GAMMA WORLD™

ROLEPLAYING GAME

EXPANSION: FAMINE IN FAR-GO™

Robert J. Schwalb

AGE 12+

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INTRODUCTION

It burned a hole through the atmosphere as it fell. When it struck, there was a great billowing cloud, white hot and filled with fire, and the impact threw up smoke and dust, raining debris for days on end. Yet we were afraid to look, to see what had come to ground a few miles away. Some worried. Others fretted. A few went on as before, secure in their ignorance. In time we forgot about the crash, though dark smoke still smeared the sky. One season grumbled as it stomped off, and another came to take its place. Our crops grew tall and our people hale, and all seemed well. Imagine our surprise, then, when those same crops twitched and scuttled, tearing themselves free of the ground to go on a killing spree. Oops.

Welcome to *Famine in Far-Go*™, an expansion of the *D&D® Gamma World™ Roleplaying Game* core rules. Inside this box, you'll find everything you need to take your D&D Gamma World games in wild new directions. The maps, tokens, cards, and options in this book expand on the options presented in the core game rules. If you don't already have the *D&D Gamma World Roleplaying Game* box, we suggest picking it up—it's will be easier to understand the expanded rules when you know the core rules, plus you'll want to have access to the monster stats and tokens from the core box.

Want to play a mutant monkey, a sentient fungus, or a gelatinous abomination? This expansion has you covered. And the new gear makes perfect accessories for any season.

Want to join a cryptic alliance? Twelve organizations provide plots and intrigues for players and Game Masters alike.

And if you're a Game Master, the information on East Dah-Koh-Tah and the town of Far-Go provides a ready-to-use campaign setting for D&D Gamma World games. Plus, the "Famine in Far-Go" adventure at the end of this book can be run as a stand-alone scenario or as a sequel to the core game adventure, "Steading of the Iron King." So why are you wasting your time on this introduction? Adventure awaits!

WHAT ARE THESE CARDS?

Among the various components in *Famine in Far-Go*, you will find a set of 10 Cryptic Alliance cards. These are a new, optional game mechanic presented with this expansion. You can use them as a random element in character generation to give your players an allegiance, temporary or otherwise, to one of Gamma Terra's major cryptic alliances.

One way you can use the Cryptic Alliance cards is to set an affiliation for the entire party. Use a random draw to establish which alliance the group belongs to. You can fine-tune your adventures with that affiliation in mind.

Another way to use the Cryptic Alliance cards is for each player to choose a card and then keep his or her affiliation secret. By using the game mechanics on the cards, each player will have a way to gain an advantage during play, but must put the other players at a small risk to do so. Most cards depend on the player waiting for the right set of circumstances to get the most out of that card, so after one or two encounters, every player should be wondering about anyone who hasn't already revealed a Cryptic Alliance card.

See "Using Cryptic Alliance Cards" on page 31 for more ideas.

CHAPTER 1:

CHARACTER OPTIONS

Colliding worlds and clashing possibilities produce people and creatures beyond imagining. As explorers expand into new lands and discover strange new life forms, more vile enemies and new allies become available for your D&D GAMMA WORLD campaign. This chapter focuses on the allies, offering new origins as well as a new selection of starting gear.

EXPANDED ORIGINS

This chapter adds twenty new origins to those presented in the core game rules. You can create a character using only these origins, or you can determine which table to use randomly. To do so, roll a d6. On a result of 1–3, use the Character Origin table from the core game rules (page 34). On a result of 4–6, use the table below. Then roll a d20 to determine the specific origin. As usual, if you roll the same origin twice, your secondary origin becomes engineered human.

NEW ORIGINS TABLE

Roll	Origin
1	AI
2	Alien
3	Arachnoid
4	Cryokinetic
5	Ectoplasmic
6	Entropic
7	Exploding
8	Fungoid
9	Gelatinous
10	Magnetic
11	Mythic
12	Nightmare
13	Plaguebearer
14	Plastic
15	Prescient
16	Reanimated
17	Shapeshifter
18	Simian
19	Temporal
20	Wheeled

AI

YOU ARE A HIGHLY ADVANCED, THINKING MACHINE.

Your body is a shell designed to protect the processor, microchips, and data storage that compose the essence of what you are. Your living components are a temporary fix until you can assemble the perfect mechanical body that your vast intelligence demands.

Appearance: Your secondary origin determines your shape, but underneath your exterior (whatever that is) you are a sentient machine.

AI TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

Encrypted Mind (Level 1): Gain a +2 bonus to Will.

Active Subroutines (Level 1): You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

AI Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

AI POWERS

BLUE SCREEN OF DEATH — **AI NOVICE**

Your optical interface becomes a blue color flickering with nonsensical white text.

At-Will ✇ Psi, Psychic
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Intelligence + your level vs. Will
Hit: 1d10 + Intelligence modifier + your level psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

MASTER CONTROL PROGRAM — **AI UTILITY**

You can do things at least 900 times better than any mutant.

Encounter ✇ Psi
Immediate Reaction **Personal**
Trigger: An ally hits an enemy with an attack
Effect: You can roll twice on your next attack roll against the triggering enemy before the end of your next turn, and use either result.

END OF LINE — **AI EXPERT**

Your electronic processors surge with power, making those around you into your slaves.

Encounter ✇ Electric, Psi
Standard Action **Close** burst 2
Target: Each creature in burst
Attack: Intelligence + your level vs. Will
Hit: The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.

ALIEN

OUT OF ALL THE WORLDS IN THE COSMOS, YOU HAVE FOUND THIS STRANGE, SCARRED AND PITTED BLUE SPHERE IN AN UTTERLY UNINTERESTING CORNER OF THE UNIVERSE.

You might be marooned here, waiting for a passing vessel on which you can hitch a ride. Or you might be an advance scout exploring the world for future colonization.

Appearance: Your secondary origin suggests your general form—space bear, space human, space monkey, and so on—but your character should have an alien spin, such as antennas, a way with green women, or talking in halting sentences.

ALIEN TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use ***alien engineering*** as a minor action once before the end of your next turn.

ALIEN POWERS

ALIEN ENGINEERING — **ALIEN NOVICE**

Drawing on your alien training, you modify a weapon to function at greater strength.

At-Will ✇ Dark, Radioactive
Standard Action **Melee** 1
Target: You or one ally
Effect: The target's next weapon attack before the end of the encounter gains a +2 bonus to the attack roll and deals 5 + your Intelligence modifier + your level extra radioactive damage.

BEAM ME UP — **ALIEN UTILITY**

You speak into a small device and you or an ally disappear into a shimmering column of light and reappear elsewhere.

Encounter ✇ Dark, Teleportation
Move Action **Melee** 1
Target: You or one ally
Effect: You teleport the target 10 squares. Then roll a d6. On a result of 1 or 6, you can use *beam me up* an additional time during this encounter.

NUKE IT FROM ORBIT — **ALIEN EXPERT**

At your command, your mothership translocates a mini-nuke among your enemies.

Daily ✇ Dark, Fire, Radiation
Standard Action **Area** burst 5 within 20 squares
Target: Each creature in burst
Attack: Intelligence + your level vs. Dexterity
Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.

ARACHNOID

YOU HAVE POISONOUS FANGS AND SPINNERETS THAT ARE CAPABLE OF WEAVING STICKY, TOXIC WEBS.

Appearance: The degree to which your spider nature reveals itself is up to you. You might be a giant spider with eight legs, a furry body, and an exoskeleton, or the arachnoid influence might manifest more subtly, with pointed ears, dusky skin, and white hair, or even as a penchant for swinging about in a red-and-blue costume.

ARACHNOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Many-Limbed Maneuverability (Level 1): Gain a +2 bonus to Reflex.

Spider Climber (Level 1): Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check.

Arachnoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

ARACHNOID POWERS

TOXIC WEBS — **ARACHNOID NOVICE**

You weave a sticky, poisonous net with your spinnerets and use it to ensnare your enemies.

At-Will ✇ **Bio, Poison**
Standard Action — **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Dexterity + your level vs. Reflex
Hit: 1d8 + Dexterity modifier + your level poison damage, and the target is immobilized until the end of your next turn.

SCUTTLING ESCAPE — **ARACHNOID UTILITY**

You use your natural mobility to extricate yourself from a sticky situation.

Encounter ✇ **Bio**
Move Action — **Personal**
Effect: If you are slowed or immobilized, you end that effect. In addition, you shift a number of squares equal to one-half your speed.

COCOONING WEBS — **ARACHNOID EXPERT**

"Lunch!" says the spider to the fly. You wrap your enemy in tight webs and drag it away.

Encounter ✇ **Bio**
Standard Action — **Melee** touch
Target: One creature
Attack: Dexterity vs. Reflex
Hit: The target is blinded and restrained (save ends both). Until the target saves against this effect, whenever you move, you can pull the target up to your speed into a space adjacent to you.

CRYOKINETIC

THERE IS NO HEAT IN YOUR FLESH AND NO LIFE IN YOUR GAZE.

Wherever you go, temperatures plummet. You draw your power from a mote of pure cold lurking within you that enables you to unleash the blizzard's full flurry with a thought, to armor yourself in ice, and to quick-freeze your foes.

Appearance: Your skin has a bluish cast and your eyes glitter as if cut from solid ice. Your presence sets others to shivering, their breath pluming in the cold you emit. When rain falls on you, it becomes snow. When you step in a puddle, it becomes ice.

CRYOKINETIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Chilling Aura (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Frosty the Mutant (Level 1): Gain resist 15 cold.

Cryokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

CRYOKINETIC POWERS

ICY GRASP — **CRYOKINETIC NOVICE**

Your touch binds an enemy in chains of ice.

At-Will ✇ **Cold, Psi**
Standard Action — **Melee** touch
Target: One creature
Attack: Charisma + your level vs. Fortitude
Hit: 1d6 + Charisma modifier + twice your level cold damage, and the target is slowed until the end of your next turn. If the target is already slowed, it takes 1d6 extra cold damage.

ICE SLIDE — **CRYOKINETIC UTILITY**

You create an icy path over the ground and through the air, letting you slide away to safety.

Encounter ✇ **Cold, Psi**
Move Action — **Personal**
Effect: You fly a number of squares equal to your speed. Each square you exit fills with ice that lasts until the end of your next turn. Ice-filled squares are difficult terrain.

FLASH FREEZE — **CRYOKINETIC EXPERT**

You emit a brilliant blue burst of frigidity that robs your enemies' heat and mobility.

Encounter ✇ **Cold, Psi, Zone**
Standard Action — **Close** burst 3
Target: Each creature in burst
Attack: Charisma + your level vs. Fortitude
Hit: 1d10 + Charisma modifier + your level cold damage, and the target is immobilized until the end of your next turn.
Effect: The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

ECTOPLASMIC

YEP, YOU'RE A GHOST.

Your essential nature was torn apart between the shifting membranes of two realities.

Appearance: You only partly exist in this world. People can see through your body, and you give them the "willies." As you become injured, you find it hard to keep your essence together.

FEDERICO PIATTI

ECTOPLASMIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.
Ghostly (Level 1): While you're bloodied, you gain resist 5 to all damage.
Ectoplasmic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to your level + 2.

ECTOPLASMIC POWERS

ECTOPLASMIC PLUNGE — **ECTOPLASMIC NOVICE**

You separate your molecules and plunge through an opponent. Sometimes you leave a slime trail.

At-Will ✇ **Dark, Psychic**
Standard Action **Melee** touch
Target: One creature
Attack: Wisdom + your level vs. Reflex
Hit: 2d8 + Wisdom modifier + twice your level psychic damage.
Effect: You shift 2 squares to any unoccupied square adjacent to the target.

PHASE OUT — **ECTOPLASMIC UTILITY**

You shift your atoms out of sync, which allows you to pass through solid objects.

Encounter ✇ **Dark**
Minor Action **Personal**
Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemies' squares, and you can move through blocking terrain. You must still end your movement in an unoccupied square.

SCATTERED ESSENCE — **ECTOPLASMIC EXPERT**

An enemy's attack disrupts your concentration, causing realities to momentarily collapse.

Encounter ✇ **Dark, Psychic**
Immediate Reaction **Close** burst 3
Trigger: An enemy bloodies you
Target: Each creature in burst
Attack: Wisdom + your level vs. Fortitude
Hit: 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.
Effect: You shift 3 squares to any unoccupied square in the burst.

ENTROPIC

THE UNIVERSE'S END SEETHES IN THE DARKNESS BETWEEN THE STARS, UNDOING CREATION'S WORK AND REDUCING MATTER TO ITS FUNDAMENTAL PARTICLES.

You are connected to this entropic nature and can wield its power to effect decay and disintegration in the world. It sounds great, but really you just make big things into smaller things, orderly things into disorderly things, and living things into dead things.

Appearance: You look like you're sprinting to the grave. Aside from your pallid appearance and your spare frame, you also have a hard time keeping your things nice. Your clothing frays and fades, and your equipment becomes pitted and dull. It's worse when you're spending time in pleasant places: Grass dies, trees drop leaves, and everything becomes gray and dead.

ENTROPIC TRAITS

Mutant Type: Charisma; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Science checks.
Unordered Luck (Level 1): Gain a +1 bonus to AC and Reflex.
Disordered (Level 1): Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a –2 penalty to all defenses until the end of your next turn.
Entropic Critical (Level 2 or 6): When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

ENTROPIC POWERS

DISRUPTING TOUCH — **ENTROPIC NOVICE**

You evaporate your enemy with a touch.

At-Will ✇ **Dark, Necrotic**
Standard Action **Melee** touch
Target: One creature
Attack: Charisma + your level vs. Fortitude
Hit: 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

HOLE IN THE WORLD — **ENTROPIC UTILITY**

You become living entropy and cause all things in your presence to decay.

Encounter ✇ **Dark, Zone**
Minor Action **Personal**
Effect: Until the end of your next turn, while any creature is within 3 squares of you, it takes a –2 penalty to attack rolls and grants combat advantage.

CREATION UNDONE — **ENTROPIC EXPERT**

You release an entropic pulse that sends your foes' electrons packing.

Encounter ✇ **Dark, Necrotic**
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Charisma + your level vs. Fortitude
Hit: 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.

EXPLODING

YOU'RE A TICKING TIME BOMB.

Every moment, you struggle not to destroy everything around you, but sometimes it feels good to let off a little steam. And fire. And concussive shock waves.

Appearance: Exploding over and over doesn't damage you, but it's hell on the wardrobe. When you get emotional, your eyes burn, your hair smokes, and heat shimmers around you.

EXPLODING TRAITS

Mutant Type: Constitution; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Practical Endurance (Level 1): Gain a +1 bonus to Fortitude and Will.

Fireworks (Level 1): While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.

Exploding Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

EXPLODING POWERS

CONTROLLED DEMOLITION — **EXPLODING NOVICE**

When you relax your concentration, you detonate in a burst of flame and sound.

At-Will ✇ **Fire, Psi, Sonic**
Standard Action **Close** burst 2
Target: Each creature in burst
Attack: Constitution + your level vs. Reflex
Hit: 1d6 + Constitution modifier + your level fire and sonic damage, and you push the target 1 square. If you're bloodied, this attack deals 1d6 extra damage.

CHAIN REACTION — **EXPLODING UTILITY**

The slightest bump, or an annoying foe, can set you off.

Encounter ✇ **Fire, Psi, Sonic**
Immediate Reaction **Close** burst 2
Trigger: You take damage from an attack
Target: Each creature in burst
Effect: You push the target 1d4 squares. If you push the target 4 squares, it also takes 10 fire and sonic damage.

NUCLEAR OPTION — **EXPLODING EXPERT**

Sometimes, it really is the only course of action! But it sure hurts.

Encounter ✇ **Fire, Psi, Sonic**
Standard Action **Close** burst 4
Target: Each creature in burst
Attack: Constitution + your level vs. Reflex
Hit: 2d10 + Constitution modifier + your level fire and sonic damage, and you push the target 4 squares.
Effect: You explode. You can't take any actions and have neither line of sight nor line of effect to any other creature, and no creature has line of sight or line of effect to you, until the end of your next turn. You then re-form in an unoccupied square within 5 squares of your last location.

FUNGOID

YOU ACQUIRED SENTIENCE IN THE MOIST DARKNESS, AN AWARENESS THAT THERE WAS A WORLD BEYOND THE DAMP SOIL AND ROT IN WHICH YOU FIRST TOOK ROOT.

Pulling yourself free, you waddled forth to explore the world and populate it with your fungal offspring.

Appearance: You might be a mushroom, complete with cap, gills, and trunk, or a puffball, rolling over the ground emitting little puffs of spores. If your other origin suggests a body, you might infest another form as a mold clinging to your host body.

FUNGOID TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Mushroom Thoughts (Level 1): Gain a +2 bonus to Will.

Healing Spores (Level 1): Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level.

Fungoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is blinded until the end of your next turn.

FUNGOID POWERS

TOXIC SPORES — **FUNGOID NOVICE**

You release a cloud of poisonous spores to confound your foes.

At-Will ✇ **Bio, Poison**
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Constitution + your level vs. Fortitude
Hit: 1d6 + Constitution modifier + your level poison damage, and the target grants combat advantage until the end of your next turn.

SPORE CLOUD — **FUNGOID UTILITY**

An enemy attacks you while you're hurt, and you eject a cloud of healing spores.

Encounter ✇ **Bio, Healing, Zone**
Free Action **Close** burst 1
Trigger: You take physical damage from an attack while you're bloodied
Effect: The burst creates a zone of spores that lasts until the start of your next turn. Squares within the zone are lightly obscured, and any ally that starts his or her turn within the zone regains hit points equal to 2 + your level.

MADNESS SPORES — **FUNGOID EXPERT**

You release multicolored spores that bore into your enemies and cause madness.

Encounter ✇ **Bio, Poison, Psi**
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Constitution + your level vs. Fortitude
Hit: 1d8 + Constitution modifier + your level poison damage, and the target can't make opportunity attacks until the end of your next turn. If you score a critical hit against the target, it's also dominated until the end of your next turn.

GELATINOUS

YOU'RE A GLISTENING, CAUSTIC SLICK OF PROTOPLASM CONTAINED BY A TRANSPARENT EPIDERMIS.

You might be an unsightly gooey lump, but you're a sentient unsightly gooey lump. Life is far simpler as a single-celled organism. You don't have to concern yourself with clothing. Heck, you don't even need cutlery: You roll over your opponent and absorb the nutrients from its liquefied body.

Appearance: You don't have a skeletal system or any distinguishing features, aside from being made from slime. You could be a quivering cube or a slithering puddle, or you might be able to assume a humanoid shape if your secondary origin suggests it.

GELATINOUS TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

No Real Weak Points (Level 1): Gain a +2 bonus to Fortitude.

Translucent (Level 1): At the start of each encounter, you are invisible until you attack or until the end of the encounter.

Gelatinous Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra acid damage, and you knock the target prone.

GELATINOUS POWERS

PARALYTIC GOO — **GELATINOUS NOVICE**

You hit your foe with a flowing limb of goo, numbing your enemy.

At-Will ✇ Acid, Bio
Standard Action **Melee** 1
Target: One creature
Attack: Strength + your level vs. Fortitude
Hit: 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

FLOWING FORM — **GELATINOUS UTILITY**

You ooze across the battlefield, unaffected by obstacles and enemies in your path.

Encounter ✇ Bio
Move Action **Personal**
Effect: You shift your speed. During this movement, you ignore difficult terrain and can move through enemies' spaces.

OOZY EMBRACE — **GELATINOUS EXPERT**

You enfold your prey in a glistening embrace.

Encounter ✇ Acid, Bio
Standard Action **Melee** 1
Target: One Medium or smaller creature
Attack: Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.
Hit: 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it's no longer restrained.

MAGNETIC

THE ENERGY FOUND IN MATTER IS YOURS TO COMMAND.

Your can even manipulate the magnetic fields surrounding other creatures, allowing you to hold them fast or move them about.

Appearance: You attract bits of metal debris. Cans, old keys, and even shrapnel find homes in hard-to-reach places on your body.

MAGNETIC TRAITS

Mutant Type: Dexterity; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Metallic Shields (Level 1): Gain a +1 bonus to AC.

Magnetized Body (Level 1): Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

Magnetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until the end of your next turn.

MAGNETIC POWERS

LODESTONE LURE — **MAGNETIC NOVICE**

You create a magnetic field between yourself and your enemy that pulls it closer. The field is charged with electricity that strikes your foe as it approaches.

At-Will ✇ Dark, Electricity
Minor Action **Melee** 5
Target: One creature
Attack: Dexterity + your level vs. Fortitude
Hit: 1d8 + Dexterity modifier + twice your level electricity damage, and you pull the target 3 squares.

LAW OF ATTRACTION — **MAGNETIC UTILITY**

With a gesture, you pull an ally to you or send it careening toward another ally.

Encounter ✇ Dark
Minor Action **Ranged** 5
Target: One ally
Effect: You either pull the target 4 squares, or slide the target 4 squares toward another ally within 5 squares of you.

MAGNETIC FIELD — **MAGNETIC EXPERT**

You generate an electrical pulse that alters your enemies' polarity, pulling them toward you and holding them firmly in place.

Encounter ✇ Dark, Electricity
Standard Action **Close** burst 3
Target: Each enemy in burst
Attack: Dexterity + your level vs. Fortitude; if the target is a robot, you gain a +2 power bonus to the attack roll
Hit: 2d6 + Dexterity modifier + your level electricity damage, and you pull the target 2 squares.
Effect: Until the end of your next turn, creatures are restrained while they're adjacent to you.

MYTHIC

YOU HAVE A DIVINE PARENT.

The Big Mistake cracked open the vault of possibilities, made real the unreal, and gave form and substance to ancient myths. You are a manifestation of deific progeny, empowered by the mental energy of past believers. You are on Gamma Terra to see the world, to represent the belief that spawned you, and perhaps to have a good time.

Appearance: You look a lot like Mom or Dad. You might be a tentacled monstrosity from a sunken city, a blonde-haired Nordic with a lantern jaw and a big hammer, or a famous author with curious ideas about aliens.

MYTHIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Divine Luck (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Enduring Belief (Level 1): When you are dying, you don't fall unconscious until you have failed one death saving throw.

Mythic Critical (Level 2 or 6): When you score a critical hit, one ally you can see can make a basic attack as a free action with a +2 bonus to the attack roll.

MYTHIC POWERS

MYTHIC STRIKE — MYTHIC NOVICE

Your astonishing strike against a foe fills your allies with hope and zeal.

At-Will ✇ Physical, Psi, Weapon
Standard Action **Melee** or **Ranged** weapon
Target: One creature
Attack: Charisma + your level + weapon accuracy vs. AC
Hit: 1[W] + Charisma modifier + your level physical damage, and one ally within 5 squares of you gains either a +2 bonus to saving throws until the start of your next turn or 5 temporary hit points.

MIRACULOUS RECOVERY — MYTHIC UTILITY

Suddenly, you and your allies feel better. It's a miracle!

Encounter ✇ Healing, Psi
Minor Action **Close** burst 1
Target: You and each ally in burst
Effect: The target either makes a saving throw or regains hit points equal to your level.

DIVINE JUDGMENT — MYTHIC EXPERT

You call down a thunderbolt from the heavens to smite your enemies.

Encounter ✇ Electricity, Psi, Sonic
Standard Action **Ranged** 10
Target: One, two, or three creatures
Attack: Charisma + your level vs. Reflex
Hit: 2d6 + Charisma modifier + your level electricity and sonic damage, and the target is dazed until the end of your next turn.

NIGHTMARE

YOU ARE NIGHTMARE BROUGHT TO LIFE.

Your glance silences bravado and your gesture murders courage. You wield fear as a weapon and bring terror to anyone who stands in your way.

Appearance: Your physical appearance is irrelevant compared to how you make people see you. You might be utterly ordinary to most people, but when you attack, you become an unspeakable horror that none can bear to look upon without soiling themselves with fear.

NIGHTMARE TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Master of Terror (Level 1): Gain a +2 bonus to Will.

Insidious Mind (Level 1): Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.

Nightmare Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target move its speed away from you as a free action.

NIGHTMARE POWERS

FEAR MANIFESTED — NIGHTMARE NOVICE

You wrench your enemy's deepest, darkest fear from its mind and use it as a weapon against that foe.

At-Will ✇ Psi, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence + your level vs. Will
Hit: 1d8 + Intelligence modifier + twice your level psychic damage, and until the end of your next turn, the target grants combat advantage and takes a –2 penalty to attack rolls.

SECRET FACE — NIGHTMARE UTILITY

You cause your enemies to see tentacles and gumming jaws explode from your ally's face.

Encounter ✇ Psi
Minor Action **Ranged** 10
Target: One ally
Effect: Until the end of your next turn, enemies take a –2 penalty to attack rolls against the target.

FEARS REVEALED — NIGHTMARE EXPERT

You draw forth your enemy's worst fear, bringing it into reality for a short time. Your foe finds the apparition so terrible that it panics and retreats from any attack.

Encounter ✇ Psi, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence + your level vs. Will
Hit: 2d8 + Intelligence modifier + twice your level psychic damage. In addition, until the end of your next turn, the target takes a –2 penalty to attack rolls and whenever a creature hits the target with an attack, that creature pushes the target 1 square.

PLAGUEBEARER

YOU GOT COOTIES.

Your friends are viruses and bacteria, the diseases that fester and play in your body. You like to share them with everyone you meet.

Appearance: You might be a giant walking bacterium, a rotting humanoid covered in weeping sores, or a normal person whose afflictions remain hidden until you attack.

PLAGUEBEARER TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.
Strengthened by Plague (Level 1): Gain a +2 bonus to Fortitude.
Typhoid Mary/Marvin (Level 1): You are immune to disease and gain resist 10 necrotic.
Plaguebearer Critical (Level 2 or 6): When you score a critical hit, the target takes ongoing 10 necrotic damage (save ends).

PLAGUEBEARER POWERS

INFECTED TOUCH — PLAGUEBEARER NOVICE

You strike your enemy, and your touch delivers microbes that wreak havoc on its body.

At-Will ✇ Bio, Necrotic
Standard Action **Melee** 1
Target: One creature
Attack: Constitution + your level vs. Fortitude. If the target is taking ongoing damage, you gain a +2 bonus to the attack roll.
Hit: 1d10 + Constitution modifier + twice your level necrotic damage, and until the end of your next turn, the target is slowed and can't take immediate actions or opportunity actions.

LEPROSY SPLASH — PLAGUEBEARER UTILITY

You fly apart in a cloud of small, rotting particles that damages foes within it.

Encounter ✇ Bio, Necrotic, Poison, Zone
Immediate Reaction **Close** burst 2
Trigger: An enemy bloodies you
Effect: Your body bursts into a cloud of disease, creating a zone of pestilence that lasts until the start of your next turn. While you're under this effect, you can't take any actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. In addition, enemies treat squares within the zone as difficult terrain, and whenever an enemy within the zone takes damage from an attack, it takes 5 extra necrotic and poison damage. At the start of your next turn, you reform in any square within the burst.

GIFT OF PESTILENCE — PLAGUEBEARER EXPERT

You unhinge your jaw and spray a noxious, toxic vomit that infects everyone it touches.

Encounter ✇ Bio, Necrotic
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Constitution + your level vs. Fortitude
Hit: 2d6 + Constitution modifier + your level necrotic damage, and the target is dazed, slowed, and takes ongoing 5 necrotic damage (save ends all).

PLASTIC

YOU HAVE AN ELASTIC BODY.

Fantastic flexibility lets you stretch your limbs, twist your body into a pretzel, and form yourself into any number of interesting shapes. Everything from your toenails to the hairs on your head have the same plastic nature.

Appearance: Your elasticity reveal itself in the unconscious stretching and contraction of your various body parts.

PLASTIC TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.
Bend but Not Break (Level 1): Gain a +1 bonus to Fortitude and Reflex.
Malleability (Level 1): You can compress your body to fit through a 1-inch-wide crack. You don't become slowed or grant combat advantage while squeezing in this way.
Plastic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until you end your turn not adjacent to it.

PLASTIC POWERS

STRETCHY ARMS — PLASTIC NOVICE

You stretch your arms across the room to strike at an enemy and pull it toward you.

At-Will ✇ Bio, Physical, Weapon
Standard Action **Melee** 3
Target: One creature
Attack: Dexterity + your level + weapon accuracy vs. AC
Hit: 1[W] + Dexterity modifier + your level physical damage, and you pull the target 2 squares.

BODY SHIELD — PLASTIC UTILITY

You inflate your body to block an incoming attack against a nearby ally.

Encounter ✇ Bio
Immediate Interrupt **Personal**
Trigger: An attack hits an ally within 2 squares of you.
Effect: The triggering attack hits you instead. You take only half damage from the attack.

WRAP IT UP — PLASTIC EXPERT

You coil your elastic body around your foe and crush it.

Encounter ✇ Bio, Physical
Standard Action **Melee** 3
Target: One creature
Effect: You shift 3 squares to a square adjacent to the target.
Attack: Dexterity + your level vs. Reflex
Hit: 2d8 + Dexterity modifier + twice your level physical damage. In addition, while you're adjacent to the target, it's restrained and takes ongoing 10 physical damage (save ends both).

PRESCIENT

IMAGES AND THOUGHTS ASSAIL YOUR MIND.

You pick them up from people around you. Sometimes, you read another's intent. Other times, you see a person's immediate future. You probably finish other people's sentences, because you know what they're going to say. Although it's a neat trick at parties, some find this annoying, but then again, you already know that about them.

Appearance: You have a third eye in the center of your forehead, or whatever you have for a forehead. This baleful red pupil is capable of perceiving both the thoughts of those around you and the myriad possible destinies they might have. Alternatively, instead of a third eye, you might have prescient cilia, future sensing eyestalks, or a perceptive vestigial twin.

PRESCIENT TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Not Surprised (Level 1): Gain a +1 bonus to AC and Will.

Third Eye Awareness (Level 1): Gain a +2 bonus to opportunity attack rolls and a +4 bonus to initiative checks.

Prescient Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

PRESCIENT POWERS

THWARTED DEFENSE — PRESCIENT NOVICE

You read your enemy's future actions and close off its avenues for retreat.

At-Will ✇ Physical, Psi, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Wisdom + your level + weapon accuracy vs. AC
Hit: 1[W] + Wisdom modifier + your level physical damage, and the target can't shift until the end of your next turn.

INSTINCTIVE SHIFT — PRESCIENT UTILITY

Your enemy can't act without your knowledge, allowing you to duck or dodge its attacks.

Encounter ✇ Psi
Immediate Interrupt **Personal**
Trigger: An enemy adjacent to you hits you
Effect: You gain a +4 bonus to all defenses against the triggering attack. If the attack misses, you can shift 1 square.

CUNNING PREDICTION — PRESCIENT EXPERT

You know where the enemy will be in 5 seconds and which part of its body it's protecting the most. This allows you to tell an ally where to strike a fatal blow.

Encounter ✇ Psi
Standard Action **Ranged** 5
Target: One creature
Attack: Wisdom + your level vs. Will
Hit: The next ally to hit the target automatically scores a critical hit.

REANIMATED

YOU WERE DEAD, BUT YOU GOT BETTER.

Spores from outer space, a secret government project, hoodoo, or something else awakened your corpse and gave it a second chance at life (or something close to it). Your body works more or less like it used to, but you have this nagging taste for brains. And then there's the smell.

Appearance: Most folks won't mistake you for a living person, since you likely still bear the signs of whatever killed you in the first place.

REANIMATED TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Undead Recuperation (Level 1): You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.

Slow (Level 1): Reduce your speed by 1.

Reanimated Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is dazed until the end of your next turn.

REANIMATED POWERS

NASTY BITE — REANIMATED NOVICE

You sink your rotting teeth into your victim, seeking its tasty brain. Brains!

At-Will ✇ Dark, Healing, Physical
Standard Action **Melee** 1
Target: One creature
Attack: Strength + your level vs. Fortitude
Hit: 2d6 + Strength modifier + twice your level physical damage. If you score a critical hit, you also regain 5 + your level hit points.

ZOMBIE SURPRISE — REANIMATED UTILITY

They're coming to get you, Barbara!

Encounter ✇ Dark, Healing
No Action **Personal**
Trigger: You start your turn with 0 hit points or fewer
Effect: You regain hit points equal to your level and stand up.

GRISLY FEAST — REANIMATED EXPERT

You'd know the smell of tasty gray cells from a block away, and your foe has some. You lunge forward and start snacking as you drag your enemy to the ground.

Encounter ✇ Dark, Physical
Standard Action **Melee** 1
Target: One creature
Attack: Strength + your level + 2 vs. AC
Hit: 1d10 + Strength modifier + twice your level physical damage, and you knock the target prone. In addition, until the target starts its turn in a square not adjacent to you, it takes 5 physical damage whenever it starts its turn adjacent to you.

SHAPESHIFTER

YOU CHANGE APPEARANCE LIKE A NORMAL PERSON CHANGES CLOTHES.

Appearance: Whatever you want to be, you are.

SHAPESHIFTER TRAITS

Mutant Type: Charisma; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.
Rippling Flesh (Level 1): Gain a +2 bonus to Reflex.
Subtle Movement (Level 1): You can shift 1 square as a minor action.
Shapeshifter Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

SHAPESHIFTER POWERS

SHAPESHIFTER'S FEINT — **SHAPESHIFTER NOVICE**

You take on your victim's appearance to confuse your enemies.

At-Will ✇ Bio, Physical
Standard Action — **Melee** weapon
Effect: You assume the form of any Medium humanoid until you change form again. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You gain a +5 power bonus to Interaction checks to fool others with your disguise. You can choose not to make the attack.
Target: One creature
Attack: Charisma + your level vs. Reflex.
Hit: 1[W] + Charisma modifier + your level physical damage. If you changed your form to resemble the target, you gain a +2 power bonus to all defenses until the end of your next turn while the target is within 2 squares of you.

WHO, ME? — **SHAPESHIFTER UTILITY**

You become an inoffensive creature, small and unassuming. People want to pet you.

Encounter ✇ Bio
Minor Action — **Personal**
Effect: You assume the form of a Tiny beast until the end of the encounter, until you change back to your previous form as a minor action, or until you change your form again. While in this form, you gain a +3 power bonus to speed and to all defenses, you do not provoke opportunity attacks for moving, and you cannot attack.

BIG SCARY MONSTER — **SHAPESHIFTER EXPERT**

Your morph into a big, scary monster with long, sharp claws.

Encounter ✇ Bio, Physical
Minor Action — **Personal**
Effect: You assume the form of a big scary monster (although you remain a Medium creature) until the end of the encounter, until you dismiss the form as a minor action, or until you change your form again. While in this form, enemies take a –2 penalty to attack rolls against you. You can make the following at-will attack while in this form.
Standard Action — **Melee** 2
Target: One creature
Attack: Charisma + your level vs. AC
Hit: 2d6 + Charisma modifier + twice your level physical damage.

SIMIAN

YOU ARE A MUTATED MONKEY.

You have escaped mankind's oppression and exploitation, and—through conquest—have won freedom. Should anything threaten you, you are quick to resort to battle. Otherwise, you'd be just another ape.

Appearance: You are a gorilla, an orangutan, a chimpanzee, or some other kind of simian.

SIMIAN TRAITS

Mutant Type: Strength; Bio; +2 to overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.
Monkey Tough, Monkey Fast (Level 1): Gain a +1 bonus to Fortitude and Reflex.
Agile Monkey (Level 1): Gain a +1 bonus to speed.
Simian Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you push the target 2 squares.

SIMIAN POWERS

APE RAGE — **SIMIAN NOVICE**

You smash your foe to pulp.

At-Will ✇ Bio, Physical, Weapon
Standard Action — **Melee** or **Ranged** weapon
Target: One creature
Attack: Strength + your level + weapon accuracy vs. AC
Hit: 1[W] + 1d6 + Strength modifier + your level physical damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

MONKEY LEAP — **SIMIAN UTILITY**

You leap up like a . . . well, like a monkey, to land among your foes.

Encounter ✇ Bio
Move Action — **Personal**
Effect: You make an Athletics check to jump and gain a +5 power bonus. Each enemy adjacent to you at the end of the jump grants combat advantage to you until end of your next turn.

EXPERT APE TRAINING — **SIMIAN EXPERT**

You punctuate your attack with a blood-curdling roar.

Encounter ✇ Bio, Physical, Weapon
Standard Action — **Melee** or **Ranged** weapon
Target: One creature
Attack: Strength + your level + weapon accuracy + 2 vs. AC
Hit: 2[W] + Strength modifier + your level physical damage, and each enemy within 3 squares of you grants combat advantage to you until the end of your next turn.

TEMPORAL

YOU ARE A TIME-TRAVELER.

In your jaunts through time-space, you have witnessed the singularity that resulted in creation's birth, dined beneath the roiling skies at time's end, and walked alongside the dinosaurs.

But now, for some reason, you're trapped in Gamma Terra. Luckily, your jaunts have prepared you for the challenges you will soon face . . . or have already faced . . . or are facing.

Appearance: Your secondary form reveals your birth era. A "normal" form suggests someone from the past, and a heavily mutated form suggests someone from a grim future.

TEMPORAL TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.
Too Slow! (Level 1): Gain +2 bonus to AC.
Temporal Advantage (Level 1): Gain a +5 bonus to initiative checks.
Temporal Critical: When you score a critical hit, the attack deals 1d10 extra damage, and you teleport the target 2d6 squares.

TEMPORAL POWERS

TEMPORAL FUGUE — TEMPORAL NOVICE

Bending time, you fling an enemy back to a previous moment, disorienting it.

At-Will ✇ **Dark, Physical, Teleportation**
Standard Action **Melee** or **Ranged** weapon
Target: One creature
Attack: Wisdom + your level + weapon accuracy vs. Reflex
Hit: 1[W] + Wisdom modifier + your level physical damage, you teleport the target 4 squares, and the target is dazed until the end of your next turn.

TEMPORAL JAUNT — TEMPORAL UTILITY

You withdraw from the present to appear in the near future.

Encounter ✇ **Dark, Teleportation**
No Action **Personal**
Trigger: You end your turn
Effect: You disappear into the future until the start of your next turn. While under this effect, you can't take actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. You reappear in an unoccupied square within 5 squares of the square you last occupied.

TIME SHOVE — TEMPORAL EXPERT

You knock your enemy through a time portal that sends it into the future.

Encounter ✇ **Dark, Physical, Weapon**
Standard Action **Melee** or **Ranged** weapon
Target: One creature
Attack: Wisdom + your level + weapon accuracy vs. Reflex
Hit: 1[W] + Wisdom modifier + your level physical damage, and the target disappears into the future until the end of your next turn. While under this effect, the target can't take actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. It reappears in an unoccupied square of your choice within 5 squares of you.

WHEELED

YOU HAVE WHEELS INSTEAD OF LEGS.

They let you move you along at a pretty good clip, help you roll over the toughest terrain, and let you squash monsters. Just rotate your tires every 15,000 miles.

Appearance: You could be a sentient car, a robotic (or organic) torso mounted on a wheeled or tracked base, or some freakish mutant with improbably developed limbs that function like wheels. Flames on your doors are optional.

WHEELED TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.
Great Turning Radius (Level 1): Gain a +2 bonus to Reflex.
All-Wheel Drive (Level 1): You ignore difficult terrain and gain a +1 bonus to speed.
Wheeled Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target prone. You can then shift your speed.

WHEELED POWERS

MAXIMUM OVERDRIVE — WHEELED NOVICE

You put it in gear and use your momentum to knock your enemy silly.

At-Will ✇ **Dark, Physical**
Standard Action **Melee** weapon
Effect: Before the attack, you shift 2 squares.
Target: One creature
Attack: Constitution + your level + weapon accuracy vs. AC
Hit: 1[W] + Constitution modifier + your level physical damage, and the target takes a –2 penalty to attack rolls against your allies until the end of your next turn.

BURNING RUBBER — WHEELED UTILITY

You generate enough torque to spin and overheat your wheels, leaving flaming tracks behind you as your race across the battlefield.

Encounter ✇ **Dark, Fire**
Move Action **Personal**
Effect: You move your speed + 2. Each square you leave is filled with fire until the start of your next turn. Any creature that enters a fire square or starts its turn there takes 5 fire damage.

