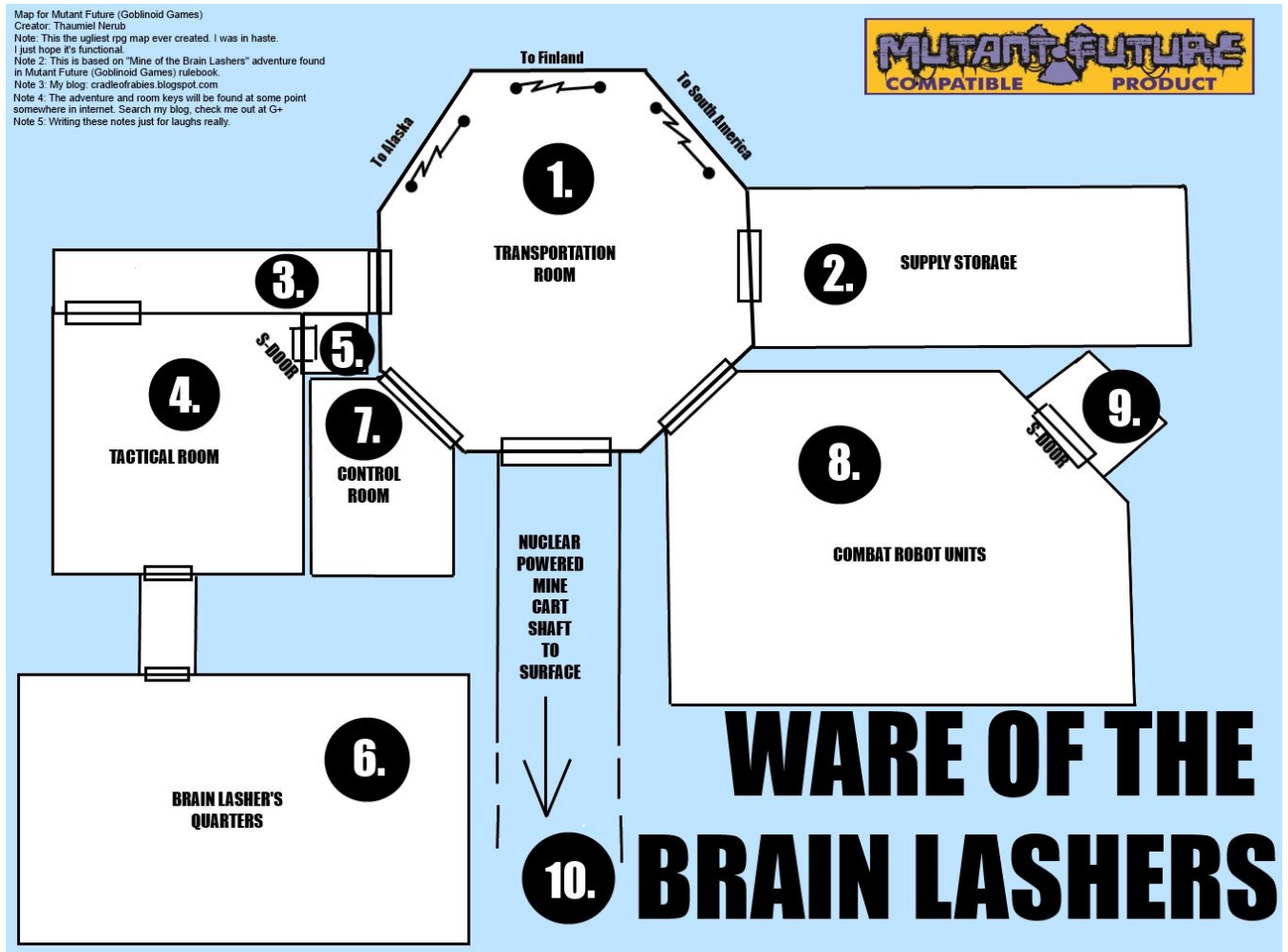


Ware of the Brain Lashers

Beyond the portal in the Introduction...

Version 1.1



FOREWORD

My player went through the Brain Lasher powered gate. I had to make something what is beyond. This it is. Be free to use. If you modify and or re-share keep my name here and let me know. Happy gaming!

*This adventure is compatible with Mutant Future (Goblinoid Games).
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OGL 1.0a. See Mutant Future (Goblinoid Games) for license details.*

THE WARE

Smells: Mix of sulphur and lavender

Sounds: Industrial hum, disordered beeps, deep sounds you can't hear but feel

Looks: Partly carved partly constructed. Strange shapes. Unknown symbols

Colors: Amber and light green with silver and black details

Feels: Cold, warm, alien

Ware Of The Brain Lashers could be entered through the portal in ***Mine Of The Brain Lashers*** (scenario in Mutant Future rulebook) or any other suitable Brain Lashers' portal in your campaign world.

ROOM DESCRIPTION KEYS

1. TRANSPORTATION ROOM

Big four storey high room.

