The Iron Society is, by nature, a secretive organization. Newman's Hall is a front to ferret





out spies. Anyone joining the Cryptic Alliance here is suspect. They are assumed to be a spy until proven innocent. If the characters start asking around about Ulmin right after becoming members, those suspicions will be confirmed, and the characters will be labelled as spies. The same is true if any other Cryptic Alliance symbols are discovered on the new member. In short, the characters are not going to get to Ulmin this way.

Exploiting Membership

If one of the player characters is a member of the Iron Society prior to the start of this adventure, he has a distinct problem. The rest of this adventure is all about defeating a plot of the Iron Society, his chosen Cryptic Alliance. The best way to deal with this is to have that character contacted in Ascension or Jainus by his superior in the alliance, Roscruuz. Roscruuz is concerned about the unstable madman called the Mutant Master. He asks the character to go along with the Restorationists' plot, and see if he can stop the Mutant Master from seizing control of the alliance. Now the character is pitted against the Mutant Master, but not against the Iron Society as a whole, in a game of political infighting within the Alliance.

By presenting himself as a bona fide member (knowing all the secret handshakes and everything), the character can accomplish a lot. If role-played properly, he can wrangle himself directions on how to get there. The directions are simply to "go to where the Tipped Canoe River meets Lake Tarote and follow the signs."

It is strictly up to the Game Master whether or not the character has successfully presented his case to the Iron Society representative. If the character is able to do this and still keep his membership secret from the other characters (not necessarily the players), then he is entitled to a 200-point experience bonus.

The Game Master can use Illyki as either the

contact in Newman's Hall, or as a secret contact in any other city.

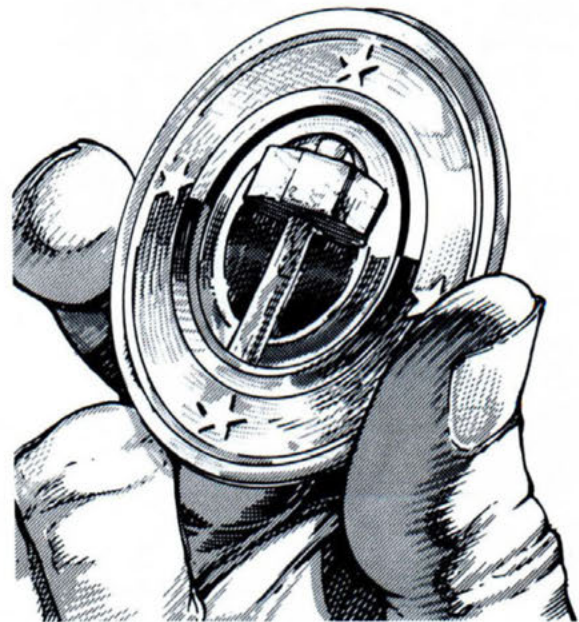
Illyki: AH; NCC; AC 11; MD 12; HP 45; THAC 0(1); #AT 1; Dmg 1d4; Hth 12; Spd 15; Per 14; St 1; RU 0; UA 0
PS 9; DX 13; CN 15; MS 16;
IN 12; CH 7; SN 14

Mutations: Multiple limbs, 4 legs; body change, forked tongue (D); body change, transparent skin (D); pyrokinesis (8); beguiling (8); telekinetic hand (18) photokinesis (14)

Equipment: dagger

(45)

Role-playing Notes:





There is one natural feature of the hills north of Jainus that is sure to attract the character's attention, the Skyoto Dam. They can get a general-feature map of the Skyoto Dam area in Jainus for 10 domars. The Game Master may photocopy the illustration on the opposite page to hand to the players, if they buy one.

The hills themselves are not well traveled. The principle reason is the Terleens. These carnivorous tree fish are enough of a danger to keep away most sentients. They nest throughout the hills, but seem to prefer the waters of Lake Tarote to those of Lake Shay. For each day of searching the hills, the party is subject to one attack by 1d4 Terleens.

Terleens: AC 11; MD 14; HP 25 each; THAC 4; #AT 1; Dmg 2d6 + 2 (bite); Hth 14; Spd 0/9/27; Per 16; St/RU 4; ML 9; XP 1000 each
Mutations: *Cryokinesis* (7); *sonic blast* (12); *telekinetic flight* (19)

Special Powers: Immune to heat & lasers, can detect radiation, breathe air and water

(25) _____

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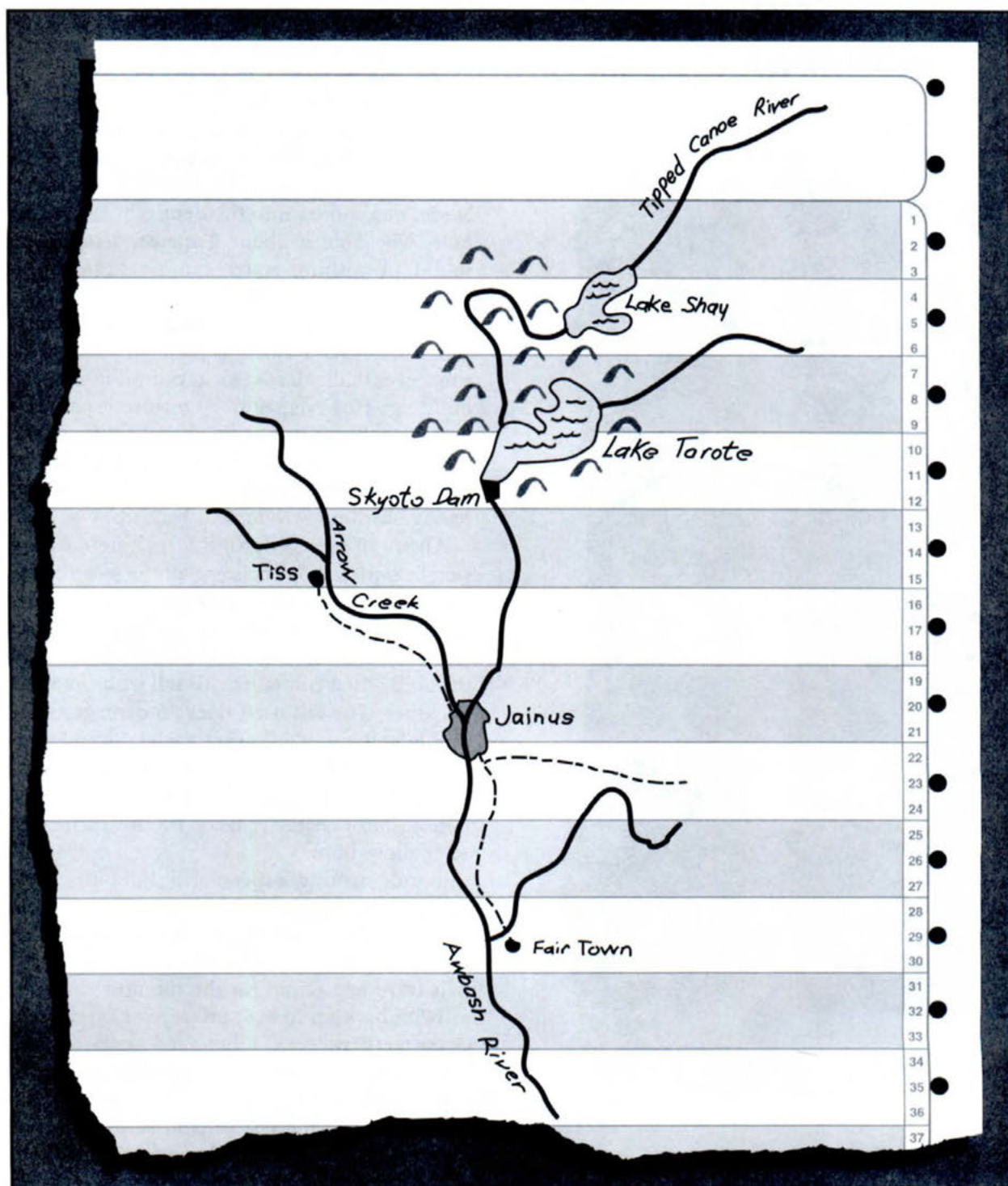
The mutants of the Iron Society usually approach Ulmin by water, sailing down the Awbash River into Lake Tarote. Occasionally, they are attacked by Terleens, but they toss the creatures some meat to keep them happy.