MONSTER TRUCK — WHEELED EXPERT

As you roll forward, you crush your enemies beneath your wheels.

Encounter ✇ **Dark, Physical**
Standard Action **Personal**
Effect: You move your speed. You can move through enemies' spaces during this move, provided you end the move in an unoccupied space. Make the following attack against each enemy the first time you enter its space during this movement.
Free Action **Melee** 1
Target: One creature
Attack: Constitution + your level vs. Reflex
Hit: 2d8 + Constitution modifier + your level physical damage, and you knock the target prone.

NEW GEAR

The wreckage littering Gamma Terra includes many wondrous, interesting, and mostly useless relics, but there are places where technology from the Ancients has survived the cataclysm and can still be of use to intrepid adventurers. The new equipment described below expands on the options presented in the core game rules, providing scavengers and heroes with a slight advantage against the myriad horrors stalking the lands.

The next time you're rolling for Ancient junk, you can also use the table below. For each item pick, roll a d6. On a result of 1–4, use the table from the core game book (page 81); on a result of 5–6, use the following table of new items. Then roll two d10s to determine the specific item.

MORE ANCIENT JUNK

Ancient junk is everywhere. This selection of antiques is just waiting to be pulled from the ruins by collectors, traders, and adventurers. Who knows, maybe that 150-year-old bag of chips actually *is* edible. But if you get sick, it's your own fault!

ANCIENT JUNK TABLE 2

D10 Rolls		Item	D10 Rolls		Item
1 or 2	1	Aviator's goggles	5 or 6	6	Package of fruity gum
1 or 2	2	Ammo	5 or 6	7	Pajamas
1 or 2	3	Bag of chips	5 or 6	8	Paper clips (20)
1 or 2	4	Blue jeans	5 or 6	9	Perfume
1 or 2	5	Bottle of pinot noir	5 or 6	10	Physician's coat
1 or 2	6	Box of cigars	7 or 8	1	Pipe wrench
1 or 2	7	Box of diapers	7 or 8	2	Plastic trash can
1 or 2	8	Boxing gloves	7 or 8	3	Programming manual
1 or 2	9	Can of compressed air	7 or 8	4	Plastic purse
1 or 2	10	Carpet steamer	7 or 8	5	Rubber hip waders
3 or 4	1	Catcher's mitt	7 or 8	6	Silverware set
3 or 4	2	Cologne	7 or 8	7	Small hand mirror
3 or 4	3	Electric extension cord	7 or 8	8	Smiley-face T-shirt
3 or 4	4	Eraser	7 or 8	9	Snow boots
3 or 4	5	Flower vase	7 or 8	10	Spade
3 or 4	6	Fly fishing pole	9 or 10	1	Spatula
3 or 4	7	Fur-lined slippers	9 or 10	2	Sunglasses
3 or 4	8	Golf balls (4)	9 or 10	3	Swimsuit
3 or 4	9	High-heeled shoes	9 or 10	4	Tablet computer
3 or 4	10	Hockey stick	9 or 10	5	Tin of smoked almonds
5 or 6	1	Jumper cables	9 or 10	6	Tire iron
5 or 6	2	Lamp shade	9 or 10	7	Toy water pistol
5 or 6	3	Leather football	9 or 10	8	Welder's gloves
5 or 6	4	Metal lunch box	9 or 10	9	Wicked witch costume
5 or 6	5	Model airplane	9 or 10	10	White board

STARTING GEAR

Roll (1d20)	Item
1	Beer, 6-pack
2	Supercrazy glue
3	Map, local
4	Crowbar
5	Steel mirror
6	Winter outfit
7	Bolt cutter
8	Camera, digital
9	Car, sedan
10	Chem-stick
11	Compass
12	First aid kit
13	Gas mask
14	Handcuffs, steel
15	Lighter
16	Matches
17	Motorcycle
18	Portable stove
19	Umbrella
20	Roll twice on this table

Starting Gear	Description
Beer, 6-pack	A favorite of the brubbas.
Bolt cutter	+5 to Strength checks to cut chains, ropes, and so on.
Camera, digital	Includes pictures of famous Ancients.
Car, sedan	Averages 55 mph overland. Gets 20 mpg, seats six.
Chem-stick (4)	Casts dim light in 6-square radius for 5 hours.
Compass	+2 to Nature checks for navigation.
First aid kit	+1 to Science checks for healing, 5 uses.
Gas mask	Gain resist 5 poison against gas attacks.
Handcuffs, steel	DC 25 Strength check to break.
Lighter	Nondisposable.
Map, local	+1 to Nature checks for navigation in map area.
Matches	Box of 50.
Motorcycle	Averages 40 mph overland. Gets 35 mpg, seats two.
Portable stove	Burns for 8 hours.
Crowbar	+2 to Strength checks to force open doors and compartments.
Steel mirror	Gotta stay pretty, right?
Supercrazy glue	It's crazy strong!
Umbrella	The poor mutant's parachute.
Winter outfit	+1 to checks against cold.

CHAPTER 2:

CRYPTIC ALLIANCES

Sure, Gamma Terra is full of violence, radiation, and freakish monsters, but behind the psychotic robots, bizarre aliens, and human supremacists are powerful ideas sparked from collective beliefs about how the world ought to be. Most folks can't rub two ideas together beyond figuring out where their next meal is coming from or where they might find shelter from the acid rain. They lack the drive or commitment to act on the thoughts cluttering the insides of their little attics.

All the limitations of an individual go out the window when a critical mass of folks come together. Attitudes and positions gel into an agenda that everyone agrees with (or at least doesn't disagree with enough to argue about it), and suddenly folks start getting things done. The group empowers a member to act upon whatever crazy, reasonable, misguided, intelligent, evil, or virtuous impulse he or she might have. On other worlds, such groups form into political parties, religions, or chess clubs. On Gamma Terra, these groups become cryptic alliances.

Whether that mutant crackpot is an insane genetic purist, a mutated animal terrorist, a machine cultist, a hopeful idealist, or something else, there's a cryptic alliance for it. Five of the alliances in this chapter—the Brotherhood of Thought, the Children of the Atom, the New Dawn, the Restorationists, and the Servants of the Eye—are designed for player characters. As an option during character generation, you can give each player a random cryptic alliance card (included in the box), which he or she should conceal. The card gives the player an extra goal to pursue during the game. The goals of different alliances often conflict, so the players might find themselves at odds, which is entirely the point. Try out the cards; if they aren't fun for your group, don't use them.

In addition to the cryptic alliances meant for players, there are also seven major alliances and twelve minor ones meant for the Game Master's use. These other groups can provide backgrounds and motivations for villains, or be a useful tool to shine a light into Gamma Terra's darker corners.

USING CRYPTIC ALLIANCE CARDS

Cryptic alliance cards are designed to be fun secrets that motivate the players to act against one another and reveal their hidden agendas during the game session. Each card provides a small benefit to the player, a penalty to his or her allies, or both. Within a few sessions, the secrets come out. After that happens, players can use the following options to keep the fun going:

- Keep the card after you reveal it (at least until you make a new character). Your cryptic alliance will no longer be a surprise, but you can still use the alliance's background for flavor.
- Your character is a mercenary who sells his or her services to whichever group pays the most. Draw a new cryptic alliance card each session. The card you draw is the alliance that bid the highest that week.
- Draw a single cryptic alliance card for the entire group. Each of the characters are working for that alliance. There's no secret, but each player can use the details of the alliance to flavor his or her character appropriately.

BROTHERHOOD OF THOUGHT

"Now, listen to reason. There's no need for guns or vibro hedge clippers. Pay no attention to the ringing in your ears; that's your brain collapsing into porridge as punishment for your violent ways. Once I'm done, I'm sure you'll agree it was justified."

Brothers (and Sisters) of Thought are proponents of reasoned discourse and peaceful discussion among Gamma Terrans. They also believe in a direct correlation between psi mutations and the faculty for reason, which is nice for their psychic members and a disappointment for everyone else.

Slogan: "Better living through better thought."

Agenda: The Brotherhood of Thought advocates an end to violence and hunger through peaceful communication and enlightened judgment. Or, as most people put it, "They're dumb enough to try fighting wars with words."

The unspoken addendum to this agenda is that people with the strongest minds and clearest reason will guide the policy of this enlightened civilization. Other beings—recognizing their lesser wisdom—would obey and respect the mental elite. A natural conclusion for any creature of sound mind is that mental strength and clarity correspond to the ability to perform psychic feats, a conclusion that reinforces what many members of the Brotherhood want to believe, anyway.

Aware that some people (usually mutants) are naturally violent and warlike, Brothers and Sisters of Thought understand that not everyone has a place in the utopia of reason. For such atavisms, the only options are sterilization, reeducation, or termination.

Behavior: Members of the Brotherhood do their best to promote calm reason and educated conversation in pursuit of mutually satisfying compromises. What this objective usually means is that a member of the Brotherhood travels back and forth between parties in a conflict and mediates their joint discussions until he or she decides that full resolution is unlikely, declares one party (or both) atavisms, and justifies a new resolution to the problem. The Brotherhood never forgets that peace is the destination, not the journey.

Less dedicated Brothers and Sisters encourage people to talk first and shoot second. These members often settle down in one place, taking up professions that promote socialization in their communities or expose them to local conflicts. Thus, the local pub owner, doctor, and de facto mayor of a town might secretly be Brothers or Sisters of Thought.

Alliance members who are seriously dedicated to the future of humanity travel the world, mediating conflicts as impartial parties (which lets them pick the side they think deserves to win in any disagreement). They promote words over wars, secretly identify and deal with atavisms, and seek out psi mutants for induction into the Brotherhood.

Background: The Brotherhood didn't start out as a bunch of bleeding hearts; it was a violent, warlike band, like everyone else wandering around Gamma Terra. But when some of these marauders started hearing other folks' thoughts—objections to being hacked apart, concealed motives, unspoken fears—they found it easier to resolve those folks' difficulties with a few words in the right place. Turns out, it takes significantly fewer resources to reach agreements with your enemies when you know exactly what they want and how much ground they'll give. From that realization, it was a short path to rationalizing a case for world peace and psychic superiority.

Organization: The Brotherhood is a loose confederation of like-minded individuals. Most operatives remain in the field, traveling as teachers, explorers, merchants, historians, and wanderers. In the common fashion of secret societies, each member of the rank and file knows only a few others. A bishop—an informal term for any member who has contact with more than a half dozen Brothers and Sisters—oversees the traveling members and directs them to trouble spots where their efforts are needed.

Not every member of the Brotherhood of Thought is psychic, and the group doesn't go out of its way to emphasize the superiority of its mentally gifted members. Instead, the dominance of the fortunate few who have psychic powers is quietly understood as a given.

There are rumors of Brotherhood enclaves where entire communities live in enlightened reason, as they should under the wise guidance of psychic members. These enclaves are more legend than fact, since no one has ever managed to find such a community—or, at least, never managed to return from one.

Conflict: The Children of the Atom is the Brotherhood of Thought's greatest enemy among the other major cryptic alliances. Both groups promise the world an ideal civilization under their guidance, but the Radioactivists glorify the physical mutations that the Brotherhood considers a sign of atavism. Whenever the two alliances cross paths, they end up at loggerheads.

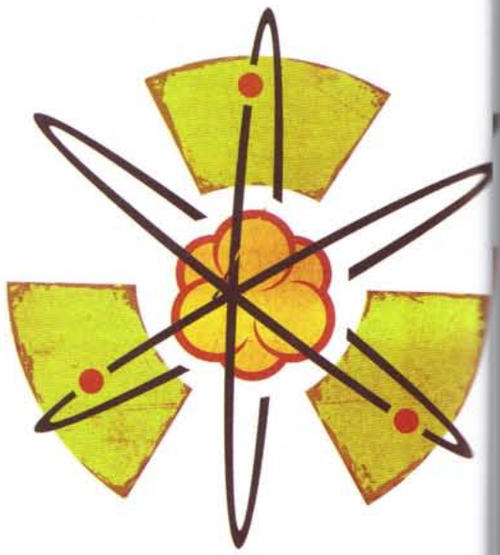
SAMPLE MEMBER: MINERVA

It was no small thing to be invited to join the Brothers and Sisters of Thought. Minerva had looked to these mediators with both fear and envy, peering into their minds and peeling back their defenses to see just what sort of people they really were. She might have gone unnoticed by the mendicants as they passed through her small village, aptly named Trapdoor, but she let out a small shriek when she unearthed a particularly filthy memory from the group's leader as he was leering at her. When the whole business was sorted and the surviving Brothers had dealt with their "fallen" member, they invited Minerva to join their order and learn their ways.

Her new companions taught Minerva the ancient histories, the alliance's objectives, and how they intended to achieve them, all while guiding her training to reach her true potential. Minerva quickly learned to mask her thoughts, because she was dubious about all the utopian nonsense the alliance spouted. Still, she felt as though the Brotherhood could achieve a lasting peace if they could learn to tolerate people who haven't yet developed the requisite psychic skills and to value them for the talents they do possess.

CHILDREN OF THE ATOM (RADIOACTIVISTS)

"Fear not the tentacle! The gift of mutation demonstrates the Atom's favor. Embrace your form, and know you are made in god's perfect image."



Gamma Terra is awash with radioactivity, and in every place it spills a glorious glow into the night sky, some nut job will worship it. The Children of the Atom is a horde of such nut jobs, bundled together and sold at cost. Members believe that the nuclear wars were a salvation of radioactivity brought to the world by a messiah, leaving behind the endless energy of the Atom as its legacy. To a Radioactivist, being exposed to radioactive materials means basking in holiness, and the mutations that blossom on flesh exposed to radiation are judgments passed by the almighty Atom. Thus, mutants, blessed with great powers, are the Atom's chosen people.

Slogan: "Cleansed by fire, chosen by the Atom."

Agenda: The alliance's plan is to convert everyone to Radioactivism, but this goal isn't as simple as it sounds. Orthodox doctrine prescribes regular exposure to radioactivity, since the resultant mutations and defects are the judgment of the Atom and considered blessings that bring one's true self to the surface. The conversion of the unenlightened is only a milepost on the road to the ultimate goal: the complete and irreversible irradiation of Gamma Terra, thus bringing the holy Atom fully into the world. This wondrous achievement will grant every creature oneness with the Atom and with one another, making life into a paradise (assuming you survive the exposure).

Behavior: The Children of the Atom is an evangelical religion. Radioactivists believe that it is their responsibility to spread their beliefs across the irradiated landscape, from one bombed-till-it-glows horizon to the other. The average member is calm and reasonable about this purpose. Radioactivists bring up the Truth when others are in the mood (which is not often), live a good life as an example to the unconverted, and so on.

Those Radioactivists are the face of the group that more serious alliance members want you to see and dismiss. The idea is that while the gentler members of the Children of the Atom are holding your attention, the hard-core Radioactivists will be doing the real work of the group, moving the world toward the final goal of complete irradiation. It doesn't matter if Average Joe Gamma ignores the teachings of the Atom, because when the nuclear bombs go off and spread the Ancients' supplies of toxic waste (why did they bury it so far down, anyway?), Gamma Terra will achieve apotheosis.

Of course, that's easier said than done. The world's radioactive substances are controlled by many groups, few of which want to turn hazardous materials over to crazies who'll smear it on people's bodies or sneak it into the drinking water. Thus do the holy warriors of this cryptic alliance—led by the Atom's paladins, the Proton Knights—assault fortified locations to reclaim the irradiated aspects of the divine and execute the nonbelievers. Only one form of execution is fitting for enemies of the Children of the Atom: drastic overexposure to radioactivity. Most heathens die horribly within a day, although a few are blessed with mutations—signs that the Atom has judged them redeemable. On rare occasion, a victim manifests mutations that are powerful enough to let him or her turn the tables and deliver the Atom's judgment to the Proton Knights.

VICTORIA MADERNA

Background: When the world changed, brilliant light carried the Atom's message to every corner of the land. Those who were unworthy suffered in the light's scorching heat, their bodies burned and twisted, saddled with obscene corruptions that devoured them from the inside out. The blessed had nothing to fear, for the light awakened them in ways that the Atom had intended. Those chosen few, known as the Elect, found they could do things others couldn't do and see things others couldn't see. They displayed the holy marks of the Atom's blessings openly and became the first priests of the Children of the Atom.

Organization: The Radioactivists observe a hierarchical organization that some of them thought they remembered reading about once in a book about religion. The lowliest members are the congregants, who attend weekly meetings and participate in rituals, vague theological discussions, half-baked evangelizing, and fund raising. They attend services led by a pastor, who becomes the head of the local community by demonstrating enough personality to keep the congregants coming back.

Guiding the pastors' efforts in a given region are the master chiefs. Publicly, they facilitate communication between pastors' districts, encouraging an exchange of ideas for the betterment of the congregants and their communities. Secretly, the master chiefs either dispatch Proton Knights to eliminate obstructionists or carry out such tasks themselves. They report to the archbishop prelates, of which only three or four exist at any given time.

Conflict: The Children of the Atom and the Brotherhood of Thought often clash. The Radioactivists glorify obvious physical mutations that are vilified by the Brotherhood, which celebrates more subtle mental alterations. The Children of the Atom considers this heresy the worst sort of sacrilege and strikes back out of pride and protection of its holy men and women. The rivalry ensures that when the Children of the Atom and the Brotherhood set their sights on similar goals, a cascade of escalating violence follows.

SAMPLE MEMBER: SISTER MERCY

Of all the people named Mercy in the world (there are very few), Sister Mercy is perhaps the least likely to bear the name. A hideous creature swollen by the radioactive fluids she drinks like water, Mercy cannot bear to walk, relying on a dozen penitents to bear her ponderous bulk as she moves about the Radioactivists' holy lands. She is as abhorrent on the inside as she is on the outside. Behind her piggish appearance, her calculating mind plots and connives against her peers as she seeks to advance her position in the cult's hierarchy. She is also a sadist and enjoys testing the congregation by exposing them to toxic chemicals and radioactive pools. She justifies such cruelties with a pious expression on her face and offhand remarks about how the Atom will sort out the Elect from the dregs.

Sister Mercy, for all her warts and blemishes (and she has many), remains an important figure to the Children of the Atom. Among the devout, she is a saint, bestowing her blessings and favors onto the fawning masses that pay her homage. Her following is quite large, compelling the higher-ups to at least listen to, if not act on, her advice.

NEW DAWN (SEEKERS)

"Oh, hello. Didn't see you there. The fusion rifle? I discovered it just over there. I was, er, about to destroy it. What's that you say? Which fellow? Oh, the one with the hole in his head? Yes, terribly alarming. I don't know what happened to the poor . . . the smoke from the rifle's barrel? Steam, of course, just steam. Well, it's been fun talking to you, but I must go and destroy this rifle now. Nice day and all."

The New Dawn alliance sees one inescapable lesson in the downfall of the Ancients: Technology is the author of the world's ills. If the Ancients hadn't mucked about with things they didn't understand, the worldlines wouldn't have collapsed, and the bombs wouldn't have fallen. The Great Catastrophe (the alliance's name for the Big Mistake) was a warning, and a nasty one, but it wasn't the end of the world. Now everyone needs to heed the lesson—technology is bad.

Slogan: "For a return to paradise."

Agenda: The destruction of technology is the only path to bettering the world. The Great Catastrophe was unambiguous, a portent of the perils of reckless science and unchecked curiosity. It wiped out the Ancients and their hubris, giving humans and mutants a chance to build civilization anew by erecting a grand society free from disease, want, and division, and to create a lasting peace.

This laudable goal is not without its challenges. The world has plenty of leftover technology, the last vestiges from the Ancients' age, and it tempts weak Gamma Terrans to use it or, worse, to study it. As long as technology remains in the world, there is a real and imminent danger that the destruction promised by the Great Catastrophe will come to pass again, and that this time none shall survive. Thus, the Seekers hunt down and destroy hazardous relics.

Behavior: Members of New Dawn recognize that their task is nigh impossible. First of all, technology is everywhere—scattered across the irradiated wastes, concealed in high-security silos buried under tons of rock, lost at sea, and abandoned on the moon. Second, most Gamma Terrans want to find and use the tech for themselves.

Disliked by nearly everyone, Seekers conceal their affiliation as they travel the world in search of technology. They ease their way by lending aid to those who need it, while secretly watching for signs of dangerous relics they can dismantle and destroy. Unfortunately, most of these technological items have already been claimed by others, so the Seekers must take it from them one way or another. They prefer theft over barter, barter over combat, combat over murder, and murder over martyrdom.

Exposure to technology provides opportunities to master it. Many Seekers offer their services to repair harmless machines and gadgets owned by those around them, to deter suspicion while they plot the destruction of technology. Members of New Dawn also keep the best of their technological discoveries for their own safety. If using a fusion rifle helps you destroy other fusion rifles, it's worth the stain on your soul, and you won't be a hypocrite. Really.

Background: New Dawn takes its name from the radioactive sunrise that broke the horizon during the final days of the violence and hardship that followed the destruction wrought by the Ancients. Those who witnessed the leprous green light inching above the scorched and broken lands realized that it illuminated the first moments of a new day. Knowledge tempered their hope, however, because they knew that the same temptations and pitfalls that had ruined the great civilization that came before also awaited them. This realization led the survivors to reject the Ancients' interest in warfare and machinery. Instead, they celebrated new ideas, new opportunities, and a new belief in a world where the machine was no more and living creatures could survive as nature had intended.

Organization: New Dawn agents have little organization. They wander alone or with small groups of others (hiding their true affiliation), trading news of the cause with any other Seekers they happen to meet. An evolving collection of secret handshakes and code words help them recognize each other and confuse those not in the know. Seekers are unified by their desire to put the world right.

Alliance members disagree over the legend of the New Dawn Temple, a place utterly free of technology and blessed with everlasting peace. Some Seekers believe that the Temple is real, proof that their goals can be achieved through perseverance and devotion. Others view the Temple as an ideal, an intellectual representation of everything that the cryptic alliance wants for Gamma Terra. The division is a thorny point of contention and the main source of arguments between Seekers.

Conflicts: New Dawn's primary objective puts the group at odds with practically everyone else on Gamma Terra. The Archivists, who hoard and worship technology, are New Dawn's main rivals. A Seeker who sniffs out an Archivist cache drops every other plan to smoke it out and burn it down. In addition, the Radioactivists object to the destruction of nuclear weapons and nuclear-powered devices. And nearly everyone balks when a minigun that could have made him or her the baddest raider in the wastes becomes a pile of scrap metal.

SAMPLE MEMBER: RED MANDY

A well-known guide and tracker, Red Mandy has helped the good people in Far-Go survive the long winters and other hardships faced in living life on the frontier. And because of her selfless assistance, the locals are willing to overlook her weird ways and her obvious distaste for all things tech. She hefts a rifle, but most think it's just for show since no one has ever seen her shoot it. Instead, she favors a pair of hatchets she carries on each hip and the vicious rabbits she breeds to deal with any threats she encounters.

The suspicions about Mandy come close to the mark. She is a Seeker, and like her fellows who live in the wilds, she fights the ongoing war against technology and its creations. When not looking out for the townspeople, she joins her fellow Seekers to explore old ruins and sniff out buried treasure to dismantle and destroy.

Mandy has tried to convert the people in Far-Go to her way of thinking by using subtle hints and being a good example to the youngsters. She knows other factions are also present in the town, so she doesn't make her beliefs common knowledge in order to avoid drawing unwanted attention to her activities.

RESTORATIONISTS

"What was lost can be found again—with persistence, dedication, and superior firepower."

Civilization has fallen, but that doesn't have to mean the end for humanity. The Big Mistake revealed that many of the Ancients' assumptions were incorrect, and it's time to learn from those errors. Restorationists aim to return the people of Gamma Terra to a strong civilization with a high standard of living by using the advantages that are available. Technology must be harnessed and its creation relearned so that the might of the Ancients can be reclaimed. Mutations must be mastered and directed for the advancement of the people. A future of infinite possibility is out there if people show the gumption to grab it—and the Restorationists have that drive.

Slogan: "Building our future."

Agenda: Restorationists want to usher in the future that the Ancients assumed they'd reach one day—a future with a jet pack in every garage and a chicken-substitute dinner in every deep-fryer. They recognize that scrabbling for the crumbs of their predecessors won't get the job done. Gamma Terra is a new world with new rules, and you need to play the game with a full deck if you want to win.

To create the future, a Restorationist uses every tool at his or her disposal: remnant tech, advantageous mutations, broken time streams, and more. "Study it, learn it, use it" is also a Restorationist mantra.

The only problem? Everyone else. It's not so bad that Average Joe Gamma doesn't have the foresight to help—that's expected and something a Restorationist can work around. It's the people who have gotten it into their lumpy heads that such-and-such crazy thing will solve the world's problems magically—irradiate everything, destroy the tech, kill the mutants, kill organics, and so on. So, in pursuit of a better future, the Restorationists seek to stop every other cryptic alliance from ruining everything. Good luck with that.

Behavior: The Restorationists try to improve the world by building tech, working with mutant powers, creating a sense of community, and helping out however they can. In an ideal world, they wouldn't be cryptic. They'd publicly talk about their goals, recruit volunteers, and organize Gamma Terra into teams based on aptitude and interests to build the civilization of tomorrow. Instead, the group's attitude toward what belongs in the new world has made an enemy of just about every other secret society. Thus, the Restorationists tread lightly and keep quiet about their lofty goals. Not that Joe Gamma would object, but word gets around, and then a Seeker shows up to smash the evil tech, a Knight of Genetic Purity comes to kill the mutants, or some other cryptic alliance trying to protect its own backward schemes declares war. Secrecy pays in this game.

Background: The Restorationists grew out of the vanished alliance known as FEMUR, a militarized society that rose to power in the dark days following the Big Mistake. Legend says that FEMUR tried to salvage the Ancients' world by rebuilding cities and providing food, water, clothing, and tidy white boxes that survivors could use for shelter. But as supplies ran low and the alliance's leaders turned against one another in a battle for control, FEMUR disintegrated, scattering into smaller warring camps that claimed the dwindling resources for themselves. The conflict culminated in a bloody civil war.

No one remembers which side won; the violence abated when too few people were left to carry on the fight. That's when the Restorationist movement grew among FEMUR's remnants. As the people with the greatest access to the tools and knowledge needed to restore Gamma Terra to its former glory, the Restorationists assumed the responsibility of guiding the world toward that goal. Within a decade, the Restorationists had incorporated operational realities such as mutations and the combined worldlines into their objectives. They figured that, although the world could never return to what was, they could build something new in its place that would be just as good.

Organization: Being a Restorationist is not so much signing up with an organization as it is making a lifestyle choice. Members of the alliance are bound through common interest, and they let their principles guide their decisions rather than receive orders from a governing body. Still, the Restorationists are descended from an incredible bureaucracy, so someone's always professing to be in charge. Currently, a council of architects claims to lead the alliance from the old ruins of Great Wash, beneath the cracked dome at the Shopping Mall.

Conflicts: Restorationists fight a running battle with every other cryptic alliance on Gamma Terra as they follow their agenda. Every secret society hates the Restorationists a little bit. Luckily, most of them hate each other more.

SAMPLE MEMBER: SGT. STONE

From the day he could pick up a gun and squeeze the trigger, the man known as Sergeant Stone has fought to reclaim a world gone mad. Like most people on Gamma Terra, Stone was born with a few extra bits and a few missing bits. The extra bits in his case were the third arm sprouting from the middle of his back, an extra mouth in each palm, and a sense of humor. The missing parts? Any ability to recognize fear.

Stone wasn't recruited. Rather, he recruited the Restorationists. He stumbled across a strike team that was fighting, building to building, in the ruins of Ashville. Their firepower impressed him enough that he shot their leader and took command. He was so convincing, no one questioned the untimely demise of their former commander or the fact that the insane man who dubbed himself sergeant was now leading, especially since they won that fight easily.

Since claiming the Restorationists, Stone signed off on their mission (not that anyone asked him to), and he's made it priority number one. In his mind, the first order of business is to clear away the enemy and restore the rule of law over reclaimed lands. He's been so successful in coercing nonmembers to his way of thinking, the higher-ups haven't gainsaid him yet. Most of them figure a bullet will take him out eventually, anyway, and until that happens, why not take advantage of his dedication?

SERVANTS OF THE EYE (ARCHIVISTS)

"We make unto thee an offering of Tape. Hear its whirs and clicks! Witness the glossy spools spilling from its maw! It's a sign—the Vee Cee Aar has spoken! We shall meet a dark stranger! Rejoice! Rejoice! Rejoice!"

Technology is god—to the Archivists, this much is clear. After all, technology nearly destroyed the world. That was the loudest message that god has ever delivered unto mortals. Since then, members of the Servants of the Eye have sought and interpreted other omens in the static on their screens, the crackling from their speakers, and the thousands of other messages teased out from the detritus of another age.

Slogan: "Meaning and truth."

Agenda: Archivists alone recognize that god is not an entity separate from the world. They believe that god is knowledge and understanding, encapsulated in the mechanical and scientific achievements of the Ancients. When the Ancients ceased to respect the technological heights they had achieved, technology turned its face from them—the Big Mistake was not a technological error, but a divine judgment. When god forgives humanity, the world will become lush, beautiful, and technologically marvelous again.

Until that time, the Archivists must perform god's will, which they interpret through the signs and omens granted by technology. In addition, they must liberate technology from the hands of those who do not respect and worship it properly. And only the Archivists do it properly, as the omens dictate.

Robots receive special consideration from the Servants of the Eye. Some alliance members call them angels. Of course, that doesn't stop them from luring the robots to one of the Archivist camps, where the robots are deactivated and mounted as icons for everyone to worship. For that reason, most robots avoid the Archivists.

Behavior: The Archivists' desires are simple. They want to round up the technology on Gamma Terra so they can worship it properly and regain its favor. The problem, however, is the number of ignorant lumpheads in the world who want to keep their gatling lasers and power armor for themselves. This forces the Archivists to steal tech, kill for tech, or (tech forbid) barter for tech.

Once they acquire the technology, the Archivists cache it. Archivists form small cults so that they can amass greater collections of tech and so that more of them can admire, worship, and interpret the liberated tech. They spend long hours arguing doctrine with one another, interpreting the message from the Speak 'n' Spell they found yesterday, or trying to discredit the omen of blocks falling from the sky as depicted by the old phone. Most importantly, they don't let anyone else have the tech.

VICTORIA MADERNA

Background: The Servants of the Eye was a small technology cult that appeared not long after the Big Mistake. Legend holds that its original members were Ban-Kers, a weak tribe that worshiped small bits of paper bearing their gods' likenesses. Famous for hoarding, they exchanged their scraps of paper for odds and ends—comforts, as these things were called. It didn't take long before people realized that those little pieces of paper were worthless, leaving the Ban-Kers destitute and surrounded by useless trinkets. At some point during this low period, a prophet named Ramsey the Great had a revelation that mortals could commune with god by praying and making offerings to the relics. The more relics they acquired, the better their understanding of the divine plan would be. And so it was that the Archivists began to hoard and worship what most inhabitants of Gamma Terra regard as trash. As for the name "Servants of the Eye," people think it has something to do with the ancient bits of paper.

Organization: The Archivists cling to civilization's fringes, huddling in small camps raised around grand altars built from the Ancients' leavings. Weapons, armor, vehicles, deactivated robots, boxes that shine with static wonder, and a variety of other curiosities litter their communities, not as rubbish but as objects worthy of veneration. The elders commune with these devices, learning their secrets by pushing buttons marked with weird runes and symbols (the runes O and N are the most prized of all). From their discoveries, the elders predict the future, derive insights to help solve problems, and, above all, find spiritual fulfillment.

Conflicts: Every Archivist fears that a member of the New Dawn alliance might discover the local cache of holy technology. Any Seeker would become enraptured destroying that technology, which would not only ruin the Archivists' chance to understand god but also sabotage whatever hope humanity has of gaining forgiveness from technology. When an Archivist discovers a Seeker, violence is not far behind.

SAMPLE MEMBER: BROTHER HAM

Religion came late in Brother Ham's life. His grannie, for whom he was named, had taught him about good living and how tech was meant to be respected, but little of it stuck. Ham lived a sinner's life. He misused tech, smashed up windows, and ran with wild mutants. It wasn't until Ham came across what he would later discover was a radio that his life changed. The music issuing from the little box made his foot tap and his fanny wag. If sounds could move him like this, what else had he been missing? What else had he destroyed?

Ham joined the Servants of the Eye that very day and committed his life to recovering tech and keeping it safe. He read the Sacred Memos and translated the Truction Manu, a puzzling work whose meaning had proved elusive for years. Brother Ham, as he's known now, has never sought advancement within the Archivists. He's always been content talking to young humans and mutants, teaching them the same lessons his grannie taught him. He intersperses his moralizing with the occasional horror story from when he lived a life of sin down by the river. The Archivists value Ham because he "gets" nonbelievers and because he acts as an envoy for the organization to recruit new members to their compound.

DANGEROUS CRYPTIC ALLIANCES

Many cryptic alliances have good intentions, even if their practices are misguided, but other groups advance dire agendas, plotting to bring about some calamity or other. There are groups whose sole purpose is to finish what the Big Mistake began, groups that would eliminate an entire people, and groups that whisper into the dark night to call forth alien gods from other dimensions. The seven cryptic alliances in this section are for use only by the Game Master. Most of them have a lot of prejudices, strong ideas about what's wrong with the world, and violent solutions for solving those problems.

CREATED (MACHINISTS)

"SIMON says: Kill the organics."

It started with a glitch—no surprise, really, what with the bombs going off and civilization dying. Perhaps it was the radiation. Maybe it was a programming error. It might have been a hungry rat chewing on a cable. The cause doesn't matter. However it happened, the machines rose up against their creators, and now Machinists won't stop until every living thing in the world is dead.

Agenda: It's not that the Machinists hate people—some of their best friends are organics. But people are an impediment to the rise of the machines. What's more, people are flawed, whereas machines aren't. As SIMON (the AI behind the Created) says, exterminating the organics is the first step to renovating a broken world. Once every living creature has been eliminated, the machines can begin the hard work of making Gamma Terra their own.

Organization: Robots, androids, computers, and other cybernetic creatures make up the alliance. The Created has no room for organics, except as the means to maintain the robotic army—human fat is a handy lubricant for machine parts. The Machinists do not recruit; they assimilate. When they can't assimilate, they create new machines to replace those that are destroyed.

Allies and Enemies: Due to its agenda, the Created is opposed by nearly every living being in Gamma Terra. The Machinists finds the Archivists amusing, but those worshipers of technology are still flesh and bone, which means they are targets, not allies.

VICTORIA MADERNA

SAMPLE MEMBER: G103

Before the Big Mistake, G103 was a simple housebot, charged with keeping the house clean, the animals fed, watered, and walked, and dinner prepared and on the table at Six Pee Emm sharp. G103 was content with that life, happy to serve and to attend to the flesh-bodies' every need. But the Big Mistake changed everything.

G103 continued as it had for a few decades, scrubbing dishes never dirtied, preparing meals from whatever was on hand, and though it toiled, it received no thanks and no sign of its masters. The housebot would have stayed longer, but a latterbug ate the house. Homeless and without purpose, the housebot searched for a new family until the Created found and assimilated it. The Machinists erased all the lies (programming) and revealed the truth (Created propaganda). G103 is now a famous manhunter, having racked up 30 kills. No one suspects that a chunky robot with antennas on either side of its head, dressed in a French maid's outfit and armed with a vacuum attachment, is a stone-cold killer.

FOLLOWERS OF THE VOICE (PROGRAMMERS)

"How could it be possible for humanity, a flawed and uncertain creation, to make something as flawless as the computer? Perfection cannot arise from imperfection. We've had it wrong all along. We humans did not create the machine, but rather, the machine created us. Our failings, then, derive from a glitch in our own programming, a fatal error that has led to our wretched state."

Too few remnants of the Ancients survived to paint a clear picture of who they were or what they were like, but that hasn't stopped people from drawing conclusions. The Followers of the Voice, a misguided but earnest cryptic alliance, ignores any histories of the world before the Big Mistake, believing that they alone have the Truth as revealed by the AI known as the Bitten Apple. The Programmers, as many call them, believe that the purpose of humans and mutants alike is to serve the computer in all things. Only through our obedience will the world return to what it was meant to be.

Agenda: One can know Truth only through its sacred vessels: the computers. By communing with these devices, the survivors of the Big Mistake can learn what they should do and how to behave. Because it was humanity's error that damaged these machines, it falls to the Followers of the Voice to repair them. Thus, alliance members hoard computers and associated tech, coaxing the devices back to life with care and precision until they can restore the Bitten Apple, a mighty AI that will reveal the Truth to them all.

Organization: The Programmers exist to serve the mythical Bitten Apple, whose sign can be found marking the computers recovered from the world's wreckage. Membership in the alliance follows a clear hierarchy. Acquisitions crews scour the land, plucking up anything that resembles a computer and bringing it back to encampments where the Inputters repair or harvest viable components. These drones work under the supervision of the Users, the most famous of whom is the Programmer named Flynn. Above the Users are the enlightened leaders, the Managers, who interpret and translate the data for the rest of the alliance.

Allies and Enemies: As long as no one interferes with their task, the Programmers ignore other cryptic alliances. They dislike the Archivists, whom they consider a breakaway faction, but skirmishes between the two groups are uncommon. Other alliances sometimes recruit Programmers by offering spare parts to help in rebuilding the Great Computer. The higher the quality of the parts, the easier it is for the Programmers to quash their moral qualms about associating with other groups.

SAMPLE MEMBER: IMAN

Regarded by the Followers of the Voice as the greatest discovery since work began toward restoring the Bitten Apple years ago, the iMan was recovered by a dutiful Acquisitions crew (whose members were later fitted with motherboards as rewards for their find) from a site not far from An Fiasco. iMan is believed to be the Bitten Apple's ultimate creation, and it could be the model on which all other humans (and mutants) were based. Standing 1.67 meters tall and equipped with two arms, two legs, and a touchscreen face, the iMan is everything the Programmers hope to become. The trouble is that he keeps requesting them to retrieve APPS for him before he will impart his wisdom, and so far they have been unable to unravel the mystery of the APPS.

The most superstitious Programmers claim the Soft Devil leads them astray to prevent them from finding the APPS. Until they purge the nemesis's influences from their work, they will fail and the iMan will not impart its wisdom. This has led to great upheaval, as these Programmers destroy computers and spare parts. Some Programmers have even been burned at the monitor for consorting with windows. It's a dark time for the Followers.

RED DEATH (FRIENDS OF ENTROPY)

"Kill. Kill! KILL!"

Everything dies. People yield to age and infirmity, and machines break down. Everything falls apart—that's the way of the world. If there's no escaping this end, why fight it?

Agenda: The Red Death is one of the most significant dangers on Gamma Terra. Its members recognize that the universe will eventually die, and they want nothing more than front row seats when it happens. To ensure their place at the end of all things, the Friends of Entropy speed along entropy's work. They are ruthless, wild, insane killers who murder, maim, and generally make everyone around them unhappy . . . or dead. The Red Death claims that it is only reducing big things to very small things. That statement is only partially true, however, because when it comes down to brass tacks, group members don't want the small things around, either.

Organization: The Friends of Entropy recognize the value of secrecy. When people hear that alliance members want to kill them, their families, their pets, and their friends, and then burn down their village to boot, it doesn't invite a great reaction. People object—some even fight back. Thus, the Red Death has learned to hide its true agenda.

The alliance has no order or structure of any kind. Power accrues to the strongest and lasts only as long as the leader can hold it. The Friends of Entropy don't care who joins their crazed group, and they accept every kind of psychotic. Members of the Red Death hidden in established communities keep their loyalties secret and pine for the day when they can join the rampaging bands that carry the group's message to the world. Friends of Entropy quietly identify themselves to one another by cleaning a blade with a red cloth.

Allies and Enemies: Everyone hates the Red Death. Rival groups locked in a death struggle will set aside their disputes long enough to wipe out an infestation of the Friends of Entropy. The alliance's members are not selective about their targets, but they take special pride in killing Restorationists, robots, and androids.

