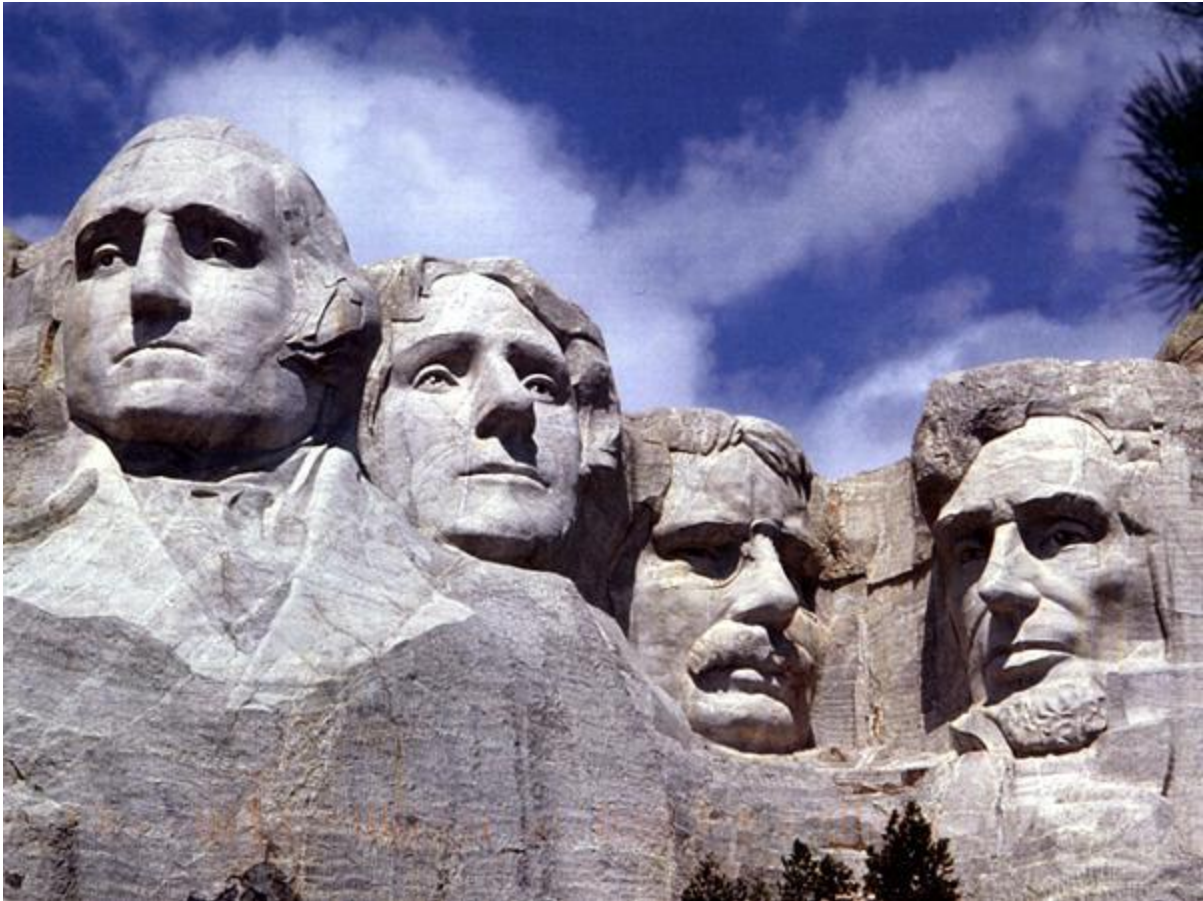


MUTANT FUTURE



Gimme Shelter II: The Rushmore Salvage Job

An adventure for 4-6 Mutants Level 1-3

Gen Con 2012

SCENE 1:

BARTER JOHN'S ASSIGNMENT

******* Thousands of years ago, the Ancients lived in paradise. Then, the Apocalygeddon ended the world. On that day, the Mutant Future began.

You are more fortunate than other survivors who scratch out a meager existence amongst the ruins and rubble, for you have something they do not – a job. You work for a large mutant bear named “Barter John” at the trading post he established in an Ancient military base on one of the major trade routes. Barter John is quick with a laugh, but even quicker with a bullet to the head for thieves and looters.

You work as John's “Special Acquisitions department.” Your team is sent out for items of a particularly “difficult” nature to retrieve. John always pays well and with room and board on top of that, it's an easier gig than joining a band of marauders.

You are all gathered in the Ready Room and John enters. “Gentlemen, hope you’ve got a strong back for this job, ‘cause youi’re gonna need it.”

John unfolds a small crumpled sheet of cardboard that has a picture of 4 stone men on it. (It’s a postcard with Mount Rushmore.)