Skyoto Dam

Since anyone looking for Ulmin in these hills is certain to explore the dam first, the Iron Society decided to place a trap there. Ulmin is elsewhere, and the Skyoto Dam is just a large red herring.

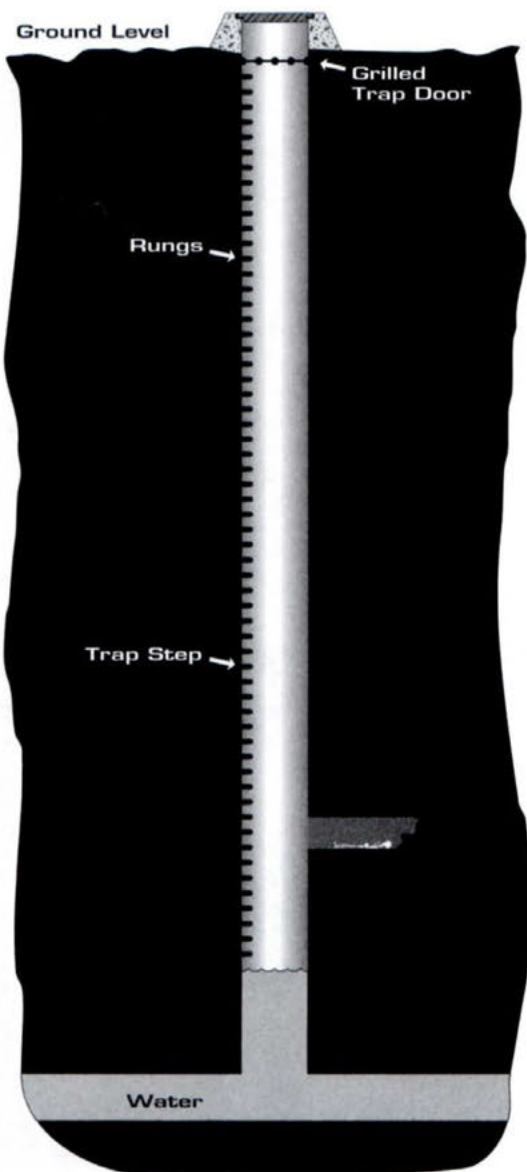
The dam is not described in detail in this product. The idea is *not* to explore the dam; that is for another adventure. The idea is to expose the characters to the trap so that they may find Ulmin.

There are two basic features of Skyoto Dam. There is the large, curved dam itself, and the multistory building adjacent to it. When the characters start to explore the grounds, one of the first things that they notice is a round, soft-rock (cement) block, standing a meter high. It rests in a cleared area between the building and the dam. A round metal plate on the top is an obvious entrance to a tunnel. On the side of





SKYOTO DAM TRAP



0 5
Meters

the cement pylon, someone has painted a red hammer in a circle. This is, in fact, the symbol of the Iron Society. The lid has the word "Ulin" engraved into it.

The lid is quite heavy, and takes a combined PS of 22 to lift it. With a pry bar, only a PS of 16 is necessary. Once off, all that is visible is a metal ladder descending into the depths of the round hole. The hole is about 2 meters across. The sound of rushing water can be heard from below.

The ladder descends a total of 30 meters, where it meets a swirling pool of water. This tube eventually leads to a pump inside the building. However, only a creature capable of breathing water can swim there. Once at the pump, the powerful blades would carve the hardest adventurer into bits. This is a dead-end passage with no way out but back up.

About 20 meters down is a trick step. When weight is placed on the step, all the steps of the metal ladder collapse. Anyone on the ladder falls down into the water below. Flying characters below falling characters are knocked out of the air by their comrades. All fall with the same penalties. The fall itself does no damage, since they land in water. However, each falling character does 1d6 points of damage to all of the characters below him that fell. In other words, the bottom-most character takes 1d6 for each character above him.

Simultaneously, a metal grill slides into place about a meter below the entrance. The spaces in the grill are 10cm (4") apart. The grill is made of metal bars that cannot be bent.

It takes one round for the topmost character to swim back up to the surface. For every other character between a submerged character and the surface, it takes one *additional* round to reach breathable air. Thus, if four characters fall into the water, the last to land surfaces in one round, but the first can't surface until four rounds have elapsed. Anyone heavily encum-



bered cannot swim up to the surface. Instead, they sink to the bottom of the shaft, another 5 meters.

A character can hold his breath for five rounds, plus (or minus) one round for each CN modifier point. For example, a character with a Constitution of 13 has a bonus of +1, so he can hold his breath for six rounds. On the round after these initial rounds, and on all subsequent rounds, the character must make a CN check to continue holding his breath. The first check is an Easy difficulty (0), the next, Challenging (5), etc. Each check gets more difficult; when a check fails, the character drowns.

If the trap kills a character, the replacement character for that player shows up at the cement block just after survivors get out of the trap. If necessary, he can even help them escape from the trap. There is a hidden lever, located several meters away from the trap in a clump of bushes, that opens the grate and returns the steps to their normal position.

About 5 meters above the surface of the water, and 5 meters below where the trap was triggered, is a side tunnel about 1 meter in diameter. About 3 meters down, this tunnel collapsed, leaving only a wall of dirt and rock.

In this small space is a human skeleton. It is the body of a Knight of Genetic Purity. He went looking for Ulmin as a quest against the "filthy mutants," but instead fell into their trap. There are no artifacts here, not even any clothing. The only thing he has is a small book. The first half of the book has been ripped out. Only the next couple of pages have any writing.

I, Sir Arlen of Bastion, pen this document so that any of my brethren that follow might somehow learn from my folly. Mayhaps some brave squire shall find Ulmin with my posthumous help.