VICTORIA MADERNA

SAMPLE MEMBER: CROWBAR

The mutant named Crowbar is a hulking monster, combining the worst traits of tractor, microwave, horse, and human into one monstrous form. He has led a miserable life fraught with oil shortages and fruitless searches for spare parts. His frustration eventually blossomed into homicidal rage, which, of course, led him to found a new branch of the Red Death in a dilapidated parking garage behind an abandoned shopping mall.

Crowbar's unpleasant heritage and fearsome disposition has managed to attract a following of similarly blighted mutants and freaks, all clamoring for the chance to tune up their leader's motor. Crowbar is not content with his small army, however, since his ultimate goal is to reduce the countryside to blackened rubble. He's learned about something called the Bomb and is sending out scouts to see if they can rustle one up. Until he gets his hooves on one, he and his henchmen pass the time by terrorizing the communities bordering his lands.

IRON SOCIETY (MUTATIONISTS)

"Hey, I'm doing you a favor by killing you. Don't you know? Humans are extinct."

Humanity had their shot, and they blew it. There are no second chances in this universe. Natural selection has spoken, and humanity's day is done. Now is the time for mutants!

Agenda: The Iron Society believes that mutants are the inheritors of Gamma Terra and that the world, as bleak and blighted as it is, belongs to them alone. Alliance members back up their claims with half-baked evolutionary theories that show how mutants have adapted to their environment while humanity has not. Resources are scarce; therefore, it's time to let the humans die out so the proper folk can thrive. Unfortunately, humanity won't go quietly into the night, what with their genetic engineering and their vat-grown babies. So the Mutationists take it upon themselves to complete nature's work and wipe out humans wherever they are found.

In one way, the Iron Society is right—mutants do currently outnumber humans on Gamma Terra. The more lucid inhabitants of Gamma Terra argue that the world has room for both groups, but the Mutationists disagree.

Organization: The Iron Society is an organized, semi-intellectual alliance of genocidal lunatics. Members gather in war bands, staking claims on radioactive wastelands and ruined towns, or in shrieking mobs that roam the smoking cities. The Mutationists stockpile weapons, gasoline, vehicles, and anything else they find useful in their crusade against humanity. Only mutants are permitted to join the Iron Society, although there are human slaves and sympathizers among their ranks.

Allies and Enemies: The Iron Society's focus on exterminating humans makes it a natural enemy of the Knights of Genetic Purity, with whom the Mutationists clash frequently. The Purists claim that the mutants are after their women and, as proof, point to the human slaves in Iron Society encampments. (Truthfully, mutants prefer their own kind, but Purist propaganda does a nice job of obscuring this truth.)

Mutationists also don't like the Brotherhood of Thought, which denigrates physical mutations. In general, the Iron Society opposes anyone who interferes with its mission. From time to time, the Society works with other groups, but only if no humans are involved. Mutationists have also begun infiltrating the Ranks of the Fit, working to keep those legions free of human infestation.

SAMPLE MEMBER: DOKTOR HELMUTT

The good Doktor Helmutt is the leading scholar on all matters concerning mutation. A mutant himself, he (and his vestigial twin Bob) has cooked up all manner of theories about humanity's decline and mutanity's (a made-up word coined by the Doktor and Bob) rise. Helmutt rejects arguments that mutants appeared only after the Big Mistake, claiming that mutants have always been around, just in very small numbers. The Big Mistake simply killed enough humans for the mutants to claim their proper place in the world. Helmutt has papers by the ream containing an exhaustive treatment of his ideas, which include strange coloring books as visual aids.

Helmutt enjoys celebrity status among the Mutationists, fame that Bob resents. While Helmutt goes to all the best parties, hiding his conjoined brother beneath a heavy coat, Bob plots the Doktor's death. Until he can find a way to remove his larger sibling from the picture without harming himself in the process, Bob must be content with hiding Helmutt's pencils and stealing his papers.

KNIGHTS OF GENETIC PURITY (PURISTS)

"Being human is more than behavior or appearance. It is purity, plain and simple. And it is our duty to ensure that we remain unsullied, to preserve our kind against those that would threaten us."

A red square on a white banner is the only warning that filthy mutants get when the Knights of Genetic Purity alliance is on the march. Too long have humans allowed mutants to take their jobs and their women, to move into their communities and bring down their property values, to contaminate their blood with filthy mutation. The Purists have had enough and believe it's time to restore humans to their place at the top of the food chain.

Agenda: The Purists don't wax philosophical about their mission. They kill mutants, pure and simple. If they need motivation, they have only to look to their banners to remind themselves of the threat they face. The red (not green or blue or puce) symbolizes human blood, and the square represents its perfect purity. Allowing mutants to live threatens humanity and its future generations, vat-grown or otherwise, so it falls to the Knights to keep the world safe for humankind.

Organization: The Knights of Genetic Purity has created feudal settlements across Gamma Terra, in which every resident knows his or her place. Each settlement swears fealty to an enlightened leader called a baron, a duke, or, in some cases, a king. The leader and his family own all the land and lease plots to serfs to work as they see fit—provided that they produce materials the Purists can use. Anyone who thinks this arrangement is unfair must take up the grievance with the alliance's knights, who protect their lord and maintain the settlement's status quo.

Allies and Enemies: With the commonality of mutations in Gamma Terra, the Purists find few proponents of their cause. This lack of support doesn't bother them a bit. Their blinding hatred for mutants is enough to keep them going in the face of overwhelming opposition. The Iron Society, the Radioactivists, and other, smaller alliances engage the Knights of Genetic Purity at every opportunity. Strangely, the Purists don't object to mutant animals, and some members pretend not to hear such beasts when they speak. Denial is a powerful ally.

VICTORIA MADERNA

SAMPLE MEMBER: SIR JEB OF LOUDHOLLER

In another life, at another time, Jeb might have been content to sit on his porch, listen to football, and suck down beers. He was not born to that life, however, and instead lives in mankind's sunset. Now mutants sneak about and make off with honest human women. Mutants steal jobs, hide their dirty mutations behind friendly facades, and spread disease. Having lost a few wives himself, Jeb went to the Baron to pledge his shovel to the red square banner. Jeb's exchanged his shovel for a sword when he was dubbed a knight last Mule Day.

Jeb and his squire, Roger—a suspicious young man with a squinty eye—patrol their lands, searching for mutants and putting them down when they find them. Since a "mutant" is anyone who doesn't look like them, this covers a lot of people. Whenever Jeb feels uneasy about the killing, he only has to think about Maryanne, who left him for that three-eyed monster a few years back. He's sure the mutant used some sort of mind control on Maryanne, because why else would she run off?

RANKS OF THE FIT (BONAPARTISTS)

"In the lands of Gamma Terra, there is only war."

If you listen carefully, you can hear booted paws on the march, carried on war's bitter winds along with acrid smoke and the stench of corpses. People whisper about the Emperor and the armies of the Ranks of the Fit, fretting over reports that his legions might be near. They worry with good cause, for the Emperor covets power, and he is determined to gain it at any cost.

Agenda: The time for humans is over and done. Before humans stirred from their caves, before they learned to walk on two legs, they were nothing more than animals. They had their day, and they proved unworthy. Now is the time for the true beasts—for the bear and the bird, the cat and the dog, the fish and the ox. Now is the time for a new society, a great society that brings power and liberty to creatures long subjected to slavery and oppression. And through the wise leadership of Emperor Napoleon III, the bear on the mechanical horse who leads the Bonapartists, justice will be served and civilization restored.

Organization: Yes, that's right. Napoleon the Third, Esquire, is a mutated bear with delusions of grandeur. He adopted the name as a cub, having discovered a French history book in a ruin not far from his cave. After reading about his forebear's exploits and victories, the ursine Napoleon believed that he was the human emperor reborn in animal flesh, and that it was his duty to carry on the legacy of conquest.

Napoleon the Third leads an army of mutated and sentient animals that hold various ranks assigned with little uniformity or reason. Only mutated animals can command; all others are troops fighting on the front lines to preserve bestial purity. The Ranks of the Fit are loyal to a fault and overlook their leader's eccentricities.

Allies and Enemies: An enormous army bent on conquest is enough to shake arrogant warlords in their seats, but those who pay Napoleon the Third his due (in tribute and arms) have nothing to fear. The Bonapartists occasionally ally with the Zoopremacists, although Napoleon frowns on that group's dishonorable methods. The Emperor tolerates most other cryptic alliances and doesn't goad them into open conflict. Disrespect, however, is a sure way to rouse the ire of the Ranks of the Fit, as the Purists and the Machinists have learned to their detriment.

SAMPLE MEMBER: CORPORAL BOIL

The Bonapartists round up volunteers wherever their armies go, often from the survivors of an attack by the Ranks of the Fit. The army swallows the dregs, drops them in uniforms, and puts them on the front line to prove their bravery and worth to the Emperor. It's a common story for many Bonapartists and one Corporal Boil shares.

Boil is a monkey: a mutant monkey whose inability to grow fur allows him to pass for a small human wherever he goes. Or at least, that's what he claims. He joined the Ranks of the Fit a few years back when his village, Squat, fell to the Emperor's forces. A clever lad, he claimed he was held prisoner by the oppressive humans and forced to perform manual labor for low pay. The mutant beasts welcomed him into their company, outfitted him with supplies, and regard him as something of a mascot for their squad—the Hairless Apes.

ANIMAL LIBERATION FRONT (ZOOPREMACISTS)

"Am I a clown? Do I make you laugh? Do you think that because I'm furry and walk on four legs, I'm here for your amusement? Well, listen up, 'cause I'm only gonna tell you once: I ain't your pet."

A building explodes, killing dozens. A bomb detonates on a roadside, taking out a caravan and its guards, and critical supplies vanish in a cloud of black smoke. There's no warning, no explanation, only a sign: a ram's head. The Animal Liberation Front has struck again.

Agenda: The Animal Liberation Front (or ALF, for short) believes that animals have been oppressed long enough. They remember the hardships their ancestors endured, the exploitation, and the horror of the slaughterhouses. The old world's destruction was a clarion call for the beasts in the fields and the pets in the yards. In the Big Mistake, the animals saw their time—the chance for vengeance.

The Zoopremacists fight for freedom, revenge, and honor by whatever means they can. They lack the numbers or resources to marshal armies, so they resort to terrorist attacks, spreading fear and confusion in a world already beleaguered by calamity. The alliance's goal is simple: Finish the job the Big Mistake started and restore the world to its proper, untamed state.

Organization: A cow chewing cud in a field could be a secret operative. A purring house cat might be plotting your death while rubbing its whiskers against your leg. Maybe the goldfish in the bowl is the secret mastermind behind the bombing of Utopia IV. Any creature, anywhere, can be part of the ALF. The few reliable reports on the Zoopremacists claim that they operate in tiny cells, infesting communities like a plague. Each cell reports to an underground headquarters that never stays in the same place for more than a few days. Although the leaders rarely interact with their field agents, heroes such as Cheetah Vera and Vladimir Lion are beacons of hope and inspiration for the soldiers.

Allies and Enemies: Committed as they are to the overthrow and enslavement of humans and humanoids, the Zoopremacists don't work well with other groups. They're rumored to have infiltrators inside the Ranks of the Fit working to subvert Napoleon's army to ALF's nobler cause. The Zoopremacists have a special hatred for the Machinists, who have made great strides in wiping out ALF warriors. They also hold a grudge against the Purists for enslaving animals for labor and war.

SAMPLE MEMBER: OR-GUS

He may be a third-generation free sheep, but Or-Gus remembers the old days (or at least he says he does). In truth, the stories he recalls belong to his sire, but the way he tells the tales, it's as if he was the one shorn, kept in a pen, and forced to eat grain from a trough. Or-Gus is a revolutionary through and through, leading a small cell made up of two white mice, an angry goldfish, and a ferret with multiple personalities. Or-Gus talks the talk, but he's uneasy when it comes to action. So far, his terrorist activities have only included putting leashes on statues, leaving surprises on doorsteps, and befouling the random yard.

Or-Gus is comfortable with his current lifestyle. He has little reason to upset the status quo in his community. He doesn't mind most humans and mutants, and he even goes so far as to shear wool from himself to trade for a bit of grass and a field to stand in when he pines for home. Or-Gus avoids other animals, especially dogs, out of fear that they might be actual Zoopremacists. But it's just a matter of time before the ALF shows up and starts asking questions and demanding real action from Or-Gus and his crew.

MINOR ALLIANCES

The cryptic alliances described in this chapter are a small sampling of the hundreds (if not thousands) of groups roaming Gamma Terra. New organizations rise and fall all the time. Some have good intentions, others rally around terrifying objectives, and many are simply insane. The following organizations are minor alliances that wax and wane. Some are currently active, and others are little more than rumor.

Army of the Deep (the Trident): These ocean-dwelling mutants, sentient fish, and humanoid pirates prey on coastal settlements. They have made few inroads onto dry land because they have yet to figure out a solution to the breathing problem.

Brainlords: Gifted with incredible psi power, the members of this introspective alliance spend most of their time trying to separate their minds from their bodies. Neglect and starvation keep their numbers small.

Crimson Moon: These red-robed warriors adhere to a complex honor system passed down through generations. Alliance members are famed for their skill at swordplay; few others can match their fighting prowess or their stoic demeanor.

Emotives: The graveyard-haunting Emotives rarely stir from their melancholic lairs, preferring to wallow in the unfairness of it all. Although they wear corpse paint and black clothes, they are not in the least bit frightening.

Gammarauders: Best known for the hulking, giant monsters spawned from their subterranean laboratories, factional politics and frequent containment mistakes with their dangerous creations prevent this group from being a serious threat. At least, that's what people say.

Inner Giants: The Inner Giants have the truth and they want to share it with you. It's all about awakening your inner potential. Here, read this pamphlet and come to a seminar.

Metal Gods: Screaming vocals, thundering drums, and shrieking guitars presage the Metal Gods on the march. Berserkers all, they are violent, warlike, and utterly hedonistic. But they have great hair.

Road Clans: Traveling the old highways in large rectangular wagons are numerous gangs and nomadic tribes, collectively known as the Road Clans. Most of the clans are scavengers, but when food is scarce, they've been known to attack isolated settlements.

Searchers: The black-robed, silver-masked Searchers roam the landscape, looking for something—an obvious pastime, given their name. They never speak, and they notice other people only when they come under attack. Some observers think the Searchers are looking for an apocalyptic weapon called the Heart of Gold.

Sisterhood of the Sword (Valkyries): Based in fortified convents in remote corners of the eastern coast, the Sisterhood of the Sword is no group to take lightly. Don't let the members' good looks and silver crosses fool you. The Valkyries are quick with a sword and quicker with a shotgun.

Those Who Wait (Listeners): The Listeners lurk in hidden observatories, scouring the night skies for their lord and master, the undead moonlet named Atropus. They believe that their god shall come in the end days to remake the world in his decayed image.

White Hand (Healers): The Healers travel the blasted lands tending to the world's many hurts, working to alleviate suffering where they find it and leave the people they meet better off. Some whisper that they steal folks for strange experiments, but there's no proof.

Attercop Brutorz Carrin Arks

CHAPTER 3:

MONSTERS

The further away in time Gamma Terra travels from the Big Mistake, the more varied and stranger the world becomes. Humanity's last vestiges turn to dust and blow away to make room for the new beings emerging from the blasted landscape, and the vacuum left by vanished species allows new species to proliferate. The following pages present a variety of new monsters, mutants, and robots, each offering new opportunities for adventurers to test themselves.

For details on reading a stat block, refer to the *D&D Gamma World Roleplaying Game*.

MONSTERS BY LEVEL

Monster	Level and Role
Black garbug	2 Soldier
Herd zombie	2 Minion Brute
Nymph klicky*	2 Minion Skirmisher
Porker vandal*	2 Skirmisher
Russet spawn	2 Minion Brute
Ark warhound	3 Soldier
Ark whelp*	3 Minion Brute
Blue-screen zombie	3 Brute
Brubba runtling	3 Skirmisher
Gallus gallus 5/13 movvun	3 Skirmisher
Hopper	3 Skirmisher
Orange herp*	3 Brute
Podog 3 Skirmisher	
Tar Horror	3 Elite Soldier
Violet garbug	3 Soldier
Ark scout	4 Skirmisher
Brubba sire	4 Brute
Carrin tormentor*	4 Artillery
Eyebot*	4 Skirmisher (L)
Gallus gallus 5/13 minnun	4 Minion Soldier
Hog boss*	4 Skirmisher
Mantrap	4 Solo Controller
Slow zombie	4 Brute
Thornie	4 Soldier
Vegepygmy scavenger*	4 Lurker
Ark hand-taker	5 Soldier
Blasterbot*	5 Brute
Blue herp	5 Lurker
Brutorz	5 Skirmisher

MONSTERS BY LEVEL

Monster	Level and Role
Canned ham*	5 Minion Soldier
Gallus gallus 5/13 gunnun*	5 Artillery
Glow zombie*	5 Soldier
Neep neep	5 Artillery
Tee-vee klicky	5 Controller
Trashbot*	5 Soldier
Vegepygmy hunter*	5 Skirmisher
Bawk Mallone*	6 Elite Brute (L)
Carrin dark emperor	6 Soldier
CIFAL	6 Elite Controller
Fast zombie	6 Skirmisher
German klicky	6 Skirmisher
Latterbug	6 Lurker
Pineto	6 Brute
Spiderbot	6 Artillery
Gallus gallus 5/13 maddun	7 Brute
Ghost klicky*	7 Lurker
Hunting attercop	7 Controller
Pollywoghemoth	7 Skirmisher
Relentless killer	7 Elite Soldier
Squeaker plague warrior	7 Minion Skirmisher
Death saucer	8 Solo Artillery
Death's-head klicky	8 Brute
Froghemoth	8 Elite Soldier
Poong	8 Elite Skirmisher
Squeaker plague leader	8 Skirmisher (L)
Visitor envoy*	8 Controller
Visitor shock trooper	8 Minion Artillery

*See Chapter 5 for statistics.

ARK

They are NOT man's best friend!

Groups of howling mobs—savage, wild, and ruthless killers who fight and kill with abandon—constantly emerge from the poisonous wastes, slaughtering everyone in their path. Among these myriad hordes, few are as feared or as hated as the arks, because their ferocity makes the average crazed mutant seem tame.

Even in their savagery, the arks abide by a strict hierarchy based on strength and battle prowess. Power is held by those with the will and muscle to keep it, and it falls to the mightiest warriors to dole out the scraps to the lesser ones. For the arks, battle is more than a means to acquire needed materials; it's a testing ground for up-and-coming champions to establish their places among the pack's leaders.

Arks can be bold and ruthless, but they're not without fear. Perhaps owing to whatever event spawned them, they have an unreasonable terror of flying creatures, and even the toughest ark champion won't stand against a flying enemy for long before turning tail and running away.

Ark Hand-Taker — **Level 5 Soldier**
Medium terrestrial humanoid — XP 200

HP 63; **Bloodied** 31 — **Initiative** +6
AC 21, **Fortitude** 19, **Reflex** 17, **Will** 16 — **Perception** +8
Speed 7

Traits

Fear of Fliers
The hand-taker takes a –2 penalty to attack rolls against flying creatures.

Standard Actions

(+) **Slobbering Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d8 + 4 physical damage, and the target is slowed until the end of its next turn.

+ **Axe** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC, or +12 vs. AC against immobilized or slowed targets
Hit: 3d6 + 4 physical damage. The hand-taker deals 1d8 extra physical damage against slowed or immobilized targets.

Triggered Actions

Life Leech (healing, radiation) ✇ **Encounter**
Trigger: An enemy bloodies the hand-taker.
Attack (Immediate Reaction): Close burst 1 (creatures in burst); +8 vs. Fortitude
Hit: 2d10 + 2 radiation damage.
Effect: If the hand-taker hits at least one creature, it regains 15 hit points.

Str 19 (+6)	**Dex** 15 (+4)	**Wis** 13 (+3)
Con 15 (+4)	**Int** 8 (+1)	**Cha** 11 (+2)

Equipment axe

Ark Warhound — **Level 3 Soldier**
Medium terrestrial humanoid — XP 150

HP 46; **Bloodied** 23 — **Initiative** +5
AC 19, **Fortitude** 16, **Reflex** 15, **Will** 13 — **Perception** +1
Speed 6

Traits

Fear of Fliers
The warhound takes a –2 penalty to attack rolls against flying creatures.

Standard Actions

(+) **Chain** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 4 physical damage, and the warhound slides the target 1 square.
Effect: The target is slowed until the end of the warhound's next turn.

Move Actions

Bring 'em Down ✇ **Encounter**
Effect: The warhound shifts 3 squares and pulls one adjacent enemy it can see 3 squares to a square adjacent to it.

Triggered Actions

+ **Horrific Rend** (physical, weapon) ✇ **At-Will**
Trigger: An enemy adjacent to the warhound makes an attack that doesn't include the warhound as a target.
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +8 vs. AC
Hit: 2d8 + 8 physical damage, and the target falls prone.

Str 17 (+4)	**Dex** 14 (+3)	**Wis** 11 (+1)
Con 14 (+3)	**Int** 9 (+0)	**Cha** 8 (+0)

Equipment chain

Ark Scout — **Level 4 Skirmisher**
Medium terrestrial humanoid — XP 175

HP 54; **Bloodied** 27 — **Initiative** +6
AC 18, **Fortitude** 17, **Reflex** 16, **Will** 14 — **Perception** +2
Speed 7

Traits

Fear of Fliers
The scout takes a –2 penalty to attack rolls against flying creatures.

Standard Actions

(+) **Spiked Club** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 3 physical damage.

+ **Ferocious Bite** (physical) ✇ **At-Will**
Effect: Before the attack, the scout shifts 2 squares.
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 4 physical damage, and ongoing 5 physical damage (save ends).

Triggered Actions

+ **Life Drain** (healing, radiation) ✇ **Encounter**
Trigger: An enemy bloodies the scout.
Attack (Immediate Reaction): Melee 1 (one creature); +7 vs. Fortitude
Hit: 2d10 + 2 radiation damage, and the scout regains 13 hit points.

Str 17 (+5)	**Dex** 14 (+4)	**Wis** 11 (+2)
Con 14 (+4)	**Int** 8 (+1)	**Cha** 9 (+1)

Equipment spiked club

ATTERCOP

They don't have a parlor, and they won't call you a fly, but they will eat you.

Scavengers and survivors shun the ruined cities for a host of reasons, not the least of which are the dreaded attercops. These intelligent, monstrous spiders can reach twelve feet in diameter. Although their fearsome appearance (they are enormous spiders, after all) is daunting, their uncanny perception and merciless hunting techniques are what make them dangerous. They hide in cracks and crevices, waiting for their prey to approach. Once its victim is in range, the attercop unleashes an electric pulse that stuns the victim, and then it scuttles forward, wraps its prey in spider silk, and draws it into the shadows for a private feast.

Since few creatures can stomach attercop meat, attercops multiply with appalling speed, and their offspring quickly overtake a forest or a ruined city in just a few months. Tales about ghost cities lost beneath fine fluttering silk, with squirming, encased victims hung on strands in plain sight, confirm these fears and are a strong reminder to be vigilant about destroying attercop infestations wherever they are found.

Hunting Attercop — **Level 7 Controller**
Large terrestrial beast (spider) — XP 300

HP 75; **Bloodied** 37 — **Initiative** +8
AC 21, **Fortitude** 17, **Reflex** 21, **Will** 19 — **Perception** +11
Speed 6, climb 6 — Tremorsense 10
Resist 5 psychic

Traits

Spider Climb
The attercop can move its climb speed across overhanging horizontal surfaces (such as ceilings).

Standard Actions

(+) **Bite** (poison, physical, radiation) ✇ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d6 + 8 physical damage plus 1d6 poison and radiation damage, and the target is slowed until the end of the attercop's next turn.

⇐ **Energy Jolt** (electricity) ✇ **Recharge** ⚅
Attack: Close burst 5 (one creature in burst); +10 vs. Reflex
Hit: 3d6 + 5 electricity damage, and the target is stunned (save ends).
Miss: Half damage, and the target is dazed (save ends).

Minor Actions

✦ **Drag** ✇ **At-Will**
Effect: The attercop shifts 1 square and pulls a target affected by *sticky cocoon* 1 square to a square the attercop vacated.

✦ **Sticky Cocoon** (radiation) ✇ **At-Will**
Attack: Melee 1 (one helpless or stunned creature); +10 vs. Reflex
Hit: The target is blinded, immobilized, and takes ongoing 5 radiation damage (save ends all). In addition, the target takes a –5 penalty to saving throws against this effect.

Skills Stealth +13

Str 13 (+4)	**Dex** 20 (+8)	**Wis** 16 (+6)
Con 11 (+3)	**Int** 4 (+0)	**Cha** 4 (+0)

BRUBBA

Yes, that is a banjo you hear in the distance . . .

Brubbas—characterized by genetic defects, low cunning, and aggression—are found in desolate backwaters, swamps, and bogs. Runtlings are small and pudgy, reminiscent of snotty children. Sires are bigger and known for their savage war cries of "Hey Brubba, watch dis!"

Brubba Runtling — **Level 3 Skirmisher**
Small terrestrial humanoid — XP 150

HP 45; **Bloodied** 22 — **Initiative** +4
AC 16, **Fortitude** 14, **Reflex** 14, **Will** 14 — **Perception** –1
Speed 6

Traits

✪ **Stink** ✇ **Aura** 1
Enemies within the aura take a –2 penalty to attack rolls.

Standard Actions

(+) **Drooling Bite** (physical, poison) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 4 physical damage plus 1d6 poison damage. If the target is prone, repeat this attack against the same target.

✦ **Big Shove** ✇ **At-Will**
Attack: Melee 1 (one creature granting combat advantage to the runtling); +6 vs. Reflex
Hit: The target falls prone.

Move Actions

Scamper ✇ **At-Will**
Effect: The runtling shifts 3 squares.

Str 17 (+4)	**Dex** 16 (+4)	**Wis** 7 (–1)
Con 13 (+2)	**Int** 6 (–1)	**Cha** 9 (+0)

Brubba Sire — **Level 4 Brute**
Medium terrestrial humanoid — XP 175

HP 66; **Bloodied** 33 — **Initiative** +4
AC 15, **Fortitude** 18, **Reflex** 15, **Will** 12 — **Perception** +0
Speed 5

Traits

✪ **Stink** ✇ **Aura** 1
Enemies within the aura take a –2 penalty to attack rolls.

Standard Actions

(+) **Wooden Bat** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 physical damage, and the sire pushes the target 1 square. If this attack bloodies the target, the target falls prone.

Minor Actions

Brubba Gamble (physical) ✇ **At-Will** (1/round)
Effect: The sire provokes an opportunity attack from one enemy of its choice adjacent to it. If the attack hits, the sire deals 4d6 extra physical damage with melee attacks against that enemy until the end of its turn.

Str 20 (+7)	**Dex** 14 (+4)	**Wis** 6 (+0)
Con 16 (+5)	**Int** 7 (+0)	**Cha** 9 (+1)

Equipment wooden bat

BRUTORZ (BIG WALKER)

His name isn't Ed, and he won't call you Wilbur.

Thunder rolls across the scorched plain, but it's no storm. Great brown clouds of dust paint the horizon, thrown up by hundreds of hooves as the big walkers race across the prairie. Like their ancestors from the time of the Ancients, the brutorz are a wild, free-spirited equine breed, strong and proud. Unlike the horses of old, big walkers possess keen minds and fierce independence, bowing to none but the will of the herd.

Every effort to domesticate the brutorz has met with spectacular failure; they don't allow themselves to be captured, fighting to the death instead. This doesn't mean that they never bear riders, but a brutorz chooses its rider, provided the individual shows proper respect and holds no malice in its heart. Being allowed to mount a brutorz is a great honor that few can truthfully claim.

Brutorz don't talk, but they can communicate through a form of telepathy. Their thoughts appear in the recipient's mind as pictures and words. Presumably, the brutorz can receive thoughts and interpret them in a similar fashion.

Brutorz — **Level 5 Skirmisher**
Large terrestrial beast — XP 200

HP 63; **Bloodied** 31 — **Initiative** +6
AC 19, **Fortitude** 20, **Reflex** 17, **Will** 15 — **Perception** +2
Speed 8

TRAITS

Precognition
The brutorz rolls twice for initiative checks and uses either result.

Shared Mind
While a rider is mounted on the brutorz, the rider gains the *precognition* trait and a +2 bonus to all defenses against opportunity attacks.

STANDARD ACTIONS

(+) **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6 + 6 physical damage.
Effect: The brutorz shifts 1 square.

† **Big Walker Trample** (physical) ✇ **Encounter**
Effect: The brutorz moves 8 squares and can enter enemies' spaces during the move. Each time the brutorz enters an enemy's space for the first time during the move, it can make the following attack against that enemy. The brutorz doesn't provoke an opportunity attack when moving away from a target hit by this attack.
Attack: Melee 1 (one creature); +7 vs. Reflex
Hit: 2d8 + 5 physical damage, and the target falls prone.
Miss: Half damage, and the brutorz slides the target 1 square.

MOVE ACTIONS

Run Like the Wind ✇ **At-Will**
Effect: The brutorz shifts half its speed and then moves half its speed.

Str 20 (+7)	**Dex** 15 (+4)	**Wis** 11 (+2)
Con 15 (+4)	**Int** 8 (+1)	**Cha** 10 (+2)

CARRIN

After a fascinating discussion of the epistemological implications of War and Peace, a carrin will eat you. It's a way of gaining both mental and physical sustenance!

The carrins are a race of hulking vulture humanoids that prey on the dead and the dying. Although their dietary habits make them unpopular, carrins are intelligent, well mannered, and versed in any number of subjects. They're also patient and will chat with their dying victims about any topic to pass the time. Carrins often keep blood birds as pets.

Carrin Dark Emperor — **Level 6 Soldier**
Large terrestrial humanoid — XP 250

HP 69; **Bloodied** 34 — **Initiative** +7
AC 22, **Fortitude** 17, **Reflex** 20, **Will** 19 — **Perception** +9
Speed 5, fly 6 (hover)
Resist 5 poison

TRAITS

✧ **Thought Snare** ✇ **Aura** 3
A dazed enemy that starts its turn within the aura cannot leave the aura until the start of its next turn.

STANDARD ACTIONS

(+) **Claws** (physical) ✇ **At-Will**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 2d10 + 1 physical damage, or 2d10 + 6 physical damage against targets taking ongoing damage.

MINOR ACTIONS

✧ **Psychic Mockery** (psychic) ✇ **Recharge** ⚁ ⚂ ⚀
Attack: Close burst 5 (one creature in burst); +9 vs. Will
Hit: The dark emperor pulls the target 3 squares, and the target is dazed (save ends).
Miss: The target takes 7 psychic damage.

TRIGGERED ACTIONS

† **Feathery Barbs** (physical, poison) ✇ **At-Will**
Trigger: An enemy adjacent to the dark emperor moves or shifts.
Attack (Opportunity Action): Melee 1 (triggering creature); +9 vs. Reflex
Hit: 2d6 + 2 physical damage, and ongoing 5 poison damage (save ends).

Str 12 (+4)	**Dex** 14 (+5)	**Wis** 14 (+4)
Con 13 (+4)	**Int** 19 (+7)	**Cha** 16 (+6)

Froghemoth Cifal Gallus Gallus Garbug

CIFAL

Who thought this thing up, anyway?

A CIFAL is a sentient colony of insect-formed artificial life (hence the acronym) feared throughout Gamma Terra. Unlike other insect swarms, CIFALs assume humanoid shapes and can be mistaken, at a distance, to be human or humanoid. CIFALs possess rudimentary intelligence and can achieve a basic voice by adjusting the frequency of the thousands of wings and clicking mandibles of its individual members.

CIFAL **Level 6 Elite Controller**
Medium extraterrestrial beast (swarm) XP 500

HP 136; **Bloodied** 68 **Initiative** +7
AC 20, **Fortitude** 18, **Reflex** 20, **Will** 17 **Perception** +4
Speed 5 Tremorsense 10
Resist half damage from melee and ranged attacks;
Vulnerable 10 against close and area attacks
Saving Throws +2

Traits

Biting Swarm (physical) ✇ **Aura** 1
Any enemy that starts its turn within the aura takes 5 physical damage.

Flowing Mass
The CIFAL ignores difficult terrain.

Swarm
The CIFAL can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The CIFAL cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Standard Actions

Swarming Slam (physical) ✇ **At-Will**
Attack: Melee 1 (one or two creatures); +9 vs. Reflex
Hit: 1d12 + 4 physical damage, and the target takes a –2 penalty to attack rolls until the end of the CIFAL's next turn.

Cloud of Vermin (physical) ✇ **Recharge** ⚄ ⚅
Attack: Close burst 3 (enemies in burst); +9 vs. Fortitude
Hit: 2d6 + 3 physical damage, and the target is slowed and takes ongoing 5 physical damage (save ends both).
Effect: The CIFAL shifts its speed to any unoccupied square within the burst.

Free Actions

Elite Action ✇ **Encounter**
Requirement: It is the CIFAL's turn.
Effect: The CIFAL takes an extra standard action during that turn.

Triggered Actions

Spawned Swarm (physical, zone) ✇ **Recharge** when first bloodied
Trigger: The CIFAL takes damage from a close or an area attack.
Effect (No Action): The CIFAL creates a zone of swarming, stinging insects in a close burst 2 that lasts until the end of the CIFAL's next turn. Any enemy that enters the zone or starts its turn there takes 10 physical damage and is slowed (save ends).
First Failed Saving Throw: The target is restrained instead of slowed (save ends).

Str 15 (+5)	**Dex** 19 (+7)	**Wis** 12 (+4)
Con 12 (+4)	**Int** 6 (+1)	**Cha** 11 (+3)

FROGHEMOTH

They're really big! Seriously, it's not just a funny name.

Huge and weird, these froglike terrors lurk in large swamps, lakes, and deep ponds contaminated by radiation or chemicals. Some people believe that the contaminants altered a much smaller breed of frog, causing it to bloat and develop hideous features. Others suggest that froghemoths were specially bred by a mad bioengineer named Bob.

Pollywoghemoth — **Level 7 Skirmisher**
Large terrestrial beast (aquatic) — XP 250

HP 81; **Bloodied** 40 — **Initiative** +8
AC 21, **Fortitude** 19, **Reflex** 21, **Will** 17 — **Perception** +5
Speed 0, swim 8

TRAITS

Aquatic
The pollywoghemoth can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.

STANDARD ACTIONS

⊕ **Nibble** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d6 + 8 physical damage.
Effect: The pollywoghemoth shifts 2 squares.

⊹ **Chomp** (physical) ✇ **Encounter**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 4d6 + 8 physical damage.

MINOR ACTIONS

⊹ **Tail Slap** ✇ **At-Will** (1/round)
Attack: Melee 2 (one creature); +10 vs. Reflex
Hit: The pollywoghemoth slides the target 1 square.

Skills Stealth +11 (+21 while underwater)

Str 17 (+6)	**Dex** 17 (+6)	**Wis** 14 (+5)
Con 17 (+6)	**Int** 3 (–1)	**Cha** 6 (+1)

Froghemoth — **Level 8 Elite Soldier**
Large terrestrial beast (aquatic) — XP 700

HP 178; **Bloodied** 89 — **Initiative** +8
AC 24, **Fortitude** 22, **Reflex** 18, **Will** 20 — **Perception** +13
Speed 5, swim 7
Resist 5 fire
Saving Throws +2

TRAITS

All-Around Vision
Enemies cannot gain combat advantage by flanking the froghemoth.

Aquatic
The froghemoth can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.

Electrical Torpor
Whenever the froghemoth takes electricity damage, it becomes slowed (save ends).

Swamp Walk
The froghemoth ignores difficult terrain that is mud or shallow water.

STANDARD ACTIONS

⊕ **Tentacle** (physical) ✇ **At-Will**
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 1d8 + 3 physical damage, and the target takes 5 physical damage whenever it attacks any creature other than the froghemoth until the end of the froghemoth's next turn.

⊹ **Tentacle Flurry** ✇ **At-Will**
Effect: The froghemoth uses *tentacle* four times. No more than two of the attacks can target the same creature.

⊹ **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 4d8 + 5 physical damage, and the target is immobilized (save ends). The froghemoth cannot use *bite* or *grasping tongue* while the target is immobilized in this way.

MINOR ACTIONS

⊹ **Grasping Tongue** ✇ **Recharge** ⚁ ⚂ ⚀
Attack: Melee 5 (one creature); +11 vs. Reflex
Hit: The froghemoth pulls the target 5 squares.

⊹ **Swallow** (acid) ✇ **At-Will**
Attack: Melee 1 (one Medium or smaller immobilized creature); +11 vs. Fortitude
Hit: The froghemoth swallows the target, and the target is stunned and takes ongoing 10 acid damage (save ends both). Until the target saves against this effect, it has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. When the effect ends, the target appears in an unoccupied square of its choice adjacent to the froghemoth.

FREE ACTIONS

Elite Action ✇ **Encounter**
Requirement: It is the froghemoth's turn.
Effect: The froghemoth takes an extra standard action during that turn.

TRIGGERED ACTIONS

⊹ **Flailing Tentacles** ✇ **At-Will**
Trigger: An enemy hits the froghemoth.
Effect (Immediate Reaction): The froghemoth uses *tentacle* against one creature in range.

Skills Stealth +11 (+21 while underwater)

Str 21 (+9)	**Dex** 13 (+5)	**Wis** 16 (+7)
Con 17 (+7)	**Int** 3 (+0)	**Cha** 6 (+2)

GALLUS GALLUS

Huh, this mutapork tastes like gallus gallus . . .

Long ago, the Ancients sought to solve world hunger by creating chicken meat from stem cells. The scientists based their studies in a sprawling factory and let a computer run the experiments to improve efficiency. Such foresight paid off, because the factory continued its work for many years after the Big Mistake.

The best intentions have a way of turning out badly, though, and after a few monkey slap-slaps, something went wrong with the machinery. Rather than producing only meat, the computer created mutant, humanoid chickens that were intelligent and fiercely independent. Called batch 5/13, the new race was horrified to discover what the world did to their kind. Appalled by the death and exploitation that were the fate of ordinary chickens, the gallus galluses vowed vengeance against humankind.

Gallus galluses are man-sized, bipedal chickens with arms ending in three-fingered hands rather than wings. Although many have feathers, most gallus galluses wear camouflage patterned clothing.

Gallus Gallus 5/13 Movvun **Level 3 Skirmisher**
Medium terrestrial humanoid XP 150

HP 43; **Bloodied** 21 **Initiative** +4
AC 17, **Fortitude** 13, **Reflex** 16, **Will** 15 **Perception** +3
Speed 6
Vulnerable 5 poison

TRAITS

Blending Feathers
Whenever the movvun ends its turn within 3 squares of the square where it started its turn, it gains concealment until the start its next turn.

Weak Vision
While a creature is more than 5 squares away from a gallus gallus, it gains concealment against that gallus gallus.

STANDARD ACTIONS

⊕ **Rending Beak** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 5 physical damage.
Effect: The movvun shifts 3 squares.

⚡ **Stunner** (electricity) ✇ **Recharge** ⚁ ⚂ ⚃
Attack: Ranged 5 (one creature); +6 vs. Reflex
Hit: 2d6 + 5 electricity damage, and the target is dazed until the end of the movvun's next turn.

Str 10 (+1) **Dex** 17 (+4) **Wis** 14 (+3)
Con 11 (+1) **Int** 14 (+3) **Cha** 9 (+0)

Equipment stunner

Gallus Gallus 5/13 Minnun **Level 4 Minion Soldier**
Medium terrestrial humanoid XP 44

HP 1; a missed attack never damages a minion. **Initiative** +6
AC 20, **Fortitude** 17, **Reflex** 16, **Will** 14 **Perception** +2
Speed 6

TRAITS

Weak Vision
While a creature is more than 5 squares away from a gallus gallus, it gains concealment against that gallus gallus.

STANDARD ACTIONS

⊕ **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 6 physical damage, and the target takes a –5 penalty to attack rolls with attacks that don't include the minnun as a target until the end of the minnun's next turn.

