

# MUTANT FUTURE



## Gimme Shelter

An adventure for 4-6 Mutants Level 1-3

Gen Con 2011

**SCENE 1:**  
**LITTLE SHOP ON THE BORDERLANDS**

some of the nearby land features and where towns once stood.

**\*\*\* Centuries ago, the Ancient World ended in a swirling storm of nuclear fire, toxic bioweaponry, and global upheaval. But life survived, albeit changed and warped. Mutants and humans live side-by-side in the ruins of Ancient civilizations. Twisted creatures roam the radioactive wastes, and poisonous storms scorch the lands. This is the Mutant Future in which you live.**

**You are more fortunate than other survivors who scratch out a meager existence amongst the ruins and rubble, for you have something they do not – a job. For several months, you have worked for a large mutant bear named “Barter John” at the trading post he established in an Ancient military base on one of the major trade routes. Barter John is quick with a smile and a laugh, but even quicker with a bullet to the head for thieves and looters. You work as John’s “Acquisitions and Recovery department,” as he jokingly calls it. In other words, he tells you where to find stuff, and you go get it. John pays well and he lets you take first claim on anything recovered. With room and board on top of that, it’s an easier gig than joining a band of mauraders.**

**“Had a half-beaver mutie come in a few days ago. Wanted to make a deal for this map he found. He wasn’t sure what it was, but I sure enough did. You see this at the top? It says SEE-DEE in Ancient. That stands for Civil Defense, my friends. And that...” he points to a hillside on the map “...is where an Ancient bomb shelter is located. I thought we’d pretty much cleaned out everything in the area for the post, but if this one is unopened, there’s no telling what kinds of treasures are in there.”**

**“So, same deal as usual. Go there and bring back everything you can. Take the truck with you to haul back what you find. We’ll figure out the spoils when you get back. According to the map, the shelter is sealed with a combo lock. Code is 739-Alpha-Alpha-Phi.”**

John takes a more recent map of the area and marks the shelter’s location on it for you. Looks to be about 20 miles away on some backwater road. He tosses the keys to the truck too.

**“And be careful. The natives are restless. Some folks have said there are bandits in the area.”**

**John pages you in your barracks over the makeshift intercom system. “Meet me in the Ready Room. Bring your gear. I’ve got an assignment for you and time’s of the essence.”\*\***

When the players show up in the Ready Room (one of the offices, they see Barter John looking over a tattered piece of parchment. He barely seems to notice the party has entered. He looks up and smiles.

**“Folks, I done think we’ve hit us a honey hole.” he growls.**

We waves them over and points to the paper. It’s an Ancient map of the area. You can actually make out

**SCENE 2:**  
**IF A TREE FALLS IN THE WOODS...**

**The drive is fairly uneventful. Two of you are in the cab while the others ride in the bed in the back. You see some spidergoats grazing in a nearby field as you pass. They look up and bleat/hiss at you as you go by.**

Whoever is driving should roll a DEX check. Coming around a blind corner and you come to a tree that has fallen over across the road. A failed DEX check means the truck has hit the tree. Roll a second DEX check to see if the truck is fine, hung up or destroyed.

While checking out the damage and/or moving the tree out of the way, four Pigmen attack. They all have clubs, while two who are hanging back fire away with rifles (1d12 damage if hit). In short-range combat, they'll try to use their heat ray hands-on attack.

**Pigmen (4)** (AL C, MV 120' (40'), AC 6, HD 7, #AT 1 (club or *energy ray*), DG 1d6 or 4d6, SV L6, ML 9, *mutations: bizarre appearance, energy ray (heat), negative empathy, thermal vision*)

They all have 35 hit points.

- 1 – 35
- 2 – 35
- 3 – 35
- 4 – 35

They are used to attacking wearer, less armed, less motivated travelers, so they'll run off once half of them have been killed or when it looks like they have no chance.

Once dealt with, the party can try to move the tree and continue on their journey. The shelter should be about 3 miles away.

**SCENE 3:**  
**POINTING THE WAY**

Each Rot Dog has 13 hit points.

**The map leads you to a road that runs along the side of a grassy hillside strewn with a few trees here and there. According to the map, the entrance to the shelter is nearby. As you come around the corner, you see a vine-covered entrance set into the hillside. A statue of what looks to be a pure human points directly at the shelter opening, as if inviting you in. Next to him stands a statue of his faithful canine companion. Over hundreds of years, many nomads and travelers have probably walked past it without noticing its presence.**

1 – 13  
2 – 13  
3 – 13

Once the Rot Dogs are dealt with and the Medusaweed is destroyed or maneuvered around, the party can approach the shelter. The door seems to be undisturbed after all these years. Once the code is entered on a hidden key pad, the door slides open to reveal the Shelter's contents...

The overgrown weeds hiding the entrance is actually a small patch of Medusaweed, If a PC makes contact with the weed for more than 2 rounds he must make save vs. poison, or be paralyzed. The Medusaweed will then begin calcifying its victim for 2d4 points per round until dead. (The “statue” is the remains of a previous mutant who stumbled upon the shelter, but he was sadly alone and was unable to escape. The dog statue is a Rot Dog (see below) that got too close while investigating the “statue.”)

**Medusaweed (1)** (AL None, MV None, AC 7, HD 4, #AT Special, DG Stun, Special, SV L2, ML None, *mutations: dermal poison sap, fossilization*)

Medusaweed has 12 hit points.