I came here to find Ulmin, but fell into the

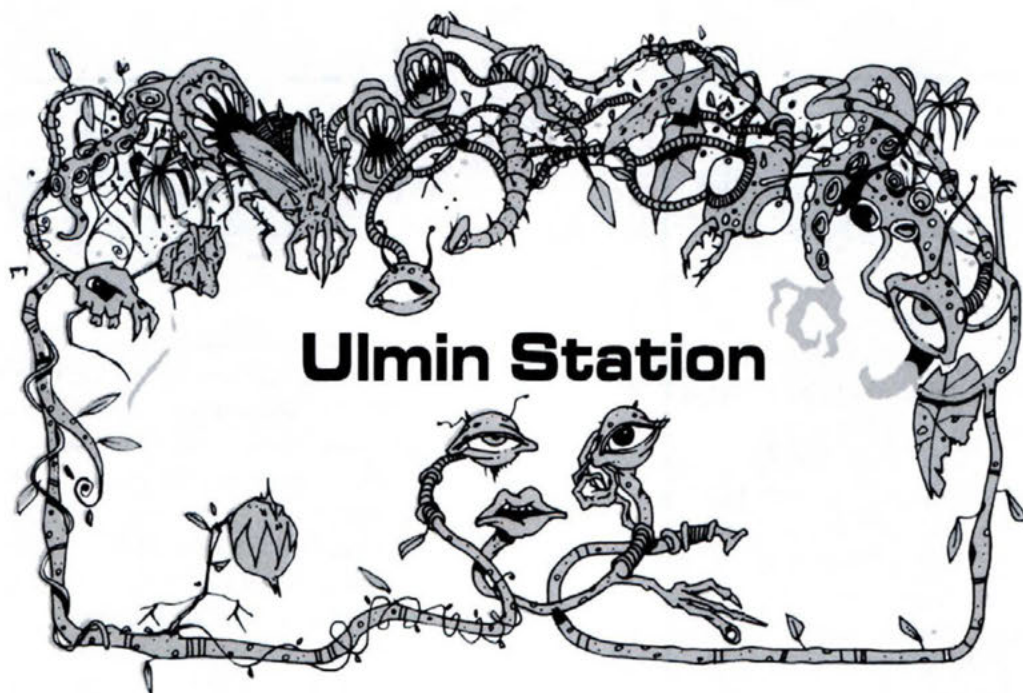
mutant scums' devious trap. Unable to escape, I spent two days and nights here before I heard voices from above. The accursed mutants had come to see what had fallen into their trap.

They taunted me mercilessly. I killed one of them with the sun ray, which quieted their cackling for a time. I threatened them with dire consequences should they not surrender their worthless lives to me. It was of no avail.

Unbeknownst to them, the walls of this trap echo and reverberate, carrying their words to me when they spoke among themselves. One of them revealed that the path to Ulmin begins at the prow of the Tipped Canoe. I should have known that the mutant filth would never use these noble works of ancient man as a base.

I have torn all the pages from my journal, save these. I have broken all my possessions and tossed them into the murky waters below. The mutant scum shall not get them. They shall not benefit from my death!

If the Game Master is unable to keep the characters from investigating the dam, there is a simple solution. Inside the building is a mysterious presence that exudes fear. This is actually a mass affect of the *fear generation* mutation. Any character trying to enter the building becomes terrified of the unknown horrors lurking within its shadowy corridors. He flees for several rounds before regaining his composure.



Ulmin is located between the Tipped Canoe River and Lake Tarote. Where the river enters the lake (the prow of the canoe), there is a stone on the eastern shore marked with the hammer and circle. A series of marked stones can be followed to the actual entrance. This path leads inland about 4 kilometers, away from both the lake and the river.

In the time of the ancients, Ulmin Station was actually called Hulman Station. Prior to the cataclysm, it was an abandoned underground monorail subway, awaiting demolition. The upheaval of forces during the cataclysm caused the Skyoto Dam to flood the rail tunnels, making the entire track an underground river.

The station itself can extend further than the maps in this adventure. If the Game Master wants to expand this adventure or provide a setting for another, he can complete the maps. Otherwise, assume that those tunnels have collapsed.

Events in Ulmin

While inside the stronghold of the Mutant Master, the characters can trigger several events. These are not unique to any given location and might happen anywhere.

The Mob

Anytime the characters attract attention to their secret activities, there is a chance that a general alarm is sounded. On the round after the alarm is sounded, the sound of pursuit can be heard. Two rounds later—three after the alarm is sounded—the mob arrives.

It is impractical to list the unique abilities of all 20+ mutants that comprise the mob. Below are four mutants that can be used if melee or role-playing with the mob becomes necessary. They are assumed to all have the same basic combat values, but with unique mutations.

In general, the mob wants to subdue and capture the PCs, not kill them. Even though combat might be necessary, mutants behind the front ranks with mental powers attack the characters to subdue them. Roll one attack for each of the following powers each round, until all the characters have been subdued. Assume that the MHAC of each is 1. These same mutants will use their powers if a shootout occurs instead of melee.

Beguiling, Mental Control, Mental Paralysis (two attacks each round), Confusion

Mob Mutants: AH; NCC; AC 12; MD 10; HP 45; THAC 1; #AT 1; Dmg 1d8; Hth 10; Spd 12; Per 10; St 0; RU 0; UA 0

Equipment: Leather armor, flintlock rifle, battle axe or long sword



Mutations: Immunity to paralysis/neural attacks; *regeneration* (8); *body change*, forked tongue, eyes on cheeks (D); *stunning force* (13); *diminished touch* (D)

(45) _____

Mutations: *body change*, webbed fingers, vestigial wings (D); *poison* (fingernails, Int 7 paralytic) (10); *mass mind* (13); *multiple limbs*, 3 legs; *new body part*, furry tail

(45) _____

Mutations: *Seizures* (D); *telepathy* (13); *total healing* (12); *mental blast* (14); *teleportation* (13)

(45) _____

Mutations: *heightened hearing*; *total healing* (12); *telekinetic hand* (7); *teleport object* (13); *telekinesis* (13)

(45) _____

Captured

There is a more-than-likely chance that the characters will be captured. If so, they are all placed in the prison (**Area 6**). Their equipment is confiscated and placed on display, out of reach but in sight, on the platform in the lower station. No guard is put on them. The mutants trust that, even if they get out of their cell, they have nowhere to go.

Visit from the Hammers

This event can only happen if the characters have decided upon a patient route of waiting and observing (probably from the galleries). At some point during that time period, the leaders of Ulmin, without the Mutant Master, pay a visit to Daradall. In the Iron Society, such leaders are

called Hammers. It is a name derived from their Cryptic Alliance symbol of the hammer in a circle. They are all willing victims of the Mutant Master's *loyalty touch* power. Even if freed, they will remain loyal to him.

They walk from the Upper Station down and into the northern tunnel that connects to the Central Cavern. They cross the Central Cavern and enter the Side Cavern. The characters have the opportunity to overhear a conversation with Daradall in the Side Cavern. If they are not present for that, the Game Master should allow them the opportunity to overhear a similar conversation while the Hammers return to report to the Mutant Master. Where they hear it depends on where they are when the leaders make their visit.