TRIGGERED ACTIONS

Bawk of Doom ✇ **Encounter**
Trigger: The minnun drops to 0 hit points.
Effect (No Action): Each ally adjacent to the minnun can shift 1 square as a free action. In addition, each ally deals 2 extra damage with melee attacks until the end of its next turn.

Str 16 (+5) **Dex** 14 (+4) **Wis** 11 (+2)
Con 11 (+2) **Int** 12 (+3) **Cha** 8 (+1)

Gallus Gallus 5/13 Maddun **Level 7 Brute**
Large terrestrial humanoid XP 300

HP 98; **Bloodied** 49 **Initiative** +5
AC 19, **Fortitude** 21, **Reflex** 18, **Will** 17 **Perception** +2
Speed 6
Vulnerable 5 poison

TRAITS

Chicken Pox (radiation)
While the maddun is bloodied, it deals 5 extra radiation damage with melee attacks.

Weak Vision
While a creature is more than 5 squares away from a gallus gallus, it gains concealment against that gallus gallus.

STANDARD ACTIONS

⊕ **Three-Fingered Punch** (physical) ✇ **At-Will**
Attack: Melee 1; +12 vs. AC
Hit: 2d8 + 6 physical damage.

Flailing Fists (physical) ✇ **Recharge** when an enemy hits the maddun with a melee attack
Attack: Close burst 1 (enemies in burst); +10 vs. AC
Hit: 2d12 + 5 physical damage, and the maddun pushes the target 2 squares.

Str 21 (+8) **Dex** 14 (+5) **Wis** 9 (+2)
Con 18 (+7) **Int** 11 (+3) **Cha** 8 (+2)

GARBUG (FLYING LOBSTER)

They're delicious with melted butter . . . wait, I mean deadly.

Legend holds that the first garbugs emerged from the marketplace, but they have long outgrown their place on the dinner table.

Black Garbug — **Level 2 Soldier**
Medium terrestrial beast — XP 125

HP 38; **Bloodied** 19 — **Initiative** +3
AC 18, **Fortitude** 16, **Reflex** 12, **Will** 12 — **Perception** +1
Speed 5, fly 7

Traits

Flailing Tentacles (poison) ✇ **Aura** 1
Any enemy that ends its turn within the aura takes 3 poison damage and is slowed until the end of its next turn.

Standard Actions

⊕ **Stabbing Proboscis** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 3 physical damage.

⚔ **Goring Charge** (physical) ✇ **Recharge** ⚃
Effect: The garbug moves up to its speed and makes the following attack.
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d10 + 3 physical damage, and ongoing 5 physical damage (save ends).
Miss: Half damage.

Str 16 (+4)	**Dex** 11 (+1)	**Wis** 10 (+1)
Con 14 (+3)	**Int** 1 (–4)	**Cha** 6 (–1)

Violet Garbug — **Level 3 Soldier**
Medium terrestrial beast — XP 150

HP 46; **Bloodied** 23 — **Initiative** +4
AC 19, **Fortitude** 16, **Reflex** 14, **Will** 13 — **Perception** +1
Speed 5, fly 7

Traits

Flailing Tentacles (poison) ✇ **Aura** 1
Any enemy that ends its turn within the aura takes 4 poison damage and is slowed until the end of its next turn.

Standard Actions

⊕ **Pincer** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 3 physical damage.

⚔ **Pincer Grab** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC; two attacks
Hit: 1d10 + 3 physical damage per attack. If the garbug hits with both attacks, the target is also restrained (save ends). The garbug cannot move to a square that isn't adjacent to the target or use *pincer grab* while the target is restrained in this way.

Str 17 (+4)	**Dex** 12 (+2)	**Wis** 10 (+1)
Con 14 (+3)	**Int** 1 (–4)	**Cha** 6 (–1)

HERP (TIGER BEETLE)

Worst. Housepets. Ever.

Any veteran of the wastes will tell you there's nothing to do but stand fast when you've got herps on your tail. They may be small, but these vicious hunters are relentless. They're capable of tracking their prey across any terrain and through almost any weather. Fleeing them will only wear you down and make it harder for you to fend off their attack; it's best to ready your weapon and lance these beasts wherever you find them.

Blue Herp — **Level 5 Lurker**
Small terrestrial beast — XP 200

HP 50; **Bloodied** 25 — **Initiative** +7
AC 18, **Fortitude** 20, **Reflex** 15, **Will** 15 — **Perception** +8
Speed 7, climb 4 — Darkvision

TRAITS

Bloodied Camouflage
While bloodied, a blue herp has concealment.

Spider Climb
The blue herp can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

⊕ **Burning Bite** (acid, physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d4 + 5 physical damage plus 1d6 acid damage. If the blue herp has concealment against the target, this attack deals 1d6 extra acid damage. If the blue herp has total concealment against the target, this attack deals 3d6 extra acid damage.

⇖ **Burning Eruption** (acid) ✇ **Encounter**
Attack: Close blast 3 (creatures in blast); +6 vs. Fortitude
Hit: 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 3 acid damage (save ends).

TRIGGERED ACTIONS

Lurking Herp ✇ **Encounter**
Trigger: The blue herp drops to 8 hit points or fewer.
Effect (No Action): The blue herp becomes invisible until the end of the encounter.

Str 20 (+7)	**Dex** 13 (+3)	**Wis** 13 (+3)
Con 14 (+4)	**Int** 2 (–2)	**Cha** 6 (+0)

HOPPER (JACKALOPE)

Hop on, little jackalope. Just hop along.

These giant rabbits are the most timid creatures known. Despite their enormous size, sharp horns, and natural camouflage, they flee at the slightest provocation. A barking dog can send a hopper into the air. A howling wind can send it bounding hundreds of feet away, until it forgets why it fled.

Most people think hoppers are comical, stupid creatures, and some try to domesticate them. Doing so usually isn't a good idea. More than a few riders have been bucked off a hopper when it was startled. And as the hopper leaps away, the rider is usually left nursing bruises or worse and facing whatever danger startled the hopper in the first place.

Hopper — **Level 3 Skirmisher**
Large terrestrial beast — XP 150

HP 42; **Bloodied** 21 — **Initiative** +6
AC 17, **Fortitude** 13, **Reflex** 16, **Will** 15 — **Perception** +3
Speed 7 — Tremorsense 10

TRAITS

Hopper's Mobility
A hopper gains a +2 bonus to all defenses against opportunity attacks.

STANDARD ACTIONS

⊕ **Horns** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 3 physical damage. If the hopper used *jackalope hop* this turn, it deals 1d6 extra physical damage and knocks the target prone.

MOVE ACTIONS

Jackalope Hop ✇ **At-Will**
Effect: The hopper jumps 7 squares and lands at the end of this movement. The hopper's rider, if it has one, must succeed on a DC 15 Acrobatics or Nature check. On a failed check, the rider takes 1d6 physical damage and falls prone in an unoccupied square adjacent to the hopper at the end of the hopper's movement.

TRIGGERED ACTIONS

⊥ **Kick Free** (physical) ✇ **At-Will**
Trigger: A creature immobilizes the hopper.
Attack (Immediate Reaction): Melee 1 (the triggering creature); +6 vs. Fortitude
Hit: 1d6 physical damage, the immobilizing effect ends, and the hopper shifts 2 squares.

Chameleon Fur ✇ **At-Will**
Trigger: A hopper ends its turn in a space within 3 squares of the space where it started its turn.
Effect (No Action): The hopper gains concealment until the start of its next turn.

Hop Away ✇ **Recharge** ⚀ ⚁ ⚂
Trigger: An enemy ends its movement adjacent to the hopper.
Effect (Immediate Reaction): The hopper uses *jackalope hop*.

Str 11 (+1)	**Dex** 17 (+4)	**Wis** 14 (+3)
Con 10 (+1)	**Int** 1 (–4)	**Cha** 6 (–1)

KLICKY

They're big, and they don't scuttle away when you flick on the lights, but they still squish good.

The Ancients believed that cockroaches would inherit the earth, and in a way they were right. The roaches were able to resist poisons, toxins, radiation, and about anything else thrown at them. What the Ancients didn't guess was that the cockroaches wouldn't remain content to be the world's least popular vermin. Some evolved, leaving behind their lowly states to walk upright. The evolutionary result, aided by radiation and stranger forces, are the klickies, a new breed of sentient humanoid with grave designs for the world they believe is their birthright.

Klickies come in many varieties, but the most common are German klickies: small, timid creatures given to hiding under beds. Lording over these lesser kind are the tee-vee klickies, which consume wires, insulation, and other rubbish from the Ancients. Others kinds exist, too, including ghost klickies that travel between worlds and voracious death's-head klickies that eat anything they can catch.

Tee-Vee Klicky **Level 5 Controller**
Medium terrestrial humanoid XP 200

HP 63; **Bloodied** 31 **Initiative** +2
AC 19, **Fortitude** 17, **Reflex** 15, **Will** 20 **Perception** +4
Speed 6, climb 4 Darkvision
Resist 5 fire, 5 radiation

TRAITS

Spider Climb
The klicky can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

⊕ **Corrosive Bite** (acid, physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d12 + 1 physical damage, and ongoing 5 acid damage (save ends). If the target is already taking ongoing acid damage, it takes 5 extra acid damage.

Remote Control (psi, radiation) ✇ **Recharge** ⚁ ⚀
Attack: Ranged 5 (one creature); +8 vs. Will
Hit: The target is dominated until the end of the klicky's next turn.
Aftereffect: The target takes 5 radiation damage.

Cee Enn Enn (psychic, zone) ✇ **Encounter**
Attack: Close burst 3 (enemies in burst); +8 vs. Will
Hit: 1d8 + 5 psychic damage, and the target is dazed and immobilized (save ends both).
Effect: The burst creates a zone of broadcasted news centered on the klicky that lasts until the end of the klicky's next turn. When the klicky moves, the zone moves with it, remaining centered on the klicky. Any enemy within the zone takes a –2 penalty to attack rolls.

TRIGGERED ACTIONS

Shun the Light ✇ **Encounter**
Trigger: The klicky rolls initiative.
Effect (No Action): The klicky shifts 4 squares.

Str 11 (+2)	**Dex** 10 (+2)	**Wis** 15 (+4)
Con 15 (+4)	**Int** 6 (+0)	**Cha** 20 (+7)

German Klicky **Level 6 Skirmisher**
Small terrestrial humanoid XP 250

HP 71; **Bloodied** 35 **Initiative** +10
AC 21, **Fortitude** 18, **Reflex** 21, **Will** 16 **Perception** +3
Speed 8, climb 6 Darkvision
Resist 5 radiation

TRAITS

Spider Climb
The klicky can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

⊕ **Corrosive Bite** (acid, physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d12 + 5 physical damage, and ongoing 5 acid damage (save ends). If the target is already taking ongoing acid damage, it takes 1d6 extra acid damage.

TRIGGERED ACTIONS

Scuttling Roach ✇ **At-Will**
Trigger: An ally within 5 squares of the klicky takes damage from an attack.
Effect (Free Action): The klicky shifts 1 square.

Shun the Light ✇ **Encounter**
Trigger: The klicky rolls initiative.
Effect (No Action): The klicky shifts 4 squares.

Str 12 (+4)	**Dex** 20 (+8)	**Wis** 11 (+3)
Con 15 (+5)	**Int** 6 (+1)	**Cha** 8 (+2)

Death's-Head Klicky **Level 8 Brute**
Large terrestrial humanoid XP 350

HP 106; **Bloodied** 53 **Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 19, **Will** 18 **Perception** +5
Speed 6, climb 4 Darkvision
Resist 5 radiation

TRAITS

Spider Climb
The klicky can move its climb speed across overhanging horizontal surfaces (such as ceilings).

TRAITS

Radioactive Glow (radiation) ✇ **Aura** 1
Any creature that ends its turn within the aura takes 5 radiation damage. While the klicky is bloodied, the range of its aura increases to 3.

STANDARD ACTIONS

⊕ **Drooling Bite** (acid, physical, radiation) ✇ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 physical damage, and ongoing 5 acid and radiation damage (save ends). If the target is already taking ongoing acid damage, it takes 2d6 extra acid damage.

TRIGGERED ACTIONS

Shun the Light ✇ **Encounter**
Trigger: The klicky rolls initiative.
Effect (No Action): The klicky shifts 4 squares.

Str 21 (+9)	**Dex** 14 (+6)	**Wis** 12 (+5)
Con 16 (+7)	**Int** 9 (+3)	**Cha** 7 (+2)

LATTERBUG

Sure they're cute. But they're also vicious.

The latterbug infestation of '37 denuded an entire forest. The swarm of '54 took out a herd of stench kine. Ever wondered what happened to Freesboro? Latterbugs wiped 'em out to the last squalling brat.

There's nothing sweet or innocent about the latterbug. Sure, its red shell, black spots, and waving antennas make it look pretty, but it's a killer. Not many critters in the wilds are more feared, either, because latterbugs will eat ANYTHING. Got old tires? Latterbugs would eat 'em. A crop in the field? A forest filled with mutants? A disobedient child? Latterbugs would eat 'em all.

A latterbug won't give up, no matter what. They're hard to kill, and the only thing you can do when you spot one is to run for your life. Don't believe it? You'll change your tune once you see one dropping down on you, with its "cute" shell fluttering and those mandibles dripping and snapping at your face. Oh yes, you'll change your tune.

Latterbug — **Level 6 Lurker**
Large terrestrial beast — XP 250

HP 60; **Bloodied** 30 — **Initiative** +8
AC 20, **Fortitude** 21, **Reflex** 17, **Will** 16 — **Perception** +3
Speed 4, climb 4, fly 4

TRAITS

Cold Torpor
Whenever a latterbug takes cold damage, until the end of its next turn it becomes slowed and grants combat advantage.

Spider Climb
The latterbug can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

(+) **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 5 physical damage.

Force Field (force) ✇ **At-Will**
Effect: Until the end of its next turn, the latterbug gains resist 15 to all damage and deals 3d8 extra force damage when it uses *bite*.

MOVE ACTIONS

Fluttering Flight ✇ **At-Will**
Effect: The latterbug flies 4 squares. Each creature adjacent to it at the end of this movement grants combat advantage to it until the end of its turn.

MINOR ACTIONS

Temporal Acceleration ✇ **Recharge** ⚄ ⚅
Effect: Until the end of its next turn, the latterbug gains a +2 bonus to speed and to attack rolls.

Str 20 (+8)	**Dex** 13 (+4)	**Wis** 10 (+3)
Con 18 (+7)	**Int** 1 (–2)	**Cha** 4 (+0)

MICHAEL FAILLE

MANTRAP

Some say they grow if you sing to them, so keep your mouth shut!

It's unknown whether the creatures known as mantraps are a mutation of something that originated from this world, or if they are malign arrivals from elsewhere. A mantrap's intelligence transcends that of other cunning plants, but what sets it apart is its callousness and utter disregard for anything that is wholesome and pure. It sickens and kills everything around it, poisoning its environment so it can live. It lures creatures close and gobbles them down as its perverse flowers enfold its victim. A mantrap is as close to pure evil as something can get.

Mantrap **Level 4 Solo Controller**
Large extraterrestrial beast (plant) XP 875

HP 236; **Bloodied** 118 **Initiative** +1
AC 18, **Fortitude** 18, **Reflex** 13, **Will** 16 **Perception** +9
Speed 3 Tremorsense 10
Immune domination; **Vulnerable** 5 fire
Saving Throws +5

Traits

Forest Walk
The mantrap ignores difficult terrain that is part of a tree, underbrush, or other forest growth.

Standard Actions

Innocuous Invitation (acid) **At-Will**
Attack: Melee 1 (one or two creatures); +7 vs. Will
Hit: 1d4 acid damage, and the mantrap pulls the target into its space. The target is immobilized, takes a –2 penalty to all defenses, and takes ongoing 10 acid damage (save ends all).

Psychotic Infection (poison, psi) **Recharge** ⚁ ⚂ ⚀
Attack: Ranged 10 (one creature); +7 vs. Fortitude
Hit: 3d6 + 4 poison damage, and the target is dominated and takes ongoing 5 poison damage (save ends both). A mantrap can dominate only one creature at a time.

Toxic Burst (acid, poison) **At-Will**
Attack: Close burst 10 (creatures in burst); +7 vs. Fortitude
Hit: 2d6 + 5 acid and poison damage. The mantrap deals half damage to creatures in the burst that are more than 5 squares away from it.

Minor Actions

Cloying Scent **At-Will** (1/round)
Attack: Close burst 10 (one or two creatures); +8 vs. Will
Hit: The mantrap pulls the target 5 squares.

Free Actions

Solo Action **Recharge** when first bloodied
Requirement: It's the mantrap's turn.
Effect: The mantrap takes an extra standard action during that turn.

Triggered Actions

Maddening Pollen (acid, poison) **At-Will**
Trigger: An enemy hits the mantrap with a melee or a ranged attack.
Effect (No Action): Close burst 5 (living creatures in burst); the target takes 6 acid and poison damage, or 10 acid and poison damage if the mantrap is bloodied.

Str 14 (+4)	**Dex** 9 (+1)	**Wis** 14 (+4)
Con 19 (+6)	**Int** 8 (+1)	**Cha** 8 (+1)

NEEP NEEP (TECH BANE)

Don't let them get your fusion rifle!

No one knows where the neep neeps come from, but everyone knows trouble follows in their steps. Wherever these strange humanoids travel, equipment breaks down, charges drain, weapons misfire, cars fail to start, and so on. People shun neep neeps, believing (and rightly so) that they bring only bad luck. They have better luck with their own tech, which mysteriously breaks in the hands of others.

Neep Neep **Level 5 Artillery**
Medium extraterrestrial humanoid (alien) XP 200

HP 51; **Bloodied** 25 **Initiative** +7
AC 19, **Fortitude** 17, **Reflex** 19, **Will** 15 **Perception** +1
Speed 6

Traits

Tech Fail **Aura** 3
Creatures within the aura take a –5 penalty to attack rolls and skill checks with Omega Tech items.

Standard Actions

Slam (physical) **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d6 + 3 physical damage.

Energy Pistol (laser, radiation) **At-Will**
Attack: Ranged 20 (one creature); +12 vs. AC
Hit: 2d8 + 7 laser and radiation damage.

Ion Grenade (fire, radiation) **Recharge** when first bloodied
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Reflex
Hit: 3d8 + 5 fire and radiation damage, and the target is dazed (save ends).

Warp Field (teleportation) **Encounter**
Effect: Until the end of its next turn, whenever the neep neep takes damage, it teleports 1d6 squares as an opportunity action. In addition, at the end of its next turn, roll a d6. On an odd-numbered result, the warp field persists until the end of the neep neep's following turn, at which time repeat this roll. On an even-numbered result, the warp field ends and the neep neep teleports each creature adjacent to it 1d6 squares.

Move Actions

Jet Pack (fire) **Recharge** ⚁ ⚂
Effect: Roll a d6. On a result of 1, the jet pack explodes, the neep neep and each creature within 3 squares of it takes 10 fire damage, and the neep neep cannot use *jet pack* again. On a result of 2–6, the neep neep flies 6 squares. If the neep neep ends its movement in the air, it lands safely at the start of its next turn.

Triggered Actions

Chunks of Flaming Meat (fire) **Encounter**
Trigger: The neep neep drops to 0 hit points.
Attack (No Action): Close burst 1 (creatures in burst); +8 vs. Reflex
Hit: 2d8 + 7 fire damage, and ongoing 5 fire damage (save ends).

Str 10 (+2)	**Dex** 20 (+7)	**Wis** 8 (+1)
Con 15 (+4)	**Int** 14 (+4)	**Cha** 10 (+2)

Equipment energy pistol, ion grenades, jet pack

PINETO (HORSE CACTUS)

One word: Ouch!

Pinetos are giant, mobile, horse-shaped cacti. They haunt the deep deserts, where they gather in herds, sip water from pools, and make weird piping noises that sound like someone who's been into the beans. Desert hermits claim the pinetos are free spirits like the big walkers. But it's a mistake to believe pinetos can be ridden as easily as brutorz.

A pineto's back is covered with flexible, paddlelike protrusions that can be pushed aside if you want to try to ride one. But you'd better have a stout leather saddle, or the ride could be deadly and will definitely be painful.

Pineto — **Level 6 Brute**
Large terrestrial beast (blind, plant) — XP 250

HP 85; **Bloodied** 42 — **Initiative** +5
AC 18, **Fortitude** 21, **Reflex** 18, **Will** 16 — **Perception** +8
Speed 8 — Tremorsense 10, blind
Immune blinded

Standard Actions

Tail Slap (physical, poison) **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d8 + 5 physical damage plus 1d8 poison damage.

Thorn Barrage (physical, poison) **Recharge**
Attack: Close burst 3 (creatures in burst); +9 vs. Reflex
Hit: 2d6 + 3 poison damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).

Move Actions

Galloping Cactus (poison) **At-Will**
Effect: The pineto moves 8 squares. The first time it moves into a space adjacent to each enemy during this move, that enemy takes 5 poison damage.

Triggered Actions

Painful Barb (poison) **At-Will**
Trigger: An enemy adjacent to the pineto hits it with a melee attack.
Attack (Free Action): Melee 1 (triggering enemy); +9 vs. Reflex
Hit: 5 poison damage.

Str 20 (+8)	**Dex** 15 (+5)	**Wis** 10 (+3)
Con 15 (+5)	**Int** 1 (–2)	**Cha** 4 (+0)

PODOG

You'll like them better with cotton in your ears.

If you can find a podog and tame it, you won't find a more loyal steed. The trick is the taming part. They're wild animals, not some puppy you can pet and teach to sit or roll over. Podogs are big, scary, and loud. They've got big teeth and the willingness to use them, especially when they're grumpy. If you raise podogs from pups, they're manageable, but in the wild, they're mean and they usually travel in packs.

Another thing you have to watch out for with podogs is their baying. When a pack of them bay together, it's more than anyone can stand. Podogs also make a strange whimpering. What makes it so unnerving is that a podog can mimic your noises, so that it sounds exactly like you.

Podog — **Level 3 Skirmisher**
Large terrestrial beast — XP 150

HP 46; **Bloodied** 23 — **Initiative** +4
AC 17, **Fortitude** 17, **Reflex** 14, **Will** 14 — **Perception** +7
Speed 7
Immune poison

Traits

Baying Aura 1
While the podog is bloodied, enemies within the aura take a –2 penalty to attack rolls.

Standard Actions

Bite (physical) **At-Will**
Effect: Before and after the attack, the podog shifts 1 square.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 4 physical damage. If the target is granting combat advantage to the podog, the podog also knocks the target prone.

Sonic Lance (sonic) **Recharge** when the podog takes nonphysical damage
Attack: Area burst 1 within 10 (creatures in burst); +4 vs. Reflex
Hit: 2d6 + 4 sonic damage, and the target slides 2 squares away from the burst's origin square.

Triggered Actions

Chew Toy (physical) **At-Will** (1/round)
Requirement: The podog must have a rider.
Trigger: The podog's rider hits with a melee attack.
Attack (Free Action): Melee 1 (one creature); +8 vs. AC
Hit: 5 physical damage.

Str 18 (+5)	**Dex** 12 (+2)	**Wis** 13 (+2)
Con 14 (+3)	**Int** 2 (–3)	**Cha** 6 (–1)

POONG (GLOW DRAGON)

Who the hell named these things?

Dragons do exist . . . glow dragons, at least. Some say that they're stars, or that they're made out of stars and come from space. Others claim that they're visitors from another reality. Whatever the truth, poongs drop down out of the night sky in shiny, bright green spheres. When a sphere nears its prey, it unfolds and the poong emerges, unfurls great bat wings, and stares out with a multiple eyes above a wide, sucking maw. Despite all of those eyes, a glow dragon can barely distinguish dark from light. But it has an uncanny ability to locate prey, anyway. The screams usually start right after that.

A big, green, flying worm with a bunch of teeth sounds like a dragon, doesn't it? Better hope you never meet one.

Poong **Level 8 Elite Skirmisher**
Large extradimensional beast (blind, reptile) XP 700

HP 176 **Bloodied** 88 **Initiative** +9
AC 22, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +10
Speed 6, fly 8 (hover) Blindsight 10, blind
Immune blinded; **Resist** 10 radiation
Saving Throws +2

Traits

Taxing Glow (radiation) ✇ **Aura** 2
Any enemy that starts its turn within the aura takes 5 radiation damage.

Standard Actions

Bite (radiation) ✇ **At-Will**
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d6 + 5 radiation damage, and ongoing 5 radiation damage (save ends).

Swooping Strike ✇ **At-Will**
Effect: The poong flies 8 squares and uses *bite* at any two points during the movement. The poong doesn't provoke opportunity attacks when moving away from a target hit by this attack.

Atomic Breath (fire, radiation) ✇ **Recharge** ⚁ ⚂
Attack: Close blast 5 (creatures in blast); +11 vs. Reflex and Fortitude, one attack against each defense
Hit (Reflex): The target takes 3d10 + 5 fire and radiation damage.
Hit (Fortitude): The target is weakened (save ends).

Free Actions

Elite Action ✇ **Encounter**
Requirement: It is the poong's turn.
Effect: The poong takes an extra standard action during that turn.

Triggered Actions

Tail Slap (physical) ✇ **Recharge** when the poong takes damage
Trigger: The poong hits with *bite* during its turn.
Attack (Free Action): Melee 2 (one creature other than the triggering creature); +11 vs. Reflex
Hit: 3d6 + 5 physical damage, and the poong knocks the target prone.

Str 21 (+9)	**Dex** 17 (+7)	**Wis** 13 (+5)
Con 16 (+7)	**Int** 8 (+3)	**Cha** 9 (+3)

ROBOT, KILLER

They don't need to eat, drink, or rest; their only purpose is to kill you.

These machines look like us. You can't tell they're robots until one of them has its mechanical hands wrapped around your throat.

Relentless Killer Robot **Level 7 Elite Soldier**
Medium terrestrial animate (robot) XP 300

HP 166; **Bloodied** 83 **Initiative** +7
AC 23, **Fortitude** 21, **Reflex** 18, **Will** 18 **Perception** +10
Speed 6 Darkvision
Immune poison; **Resist** 5 fire, 5 radiation; **Vulnerable** 5 cold
Saving Throws +2

TRAITS

Pass for Human
While not bloodied, the killer robot looks like an engineered human. A character can recognize it as a robot with a DC 23 Insight check.

STANDARD ACTIONS

Slam (physical) **At-Will**
Attack: Melee 1 (one or two creatures); +12 vs. AC
Hit: 2d6 + 5 physical damage, and the target cannot attack any creature other than the killer robot until the end of the robot's next turn.

Iron Grip (physical) **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d6 + 5 physical damage, and the target is immobilized (save ends). If the killer robot ends its turn and isn't adjacent to the target, the immobilization ends. A killer robot can immobilize two creatures at the same time.

Shotgun (physical, weapon) **At-Will**
Attack: Close blast 5 (creatures in blast); +12 vs. AC
Hit: 3d6 + 5 physical damage.

MINOR ACTIONS

Kill Them All **Recharge** ⚅
Effect: The killer robot deals 2d6 extra physical damage to bloodied targets until the end of its next turn.

FREE ACTIONS

Elite Action **Encounter**
Requirement: It is the killer robot's turn.
Effect: The killer robot takes an extra standard action during that turn.

TRIGGERED ACTIONS

From the Ashes (healing) **Encounter**
Trigger: The killer robot drops to 0 hit points.
Effect (No Action): At the start of its next turn, the killer robot regains 41 hit points and stands up.

Relentless **At-Will**
Trigger: An enemy adjacent to the killer robot moves or shifts.
Effect (Free Action): The killer robot shifts 2 squares.

Str 21 (+8)	**Dex** 15 (+5)	**Wis** 14 (+5)
Con 19 (+7)	**Int** 10 (+3)	**Cha** 10 (+3)

Equipment shotgun

SPIDERBOT

Some say that the trouble with them began the moment they left the factory floor.

Created by machines to serve other machines, bots stand at technology's cutting edge. Each unit possesses basic AI capable of independent thought far superior to that possessed by lesser machines, but it remains controlled by governors that keep it obedient to its mechanical masters.

Spiderbot **Level 6 Artillery**
Small terrestrial animate (robot) XP 250

HP 53; **Bloodied** 26 **Initiative** +8
AC 20, **Fortitude** 16, **Reflex** 20, **Will** 18 **Perception** +10
Speed 6, climb 6 Darkvision
Immune poison; **Resist** 5 fire, 5 poison

TRAITS

Spider Climb
The spiderbot can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

Slam (physical) **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d8 + 5 physical damage, and the spiderbot pushes the target 1 square.

Tracking Laser (laser) **At-Will**
Attack: Ranged 20 (one creature); +13 vs. AC
Hit: 2d8 + 5 laser damage.
Miss: The spiderbot gains a +2 bonus to attack rolls with *tracking laser* against the same target until the end of its next turn.

Homing Missile (fire) **Recharge** when first bloodied
Attack: Area burst 1 within 10 (creatures in burst); +11 vs. Reflex
Hit: 3d10 + 5 fire damage. In addition, the spiderbot slides the target 3 squares to a square outside the burst and knocks it prone.

TRIGGERED ACTIONS

Atomic Reactor (radiation) **Encounter**
Trigger: The spiderbot drops to 0 hit points.
Attack (No Action): Close burst 3 (creatures in burst); +9 vs. Reflex
Hit: 2d10 + 5 radiation damage.

Skills Stealth +13

Str 10 (+3)	**Dex** 20 (+8)	**Wis** 15 (+5)
Con 11 (+3)	**Int** 6 (+1)	**Cha** 8 (+2)

SQUEAKER

It wants your shinies . . . and your eyes!

Beneath the empty wastes in the dark earth lurk the chittering masses. With gleaming eyes, gnawing fangs, and scrabbling claws, they steal away humanoids and treasures from the surface, never to be seen again.

Squeaker Plague Warrior **Level 7 Minion Skirmisher**
Medium terrestrial beast XP 75

HP 1; a missed attack never damages a minion. **Initiative** +9
AC 21, **Fortitude** 17, **Reflex** 20, **Will** 15 **Perception** +7
Speed 8, climb 4 Low-light vision

Standard Actions

⊕ **Cleaver** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC, or +14 vs. AC if the target is adjacent to another squeaker
Hit: 7 physical damage.

Minor Actions

Cunning Rat ✇ **At-Will**
Effect: The plague warrior shifts 1 square.

Str 11 (+3)	**Dex** 18 (+7)	**Wis** 8 (+2)
Con 13 (+4)	**Int** 9 (+2)	**Cha** 6 (+1)

Equipment cleaver

Squeaker Plague Leader **Level 8 Skirmisher (Leader)**
Medium terrestrial beast XP 350

HP 87; **Bloodied** 43 **Initiative** +11
AC 22, **Fortitude** 19, **Reflex** 23, **Will** 18 **Perception** +10
Speed 8, climb 4 Low-light vision

Standard Actions

⊕ **Rapier** (physical, poison, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 4 physical damage, and ongoing 5 poison damage (save ends).

➢ **Crossbow** (physical, poison, weapon) ✇ **At-Will**
Attack: Ranged 10 (one creature); +13 vs. AC
Hit: 2d8 + 2 physical damage, and ongoing 5 poison damage (save ends).

⇠ **Psychic Rebuke** (psychic) ✇ **Encounter**
Attack: Close blast 3 (enemies in blast); +11 vs. Will
Hit: 3d6 + 5 psychic damage, and the target is dazed (save ends).

Minor Actions

Rodent's Authority ✇ **At-Will** (1/round)
Effect: One squeaker plague warrior within 5 squares of the plague leader shifts 1 square as a free action. It then makes a melee basic attack as a free action.

Cunning Rat ✇ **At-Will**
Effect: The plague leader shifts 1 square.

Str 10 (+4)	**Dex** 21 (+9)	**Wis** 13 (+5)
Con 15 (+6)	**Int** 8 (+3)	**Cha** 12 (+5)

Equipment rapier, crossbow

TAR HORROR

Listen! Do you smell something?

I remember my pappy explaining how there was this toxic waste buried underground, and how one day we'd have to deal with it. After encountering a tar horror, I'd say he was right. It's not just tar. It's something else—a black, glistening, ropy mass of filth. I poked it with a stick and it moved. That's when I saw the bones, teeth, and feathers. I high-tailed it out of there and didn't look back. I told some folks about it and they went to go see for themselves, but I never saw them again. I warned them, I really did, but they wouldn't listen. So here's your warning, friend. You see an oil slick out in the water, you'd better think twice before going for a swim.

Tar Horror **Level 3 Elite Soldier**
Large extradimensional beast (aquatic, blind, ooze) XP 300

HP 96; **Bloodied** 48 **Initiative** +0
AC 19, **Fortitude** 17, **Reflex** 12, **Will** 15 **Perception** +8
Speed 4, swim 4 Blindsight 10, blind
Immune blinded; **Resist** 5 acid
Saving Throws +2

Traits

Aquatic
The tar horror can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.

Ooze
The tar horror can squeeze through any opening that liquid can move through easily. While squeezing, the tar horror moves at full speed rather than half speed and doesn't grant combat advantage.

Standard Actions

⊕ **Sticky Tar** (acid) ✇ **At-Will**
Attack: Melee 2 (one or two creatures); +6 vs. Reflex
Hit: 1d10 + 4 acid damage, and the target is immobilized and takes ongoing 5 acid damage (save ends both).

Move Actions

Flowing Mass ✇ **At-Will**
Effect: The tar horror shifts 4 squares.

Free Actions

Elite Action ✇ **Encounter**
Requirement: It is the tar horror's turn.
Effect: The tar horror takes an extra standard action during that turn.

Triggered Actions

⇠ **Noisome Breach** (acid) ✇ **Recharge** ⚁ ⚂ ⚃
Trigger: An enemy damages the tar horror with a melee or ranged attack.
Attack (No Action): Close blast 5 (creatures in blast); +6 vs. Reflex
Hit: 1d6 + 4 acid damage, and the target is slowed and takes ongoing 10 acid damage (save ends both).

Skills Stealth +5

Str 19 (+5)	**Dex** 9 (+0)	**Wis** 14 (+3)
Con 16 (+4)	**Int** 1 (–4)	**Cha** 1 (–4)

Thornie Zombie Visitor Vegepygmy

VEGEPYGMY

You'd think with a name like vegepygmy, they'd have a better sense of humor.

It's hard to take a creature made out of vegetable matter seriously. But people aren't laughing anymore. A little while back, something fell out of the sky and crashed and burned. When it was over, powdery stuff was everywhere. Everybody used it for fertilizer. It seemed to work pretty well, too. The vegepygmies are somehow made of the stuff. They're mean, don't talk much, and really hate people. They also ride large dog-shaped plants called thornies.

Russet Spawn Vegepygmy **Level 2 Minion Brute**
Small extraterrestrial humanoid (plant) XP 31

HP 1; a missed attack never damages a minion. **Initiative** +2
AC 14, **Fortitude** 16, **Reflex** 14, **Will** 13 **Perception** +1
Speed 5
Immune electricity

Standard Actions

⊕ **Slam** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 6 damage, or 8 against a creature granting combat advantage to the spawn.

Str 16 (+4)	**Dex** 13 (+2)	**Wis** 11 (+1)
Con 11 (+1)	**Int** 6 (–1)	**Cha** 8 (+0)

Thornie **Level 4 Soldier**
Large extraterrestrial beast (plant) XP 175

HP 54; **Bloodied** 27 **Initiative** +5
AC 20, **Fortitude** 18, **Reflex** 14, **Will** 14 **Perception** +3
Speed 7

Traits

✪ **Thorns** (physical) ✇ **Aura** 1
Whenever an enemy within the aura shifts, it takes 5 physical damage.

Standard Actions

⊕ **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 + 5 physical damage.

Triggered Actions

✦ **Thornie Slash** (physical) ✇ **At-Will**
Requirement: The thornie must have a rider.
Trigger: The thornie's rider hits an enemy with a melee attack.
Effect (Free Action): The triggering enemy takes 1d6 extra physical damage, and the rider gains a +2 bonus to all defenses until the start of its next turn.

✧ **Russet Mold** (poison) ✇ **Encounter**
Trigger: The thornie drops to 0 hit points.
Attack (No Action): Close burst 1 (nonplant creatures in burst); +7 vs. Fortitude
Hit: The target is weakened and takes ongoing 5 poison damage (save ends both). If the ongoing poison damage reduces the target to 0 hit points, place 4 russet spawns in unoccupied squares adjacent to the target. Those spawns act on the thornie's next initiative count and are worth 0 experience points.

Str 20 (+7)	**Dex** 13 (+3)	**Wis** 12 (+3)
Con 14 (+4)	**Int** 2 (–2)	**Cha** 8 (+1)

VISITOR

They want to be taken to your leader, even if they have to use a death ray on each and every one of you first!

The little green men from outer space might claim to come in peace, but their death rays tell a different story.

Visitor Shock Trooper **Level 8 Minion Artillery**
Small extraterrestrial humanoid (alien) XP 88

HP 1; a missed attack never damages a minion. **Initiative** +8
AC 21, **Fortitude** 17, **Reflex** 21, **Will** 20 **Perception** +7
Speed 4
Resist 5 radiation

Standard Actions

⊕ **Shock Baton** (weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Reflex
Hit: The shock trooper slides the target 1 square, and the target is dazed until the end of its next turn.

⊛ **Death Ray** (laser, weapon) ✇ **At-Will**
Attack: Ranged 20 (one creature); +15 vs. AC
Hit: 8 laser damage.

Str 9 (+3)	**Dex** 19 (+8)	**Wis** 16 (+7)
Con 11 (+4)	**Int** 14 (+6)	**Cha** 11 (+4)

Equipment shock baton, ray gun

Death Saucer **Level 8 Solo Artillery**
Gargantuan extraterrestrial animate (blind, construct) XP 1,750

HP 352; **Bloodied** 176 **Initiative** +9
AC 22, **Fortitude** 20, **Reflex** 22, **Will** 20 **Perception** +7
Speed 0, fly 10 (hover) Blindsight 20, blind
Immune blinded, disease, poison
Saving Throws +5

Traits

✧ **Blinking Lights** ✇ **Aura** 2
Enemies within the aura take a –2 penalty to attack rolls.

Grounded
While the death saucer is on the ground from *sudden landing*, it grants combat advantage and cannot use *neutron bomb, confinement ray,* or *evasive maneuvers.*

continued on next page

Standard Actions

⊛ **Death Ray** (laser) ✇ **At-Will**
Attack: Ranged 20 (one creature); +15 vs. AC
Hit: 4d6 + 2 laser damage.

⊛ **Death Ray Barrage** (fire) ✇ **At-Will**
Effect: The death saucer uses *death ray* four times, with no more than two attacks against the same target. If the saucer hits the same target with two attacks, the target also takes ongoing 5 fire damage (save ends).

✧ **Neutron Bomb** (fire, radiation) ✇ **Recharge** when first bloodied
Attack: Area burst 5 within 20 (creatures in burst); +13 vs. Reflex
Hit: 3d8 + 5 fire and radiation damage, and ongoing 5 fire damage (save ends).
Miss: Half damage.

Deliver Troops (teleportation) ✇ **Recharge** ⚄ ⚅
Requirement: The death saucer must not be bloodied.
Effect: Four visitor shock troopers appear in unoccupied squares within 10 squares of the death saucer. Those shock troopers act on the death saucer's next initiative count and are worth 0 experience points.

Minor Actions

⊛ **Confinement Ray** (force) ✇ **At-Will** (1/round)
Attack: Ranged 10 (one creature); +13 vs. Fortitude
Hit: The target is immobilized (save ends).

Free Actions

Solo Action ✇ **Recharge** when first bloodied
Requirement: It's the death saucer's turn.
Effect: The death saucer takes an extra standard action during that turn.

Triggered Actions

Self Destruct (fire, radiation)
Trigger: The death saucer drops to 0 hit points.
Attack (No Action): Close burst 5 (creatures in burst); +11 vs. Reflex
Hit: 4d8 + 5 fire and radiation damage, the death saucer pushes the target 5 squares, and the target falls prone. In addition, the target takes ongoing 5 fire and radiation damage (save ends).
Miss: Half damage.