On north, north-east and north-west walls there are similar *plane-shift amplifying metal pillars* that can be found in the ***Mine Of The Brain Lashers*** (*Mutant Future* page 141). Only one of these portals is open (the one that party entered) and powered by two Brain Lashers wearing helmets what focus their mental shifting powers onto the pillars.

The Brain Lashers mentally order 3d4 Homo Erectus to attack the party as fast as characters enter this room. If Homo Erectus are losing the combat, Brain Lashers flee to Control Room (7.) closing the door behind them. After The Brain Lashers disconnect themselves from the helmets the portal stays open for 2d4 turns.

(NOTICE: If the Brain Lashers escaped the portal in the mine Brain Lashers in this side could be ready with combat robots from Combat Robot Units (8.).

All the doors are mechanical and open when approached unless there is red alert. Red alert is triggered in 2 in 6 from the Control Room (7.) in any round something suspicious is going on (combat for example). Then the doors must be opened with hand gestures impossible for human (Brain Lashers have four fingers). Four fingered humanoid might try to mirror the gesture if he has seen it done already. Doors could be also electrically bypassed with successful technology rolls.

Also in red alert 2d4 + party size combat robot units emerge from Combat Robot Units section (8.) attacking the threat.

The southern double-door is the biggest one and always open*. The Homo Erectus slaves carry

their buckets of metal through the door to huge carts on rails. When a cart is fully loaded it darts in full speed and soon enough an empty cart replaces its place. The distance is too long to make clear where or how far the cart goes. If the cart is used as a transportation character suffers 4d8 damage. *Save Versus Stun* halves the damage. ***Wherever the cart leads is not covered in this adventure!***

*Or the door might be controlled from the control room, if the Mutant Master wants to restrict player characters' movement.

2. SUPPLY STORAGE

On the roof is a Plasma-Rifle-Turret. If the storage is entered and the right code is not given verbally (almost impossible without Brain Lasher mouth structure) it attacks like HD 6 monster, AC 7 and deals 8d6 damage.

Storage is full of items and equipment. Most are alien but also food and simple clothing and tools are present for Homo Erectus needs. There are literally hundreds of thousands gp worth of alien artifacts if one can find a real buyer. It's up to Mutant Lord how much character can carry alien artifacts.

In the back of the storage some folded cages and other trapping equipment can be found.

3. CORRIDOR

The corridor is empty. Strange "muzak" (if you had to describe it) is playing in the background. It is tearing eardrums and making head spin. *Save Versus Stun Attacks* or suffer 4 penalty to all rolls for 3d10 minutes (6 rounds in a minute!).

4. TACTICAL ROOM

Walls are covered with strange devices and computers. In the middle of the room is a seat with devices that contact your head when you sit on it. On the ceiling above the chair are different patterns turning and hurling.

This chair is like a projector. You sit on it, imagine a place and you can see and hear it. Brain Lashers can also interact with the places they "travel" this way.

In the tactical room are two Brain Lasher. Other is busy in the chair in a "travel" when other is tweaking the devices on the wall. The one tweaking the devices attack (if not surprised) and the one in chair joins the combat after 3d6 rounds.

On the north-east corner of Tactical Room there's a hidden door. If only it is found faded into the wall equipment the system to open it is not a problem at all.

5. TACTICAL SECRET ROOM

In this room there are:

- 3d6 alien artifacts worth 1d6 x 1000 gp piece (it's up to Mutant Lord to decide do these artifacts have special powers. In general there's 12% change that the artifact does something else than just "being pretty for the eye").
- 2d4 plasma grenades
- 2 energy batons
- Big gilded statue representing Brain Lasher head. This is actually a trap. It reads on its forehead (in Brain Lasher's tongue though). If you lift it the room door will be sealed and irradiated for 2d6 rounds. Each round those trapped inside suffer class 7 radiation.

6. BRAIN LASHER'S QUARTERS

The big room is filled with medical apparatuses, laboratory equipment and other studying material. On southern side of the room two Brain Lashers are operating a device. They put human in. Tweak some DNA and take Homo Erectus out. And it is painful and sounds like it too.

In the north-east corner of the room there are cages. Most of the cages are empty, but in three cages three humans can be found waiting to be deranged to Homo Erectus slaves. If they slaves are freed they aren't willing nor capable to fight. They just want to escape the place (how is up to the adventuring party). In one of the occupied cages there is also an Eye Dog caputred. If freed he will follow and aid the party.

All sorts of medical items can be found in the room. Roll **Drugs, Chemicals and Medical Devices table** as many times as characters loot the room. When the same result has been gained 4 times there's nothing more to loot). In every item there's 10% change that it's not good (warning text in Brain Lasher writing). In that case when used Save versus Poison or Death or die!

7. CONTROL ROOM

In the control room there are computer devices and other monitoring devices. One Brain Lasher is observing Transportation Room through transparent wall. All the doors are mechanical and open when approached unless there is red alert. Red alert is triggered in 2 in 6 from the Control Room (7.) in any round something suspicious is going on (combat for example). Then the doors must be opened with hand gestures impossible for human (Brain Lashers have four fingers). Four fingered humanoid might try to mirror the gesture if he has seen it done already. Doors could be also electrically bypassed with successful technology rolls.