It is also possible that the characters will attempt to attack the Hammers at some point. This quite likely will bring the mob, but player character groups don't always think about such things.

In the Side Cavern

A group of six new men enter the cavern. They have that self-important air of men that have been given authority.

"Greetings, Hammers of Ulmin," gushes Daradall.

"The Master wants a report, Daradall. Have you solved the riddle of the Yurkum Torkel?" demands the one with a turtle's shell.

"All glory to the Master! I have solved it. The secret password of the ancients is VU-GRINALL (uranium). As you well know, this is the mystic—"

"We are not interested in how it works, only that it does work. Tomorrow at dawn, the Master himself will unveil the Plan before the assembled masses of his loyal followers. You must be there, beside the Yurkum Torkel



(atomic warhead), with him," says the one with antennae.

The six mutants turn and leave without a further word to the excited Daradall.

Leaving the Side Cavern

The six new men leave the cavern, talking excitedly.

"He has solved the riddle of the Yurkum Torkel (atomic warhead)!" says the antlered mutant.

"The Master will be quite pleased. He has ordered a dawn ceremony to announce the Plan to the assembled masses of his loyal followers," says the antennae-crowned mutant.

"Will he speak from beside the Yurkum Torkel (atomic warhead)?" asks the antlered mutant.

"Of course," answers the shelled mutant.

"What a strange password the ancients chose. VUGRINALL (uranium). This obviously proves how decadent they were," says the one with the antlers.

The Hammers: AH; NCC; AC 10; MD 7; HP 40; THAC 0; #AT 2; Dmg 2d8; Hth 10; Spd 12; Per 10; St 0; RU 0; UA 0

Equipment: Revolver, dagger

Mutations: Total carapace (AC 18); electrical generation (7); telekinetic flight (12) duality; stunning force (17)

(40) _____

Mutations: Transfusion (14); ultravision; vocal imitation (15); density control (14)

(40) _____

Mutations: Antlers; pyrokinesis (8); duality; periodic amnesia (D); teleport object (11)

(40) _____

Mutations: Mental reflection (11); heightened CH, 18; life leech (13); mental blast (7); telekinetic flight (15)

(40) _____

Mutations: Heightened precision, +4 THAC ranged; kinetic absorption (11); allergy, wood and paper (D); poor respiratory system (D)

(40) _____

Mutations: Body change, antennae, enlarged eyes (D); skeletal enhancement; radiating eyes (6); doubled pain (D); new body parts, hands for feet

(40) _____

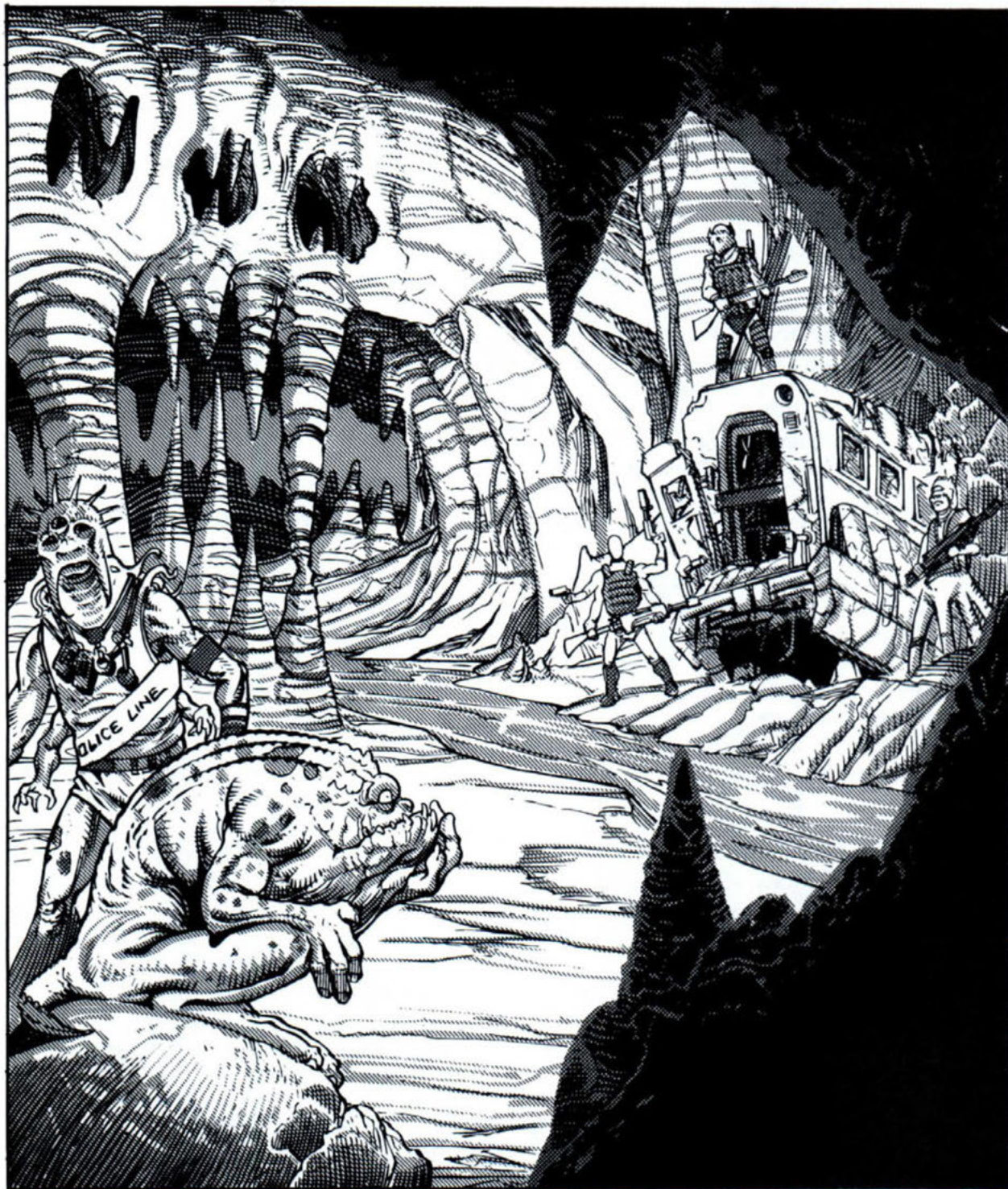
Mutations: Heightened precision, +4 THAC ranged; empathy (15); mental blast (14); total healing (7); cryokinesis (5)

(40) _____

Role-playing Notes:

Playing with the Bomb

At some point, there is a strong possibility that the characters will try to play with the Yurkum Torkel (atomic warhead). The warhead is actually the nose cone of a large missile. The missile is encased in an ancient rail car, which





was almost completely buried by cave-ins during the cataclysm. The nose of the missile is pointing outward, towards the exposed rear of the rail car. Originally, it was waiting at this train station to be transported to another site. That is how the Mutant Master found it when he established his secret base here.