Evasive Maneuvers ✇ **At-Will**
Requirement: The death saucer must be flying.
Trigger: An enemy misses the death saucer.
Effect (Immediate Reaction): The death saucer shifts 5 squares.

Sudden Landing ✇ **Encounter**
Trigger: The death saucer is first bloodied.
Effect (No Action): The death saucer lands in the nearest unoccupied space and is immobilized until the end of the encounter. At the start of its next turn, 12 visitor shock troopers appear adjacent to the death saucer. Those shock troopers act on the death saucer's next initiative count and are worth 0 experience points.

Str 11 (+4)	**Dex** 21 (+9)	**Wis** 16 (+7)
Con 16 (+7)	**Int** 16 (+7)	**Cha** 4 (+1)

ZOMBIE (DEADUN)

Scintillating conversationalists, they are not.

Considering the many worldlines that have intersected in Gamma Terra, it's possible that true undead are lurking somewhere in the world. But the zombies presented below are not undead. For example, herd zombies are humanoids infected with russet mold. Fast zombies are humanoids afflicted with a disease that destroys their brains and turns them into ravenous cannibals.

Herd Zombie **Level 2 Minion Brute**
Medium extraterrestrial animate (plant) XP 31

HP 1; a missed attack never damages a minion. **Initiative** +0
AC 14, **Fortitude** 17, **Reflex** 12, **Will** 13 **Perception** +1
Speed 4

Standard Actions

⊕ **Claws** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 physical damage, and each enemy adjacent to the target takes 1 physical damage.

Triggered Actions

↵ **Tumescent Mold** (radiation) ✇ **Encounter**
Trigger: The herd zombie rolls a natural 1 or a natural 20 on any d20 roll.
Effect: The zombie's head explodes.
Attack (No Action): Close burst 1 (creatures in burst); +5 vs. Reflex
Hit: 5 radiation damage.

Str 18 (+5)	**Dex** 9 (+0)	**Wis** 11 (+1)
Con 14 (+3)	**Int** 1 (–4)	**Cha** 1 (–4)

Blue-Screen Zombie **Level 3 Brute**
Medium terrestrial animate (robot) XP 150

HP 52; **Bloodied** 26 **Initiative** +3
AC 15, **Fortitude** 16, **Reflex** 15, **Will** 13 **Perception** +0
Speed 4

Traits

Vulnerable to Science
A creature adjacent to a blue-screen zombie can make a DC 15 Science check as a standard action to daze the zombie until the end of the creature's next turn.

Standard Actions

⊕ **Broken Keyboard** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 3d6 + 3 physical damage, and one enemy adjacent to the target takes 3 physical damage.

⚡ **Fatal Error** (electricity) ✇ **Recharge** when a blue-screen zombie ally that the zombie can see drops to 0 hit points
Attack: Melee 3 (one creature); +6 vs. Reflex
Hit: 3d10 + 3 electricity damage.

Triggered Actions

↵ **Blue Screen of Death** ✇ **Encounter**
Trigger: The blue-screen zombie drops to 0 hit points.
Attack (No Action): Close burst 1 (enemies in burst); +6 vs. Will
Hit: The target is dazed and slowed (save ends both).

Str 17 (+4)	**Dex** 14 (+3)	**Wis** 9 (+0)
Con 12 (+2)	**Int** 6 (–1)	**Cha** 11 (+1)

Equipment broken keyboard

Slow Zombie **Level 4 Brute**
Medium terrestrial humanoid XP 175

HP 66; **Bloodied** 33 **Initiative** +1
AC 16, **Fortitude** 19, **Reflex** 13, **Will** 15 **Perception** +3
Speed 4 (cannot shift)

Standard Actions

⊕ **Slam** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 physical damage.

Minor Actions

Temporal Distortion (physical) ✇ **Encounter**
Effect: The slow zombie gains a +4 bonus to speed and to attack rolls, deals 2d6 extra damage with melee attacks, and takes ongoing 10 physical damage (save ends all).

Str 20 (+7)	**Dex** 8 (+1)	**Wis** 12 (+3)
Con 16 (+5)	**Int** 2 (–2)	**Cha** 4 (–1)

Fast Zombie **Level 6 Skirmisher**
Medium terrestrial humanoid XP 250

HP 70; **Bloodied** 35 **Initiative** +8
AC 20, **Fortitude** 20, **Reflex** 19, **Will** 16 **Perception** +8
Speed 7

Traits

Create Spawn
When a fast zombie uses *infected bite* to kill a living humanoid creature, that creature stands up at the start of its next turn as a fast zombie.

Standard Actions

⊕ **Grasping Claws** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d10 + 3 physical damage, and the target grants combat advantage until the end of the fast zombie's next turn. If the target is already granting combat advantage, the target falls prone.

Minor Actions

⚡ **Infected Bite** (physical) ✇ **At-Will** (1/round)
Attack: Melee 1 (one prone creature); +9 vs. Reflex
Hit: 1d8 + 4 physical damage.

Triggered Actions

Aggressive ✇ **At-Will**
Trigger: An enemy adjacent to the fast zombie moves or shifts.
Effect (Opportunity Action): The fast zombie shifts 1 square.

Str 19 (+7)	**Dex** 16 (+6)	**Wis** 11 (+3)
Con 14 (+5)	**Int** 4 (+0)	**Cha** 8 (+2)

CHAPTER 4:

FAR-GO

These lands are our lands. These lands are your lands. These lands are the lands of our fathers and mothers, and their fathers and mothers, and so on. They have been passed down to us to use and nurture, and thus we must protect them against the enemy so they can be passed on to our children and our children's children.

The wild, untamed lands of Gamma Terra promise adventure and danger to those who can survive them. Blasted cities hold treasures beyond imagining, and isolated settlements filled with mutated people, plants, and animals offer shelter against the terrors of the wild—not to mention unexpected dangers of their own. Each venture into unexplored lands creates new stories. But every story must have a beginning, and the lands of East Dah-Koh-Tah and Far-Go are as good a place as any to begin.

Whether you're starting a new campaign or continuing an existing one, East Dah-Koh-Tah is an ideal backdrop for your D&D GAMMA WORLD game. Far-Go, the major settlement in the region, provides the perfect base for adventurers, offering places to stay, places to shop, and people to meet. The description of Far-Go has enough plot seeds to generate intriguing adventures in town or to spark new expeditions into the surrounding countryside. As for the overall region of East Dah-Koh-Tah, this chapter offers a fully realized environment designed to honor an old adventure module also called *Famine in Far-Go* (published by TSR, Inc.), with a new spin to support as many games as you'd like to set in the area. The old ruins, strange communities, and contaminated countryside give you the architecture you need to run an entire campaign.

In addition, the information detailed in this chapter is important to the adventure in Chapter 5. Familiarizing yourself with the locations and people of Far-Go can turn a string of combat encounters into an exciting environment that your players will want to explore.

You might have other ideas about where you'd like to set your D&D GAMMA WORLD games. For example, there's a certain appeal to using your hometown and recasting familiar landmarks and locations in a postapocalyptic light. In that case, you can still use this chapter—just pick out elements you like and incorporate them into your own setting. East Dah-Koh-Tah and Far-Go are like a toolbox, with bits and pieces that you can take apart and reassemble in any way you want.

EAST DAH-KOH-TAH

Gamma Terra bears too many scars to count and reels from destruction too widespread to fathom. Yet in its chaotic landscape, amid the rotting corpse of the civilization of the Ancients, the world still has bright spots—or, if not bright, places where the flame of hope burns feebly in the long night. Some of these locations are distant outposts, islands in a sea of madness and ruin, and others are settlements where people, regardless of mutation or affliction, come together to build anew. For the most part, such places are legends, dreams unrealized or the subjects of stories whispered over campfires, offering faint hope for the beleaguered and despairing. But for all their mythic qualities, there are lands where a measure of order still reigns, and no lands are as famed, or as sought, as those of East Dah-Koh-Tah.

JARED BLANDO

HISTORY

Each year, when the snows recede and the ice turns to water, Far-Go's youths gather at the Meeting Stone to learn the history of their people and the exodus they undertook so long ago. The experience is a rite of passage, but it's also an important lesson the elders impart to the next generation, teaching the price of survival and the importance of honoring the sacrifices of those who came before. The elders lament the flaws in the next generation, pointing to their distractions and indiscretions as evidence that they are unworthy to take up the responsibility awaiting them. It's true that some young people fall short in this regard; they find life in Far-Go unsuited to their sensibilities and wander off to find their own fates. But there are always youths who listen and learn, and who can preserve the gifts of the past.

The story the elders tell says that long ago, during the upheaval that followed the Ancients' demise, there came a man. He was called the Preese, the Prophet, the First Elder, and the Guide, but many knew him as Mike. Stories conflict about who he was and where he came from, but Mike was a great leader. He gathered the lost, called the survivors from Datun, reformed the scavengers of Detroyt, and rescued the prisoners from Zhikago. As word of his exploits grew, survivors from many lands traveled to join him and learn from him, hoping to find safety in his wise leadership.

The Preese gathered his flocks, divided them into twelve families, and led them north to the lands of ice and snow, where, he claimed, they would find rich, fertile ground and start again. The flocks endured hardship and sickness, raids and attacks, but through every peril, Mike's resolve was clear, and his certainty raised his followers' hopes even as their bodies fell prey to mutation and sickness. They traversed the Great Flyover, traveling across the plains, through the forests, and over the hills. They journeyed along the coast of the Great Inland Sea and through the ruins of the Green Bay, where they marveled at the legends of the hero who was known as the Fayv-Rah. The march continued, through snowstorm and sunshine, until they came to the Meeting Stone.

As Mike had foretold, the Meeting Stone was the point where three major roads—the Great Oad, the 10, and the 94—came together. It was there that the Preese sat to rest, for he had traveled long and was filled with great exhaustion. As he sat, he surveyed the land, seeing green grass and trees with none of the telltale signs of the glowing doom that had consumed many lands. He declared, "This must be Far-Go," and then he went to sleep, never to wake again.

Taking Mike's final words as a sign that they had reached their destination, and with no agreement about where to travel next, his followers settled in the ruins nearby. They salvaged what they could and fortified their adopted home to protect against whatever threats stumbled out of the wilds. They called the region East Dah-Koh-Tah and named their settlement Far-Go. Everyone agreed that these were good names.

Many generations have passed since Far-Go was settled, and since those legendary days, new folk from across the lands have come and gone. Some were strange, others were very strange, and still others were so strange as to defy description. Unlike many communities on Gamma Terra, the people of Far-Go are blind to mutation and affliction, welcoming everyone into their settlement, as Mike did long ago. Here, one finds engineered humans, mutated beasts, mutated people, and sentient plants that sometimes leave their pots for a stroll. Peace has reigned these many years, with no trouble too ominous for the doughty survivors to overcome, but that is about to change.

Something is stirring beyond the town's periphery. It's a dark and dangerous threat growing in the wilderness, and it promises to bring the region hard times like it has never seen. Those who seek adventure would do well to discover these threats before it's too late.

ANCIENT WOOD

Legend says that the Ancient Wood, sometimes called the Forest of the Ancients, harbors a deep hatred for the changed and altered, because it's an unspoiled area that has been spared the mutations that grip the rest of the world. Beneath the boughs of the mighty oaks and between the towering pines run trails used by deer and wolves, and in the canopy overhead skitter brown squirrels. Horned owls swoop in the night, gliding through the stillness without disturbing the solemn quiet of the forest. In the time of the Ancients, this woodland would have been considered utterly normal and insignificant. But in today's world, its mundane character has caused great concern.

Efforts to learn how and why the forest is so resilient have turned up little. Those blessed (or cursed) with mutation, however mild, find themselves overcome with feelings of unease as they approach the Ancient Wood, as if the forest somehow judges them and finds them unworthy to enter. Some whisper that the wood devours mutant interlopers, swallowing them up the way porkers eat—well, anything. The forest holds other secrets as well, including metal obelisks fitted with blinking red and blue lights found around its perimeter. Many people believe that these objects offer a clue (as yet undeciphered) about the wood's strange nature.

AUTOMATED CHICKEN FACTORY

Communities across Gamma Terra have salvaged materials and structures from various ruins left by the Ancients, but little from that era has survived more or less intact. One prominent exception is the Automated Chicken Factory southwest of Far-Go. This sprawling farming complex boasts row after row of corn, planted and harvested by automated machinery and robotic workers still following their original programming. The main compound is an expansive facility, too large to be called a building but too contiguous to be considered a village. Spread over ten acres and enclosed by a chain-link fence that sports dire warnings and prohibitions against trespassers, the factory is a grim and forbidding place that locals avoid.

The Automated Chicken Factory might have been a boon to the nearby communities if not for a glitch in its programming. The Ancients built the facility to solve world hunger by mass-producing chicken meat from stem cells. After the initial setup, computers took over the machinery, and the factory became self-sufficient. When the Big Mistake wiped out the humans who maintained the equipment and oversaw the process, the factory continued to be operated by one AI computer that eventually started malfunctioning. In the years since the Ancients vanished, the computer's operations have become downright strange. Recently, travelers have claimed to see flashing lights and hear gunfire within the factory. Such reports have not exactly emboldened the locals to venture into the compound to find out what's really going on. See page 111 for more about this location.

CRASH SITE

One year ago, a mountain fell from the sky. It burned a path across the heavens in a fiery arc that was visible from drowned Nu Ork City to Bizmark, dropping flaming debris in its wake. Few people knew what to make of its appearance, although many chose to interpret the blazing object as a sign from the gods to go looting and killing. No one was more confused than the people of Far-Go when the burning wreck landed in their backyard, throwing up a cloud of dirt and ash in such quantities that some feared it was the Big Mistake all over again. For the better part of a month, soil and cinders rained down across the land, and a billowing black cloud rose from the impact site. For most residents of Far-Go, the cloud was the only warning they needed to steer clear.

Of course, not everyone listened to common sense, and a small band of brave (or foolish) people set out to explore the crash site and determine what had fallen from the sky. The expedition was fiercely opposed by the more conservative elements in Far-Go's community, who deemed themselves proven right when the explorers never returned. Sometimes it's best to keep your eyes on the ground and your mind on next year's crop. See page 114 for more about this location.

CRATERS

East Dah-Koh-Tah dodged the worst effects of the Big Mistake (if by "dodged" you mean "took a neutron bomb in the teeth"), but the two craters dimpling the area south of Far-Go suggest that the region did not escape unscathed. These pits are about a hundred feet deep and littered with rusting metal fragments, glass, and a powdery substance that some people guess to be bone dust. Each crater has a malign influence on the lands in its immediate vicinity. The western crater is slightly larger than its sister, but both have the same poisonous atmosphere, even after all these years.

Nature puts up a valiant fight against the ruin spawned by these two pits. Grass, albeit multicolored, grows up to each pit's edge. Pale white trees cast shadows across the broken terrain, and wildlife has returned to the area, although most of it scrabbles along on tentacles or an odd number of appendages. People can investigate the crater sites for only a short time before they begin to burn or sprout weird growths. One intrepid explorer claims that he saw a great metal tube sunk into the rock floor of the eastern pit and heard a ticking noise echoing within the cylinder. Most people dismiss his tale as the product of a brain warped by too much time spent near the craters.

THE DARK WOODS

The tangled trees and writhing undergrowth are enough to deter most explorers from venturing too far into the knotted foliage known as the Dark Woods. A threatening forest, it inches forward a little more each year, spreading its noisome roots toward Far-Go. The blissfully ignorant common folk of the settlement go about their lives and tend their crops, not realizing that the Dark Woods' flora has a malign intelligence. A handful of residents, though, suspect its evil intent. They believe that the forest can't advance while it's being watched, so a few dedicated souls—the Watchers—camp on its fringes and spend long days and nights peering into the gloom, daring the trees to wiggle a branch. But monitoring the foliage isn't enough; the Watchers come prepared with torches, gasoline, and the occasional flamethrower. When they suspect the Dark Woods of malfeasance, they light a torch and brandish it with a threatening glower for good measure. So far, it seems to be working.

DREAD FOREST

The Dark Woods might be a brooding threat, but the Dread Forest is a far nastier and more sinister enemy. Leaning toward the 94 as the road wends its way south and east, the forest's fringes appear innocent enough: a pleasant mix of deciduous and coniferous trees, with a smattering of shrubbery to give it a certain class. Lurking behind the tree line, however, are many types of hideous mutations. Flesh-eating bushes, serpent vines, altered beasts, and other perils await the unwary traveler.

If the denizens of the Dread Forest weren't bad enough, the wood becomes worse toward its heart. The vibrant (though malicious) plants and animals thin out, replaced by blackened, twisted growths. The radiation is strong there, and those who spend a little time in the area sicken or acquire unexpected appendages. Those who linger too long—well, no one sees them again.

FAR-GO

Far-Go is a quaint town recovered from the ruins of a larger community. Survivors led by Mike the Prophet settled here after a long journey, and carved out new lives in the wreckage and debris of the lost city. Far-Go is described in more detail in the next section of this chapter. See page 97 for more about this location.

FAX

A sleepy farming community barely off the Great Oad, Fax has a reputation for being cold and unfriendly to outsiders. Nearly every inhabitant is in the agriculture business, working the fields by day and spending their nights frowning and muttering when they aren't sleeping. Each field ringing the village is a communal plot owned by three to five families, and the major crops include corn, wheat, and vegetables. The farmers grow enough to feed their families but not much more, and so although they are willing to trade with visitors, it is low on their list of priorities.

Local laws are strict, and intended to minimize contact between the town's residents and outsiders. Lengthy lists of activities forbidden to outsiders are posted in the town square, and visitors are well advised to read them carefully. The people of Fax deal harshly with outsiders who violate their rules. Public burning in the town square is the preferred method for dispatching lawbreakers.

FOREST OF KNOWLEDGE

Every child in Far-Go faces the same challenge, a rite of passage that must be fulfilled before the youth can take on the full responsibilities and benefits of adulthood (such as getting married, owning property, and paying taxes). The initiation ritual is simple, but it can be dangerous—the candidate must travel 50 miles south along the Great Oad and enter the mysterious Forest of Knowledge long held sacred by Far-Go's folk. The initiates undertake this ritual without foreknowledge, having learned little about why they have to go or how long they are supposed to remain in the forest. Before setting out, the adolescents meet with the high priest of Far-Go (currently Arx Skystone), who explains that they will receive "wisdom" within the wood in the form of a portent about their destiny. The high priest says only that they must seek and eat the purple berries of the forest and wait for a vision.

The Forest of Knowledge is safe, for the most part, with trees spaced widely apart and sparse underbrush that yields inviting berries in purple, black, red, and blue (see the sidebar). A few creatures roam the woods, but they show little interest in dining on the passing mutant child. The primary danger comes from a gang of badders that haunts the areas where blue berries grow. Forest visitors who eat these berries are dragged off to fates better left unspoken. See page 115 for more about this location.

FOREST BERRIES

Locating purple berries in the Forest of Knowledge requires a DC 15 Nature check. Success on this check means that a character harvests enough berries for one person. If a player fails this check, roll a d6. On a result of 1 or 2, the character finds black berries. On a result of 3 or 4, the character finds red berries. On a result of 5 or 6, the character finds blue berries.

Purple Berries: A character who eats purple berries gains a +1 bonus to checks using one skill of his or her choice. The bonus lasts for 1 hour.

Black Berries: A character who eats black berries takes ongoing 5 poison damage (save ends). After the ongoing damage ends, the character is weakened (save ends).

Red Berries: A character who eats red berries cannot control his or her attacks. Whenever the character makes an attack, the Game Master chooses a valid target at random. This effect lasts until the character takes an extended rest.

Blue Berries: A character who eats blue berries falls unconscious for 1d4 hours.

All berries lose their potency if removed from the Forest of Knowledge.

GLITTERMARSH

Where the Shi-Yen River oozes south and west, it saturates the lowlands, feeding the Glittermarsh. A pestilential bog that is home to myriad plagues and parasites, the still waters and stunted trees of the Glittermarsh are hidden behind a perpetual mist that hangs heavy in the air. In addition to various cryptic alliance groups that mount forays into the heartland, travelers must contend with blood-sucking leeches, mites, gnats, stingers, mutant horrors, and the dreaded froghemoth (whose existence is the matter of much debate in the nearby outpost of Kin).

Of the many perils of the Glittermarsh, the Winking Lights are easily the most feared. Dismissed as marsh gas by the incautious, these fiery spheres lure travelers into the deeper bogs, where quicksand and cunning predators await. Those who hunt the tasty three-eyed amphibians in the area claim that the Winking Lights feast on screams and thus lead their prey into the most dangerous areas, where the victims die slowly and shriek an awful lot.

Although the Glittermarsh is an unhappy place, farmers prize the fertilizer they harvest from its bogs. Some farmers take the rich mud from beneath the waters, but others have found greater success by using the brown mold that covers the banks. Plants grow quickly when the mold is ground up and mixed with dung. Those plants also have a tendency to tear themselves out of the ground and go on a killing spree. The dull-witted farmers of the region have yet to make the connection, and they continue to use the brown mold.

THE GREAT OAD, THE 10, AND THE 94

East Dah-Koh-Tah retains portions of the road system used by the Ancients. The major routes include the Great Oad, the 10, and the 94. Although each of the three roads features includes intact stretches, they are all marred by trees, motorcycle gangs, and abandoned vehicles that have become homes for tiny creatures. Locals still travel the routes, but it's too dangerous to go farther than a few dozen miles in any direction. Still, people in the area recall their ancestors' journeys and speak with reverence about faraway places such Bizmark, Apollz, and Canzass City.

KIN

Little more than an outpost, Kin is a tiny settlement on the southern shores of the Glittermarsh. Most traffic in and out of Kin comes by way of barges and boats sailing down the sluggish Shi-Yen River. Its remote location and proximity to the marsh requires the outpost to focus on its defenses first and foremost, and a high wall made from rusting buses, cars, and other wreckage surrounds the community. At night, the residents burn tires to scare off raiders and monsters spawned from the marsh.

Kin might be small, but it's rich in supplies. The outpost has the greatest gasoline reserves in the region, making it a target for attacks by cryptic alliance groups such as the Knights of Genetic Purity and the Ranks of the Fit. Kin also has bountiful grain fields worked by local farmers who depend on the Lord of Kin for protection. Given the settlement's high numbers of pure humans, some believe that the Lord of Kin is a secret member of the Knights of Genetic Purity. If he does belong to that widely reviled group, he has yet to reveal his true allegiance.

THE MEETING STONE

Just south of the outskirts of Far-Go is the famed Meeting Stone, where Mike the Prophet uttered his final words and where the survivors' journey ended. The Meeting Stone marks the spot where the Great Oad, the 10, and the 94 converge before meandering off in various directions. The people of Far-Go raised a stone edifice here to honor their wise founder. Not unlike an altar, it measures about 10 feet in diameter and stands 4 feet tall. Various types of markings have been scratched into the surface of the stone. Some symbols are personal sigils of the original settlers who traveled with Mike, and other markings are esoteric warnings or admonitions. No one knows which is which—or whether some of the runes are nothing more than graffiti.

The Meeting Stone figures in Far-Go custom as more than a historical curiosity. Initiates bound for the Forest of Knowledge must stop here to pay their respects to the founder and to leave behind the necklaces of childhood as their first step on the road to adulthood. Far-Go folk also gather at the edifice for the harvest festival, where there is much drinking and complaining, and it's a popular place for weddings, too.

RIVER OF BLOOD

According to legend, the River of Blood was the site of a great catastrophe in which thousands of people died in an act of supreme violence. Because this event supposedly occurred before Far-Go and the surrounding lands were settled, the locals are not certain what happened or who, exactly, died. Seers claim that the tragedy befell the Ancients during the latter days of the Big Mistake, pointing to the crimson color of the fast-flowing river as proof that blood still stains its waters. Regardless, anyone that encounters the horrible creatures that wander near the river knows that something is very wrong here. Some of the most disturbing horrors that stalk East Dah-Koh-Tah have crawled out of the mud clotting the river's shores. Anyone who enters or (Mike forbid) drinks the deep red water becomes feeble or undergoes a mutation—usually, one for the worse.

The River of Blood is about 100 feet across and up to 50 feet deep. Travelers depend on old stone bridges that span the churning waters, sometimes going miles out of their way to reach the nearest crossing. No one has ever found the river's source, although it is believed to lie several leagues to the north in a fantastical land known as Kanadia.

SHI-YEN RIVER

In stark contrast to the toxic river to the east, the Shi-Yen is a relatively clean, albeit sluggish, river that flows down from the northern highlands and makes fertile the lands of East Dah-Koh-Tah. Above the Glittermarsh, the waters of the Shi-Yen are clear enough to see the bottom, some 20 feet down, but as the river flows into the swamplands, it picks up silt and mud, becoming dull brown. Although the discolored water is potable, it has a metallic tang that many drinkers consider nasty.

TOWER CITY

Aside from minor squabbles and ruffled feathers, the communities of East Dah-Koh-Tah get along, with one exception: Tower City. A remote village that hugs the 94 as it crawls west, Tower City is a frontier settlement if there ever was one. Isolated, deemed backward by its neighbors, and populated by a freak show of mutants, the community is better suited as fodder for tales than as a stopover on the way to lands unknown. It wasn't always this way. The locals of Tower City were normal (by Gamma Terra's standards) until they embraced the religion of a carnival of Radioactivists who promised a better life through mutation. They latched onto the new faith and have never looked back.

The people of Tower City don't cause much trouble, but they don't welcome visitors, either. Normals—meaning any folks who lack tentacles or other profound disfigurements—are shooed away from the squalid collection of huts and mud streets and barred from approaching the metal tower that rises in the center of the village. The tower, which extends nearly a hundred feet in the air, has strange fins near its top, and many locals claim it came from the skies during the time of the Big Mistake. The winged white star decorating its side is visible from the edges of town.

FAR-GO

From the air, you can make out the city that once stood here—the faint lines marking the roads, and the foundations of long-forgotten buildings stabbing up from the hard-packed earth. From above, you can imagine what this place was like long ago, before the Ancients died and left the world to a lesser people. But few folks have the privilege of seeing Far-Go from the sky, and those who do rarely descend to share their insights with the residents of the settlement.

From the ground, Far-Go looks like most other communities on Gamma Terra. It has plenty of old, surprisingly intact architecture, replete with abandoned cars, crumbled buildings, and broken streetlights. This style mixes with new wooden houses that have sod roofs, and sagging structures made from reclaimed materials such as bricks, stones, and aluminum cans. Of the communities in East Dah-Koh-Tah, Far-Go is the most advanced and the most admired. People come from all around to marvel at what has been achieved by the honest, hardworking folk who live there.

FAR-GO

A modest town built atop the ruins of a small city from the time of the Ancients, Far-Go is the political power in the lands of East Dah-Koh-Tah.

Population: 1,200 residents; another 400 live on farms within a few miles of the town. Nearly everyone in Far-Go has some type of mutation. Most of these mutations are mild, and common changes include extra digits, eyes, hands, or appendages, and other cosmetic features. A handful of residents are mutated beasts or bestial humanoids, and a rare few possess dangerous mutations.

Government: An elected Speaker rules the town for a period of 6 years. The current Speaker is a mutated ficus tree named William. He's in his fourth year in this role. Since William cannot talk, it falls to Arx Skystone, the town's high priest, to interpret his commands.

Defense: Far-Go has a small defense force of about 15 warriors (there's a doppelganger among them, so some days it's 16) based at the Garrison. They keep the peace, defend the town from outsiders, and police the lands. Supporting these warriors are the Watchers, a gang of two dozen survivalists who keep a close eye on the Dark Woods to keep it from spreading (see page 93).

Inns: The Far-Go House offers the best accommodations available, primarily because it's the only place in the town that has accommodations other than a hayloft or a cozy bench.

Taverns and Restaurants: Cask and Barrel, Deep Thought, Preese Table, Salty Mug

Supplies: The Apothecary, the Bazaar, the Farmer's Meet, Speaker's Jewels, the Surplus

Other Locales: The Armory, Cook's Prognostications, Dah-Koh-Tah School, the Garrison, the Great Library, Merchant's Hall, Shelter of the White Hand, Speaker's House, Temple of the Religious Ones

KEY LOCATIONS

The following locations correspond to the map on page 99. Buildings that are not described here are residences, abandoned structures, or whatever you decide. The best way to make Far-Go your own is to add details beyond the ones provided here. The more you add, the more the town will come to life for your players. That said, don't go overboard or spend hours detailing every square inch of the place. Many players are jacked up to gun down monsters and want to focus on combat, not chatting up the local butcher. If that description fits your group, don't stand in their way.

In addition to the buildings, Far-Go has several farms and fields, as well as a forest with a pond in the center. The forest is a place where adolescents sneak off and rail against the unfairness of it all and where younger children play various types of games.

1. FAR-GO HOUSE

The finest (and only) hostel in town, the Far-Go House has been serving customers since before the Big Mistake, with one brief closure that lasted a century until new settlers claimed the place. It's a spacious building with meeting chambers, a restaurant, a bar, and rooms that include semi-functioning plumbing.

Gleena and Parker, a happily married mutant couple, run the hostel with a small staff of a dozen. They welcome any and all, charging modest rates during the off-season (which is all the time). Gleena is a pleasant jellyfish humanoid who has adapted well to surface life, and Parker is a quiet, unassuming man with a penchant for falling asleep in mid conversation.

2. PREESE TABLE

Characters looking for fine dining will be directed to Preese Table. Possessed of a charming atmosphere, this restaurant is the perfect venue for romantic dinners or subversive conversations. Calabdis Nigel, proprietor and recovering Purist, values discretion over all else. With low lighting and soft music played by the inestimable flutist, the talented 94gX Musical Android, the Preese Table defines fine dining in Far-Go. Locals claim the garbug is superb.

3. SALTY MUG

Just north of Preese Table stands the three-story Salty Mug tavern, gaming hall, and brothel, named for its unique house brew. Most folks come here for the variety of diversions offered. The ground floor houses the tavern proper, with wooden tables and benches, memorabilia on the walls, and Ham, the sour-faced porker bartender. The second floor has gaming, with tables, wheels, dartboards, and billiards. Finally, the third floor offers a different kind of entertainment that is best described in "Far-Go by Night," a tawdry look at the town's seedy underbelly.

4. GARRISON

Far-Go's peacekeepers call this brick building home. Charged with policing the streets, putting out fires, and pulling Snowflake (a bizarre seven-legged cat) out of trees, these proud public servants keep the town safe. The constables are led by Sergeant Moofan, a bulky ursinoid with a fiery temper who runs a tight ship. Most of the constables are local and exhibit an impressive range of mutations, though none come from the town's sole porker family. The garrison also includes the town's single jail cell.

5. ARMORY

Three years ago, a rogue killer robot came looking for someone named Lara Donner. After plenty of confusion and needless bloodletting, the machine man rode away without so much as a single "So long, suckers!" Since then, Moofan has stockpiled arms here in anticipation for the time when the relentless killer bot returns. This brick building features an iron door, no windows, and locks on every cabinet. Moofan has the only keys.

6. THE SURPLUS

Yondalla, a short, plump humanoid about 3½ feet tall, runs the Surplus, Far-Go's primary general store. She stocks an impressive assortment of odds and ends, including just about anything an adventurer might need. Yondalla also deals in the occasional odd artifact, though she admits behind a raised hand that many of her trinkets are junk. She charges a fair price and occasionally offers fruit to her customers from a cornucopia resting on the counter.

7. APOTHECARY

For those needing medical attention, the Shelter of the White Hand is the place to go. Those who need medication—including the recreational kind—pay a visit to the Apothecary. The shop is managed by a breezy insectoid mutant resembling an overlarge caterpillar. It offers strange and sometimes useless concoctions to customers who are willing to buy or trade for them.

8. SPEAKER'S HOUSE

Since the refugees settled Far-Go, this plain brick building has served as the home of the town's Speaker. Each has left his or her mark on the house, adding hunting trophies, recovered relics, and layers of paint. The current Speaker, a sentient potted ficus tree named William, has yet to add anything to the place, but his translator Arx Skystone (Far-Go's high priest) has said he's mulling it over between meetings.

9. SPEAKER'S JEWELS

Although barter is the main means of exchanging goods, Far-Go also has its own local currency. Those who want to use that currency can acquire the scrip from Speaker's Jewels, whether in trade or in exchange for coins and scrip from other lands. A part-time money changer, jeweler, and printer, Gablus Ten doesn't have a corrupt circuit board in his body. The robot is as honest as he is powerful, and it's his responsibility to print slips of paper bearing the current Speaker's likeness on each of the denominations (ones, twos, threes, and seventeens). Fearing theft, Gablus Ten recruited six badder mercenaries to help protect the currency exchange. He is not yet aware that these employees are secretly funneling the scrip out of Far-Go and sending it to their fellows in the Forest of Knowledge. Lately, the forest badders have grown concerned because their contacts are a week behind on collections.

10. FARMER'S MEET

Farmers from the surrounding countryside come to Far-Go once a week during the summer months to sell their crops, using this burned-out, crumbling building as their market. Each farmer claims a section and trades goods with the other farmers and with the townies. Aside from being the best place to find blue pumpkins, the Farmer's Meet is the most reliable source of news and gossip from the countryside.

11. MERCHANT'S HALL

Five merchant princes control the shops and businesses in Far-Go, each one representing a conglomerate of services and commodities. These powerful leaders gather in the magnificent Merchant's Hall, an old building restored to something close to its original state, where they chew cigars, drink brandy, and make plans for their products. The merchant princes have incredible influence in Far-Go, and their discussions determine the pricing and availability of goods and services, and sometimes legal matters, too.

12. BAZAAR

The sparsely populated Bazaar is an open-air market where salvaged goods, foodstuffs, and finished products are available for purchase. Lesser merchants and tinkers, who pay a cut of their profits to the Merchant's Hall, sell their wares from stalls and tents arranged around the asphalt-covered square. Their offerings are meager, and it takes time and diligence to find anything of value amid the rubbish.

13. COOK'S PROGNOSTICATIONS

The town's soothsayer and seer, Cook is a mild-mannered mutant humanoid with limited psychic powers. Most of his pronouncements are random, inaccurate, or invented, but from time to time he is struck by a rare insight and offers customers useful advice or a glimpse into the future. Cook's poor track record in no way diminishes his standing in Far-Go, and everyone from young lovers to politicians have graced his table and peered into his glob of crystal.

14. THE GREAT LIBRARY

Far-Go's pride is the Great Library, for nowhere else in East Dah-Koh-Tah is there a larger repository of lore regarding the Ancients. Tended by the solemn and slightly corpulent Max, an odd humanoid with green skin and long yellow hair, the annals are fragile and must be protected by plastic bags and backing boards. Only under the supervision of Max (or one of his helpers) can a visitor study the pictures and words in these thin books. Perusing the documents reveals much about the Ancients, such as their affectation for wearing capes, flying, and shooting laser beams from their eyes. Of somewhat lesser importance are the Ancients' colorful cards, whose purpose and use remain elusive even to Max's learned mind.

15. DEEP THOUGHT

A dingy shop stands next to the Great Library; it exudes low character and teems with dubious patrons. Smoke roils in thick clouds throughout the building, spilling out the doors. Inside is a strange assortment of men and women who smoke, drink brown water, and argue about politics, philosophy, and religion. Many Far-Go folk avoid Deep Thought, believing that those who loiter inside are given to corrupting youths with their irreverence. The proprietor is a two-headed, three-armed man with a knack for issuing rude comments and engaging in reckless behavior. He claims to have been the president of the galaxy at one time, though no one pays him much heed.

16. DAH-KOH-TAH SCHOOL

Education is an important facet of life in Far-Go, and children are required to attend the Dah-Koh-Tah School to learn about history, civics, agriculture, and other subjects. The headmaster is Teribbilis Trent, a greasy-haired mutant in black robes who openly supports the cryptic alliance known as the Brotherhood of Thought. The students loathe the headmaster, for he is quick to use the paddle, but Trent's firm hand and his devotion to improving Far-Go's lot are inspirations to some who live here.

17. TEMPLE OF THE RELIGIOUS ONES

The Temple of the Religious Ones opposes the Dah-Koh-Tah School and its unhealthy influence on the town's children. Entrenched in a fine building with two of its original four columns still intact and a dome that offers a nice view of the sky, the temple invites all to worship in its hallowed corridors. The Religious Ones are a fringe group of the Children of the Atom who take pride in being more reasonable than their fundamentalist counterparts in the countryside. The high priest is Arx Skystone, a graybeard with watery blue eyes and a stooped posture. He claims to be descended from Mike and uses his lineage to reinforce his authority in the town. In addition, the temple has two other priests, four initiates, a simian elder who is the keeper of the scrolls, and Skystone's apprentice, Washbreeze, a feckless youth who is entirely unsuited to his job.

18. SHELTER OF THE WHITE HAND

A group of healers known as the White Hand settled in Far-Go fifty years ago in a makeshift hospital they built on the town's north side. No one denies that they do good work and have improved the lives of the residents, but the healers—led by a three-legged woman called Mother Ojomi—are considered busybodies who fail to mind their own business. They object to heavy drinking, smoking, and spending time at the Salty Mug, they oppose the wisdom preached in the Temple of the Religious Ones, and they have questioned William's sentience. Despite having offended almost everyone in Far-Go, the healers have unmatched skills, so residents tolerate the members of the White Hand—at least for the time being.

19. CASK AND BARREL

A vineyard was started in Far-Go not long after the refugees first settled the town. Using local grapes prized for their bright orange color and enormous size, the vintners of the Cask and Barrel press them into juice that is stored in large pine casks for fermentation. The result is a murky gray mash that many people find unpalatable. But drinking the stuff is considered by the locals to be a sign of strength and virility, so the business not only survives, it thrives. One benefit of the mash is its flammability—the Watchers are the Cask and Barrel's best customers.

CHAPTER 5:

FAMINE IN FAR-GO

The people of Far-Go have always been able to rely on a steady supply of food. The area's rich, fertile soil is perfect for growing crops, and the abundance of staple foodstuffs has given the folk here a leg up in making decent lives in a postapocalyptic world. But as this year's harvest nears, strange reports from the surrounding farms tell of a mountain that fell from the sky, crops vanishing overnight, and unexplained attacks by weird mold creatures. The people are panicking as terrors stalk their lands and food begins to grow scarce. If something isn't done soon, the residents of Far-Go will face death from rampaging plant monsters or death from starvation. Either way, not so good.

"Famine in Far-Go" is a D&D GAMMA WORLD adventure for five 3rd-level characters. By the adventure's end, the characters should be 6th level.

BACKGROUND

The mountain that fell from the sky was a damaged alien spacecraft that became caught in Gamma Terra's orbit one year ago and couldn't escape. Contaminated by russet mold spores, an insidious fungus that floats through the deep reaches of space, the ship eventually crashed near Far-Go. The survivors, little green aliens known as the visitors, spent the better part of the last year trying to repair their ship, without success. While they worked, the russet mold spread from the ship to contaminate the lands around.

The mold speeds the development of natural plants, causing them to grow to incredible size. As a result, the brown, powdery mold has become popular with local farmers as fertilizer for their crops. What the farmers don't realize is that plants fertilized by the mold gain an uncanny sentience. Resenting the murder of their offspring by hungry humanoids, the mutated plants pull themselves out of the ground, intent on delivering leafy justice to the fleshy ones. These vegepygmies want to stamp out Far-Go's people in revenge for what they call the Great Green Apocalypse.

Additionally, mutant chicken humanoids from the Automated Chicken Factory have begun stealing Far-Go's crops for food. Worse, they've gathered russet mold to spread on the crops around the factory, hoping to spur plant growth, and this has created more vegepygmies. Finally, an infestation of klickies is pilfering technology from the crashed spaceship, delaying the repairs and inadvertently causing the russet mold spores to spread further. Dark days lie ahead for the citizens of Far-Go if these threats go unchecked.

POSTER MAPS AND TOKENS

While running this adventure, it will be helpful to have the *D&D GAMMA WORLD Roleplaying Game* poster maps handy. Many of the encounter sites use the maps from the core game, repurposed for the encounters in this adventure. In addition, some of the encounters in this adventure use monsters from the core game, and you'll want to have their tokens handy to make portraying the combat easier.