MEDUSAWEEED - 12

If the party starts making a commotion either trying to free a trapped comrade or while trying to get past the Medusaweed, they'll attract a small pack of Rot Dogs that lurk nearby. Being rather ravenous, they will attack anything they see, staying far enough away from the Medusaweed so they are not affected by plant's mutation. They lost one of their pack to the Medusaweed several months ago – the dog statue mentioned above.)

**Rot Dogs (3)** (AL N, MV 120' (40'), AC 7, HD 4, #AT 1 (bite, rot), DG 2d6, 1d10 per week, SV L3, ML 12, *Mutations: toxic weapon*)

**SCENE 4:**  
**BEATEN TO THE PUNCH**

**The Shelter seems to be one large room roughly carved into the hillside. The shelter appears to have been completely ransacked. There are overturned cots, shattered boxes, crushed cans of supplies. Nothing of value remains. It looks like the shelter was completely looted...but the door was still locked when you opened it.**

The party may figure out that there must have been another way in. In fact, a Many colony accidentally stumbled onto the shelter while carving out a new tunnel series in the hillside. (If the party had searched longer, they would have seen the new Mant hill in the area. When they found the shelter, they looted it of any and all items of value, then sealed up the entrance so no one could follow.

A search of the walls reveals one of them is much rougher than the rest. Some muscle and firepower should break through and into the Mant complex.

***((REFER TO THE MANT LAIR MAP))***

Upon entering the hole, PCs will descend a long sloping tunnel leading deep underground. PCs will enter the map from the north where indicated. Since it's a new colony, there are not many Mants lurking about yet. The Mants in the underground colony have the same mutations and stats as the ones above ground. For convenience's sake, here are the stats for all Mants encountered in the Mant hill (rather than repeating them with each encounter):

**Mants** (AL C, MV 120' (40'), AC 5, HD 7, #AT 3 (2 claws, 1 bite), DG 1d8, 1d8, 2d8, SV L9, ML 11, HP = 17  
*Mutations: teleport*)

1. To help guard the secret entrance and deter intruders, the Mants have set up a rolling boulder trap shortly after the entrance tunnel levels out. A small thin tripwire is stretched across the tunnel. If the tripwire is broken, a large boulder will tumble out of a tunnel to the east. In 3 rounds, it will crash out of the alcove, crushing anyone in its way for 6d10 hit points of damage. The boulder will also completely seal off the entrance.

2. There are two Mant guards patrolling the entrance here. They will come running if they hear the boulder trap tripped.  
HP = 22  
HP = 18

3. This dead end is a new tunnel complex the Mants were working on. However they realized the earth was far too loose to be safely excavated so they abandoned the project. The earth should be described as very unstable, and dust and grit should constantly rain on the characters. There is very little chance of a cave-in (5%) unless the characters are actively disturbing the fragile ceiling. Make them squirm thinking that they may be buried alive. There is nothing of interest here.

4. This is a rookery where the Mant eggs being laid by the Queen (area 5) are being deposited. There are currently 47 large, orange, leathery eggs lining the walls and columns of this area. Three trained Giant Ants are patrolling this maze-like area. They are trained to attack any non-Mant.

**Giant Ants (3)** (AL N, MV 180' (60'), AC 3, HD 4, #AT 1, DG 2d6, SV L2, ML 7, *Mutations: gigantism*)

HP = 17  
HP = 16  
HP = 14

5. The Queen of the Mant colony is here . She is being guarded by three Mant drones. She is monstrously bloated and is incapable of attacking or moving. If the Queen is attacked, she will release a monstrous hissing shriek that will reverberate throughout the complex. All other Mants in the complex will come running to her defense. She also has the mutations of *teleport* like all other Mants in this colony have. NOTE: One of the Mant drones in this area has the keys to both the prisoner's chains in area 6 and the looted cache in area 8.

QUEEN HP = 30

HP = 20

HP = 20

HP = 20

6. A prisoner is being held here to feed the Queen later. The mutated animal (beaver) is the one who sold the map to Barter John in the first place. He had committed the map to memory, then came back after selling it in hopes of finding the loot first. He is half-crazed with fright and will assume the PCs are there to drag him to his doom. He has fashioned a crude flint knife (1d4 hit points damage) that he will use to defend himself. If the PC calm him down, he will explain that his name is Sique, and he came looking for the weapons as well. He was captured by the Mants 2 days ago. Sique will tell the PCs he knows the loot cache are being kept in the northwest area of the tunnel complex behind a false wall. He'll take them there if they help him escape. If freed, he will fight alongside the PCs.

7. Four Mant guards are patrolling the entrance to the looted cache area here.

HP=20

HP = 20

HP = 20

HP = 20

8. Behind a FALSE WALL, there is are three laser rifles, two laser pistols, five powerclips, a fully charged hologram projector, a set of LazAb armor, a pair of infra-red goggles, and a survival kit.

**SCENE 5:**  
**WHAT'S A RUSHMOOR?**

Once the cache has been found and loaded up, you return back to Barter John. As always, he lets you pick whatever you'd like first.

He asks for information of the expedition and is surprised by Siqve's involvement.

“That's the little pisher who sold me the map. Huh, looks like he was trying to help himself to the goods. Shoulda let him get his face ated off.”

John pays each of you 200 gold pieces as a “finder's fee” as well and congratulates you on a job well-done.

“This stuff will bring a hefty sum for us,” he says. “And wait'll hear of this new location I've scouted out nearby. Got a picture of it here.”

He unfolds a slip of cardboard and shows it to you. It looks like four human faces carved into the side of a mountain.

“Better break out the winches and the jackhammers. We got ourselves some big statues to bring home.”

END

## MAP OF THE MANT LAIR