****”**Back in the ‘Afore-times,’ the Ancients carved the likenesses of four of their kings into the mountains. It’s said that, before the sculptors carved this giant tribute, they created a smaller version to act as a sorta model. Well, I got a buyer for that model and I want you to get it.”******

The buyer is the mayor of a nearby town who wants to sit the statue outside of his office as a way of inspiring confidence in the villagers. He’s willing to trade John a great deal of resources, food, and salvage for the model.

****“**I sent Joey Gills out about 2 days ago to scout out the area of Black Hill to see if he could track down the model’s whereabouts, but he ain’t returned yet. I want you to head in the direction of Black Hill, find Joey if you can, and secure and bring back that model. That’s it – simple track and grab job. Questions?”

John’s not sure how big the model is but he guesses it’s probably several hundred pounds. He’s letting the team take the heaviest truck for transport (it has a winch), so it should be able to carry the model with ease. (“Getting it in the bed may be tricky.” He says)

If they ask where Black Hill is, John says for them to head west until they see the giant head, then head in that

direction. Black Hill is at the foot of the mountain there.

John doesn't know if the area is inhabited as that's why he sent Joey Gills out first. If they find Joey, he may be able to give them some recon info.

“Oh and bring Joey back alive if you see him. He's an annoying little carp-face, but he's the best scout I got.”

SCENE 2: MEET JOEY GILLS

The drive is fairly uneventful, as you trundle up one of the Ancient crumbling blackpaths that criss-cross the area. Two of you are in the cab while the others ride in the bed in the back. You've driven for about an hour west when you see someone running toward the truck down the center of the road, waving his hands to flag you down.

As they get near, they can see it's Joey Gills. Joey looks like a normal human, short at 4 foot tall. His face though is that of a fish. His eyes are quite bugged out and his mouth opens and closes like he's gasping for air. (He's just winded – he doesn't need water to breathe.) Joey calls himself "Joey Gills" and he has a habit of calling other PCs "Joey Whatever-Pops-Into-His-Head." (So a mutant plant would be "Joey Dandelion" for example.)

****"Ah, thank Bob! Barrter John's done sent ya to help out ol' Joey Gills did he? That's swell!"** He looks around nervously. "But we gotta go! They're after Joey Gills and they're gonna pop up any sec now!" ****

The three Boulderoids that Joey escaped from come up from under the truck. The truck will over turn (no damage to it) as the creatures pull themselves up. They intend to kill Joey before he can reveal the location of their

village near Black Hill. Boulderoids get first attack due to surprise, but get last attack after that due to the *slow mutant* mutation.

Boulderoid (3) (AL N, MV 60' (20'), AC 4, HD 9, #AT 1 (fist), DG 2d6 + 3d6, SV L4, ML 7, *mutations: slow mutant, natural armor, increased strength, hyperburrowing*)

They all have 40 hit points.

1 – 40

2 – 40

3 – 40

Joey stays away from the fight as he's pretty well winded. The Boulderoids do not talk and fight in silence as they try to reach Joey. If others get in the way, they'll attack them too.

When the Boulderoids are dealt with, they crumble into piles of stone, sand, and rubble. It seems that willpower alone is what kept the creatures "alive."

Joey is very grateful for the rescue.

****"Them Boulderoids had it out for Joey Gills the second Joey Gills saw their village. They ain't keen on visitors. Lots of them there too.****

Joey tells the team he was caught snooping around by the Boulderoids who seem to have set up a village in the ruins at the foot of the monument.

“The George Jefferson Memorial” he calls it, “as them’s the two guys up there.” If pointed out there are four heads, Joey says “Not anymore they ain’t.”

Joey tells the team that they’re about 10 miles from Black Hill straight ahead on the road. Black Hill is a bombed out shell of an Ancient town, but that’s not where the model is anyway.

**** “That small four-head statue is smack-dab in the center of Joey Rock-Guy village. They built it around a little building marked “GIT SHO” right under the chins of George Jefferson hisself. I can take you there. ****

SCENE 3: HEADBUTT!!!

The truck will soon arrive at the crumbling ruins of Black Hill. As Joey described, there's not much left of the Ancient tourist town except for a lot of rubble. It appears the town was bombed out during the Apocalygggeddon – perhaps because it was viewed as a symbol to be wiped from the Earth, or perhaps it was just bad luck.

From the outskirts of town, it's fairly easy to see the monument in the near distance looming over the landscape. Two of the heads are missing, just as Joey explained – the ones to the far right when compared with the picture John showed them (Roosevelt and Lincoln). The scorch marks on the hillside makes it seem as if the monument suffered a direct strike.

Joey points to a road that leads up to the monument. A sign points to Mount Rushmore National Monument.