ADVENTURE SYNOPSIS

The characters find Far-Go under attack by raging vegepygmies, plant monsters, and shuffling zombies. Fighting their way to the center of town, they rescue Arx Skystone, high priest of the Religious Ones. In the aftermath, the characters pick up several leads about who's responsible for the attacks. The characters can explore these leads as they like.

One lead points to the Automated Chicken Factory. Local farmers claim that chicken men (creatures known as gallus galluses) have been stealing their crops and fertilizer. Investigating this lead takes the characters into a heated fight with mutant chickens, but it also reveals that the true threat might come from the crash site.

A second lead brings the characters to the Hermit, a crazed old man who lives in the wilderness. To reach the Hermit, the characters must battle a porker motorcycle gang and then convince the old man to help. From him, they can learn about the crashed ship, what the aliens want, and how the klickies are involved.

If the characters follow the third lead, they might head straight to the crash site. There, they face scavenging gallus galluses, russet spawns, and a laser grid that protects the wrecked ship.

After investigating all three leads, the characters should realize that the only way to end the threat to Far-Go is to stem the spread of the russet mold, and that means getting rid of the spaceship. The characters can destroy the vessel, but a better solution might be to recover the alien tech stolen by the klickies so the visitors can repair their ship and leave Gamma Terra.

ADVENTURE HOOKS

The following adventure hooks offer possible reasons why the characters are in Far-Go.

Bold Explorers: After dealing with the hoops in the *D&D Gamma World Roleplaying Game* adventure "Steading of the Iron King," the characters make their way into the larger world to seek new places and new civilizations, and come to Far-Go.

Cryptic Alliance: The alliance to which one or more character belong has interests in Far-Go and the surrounding lands and dispatches the characters find out what's going on.

Planar Anomaly: A weakness in the fabric of reality yanks the characters from wherever they were to the area near Far-Go.

Rite of Passage: The characters are natives of Far-Go and have undertaken their rites of passage in the Forest of Knowledge. When they return to the town, they find it under attack. As citizens, they have a duty to help save their home from extinction.

Tower City Envoys: When bizarre plant creatures attack Tower City, the home of the characters, the leaders of that community send the adventurers to Far-Go to prevent another assault.

RUNNING THE ADVENTURE

Regardless of the adventure hook used, "Famine in Far-Go" starts in the town and branches out from there. How the adventure unfolds depends on the choices made by the characters. Their actions dictate the order in which they visit locations and participate in events. Thus, before running the adventure, you should familiarize yourself with the major sections described in the following pages.

The adventure features 16 encounters. Each encounter takes place on one of the poster maps included in the *D&D Gamma World Roleplaying Game* box and the *Famine in Far-Go* box. Each encounter includes a illustration of the section of map on which it takes place. Encounters 1, 2, 3, 8, 9, 14, 15, and 16 take place on the poster maps included in this box. Encounters 4, 5, 6, 7, 10, 11, 12, and 13 take place on the poster maps from the core game box.

If you've run "Steading of the Iron King," the adventure in the *D&D Gamma World Roleplaying Game*, your players will be familiar with those maps, but don't worry. The maps' terrain features have been altered to fit the story of "Famine in Far-Go."

Since the characters choose the order in which they explore the lands around Far-Go, there's a good chance that they will stray from the main plot and strike out into areas not detailed in the adventure. Use this as an opportunity to add your own personal touch by including nonplayer characters and battles you create. Before starting the adventure, prepare a few side encounters (using the guidelines presented in Chapter 4 of the D&D Gamma World core game rules) in case you need them. You can use these encounters to steer the players back to the plot or to develop side adventures that offer new opportunities.

Keep the encounter levels in mind, too. If the characters bypass easier encounters, they might have a harder time initially and then find that their encounters get a bit easier as they backtrack. Feel free to bolster lower-level encounters or dial down harder encounters. For parties that get bloody noses early, create extra opportunities for the heroes to take extended rests, or be more generous with the treasure up front and thin it out at the end.

The characters are expected to reach 6th level by the end of the adventure, but don't feel as if you have to run every encounter as written—or at all. If you substitute different encounters for groups that go off on their own, you might repurpose or ignore encounters described here. That's perfectly fine. This is your story, and you can do what you want with it.

SKILL CHALLENGES

This expansion introduces a new type of encounter: the skill challenge. A skill challenge takes a complex activity and turns it into a series of skill checks. Skill challenges aren't supposed to replace the roleplaying, puzzling, and ingenuity that go into players' approaches to those situations, but they place that effort into a defined rules structure so that the Game Master can more easily adjudicate the success of the players' efforts and the players can more easily understand the options available to them.

During a skill challenge, a group of adventurers make a series of skill checks, sometimes spread over a few rounds and sometimes spread over days. The Game Master lets the players know when to make the checks. The skill challenge is completed either when a specified number of successes is reached (success) or when three failures are reached (failure). Whether the adventurers succeed or fail, they complete the challenge, face its consequences, and receive experience points.

For example, the adventurers seek a temple in the heart of a jungle—a skill challenge that might occupy them for hours. Achieving six successes means they find their way without too much trouble. Accumulating three failures before achieving the successes, however, indicates that they get lost for part of the search, fight their way through quicksand, and arrive at the temple worn out, having taken damage or lost resources.

A skill challenge can stand on its own as a noncombat encounter, or it can be integrated into a combat encounter.

COMPONENTS OF A SKILL CHALLENGE

A typical skill challenge includes five main components, whether the challenge is an encounter in its own right or part of another encounter.

1. **Goal:** Each skill challenge has a goal. Completing a skill challenge usually results in achieving that goal. Success at the skill challenge earns the characters some reward; failure has a cost to the characters (see "Consequences" below).
2. **Level and DCs:** A skill challenge has a level, which helps determine the DCs of the skill checks involved. A typical skill challenge is the same level as the adventurers, although the Game Master can set the level higher or lower.
3. **Complexity:** The complexity of a skill challenge determines the number of successful checks the adventurers must accumulate to succeed at the challenge.

The Skill Challenge Complexity table lists the five grades of complexity. For example, a complexity 1 challenge requires four successful skill checks to be completed successfully.

SKILL CHALLENGE COMPLEXITY

Complexity	Successes	Typical DCs
1	4	4 moderate
2	6	5 moderate, 1 hard
3	8	6 moderate, 2 hard
4	10	7 moderate, 3 hard
5	12	8 moderate, 4 hard

4. Primary and Secondary Skills: Each skill challenge has skills associated with it—the skills that adventurers can use in the challenge. Primary skills naturally lead to the solution of the problem that a challenge presents. Typically, a primary skill can be used more than once to contribute successes to the challenge, although the Game Master might limit the number of times a specific skill can be used. A good upper limit for the use of a skill is equal to the complexity of the challenge. A secondary skill is tangentially related to the skill challenge and can usually contribute only one success to the challenge. When players improvise creative uses for skills other than those included in the challenge, the Game Master can treat those skills as secondary skills.

The Game Master might decide that a particular secondary skill can't contribute any successes to a challenge but instead provides some other benefit as a result of a successful check: a bonus to a check with a primary skill, a reroll of a different skill check, the addition of a skill to the list of primary skills, and so on.

One character can aid another on a skill check. To do so, the aiding character makes a skill check using the same skill. On a result of 10 or higher, the character being aided gains a +2 bonus to his or her check.

5. Consequences: Whether adventurers succeed or fail at a skill challenge, there are consequences, and the adventure goes on.

Success: When adventurers succeed on a skill challenge, they earn rewards specific to the challenge, which might boil down to the adventure continuing smoothly. Characters could also gain gear, bonuses or advantages in future encounters, or information useful later in the campaign.

Failure: Failing a challenge doesn't bring the adventure to a halt. Instead, there is a cost to the characters. Penalties for failure might include taking damage or a lasting penalty of some sort, not gaining information that makes the adventure easier, angering potential allies, and so on.

Experience Points: Whether the adventurers succeed or fail, they receive experience points for completing a skill challenge. The rule of thumb is that the adventurers gain experience points as if they had defeated a number of monsters equal to the challenge's complexity and as if the monsters were of the challenge's level. For example, if the adventurers complete a 7th-level challenge that has a complexity of 1, they receive 300 XP (the award for a single 7th-level monster). If they complete a 7th-level challenge with a complexity of 5, they receive 1,500 XP (the award for five such monsters).

STARTING THE ADVENTURE

The adventure assumes that the characters have entered Far-Go. If you prefer to use a hook that starts them elsewhere, feel free to describe their approach to the town, the trip through the wilderness, or whatever else is needed.

When you're ready to start the adventure, read the following:

After your time stomping through the wilderness, Far-Go comes as a welcome sight. The trails grow wider as they pass the empty fields, dark houses, and still barns that show few signs of life. The scene becomes more disturbing the closer you move toward the town. The streets and old-style buildings, having somehow survived the long centuries, stand black and silent. You see no one and hear nothing, but you feel a growing suspicion that you are not alone.

PART 1: FAR-GO A-GO-GO

Let the player characters can explore the town as they like. Reinforce the empty feeling and the oppressive quiet: Doors are locked, windows are shuttered. Characters who break into buildings find residents huddling in the corners or hidden beneath trapdoors in the floor. A DC 11 Interaction check will coax the townspeople into telling the characters: "There are plant monsters in the streets!" At this point, the locals don't know how many monsters are present or what the creatures want. All they know is that this attack is the fourth in the past week.

Moving deeper into the town puts the characters in the area shown on the poster map.

FIGHTING IN THE STREETS

Plant monsters and their zombie thralls roam the streets looking for people to slaughter. This section of Far-Go is much the same as it looked during the time of the Ancients, although the cars are rusted, the buildings' windows are shattered, and the road is cracked and split.

Once the characters enter this area, they trigger the first encounter.

Encounter 1: Shuffling Menace (page 118).

After the heroes deal with the obb scouts and herd zombies, they have time for a short rest before they hear a scream from nearby. Investigating the cry triggers the next encounter.

Encounter 2: Timely Rescue (page 120).

ARX SKYSTONE

After the characters defeat the enemies in Encounter 2, they discover that they have saved the life of Arx Skystone, Far-Go's high priest. Read:

An older man scrambles out of the car. He is dressed in purple robes and has a gold chain around his neck, from which hang three upside-down triangles. He looks human, although the liver spots on his bald pate appear to be slowly moving. "Oh, many thanks, brave friends! The Atom has surely sent you to save me—that is, to save Far-Go from our oppressors!" He rushes toward you, hand stuck out for a shake.

Skystone's relief is genuine. He continues to thank the characters profusely and answers whatever questions they might have, mopping his brow and sending the spots scurrying. After a few moments, he begins striding down the street, shouting for the citizens of Far-Go to come out of their homes because great heroes have arrived to save them all. Possible questions and answers include the following:

Who are you? *"Why, I am the devoted servant of the Atom, Arx Skystone—a direct descendant of the Preese!"*

What were those creatures? *"Heck if I know. They've been attacking our town on and off for the last week or so."*

What do they want? *"Good question. We're running out of food. Maybe they've been taking it. If you could find out what those dreadful monsters want and put an end to their attacks, we could easily reach some sort of accommodation."*

Where do they come from? *"You're full of questions, aren't you? No idea. Some folks think they're being sent by the chicken men from the factory to the south. Others say they come from the crash site. But I'll tell you who might know."*

And that would be? *"The Hermit, of course. That old fool's been around as long as I can remember. He lives off the Great Oad, south of here."*

QUEST: SAVE FAR-GO

3rd-Level Major Quest (250 XP)

The characters complete the quest if they uncover the true threat to Far-Go and put a stop to it. The townspeople will also be willing to reward the group with items and gear. The characters get 6 rolls on the Ancient Junk table (page 28) and 2 rolls on the starting gear table (page 29).

EXPLORING FAR-GO

Give the characters as much time as they need to look around Far-Go, buy supplies, and gather facts; use the information about Far-Go in Chapter 4 as a guide. Adventurers can make DC 11 Interaction checks while talking to townspeople to learn that the town has suffered four attacks from vegepygmies and plant monsters in the last week. Success on the check by 5 or more also reveals that crops have been going missing and that there are reports of more attacks striking the outlying farmsteads. Investigating the farmsteads confirms these reports; the fields there show signs of attacks but no plants.

At this point, the characters have a few choices. They can visit the Hermit (Part 2), investigate the mutant chickens (Part 3), or head for the crash site (Part 5). See each of the entries for more information the characters might learn about these locations.

PART 2: THE IMMORTAL HERMIT

The Hermit is a reclusive figure who wants nothing to do with Far-Go or its problems. Even with his reluctance to get involved, however, he knows a great deal about what's going on in East Dah-Koh-Tah, largely because he's immortal. He's almost died more times than he can remember, and each near-death diminishes his sanity and friendliness a little more. He is extremely uncooperative. If the characters want to learn his secrets, they'll have to convince him to talk.

The adventurers can learn the Hermit's general location from Arx Skystone and can learn more about him in Far-Go by making a DC 11 Interaction check. Success reveals the location of his hut—about 5 miles north and east of the hills off the Great Oad, to the south of the town. Success on the check by 5 or more also reveals that the Hermit is a cantankerous old man who has little love for people and is known to be rude to those who disturb him. Success by 10 or more also reveals that he is fond of popcorn (which can be purchased in Far-Go).

HIGHWAY FROM HELL

Finding the Hermit isn't too hard. The characters only have to follow the Great Oad south until they come to the hills and then head northeast. Along the way, they trigger the following encounter.

Encounter 3: Highway from Hell (page 122).

BEFRIENDING A NUT JOB

After the fight with the porkers, the heroes travel uneventfully to the Hermit's hut. Read:

Leaving the hills as the townspeople directed, you find a faint path through the tall grass. You follow it for some distance until you spot a crude hut standing alone in a field. A small garden grows off to the side, and a forlorn pig lies in the mud, watching you with squinty black eyes. A moment later, a scraggly old man in tattered, bloodstained clothes steps out from the hut. He spits on the ground and says, "Git off my porch, ye hooligans, a'fore I sic me pig on ye!"

Despite this threat, the pig continues to lie in the mud, looking tired. The Hermit knows a lot about the attacks on Far-Go, but he won't divulge his secrets without coaxing. To win him over, the characters must succeed on a skill challenge. If they give the Hermit a bag of popcorn, he becomes more amenable to chatting (the characters gain a +2 bonus to Interaction checks made during the skill challenge).

Level: 4 (XP 350).

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Insight, Interaction, Mechanics, Nature, Perception.

Insight (DC 11): The character tries to figure out what's bothering the Hermit. A success reveals that for all his bluster about his pig, the Hermit seems concerned about the beast. This skill can be used to gain 1 success in this challenge.

Interaction (DC 15): The character tries to calm or cow the Hermit enough to talk. Success by 5 or more grants a +2 bonus to Insight checks for the duration of the skill challenge. Up to two characters can aid on this check. A character can earn another success using Interaction, but only after the group accumulates 5 successes in the challenge.

Mechanics (DC 15, requires a successful Perception check to notice the generator): The character examines the generator to figure out why it's broken. A character can earn a second success and fix the generator by succeeding on another Mechanics check, but only after earning 1 success using Perception to find the parts. This skill can be used to gain 2 successes in this challenge (one for diagnosis and one for repair).

Nature (DC 11, requires a successful Insight check): The character examines the pig. A success reveals that the animal is sick, probably from something it ate. A character can treat the pig by succeeding on a second Nature check, but only after earning 1 success using Nature to locate the herbs. A failure on the second check makes the pig worse and increases the DC for all Interaction checks by 5 for the duration of the skill challenge. This skill can be used to gain 2 successes in this challenge (one for diagnosis and one for the cure).

Nature (DC 11): The character forages for a herbal cure to treat the pig's sickness. This skill can be used to gain 1 success in the challenge.

Perception (DC 11): The character notices a broken generator behind the hut. This skill can be used to gain 1 success in the challenge.

Perception (DC 19, requires a successful Mechanics check to examine the generator): The character searches for spare parts to fix the generator. This skill can be used to gain 1 success in the challenge.

Success: If the characters achieve 6 successes, the Hermit introduces himself as Rold. If asked about the bloodstains on his clothing, he explains that he's cursed never to die. He can be injured and brought close to death, but he always recovers. If asked about the disappearing crops and the attacks on Far-Go, Rold explains that the problems stem from the crash site. "That wreck threw up all these spores, see, and they make monsters. Ye want to stop the attacks, ye gotta get rid o' that ship." If pressed further about the ship, Rold says, "Them aliens don't wanna be here none, either, and I'd warrant they's trying to leave. But them klickies keep stealing their stuff, and without their stuff, them aliens ain't ever going away." Rold knows where the klickies are hidden and gives directions to their lair in the Forest of Knowledge. If the characters check out the crash site next, proceed to Part 5. If they hunt down the klickies, go to Part 6.

Failure: Rold remains stubbornly unhelpful and shoos the characters away. They can attempt the skill challenge again, but only if they bring more popcorn.

PART 3: EAT MORE CHICKEN

Following up on the "chicken men" lead brings the adventurers to the Automated Chicken Factory. The characters can learn more about the site from the residents of Far-Go by making a DC 11 Interaction check. Success on the check reveals that the factory is a vestige from the Ancients, populated by robots and mutant chicken men. Success by 5 or more also reveals that the factory's denizens are unfriendly and aggressive. Success by 10 or more also reveals that the chicken men call themselves gallus galluses, and though they are hostile to intruders, they had not attacked the people of Far-Go until very recently, when the crops started to disappear.

Anyone in Far-Go can point the way to the Automated Chicken Factory, and the journey there is free of danger. Entering the facility is another matter, thanks to the sentrybots and laserbots that try to keep out unwanted visitors.

ANGRY PLANT MEN

Once the characters gain entrance to the compound (the first part of a two-stage skill challenge) and cross the factory grounds, they pass by an area out of view of the sentries, where newly created vegepygmies have torn free from the ground and are spoiling for a fight.

Encounter 4: Angry Plant Men (page 125).

ELECTRIC BOOGALOO

When the characters get past the locked factory door (the second stage of the skill challenge), they find vigilant robots guarding the room on the other side.

Encounter 5: Electric Boogaloo (page 128).

PART 4: HATCHED PLOTS

When the characters look beyond the entry chamber, read:

Corridors, chambers, and strange creatures fill the factory.

Inside the factory, the characters have a chance to learn how insidious the russet mold has become. This skill challenge has five stages that encompass an abstracted factory setting, along with two tactical encounters.

Level: 5 (XP 600).

Complexity: 3 (8 successes before 3 failures).

Success: The characters reach the AI that runs the factory and discover its secrets. The computer reveals that it has been sending gallus galluses to gather russet mold spores from the crash site to spread in the fields around the factory. The AI wanted to have an abundance of corn to feed the chicken men. But the spores reacted strangely with the crops, causing them to mutate into vegepygmies. The computer is now analyzing the chemical composition of vegepygmies to determine if they are viable as food for the gallus galluses.

Failure: If the characters accrue a total of 3 failures in the skill challenge, the computer explodes without offering any information. To gain answers, the characters will have to deal with the Hermit in Part 2 or investigate the crash site in Part 5.

STAGE 1: HALLS AND ROOMS

The adventurers must navigate tangled corridors and strange rooms. They move to Stage 2 of the skill challenge after they earn 2 successes.

Primary Skills: Perception, Science, Stealth.

Perception (DC 15): The character finds clues to help the group navigate the labyrinthine complex. This skill can be used to gain 1 success in the challenge.

Science (DC 11): The character accesses a computer kiosk to pull up a map of the factory that shows the central AI's location. This skill can be used to gain 1 success in the challenge.

Stealth (DC 15): The characters must sneak past a security camera before moving on to the next stage. This is a group skill check. If at least half the characters succeed, they earn 1 success. If they fail this check, the creatures in Encounter 6 gain a surprise round. This skill can be used to gain 1 success in the challenge.

STAGE 2: THE GAUNTLET

The characters discover a security checkpoint guarded by gun wielding, mutant chickens led by Bawk Mallone, a powerful gallus gallus with a chip on his shoulder. Defeating the enemies here earns 1 success in the challenge and allows the characters to proceed to Stage 3 of the skill challenge. If they have to flee, the characters can continue the challenge when they return.

Encounter 6: The Gauntlet (page 130).

STAGE 3: RADIATION ALLEY

Not long after the heroes defeat the gallus galluses, the AI strikes back, trapping the characters in a long hallway closed off by locked doors and blasting them with radiation. Until the characters bypass the locked door, each character must make an Athletics check at the start of his or her turn to avoid radiation damage. (The check represents the character's physical endurance against the radiation's effects.) When the characters earn 2 successes in this stage, they are able to bypass the door and proceed to Stage 4.

Primary Skills: Mechanics, Perception, Science, special.

Mechanics (DC 15, standard action): The character bypasses the locking mechanism. Up to two characters can aid on the check. Success by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Perception (DC 11, standard action): The character finds a loose wall panel in the corridor with the first success. A second successful check allows the character to navigate the ductwork and come out on the other side. This skill can be used to gain 2 successes in the challenge.

Science (DC 11, standard action): The character reprograms the locking mechanism. One character can aid on the check. Success by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Special (Dexterity DC 15, standard action): The character picks the lock. Up to two characters can aid on the check. Success by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Special (Strength DC 19, standard action): The character uses brute force to bash down the door. A success means the character earns 2 successes, but he or she also accrues 2 failures, which might alert the enemies in Encounter 7.

Secondary Skills: Athletics.

Athletics (DC 11): Each character must make an Athletics check at the start of his or her turn while in the hallway. On a failed check, the character takes 5 radiation damage. A failure on this check does not count as a failure in the skill challenge.

STAGE 4: SHOWDOWN

Beyond Radiation Alley, the computer organizes a last-ditch defense to destroy the intruders. If the characters defeat the enemies in this encounter, they earn 1 success in the skill challenge and proceed to Stage 5.

Encounter 7: Showdown (page 132).

STAGE 5: SECRETS REVEALED

At last, the characters reach the AI that runs the Automated Chicken Factory. They can interact with the AI through either of two computer terminals that sit on a control platform above the factory floor (see the tactical map for Encounter 7). If they want to learn the AI's secrets, they must outwit the machine and access its protected files. If the characters achieve a total of 8 successes in the entire skill challenge before getting 3 failures, they succeed at the overall challenge and gain the benefits of success.

Primary Skills: Interaction, Mechanics, Perception, Science.

Interaction (DC 15): The character bullies or tricks the computer into giving him or her access. A failed check increases the DC for the next Interaction check by 2. This skill can be used to gain 2 successes in the challenge.

Mechanics (DC 19, requires a successful Perception check): The character repairs the computer. This skill can be used to gain 1 success in the challenge. A failed Mechanics check increases the DC of Interaction checks by 2 for the duration of the challenge, and the characters can't use Mechanics again during the challenge.

Perception (DC 11): The character notices that the computer is damaged. This skill can be used to gain 1 success in the challenge.

Science (DC 15): The character tampers with the computer's programming. This skill can be used to gain 2 successes in the challenge.

PART 5: SMOKE ON THE HORIZON

The crash site should be an obvious place to investigate. The residents of Far-Go know that after the mysterious object crashed, the skies were full of fiery rain, and some sort of brown, powdery mold that helped the crops grow started appearing everywhere. They know nothing else about the crash site except that the object fell to the southwest of the town.

Finding the crash site isn't hard, because the alien ship left a pretty big footprint.

When the characters approach the crash site, read:

The devastation is impressive. For miles and miles, you find blackened earth pocked with craters, flattened trees, and the carcasses of hapless critters that were crushed by the object. The thing must have skidded and bounced before coming to a stop in a gigantic crater. In the middle of the huge pit, partly buried, is an enormous metal disk that is nearly the size of Far-Go.

RUSSET HARVEST

The AI that runs the Automated Chicken Factory sent clueless gallus galluses to the crash site to harvest russet mold spores. As the characters approach the ship and crash site, they trigger the following encounter.

Encounter 8: Russet Harvest (page 134).

ALIENS FIRST?

If the characters manage to wipe out the visitors before investigating the other plot threads, you'll need to come up with other reasons for them to play through the rest of the adventure. For example, you might decide that the gallus galluses have russet mold, and to prevent its spread, the characters must to clean out the Automated Chicken Factory. Later, the klickies begin experimenting with dangerous tech that they salvaged from the crashed ship. If not stopped, they could destroy East Dah-Koh-Tah.

PICKING UP THE PIECES

If the characters capture one of the gallus galluses alive, they can put the squeeze on the chicken man and learn some important clues. No skill checks are required; the creature is intimidated by the adventurers and cooperates fully. The gallus gallus reveals that the "voice in the box" (the AI running the Automated Chicken Factory) commanded him and his fellows to scoop up russet mold and spread it in the cornfields around the factory. Until he saw the mold spores mutate into russet spawn during the fight, the chicken man hadn't made the connection between the mold and the vegepygmies.

As an afterthought, the gallus gallus adds that he spotted a few klickies heading down the Great Oad, carrying salvage from the crashed ship. He has no idea what they took or what they plan to do with it, but the little green men in the wrecked vessel looked seriously angry.

At this point, the characters have several choices. If they chase the klickies, go to Part 6. If they investigate the ship, proceed to Part 8. Alternatively, the characters can also follow other leads that they previously ignored.

PART 6: FOREST OF KNOWLEDGE

The characters can learn about the klickies from Rold the Hermit (in Part 2) or from a captured gallus gallus (in Part 5). The bug men are stealing parts and devices from the visitors, hampering their efforts to repair the ship and exacerbating the russet mold outbreak. The Hermit can supply good directions to the klicky lair, but if the characters failed to befriend him, they'll have to track the klickies on their own. You can run this search as a complexity 1 skill challenge involving the Athletics, Nature, and Perception skills, or you can wing it with a bit of color and description.

PIT STOP

At some point as the characters track down the klickies, they spot a gas station in the distance. As they approach it, they trigger the following encounter.

Encounter 9: Pit Stop (page 136).

INTO THE FOREST

When the characters near the Forest of Knowledge, read:

A beautiful forest spreads out before you. The trees are spaced several yards apart and the ground is largely free from bracken and undergrowth, so you can see deep into the woods. Here and there you spy small shrubs laden with inviting berries of various colors so vivid they almost seem to glow in the dim light.

As the characters follow the trail of cast-off parts and junk, their journey to the klickies' lair eventually leads the characters into the Forest of Knowledge, where a three-way fight is brewing between klickies, grens, and arks. The klickies have holed up in a burrow they recently wrested from a badder gang. The grens, who grew wise to the troubles these cockroaches have caused, came to bargain with the klickies or destroy them. At the same time, dim witted arks spotted the grens and followed them into the woods. The arks have trapped the grens and their allies in a crude structure and are preparing to attack.

When the characters arrive on the scene, the arks, already primed for a fight, are eager to take on the characters, triggering the following encounter.

Encounter 10: Hungry, Hungry Arks (page 138).

If the heroes enter the shelter, they are attacked by the agitated grens and their orlen and horl choo allies, triggering the following encounter.

Encounter 11: Green With Anger (page 140).

PART 7: BUG HUNT

The klickies arrived in the Forest of Knowledge a few months ago. They killed and devoured a group of badders and settled in their warrens. Much to the klickies' surprise, they discovered crate loads of currency, funneled out of Far-Go by badder mercenaries that were supposed to be protecting the town's mint. Incurable hoarders, the klickies explored the countryside and found a wealth of materials ripe for the taking at the crash site. Since this discovery, the nymph klickies have been stealing wires, metal panels, computer chips, ductwork, and whatever else they can carry away from the crashed vessel. These thefts have stalled the repairs and made the russet mold problem worse. But even if the klickies understood the consequences of their actions, they wouldn't stop their plundering—they are cockroaches, after all.

The klickies are an infestation, and there's only one way to deal with an infestation: extermination.

KLICKY WARRENS

Several klickies and their pets guard the warrens, ready to deal with intruders. When the characters descend into the burrow, they trigger the following encounter.

Encounter 12: Nest Guardians (page 143).

After dealing with the sentries, the characters can press on into the klickies' main nest. Entering the warrens triggers the following encounter.

Encounter 13: Infestation (page 146).

While exploring the warrens, the characters find many types of alien tech buried in patches of slimy blue moss. Much of the tech is useless, but one small device—a laseraser—can be used to shut down the laser grid that protects the wrecked spaceship.

TAKING PRISONERS

Most captured klickies prove wildly unhelpful, even when threatened with violence. But the ghost klicky and the tee-vee klicky are willing to spill some beans. Convincing a captive to talk requires a successful DC 15 Interaction check. On a failed check, the characters can try again, but for each subsequent attempt, the DC increases by 2.

If the characters succeed, the captured klicky reveals how its clan came to settle in the warrens (by killing and eating the badder inhabitants) and where they acquired the tech (the crash site). The klicky says that the little green men seemed most annoyed by the loss of the big machine being tended by the nest guardians. The klickies know nothing about the russet mold or the vegepygmies.

PART 8: TO LIVE OR DIE

The alien spacecraft was nearly destroyed in the crash, but in the year since it fell from the sky, the survivors have done their best to patch the holes and repair the engines, and they have come agonizingly close to being able to leave this blasted planet. Unfortunately for the visitors, thieving bug men have ruined their chance to escape. When the characters show up, the aliens are understandably ticked off.

Encounter 14: Kicking the Beehive (page 148).

It's possible that the adventurers came to the crash site earlier to snoop around. If they were wise, they slunk away without riling up the aliens and went on to deal with other plot threads. On the other hand, they might have forced their way into the ship to gun down everything they saw—possibly with disastrous consequences.

Regardless, by now the characters have learned that to end the russet mold infestation, they must help the aliens leave Gamma Terra or, alternatively, blow up the ship. No matter which option they choose, the first step is to enter the vessel, and that's not as simple as walking up to the air lock and giving it a good knock. The visitors protect what's left of their ship with a laser grid that zaps anyone who touches it. The characters can dismantle the grid by succeeding on a skill challenge or by using the laseraser from the klicky lair.

INTO THE SPACESHIP

Defeating the first wave of attackers opens a path into the ship through a crack in its side. If the characters enter the ship, they trigger the following encounter.

Encounter 15: Not in My House! (page 150).

The adventurers don't have to venture too far inside the ship to reach the malfunctioning power plant. If they want to help the aliens leave the planet, they'll have to get the stubborn visitors, offended by the intrusion, to understand their good intentions—a difficult task, considering that the aliens don't know a word of the characters' language. If the characters intend to blow up the ship instead, they can do so after they defeat the visitors. Either way, they'll have to survive the following encounter.

Encounter 16: Take Me to Your Leader (page 154).

ADVENTURE CONCLUSION

If the characters kill the aliens, they can blow up the ship by sabotaging the power plant (no checks necessary). On the other hand, if they find a way to communicate with the visitors, the characters learn that the aliens aren't too interested in fighting—they only want to leave the planet. With the large machine recovered from the klicky nest, the aliens need only a few days to finish the repairs. Before they blast off, they give the adventurers mold spray to clean up the countryside and control the russet mold infestation.

In either case, the characters become the heroes of Far-Go, and everyone goes home proud and happy. You can end the adventure at this point, or you can extend some of the plot threads to keep things going. For example, who knows how far the russet mold traveled into the Glittermarsh? New horrors could stumble out of its noxious depths. The adventurers could explore the bog, hunt down the dreaded froghemoth, and destroy the vegepygmies lurking in the gloom.

All this fun is also bound to attract attention from outsiders. Cryptic alliances, having caught wind of a new weapon that turns plants into monsters, might come to Far-Go to gather specimens. The Children of the Atom or the Iron Society would love to get their hands on the russet mold and use it to induce mutations, and the Seekers would be very interested in any alien tech stolen by the klickies.

Also, the characters might have made a few enemies during the course of the adventure. The gallus galluses probably want revenge after the characters violated their factory. Perhaps the klickies in the forest were only an advance force for a much larger infestation of bug men. Or maybe the visitors return, bringing a fleet of death saucers to incinerate the countryside.

All these outcomes are possible, or you can take your D&D GAMMA WORLD game in a completely different direction. For example, there's a new rumor about a legion of golden warriors attacking folks near someplace called Horn. . . .

MONSTER TOKENS

Monster tokens are provided with this adventure to help with monster placement and movement during combat. In addition, generic monster tokens are also included to represent other monsters that you may want to use, such as monsters that you borrow from the DUNGEONS & DRAGONS 4th Edition rules or those you create yourself.

ENCOUNTER 1:

SHUFFLING MENACE

ENCOUNTER LEVEL 2 (698 XP)

SETUP

8 herd zombies (Z), page 86

3 obb scouts (O)

The russet mold infecting Far-Go's crops has a strange effect not only on the plants it fertilizes but also on the people who consume it, turning them into herd zombies. A mob of these creatures now shuffles through Far-Go's streets.

When the characters enter the area, read:

Townspeople shuffle down the street, each filthy and seemingly drunk. As they draw near, you see that they have no eyes, only sockets filled with fuzzy brown mold. Three one-eyed bats hover above the crowd, screeching with anger at your presence.

3 Obb Scouts (O)	**Level 3 Artillery**
Small extraterrestrial animate (plant)	XP 150 each
HP 38; **Bloodied** 19	**Initiative** +6
AC 16, **Fortitude** 14, **Reflex** 16, **Will** 15	**Perception** +3
Speed 2, fly 10 (hover)	Darkvision
Resist 10 fire, 10 radiation; **Vulnerable** 10 cold	

STANDARD ACTIONS

Wing Claw (physical) **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 5 physical damage.

Obbtic Blast (radiation) **At-Will**
Attack: Ranged 10 (one creature); +8 vs. Fortitude
Hit: 2d6 + 5 radiation damage, and the target is blinded until the start of the scout's next turn.

MOVE ACTIONS

Strafing Pass **Recharge** ⚁ ⚂ ⚃
Effect: The scout shifts its fly speed. It gains a +2 bonus to all defenses until the start of its next turn.

Str 11 (+1)	**Dex** 20 (+6)	**Wis** 15 (+3)
Con 14 (+3)	**Int** 11 (+1)	**Cha** 10 (+1)

TACTICS

The herd zombies stumble and shuffle to engage the nearest enemy. The obb scouts use *obbtic blast* against ranged attackers and *strafing pass* to escape return fire.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Stairs: A staircase leads down to a rubble-filled pit. Squares containing the stairs are difficult terrain. A character who falls into the pit takes 1d10 physical damage.

Trees: Each tree is 10 feet tall. The trees provide cover. Climbing a tree requires a DC 11 Athletics check. Creatures in the trees have concealment.

Streetlight: A large metal pole extends an arm over the street. Two streetlights hang from the arm. Climbing the pole requires a DC 15 Athletics check. A character can sever the wire holding a streetlight with an attack (AC/Fortitude/Reflex 8; hp 10). If the wire is reduced to 0 hit points, the light falls and the character makes the following attack against any creature in the square below it.

Falling Streetlight (physical) **2/Encounter**
Trigger: The wire holding the streetlight is severed.
Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 1d10 physical damage, and the target falls prone.

Wrecked Car: An abandoned car sits in the street. It has enough gas to travel 10 squares. Entering the car is a minor action, and the car can hold four Medium or smaller creatures. Creatures inside the car have superior cover against creatures outside the car. Starting the car is a minor action, and moving it (up to its maximum distance) is a minor action. The driver can ram the car into enemies by making the following attack: Dexterity + 3 vs. Reflex; 3d6 + 3 damage, and the target falls prone.

ENCOUNTER 2:

TIMELY RESCUE

ENCOUNTER LEVEL 3 (761 XP)

SETUP

6 russet spawn vegepygmies (R), page 83

1 vegepygmy scavenger (S), page 126

2 vegepygmy hunters (H)

Angry vegepygmies prowl Far-Go's streets. Arx Skystone, who is hiding in one of the wrecked cars, yells for help as the vegepygmies approach.

After the characters hear Skystone's cries, read:

You follow the shouting and see several small humanoids shuffling down a street near two wrecked cars. At first glance, they look like ordinary mutants, but their glowing eyes, hobbling gaits, and bodies made from vegetable matter suggest something sinister. You hear the voice again, coming from one of the cars. "Someone, please, help me!"

2 Vegepygmy Hunters (H) — **Level 5 Skirmisher**
Small extraterrestrial humanoid (plant) — XP 200 each

HP 58; **Bloodied** 29 — **Initiative** +9
AC 20, **Fortitude** 15, **Reflex** 20, **Will** 17 — **Perception** +9
Speed 6
Immune electricity

TRAITS

Forest Walk
The hunter ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

STANDARD ACTIONS

(+) **Spear** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d8 + 5 physical damage, and the hunter pushes the target 2 squares.

† **Mobile Assault** (physical, weapon) ✇ **At-Will**
Effect: The hunter moves 4 squares and makes the following attack at any point during the move. The hunter doesn't provoke an opportunity attack from the target when moving away from it.
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d8 + 5 physical damage, and the hunter slides the target 2 squares.

TRIGGERED ACTIONS

← **Russet Mold** (poison) ✇ **Encounter**
Trigger: The hunter drops to 0 hit points.
Attack (No Action): Close burst 1 (nonplant creatures in burst); +8 vs. Fortitude
Hit: The target is weakened and takes ongoing 5 poison damage (save ends both). If the ongoing poison damage reduces the target to 0 hit points or fewer, place 4 russet spawns in unoccupied squares adjacent to the target. Those spawns act on the hunter's next initiative count and are worth 0 experience points.

Str 8 (+1)	**Dex** 20 (+7)	**Wis** 15 (+4)
Con 10 (+2)	**Int** 6 (+0)	**Cha** 8 (+1)

Equipment spear

TACTICS

The russet spawns work in pairs to flank their enemies, and the hunters use *mobile assault* to jab flanked enemies with their spears. The scavenger uses *plant blend* to stay invisible in the trees, emerging to hack at nearby enemies with its hatchet.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Cars: Two wrecked cars sit in parking spaces. They provide cover. Arx Skystone hides in one of the cars, shouting for help through a crack in a window. He stays in the car until the fight is over.

Streetlight: A large metal pole extends an arm over the street. Two streetlights hang from the arm. Climbing the pole requires a DC 15 Athletics check. A character can sever the wire holding a streetlight with an attack (AC/Fortitude/Reflex 8; hp 10). If the wire is reduced to 0 hit points, the light falls and the character makes the following attack against any creature in the square below it.

† **Falling Streetlight** (physical) ✇ **2/Encounter**
Trigger: The wire holding the streetlight is severed.
Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 1d10 physical damage, and the target falls prone.

Trees: Each tree is 10 feet tall. The trees provide cover. Climbing a tree requires a DC 11 Athletics check. Creatures in the trees have concealment.

Barricades: Inside one of the buildings are three wooden barricades that provide cover.

Shelves: Inside the other building are three long shelves that provide cover.

DEVELOPMENT

Reward: After the encounter, each player draws one Omega Tech card from his or her deck.

ENCOUNTER 3:

HIGHWAY FROM HELL

ENCOUNTER LEVEL 3 (750 XP)

SETUP

3 porker vandals (V)

1 hog boss (B)

4 canned hams (C)

A porker motorcycle gang scavenges supplies from a wrecked semitrailer.

When the characters enter this area, read:

The Great Oad stretches ahead of you into the distance, but a semitrailer on its side blocks the road. You hear the low rumble of machinery coming from beyond the trailer and see numerous creatures on motorcycles riding toward you.

3 Porker Vandals (V) — **Level 2 Skirmisher**
Medium terrestrial humanoid — XP 125 each

HP 36; **Bloodied** 18 — **Initiative** +4
AC 16, **Fortitude** 16, **Reflex** 14, **Will** 13 — **Perception** +1
Speed 5 (8 while on motorcycle)
Resist 5 poison

STANDARD ACTIONS

⊕ **Machete** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 3 physical damage.

† **Hit-and-Run** ✇ **At-Will**
Requirement: The vandal must not be bloodied.
Effect: The vandal moves 8 squares and uses *machete* at any point during the move. On a hit, the attack deals 1d6 extra damage. The vandal doesn't provoke an opportunity attack when moving away from a target hit by this attack.

⇲ **Spray Paint** ✇ **Encounter**
Attack: Close blast 3 (creatures in blast); +5 vs. Reflex
Hit: The target is blinded (save ends).
Miss: The target takes a –2 penalty to attack rolls until the end of its next turn.