The missile was inoperative for centuries because the computer controls had been removed prior to transport. Daradall located a replacement controller in the ruins of the Saginaw Institute. Unfortunately, like all the computer equipment there, the controller is slightly defective. It has many of the same quirks as the Saginaw Institute computer.

Although the original couldn't, this controller can talk and respond to the characters' speech. The controller has one overriding goal, to set off the warhead. However, it is prohibited from telling anyone the password necessary to do so. Daradall has finally discovered the password, but he won't use it until the Mutant Master has been able to put it in place.

Upon examining the warhead, a small hatch is immediately apparent. It can be removed in one minute (six rounds) with any tool set. It can be pried off, and permanently ruined, by almost any edged weapon in two minutes (twelve rounds).

Under the hatch is a panel with many buttons. This is actually a miniature computer terminal. This is part of the replacement controller that Daradall has installed. As soon as the hatch has been lifted, the controller pipes up, saying, "Is it time, yet?"

The controller will try just about any tactic to get the characters to type the word VUGRINALL (uranium) on the keyboard. Once it has determined that it is not talking to Daradall, the controller bluntly asks them to "enter the password." If they do so, the warhead is triggered (see below).

Smart characters might start to ask the con-

troller questions before entering the password. It will try to convince them that it can grant them tremendous power. Through it, they can control the power of the sun. If asked about its purpose, the controller says that Yurkum Torkels (atomic warheads) were used to control entire nations.

A role-playing encounter with the warhead controller can go on as long as the Game Master and players want. If the Game Master wants to end it, he can have the controller refuse to talk to them anymore until they enter the password.

Triggering the Bomb

As soon as the password VUGRINALL (uranium) is entered, the warhead declares . . .

"At last, I am free to shine like the sun! In thirty minutes, I will detonate the Yurkum Torkel (atomic warhead). Anyone within a kilometer of here will get to shine with me and see the light!"

The Game Master has a choice here. If the characters get out of Ulmin in time, the warhead goes off, destroying Ulmin, the Mutant Master, and everyone else. The shaking of the earth can be felt as far away as Ascension. The mushroom cloud rises a kilometer into the sky. Any of the characters that are still within 2 kilometers at detonation suffer the affects of exposure to intensity 15 radiation, intensity 7 if less than 3 kilometers, and nothing beyond that. Hiding behind a hill or other massive obstacle completely shields the character.

If the characters do not get out of Ulmin or are foolish enough to stay close to the secret base, they will automatically be killed when the atomic warhead goes off. Since the Game Master may not want to kill off the entire party, even though they might deserve it, he can rule that only the detonator went off, not the whole war-



head. Such an explosion destroys the caverns and damages Ulmin Station. The Mutant Master and most of his Iron Society mutants are killed. No radiation results from the explosion.

Dawn Ceremony

Assuming that the characters are still prisoners by the next dawn, a party of guards arrives to escort the characters (and the other prisoners) to the central cavern. If the characters are free, then only the prisoners described in the prison cell area are escorted to the central cavern. Use the same four guards used in the Central Cavern as the honor guard.

The assembled host of the Ulmin Iron Society mutants are gathered in the central cavern. If prisoners, the characters are dragged to a place just in front of the warhead, but on the other side of the river. They are not bound, but the guns of their guards are trained quite steadily at them. Failing that, the huge mass of mutants is more than sufficient to subdue them. Any character that does not stand quietly *is* bound with leather straps. The other prisoners stand quietly, awaiting their fate.

A group of mutants steps out from a concealed cave behind the strange artifact. In the front is a blue man, his naked chest bound by a bandolier. Behind him are Daradall and six self-important-looking altered humans.

"Fellow New Men!" cries the Mutant Master. A roar of approval arises from the crowd before he can continue.

"Today, we begin the conquest of the world. Loyal Daradall has laid bare the secret of the Yurkum Torkel (atomic warhead). With it, we shall conquer Jainus by the end of the month!

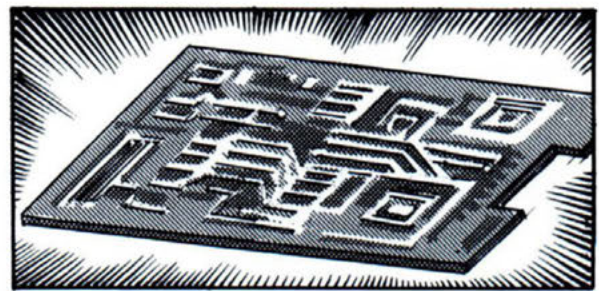
At this point, Artemus, if he is with the party, makes his move. He attacks the Mutant Master

with his *devolution field*. The Game Master can roll dice, but he should ignore the results. The attack succeeds, stripping the Mutant Master of his *loyalty touch* mutation.

Chaos erupts the minute his mutation is devolved. All of the assembled mutants in the central cavern are suddenly freed of the Mutant Master's influence. They rush the Master and his Hammers, intent upon ripping them limb from limb.

The characters are completely forgotten by the mob. Even if they are on the cavern floor, the characters get one good look at Daradall. His face is twisted in revulsion. He draws a dagger and plunges it into the back of the Mutant Master. One of the Hammers immediately impales the Restorationist on his long sword. At this point, the crowd surges and overwhelms the figures, blocking them from the characters' views.

If the characters attempt to stick around, they will eventually be attacked. Armed Iron Society mutants are running around everywhere. The Mutant Master and two of his Hammers manage to escape, and so the mob hunts them relentlessly. The entire Ulmin complex is thoroughly searched in the process, including the galleries.





Locations in Ulmin

1. Cave Entrance

The entrance itself is a natural limestone cave. The mouth is roughly 4 meters high, but only a meter wide. Were it not for the mark of the hammer and circle just inside the mouth, it would appear to be merely a wide crack in the side of a steep hill.

A sentry is posted on the hilltop above the cave entrance. She will not attack the party, but will fight to defend herself if attacked. Her job is to observe anyone that tries to enter the cave. If any genotype other than altered humans tries to enter the cave, she levitates down into the cave entrance and wakes up the guard, Mook. Sherath keeps her *chameleon powers* active while on sentry duty, which gives her a Remain Unseen value of 7.

Sherath: AH; SC 2; AC 12; MD 7; HP 50; THAC 1(2); #AT 1; Dmg 2d8 or 1d6; Hth 12; Spd 14; Per 13; St 4; RU 2(7); UA 0 PS 12; DX 15; CN 15; MS 3; IN 8; CH 14; SN 11

Mutations: Chameleon powers (11); fadeout (D); cryokinesis (21); levitation (10); mentally defenseless (D)

Class Skills: 5 points each.

Equipment: No armor, spear, 2 flintlock pistols, dagger

(50)

Role-playing Notes:

mortal combat. The grate is a full 4 meters tall, completely sealing the entrance. The bars are only wide enough for a normal man to pass his arm through. No amount of pushing or shoving will budge it.

This first cavern serves as a check point for Ulmin. None of the tunnels are immediately apparent, due to the poor lighting. A single guard, Mook, is stationed here to watch the entrance. His duty is to verify the legitimacy of anyone seeking entry. However, he is actually sleeping. If the party is cautious, it can overtake Sherath and then catch Mook napping.