**** “Up that way is where we gotta go. It's pretty overgrown up there, so's Joey Gills suggests leaving the truck behind. ‘Sides, them Joey Rock-Guys probably hear it comin’.” ****

The party can skulk or try to sneak up on the village to the best of their ability. If they try to stray off the path too much, it gets really, really tough to maneuver through the underbrush. In fact, if they

stray too much, they stumble across a nest of 12 Hummingoats.

Hummingoat (12) (AL N, MV 240' (80'), AC 8, HD 1, #AT 1, DG 1d6, SV L1, ML 8, *mutations: none*)

Hummingoats each have 6 hit points.

1-6

2-6

3-6

4-6

5-6

6-6

7-6

8-6

9-6

10-6

11-6

12-6

Eventually they should reach the village.

SCENE 4: MOVING ON UP

The party can approach the village from any direction. The road leads right into the center to a parking lot. The GIT SHO (gift shop with letters missing) is right next to it. There is a viewing platform at the far north that faces the monument. Scattered shanties and huts surround the GIT SHO. There are long-dead bodies and bleached bones here and there. The original villagers were killed off long ago by the Boulderoids who decided to set up their own village at the foot of their “god.”

There are 4 Boulderoids on the viewing platform, staring silent up at their God. There are 3 others on either side of the GIT SHO. They seem to be swaying ever so slightly back and forth and a low-pitched hum comes from them.

****It’s like they’re worshipping’ George Jefferson here,” Joey says. “Like they wanna move on up, or somethin’.”****

Boulderoid (10) (AL N, MV 60' (20'), AC 4, HD 9, #AT 1 (fist), DG 2d6 + 3d6, SV L4, ML 7, *mutations: slow mutant, natural armor, increased strength, hyperburrowing*)

1 – 40
2 – 40
3 – 40
4 – 40
5 – 40

6 – 40
7 – 40
8 – 40
9 – 40
10 – 40

If the party doesn’t make a move to attack or disturb them, they will be unmoving for 4 rounds once the party decides to move in. Or they may just decide the Hell with it and attack. If they do, the Boulderoids will attack back, slowly of course.

If the tide seems to turn against them, they’ll decide the only recourse they have to drive away to the interlopers is to “merge” their life force with that of their god. The remaining Boulderoids will hyperburrow into the ground and merge with George Jefferson. At the most dramatic point (thinking the Boulderoids have run off), the party may start to work on the model. When it appears that they have it on the truck, have one Boulderoid come out of the ground before the truck.

“We have become one with God,” he rasps. “You must pay for your sins against us.”**

He merges into the ground. If they look at George Jefferson, they’ll see he’s scowling.

SCENE 5

CHASED BY A NATIONAL LANDMARK

First things first, is a giant hand and arm is wrenched from the hillside and is lifted up as if the SWAT team party. They are invited to try to clear out as fast as possible as the hand will do 6d6 HP when it comes down on anything under it. Moving the truck or getting out of the way is advised.

If they decide to run or if they decide to fight, George starts to pull himself out of the mountain. This is a tedious process that will take several rounds to accomplish. If he gets free, all bets are off.

George Jefferson has 200 hit points, and YES, I'm being kind.

GEORGE JEFFERSON
200

If he's able to pull himself out of the mountain, he will be 400 feet tall and will begin a rampage across the countryside. He may decide to beat the team. Maybe not.

Other ways to deal with him:

- If any of the team has a mental ability to control him, they can take command of George. He may even carry the team and the model back home. (George has a very low WIL to mental attacks.)
- If any of the team can shrink his mass, they may be able to deal with him more easily.
- Anything that can damage stone (explosives, sonics, etc.) will cause double damage to the "barely held together" Boulderoid construct.

In fact, any idea the team has should be encouraged and allowed. You don't want to crush them; you just want them to have a "holy crap" moment.

Eventually, after a lot of drama and excitement, they should successfully deal with George Jefferson.

**SCENE 6:
THE FINAL FRONTIER**

After a fun-filled day of dealing with rock people and REALLY BIG ROCK people, you're able to finally return to Barter John with the model in tow. He asks for information of the expedition and is stunned into silence when you describe your encounter with George Jefferson.

"I gotta hand it to you fellas. I have no idea how I would've fared against something like that. You know what they say a bear does in the woods? Yeah, I think I just may have when that thing came to life."

John pays each of you 500 gold pieces and congratulates you on a job well-done.

"You more than earned it," he says. "And I think you guys are ready for a REAL challenge for your next salvage mission. Take a look."

He opens up an Ancient crumbling book with the letters NASA written on the cover. He opens to a page and shows you a color image of some artificial tube-like structure with wings floating above a blue/white sphere.

"So, who here knows what I-S-S stands for?" he asks with a grin.

TO BE CONTINUED...