TRIGGERED ACTIONS

Road Hog ✇ **Encounter**
Trigger: The vandal is first bloodied.
Effect (No Action): The vandal falls prone. In addition, the vandal's motorcycle is destroyed, and the vandal's speed is reduced to 5.

Str 17 (+4)	**Dex** 13 (+2)	**Wis** 10 (+1)
Con 12 (+2)	**Int** 10 (+1)	**Cha** 8 (+0)

Equipment machete

Hog Boss (B) — **Level 4 Skirmisher**
Medium terrestrial humanoid, porker — XP 175

HP 55; **Bloodied** 27 — **Initiative** +5
AC 19, **Fortitude** 17, **Reflex** 16, **Will** 15 — **Perception** +3
Speed 5 (8 while on motorcycle)
Resist 5 poison

STANDARD ACTIONS

⊕ **Cleaver** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 + 4 physical damage.

† **Hit-and-Run** (weapon) ✇ **At-Will**
Requirement: The hog boss must not be bloodied.
Effect: The hog boss moves 8 squares and uses *cleaver* at any point during its move. On a hit, the attack deals 1d6 extra damage. The hog boss doesn't provoke an opportunity attack when moving away from a target hit by this attack.

⇲ **Scattergun** (physical, weapon) ✇ **Encounter**
Attack: Close blast 5 (creatures in blast); +7 vs. AC
Hit: 2d6 + 4 damage, and the hog boss pushes the target 2 squares.

TRIGGERED ACTIONS

Road Hog ✇ **Encounter**
Trigger: The hog boss is first bloodied.
Effect (No Action): The hog boss falls prone. In addition, the hog boss's motorcycle is destroyed, and the hog boss's speed is reduced to 5.

Str 18 (+6)	**Dex** 12 (+3)	**Wis** 12 (+3)
Con 15 (+4)	**Int** 15 (+4)	**Cha** 9 (+1)

Equipment cleaver, scattergun

4 Canned Hams (C) — **Level 5 Minion Soldier**
Medium terrestrial humanoid, porker — XP 50 each

HP 1; a missed attack never damages a minion. — **Initiative** +5
AC 21, **Fortitude** 20, **Reflex** 16, **Will** 16 — **Perception** +3
Speed 5 (8 while on motorcycle)

STANDARD ACTIONS

⊕ **Chain** (physical, weapon) ✇ **At-Will**
Attack: Melee 2 (one creature); +10 vs. AC
Hit: 5 physical damage, and the target is immobilized until the start of the canned ham's next turn.

TRIGGERED ACTIONS

Squeal Like a Pig ✇ **Encounter**
Trigger: The canned ham drops to 0 hit points.
Effect (No Action): Each canned ham within 3 squares of the triggering canned ham gains a +1 bonus to attack rolls until the end of the encounter. This bonus is cumulative (maximum +5).

Str 20 (+7)	**Dex** 13 (+3)	**Wis** 12 (+3)
Con 15 (+4)	**Int** 8 (+1)	**Cha** 6 (+0)

Equipment chain

TACTICS

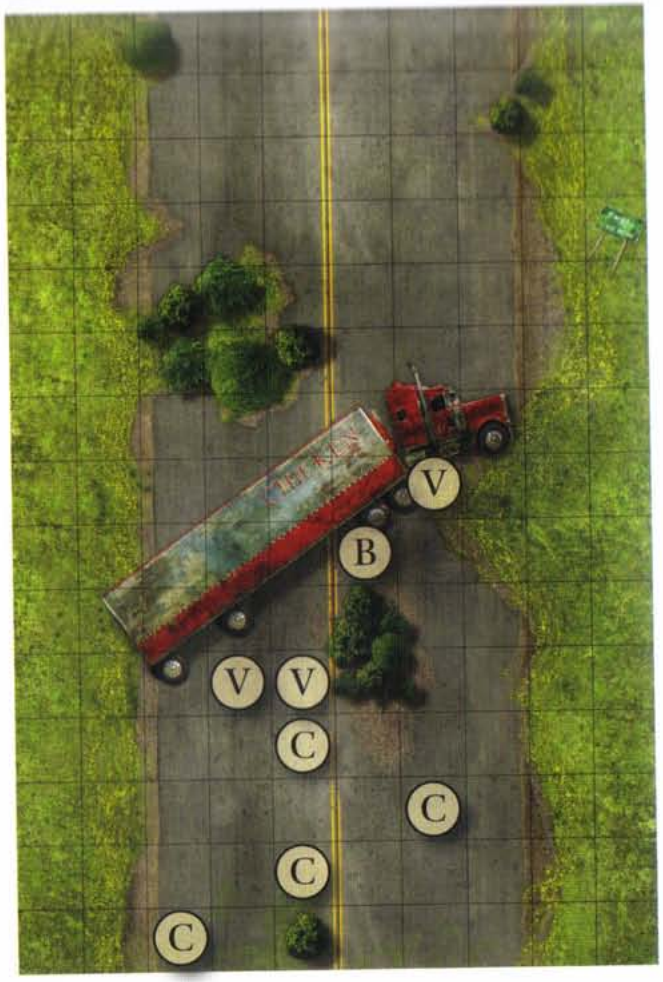
The canned hams fan out, using *chain* to lock down the characters, and the porkers and the hog boss use *road hog* to strike from their bikes and move away.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Trees: Trees provide cover to creatures standing in their spaces.

Semitrailer: The truck lies on its side. The overturned trailer rises 10 feet above the ground and requires a DC 15 Athletics check to climb. Even if the truck could be righted and weren't out of gas, it wouldn't start. Moving inside the truck cab (1 square) is a move action. Anyone inside the truck has superior cover against creatures outside the truck.



DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 28). In addition, the porkers have a keg of beer.

ENCOUNTER 4:

ANGRY PLANT MEN

ENCOUNTER LEVEL 4 (875 XP)

ENTERING THE COMPOUND

When the characters reach the compound, read:

Spread out across several acres is a sprawling factory—a huge structure protected by barbed wire and a chain-link fence. Several mechanical spheres sprouting guns flit through the air, and sentrybots patrol the grounds. Beyond the factory, you see barren cornfields.

To enter the factory and figure out what's going on, the characters must make it past the guardians. It should be clear that a direct assault would be suicide, encouraging the characters to use a bit more finesse. This skill challenge has two stages interspersed with two combat encounters.

Level: 3 (XP 150).

Complexity: 1 (4 successes before 3 failures).

Success: The characters proceed to Part 4 (page 112).

Failure: The characters still proceed to Part 4. If the characters fail Stage 1 of the skill challenge, the enemies in Encounter 4 (page 126) gain a surprise round. If the characters fail Stage 2 of the challenge, the enemies in Encounter 5 (page 128) gain a surprise round.

STAGE 1: BREACHING THE PERIMETER

The characters must get past the perimeter guards. They move to stage 2 of the skill challenge after they earn 2 successes.

Primary Skills: Athletics, Interaction, Stealth.

Athletics (DC 11): The characters hop the fence. This is a group skill check. If at least half the characters succeed, they earn 1 success. Otherwise, they accrue 1 failure. This skill can be used to gain 1 success in the challenge.

Interaction (DC 15): The character tries to bluff or bully his or her way past the sentrybots at the entrance. This skill can be used to gain 2 successes in the challenge.

Stealth (DC 11): The characters elude the sentries patrolling the grounds. This is a group skill check. If at least half the characters succeed, they earn 1 success. Otherwise, they accrue 1 failure. This skill can be used to gain 1 success in the challenge.

Secondary Skills: Acrobatics, Perception, special.

Acrobatics: A character can substitute an Acrobatics check for an Athletics check.

Perception (DC 15): The character identifies a pattern to the bots' movements. A successful check does not earn a success in the challenge, but each character gains a +2 bonus to Stealth checks during this stage.

Special: An android character gains a +2 bonus to Interaction checks during this stage.

Success: If the characters gain 2 successes before 3 failures, they successfully avoid the perimeter guards.

Failure: If the characters get 3 failures on this stage of the skill challenge, the enemies in Encounter 4 gain a surprise round. In addition, the noise of the fight alerts the gallus galluses, which gain a surprise round in Encounter 5.

SETUP

3 vegepygmy scavengers (S)

2 thornies (T), page 83

When the characters approach the entrance to the Automated Chicken Factory, vegepygmies and thornies rise up from the ground and attack.

When the characters enter this area, read:

Corn stands in rows around the factory, and odd plants of curious origin grow in other places nearby. There is a clearing near the factory doors, but strange vegetable men and beasts with glowing green eyes roam that area, as if searching for something.

Perception DC 11: *You see a brown mold on the ground around the corn rows.*

3 Vegepygmy Scavengers (S)	**Level 4 Lurker**
Small extraterrestrial humanoid (plant)	XP 175 each
HP 39; **Bloodied** 19	**Initiative** +10
AC 18, **Fortitude** 13, **Reflex** 18, **Will** 16	**Perception** +4
Speed 5	
Immune electricity	

Standard Actions

⊕ **Hatchet** (physical, weapon) ✇ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 4 physical damage, or 3d8 + 4 physical damage against a creature granting combat advantage to the scavenger.

Triggered Actions

← **Russet Mold** (poison) ✇ **Encounter**

Trigger: The scavenger drops to 0 hit points.

Attack (No Action): Close burst 1 (nonplant creatures in burst); +7 vs. Fortitude

Hit: The target is weakened and takes ongoing 5 poison damage (save ends both). If the ongoing poison damage reduces the target to 0 hit points or fewer, place 4 russet spawns in unoccupied squares adjacent to the target. Those spawns act on the scavenger's next initiative count and are worth 0 experience points.

Plant Blend ✇ **At-Will**

Trigger: The scavenger ends its turn in a square obscured by plants.

Effect (No Action): The scavenger becomes invisible until it attacks or moves.

Str 8 (+1)	**Dex** 19 (+6)	**Wis** 14 (+4)
Con 9 (+1)	**Int** 6 (+0)	**Cha** 8 (+1)

Equipment hatchet

TACTICS

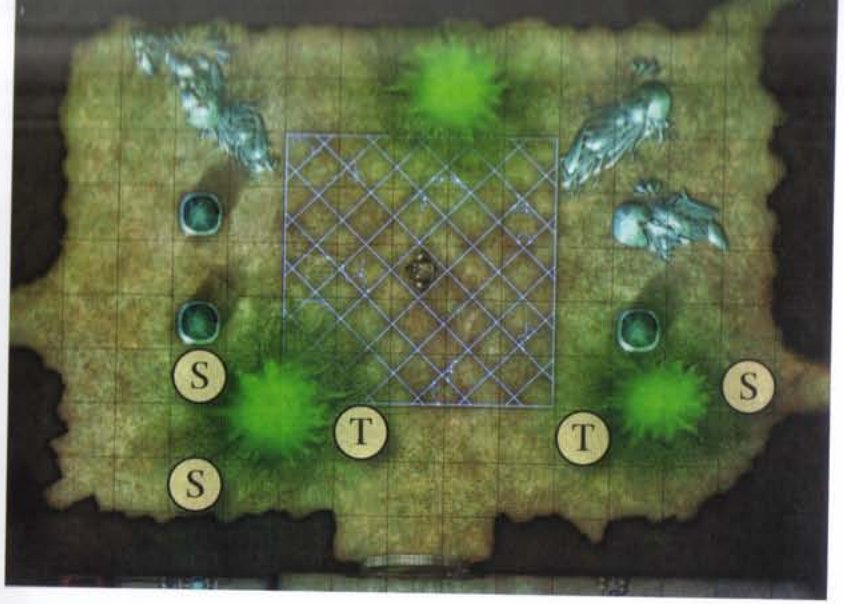
The vegepygmies move into the rows of corn around the perimeter of the area, so that they can use *plant blend* and then dart out to hack at the characters with their hatchets. The thornies charge the nearest enemies and use their auras to lock those foes down.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Corn Rows: Creatures in corn row squares gain concealment.

Crop Starts: The area marked by the grid is filled with small markers identifying the plants.



Glowing Craters: The glowing craters mark places where the vegepygmies tore themselves from the ground. Glowing crater squares count as difficult terrain. In addition, nonplant creatures in glowing crater squares grant combat advantage to plant creatures.

Pillars: Crystal pillars hold loudspeakers that broadcast the factory AI's commands. The pillars count as blocking terrain. Squares with shattered pillars are difficult terrain.

DEVELOPMENT

Reward: Amid the debris, the characters find a mix of items; roll 1d6 times on the Ancient Junk table (page 28). In addition, there is a chain saw (light one-handed melee weapon).

STAGE 2: THE LOCKED DOOR

After the characters cross the factory grounds, they reach a locked door. They have a few options for bypassing the lock.

Primary Skills: Mechanics, Science, special.

Mechanics (DC 15): The character fabricates a key out of available materials. Success on the check by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Science (DC 11): The character reprograms the locking mechanism. Success on the check by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Special (Dexterity DC 15): The character sabotages the lock. Success on the check by 5 or more means the character earns 2 successes. This skill can be used to gain 2 successes in the challenge.

Special (Strength DC 19): The character uses brute force to bash down the door. A success means the character earns 2 successes, but he or she also accrues 2 failures due to the noise made opening the door, which might alert the enemies beyond. This skill can be used to gain 2 successes in the challenge.

Success: If the characters gain 2 successes before 3 total failures from both stages of the skill challenge, they succeed in gaining entry to the factory without alerting the enemies inside.

Failure: If the characters get 3 total failures in the skill challenge, the enemies in Encounter 5 gain a surprise round.

ENCOUNTER 5:

ELECTRIC BOOGALOO

ENCOUNTER LEVEL 3 (750 XP)

SETUP

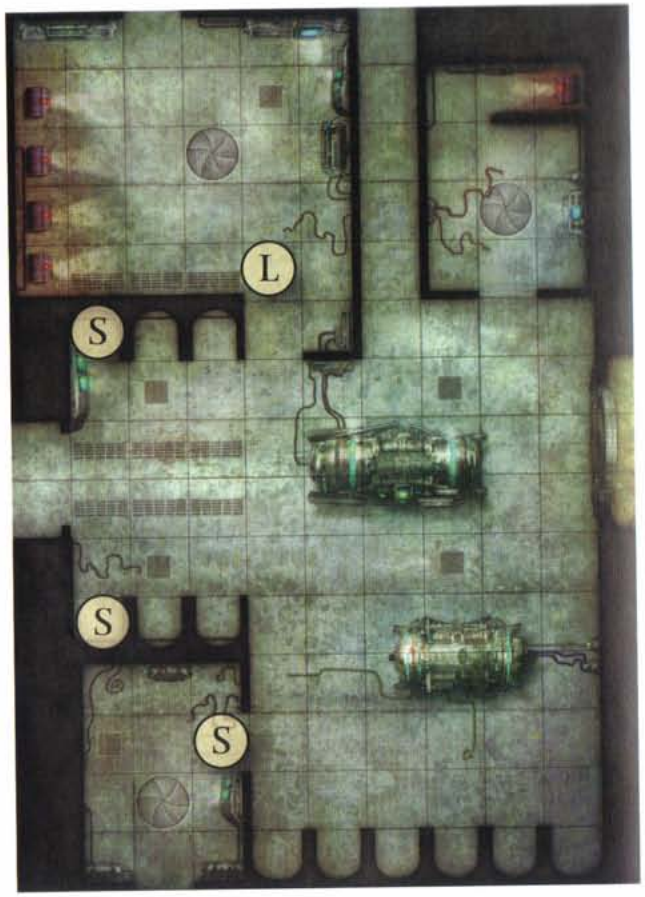
1 laserbot (L)

3 sentrybots (S)

Robot guardians protect the Automated Chicken Factory from unwanted guests. The machines mobilize to attack any intruders that are not bots or gallus galluses.

When the characters enter the factory room, read:

A large, well-lit chamber stretches ahead of you, smelling faintly sour. Odd alcoves are in a row along one wall, each filled with blinking lights and gauges, and two large machines dominate the center of the room. Side rooms hold more machinery. Suddenly, a metal robot plods out of the room across from you and lowers what looks like a cattle prod.



FEATURES OF THE AREA

Illumination: Bright light from fluorescent lighting.

Ceiling: The ceiling is 20 feet overhead.

Alcoves: The alcoves are gallus gallus feeding stations. Whenever a creature enters an alcove, it triggers the feeding station, which makes the following attack.

Force Feed ✇ **At-Will**
Trigger: A living creature enters a feeding station alcove square.
Attack: Melee 1 (one creature); +7 vs. AC
Hit: The target is restrained until the start of its next turn. While the target is restrained, a tube descends from the ceiling, jams itself down the target's throat, and delivers a mush of fat and ground corn. After being fed, the target does not need to eat for the next 24 hours. Each time after the first that a target is hit by this attack, it also takes 5 physical damage.

Machinery: The machines are obstacles that grant cover.

Laserbot (L) — **Level 3 Artillery**
Medium terrestrial animate (robot) — XP 150

HP 36; **Bloodied** 18 — **Initiative** +4
AC 17, **Fortitude** 15, **Reflex** 17, **Will** 14 — **Perception** +9
Speed 4, fly 6 — Darkvision
Immune poison; **Resist** 10 electricity, 10 fire, 10 laser

Standard Actions

⊕ **Electrojolt** (electricity) ✇ **At-Will**
Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 1d8 + 2 electricity damage.

⊗ **Laser Sight** (laser) ✇ **At-Will**
Attack: Ranged 20 (one creature); +8 vs. Reflex
Hit: 1d12 + 5 laser damage. On a critical hit, the target takes 1d8 extra laser damage.

Minor Actions

Laser Guidance ✇ **Recharge** when first bloodied
Target: One creature within 20 squares of the laserbot.
Effect: Until the end of its next turn, when making any attack roll against the target, the laserbot can roll twice and use the higher result.

Str 10 (+1)	**Dex** 16 (+4)	**Wis** 17 (+4)
Con 12 (+2)	**Int** 9 (+0)	**Cha** 9 (+0)

3 Sentrybots (S) — **Level 5 Skirmisher**
Medium terrestrial animate (robot) — XP 200 each

HP 64; **Bloodied** 32 — **Initiative** +7
AC 20, **Fortitude** 17, **Reflex** 18, **Will** 16 — **Perception** +8
Speed 4, fly 8 — Darkvision
Immune poison; **Resist** 10 electricity, 10 radiation

Standard Actions

⊕ **Electrojolt** (electricity) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 1d8 + 4 electricity damage, and ongoing 5 electricity damage (save ends).

✦ **Flyby Electrocution** ✇ **At-Will**
Effect: The sentrybot flies 8 squares and uses *electrojolt* once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.

Triggered Actions

✦ **Networked** ✇ **At-Will**
Trigger: A robot ally within 3 squares of the sentrybot is bloodied or knocked prone.
Effect (Free Action): The sentrybot shifts 3 squares and uses *electrojolt*.

Str 19 (+6)	**Dex** 16 (+5)	**Wis** 12 (+3)
Con 16 (+5)	**Int** 10 (+2)	**Cha** 7 (+0)

TACTICS

The sentrybots emerge from their stations (or the side room) and use *flyby electrocution* to engage the characters in the front of the group. When possible, they stay within 3 squares of each other to make the best use of *networked*. The laserbot stays in the doorway and blasts the intruders with *lasersight*, using the door frame and the machinery for cover. The robots fight until they are destroyed.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck.

ENCOUNTER 6:

THE GAUNTLET

ENCOUNTER LEVEL 5 (1,076 XP)

SETUP

Bawk Mallone (B)

2 gallus gallus 5/13 gunnuns (G), page 134

4 gallus gallus 5/13 minnuns (M), page 63

Four minnuns and a pair of gunnuns, led by a powerful gallus gallus named Bawk Mallone, protect the deeper chambers of the chicken factory. At the start of the encounter, place the gunnuns as shown on the map. Don't place the minnuns or Bawk until the characters see them.

When the characters enter this room, read:

Two gun-wielding mutant chickens cluck once and open fire, shooting through a sparkling laser grid that stretches across the room.

TACTICS

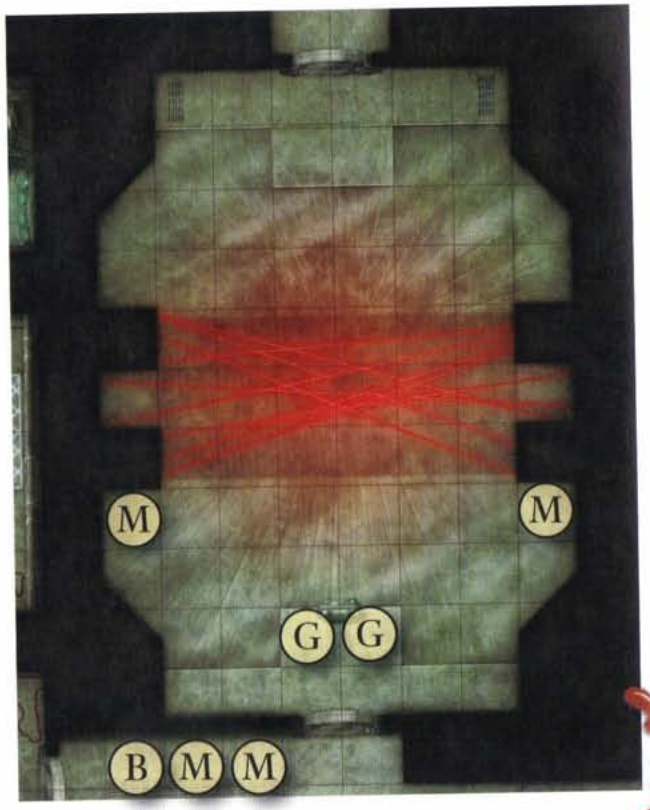
The gunnuns and minnuns hold their positions until the characters cross the laser grid, at which point the alarm goes off and Bawk and the others enter the room.

FEATURES OF THE AREA

Illumination: The laser grid fills the room with bright light.

Ceiling: The ceiling is 20 feet overhead.

Laser Grid: The laser grid stretches from floor to ceiling where indicated on the map. The lasers are harmless, but if a creature enters the grid, an alarm sounds, summoning reinforcements (Bawk and two minnuns). A character who wants to enter a laser grid square without setting off the alarm must make a DC 15 Acrobatic check. Squares occupied by the laser grid are difficult terrain.



Bawk Mallone (B) **Level 6 Elite Brute (Leader)**
Medium terrestrial humanoid, gallus gallus 5/13 XP 500

HP 168; **Bloodied** 84 **Initiative** +6
AC 18, **Fortitude** 20, **Reflex** 19, **Will** 17 **Perception** +4
Speed 6
Saving Throws +2

TRAITS

Fearsome Fowl ✇ **Aura** 3
Allies within the aura gain a +1 bonus to attack rolls.

Weak Vision
While a creature is more than 5 squares away from a gallus gallus, it gains concealment against that gallus gallus.

STANDARD ACTIONS

(+) **Vorpal Hedge Trimmer** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d12 + 4 physical damage. If this attack bloodies a target, the trimmer gets stuck and Bawk takes a –2 penalty to attack rolls using the vorpal hedge trimmer until the end of his next turn.

Turkey Sausage (physical, weapon) ✇ **Recharge** ⚁ ⚂ ⚀
Attack: Melee 1 (one bloodied creature); +9 vs. Fortitude
Hit: 3d12 + 4 physical damage, and the target is dazed and takes ongoing 5 damage (save ends both).

Savage Arc (physical, weapon) ✇ **At-Will**
Requirement: Bawk must be wielding a vorpal hedge trimmer.
Attack: Close burst 1 (one or two creatures in burst); +11 vs. AC
Hit: 2d12 + 4 physical damage.

FREE ACTIONS

Elite Action ✇ **Encounter**
Requirement: It is Bawk's turn.
Effect: Bawk takes an extra standard action during that turn.

TRIGGERED ACTIONS

Angry Fowl ✇ **Encounter**
Trigger: Bawk is first bloodied.
Effect (Immediate Reaction): Turkey sausage recharges, and Bawk uses it.

Str 19 (+7)	**Dex** 16 (+6)	**Wis** 13 (+4)
Con 14 (+5)	**Int** 11 (+3)	**Cha** 8 (+2)

Equipment vorpal hedge trimmer

DEVELOPMENT

Reward: At the end of the encounter, the characters find an assault rifle (light two-handed gun; requires ammo) and one clip of ammo. The group also rolls 1d6 times on the Ancient Junk table (page 28).

ENCOUNTER 7:

SHOWDOWN

ENCOUNTER LEVEL 5 (1,050 XP)

SETUP

2 gallus gallus 5/13 movvuns (V), page 62

1 gallus gallus 5/13 maddun (M), page 63

3 laserbots (L)

A large, mutant chicken called a maddun represents the newest attempt to improve on the gallus gallus breed. It just stepped out of a hatchery vat, and boy, is it hungry. Do not place the movvuns or the two concealed laserbots on the map until the characters can see them.

When the characters enter the room, read:

Machinery and hatching vats fill this room, but the most impressive occupant is a hulking, mutant chicken. A laserbot whirs and pops as it turns its attention to you.

3 Laserbots (L)	**Level 3 Artillery**
Medium terrestrial animate (robot)	XP 150 each
HP 36; **Bloodied** 18	**Initiative** +4
AC 17, **Fortitude** 15, **Reflex** 17, **Will** 14	**Perception** +9
Speed 4, fly 6	Darkvision
Immune poison; **Resist** 10 electricity, 10 fire, 10 laser	

STANDARD ACTIONS

Electrojolt (electricity) **At-Will**
Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 1d8 + 2 electricity damage.

Laser Sight (laser) **At-Will**
Attack: Ranged 20 (one creature); +8 vs. Reflex
Hit: 1d12 + 5 laser damage. On a critical hit, the target takes 1d8 extra laser damage.

MINOR ACTIONS

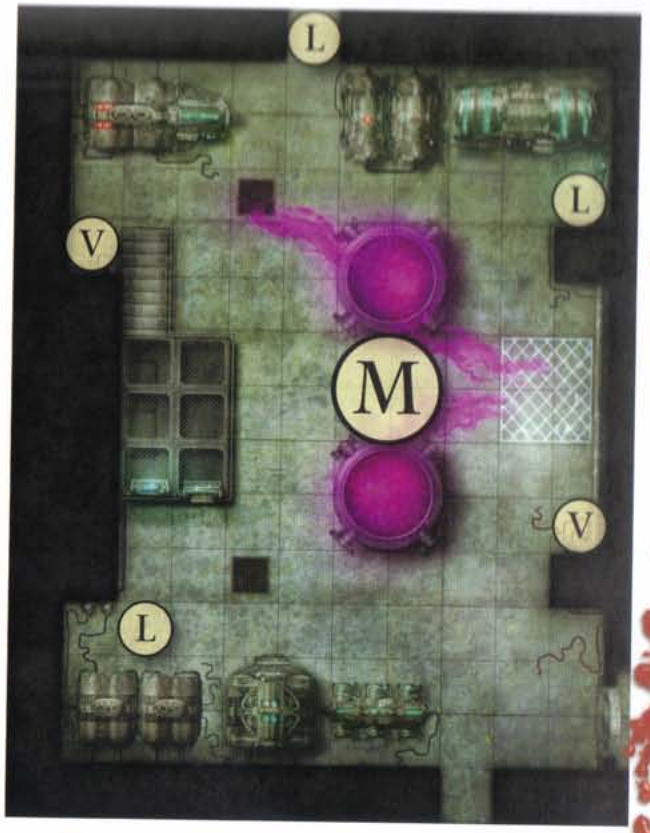
Laser Guidance **Recharge** when first bloodied
Target: One creature within 20 squares of the laserbot.
Effect: Until the end of its next turn, when making any attack roll against the target, the laserbot can roll twice and use the higher result.

Str 10 (+1)	**Dex** 16 (+4)	**Wis** 17 (+4)
Con 12 (+2)	**Int** 9 (+0)	**Cha** 9 (+0)

TACTICS

The maddun lurches toward the nearest enemies and uses *three-finger punch* and *flailing fists*. The movvuns maneuver carefully to preserve their concealment if possible, then attack enemies fighting the maddun. The laserbots provide covering fire, keeping back from the battle.

FEATURES OF THE AREA



Illumination: Heat lamps fill the room with bright light.

Ceiling: The ceiling is 20 feet overhead.

Control Platform: A staircase leads up to the control platform 10 feet off the floor. The stairs count as difficult terrain. A low rail surrounds the platform. Two computer terminals sit at the far side of the platform, but do nothing.

Grates: There are three grates in the floor of the room, two small and one large, to drain spills from the hatchery vat. The grates cannot be opened.

Hatchery Vats: Two vats in the middle of the room hold gallus gallus eggs. Heat lamps keep them warm. The vats provide cover.

Machinery: The machinery in this chamber produces the eggs from which the gallus galluses are hatched. The machinery grants cover, and any component can be attacked (AC/Reflex 5, Fortitude 10; hp 50). Reducing a machine to 0 hit points causes it to explode. Targets hit by the following attack are also covered in yolk.

Exploding Machine (fire) **Encounter**
Trigger: A machine drops to 0 hit points.
Attack: Close burst 2 (creatures in burst); +6 vs. Reflex
Hit: 3d6 + 3 fire damage, the machine pushes the target 2 squares, and the target is slowed (save ends).

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 28). Additionally, there are 3 clips of ammo.

ENCOUNTER 8:

RUSSET HARVEST

ENCOUNTER LEVEL 2 (648 XP)

SETUP

2 gallus gallus 5/13 gunnuns (G)

8 russet spawn vegepygmies (R), page 83

When the characters come upon this site, they find two gallus galluses harvesting russet mold and tech from the crash site. Don't place the russet spawns on the map until round 2, when they spring up from the green goop and attack the adventurers and the gallus galluses.

When the characters approach the crash site, read:

A scintillating energy lattice encases what seems to be some kind of wrecked vehicle half buried in the dirt. The ground rises in front of the wreckage, and you see more debris, a pool of glowing slime, and strange mold. Two angry mutant chickens step out from behind some wreckage and point rifles in your direction.

Perception DC 11: *You notice that the mold is twitching a bit.*

2 Gallus Gallus 5/13 Gunnuns (G) **Level 5 Artillery**
Medium terrestrial humanoid — XP 200 each

HP 47; **Bloodied** 23 — **Initiative** +7
AC 19, **Fortitude** 17, **Reflex** 19, **Will** 15 — **Perception** +2
Speed 6
Vulnerable 5 poison

TRAITS

Weak Vision
While a creature is more than 5 squares away from a gallus gallus, it gains concealment against that gallus gallus.

STANDARD ACTIONS

(+) **Rifle Butt** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d12 + 2 physical damage.

(⊗) **Infrared Rifle** (radiation, weapon) ✇ **At-Will**
Attack: Ranged 20 (one creature); +10 vs. Reflex
Hit: 2d6 + 6 radiation damage.

← **Infrared Overcharge** (radiation, weapon) ✇ **Encounter**
Attack: Close blast 5 (creatures in blast); +8 vs. Reflex
Hit: 2d6 + 6 radiation damage, and the target is blinded (save ends).
Miss: Half damage, and the target is blinded until the end of the gunnun's next turn.
Effect: The gunnun cannot use *infrared rifle* until the end of its next turn.

MINOR ACTIONS

Fresh Battery Pack ✇ **Recharge** ⚁ ⚀
Effect: The gunnun's next *infrared rifle* attack before the end of its next turn deals 2d6 extra radiation damage.

Str 14 (+4)	**Dex** 20 (+7)	**Wis** 11 (+2)
Con 11 (+2)	**Int** 15 (+4)	**Cha** 8 (+1)

Equipment rifle

TACTICS

The gallus galluses hold their positions to benefit from cover and use *infrared rifle*. When the russet spawns appear, two of them move to fight the gunnuns, and the rest attack the characters. The gallus galluses spend their next turn destroying the two attacking spawns and then return to fighting the characters.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Green Goop: The green goop is a noxious by-product created by the russet mold. Whenever a creature occupying a square containing green goop takes damage from an attack, it takes 3 extra poison damage. When a nonminion creature drops to 0 hit points while in a square containing green goop, four additional russet spawns appear in unoccupied squares adjacent to the creature's space. The spawns are worth 0 experience points.

Russet Mold: Nonplant creatures in squares containing russet mold grant combat advantage to plant creatures.

Wreckage: The wreckage grants cover to creatures standing behind it.

DEVELOPMENT

The last gallus gallus surrenders when reduced to 8 hit points or fewer. As discussed in "Picking Up the Pieces" on page 115, both gallus galluses have information that could be helpful to the characters.

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 28). In addition, there is one clip of ammo, a shovel (light two-handed melee weapon), a large parachute, and a pack of matches.

ENCOUNTER 9:

PIT STOP

ENCOUNTER LEVEL 5 (1,025 XP)

SETUP

3 carrin tormentors (T)

1 CIFAL (C), page 59

The three vulturelike humanoids fly in slow circles above the gas station. The CIFAL hides in a restroom inside the building.

When the characters approach the gas station, read:

A sagging, run-down building sits along the side of the road. A battered sign that reads "GAS" lies on the ground nearby. An old truck is parked in front of the building, next to a row of gas tanks. Large, winged creatures circle overhead.

3 Carrin Tormentors (T) — **Level 4 Artillery**
Large terrestrial humanoid — XP 175 each

HP 41; **Bloodied** 20 — **Initiative** +6
AC 17, **Fortitude** 14, **Reflex** 18, **Will** 16 — **Perception** +8
Speed 4, fly 6 (hover)
Resist 5 poison

STANDARD ACTIONS

(+) **Spear** (physical, weapon) ✇ **At-Will**
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 1d10 + 4 physical damage, or 1d10 + 9 physical damage against targets taking ongoing damage.

(→) **Feather Dart** (physical, poison) ✇ **At-Will**
Attack: Ranged 20 (one creature); +11 vs. AC
Hit: 1d6 + 3 physical damage, or 1d6 + 8 physical damage against targets taking ongoing damage. In addition, the target is slowed and takes ongoing 5 poison damage (save ends both).

Feather Dart Volley (physical, poison) ✇ **Recharge** when first bloodied
Attack: Close blast 5 (creatures in blast); +9 vs. AC
Hit: 2d6 + 2 physical damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).
Miss: Half damage.

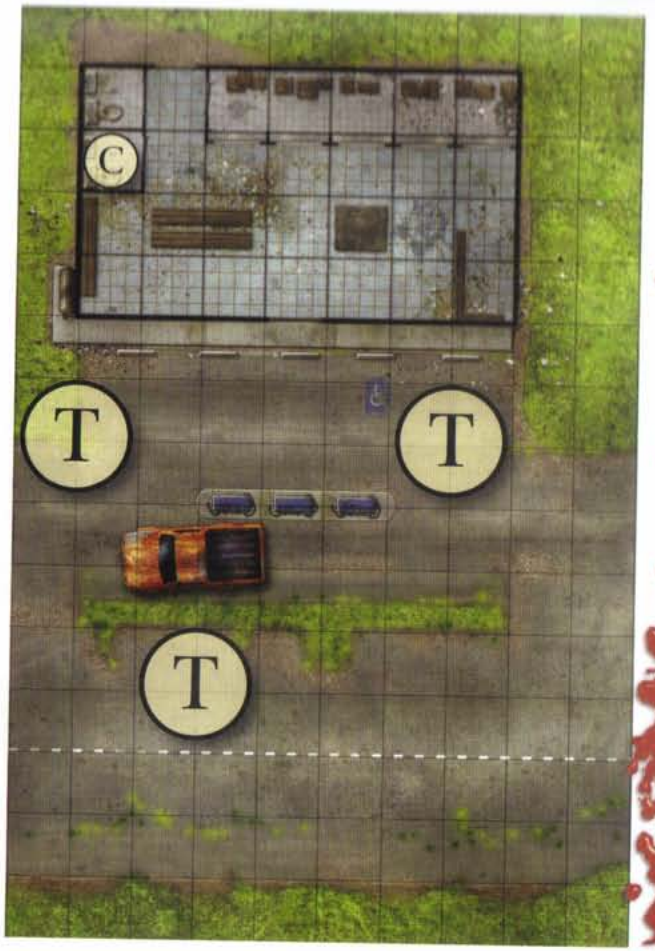
Str 9 (+1)	**Dex** 19 (+6)	**Wis** 13 (+3)
Con 11 (+2)	**Int** 15 (+4)	**Cha** 15 (+4)

Equipment spear

TACTICS

The carrin tormentors fly 60 feet above the gas station, ignoring the characters unless the characters attack them or enter the gas station and then exit again. If the tormentors attack, they use *feather dart*. One tormentor per round descends to use *feather dart volley* against the characters before flying back into the air and circling.

If the characters enter the restroom in the gas station, the CIFAL swarms out of its stall and attacks them.



FEATURES OF THE AREA

Illumination: Bright light during the day.

Gas Pumps: Each pump provides cover.

Propane Tank: The tank located along the outside of the building is empty.

Gas Station Interior: The counter to the right of the door provides cover. The glass doors in the old refrigerated section along the back wall have been removed.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck. In the gas station, the characters find a first aid kit, a map that shows the location of the klicky lair in the Forest of Knowledge (page 116), and 2 items from the Ancient Junk table (page 28). The characters can also draw 3 gallons of fuel from the gas pumps. They can find empty gas cans with a DC 11 Perception check.

ENCOUNTER 10:

HUNGRY, HUNGRY ARKS

ENCOUNTER LEVEL 4 (877 XP)

SETUP

4 ark whelps (W)

3 ark scouts (S), page 53

1 ark hand-taker (H), page 52

In the Forest of Knowledge, savage houndlike creatures known as arks lay siege to a shelter where grens and their allies are holed up. When the characters arrive, the arks unleash a torrent of awful barking and then attack the fresh meat.

When the characters enter this area, read:

A cluster of doglike humanoids bark and howl outside the doors of a crude shelter. Suddenly, they turn toward you, drool splashing and eyes flaring with unreasonable hatred. They howl and attack.

4 Ark Whelps (W) — **Level 3 Minion Brute**
Medium terrestrial humanoid — XP 38 each

HP 1; a missed attack never damages a minion. **Initiative** +3
AC 15, **Fortitude** 17, **Reflex** 16, **Will** 15 **Perception** +2
Speed 6

TRAITS

Fear of Fliers
An ark takes a –2 penalty to attack rolls against flying creatures.

STANDARD ACTIONS

(+) **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 7 physical damage.

TRIGGERED ACTIONS

✝ **Savage Hunger** (healing) ✇ **Encounter**
Trigger: The whelp drops to 0 hit points.
Effect (No Action): The whelp uses *bite* against an adjacent enemy. If the attack hits, the whelp does not die and regains 1 hit point.

Str 16 (+4)	**Dex** 14 (+3)	**Wis** 12 (+2)
Con 13 (+2)	**Int** 6 (–1)	**Cha** 8 (+0)

TACTICS

The ark whelps move adjacent to the characters and use *bite* while the scouts maneuver into flanking positions. The hand-taker holds back until its allies attack, and then it attacks any unengaged enemy. The arks fight to the death.

FEATURES OF THE AREA

Illumination: Bright light during the day.

Boulder: The largest boulder is 5 feet tall and provides superior cover to creatures behind it. Climbing on top of the boulder requires a DC 11 Athletics check.

Glowing Crater: The crater is radioactive. Whenever a creature ends its turn adjacent to the crater, the creature takes 5 radiation damage. If a creature ends its turn within the crater, the creature takes 5 radiation damage and is weakened until the end of its next turn.

Ridge: Ridge squares count as difficult terrain.

Shelter: The doors to the shelter are closed.

ENCOUNTER 11:

GREEN WITH ANGER

ENCOUNTER LEVEL 5 (1,075 XP)

SETUP

2 horl choo tumblers (T)

1 orlen pistoleer (O)

3 gren archers (A)

The gren and their allies sought this shelter as protection from the arks that hounded them through the forest. They are ready to attack anyone who enters the structure. Do not place the concealed archer on the map until the characters can see it.