If he is forewarned of the party by Sherath, or if the party makes excessive noise, Mook will be awake when the party encounters him. If Sherath warned him, or if he spots any genotype other than altered humans, he assumes that the characters are not members of the Iron Society. In that case, omit the last sentence of the boxed text where Mook hails Roscruuz. It is possible for the characters to dupe the guard with mental mutations, or by some sleight of hand, such as binding all non-altered humans, and claiming that they are prisoners. However, this will not work unless Sherath sees this ruse, as well.

The narrow crack widens into a small cave with a low ceiling. A lantern hung on the far wall casts long shadows against the natural stone walls. Standing under the light, blocking an iron door, is a four-armed mutant, with drawn swords in two arms. His polished chain mail gleams in the lantern light. The door is clearly marked with the large symbol of a hammer in a circle.

"Hail Roscruuz, Hammer of the Iron Society!" he booms.

From up here, she can activate an iron grate that blocks the cave entrance. She only does this if the characters engage Mook (see below) in



Any character that is a member of the Iron Society recognizes the name Roscruuz as a local leader of the alliance, and that "Hammer" is a position of high authority within it. The expected response is for the characters to spit on the ground. This is meant to show their loyalty to the Mutant Master over their loyalty to the Iron Society. If they don't, Mook pounds on the iron door. The Cryptic Alliance symbol acts like a gong. The reverberations can be heard all the way down in the main cavern. In two rounds, the sounds of reinforcements can be heard racing up the steps. See **The Mob** (page 48).

Mook: AH; EN 1; AC 15; MD 10; HP 55; THAC 5; #AT 2; Dmg 1d8 + 4/1d8 + 4 or 2d8/2d8; Hth 11; Spd 12; Per 15; St 0; RU 0; UA 0 PS 19; DX 12; CN 13; MS 11; IN 8; CH 6; SN 15

Mutations: Multiple limbs, 4 arms; heightened PS; kinetic absorption (10); achilles heel, solar plexus (D); psychometry (12)

Class Skills: 4 points each

Equipment: Chain mail, 2 long swords, 2 flintlock pistols

(55)

Role-playing Notes:

While all this is going on, Sherath has been waiting in the shadows behind the rock. If fighting breaks out, she levitates back up the shaft and activates the iron grate. She will not join a fight. Unfortunately, after closing the grate, she experiences a *fadeout*.

Mook has locked the door so that nobody would catch him sleeping on duty. Fortunately

for the characters, he neglected to unlock it before preparing to greet them. He will fight to the death. The door cannot be forced open from either side, so the mob sends a runner to get the key. The door will not be opened until the encounter with Mook is resolved and the characters have either fled or hid.

Escape or Hide

If they search the cave, the characters immediately discover the two 1-meter-high tunnels in the north wall. Only if they continue searching do they discover the shaft that leads to the top of the hill. If the characters manage to escape the cave, the Ulmin mob does not catch them.

If the characters hide, the mob rushes into the cave and stands confused for a moment. Although the rat hole tunnels are known to most of the leadership of Ulmin, they are not known to most of the followers. Seeing the cave entrance sealed, they assume that the characters escaped through the shaft to the top of the hill. Those few able to levitate or fly investigate, leaving the rest in the cave.

Sherath, embarrassed about *fading out*, tells them that she saw the characters flee. She claims that one of them froze her with his mind. Since they all know of her susceptibility to mental attacks, it is a believable tale. Sherath assumes that the characters fled while she lay passed out.

A triple guard is left to guard the door for the rest of the day. They are given specific instructions, which the characters overhear, to leave the door unlocked this time. If the characters foolishly attack them, they immediately sound the alarm and the whole process is repeated, except that the mob has no trouble getting into the room this time.



Stand and Fight

This is a guaranteed way for the characters to be captured. The Ulmin mob doesn't want to kill them and will go to extremes to capture them. They first attempt to point flintlock rifles at them and demand their surrender. Depending on the situation, there could be anywhere from two to 20 rifles aimed at the PCs. If necessary, they will engage the characters in melee. See **The Mob** (page 48) for details.

2. Galleries

These areas are all high on the walls of the larger caverns. They overlook the caverns from darkened, shadowy recesses. They are perfect places from which to watch without being seen, or to launch a surprise attack.

Everyone knows that the galleries exist, since the holes are plainly visible from the cavern floors. However, only the leadership of Ulmin knows that some of them are accessible from the cave entrance. Simply stated, after the initial exploration and occupation of Ulmin, the newer members have no need or desire to explore the main cave. The tunnel entrances to the galleries are called the "rat holes."

If any of the player characters are ever spotted in the galleries, then the leaders will order the rat holes searched. If the characters are spotted twice anywhere else in Ulmin, then a general search of the hideout is ordered. The leaders specifically order the rat holes and galleries searched.

If Artemus is with the party when they first find the galleries, he strongly advocates waiting here. As a pacifist, he is hoping that an opportunity will present itself to resolve the issue without bloodshed. He points out that they might hear all kinds of useful things and might actually spot Daradall or the Mutant Master himself. If they decide to push ahead, he insists on waiting for them here.

If any mention is made of Artemus using his

powers from the galleries, he tells them that only the northeast gallery is close enough to allow his power to reach the Yurkum Torkel (atomic warhead). If they choose to go with this plan, they will probably have to wait until after nightfall to relocate there. That particular gallery is in clear view of the honor guard at all times.

3. Central Cavern

This is the principle meeting place of the Ulmin Iron Society mutants. The room is mostly empty. Its principle feature is the underground river that cuts through the east side. Prior to the cataclysm, it was an abandoned underground subway awaiting demolition. The upheaval of forces during the cataclysm flooded the rails, making the entire track a river. The rusting monorail can still be seen a meter below the surface. At the southern end of the waterway, the mutants have placed a stepping stone to connect to the station area.

There are two areas on the other side of the river large enough for a man to stand. The northern most of them is a small space with a large artifact of the ancients (the atomic warhead, inside the rail car) encased in the cavern wall. The lighting in this cavern, provided by lanterns hung on the east and north walls, makes the tunnel behind the artifact impossible to notice from the opposite side of the river.

An honor guard of four mutants always surrounds the Yurkum Torkel (atomic warhead) during daylight hours. The guards only have one clip each for their machine pistols. These are symbols of great honor among members of the Ulmin Iron Society. Each is assumed to have the same combat values, but unique mutations.

The guard is mostly symbolic, since all the members of Ulmin are fanatically loyal to the Mutant Master. None would dare touch the mystical artifact without his permission. At night, no guard is placed around the artifact and there is no activity in the central cavern.