Also in red alert 2d4 + party size combat robot units emerge from Combat Robot Units section (8.) attacking the threat.

The Red alert can be turned off from this room. It is a big blinking red button. You can't miss it.

8. COMBAT ROBOT UNITS

Inside this huge hall there are 30 combat robot units. They are offline unless Red alert is on (see sections 1. or 7. for details of red alert. Same information in both).

Combat Robot Unit

Hit Dice: 25 (133 HP)

Frame: Armature

Locomotion: Inductor

Manipulators: n/a

Armor: Crystal Carbon Armor (AC 1)

Sensors: Class III sensor system

Mental Programming: Programming

Accessories: Weapon mount x2, Fire extinguisher

Weaponry: Laser pistol Mk 2 (6d6 damage), Stun baton (2d6 damage, stun)

On north-east corner of the room is sealed door. Eye scanning of a Brain Lasher (living or dead) is needed to open the door. Inside there are the following weapons (roll Technological artifacts tables):

- 1d4 Advanced melee weapons
- 1d4 Advanced pistols
- 25% chance each of 1d4 Advanced rifles*
- 15 % chance each of 1d4 Advanced armor*
- 2d6 Power sources
- 2d4 Grenades
- 15% each change of 1d2 Bombs and explosives*

**First roll how many there might be. Then roll d% are there any.*

10. NUCLEAR POWERED MINE CART SHAFT TO SURFACE

The southern double-door is the biggest one and always open. The Homo Erectus slaves carry their buckets of metal through the door to huge carts on rails. When a cart is fully loaded it darts in full speed and soon enough an empty cart replaces its place. The distance is too long to make clear where or how far the cart goes. If the cart is used as a transportation character suffers 4d8 damage. *Save Versus Stun* halves the damage. **Wherever the cart leads is not covered in this adventure!**

When characters venture forth the Nuclear Powered Mine Cart Shaft To Surface this adventure module ends. The rest is up to you to decide where the cart takes the metal and what dangers are within. (I might beat you in writing that, but if you go first, be sure to email me what you did

there!)

RANDOM LOOT TABLE (PRE-ROLLED)

Here's random loot tables for primary encounters in this dungeon. Instead of rolling loot roll below table to see what the monster carries.

<i>D20 Roll</i>	<i>Homo Erectus</i>	<i>Brain Lasher</i>
1	-	11,000 sp, 2 gp,
2	10,000 cp, 5,000 sp	10,000 cp, 6 gp, Healing pack, Ready syringe, Medi-spray II, Hercurin, Rad-purge shot, Antitox
3	-	2,000 cp, 10 gp
4	Gas mask, Plastex armor	9,000 sp, 13 gp, Stimshot B, K-O shot, Hercurin, Filter-Dose
5	2,000 cp	7 gp, Proton energy pill, Filter-Dose, Truth serum, Superegen x2, K-O shot, Antitox
6	-	2,000 cp, 11 gp
7	Rocket-propelled grenade launcher	9,000 sp, 3,007 gp, Medi-spray I, Stimshot A, Ready syringe, Antitox
8	-	2,000 cp, 9,000 sp, 2,008 gp, Medi-spray I, Filter-dose
9	2,000 sp, Soup mixes	6,000 cp, 2 gp, Filter-dose, Diagnostic scanner, Hercurin
10	4,000 sp	3,000 cp, 3,004 gp, Medi-spray II, Rad-purge shot, Hercurin, Ready syringe
11	16,000 sp, Laser pistol Mk2	3,000 cp, 13 gp
12	-	15,000 sp, 5 gp, Antitox x2, Ready syringe, Rad-purge shot, Diagnostic scanner, Medi-spray II
13	15,000 sp	6 gp
14	16,000 sp, Dehydrated pills	9 gp, K-O shot x2, Ready syringe, Hercurin, Medi-spray I, Stimshot B, Truth serum
15	11,000 sp, Radiation rifle	4,008 gp, Antitox x2, Filter-dose, Superegen

16	-	17,000 sp, 4 gp
17	-	6,000 cp, 7,000 sp, 4 gp, K-O shot, Healing pack, Medi-spray I
18	8,000 sp, Carbine rifle	2,000 cp, 9 gp
19	16,000 sp	1,000 cp, 4 gp, Truth serum, K-O shot, Hecurin, Medi-spray I x4,
20	15,000 sp, Identify card	1,010 gp

VERSION CHANGES AND OTHER NOTES

Versions

- 1.0. This is what I started with and initially put online for you to see. Table of contents doesn't work! GRAAAWWWRHH!
- 1.1. Minor heading editing so heading and content aren't on different pages. Some other little minor tweaks too not worth mentioning.
- 1.2. Added option that big double-door isn't always open in section 1.

Notes

- My player went through the Brain Lasher powered portal in Mine of the Brain Lashers. I had to make something beyond the portal in one day. This is what I did.
- If you use, edit, copy, share, like, hate... comment on my blog (if you found this here) or Google+ (if you found this there) or send me email (thaumiernerub at gmail dot com).
- If you write what's beyond the section 10. let me know!

Have fun playing!