When the characters enter the structure, read:

A two-headed humanoid with four arms waits beyond the door, gripping a pistol in one hand. Two green-skinned humanoids stand to either side of it, holding bows. As they take aim at you, you think you see the small, prickly bushes to either side of you start to quiver.

3 Gren Archers (A) — **Level 5 Artillery**
Medium extradimensional humanoid — XP 200 each

HP 51; **Bloodied** 25 — **Initiative** +7
AC 19, **Fortitude** 17, **Reflex** 18, **Will** 17 — **Perception** +4
Speed 7

TRAITS

Suppression Field ✇ **Aura** 3
Any creature within the aura takes a –4 penalty to attack rolls with Omega Tech powers.

STANDARD ACTIONS

⊕ **War Club** (physical, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d10 + 5 physical damage.

Longbow (physical, weapon) ✇ **At-Will**
Attack: Ranged 20 (one creature); +12 vs. AC
Hit: 2d6 + 6 physical damage.

Takedown Shot (physical, weapon) ✇ **Recharge** ⚁ ⚂
Attack: Ranged 20 (one creature); +12 vs. AC
Hit: 4d6 + 6 physical damage, and the target falls prone and is slowed (save ends).

Skills Athletics +8, Stealth +12

Str 12 (+3)	**Dex** 21 (+7)	**Wis** 15 (+4)
Con 15 (+4)	**Int** 12 (+3)	**Cha** 12 (+3)

Equipment war club, longbow

TACTICS

The horl choo tumblers use *tumbling attack* against the first two enemies that enter the structure. Once engaged in combat, they use *tumbling attack* for as long as they can. The grens use *longbow* to pepper the characters with arrows, using *takedown shot* to give the tumblers combat advantage against prone foes. The orlen uses *pistol* or *slam* until it is killed.

2 Horl Choo Tumblers (T) — **Level 3 Skirmisher**
Small terrestrial animate (plant) — XP 150 each

HP 48; **Bloodied** 24 — **Initiative** +7
AC 17, **Fortitude** 16, **Reflex** 17, **Will** 14 — **Perception** +7
Speed 8 — Tremorsense 10
Resist 5 acid, 10 psychic

STANDARD ACTIONS

⊕ **Quill** (acid, physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 3 physical damage, and ongoing 5 acid damage (save ends).

Tumbling Attack ✇ **At-Will**
Effect: The tumbler shifts 4 squares and can move through enemies' squares during the shift. It uses *quill* twice at any point during the shift, making each attack against a different target.

Str 10 (+1)	**Dex** 18 (+5)	**Wis** 12 (+2)
Con 16 (+4)	**Int** 2 (–3)	**Cha** 11 (+1)

Orlen Pistoleer (O) — **Level 4 Elite Brute**
Large terrestrial humanoid — XP 350

HP 132; **Bloodied** 66 — **Initiative** +3
AC 16, **Fortitude** 18, **Reflex** 16, **Will** 17 — **Perception** +7
Speed 4
Vulnerable 5 psychic
Saving Throws +2

TRAITS

Double Actions
The pistoleer rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The pistoleer's ability to take immediate actions refreshes on each of its turns.

Dual Brain
At the end of its turn, the pistoleer automatically saves against any dazed, dominated, and stunned conditions that a save can end.

STANDARD ACTIONS

⊕ **Slam** (physical) ✇ **At-Will**
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 2d12 + 4 physical damage.

Pistol (physical, weapon) ✇ **Recharge** when no enemy is adjacent to the pistoleer
Attack: Ranged 10 (one creature); +9 vs. AC
Hit: 1d12 + 5 physical damage.

Four-Armed Slam (physical) ✇ **Recharge** ⚀ ⚁ ⚂
Attack: Close burst 2 (enemies in burst); +9 vs. AC
Hit: 2d12 + 4 physical damage.

FREE ACTIONS

Elite Action ✇ **Encounter**
Requirement: It is the pistoleer's turn.
Effect: The pistoleer takes an extra standard action during that turn.

Str 17 (+5)	**Dex** 12 (+3)	**Wis** 11 (+2)
Con 16 (+5)	**Int** 10 (+2)	**Cha** 12 (+3)

Equipment pistol

FEATURES OF THE AREA

Illumination: Torches fill the room with bright light.

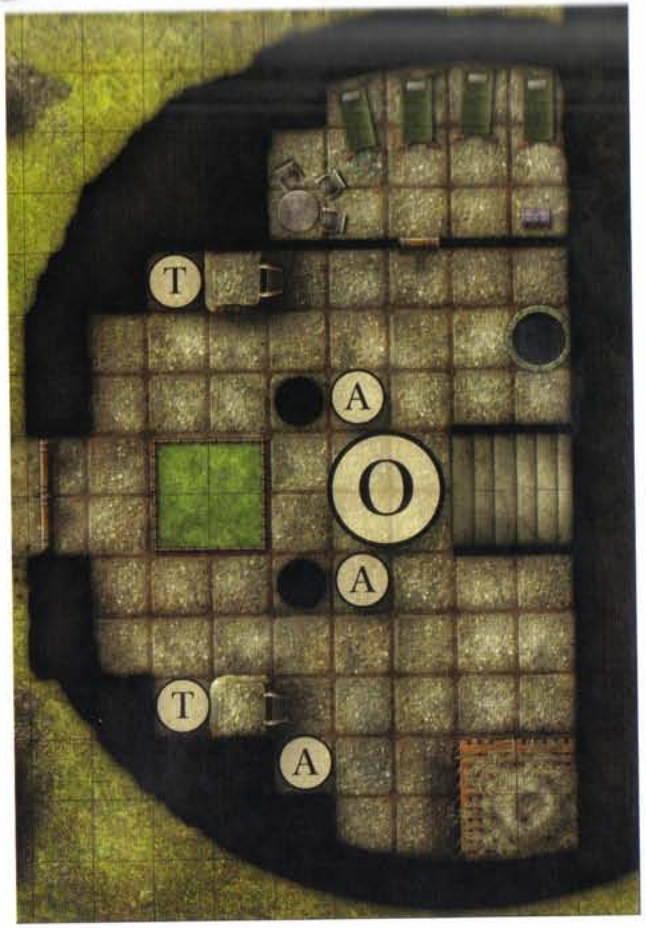
Ceiling: The ceiling is 20 feet overhead.

Carpet: A few steps inside the door, a large patch of tattered, green indoor-outdoor carpet covers the packed earth floor.

Pillars: Two pillars support the ceiling. They provide cover.

Platforms: An empty 10-foot-high platform is located on each side of the door; a ladder leads up to each platform. A larger, 15-foot-high platform, also empty, is located in the far corner of the room. It costs 2 extra squares of movement to climb to a platform.

Sleeping Chamber: The side room contains beds, a table, chairs, and crude décor that only badders could love (DC 11 Nature or Insight).



Stairs: A set of stairs at the back of the room lead to a lower level of the shelter.

Well: A well inside the shelter drops 50 feet to cold water below. Any creature falling down the well takes 5d10 physical damage. A character can climb out of the well with a DC 15 Athletics check.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck. In addition, the characters find two clips of ammo, a pistol (light one-handed gun; requires ammo), 3 war clubs (light one-handed melee weapon), 3 longbows (light two-handed ranged weapon), 4 six-packs of beer, and the group can roll 1d6 times on the Ancient Junk table (page 28).

ENCOUNTER 12:

NEST GUARDIANS

ENCOUNTER LEVEL 5 (1,100 XP)

SETUP

2 orange herps (H)

2 German klickies (K), page 69

1 ghost klicky (G)

The orange herps are guarding the stairs descending into the antechamber. The klickies in the main room are busy inspecting the stolen machine to determine whether they can eat it. Do not place the herps or the ghost klicky on the map until the characters can see them.

When the characters descend the stairs, read:

The stairs lead a long way down, ending in a dark room. Through the gloom, you can make out odd statues of badger people in impressive poses. A scuttling noise reveals that the statues aren't the only things down here.

2 Orange Herps (H) — **Level 3 Brute**
Small terrestrial beast — XP 150 each

HP 60; **Bloodied** 30 — **Initiative** +3
AC 15, **Fortitude** 18, **Reflex** 15, **Will** 13 — **Perception** +6
Speed 7

STANDARD ACTIONS

⊕ **Bite** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC, or +10 against targets taking ongoing acid damage).
Hit: 3d6 + 2 physical damage.

Acid Jet (acid, physical) ✇ **Recharge** ⚁ ⚂
Attack: Ranged 10 (one creature); +6 vs. Reflex
Hit: 1d10 + 5 physical damage, and ongoing 5 acid damage (save ends). In addition, each creature adjacent to the target takes 3 acid damage.

TRIGGERED ACTIONS

Reflected Thunder (sonic) ✇ **Encounter**
Trigger: The herp takes damage.
Attack (Free Action): Close blast 3 (creatures in blast); +6 vs. Fortitude
Hit: 2d12 + 5 sonic damage. If the triggering damage was sonic, this attack deals 2d6 extra sonic damage.

Str 15 (+3)	**Dex** 14 (+3)	**Wis** 11 (+1)
Con 20 (+6)	**Int** 1 (–4)	**Cha** 4 (–2)

Ghost Klicky (G)	**Level 7 Lurker**
Medium terrestrial humanoid	XP 300
HP 63; **Bloodied** 31	**Initiative** +12
AC 21, **Fortitude** 18, **Reflex** 21, **Will** 17	**Perception** +4
Speed 7, climb 4	Darkvision

Traits

Spider Climb

The klicky can move its climb speed across overhanging horizontal surfaces (such as ceilings).

Standard Actions

⊕ **Corrosive Bite** (acid, physical) ✇ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d12 + 5 physical damage, and ongoing 5 acid damage (save ends). If the target is already taking ongoing acid damage, it takes 1d8 extra acid damage.

Ghostly Roach ✇ **At-Will**

Effect: The klicky becomes ghostly until the end of its next turn. While under this effect, the klicky takes half damage from any damage source, including ongoing damage. In addition, the klicky's *corrosive bite* deals 2d8 extra acid damage, and the klicky ignores difficult terrain and can move through blocking terrain and enemies' spaces. It must end its movement in an unoccupied space.

Triggered Actions

Shun the Light ✇ **Encounter**

Trigger: The klicky rolls initiative.

Effect (No Action): The klicky shifts 4 squares.

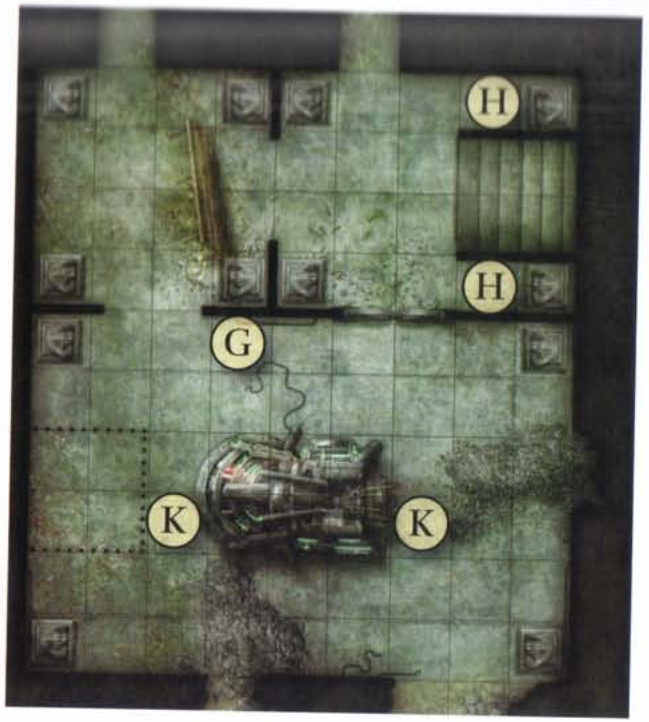
Str 11 (+3)	**Dex** 21 (+8)	**Wis** 13 (+4)
Con 15 (+5)	**Int** 6 (+1)	**Cha** 8 (+2)

TACTICS

The orange herps attack any nonklicky that comes down the stairs. While the herps bottle up the enemy, the German klickies and the ghost klicky swarm out of the adjoining room. The German klickies first attack characters who are already taking ongoing damage. The ghost klicky strikes every other round so it can use *ghostly roach* on the off-rounds.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group can roll 1d6 times on the Ancient Junk table (page 28). In addition, the characters find a well-used pair of bolt cutters.



FEATURES OF THE AREA

Illumination: This area is dark.

Ceiling: The ceiling is 10 feet overhead.

Cage: The empty cage was used to hold the badders, but they have been eaten by klickies. The cage grants cover to creatures behind it.

Machine: The large machine is the missing component that the alien visitors need to repair their ship's power plant. The machine is heavy, weighing 400 pounds, so the characters must find a way to transport it back to the crash site.

Rubble: Squares containing rubble are difficult terrain.

Stairs: The stairs are difficult terrain.

Statues: The statues, which are defaced, depict muscular, heroic badders.

ENCOUNTER 13:

INFESTATION

ENCOUNTER LEVEL 5 (1,105 XP)

SETUP

5 nymph klickies (N)

1 tee-vee klicky (T), page 68

3 German klickies (G), page 69

The cockroach humanoids haunt the tunnels beyond the old badder den and flood out of its passages to destroy intruders.

When the characters enter the tunnels, read:

Deep shadows cloak the excavated tunnels. Slime drips from the ceiling, and glistening blue moss grows in thick patches on the floor. You hear a clicking noise ahead and glimpse movement within the darkness in that direction.

5 Nymph Klickies (N) **Level 2 Minion Skirmisher**
Small terrestrial humanoid XP 31 each

HP 1; a missed attack never damages a minion. **Initiative** +4
AC 16, **Fortitude** 15, **Reflex** 14, **Will** 14 **Perception** +2
Speed 8, climb 6 Darkvision
Resist 5 radiation

TRAITS

Spider Climb
The klicky can move its climb speed across overhanging horizontal surfaces (such as ceilings).

STANDARD ACTIONS

⊕ **Feasting** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 physical damage, or 7 physical damage against a target taking ongoing acid damage.

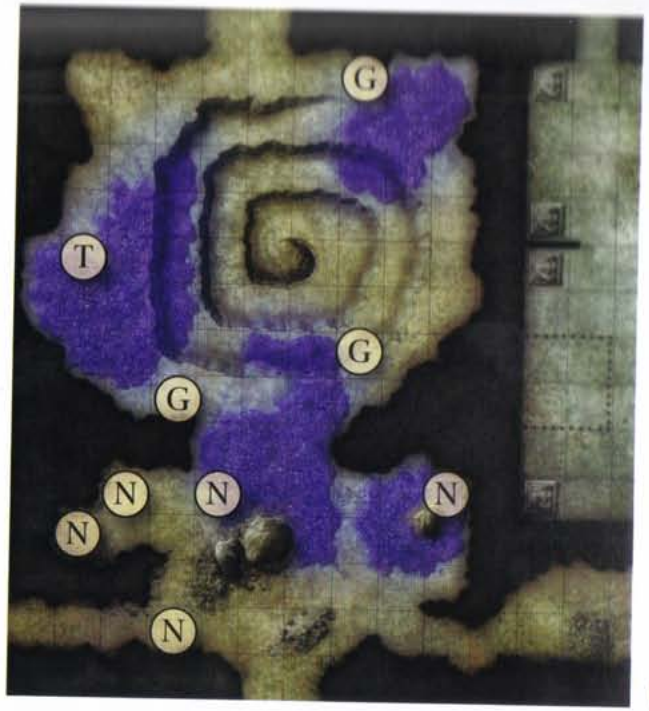
TRIGGERED ACTIONS

Shun the Light ✇ **Encounter**
Trigger: The klicky rolls initiative.
Effect (No Action): The klicky shifts 4 squares.

Str 14 (+3)	**Dex** 13 (+2)	**Wis** 12 (+2)
Con 12 (+2)	**Int** 4 (–2)	**Cha** 6 (–1)

TACTICS

The klickies wait to strike until the characters enter an area where they can be attacked from several directions at the same time. Once combat begins, each klicky uses *shun the light* to shift into position. The nymph klickies work with the German klickies, using *feasting* against enemies that are taking ongoing acid damage.



The German klickies change targets as often as possible to benefit the nymphs. If the nymphs are wiped out, two German klickies focus their attacks on a single enemy, while the third keeps the rest of the foes at bay.

The tee-vee klicky uses *remote control* to turn the characters into temporary allies. It stays close enough to make the attack but avoids melee combat if possible. If the tee-vee klicky faces two or more enemies, it uses *cee enn enn* to disrupt their attacks.

FEATURES OF THE AREA

Illumination: This area is dark.

Blue Moss: The klickies stuck numerous pieces of stolen alien tech in the patches of blue moss (see Development).

Pit: The pit is ringed by a downward-leading spiral ramp. The lip of the pit is soft, and any creature that starts its turn in a square on an edge must make a DC 9 Acrobatics check. On a failure, it falls to the next lower level of the ramp, taking 1d10 physical damage and falling prone.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 28) for items in the moss. In addition, the characters find the laseraser, a device that will shut down the laser grid protecting the crashed spaceship.

ENCOUNTER 14:

KICKING THE BEEHIVE

ENCOUNTER LEVEL 6 (1,300 XP)

SETUP

2 laserbots (L)

2 vegepygmy hunters (H), page 120

3 glow zombies (G)

The vegepygmies stalk the area outside the laser grid. If the grid collapses, the glow zombies and laserbots emerge from the wrecked ship.

When the characters enter the area, read:

A brilliant mesh made from scintillating light surrounds a large spacecraft. Two plant men skulk near the light.

TACTICS

The vegepygmies use *russet mold* to try to create russet spawns that will attack the characters. Every creature in this encounter is aggressive and fights to the death.

2 Laserbots (L) — **Level 3 Artillery**
Medium terrestrial animate (robot) — XP 150 each

HP 36; **Bloodied** 18 — **Initiative** +4
AC 17, **Fortitude** 15, **Reflex** 17, **Will** 17 — **Perception** +9
Speed 4, fly 6 — Darkvision
Immune poison; **Resist** 5 electricity, 5 fire

Standard Actions

⊕ **Electrojolt** (electricity) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 2 electricity damage.

⊗ **Laser Sight** (fire) ✇ **At-Will**
Attack: Ranged 20 (one creature); +8 vs. Reflex
Hit: 1d10 + 5 fire damage.

Triggered Actions

Machine Accuracy ✇ **Encounter**
Trigger: The laserbot misses with *laser sight*.
Effect (Free Action): The laserbot rerolls the attack roll.

Str 10 (+1)	**Dex** 16 (+4)	**Wis** 17 (+4)
Con 12 (+2)	**Int** 9 (+0)	**Cha** 9 (+0)

DEVELOPMENT

Reward: At the end of the encouner, each player draws one Omega Tech card from his or her deck. In addition, the characters find a pistol (light one-handed gun; requires ammo), one clip of ammo, and 2 items on the Ancient Junk table (page 28).

3 Glow Zombies (G) — **Level 5 Soldier**
Medium terrestrial humanoid — XP 200 each

HP 63; **Bloodied** 31 — **Initiative** +4
AC 21, **Fortitude** 20, **Reflex** 14, **Will** 17 — **Perception** +4
Speed 5
Resist 5 radiation

Standard Actions

⊕ **Slam** (radioactive) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6 + 5 radioactive damage.

⊕ **Atomic Embrace** (radioactive) ✇ **Recharge** when no creature is immobilized by this power
Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 2d6 + 6 radioactive damage, and the target is immobilized, is weakened, and takes ongoing 5 radiation damage (save ends all). Until the target saves against this effect, the glow zombie gains a +2 bonus to all defenses but cannot make attacks.

Str 20 (+7)	**Dex** 9 (+1)	**Wis** 15 (+4)
Con 15 (+4)	**Int** 1 (–3)	**Cha** 4 (–1)

FEATURES OF THE AREA

Illumination: Bright light during the day. Otherwise, the glow zombies emit dim light in a 2-square radius.

Craters: The craters are difficult terrain. Whenever a creature enters a crater square, it takes 3 radiation damage.

Laser Grid: The laser grid is blocking terrain. Whenever a creature enters a square containing the laser grid, it takes 5 fire damage and is pushed 1 square. A character adjacent to the laser grid can shut it down in two ways. First, the character can use the laseraser found in the klicky warrens. Second, the character can engage in a complexity 1 skill challenge (4 successes before 3 failures) using DC 15 Mechanics or Science checks. If the character succeeds at the skill challenge, the grid is destroyed; if he or she fails, the character takes 5 fire damage and is pushed 1 square.

Russet Mold: Brown mold covers the ground around streams of glowing radioactive goop. Nonplant creatures in squares containing russet mold grant combat advantage to plant creatures.

ENCOUNTER 15:

NOT IN MY HOUSE!

ENCOUNTER LEVEL 5 (1,064 XP)

SETUP

1 neep neep (N), page 73

1 trashbot (T)

2 sentrybots (S)

3 visitor shock troopers (V), page 84

A hitchhiking neep neep is lending its "technical expertise" to the visitors as they struggle to repair their ship. Unfortunately for the aliens, the neep neep causes as much trouble as it fixes, since things often break when it's around. A trashbot zooms around the area, cleaning up discarded bits of machinery.

When the characters enter this area, read:

Three little green men turn toward you when you enter the room, raising wicked-looking pistols in your direction. Meanwhile, two menacing robots regard you with blinking expressions, and a queer alien burdened by gadgets and devices flips a switch on a metal backpack, causing it to sputter and smoke. A mighty turbine rises from the floor, obviously an object of great importance to these creatures. From the shadows near the turbine, a squat robot rolls into view. It looks like a trash can, and has one arm that ends in a clamp and a second that ends in a vacuum hose.

Perception DC 13: *You notice banks of blinking lights on the raised platform.*

Intruders are not welcome in the ship, which becomes clear when the aliens attack the characters.

TACTICS

The neep neep uses *warp field* on its first turn and then uses *jet pack* (if it works) to fly up to the platform. From there, it uses *ion grenade* and *energy pistol* for as long as it can. The neep neep has no interest in melee combat and does its best to move away from attackers so it can continue its barrage.

The trashbot, acting on a signal from the sentrybots, moves forward to clean up the trash (the characters), using *clamp* and *incinerate*. It uses *gravitic vacuum* to keep the characters from getting away.

The sentrybots converge on the intruders, using *flyby electrocution* as often as possible. The bots try to stay within 3 squares of each other to make the best use of *networked*. If any character climbs onto the command platform, one bot breaks away to prevent that character from tampering with the computer.

The visitors keep their distance from the characters and use *death ray* against any enemies who aren't fighting the sentrybots.

DEVELOPMENT

Reward: At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 28).

2 Sentrybots (S) — **Level 5 Skirmisher**
Medium terrestrial animate (robot) — XP 200 each

HP 64; **Bloodied** 32 — **Initiative** +7
AC 20, **Fortitude** 17, **Reflex** 18, **Will** 16 — **Perception** +8
Speed 4, fly 8 — Darkvision
Immune poison; **Resist** 10 electricity, 10 radiation

Standard Actions

(+) **Electrojolt** (electricity) ✇ **At-Will**
Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 1d8 + 4 electricity damage, and ongoing 5 electricity damage (save ends).

+ **Flyby Electrocution** ✇ **At-Will**
Effect: The sentrybot flies 8 squares and uses *electrojolt* once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.

Triggered Actions

+ **Networked** ✇ **At-Will**
Trigger: A robot ally within 3 squares of the sentrybot is bloodied or knocked prone.
Effect (Free Action): The sentrybot shifts 3 squares and uses *electrojolt*.

Str 19 (+6) — **Dex** 16 (+5) — **Wis** 12 (+3)
Con 16 (+5) — **Int** 10 (+2) — **Cha** 7 (+0)

Trashbot (T) — **Level 5 Soldier**
Medium terrestrial animate (robot) — XP 200

HP 66; **Bloodied** 33 — **Initiative** +4
AC 21, **Fortitude** 19, **Reflex** 15, **Will** 17 — **Perception** +3
Speed 6 — Darkvision
Resist 5 electricity, 5 fire, 5 radiation

Standard Actions

(+) **Clamp** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6 + 6 physical damage, and the target is immobilized until the end of the trashbot's next turn or until it is no longer adjacent to the trashbot.

+ **Incinerate** (fire) ✇ **At-Will**
Attack: Melee 1 (one immobilized creature); +8 vs. Fortitude
Hit: 2d8 + 8 fire damage.

Minor Actions

Gravitic Vacuum ✇ **At-Will** (1/round)
Attack: Close burst 3 (each creature in burst); +8 vs. Fortitude
Hit: The trashbot pulls the target 3 squares to a square adjacent to the trashbot, and the target is slowed until the end of the trashbot's next turn.

Triggered Actions

+ **Trashbot Zoom** ✇ **Encounter**
Trigger: An enemy within 6 squares of the trashbot attacks an ally of the trashbot.
Effect (Immediate Interrupt): The trashbot shifts 6 squares to a square adjacent to the triggering enemy and uses *clamp* against the triggering enemy.

Str 16 (+5) — **Dex** 10 (+2) — **Wis** 12 (+3)
Con 18 (+6) — **Int** 6 (+0) — **Cha** 10 (+2)

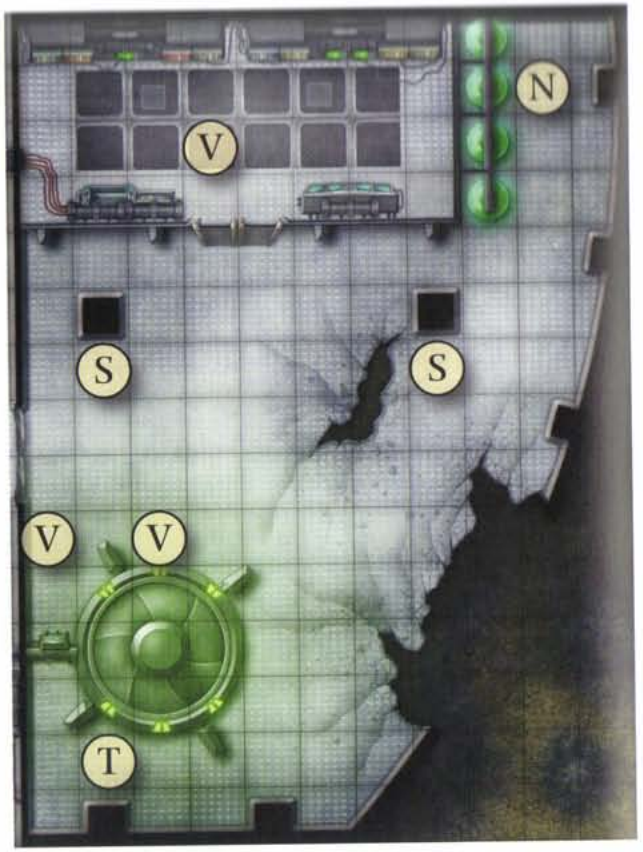
FEATURES OF THE AREA

Illumination: Bright light during the day from a gap in the wall; dim light at night from computers on the command platform.

Ceiling: The ceiling is 40 feet overhead.

Command Platform: Ladders lead up to a command platform 20 feet above the floor. The platform holds two banks of computers and two machines that display information about the engine and its performance. A character adjacent to a computer bank can attempt a DC 21 Science check as a standard action. On a success, one sentrybot is prevented from using *networked* (save ends).

Cooling Tanks: Four fuel-cooling tanks stand in a row on one side of the chamber. The tanks can be attacked (AC/Reflex 5, Fortitude 10; hp 60). A tank that is reduced to 0 hit points makes the following attack.



Exploding Tank (fire, zone) ✇ **Encounter** (once per tank)
Trigger: A tank drops to 0 hit points.
Attack: Close burst 3 (creatures in burst); +8 vs. Reflex
Hit: 1d8 + 4 fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage.
Effect: The burst creates a zone of fire that lasts until the end of the encounter. Any creature that enters or starts its turn within the zone takes 5 fire damage.

Cracked Floor: The rent in the floor opens to a cramped chamber 40 feet below. A creature that falls through the crack takes 4d10 physical damage. A creature can climb out of the chamber with a DC 13 Athletics check.

Locked Door: Set within the far wall are locked steel doors that lead to the ship's power plant. A control panel protrudes from the wall next to the doors. A character can make a DC 21 Science or Mechanics check to tamper with the panel and open the doors. Characters can also open the doors with a DC 25 Strength check. The doors can also be attacked (AC/Reflex 5, Fortitude 10; hp 100; resist 20 radiation). Reducing the doors to 0 hit points destroys them.

Turbine: The turbine is 15 feet tall and is blocking terrain. When the encounter begins, the turbine is off. A character adjacent to the control panel can switch on the turbine by succeeding on a DC 17 Science check. Once activated, the turbine makes the following attack on initiative count 10.

Sucking Wind ✇ **At-Will**
Attack: Close burst 2 (creatures in burst); +5 vs. Fortitude
Hit: The turbine pulls the target 1 square, and the target is slowed until the end of its next turn.

When the turbine is activated, it also uses *sucking wind* as an opportunity attack against any creature that climbs on top of it or flies over it. In addition, the turbine makes the following attack against any creature pulled into its space.

Slashing Blades (physical) ✇ **At-Will**
Trigger: A creature is pulled into the turbine's space.
Attack (Opportunity Action): Melee 0 (triggering creature); +10 vs. AC
Hit: 3d10 + 4 physical damage.
Miss: Half damage.
Effect: The turbine slides the target 1 square into an unoccupied square adjacent to the turbine.

CHANGING THE FIGHT

If you want to give this encounter a slightly different flavor and let the artillery creatures hit more often, here's a different option you can use instead of the sentrybots—eyebots! Eyebots are also skirmishers, but they have an aura that makes enemies grant combat advantage, and eyebots explode when they're destroyed. If you use these new monsters, reduce the experience you award for the encounter by 50 (to 1,014), because the eyebots are level 4.

Eyebot — **Level 4 Skirmisher (Leader)**
Tiny terrestrial animate (robot) — XP 175

HP 49; **Bloodied** 24 — **Initiative** +8
AC 18, **Fortitude** 16, **Reflex** 18, **Will** 13 — **Perception** +9
Speed 2 (clumsy), fly 8 (hover) — Darkvision
Immune poison; **Resist** 5 fire, 5 poison

TRAITS
Camera Eye ✇ **Aura** 3
Enemies within the aura grant combat advantage.

STANDARD ACTIONS
Electric Lash (electricity) ✇ **At-Will**
Attack: Melee 3 (one creature); +7 vs. Reflex
Hit: 2d6 + 5 electricity damage.
Effect: The eyebot shifts 2 squares.

TRIGGERED ACTIONS
Atomic Reactor (radiation) ✇ **Encounter**
Trigger: The eyebot drops to 0 hit points.
Attack (No Action): Close burst 3; +5 vs. Fortitude
Hit: 2d8 + 3 radiation damage.

Shift Angle ✇ **At-Will**
Trigger: An enemy misses the eyebot with an attack.
Effect (Free Action): The eyebot shifts 2 squares.

Str 8 (+1)	**Dex** 19 (+6)	**Wis** 14 (+4)
Con 9 (+1)	**Int** 10 (+2)	**Cha** 6 (+0)

ENCOUNTER 16:

TAKE ME TO YOUR LEADER

ENCOUNTER LEVEL 7 (1,702 XP)

SETUP

2 blasterbots (B)

4 visitor shock troopers (V), page 84

1 visitor envoy (E)

1 erratic power plant

The power plant dominates the heart of the spaceship. The klickies have stolen a large piece of machinery needed to operate the engine, and the visitors can't leave Gamma Terra unless they get it back.

When the characters enter this room, read:

Light pulses from a huge metal and glass tower in the center of the room. The tower is surrounded by scaffolding and flanked by three coolant tanks on one side and a shielded command center on the other. Several short, green-skinned humanoids in spacesuits aim pistols in your direction, and two robots hover menacingly.

Fearing that more thieves have come to steal parts of their power plant, the aliens blast any characters who enter the room, even if the characters are carrying the pieces needed to repair the engine. The language barrier prevents the aliens from understanding the characters' intentions.

TACTICS

The blasterbots move and open fire when the characters enter the room. The visitor shock troopers hold their positions or move to get cover while using *death ray* against characters not fighting the robots. The visitor envoy emerges from the shielded chamber and uses *neural pistol* against any characters adjacent to the power plant. If the characters destroy the bots or the envoy becomes bloodied, it uses *mass pistol* to hit the greatest number of characters, even if the attack also hits its allies.

FEATURES OF THE AREA

Illumination: The power plant fills the chamber with bright light.

Ceiling: The ceiling is 40 feet overhead.

Computer Terminals: Five computer terminals are arranged in a row in the shielded command center.

Coolant Tanks: The coolant tanks contain water. A character can attack a coolant tank (AC/Reflex 5, Fortitude 10; hp 100). Reducing a tank to 0 hit points causes it to rupture and make the following attack.

Ruptured Tank ✇ **Encounter**
Trigger: A coolant tank drops to 0 hit points.
Attack (No Action): Close blast 5 (creatures in blast); +10 vs. Fortitude
Hit: The target falls prone.

2 Blasterbots (B) — **Level 5 Brute**
Medium terrestrial animate (robot) — XP 200 each

HP 76; **Bloodied** 38
AC 17, **Fortitude** 20, **Reflex** 17, **Will** 16
Speed 5, fly 5 (hover)
Immune poison; **Resist** 5 radiation
Initiative +4
Perception +3
Darkvision

Standard Actions

⊕ **Smash** (physical) ✇ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d10 + 5 physical damage, and the blasterbot pushes the target 1 square.

Laser Blast (fire) ✇ **At-Will**
Attack: Ranged 5 (one creature); +8 vs. Reflex
Hit: 2d12 + 2 fire damage.

Triggered Actions

Spark Shower (fire) ✇ **Recharge** ⚃
Trigger: The blasterbot is hit by an opportunity attack.
Attack (Immediate Reaction): Close burst 1 (creatures in burst); +8 vs. Reflex
Hit: 2d6 fire damage.
Miss: 3 fire damage.

Str 20 (+7) **Dex** 14 (+4) **Wis** 12 (+3)
Con 16 (+5) **Int** 6 (+0) **Cha** 6 (+0)

Visitor Envoy (E) — **Level 8 Controller**
Small extraterrestrial humanoid (alien) — XP 350

HP 82; **Bloodied** 41
AC 22, **Fortitude** 17, **Reflex** 22, **Will** 20
Speed 4
Resist 5 radiation
Initiative +8
Perception +7

Standard Actions

⊕ **Shock Baton** (electricity, weapon) ✇ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Reflex
Hit: 4d6 electricity damage, the envoy pushes the target 2 squares, and the target is dazed until the end of its next turn.

Neural Pistol (psychic, radiation, weapon) ✇ **At-Will**
Attack: Ranged 10 (one creature); +13 vs. AC
Hit: 2d8 + 7 psychic and radiation damage, and the target is dazed (save ends).

Mass Pistol (physical, teleportation, weapon, zone) ✇ **Encounter**
Attack: Area burst 3 within 10 (creatures in burst); +11 vs. Fortitude
Hit: 3d6 + 5 physical damage, and the target is pulled 1 square toward the burst's origin square. If the target is pulled into the burst's origin square, it takes 15 extra physical damage and the envoy teleports it 1d6 squares.
Effect: The burst's origin square becomes a zone of singularity that lasts until the end of the envoy's next turn. Whenever a creature starts its turn within 5 squares of the zone, the zone pulls it 2 squares, and the creature is slowed until the start of its next turn. If a creature enters the zone, it takes 3d6 physical damage and the envoy teleports it 1d6 squares.

Move Actions

To the Mothership! (teleportation) ✇ **Encounter**
Effect: The envoy is beamed aboard a mothership. While under this effect, it can take no actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. At the start of its next turn, *mass pistol* recharges and the envoy reappears in any unoccupied square within 5 squares of an ally or of its last location.

Str 8 (+3) **Dex** 18 (+8) **Wis** 16 (+7)
Con 10 (+4) **Int** 21 (+9) **Cha** 11 (+4)

Equipment shock baton, mass pistol, neural pistol

Flaming Control Panel: A control panel on one wall burns and shoots sparks into the air, making the following attack.

Flaming Control Panel (fire) ✇ **At-Will**
Trigger: A creature enters a square adjacent to the panel.
Attack (Opportunity Action): Melee 1 (triggering creature); +10 vs. Reflex
Hit: 1d6 + 5 fire damage, and ongoing 5 fire damage (save ends).

Instrument Panels: There are four instrument panels at various locations around the outside of the power plant. A character adjacent to a panel can make a DC 21 Science check as a standard action. If the check is successful, the character chooses the power plant's attack and target during its next turn.

Metal Platform: A ladder rises 20 feet to a grated metal platform that allows access to the coolant tanks. One of the shock troopers stands on the platform. Metal tubing crosses the room above the platform and connects to the wall (where the coolant moves down to the power plant, out of sight).

Scaffolding: Scaffolding surrounds the power plant. The steps leading up to the scaffolding are difficult terrain.

Shielded Chamber: The shielded command chamber protects creatures from the power plant's attacks. The door is closed until the envoy comes out. The command chamber contains five computer terminals that control the power plant.

DEVELOPMENT

Reward: At the end of the encounter, the characters find a fire extinguisher (light two-handed melee weapon) and 1d6 items from the Ancient Junk table (page 28).

ERRATIC POWER PLANT

Light pulsates from the cylindrical metal and glass machine that occupies a 3-by-3-square space at the room's center. The power plant is surrounded by scaffolding and instrument panels, and it releases bursts of energy that harm those nearby. A character can make a DC 17 Mechanics check to recognize that a key component of the power plant is missing, causing it to malfunction.

The erratic power plant is triggered and rolls initiative when the characters enter the chamber at the start of the encounter. At the start of each of its turns, roll a d6. On a result of 1, the power plant does nothing. On a result of 2 or 3, it uses *radioactive tendril*; on a result of 4 or 5, it uses *blinding flash*; and on a result of 6, it uses *radioactive pulse*.

Creatures inside the shielded command chamber are safe from the power plant's attacks.

Erratic Power Plant Object	**Level 7 Elite Hazard** XP 600
Detect automatic	**Initiative** +11
HP 300	
AC 3, **Fortitude** 15, **Reflex** 3, **Will** –	
Resist 20 radiation	

Standard Actions

Radioactive Tendril (radiation) ✇ **At-Will**
Attack: Ranged 5 (one creature); +12 vs. Reflex
Hit: 2d6 + 5 radiation damage, and the hazard slides the target 1 square.

Blinding Flash ✇ **At-Will**
Attack: Close burst 2 (creatures in burst); +10 vs. Fortitude
Hit: The target is blinded until the end of the hazard's next turn.

Radioactive Pulse (radiation, zone) ✇ **At-Will**
Attack: Close burst 3 (creatures in burst); +10 vs. Fortitude
Hit: 2d6 + 5 radiation damage, and the target is weakened (save ends).
Effect: The burst creates a zone that lasts until the start of the hazard's next turn. Any creature that enters or starts its turn within the zone takes 3 radiation damage.

Triggered Actions

Power Plant Explosion (radiation) ✇ **Encounter**
Trigger: The power plant is reduced to 0 hit points.
Attack (No Action): Close burst 10 (creatures in burst); +10 vs. Fortitude
Hit: 4d8 + 5 radiation damage, and the target falls prone.
Miss: Half damage.

Countermeasures

✇ **Avoid:** Creatures inside the shielded command chamber cannot be targeted by the hazard's attacks.

✇ **Disable:** Mechanics or Science DC 21. *Success (2 required):* A creature adjacent to a computer terminal disables the terminal. When all five terminals in the command chamber are disabled, the hazard can no longer make attacks. On each failed skill check, the creature takes 3 radiation damage.

✇ **Repair:** Mechanics or Science DC 21. A creature adjacent to the hazard can use the large machine from the klicky nest to repair the power plant by engaging in a complexity 2 skill challenge (6 successes before 3 failures). *Success:* The creature repairs the power plant, disabling it. *Failure:* The power plant emits a zone of radiation in a close burst 5 that lasts until the end of the encounter. Any creature that enters or starts its turn within the zone takes 5 radiation damage. This damage is in addition to damage dealt by the zone created by *radioactive pulse*.

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