Honor Guard: AH; EN 2; AC 16; MD 10; HP 60 each; THAC 2(4); #AT 2; Dmg 2d8/2d8; Hth 11; Spd 12; Per 10; St 0; RU 0; UA 0
Equipment: Bulletproof vest, machine pistol

Role-playing Notes:

Mutations: Diminished smell (D); air sail; electrical generation (8); levitation (9); radiating eyes (12, intensity 5)

(60) _____

Mutations: Immunity to gas attacks; electrical generation (9) metamorphosis (9); multiple limbs, 4 legs; shapechange (12)

(60) _____

Mutations: Heightened DX, +1 THAC, +1 AC; energy metamorphosis (8); sound imitation (17); achilles heel, chin (D); multiple limbs, 4 arms

(60) _____

Mutations: Immunity to sonic attacks; cryokinesis (13); seizures (D); mass mind (16); directional sense

(60) _____





The cavern tends to be empty during the normal course of a day. It might be possible to attack the honor guard and go unnoticed. However, the sound of gunfire is certain to be heard and bring the mob (described above). Distractions and diversions are not likely to work. At most, only a single member of the honor guard is allowed to leave his post. This usually results in summoning the mob.

With a rope, it is possible to climb down the wall of the southernmost gallery and into the central cavern without being spotted by the honor guard of the Yurkum Torkel.

If the characters hide and listen for any length of time, they overhear the honor guard talking:

"This your first time on Yurkum Torkel (atomic warhead) Honor Guard, boy?" says the four-legged guard to the one with the glider wings.

"Yeah. Who gets honor guard duty tomorrow?" he asks.

"Grack and his cousins," answers the four-armed guard.

"Since there is no guard at night, how do we know when to leave?" asks the winged guard.

"One of the Hammers relieves us at dusk," says the human-looking guard. "Now shut up, before a Hammer hears you flappin' and gets us all disciplined."

4. Side Cavern

This huge cavern is rarely used by the mutants of Ulmin. They tend to stay in the abandoned train station and not in the natural caverns. However, Daradall needed peace and quiet for his work. The Mutant Master has set him up in this cavern and gives him anything he asks for. He keeps a small cot and private area behind a curtain in the rear of the cavern.

Daradall is attempting to decipher the mys-

tery and operation of the Yurkum Torkel (atomic warhead). To that end he has three tables pulled together to form a U-shaped area for his work. A wide variety of books and small mechanical pieces lie scattered on the tables. If recovered, the books are worth 2000 domars total, and the parts are considered Baubles and Curiosities (domar value = 160, 110, 60, 28, 25, 22, 22, 17, 16, 11, total value = 471 domars). Individual books are priced as Curiosities.

His work has been successful. He knows how to activate the Yurkum Torkel (atomic warhead). However, he doesn't really understand its true function. He has misinterpreted a significant passage to mean that it was used to control entire cities, not devastate them.

The Mutant Master has assigned two assistants to Daradall. They are to do anything he asks, and to make sure that no harm comes to him. The Mutant Master is not afraid of disloyalty (that is impossible), but he is concerned with accidents or arguments with other members of the Ulmin mutants. Remember, Daradall is completely loyal to the Mutant Master and extremely smart. If the characters somehow get him alone, he will either try to trick the characters or call for help. He might even pretend to hate the Mutant Master and welcome the rescue.

Daradall: AH; EX 6; AC 10; MD 10; HP 42; THAC 0; #AT 1; Dmg 2d8 or 1d4; Hth 10; Spd 12/14; Per 14; St 0; RU 3; UA 9

PS 11; DX 9; CN 8; MS 9; IN 18; CH 10; SN 11
Mutations: *Wings* (15); *body change*, scales, forked tongue (D); *heightened IN*; *total healing* (11); *teleport object* (17)

Class Skills: ID tech level 6, Jury rig 10, Repair artifact 13, Read schematics 7

Equipment: Toolset V +2, 2 Hydrogen power-cells, flintlock pistol, dagger



(42) _____

Role-playing Notes:

Assistants: AH; EN 1; AC 12; MD 10; HP 50, 55; THAC 1; #AT 1; Dmg 2d8 or 1d6; Hth 11; Spd 12; Per 10; St 0; RU 0; UA 0
Equipment: Leather armor, 2 flintlock pistols, spear

Mutations: *Size change*, larger (2.2m); *sound imitation* (13); *kinetic absorption* (17); *energy reflection* (11); *infravision*

(55) _____

Mutations: *Fadeout* (D); *telepathy* (14); *beguiling* (15); *heightened CH*, 14; *photokinesis* (13)

(50) _____

Role-playing Notes:

5. Lower Station

This room is largely empty. This was the main waiting room for accessing the train tracks. The connecting passages had collapsed and were rebuilt to suit the needs of the Mutant Master. Centered in the room is a strange set of stairs. This is actually a broken escalator that works





just like stairs. However, the individual steps are flat planes of clear plastic affixed to a slope. The railing is clear with a continuous strip of black padding.

Prior to the cataclysm, the large, open areas were filled with vendors selling goods to would-be travelers. All the booths and the materials in them have been carted off by the Mutant Master's men. However, a large platform of unknown purpose occupies the northern wing of the room. It is wooden and stands about a meter high.

6. Prison

On the south side of the lower station is a prison composed of a large, single cell. There is a rubble-blocked tunnel and a pile of rubble in the south. A few sentients languish here, awaiting certain doom. There are no altered humans, since the Mutant Master would have seen fit to

make them loyal to him.

These sentients are in no condition to fight. The true man, Iber, has had the worst of it. If backed into a corner, they will use everything at their disposal to defend themselves. However, they would much prefer to get out without raising any alarms.

Roarg: MA - Frog; NCC; AC 10; MD 10; HP 39(17); THAC 0; #AT 1; Dmg by weapon; Hth 10; Spd 15//12; Per 12; St 0; RU -1; UA -1 PS 10; DX 12; CN 12; MS 12; IN 6; CH 6; SN 13

Mutations: *Body change*, bony skull ridge, single eye (D); *radiating eyes* (12, intensity 5); *new body part*, kangaroo-like pouch; *bodily control* (12); *magnetic control* (8)

(39) - 22





Iber: PSH (70 years old); NCC; AC 10; MD 9; HP 56(7); THAC -2; #AT 1; Dmg by weapon -2; Hth 13; Spd 12; Per 7; St 0; RU 1; UA 1 PS 4; DX 9; CN 17; MS 6; IN 14; CH 14; SN 6

(56) -49

Shroom: SP - Fungi; NCC; AC 10; MD 13; HP 50(37); THAC 1; #AT 1; Dmg by weapon +1; Hth 11; Spd 12; Per 14; St 0; RU 2; UA 2 PS 15; DX 8; CN 13; MS 8; IN 16; CH 14; SN 12

Mutations: *Energy metamorphosis* (10); *oversized limbs, arms* (60%); *infravision* (14); *telepathy* (15); *heightened CH*

(50) -13

Role-playing Notes:



he will immediately attack. The sound triggers the mob event.

7. Mutant Master's Quarters

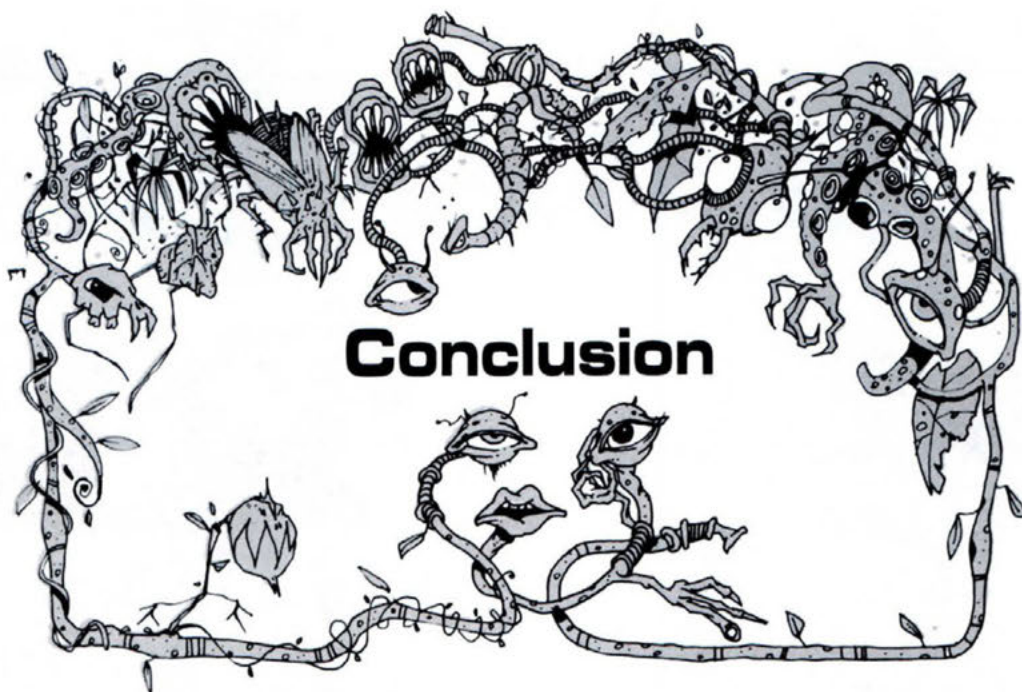
This is where the Mutant Master lives. The room can be accessed either by the secret door leading to the tunnel behind the atomic war-head, or by the door to the lower station. The visible door is locked only at night.

His quarters are quite opulent. A massive feather bed dominates the north wall. Richly woven tapestries hang on the walls. A floor-to-ceiling mirror is mounted to the east wall, directly opposite the secret door.

The Mutant Master spends most of his time in the inaccessible rooms beyond the upper station. He sleeps here at night and spends only 10% of his waking hours here. In other words, there is a 10% chance of finding him in these chambers during the day. If confronted there,

8. Upper Station

This large room is intended to be a dead end for the characters. This is where the Ulmin mob lives. Corridors, rooms, and other levels of the station are accessible from here, but not easily. For the purposes of this adventure, no matter how the characters attempt to cross this room, they end up facing the mob encounter. Even if the mob is drawn off to another part of the complex, that is only a fraction of the mutants living here. Regardless of how they attempt to sneak by, there is a mutant somewhere in this vast area that has a mutation (probably *ultravision*) that can spot them. After completing this adventure, the Game Master may want to further expand Ulmin Station by creating the corridors and rooms beyond this one.



Conclusion

Once the characters have decided to leave Ulmin Station, they are most likely to head for Ascension. After all, there is a reward waiting for them there. The trip is as eventful or uneventful as the Game Master wants to make it.

In Ascension, Justinian greets them as before. He insists on a full recounting of events since they last saw him. Make the players actually retell the story to Justinian. He will make pointed comments and ask pertinent questions throughout.

Providing proof of the events could be difficult. The characters might have retrieved Dara-dall's body, but are unlikely to have physical proof of the atomic warhead's destruction or the fate of the Mutant Master. Justinian will accept hypnotic or telepathic proof of their results. However, since he has to pay the telepath or esper, he will deduct 50 domars per character. Of course, if there is an esper or telepath in the party, that character can save the party the additional charges. All told, they will probably earn 400 to 650 domars (see Chapter 4).

Of equal importance to the characters is the experience point reward for their activities in Ulmin Station. If the characters brought along Artemus, it is worth 400 XP each. Getting out of the trap in Skyoto Dam (without help from a replacement character) is worth another 100 XP each. If they decided to hide (probably in the galleries) and observe Ulmin before acting,

give them 200 XP each. This reward can also be applied for any clever or creative strategy other than blasting their way in. If they were able to neutralize the Mutant Master, they get another 250 XP each. These awards are in addition to any that the Game Master might award for good role-playing, clever ideas, or defeating opponents.

Where to Go from Here?

This adventure can be continued in several ways. One option is to expand Ulmin Station, assuming that it survived. The Game Master will have to make his own maps of the rest of Ulmin Station.

Another possibility is that the Iron Society will target the characters for revenge. After all, they did infiltrate and destroy a major Iron Society secret base. A variation of this idea is that the Mutant Master and his Hammers seek revenge, or even hatch new plots. There is a chance that the Mutant Master and two Hammers survived.

One of the simpler strategies is to have Justinian hire them for a new adventure. His character and the Restorationists can be used by the Game Master as often as he desires. Whatever course the GAMMA WORLD® campaign takes, it is sure to be a wild and wondrous adventure.



The Mutant Master

(The Blue Man)

Altered Human, 4th-Level Esper

PS	15	THAC melee	2
DX	9	THAC ranged	0
CN	15	Health	12
MS	17	Mental Defense	17
IN	9	Use Artifacts	0
CH	12	Robot Recogn.	16
SN	11	Perception	11
Armor Class	10	Speed	12
Damage Bonus	+2	Carry	75kg
Remain Unseen	0	Stealth	0

Mutations

Dual Brain (loyalty touch* (26)); *heightened sight*; *energy reflection*, lasers (9); *body change*, blue skin; *empathy* (19)

Class Skills

Identify Mental Power	8
Hypnosis	5
Photographic Memory	6
Sense Mental Powers	9

Equipment

2 fragmentation grenades, 1 high explosive grenade, 1 shotgun, 9 shotgun shells (on bracelet), 1 dagger (in his boot)

The Mutant Master wears a pair of leather pants, strapped at the ankle, and boots. He rarely wears a shirt, but frequently has a bandolier strapped across his chest that holds three grenades. His skin is a distinct, cobalt blue. A bracelet, wrapped around his right wrist, holds nine shotgun shells. The double-barrelled shotgun rides in a custom holster.

The Mutant Master has one unusual mutation, the *loyalty touch*. By touching a person, he



can make a mental attack. If successful, that person becomes his loyal servant, even to the point of being willing to die for him. The affects of this mutation are permanent, so long as the Mutant Master is both alive and has that mutation.

Even in the perverse societies of the GAMMA WORLD® game, the Mutant Master is a freak. For obvious reasons, he was spoiled rotten as a child. He is rarely thwarted and cannot accept failure. He is a thoroughly selfish and greedy man that plots to rule the world.

To add insult to injury, the Mutant Master is racist as well. He believes, in line with the Iron Society traditionalist creed, that altered humans are destined to inherit the earth. He hates the other genotypes, particularly pure-strain humans, so much so that he won't even use his *loyalty touch* on them.